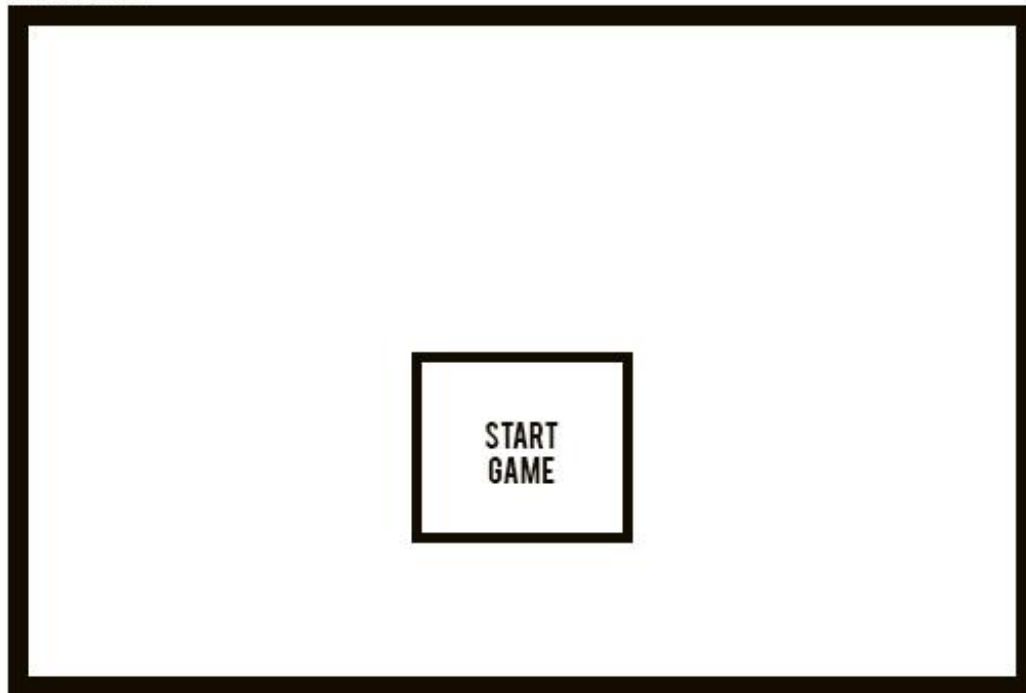
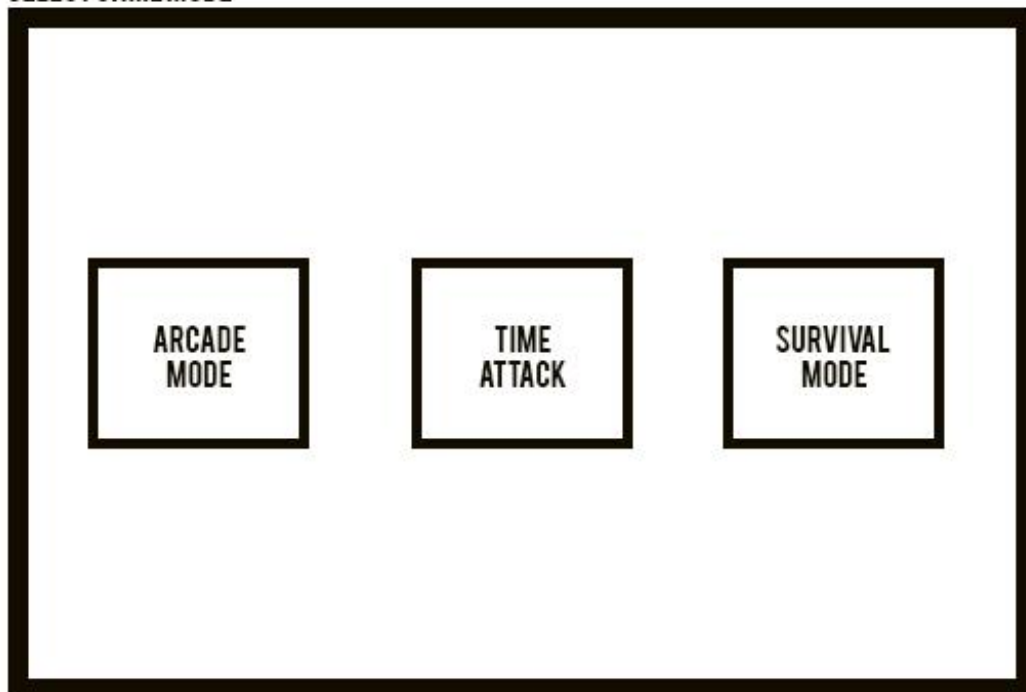


STORYBOARD

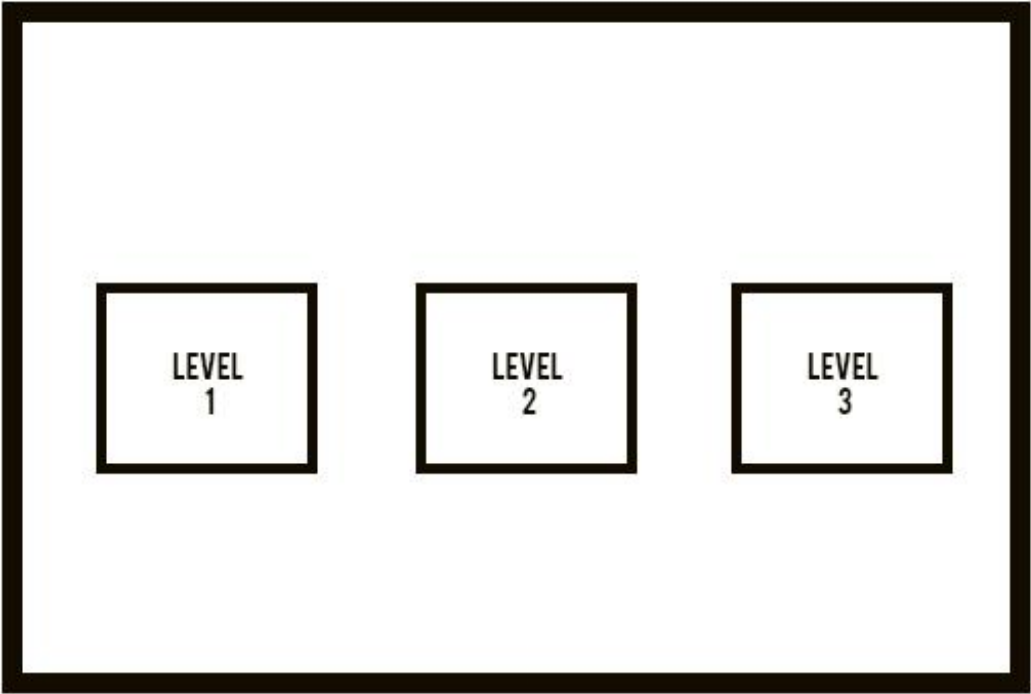
MAINMENU



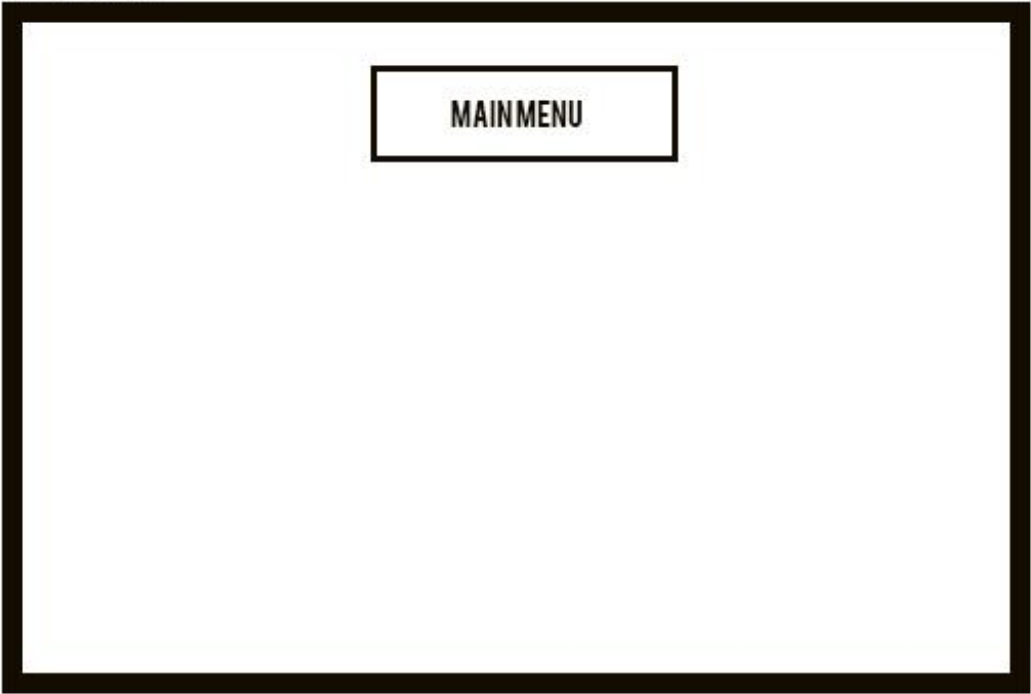
SELECT GAMEMODE



ARCADEMODE-SELECTLEVEL



LEVEL SCENE



TIME ATTACK



SURIVAL MODE



GAMEOVER SCREEN



LEVEL COMPLETE SCREEN

