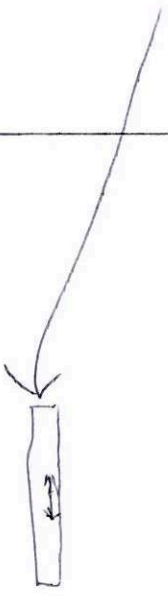
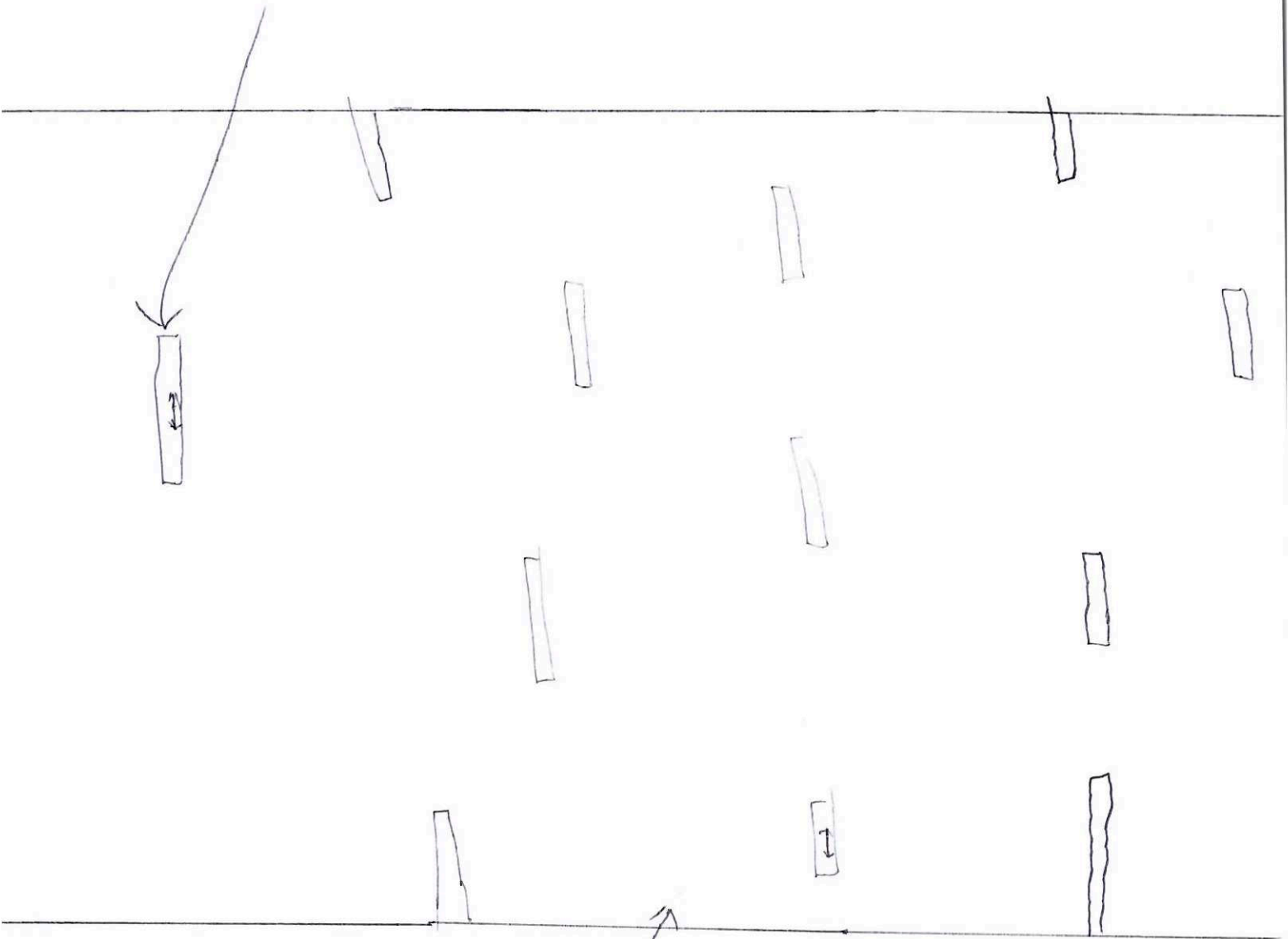


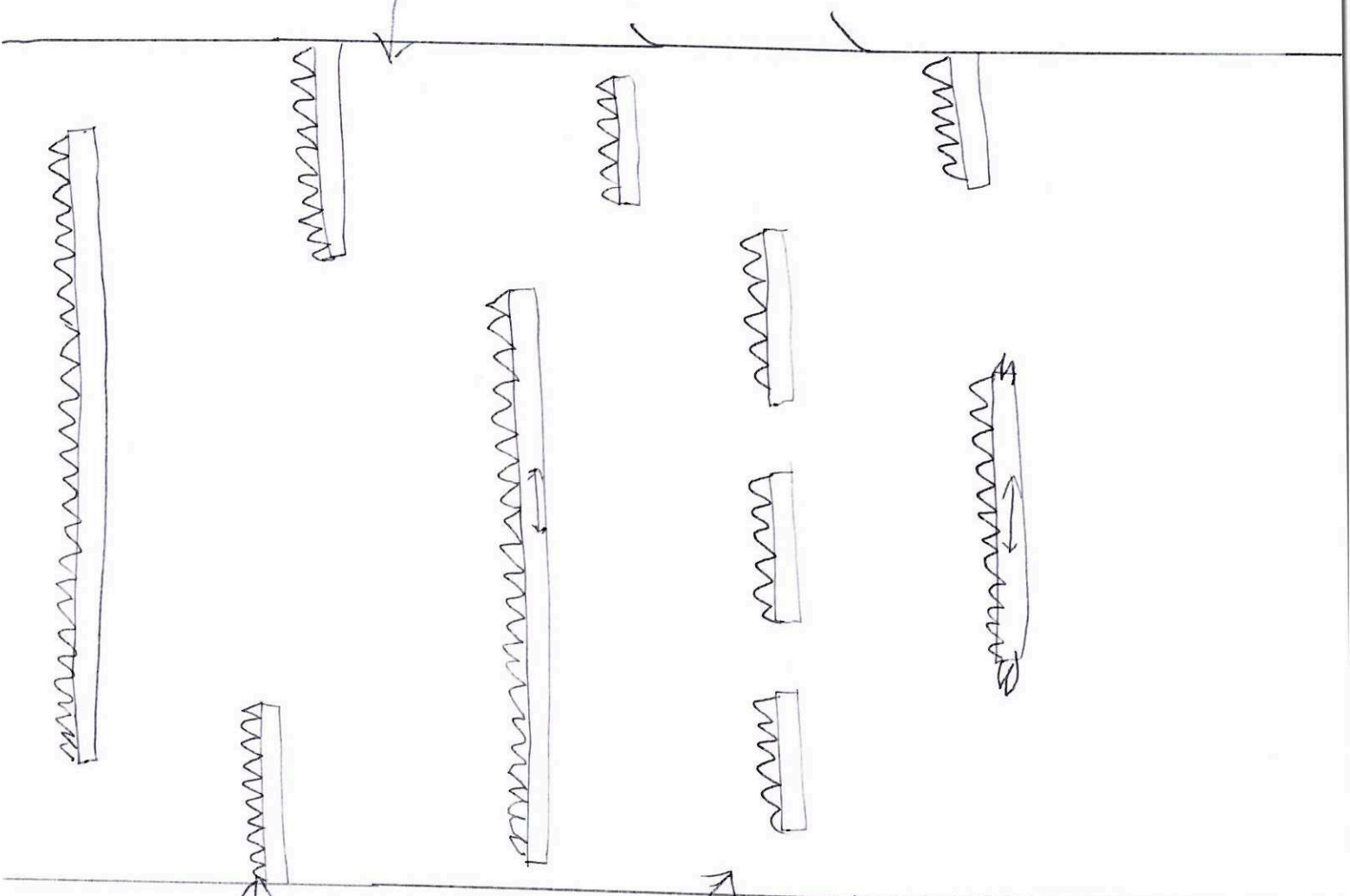
Walls Move
Side to side



blue
background



Speed
increases by 0.25

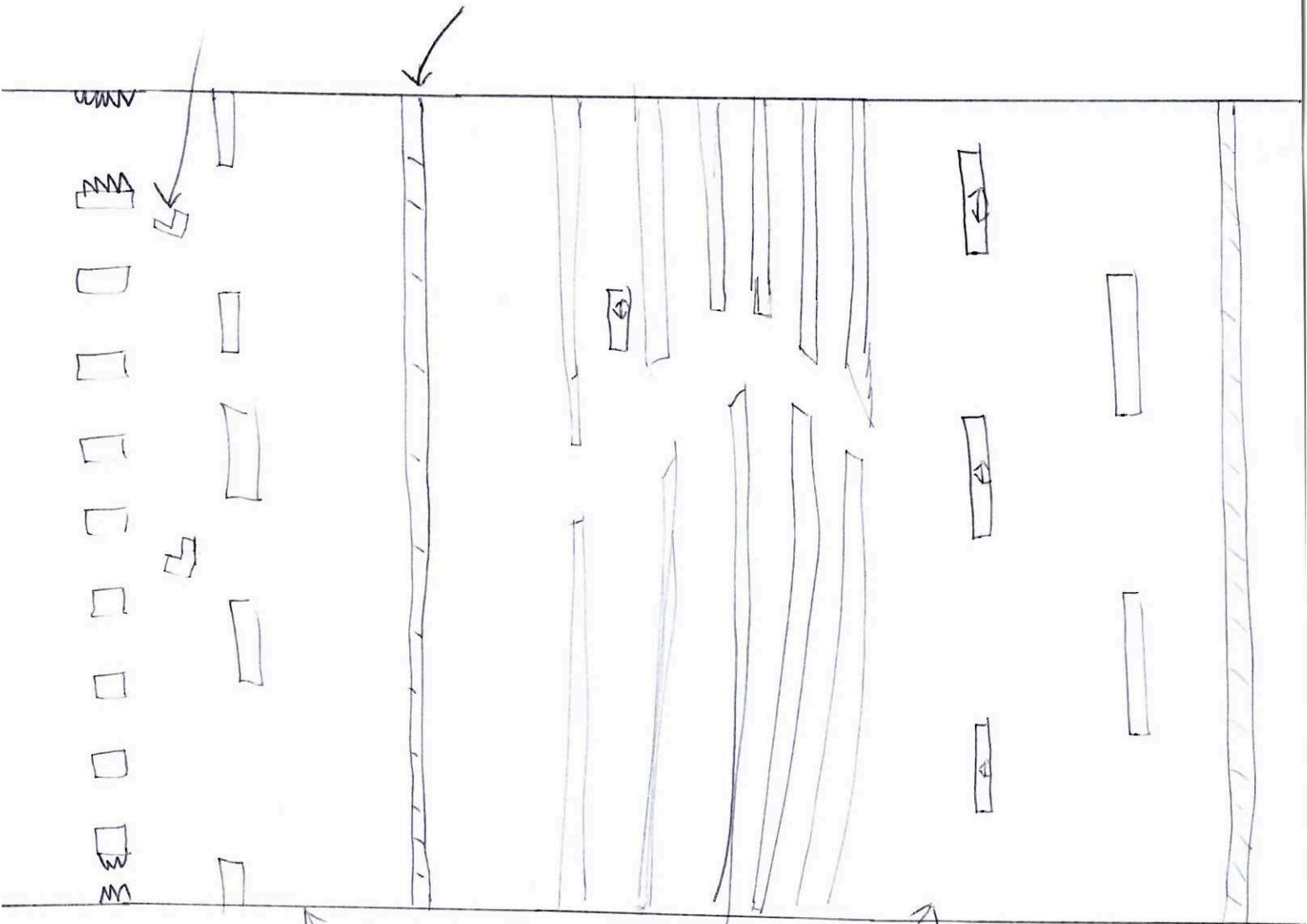


Purple
background

Spikes

Breakable
Wall.

Pistol
to shoot
certain
walls



Red
background

Speed increases
by another
0.25