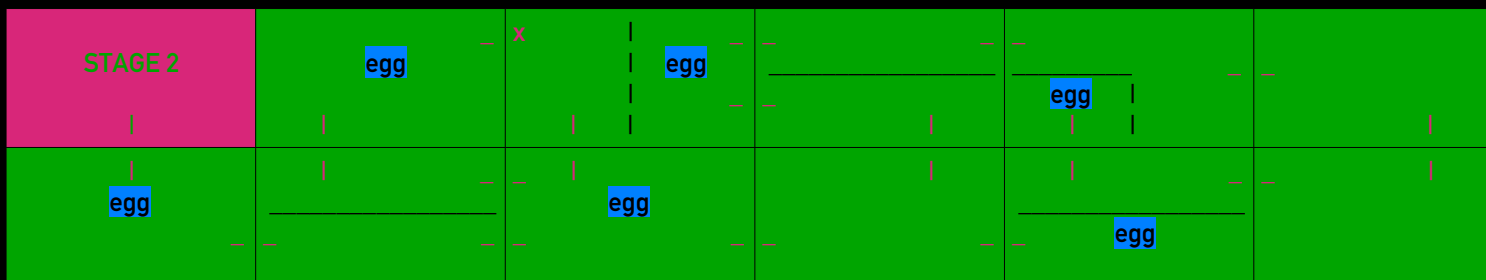
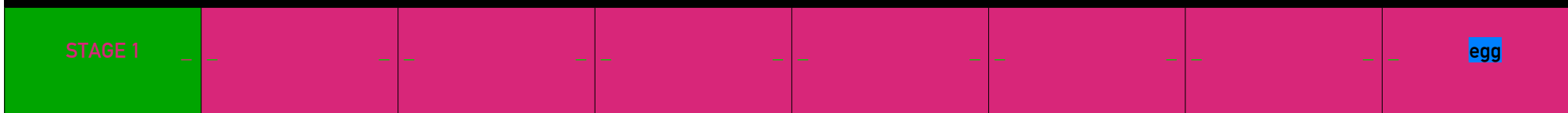


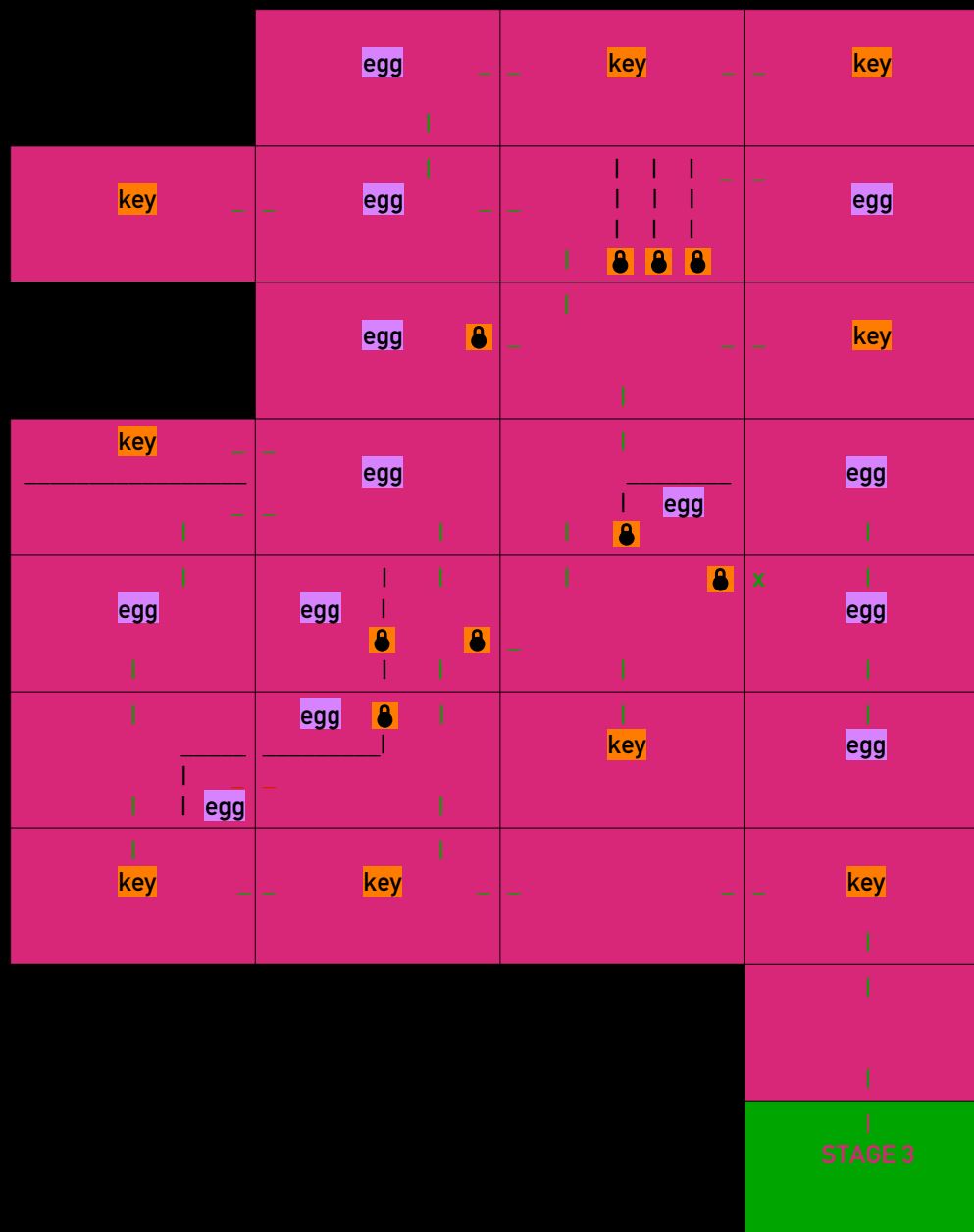
JOURNEY TO THE CENTRE OF THE ALIEN

STAGE 1 / STAGE 2



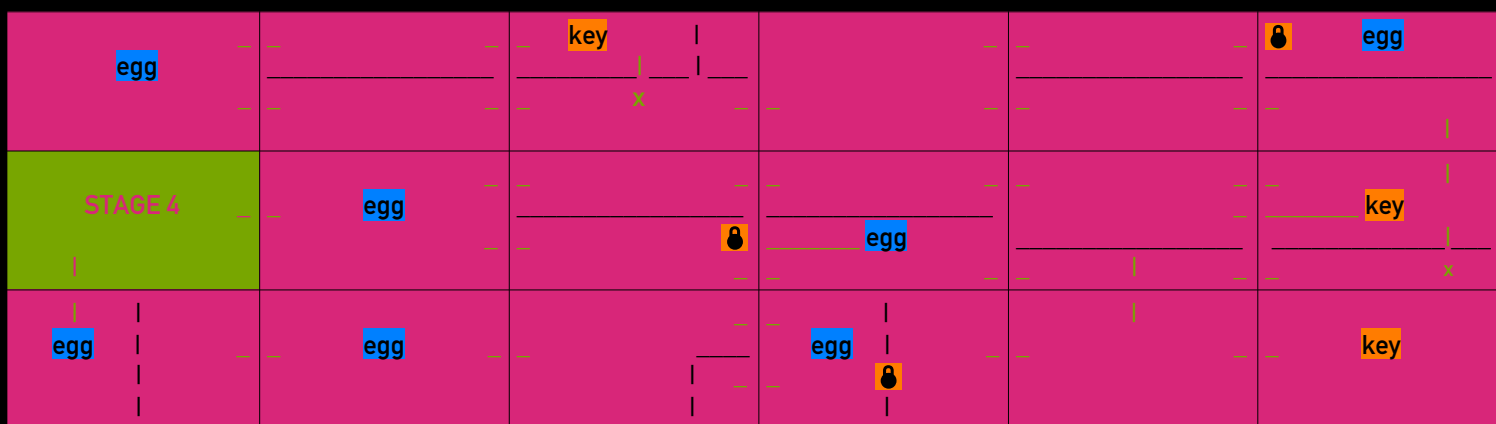
JOURNEY TO THE CENTRE OF THE ALIEN

STAGE 3



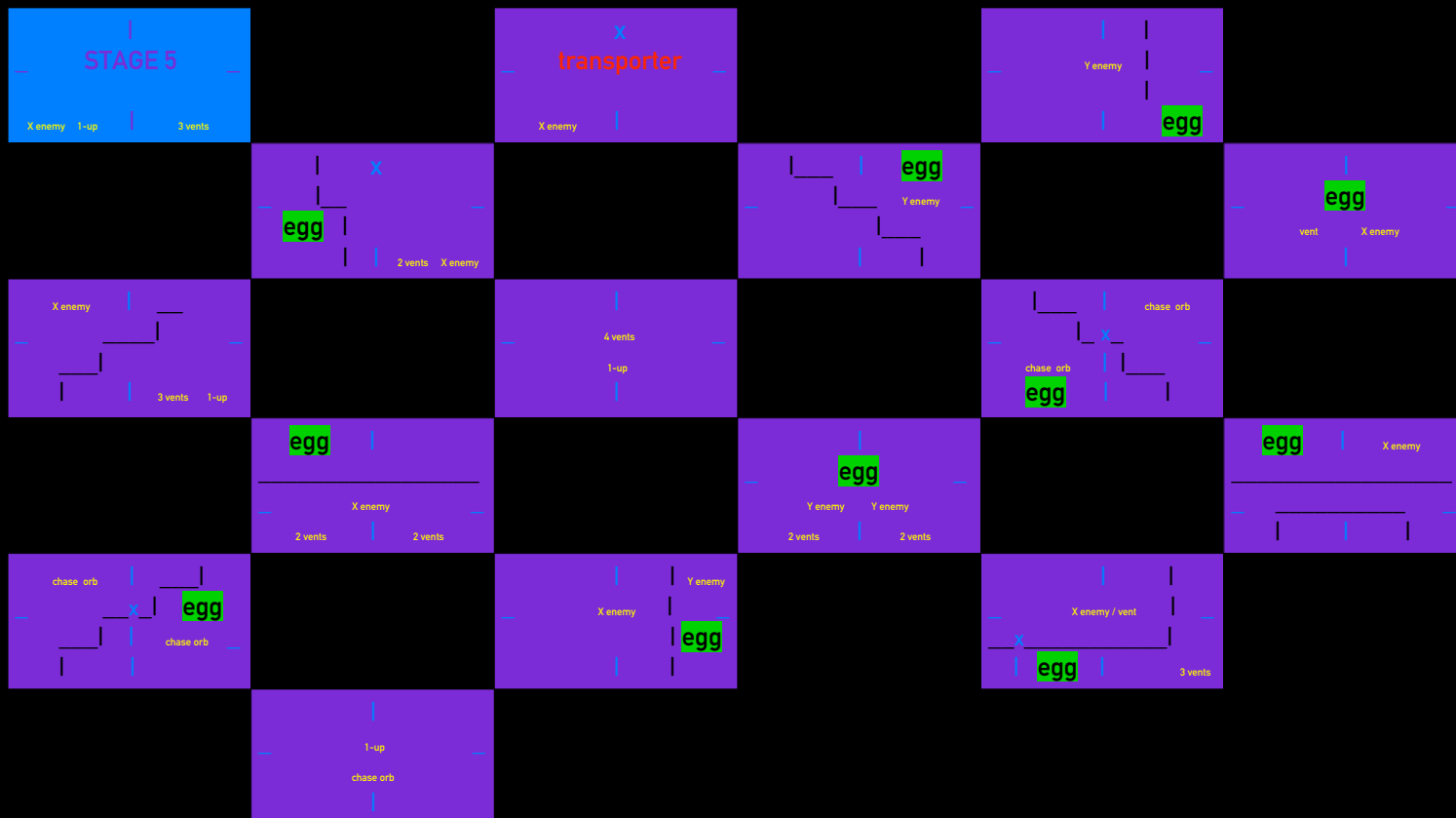
JOURNEY TO THE CENTRE OF THE ALIEN

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

