

# GET OUT!

	0	1	2	3	4	5	6	7	8	9
0										
1										
2										
3										
4										
5										
6										
7										
8										
9										






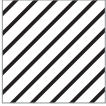
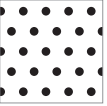








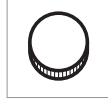




#
---

Notes
-------



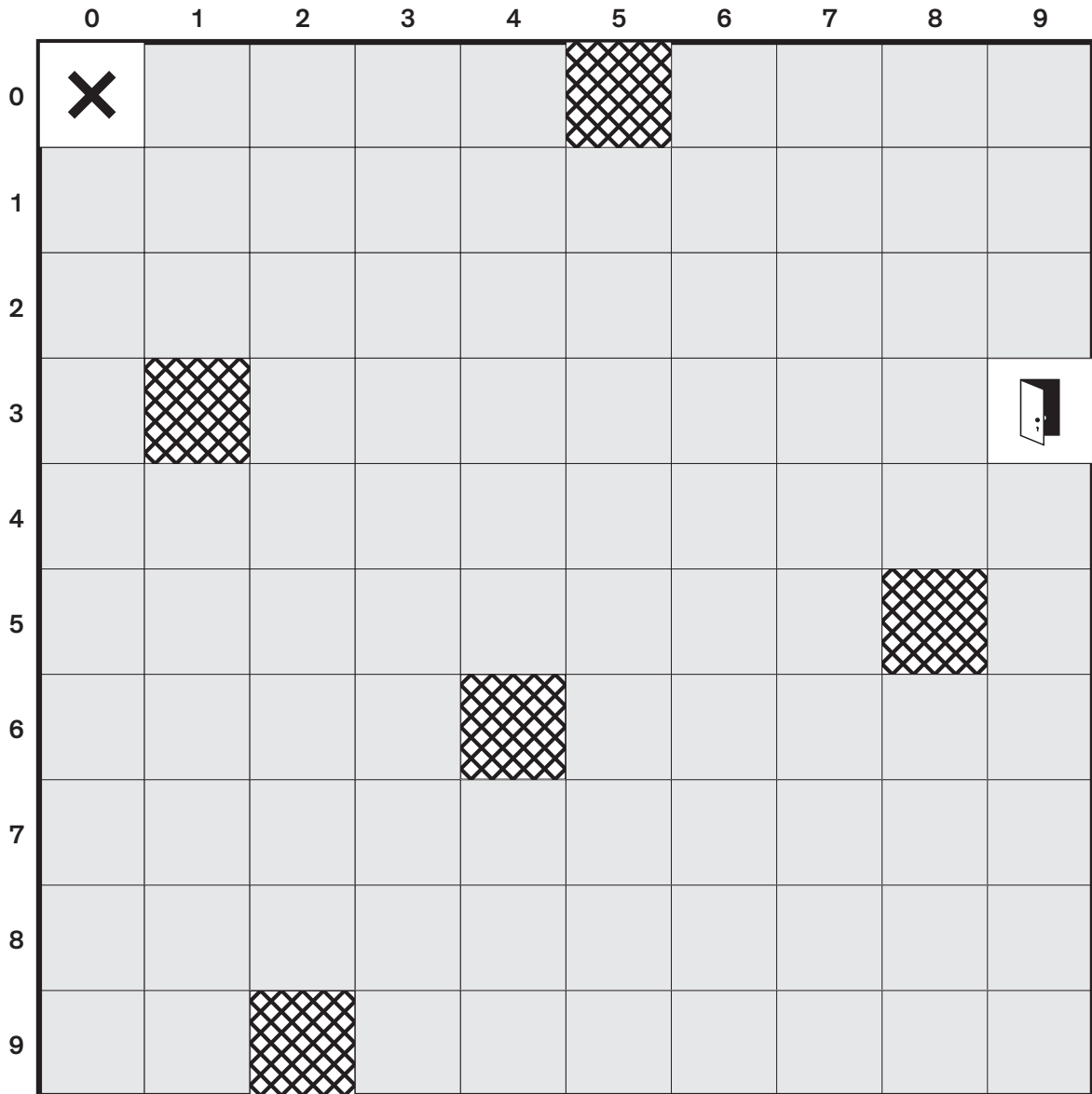
# GET OUT!

## GAME ELEMENTS

 <p>Ute</p> <p>She moves in a straight line and stops when she hits something</p>	 <p>Exit</p> <p>Move Ute to this square to GET OUT and beat the level</p>		
 <p>Wall</p> <p>This stops Ute from moving</p>			
			
			
			



# GET OUT!



#	Notes
---	-------