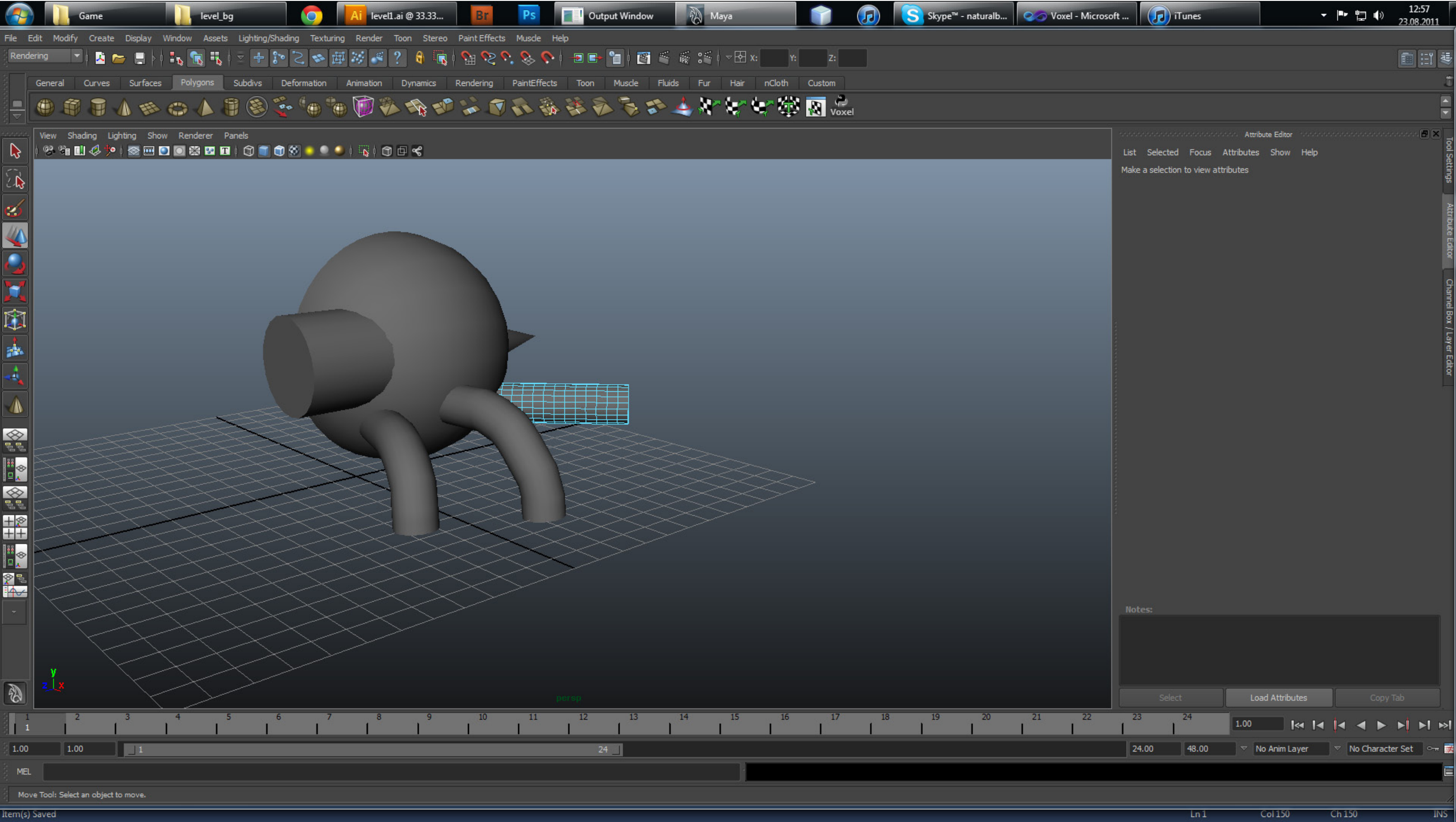
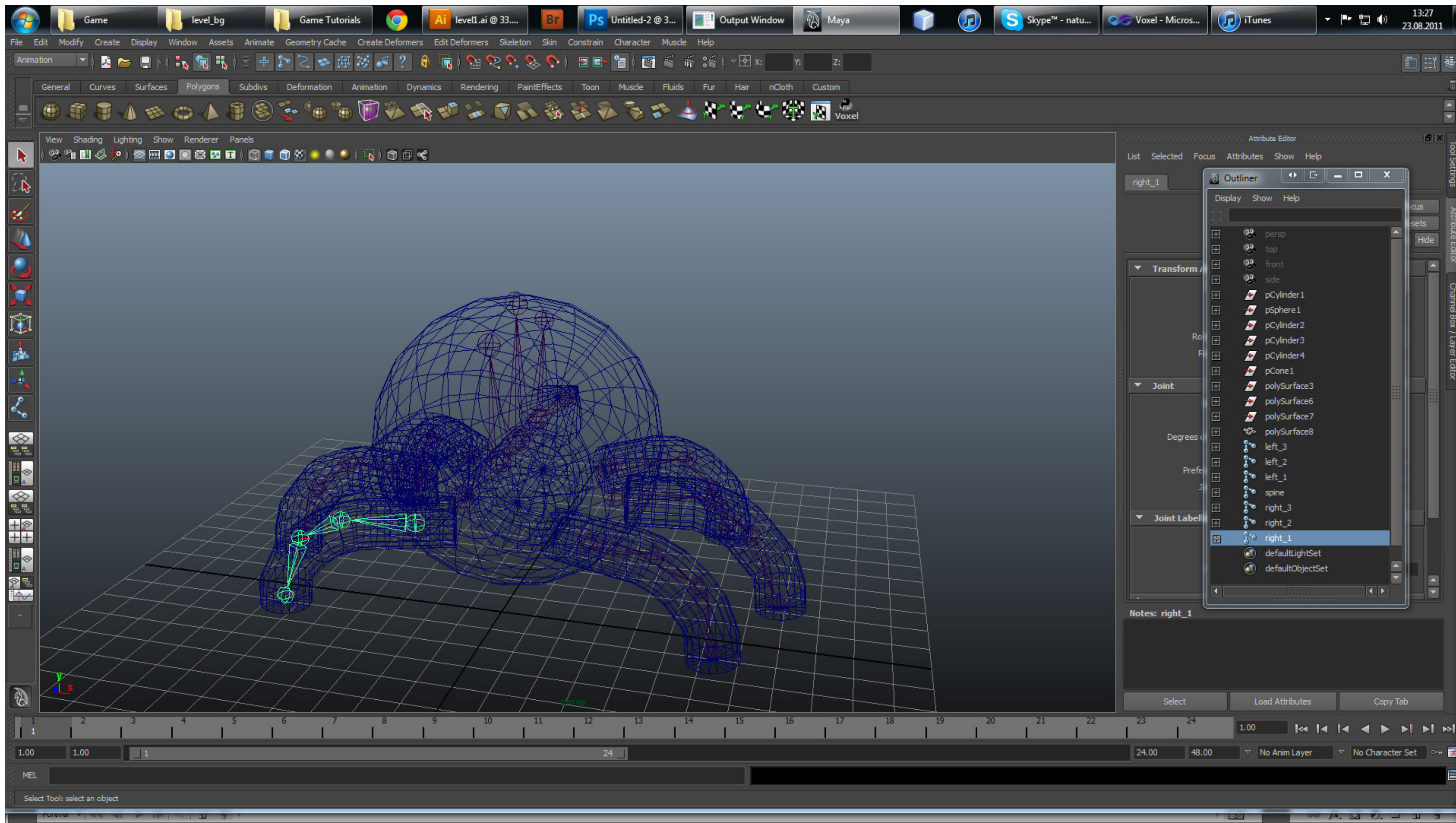
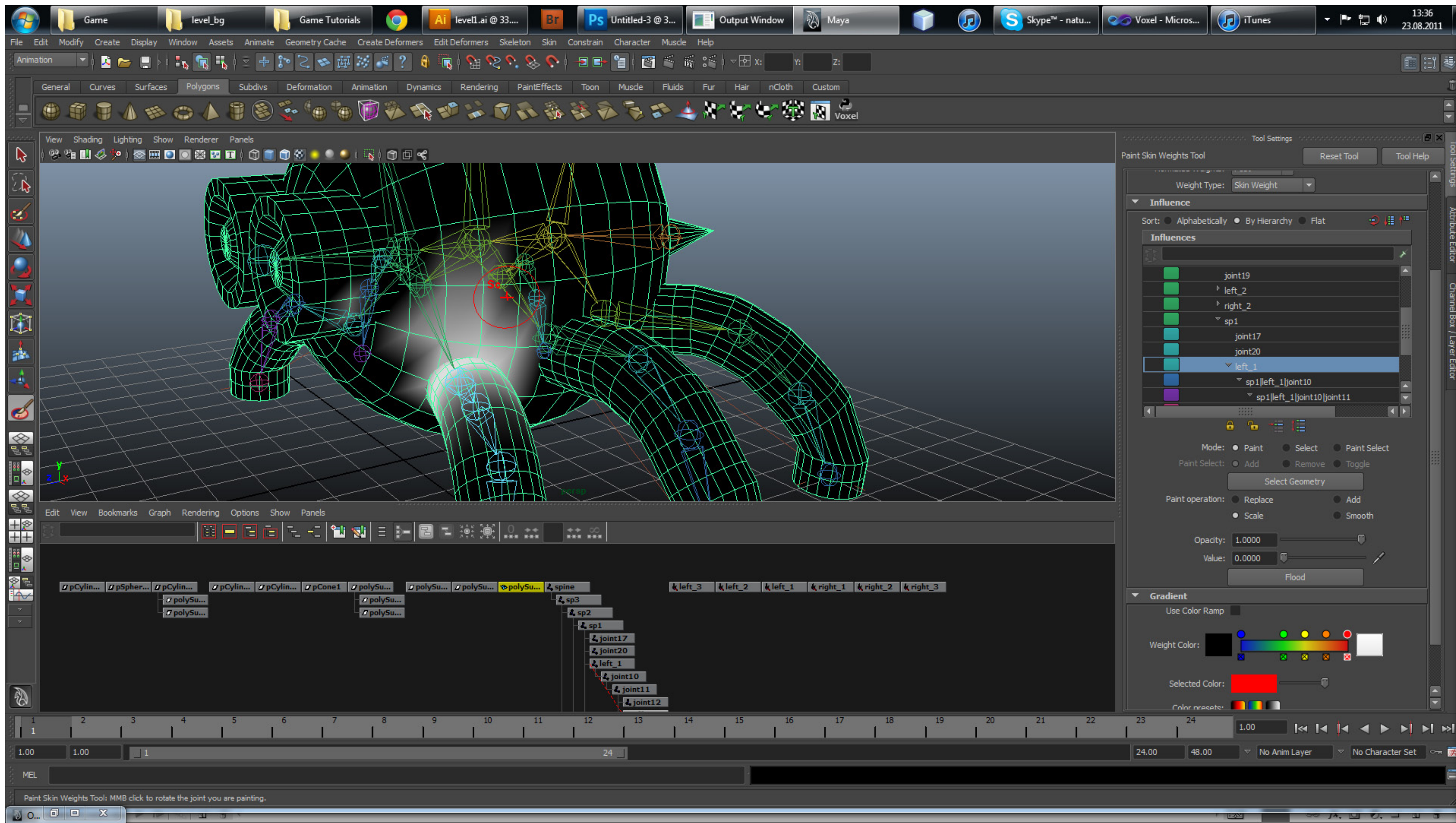
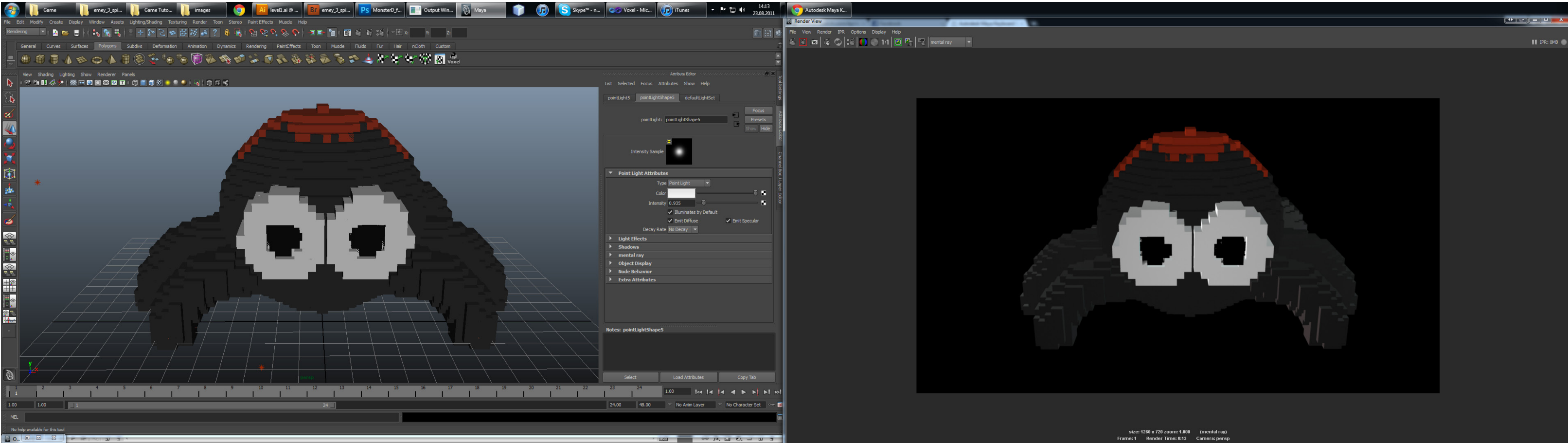
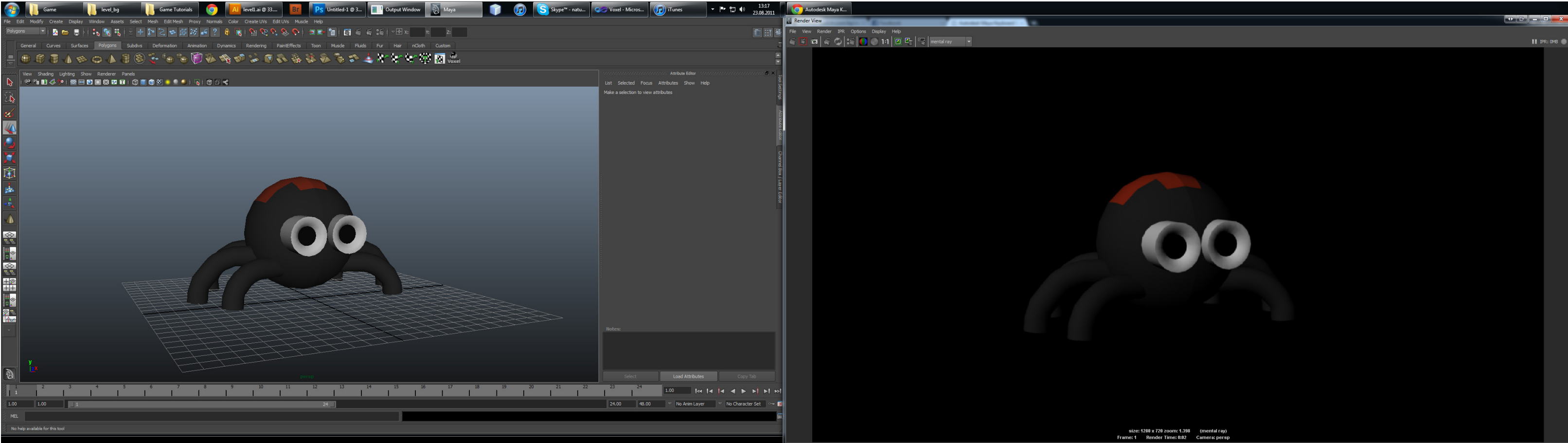


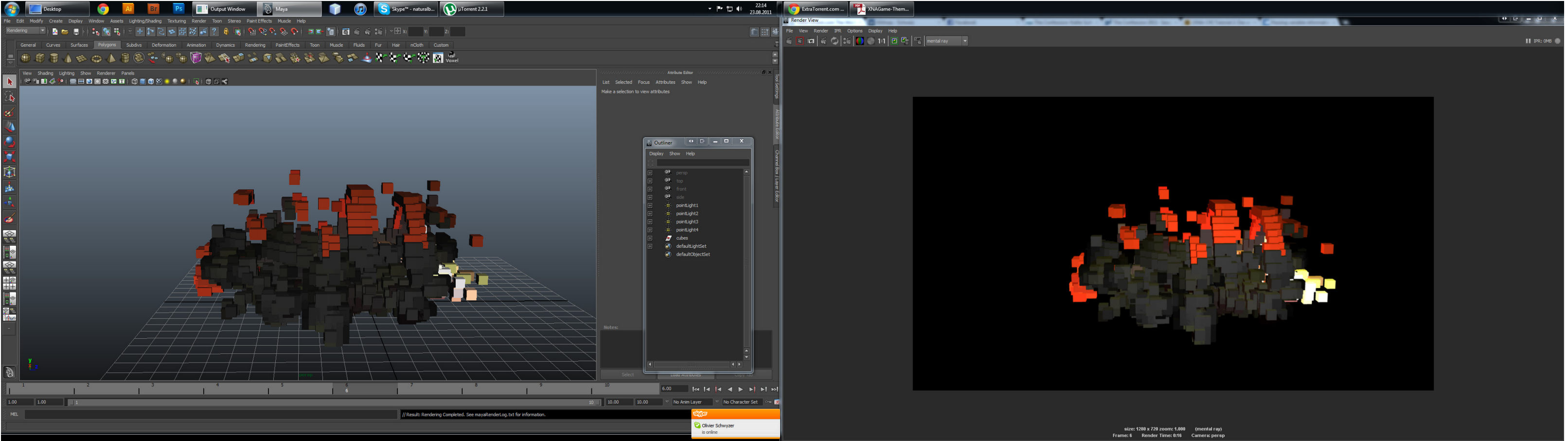
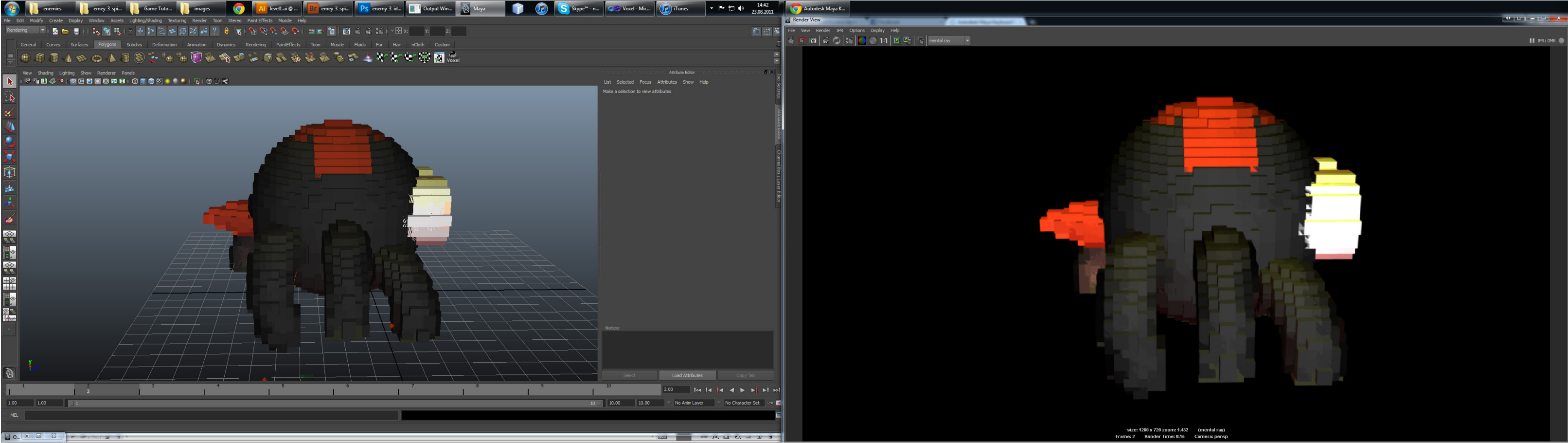










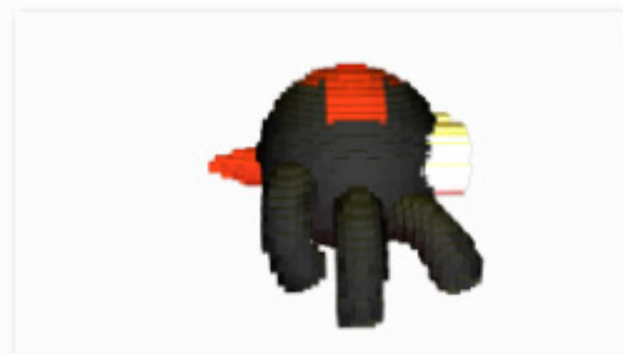




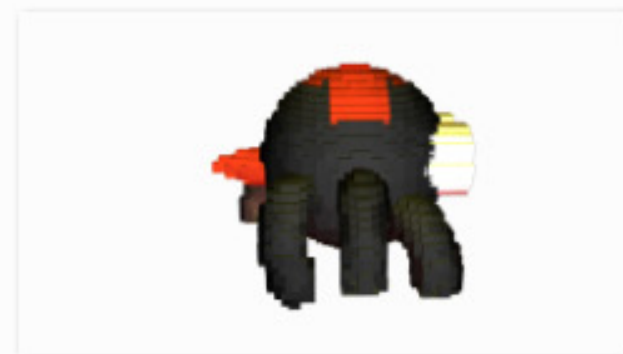
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Search emey_3_spider

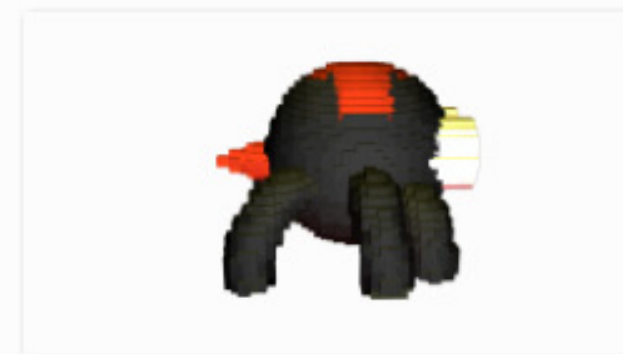
in library ▾ Share with ▾ Slide show Burn New folder



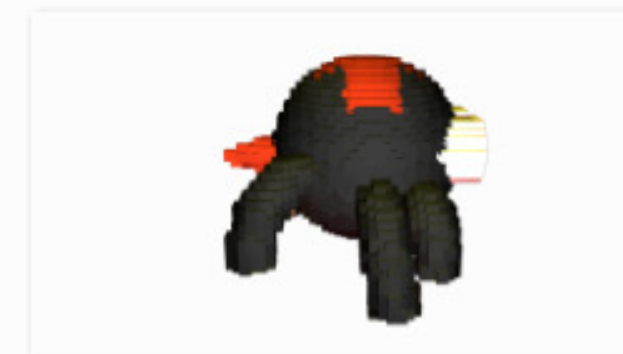
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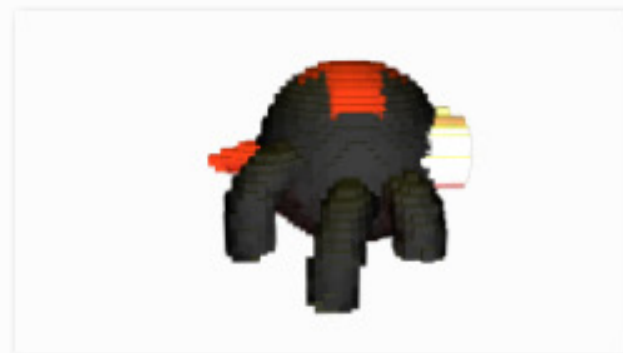
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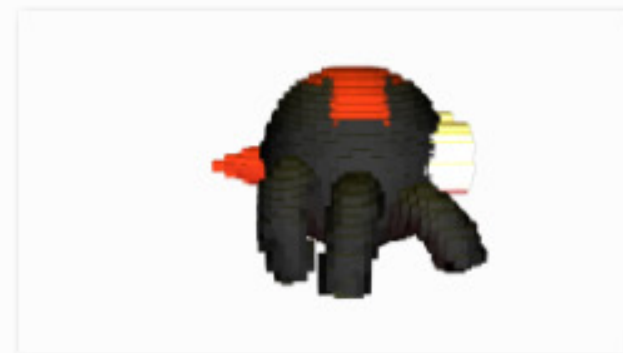
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enemy_3_vox.0004.png



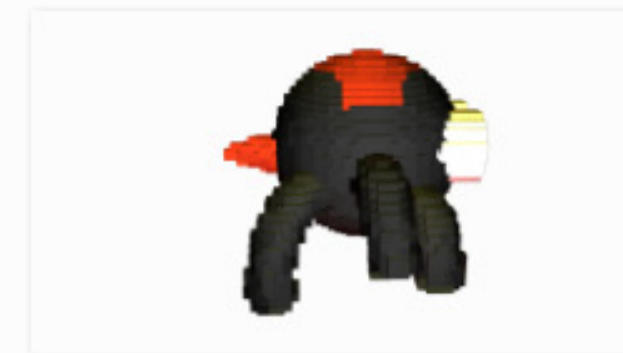
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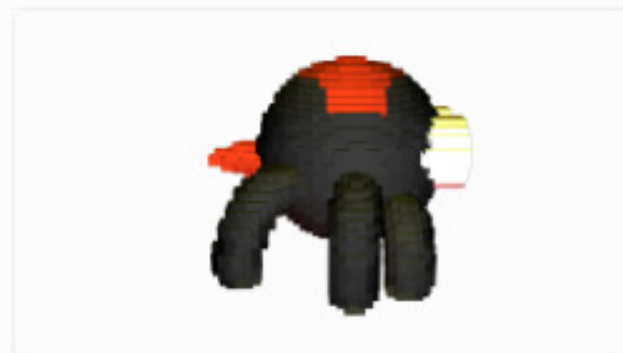
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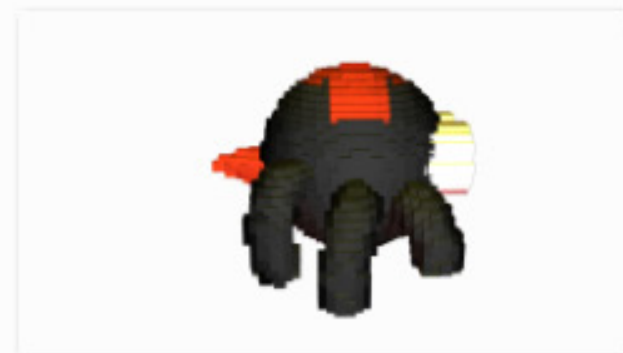
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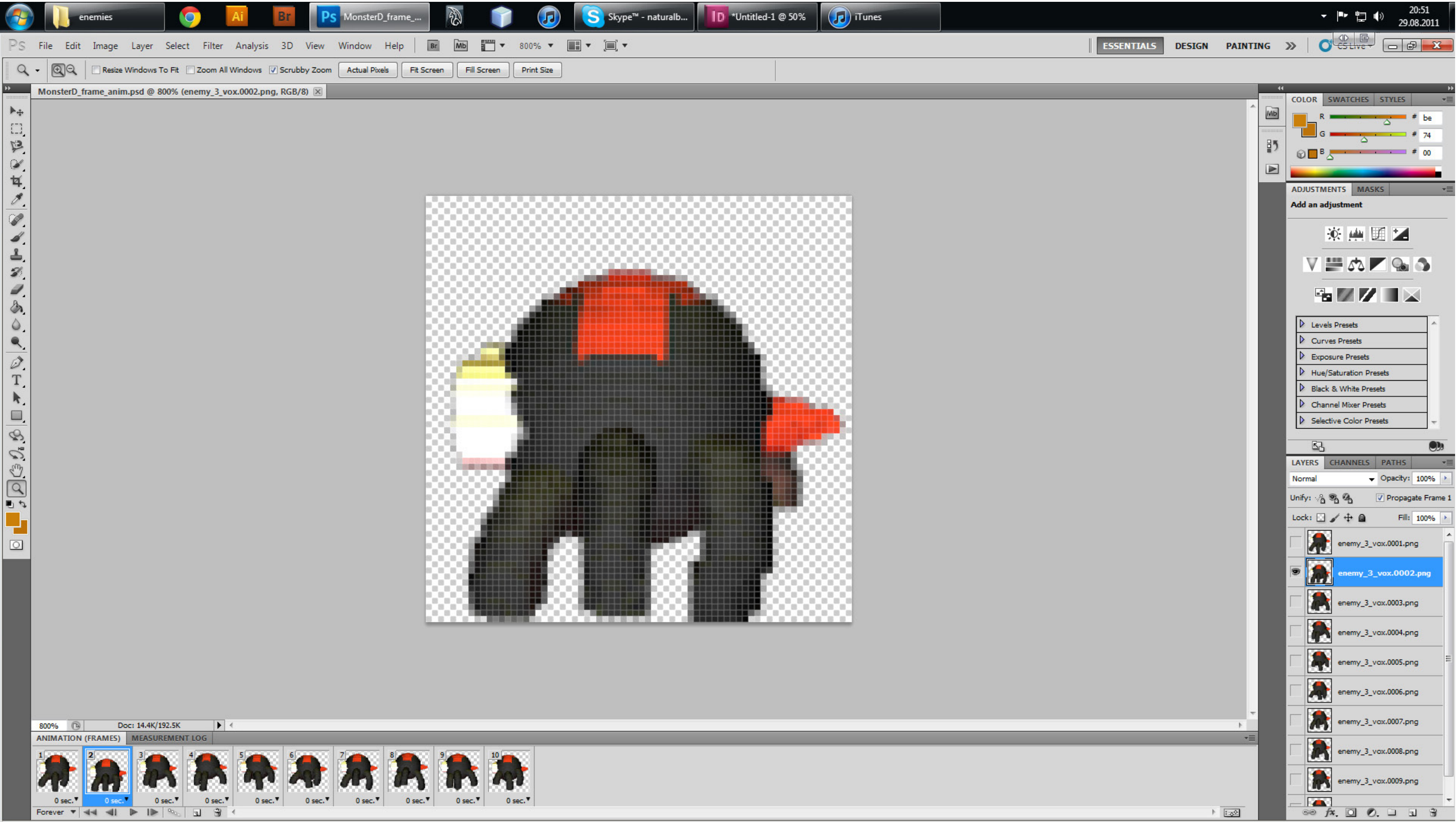
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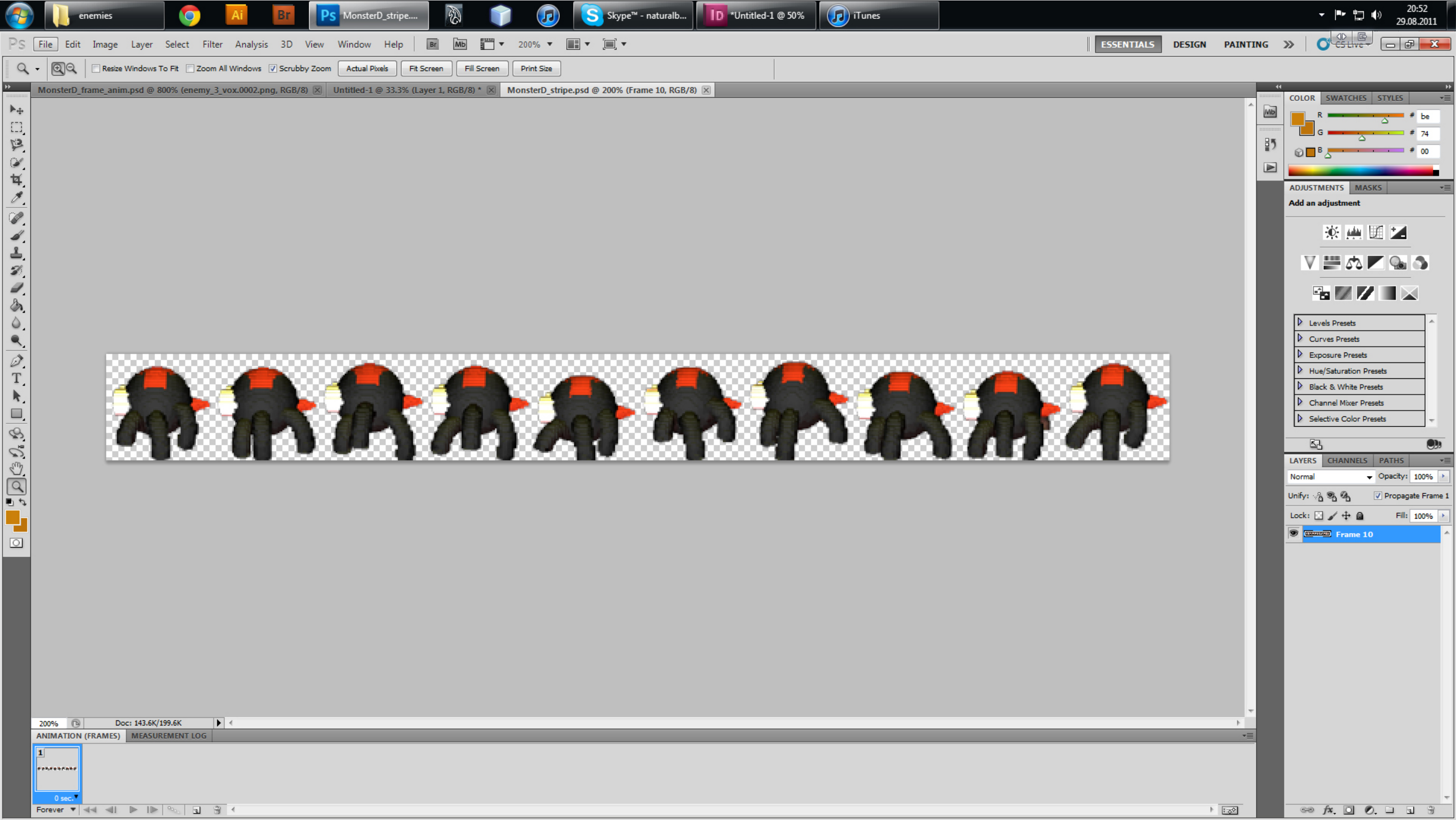


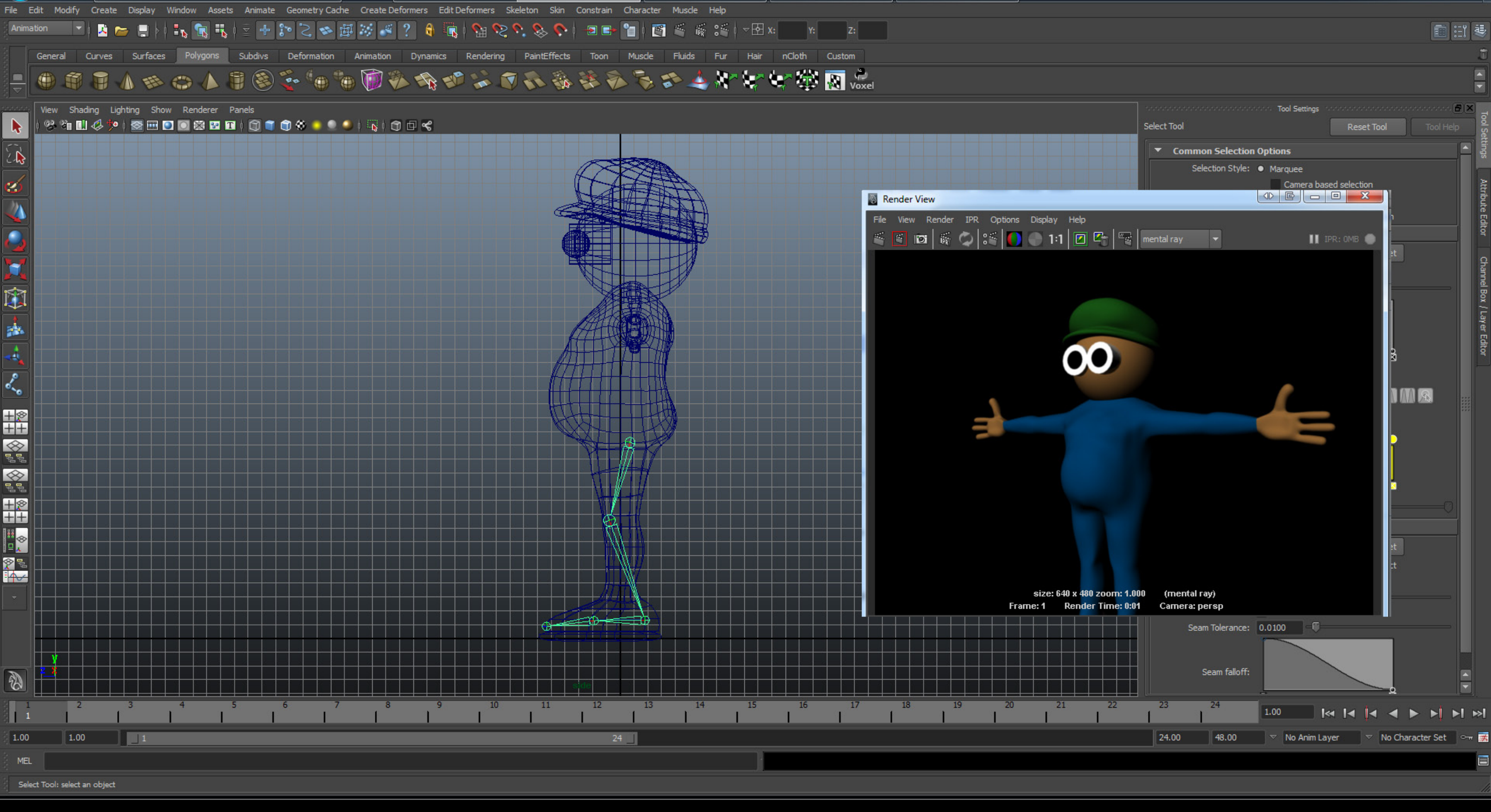
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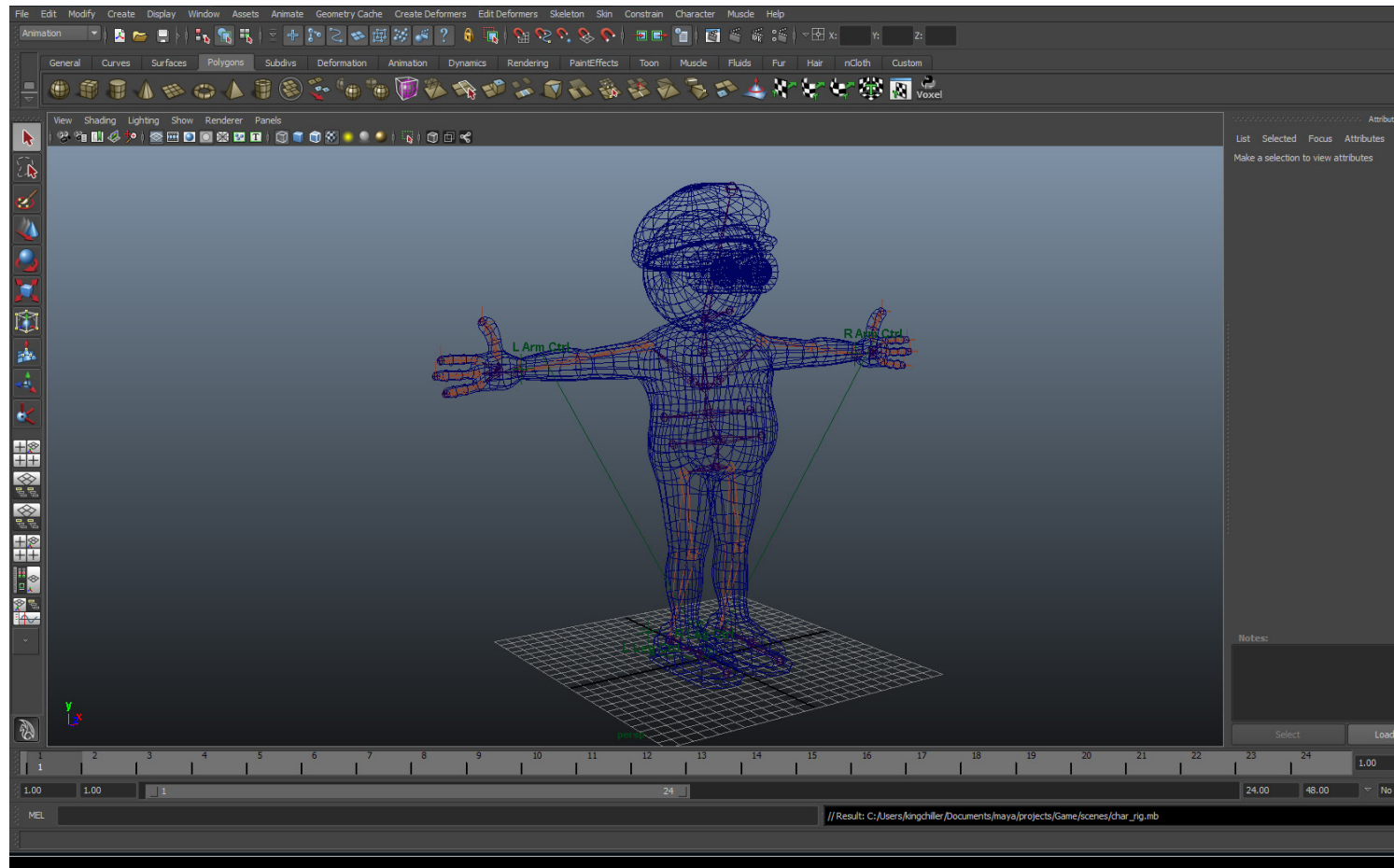
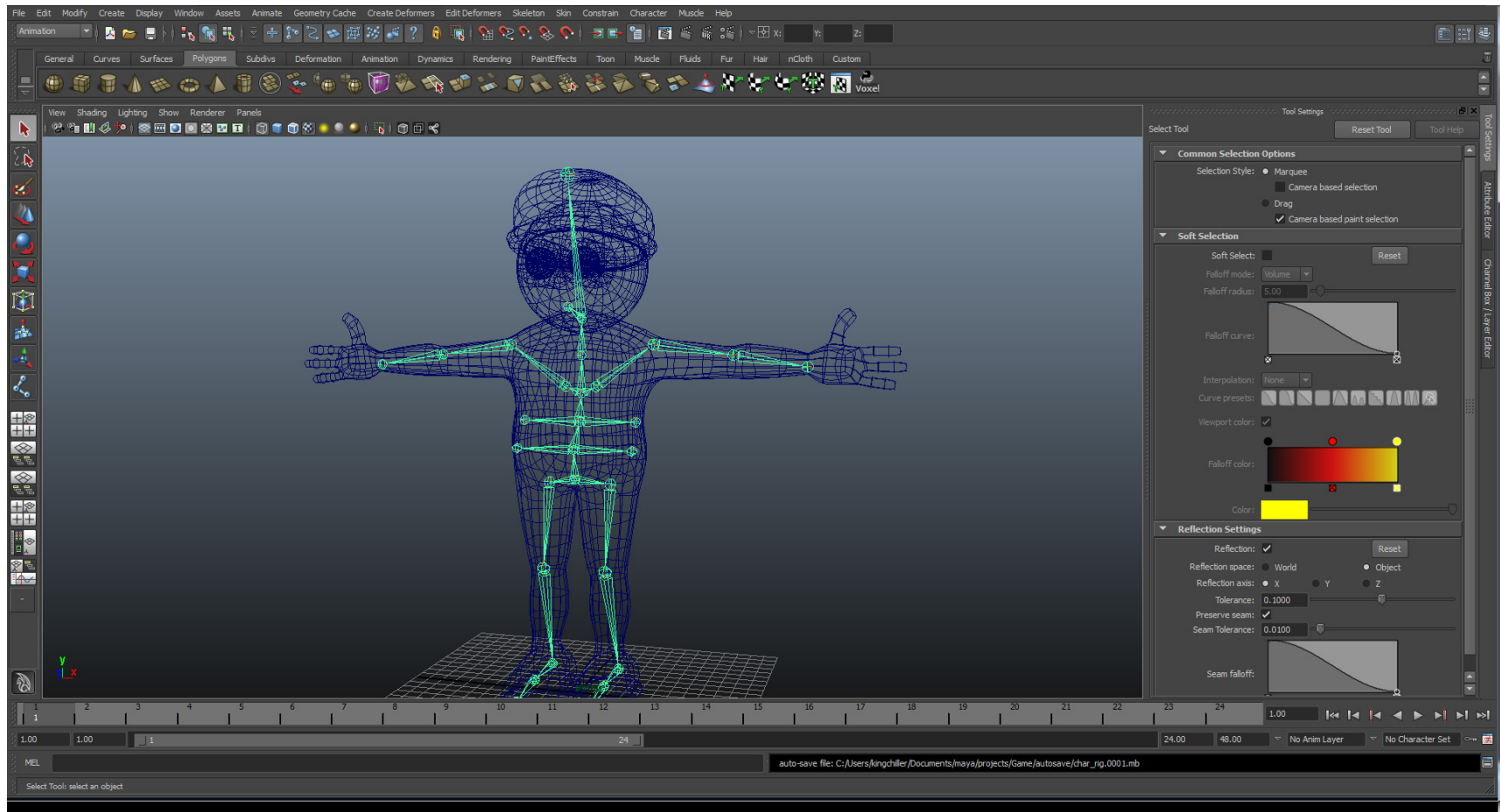
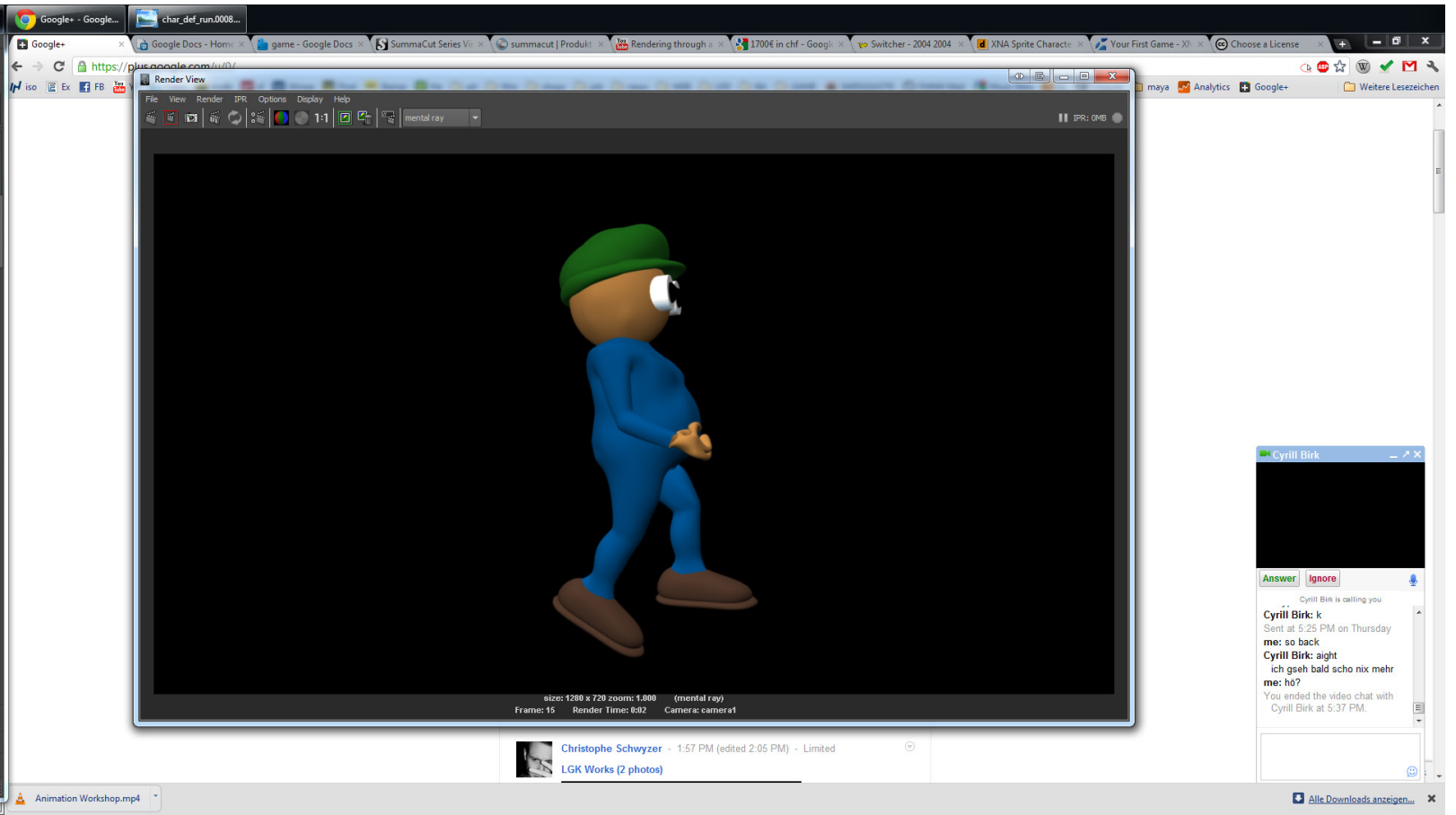
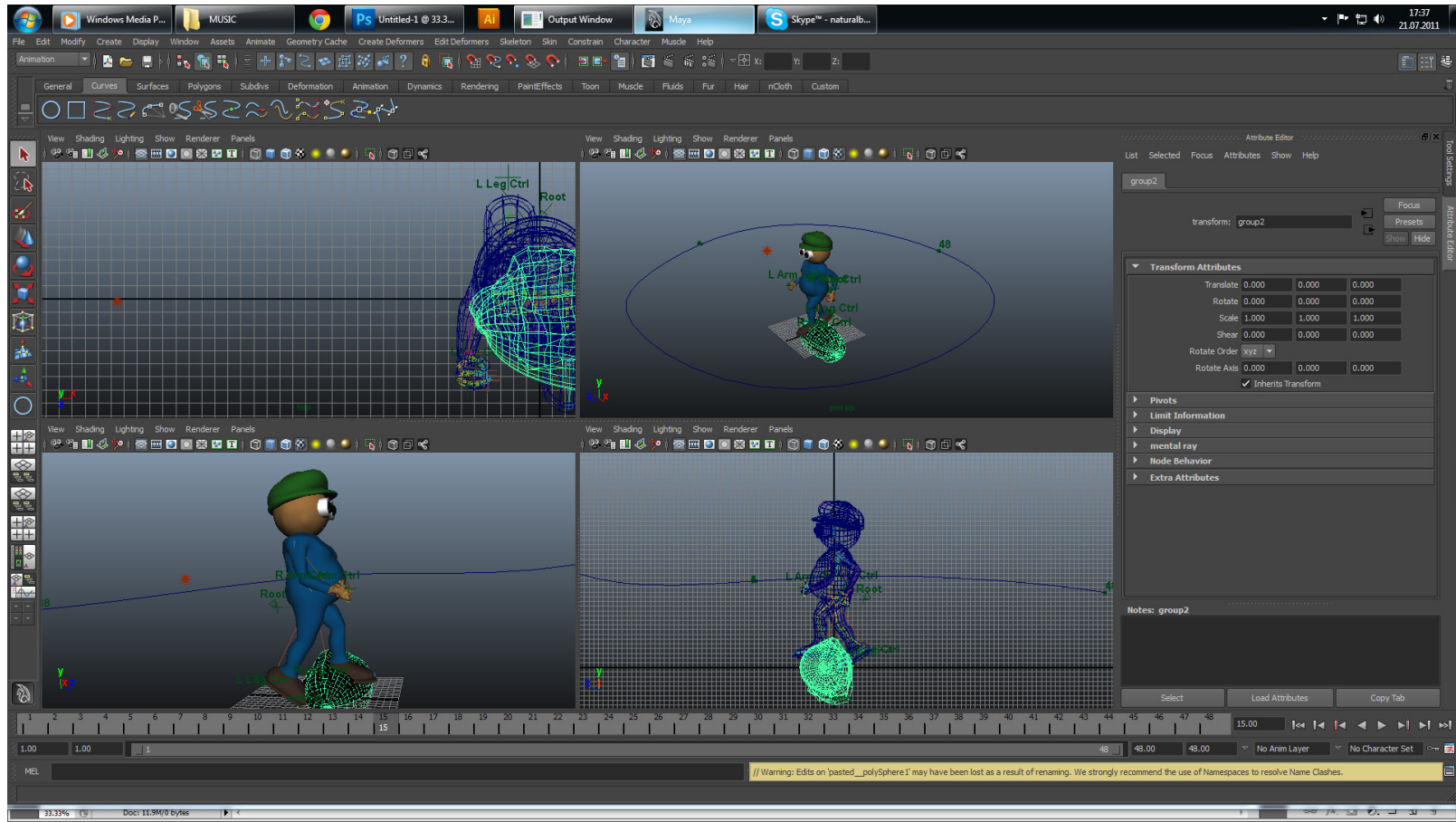


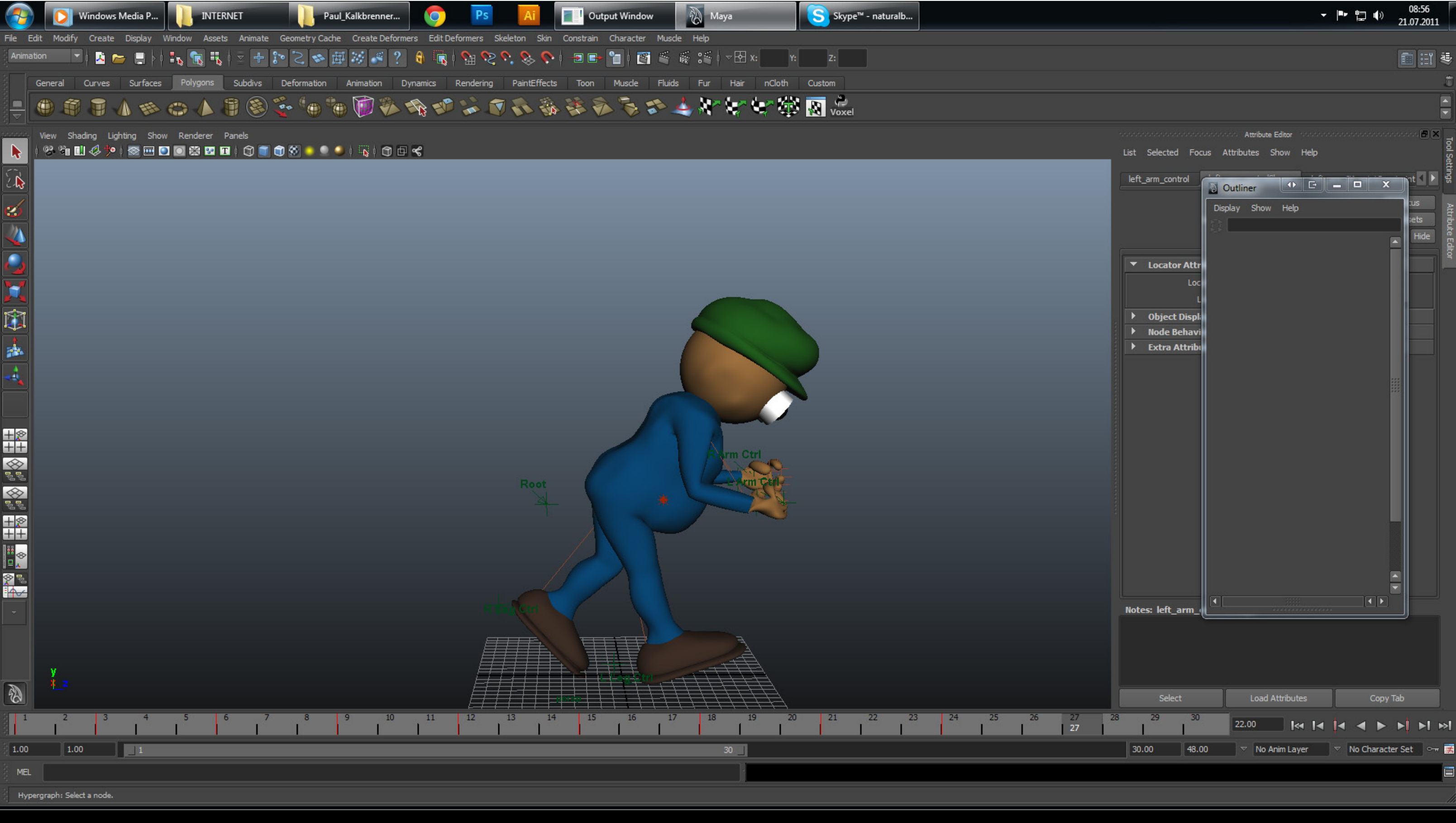
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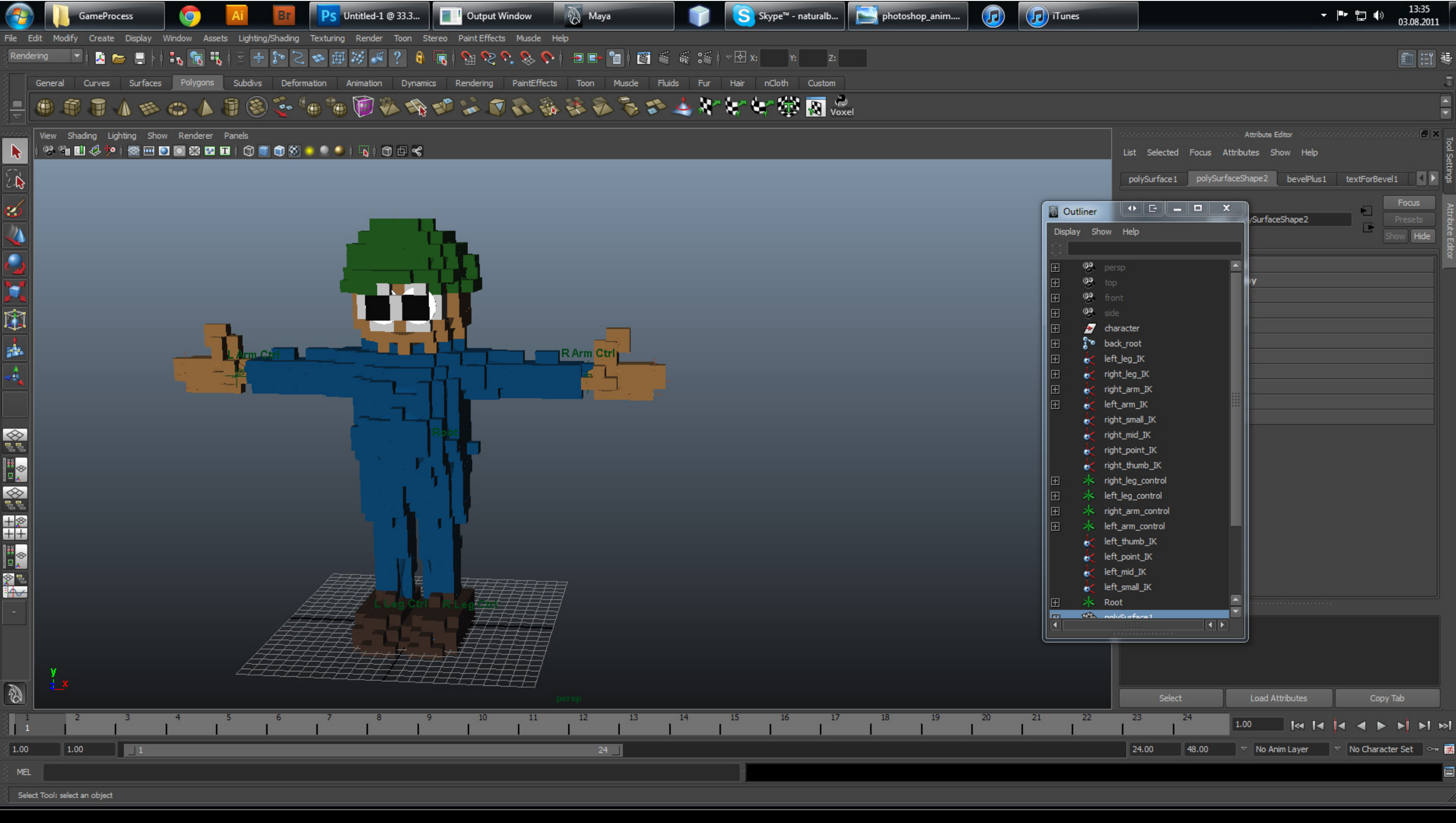














push01.png



push02.png



push03.png



push04.png



push05.png



push06.png



push07.png



push08.png



push09.png



push10.png



push11.png



push12.png



push13.png



push14.png



push15.png



push16.png



push17.png



push18.png



push19.png



push20.png



push21.png



push22.png



push23.png



push24.png



push25.png



push26.png



push27.png



push28.png



push29.png



push30.png



push31.png



push32.png



push33.png



push34.png



push35.png



push36.png



push37.png



push38.png



push39.png



push40.png



push41.png



push42.png



push43.png



push44.png



push45.png



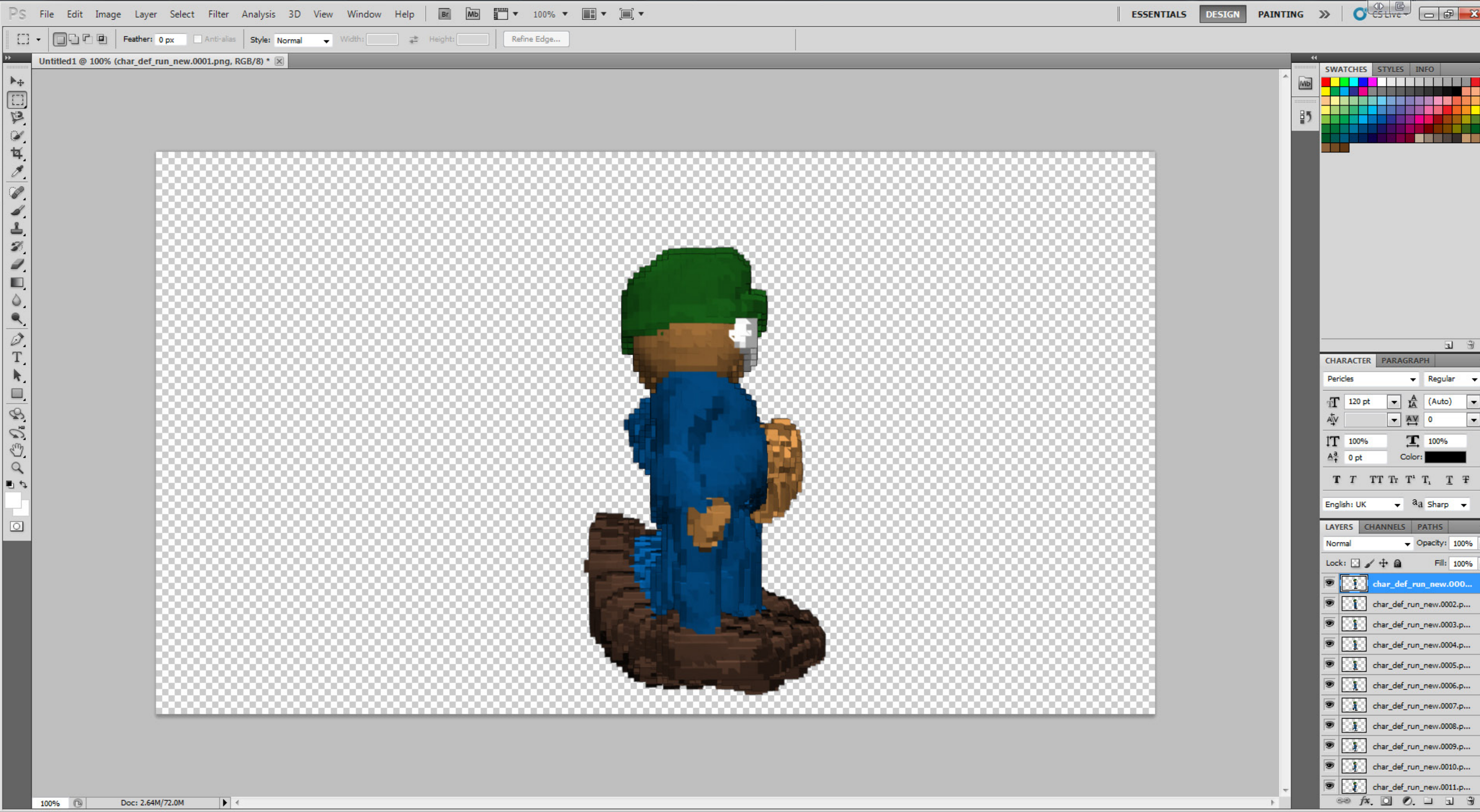
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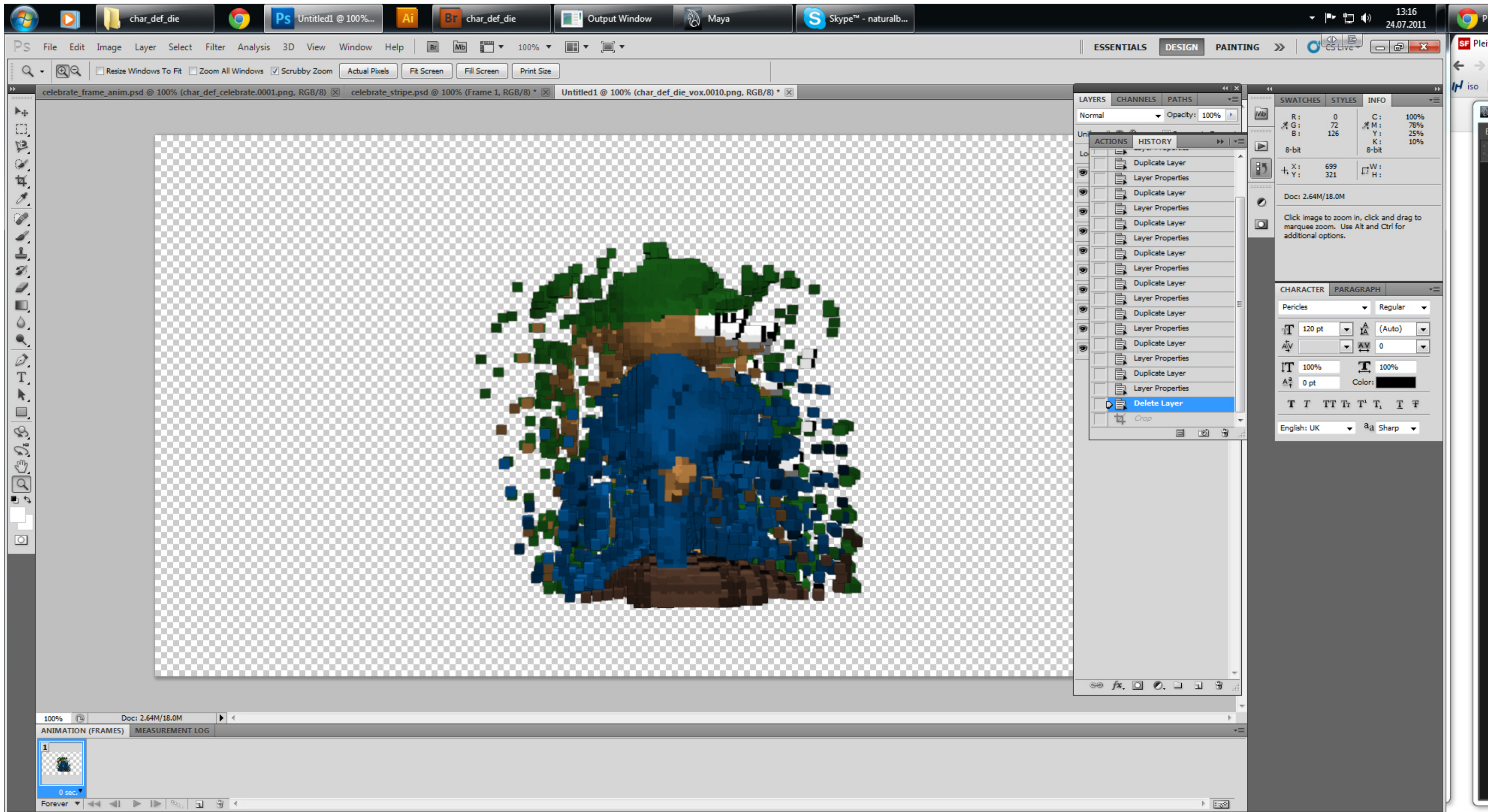


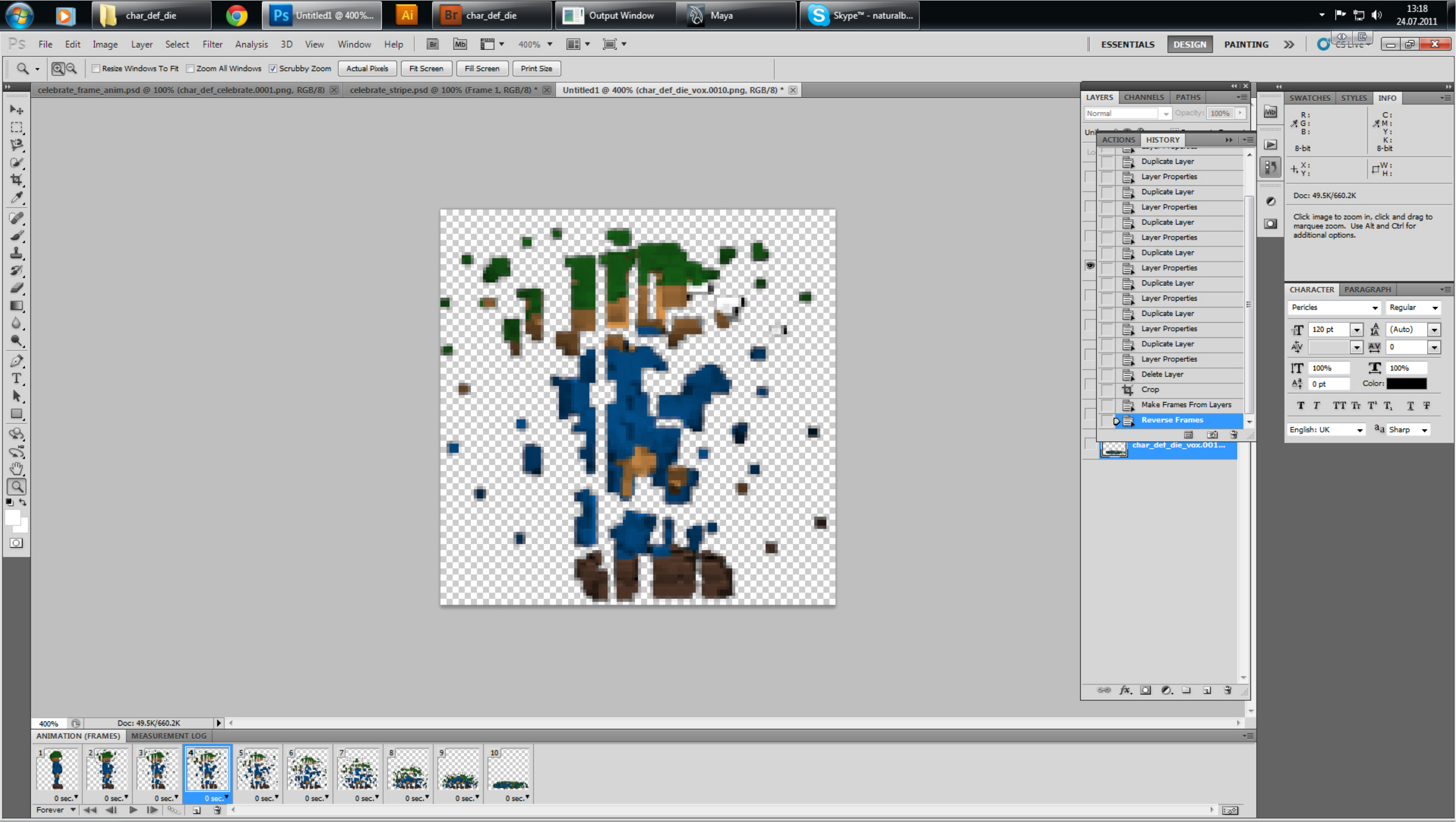
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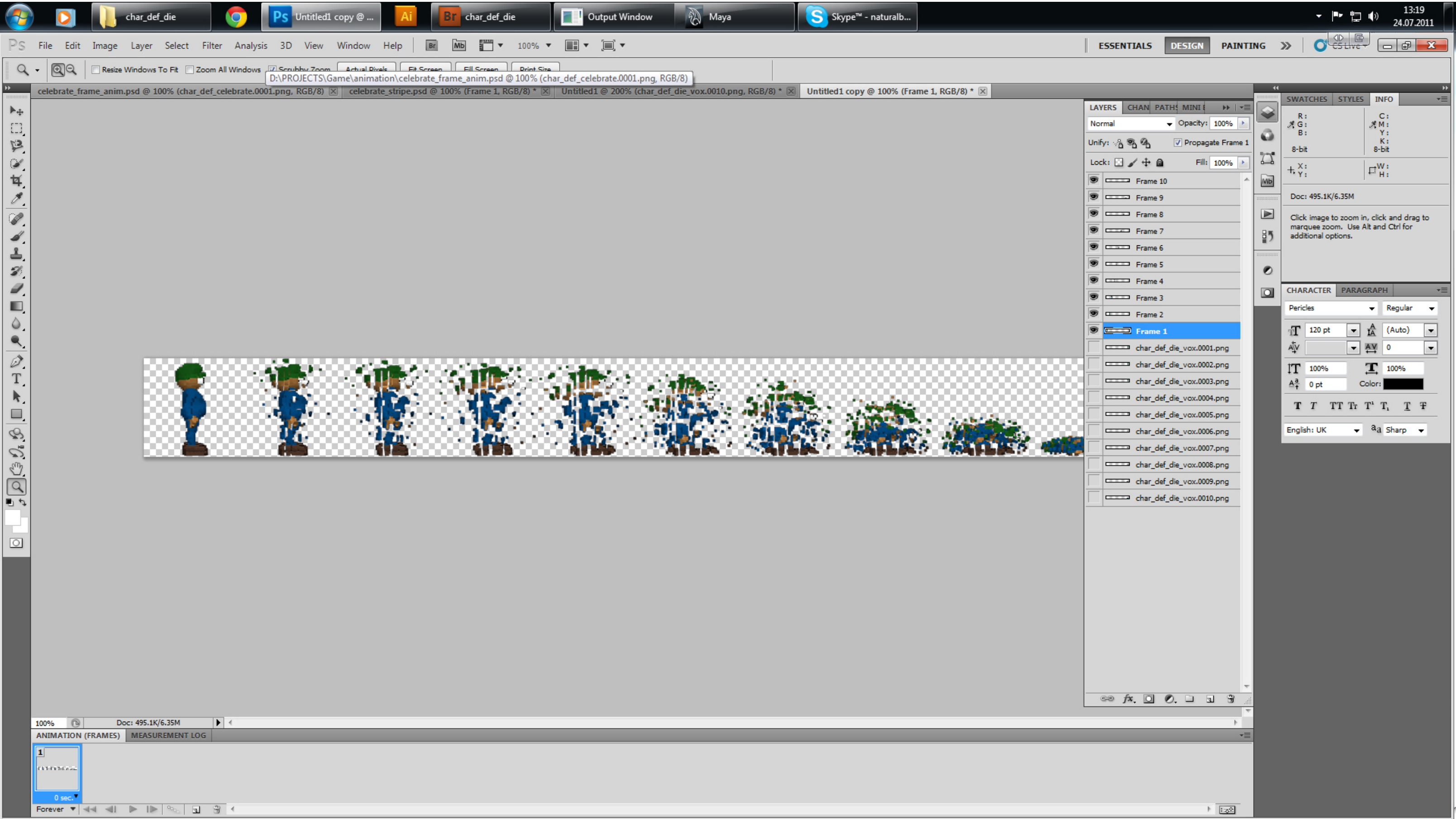


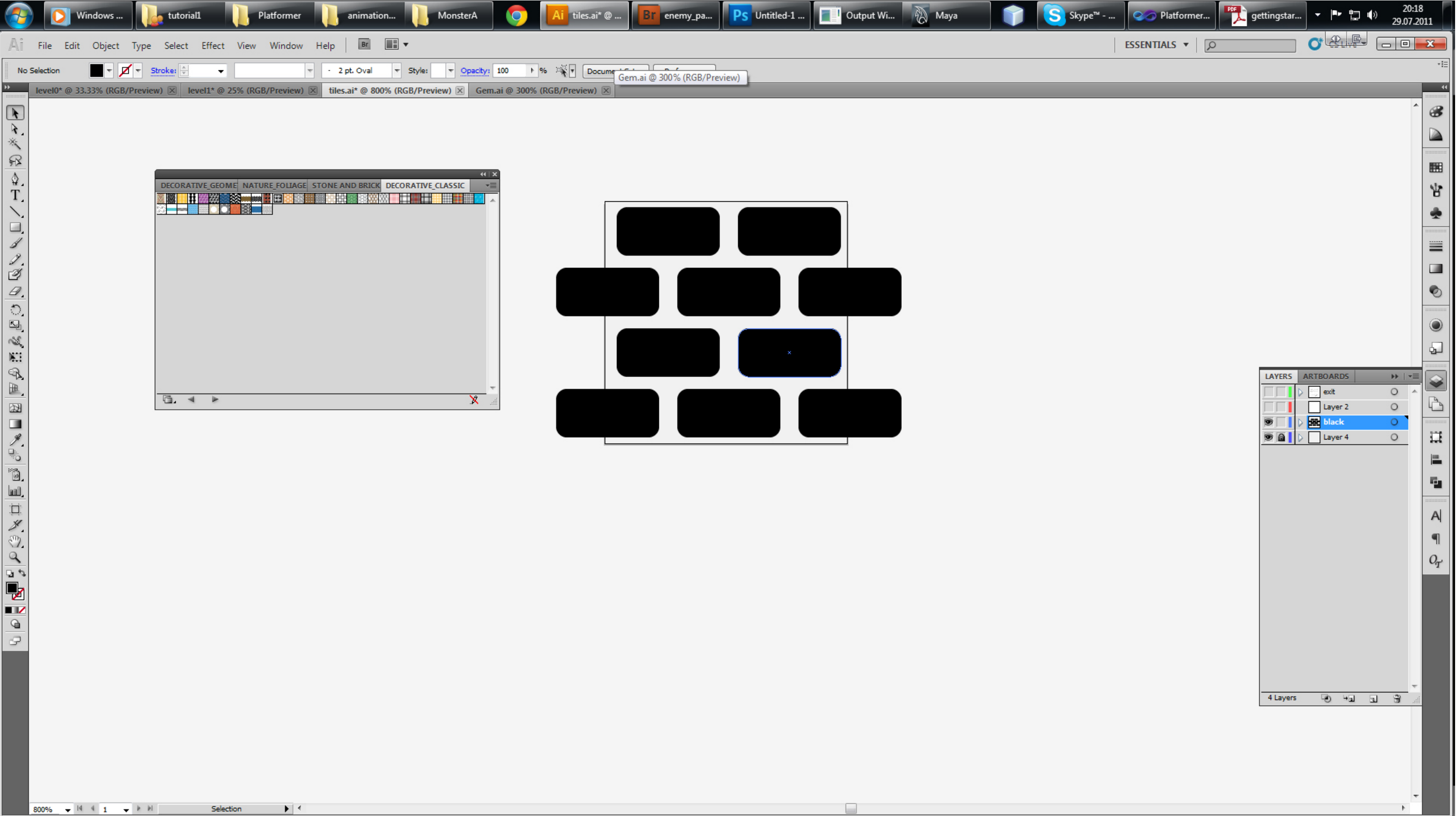
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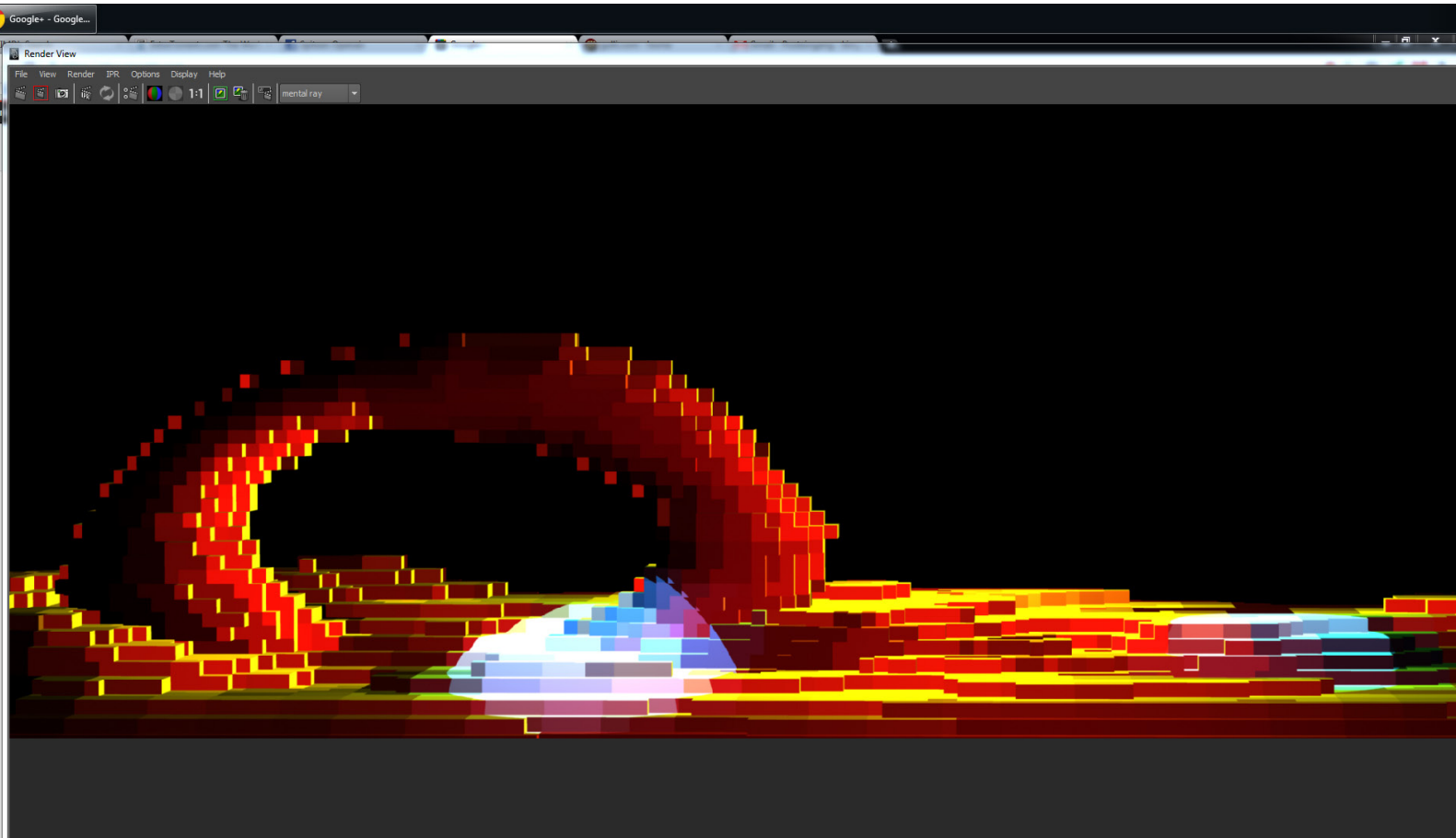
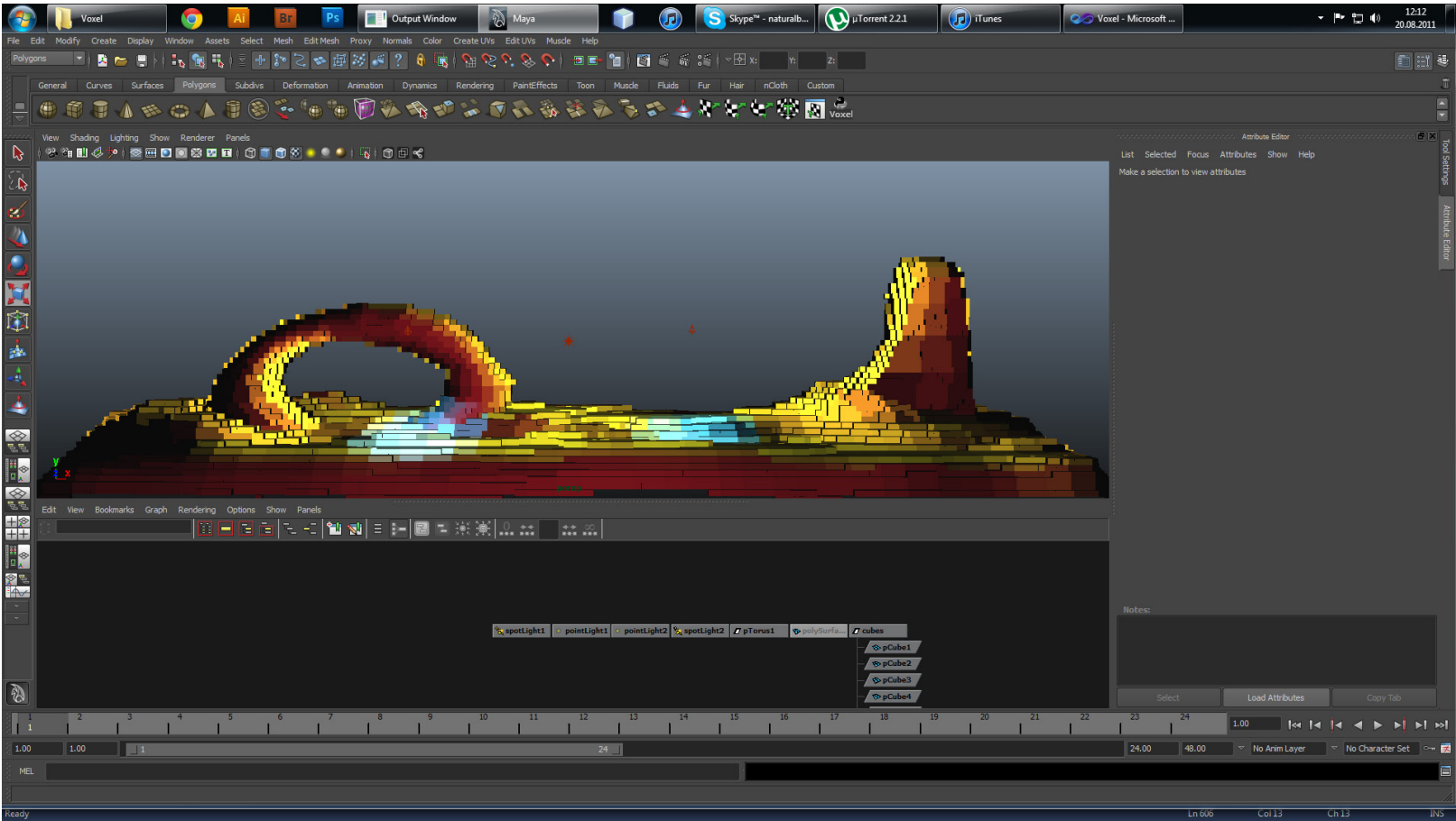


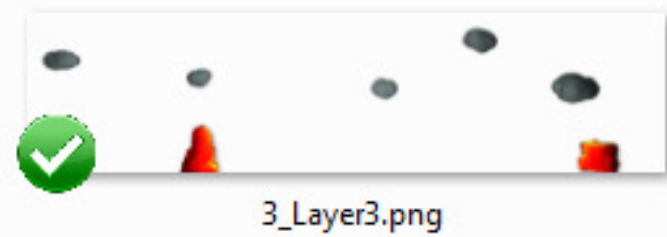
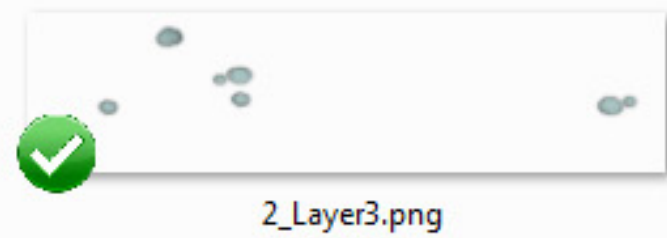
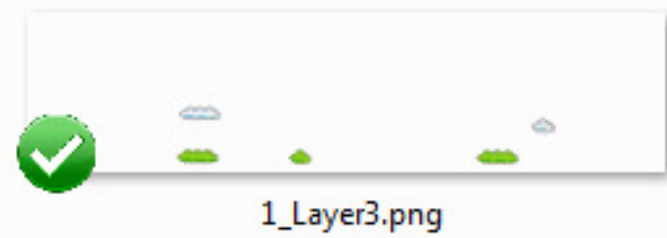
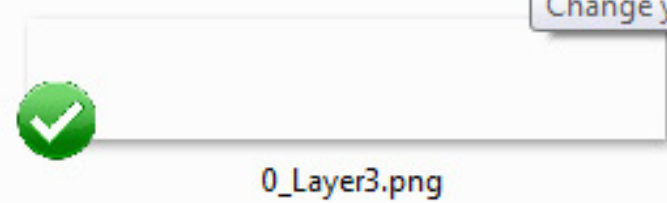
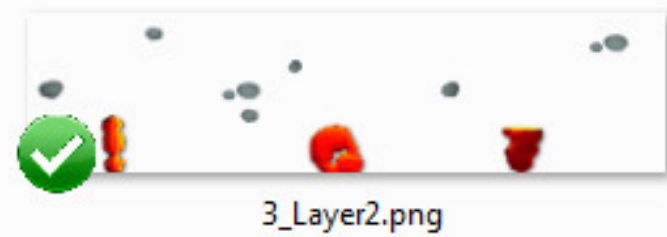
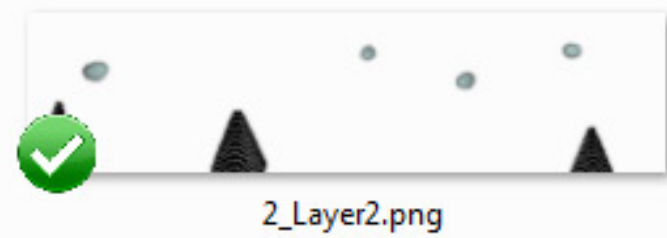
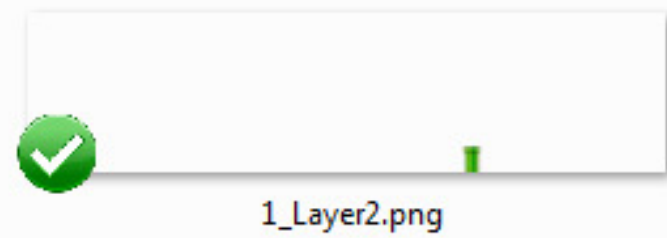
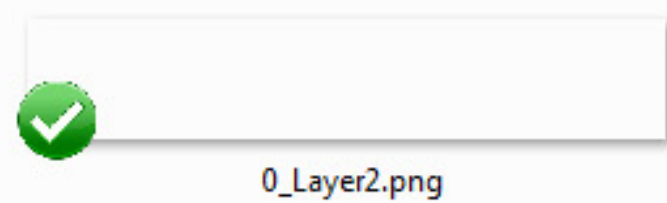
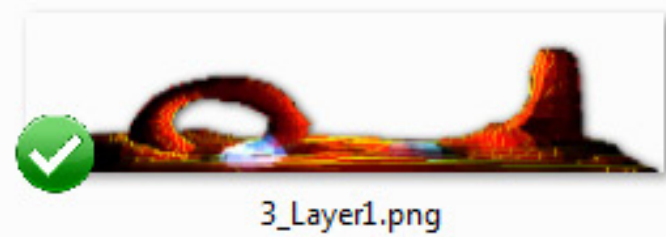
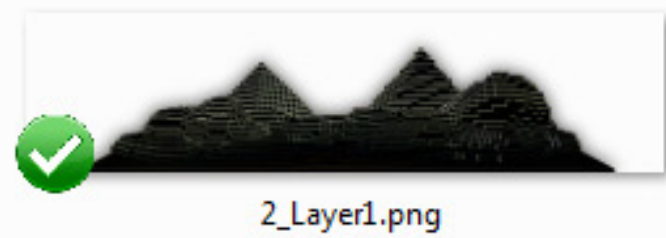
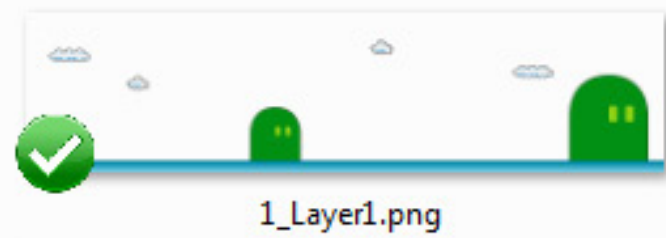
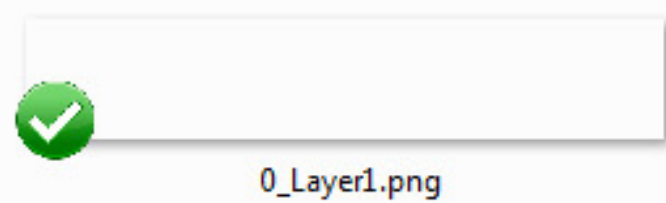
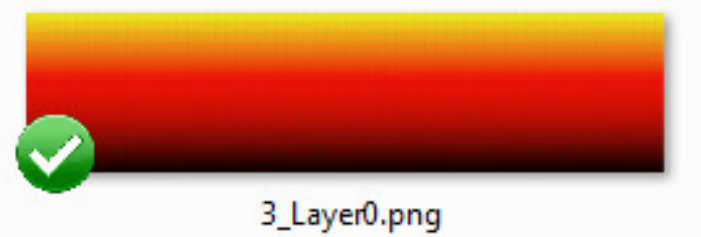
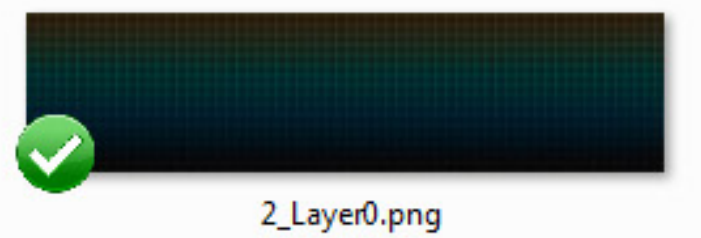
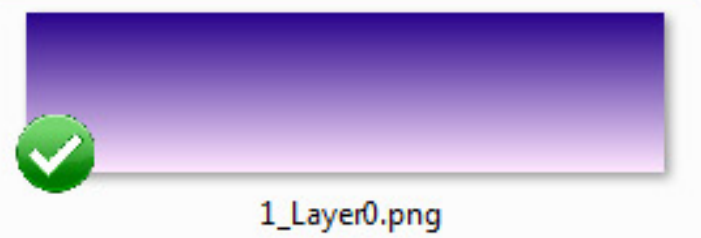
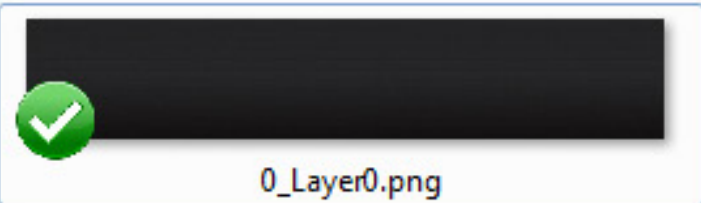












Change your

Find and Replace

Quick Find

Quick Replace

Find what:
WWWWWWWWWWWWWWWWWW

Look in:
Current Project

Find options

Find Next

Bookmark All

Object Browser

0.txt2.txt1.txt3.txtGameplayScreen.csGame.csMessageBoxScreen.csScreenManager.csPauseMenuScreen.csLoadingScreen.csMainMenuScreen.csMenuEntry.cs

PlatformerGSM.GameplayScreen

LoadContent()

```
}  
  
public override void LoadContent()  
{  
    if (content == null)  
        content = new ContentManager(ScreenManager.Game.Services, "Content");  
  
    // Load fonts  
    hudFont = content.Load<SpriteFont>("Fonts/Hud");  
  
    // Load overlay textures  
    winOverlay = content.Load<Texture2D>("Overlays/you_win");  
    loseOverlay = content.Load<Texture2D>("Overlays/you_lose");  
    diedOverlay = content.Load<Texture2D>("Overlays/you_died");  
  
    //Known issue that you get exceptions if you use Media Player while connected to your PC  
    //See http://social.msdn.microsoft.com/Forums/en/windowsphone7series/thread/c8a243d2-d360-46b1-96bd-62b1ef268c66  
    //Which means its impossible to test this from VS.  
    //So we have to catch the exception and throw it away  
    try  
    {  
        MediaPlayer.IsRepeating = true;  
        Song song1 = content.Load<Song>("Sounds/Music3");  
        MediaPlayer.Play(song1);  
    }  
    catch { }  
  
    LoadNextLevel();  
  
    // once the load has finished, we use ResetElapsedTime to tell the game's  
    // timing mechanism that we have just finished a very long frame, and that  
    // it should not try to catch up.
```

Solution Explorer

binobjScreenManagerScreensBackgroundScreen.csGameplayScreen.csLoadingScreen.csMainMenuScreen.csMenuEntry.csMenuScreen.csMessageBoxScreen.csOptionsMenuScreen.csPauseMenuScreen.csPlayerIndexEventArgs.csAnimation.csAnimationPlayer.csBackground.pngCircle.csEnemy.csGame.cs

Solution ExplorerTeam Explorer

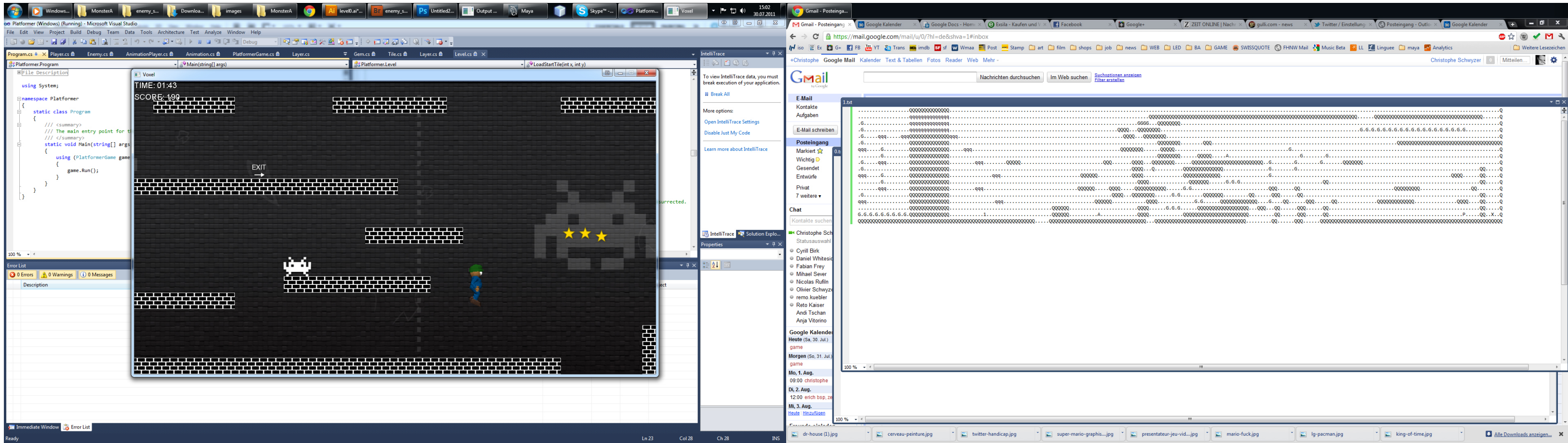
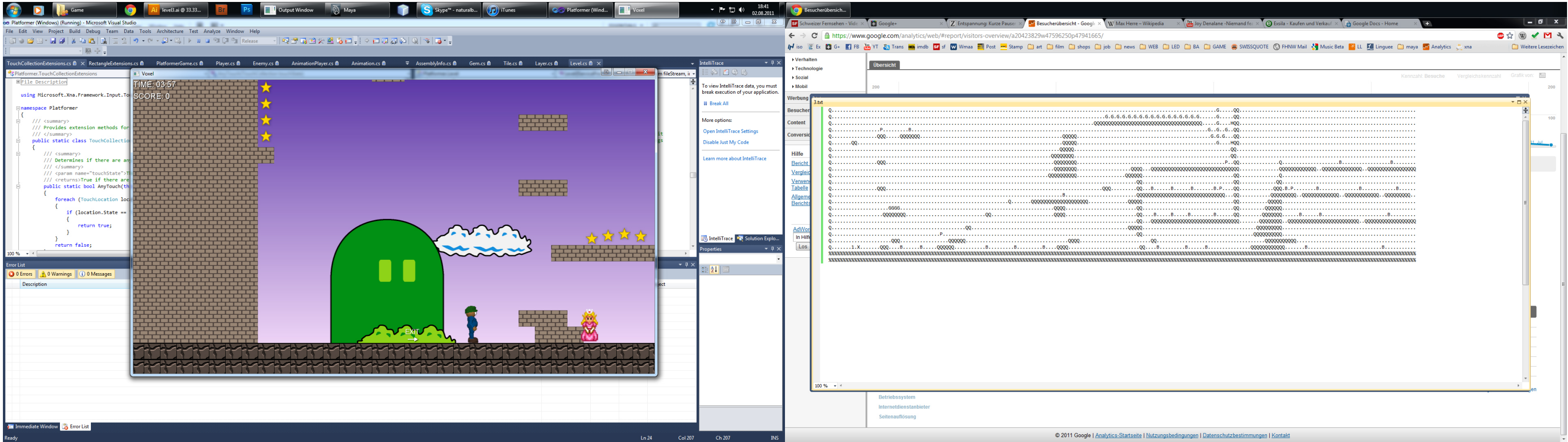
Properties

Architecture Explorer

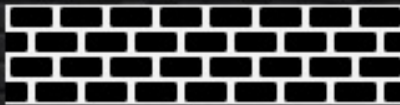
Visual Studio <Voxel>
Class View
Solution View
File System
Select Files...
Saved DGQL Queries
In Folders
In My Solution

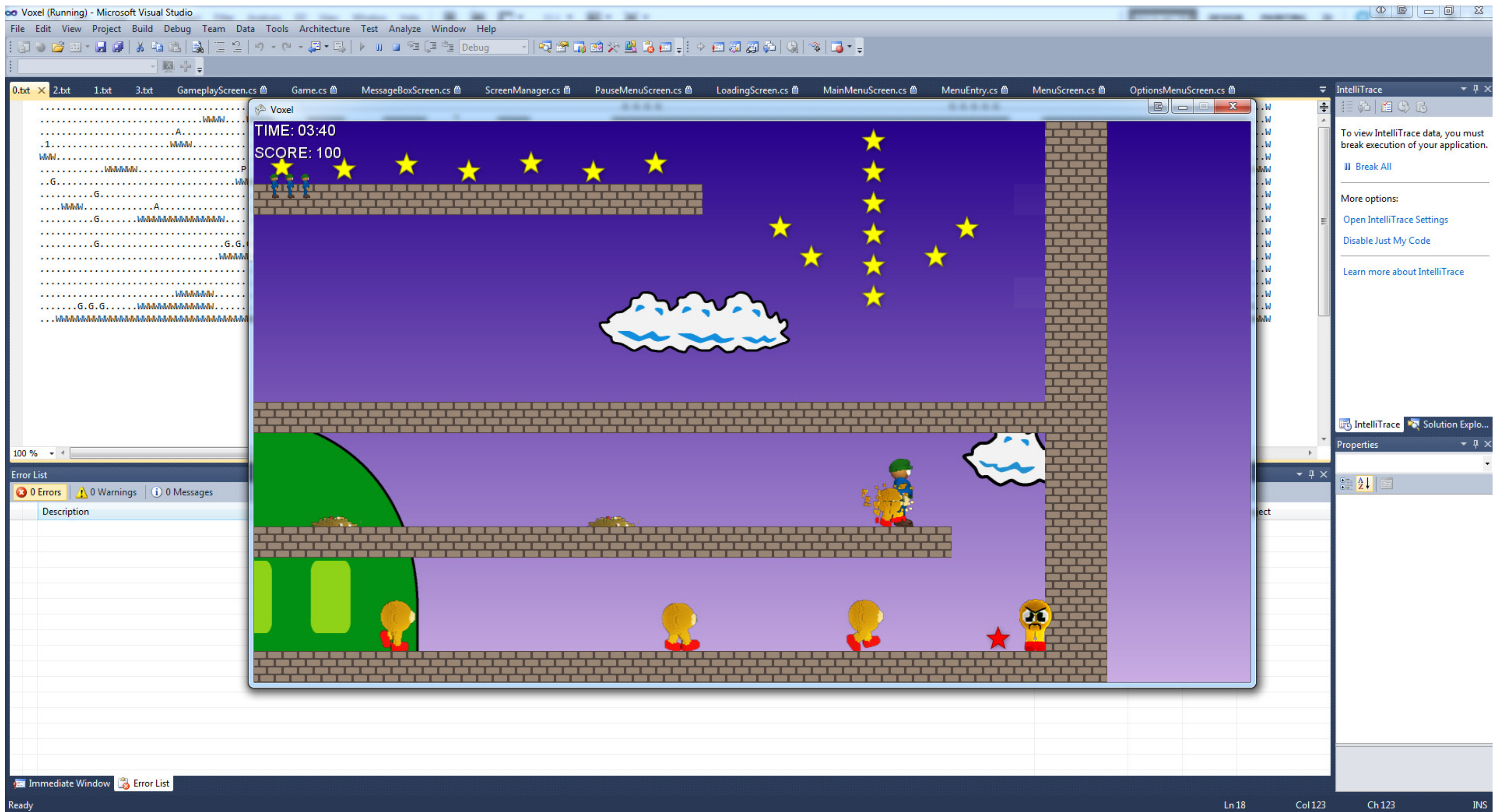
Architecture ExplorerError ListOutputFind Symbol Results

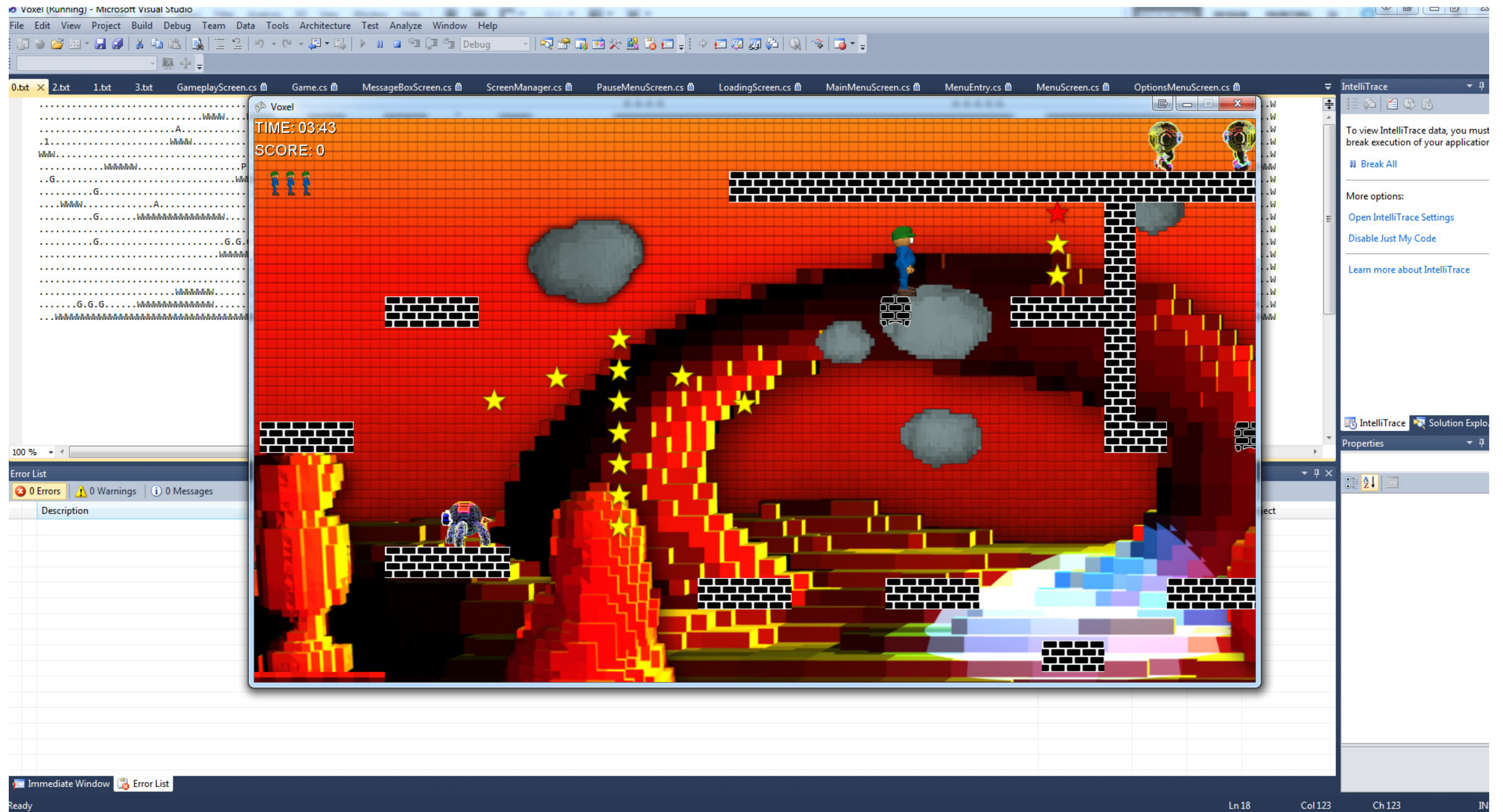
ReadyLn 79Col 41Ch 41INS



TIME: 01:57
SCORE: 0







Voxel

TIME: 02:59

SCORE: 1260

