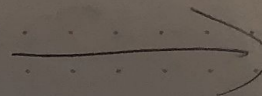
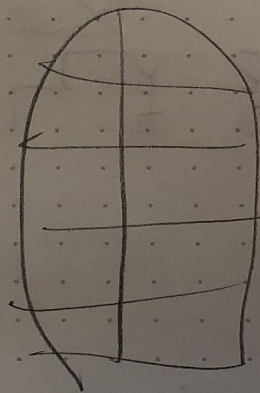
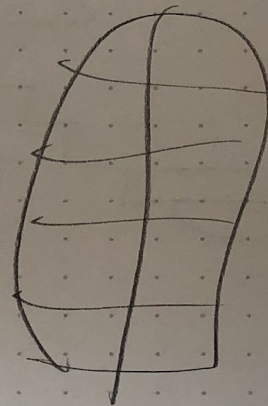
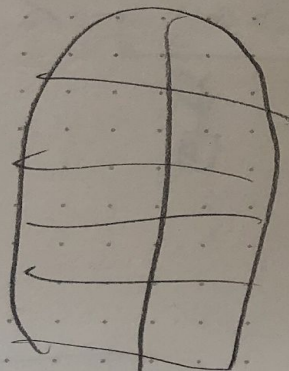


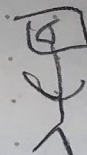
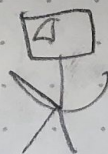
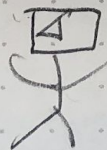
1st
Level

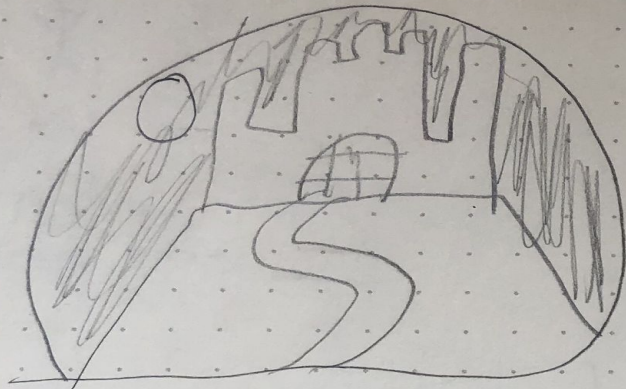
(Past, no Busstop)



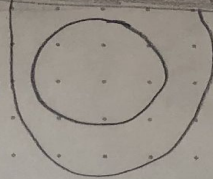
Victor starts

Here

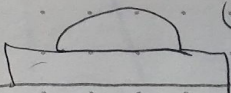


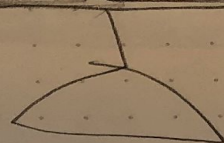
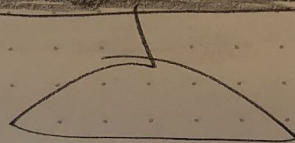
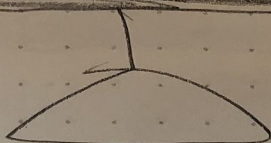
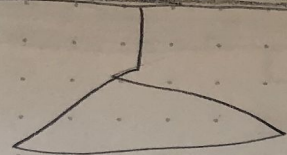


Boulder
falls,
killins player



step on
Trigger



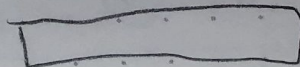
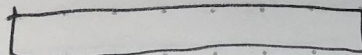


Phys. at Player
/ needs 1 or 2 damage

am

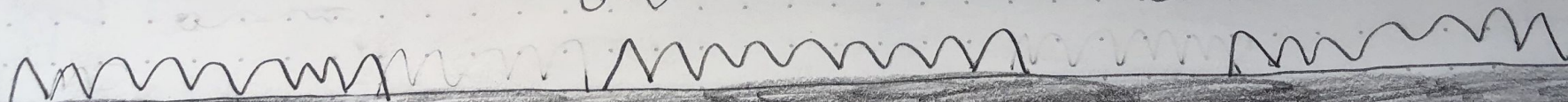
am

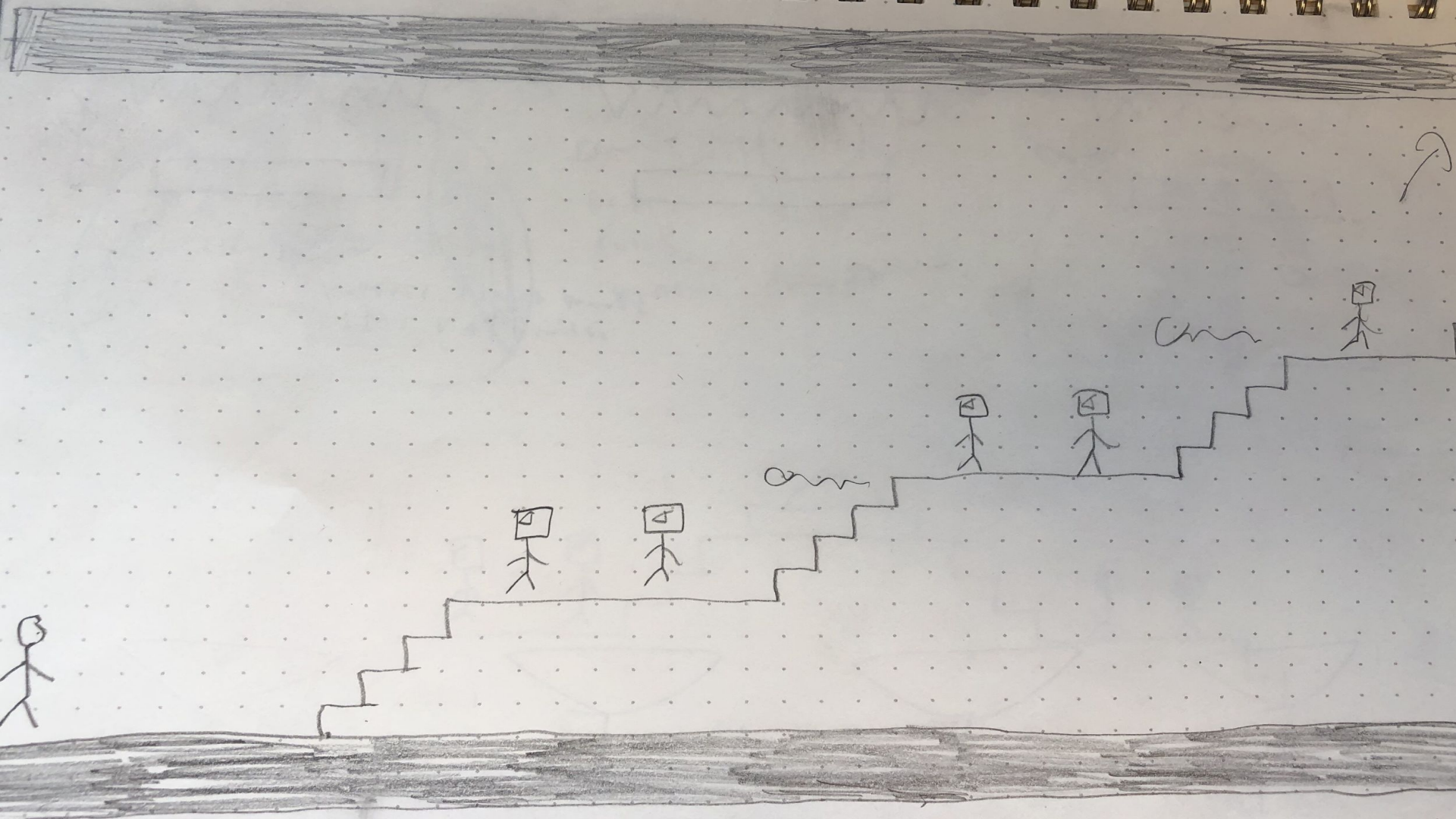
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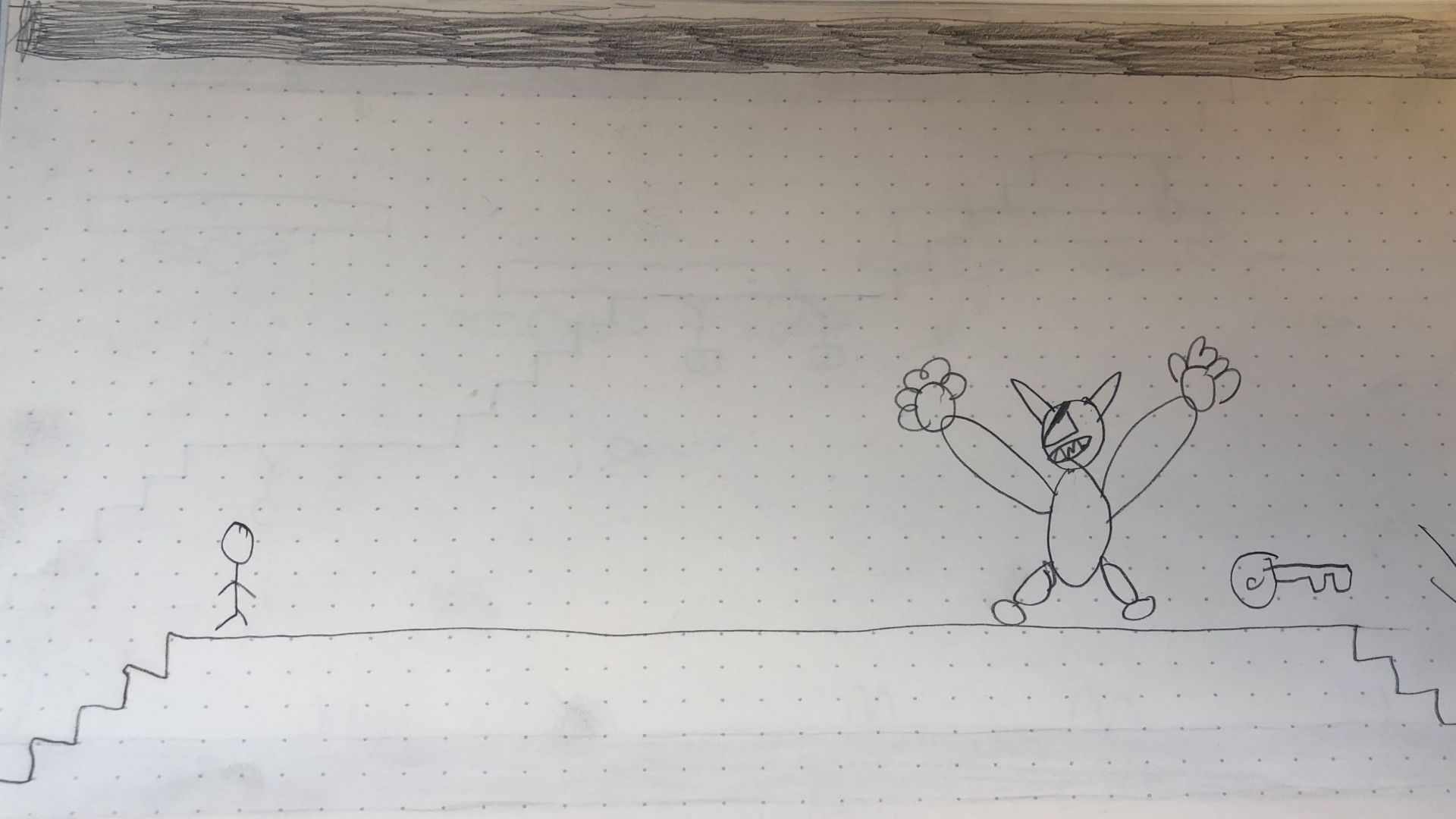


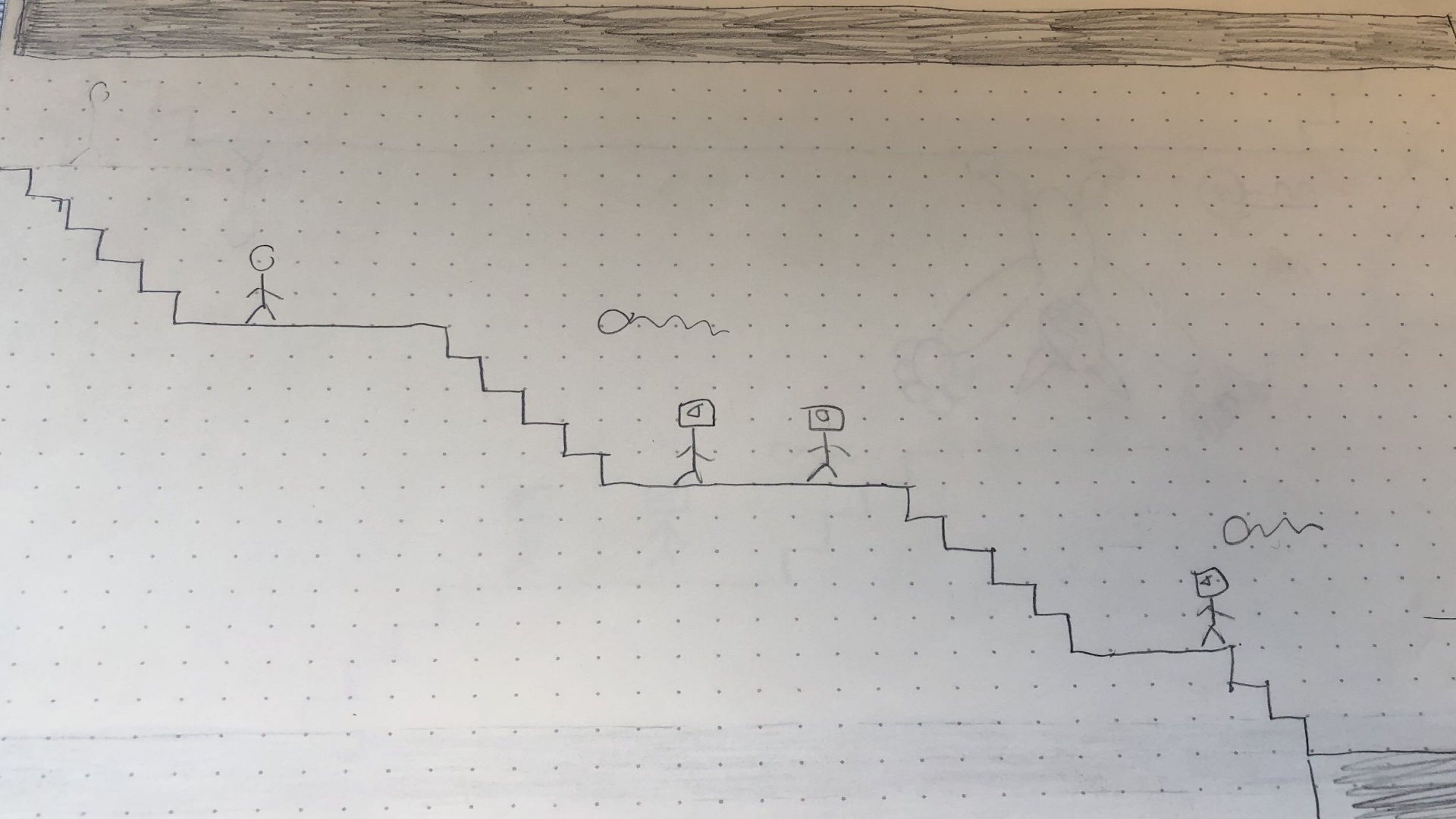
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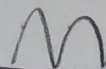
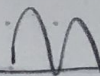
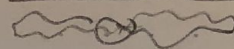
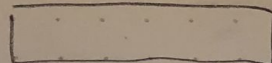
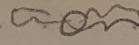
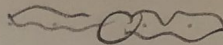
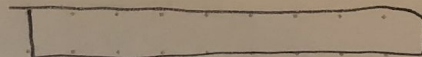
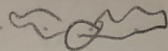
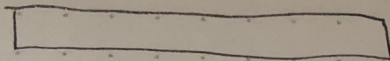
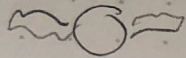
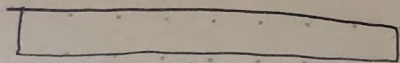
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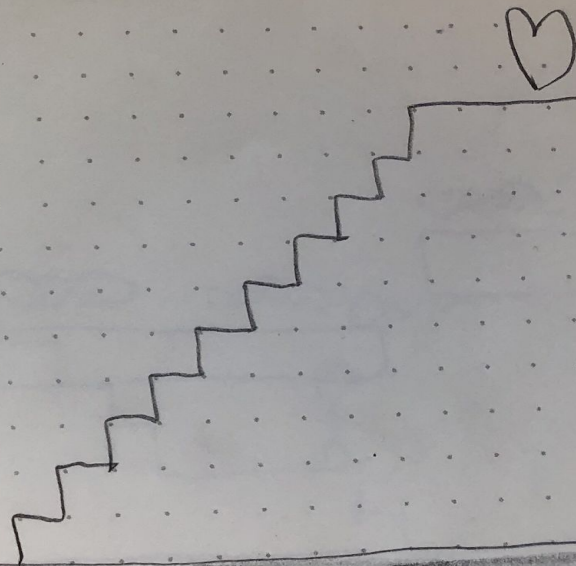
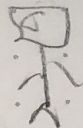
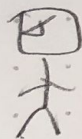














(warps back &
forth while
sheep are eaten)

Teufel

