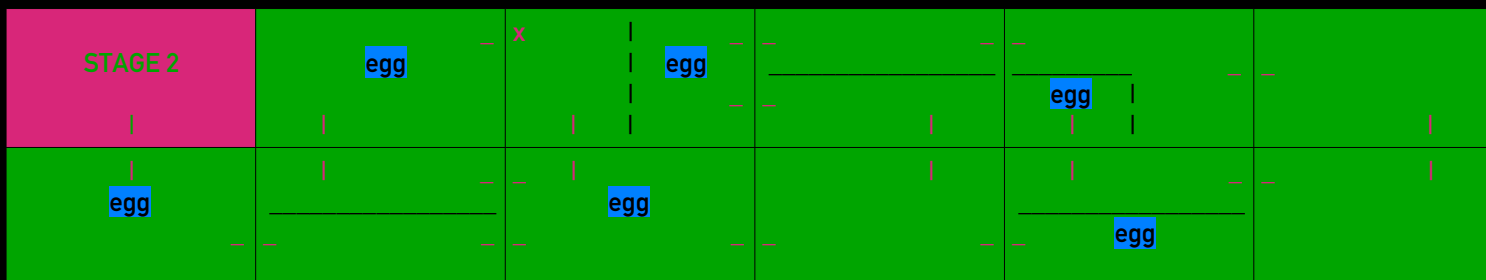
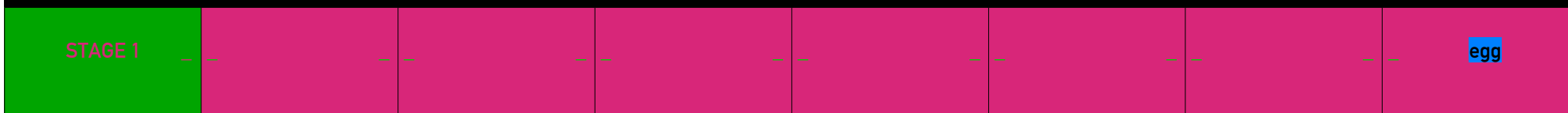


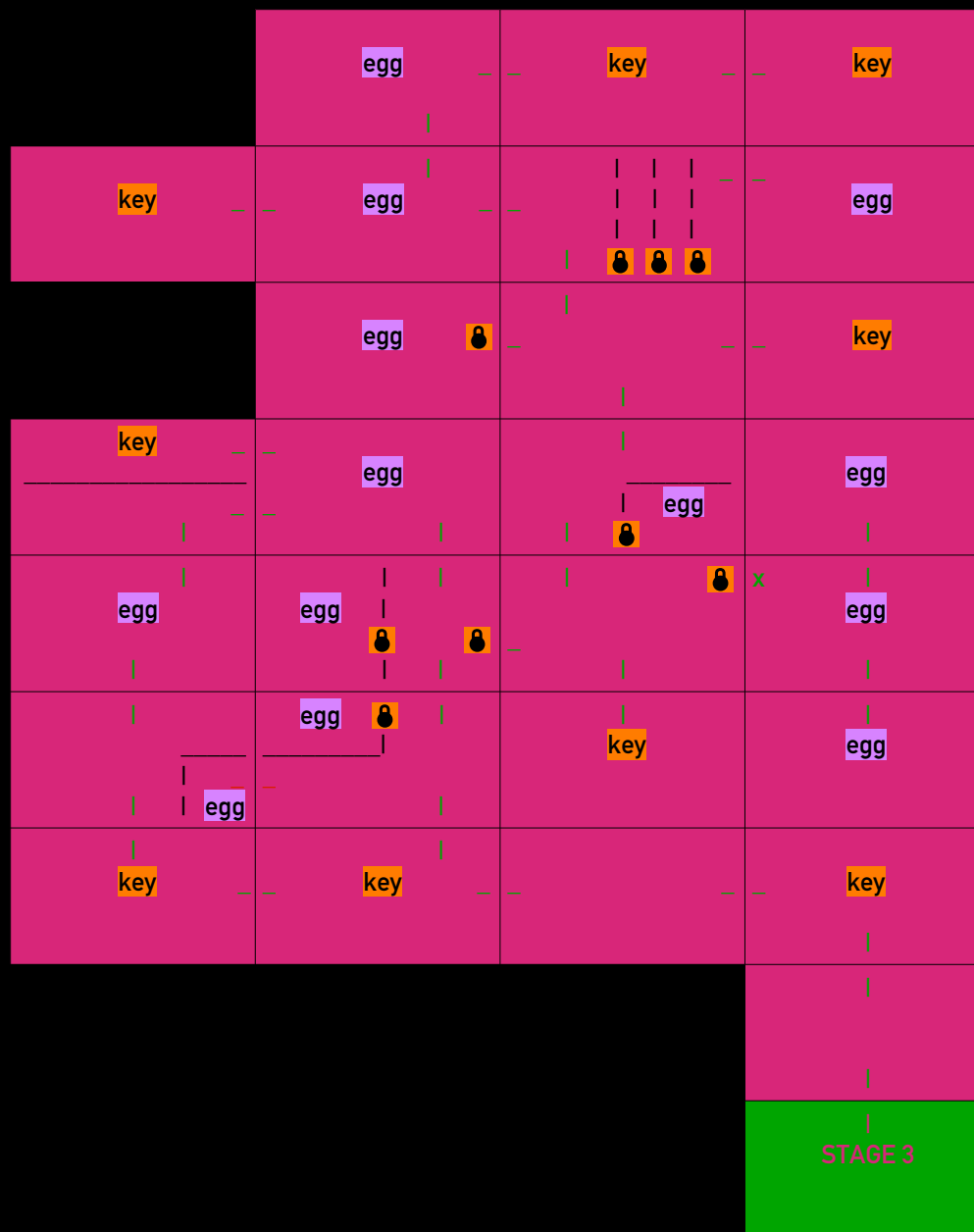
# JOURNEY TO THE CENTRE OF THE ALIEN

STAGE 1 / STAGE 2



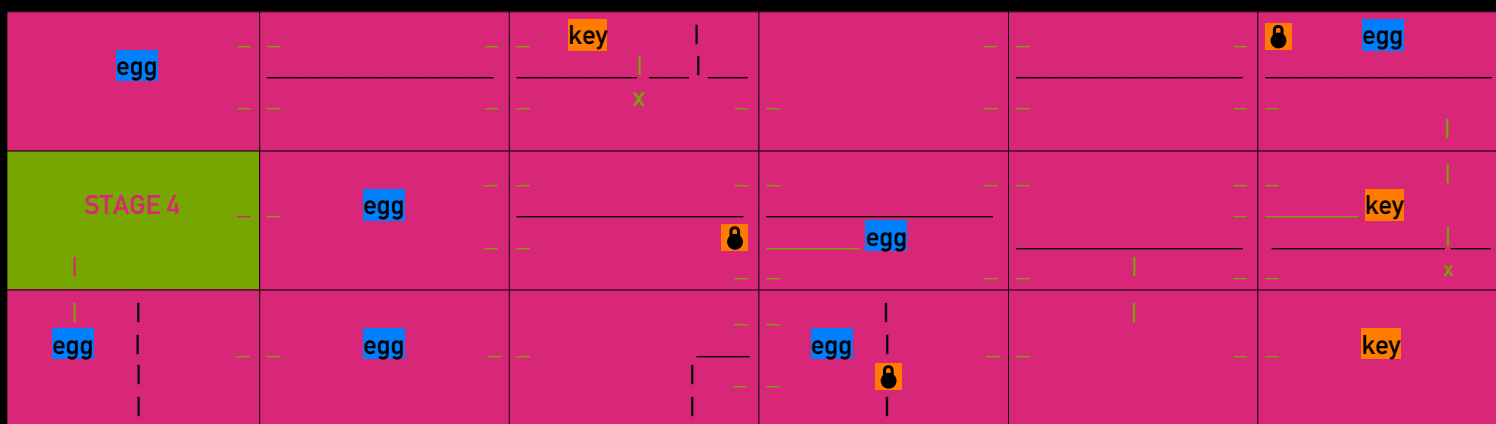
# JOURNEY TO THE CENTRE OF THE ALIEN

## STAGE 3



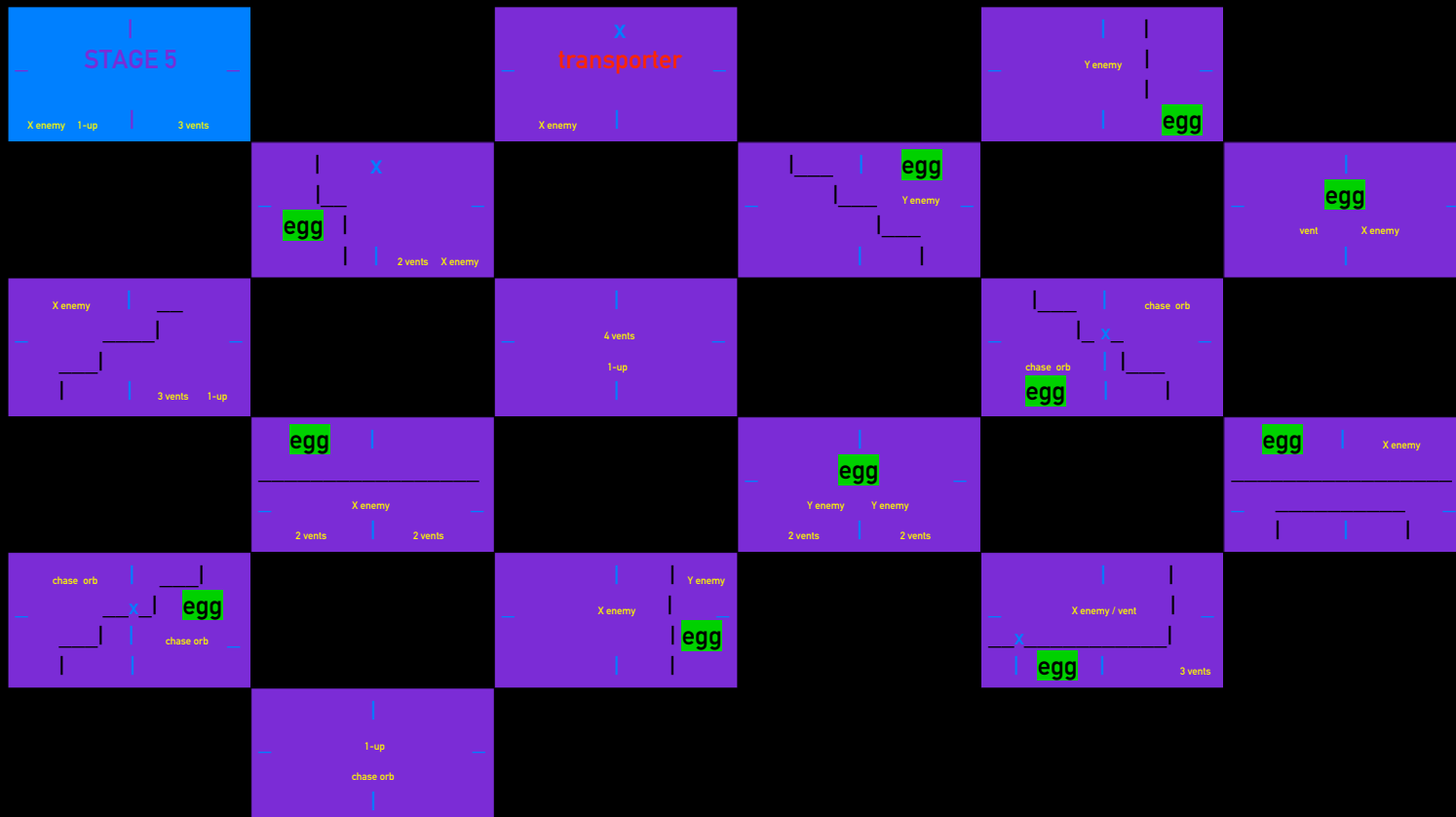
# JOURNEY TO THE CENTRE OF THE ALIEN

## STAGE 4



# JOURNEY TO THE CENTRE OF THE ALIEN

## STAGE 5



rooms are linked at random. use **enemies** / **1-ups** / **vents** as landmarks  
**x enemies** move horizontally      **y enemies** move vertically

# JOURNEY TO THE CENTRE OF THE ALIEN

## STAGE 6 / STAGE 7

