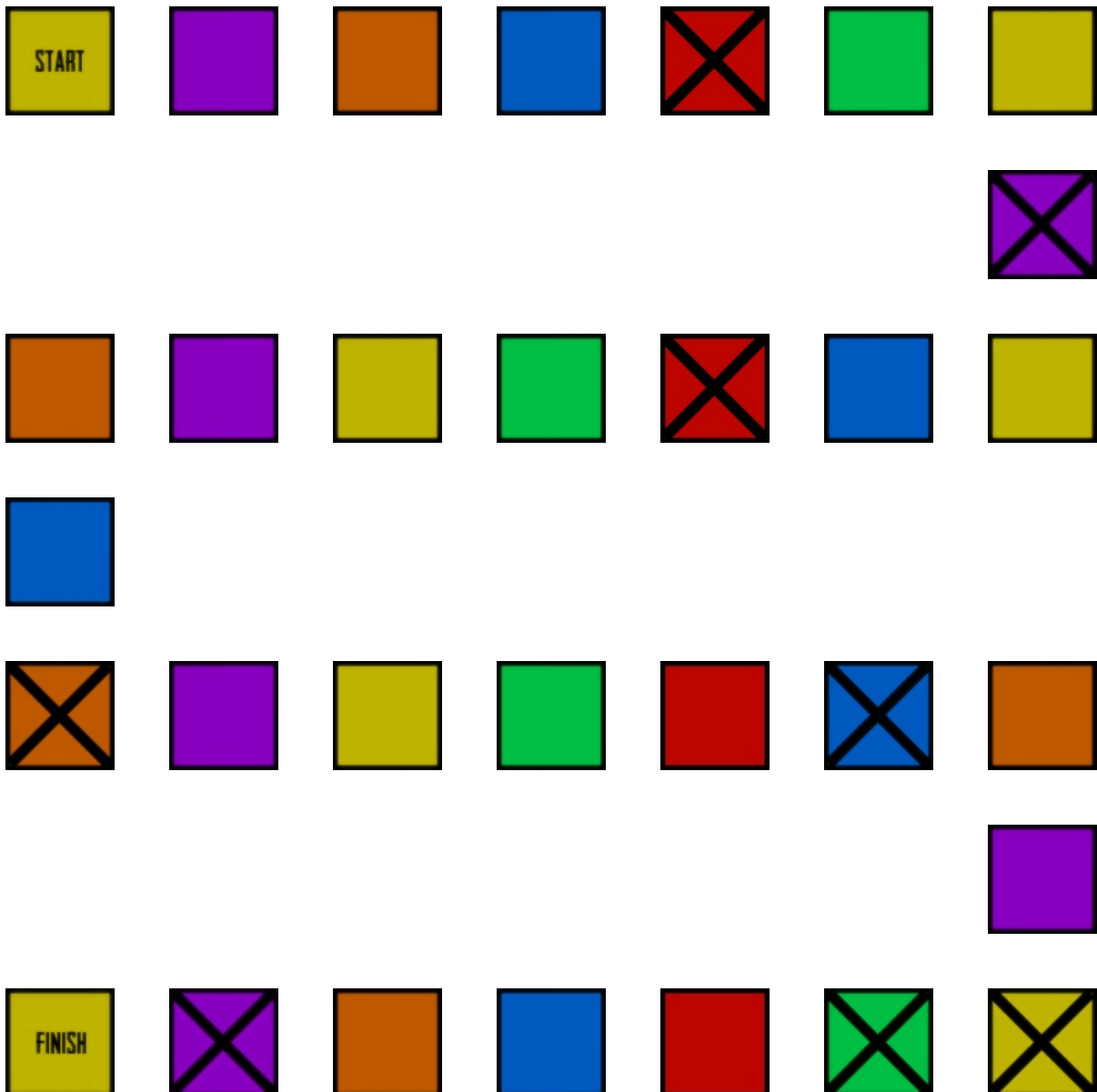


FRUSTRATION!

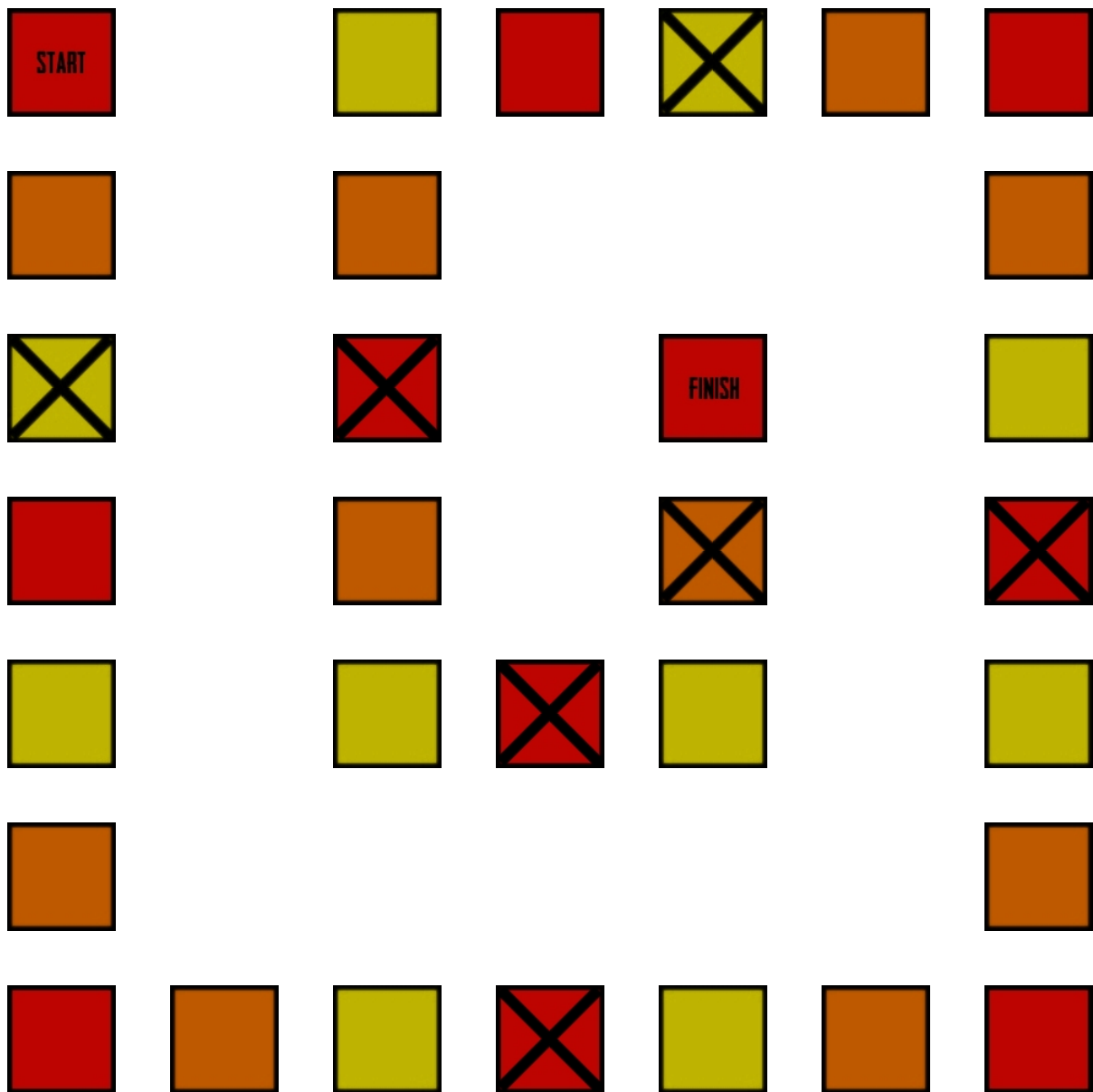
Welcome to frustration. To play, simply start on start and roll a die. Move that number of spaces. If you land on an X, go back to start of the level you are on. If you land on a safe space, roll again and continue!

If you succeed and pass a level, you never have to return until you either beat the game, or just decide to be extra frustrated!

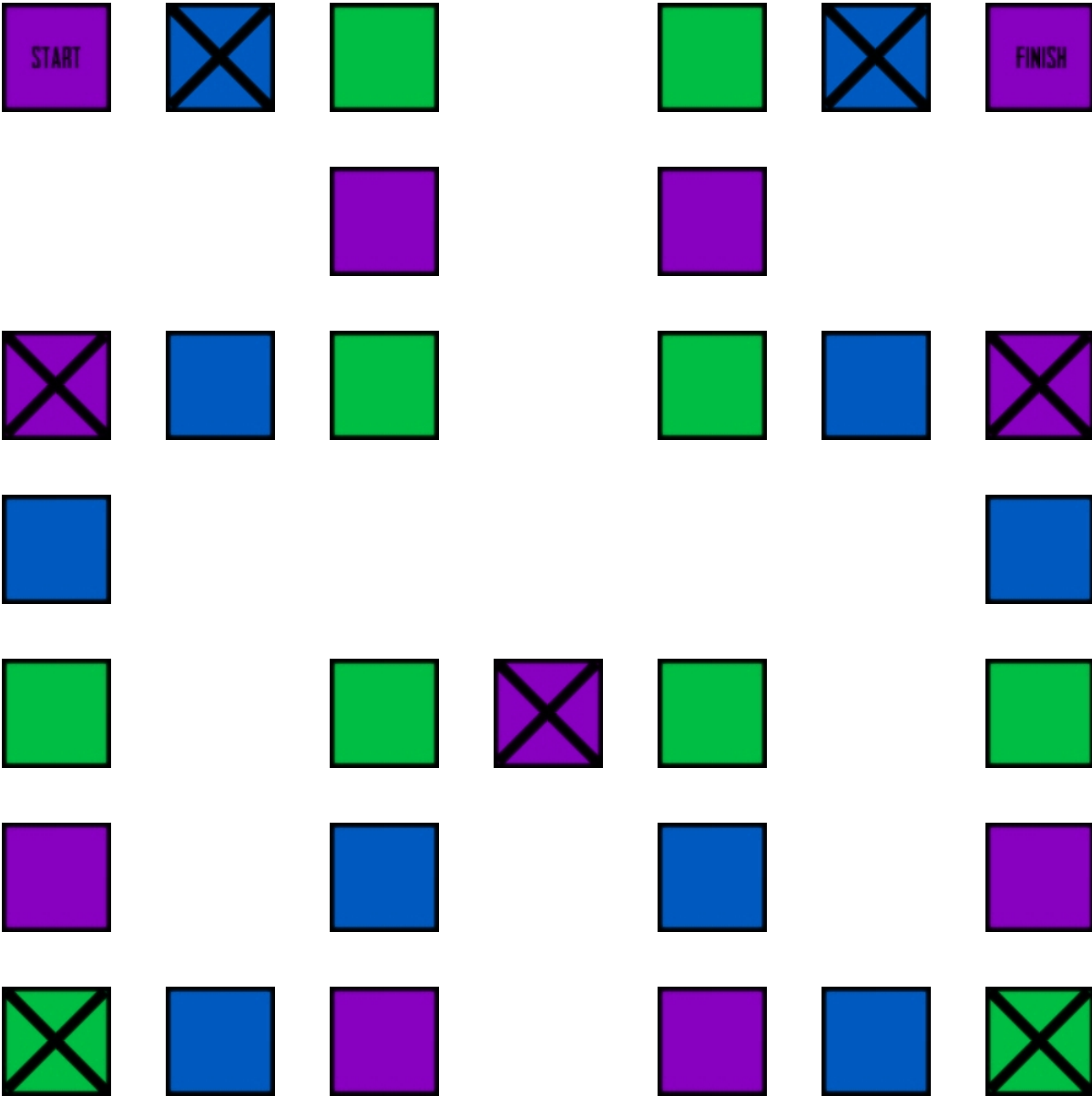
LEVEL ONE



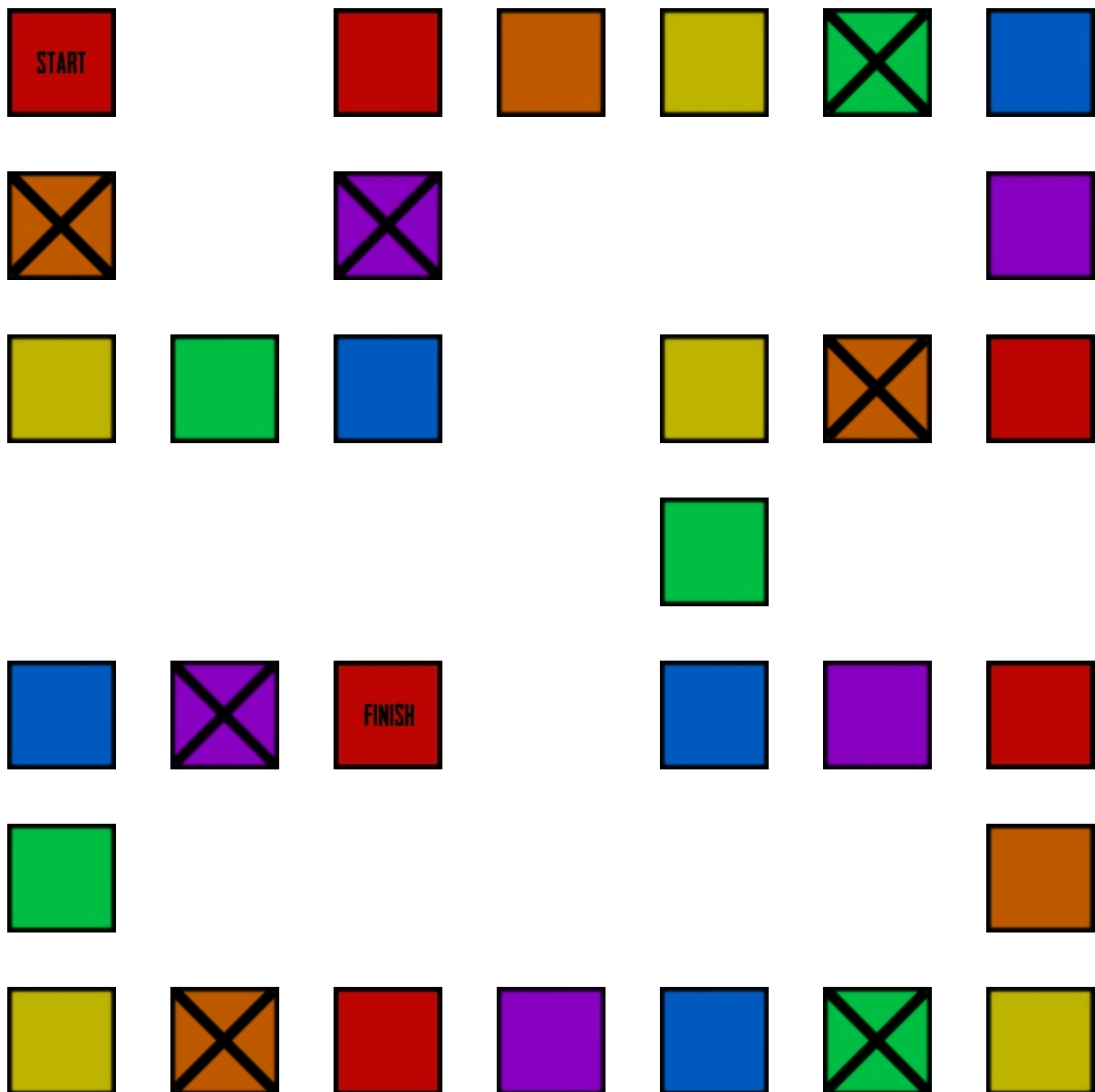
LEVEL TWO



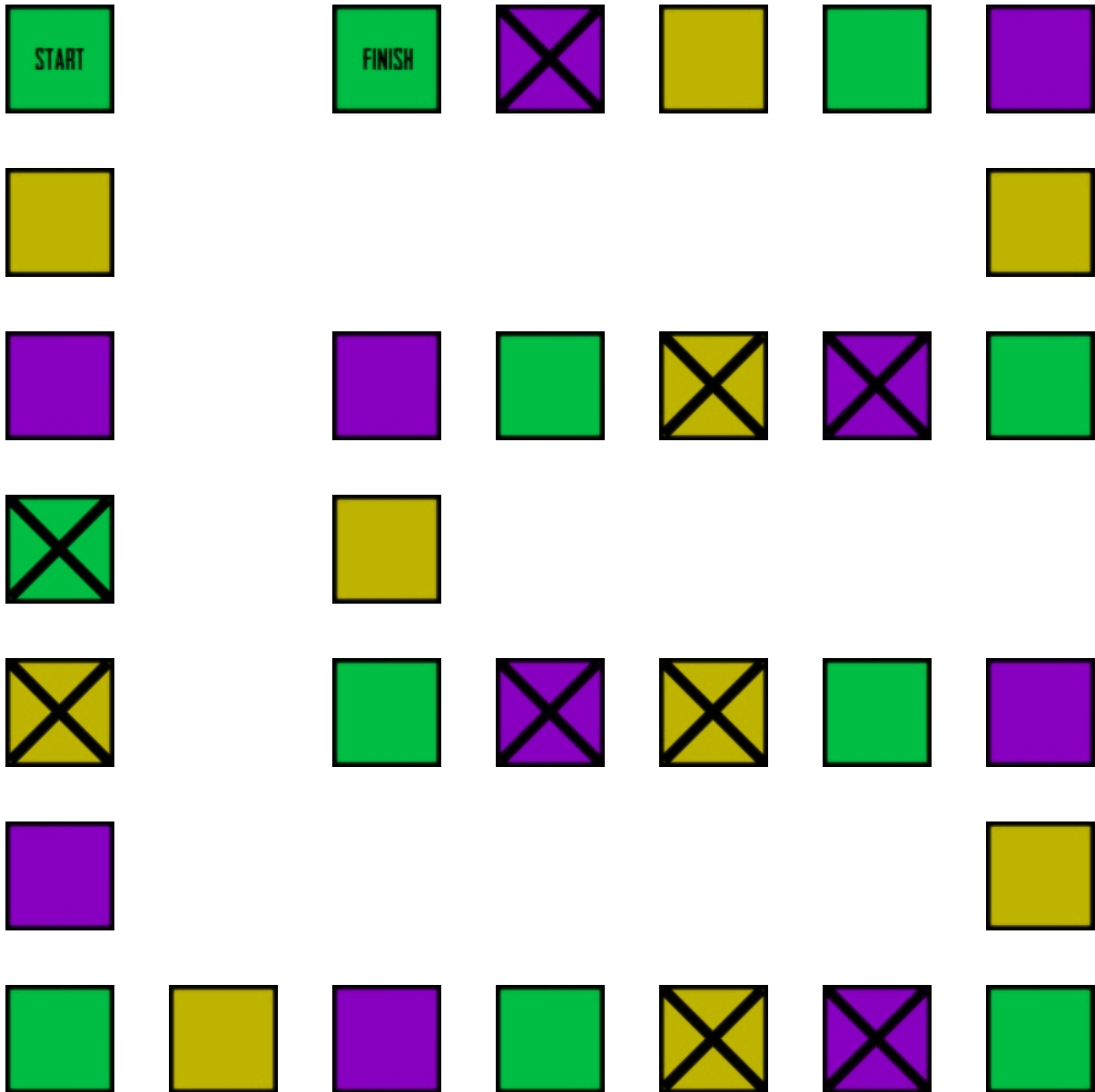
LEVEL THREE



LEVEL FOUR

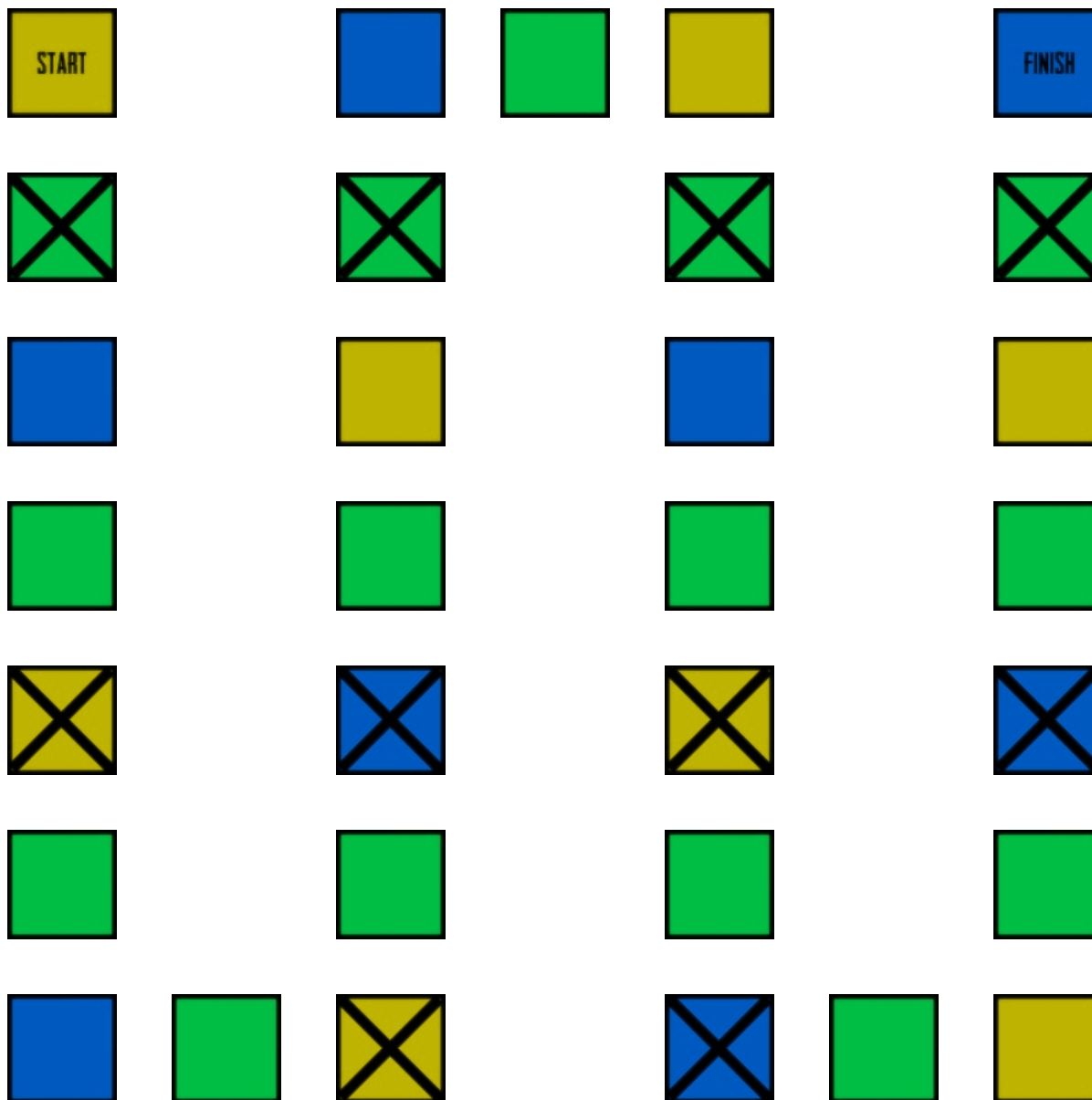


LEVEL FIVE

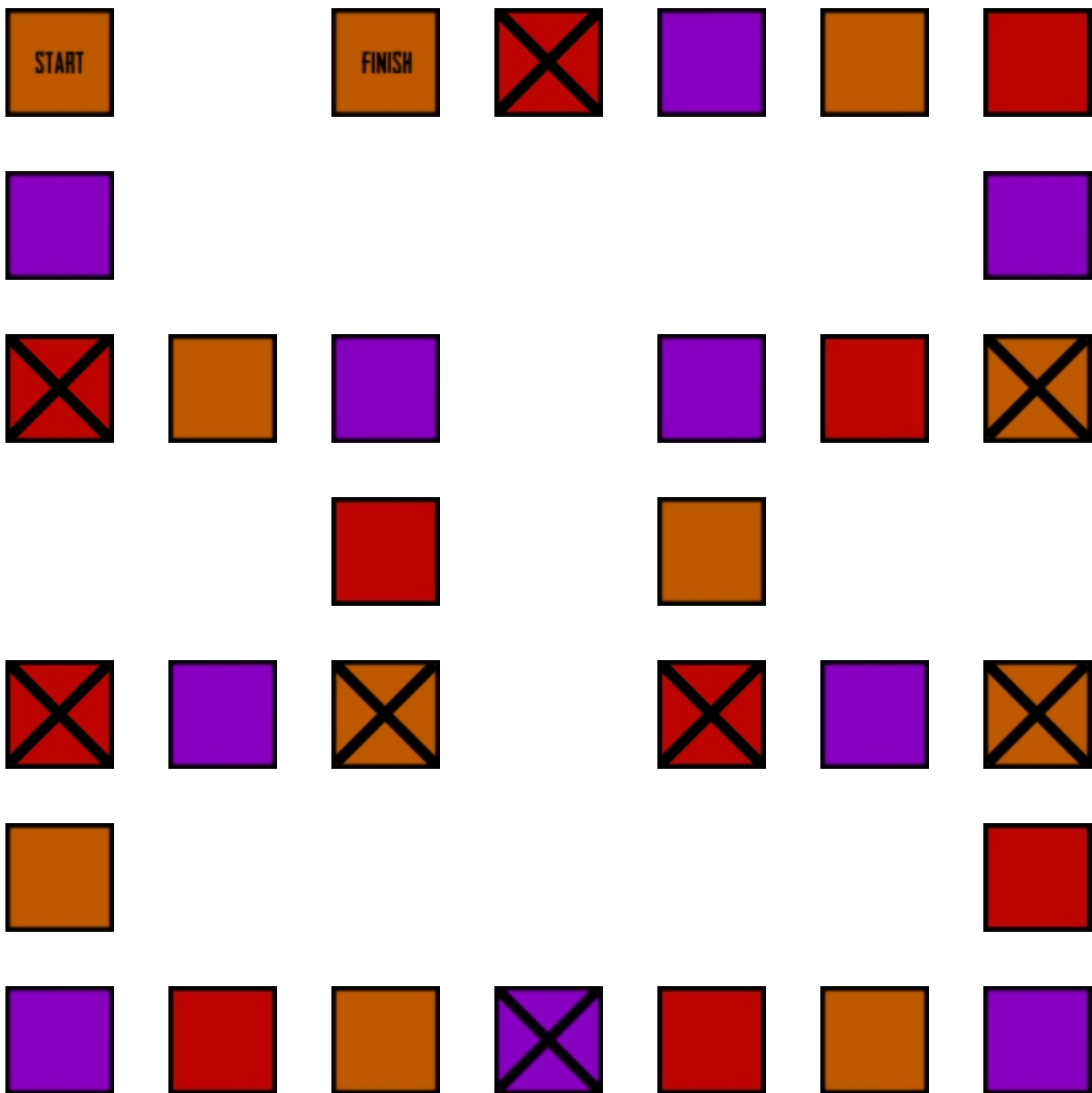


A 6x6 grid world environment. The grid contains various colored squares and obstacles. The top row has a blue square labeled 'START' at (1,1), a blue square labeled 'FINISH' at (3,1), a red square with a black 'X' at (4,1), a purple square with a black 'X' at (5,1), a blue square at (6,1), and a purple square at (7,1). The second row has a red square at (1,2) and a red square at (7,2). The third row has a purple square at (1,3), a blue square with a black 'X' at (3,3), a red square at (4,3), a purple square with a black 'X' at (5,3), a blue square at (6,3), and a purple square at (7,3). The fourth row has a blue square with a black 'X' at (1,4), a red square at (3,4), a blue square at (5,4), a red square with a black 'X' at (7,4), and a purple square at (8,4). The fifth row has a purple square at (1,5), a purple square at (3,5), a purple square at (5,5), and a purple square at (7,5). The sixth row has a red square at (1,6), a blue square at (3,6), a red square at (5,6), and a blue square at (7,6). The seventh row has a blue square at (1,7), a red square with a black 'X' at (2,7), a purple square at (3,7), a blue square at (5,7), a red square with a black 'X' at (6,7), and a purple square at (7,7).

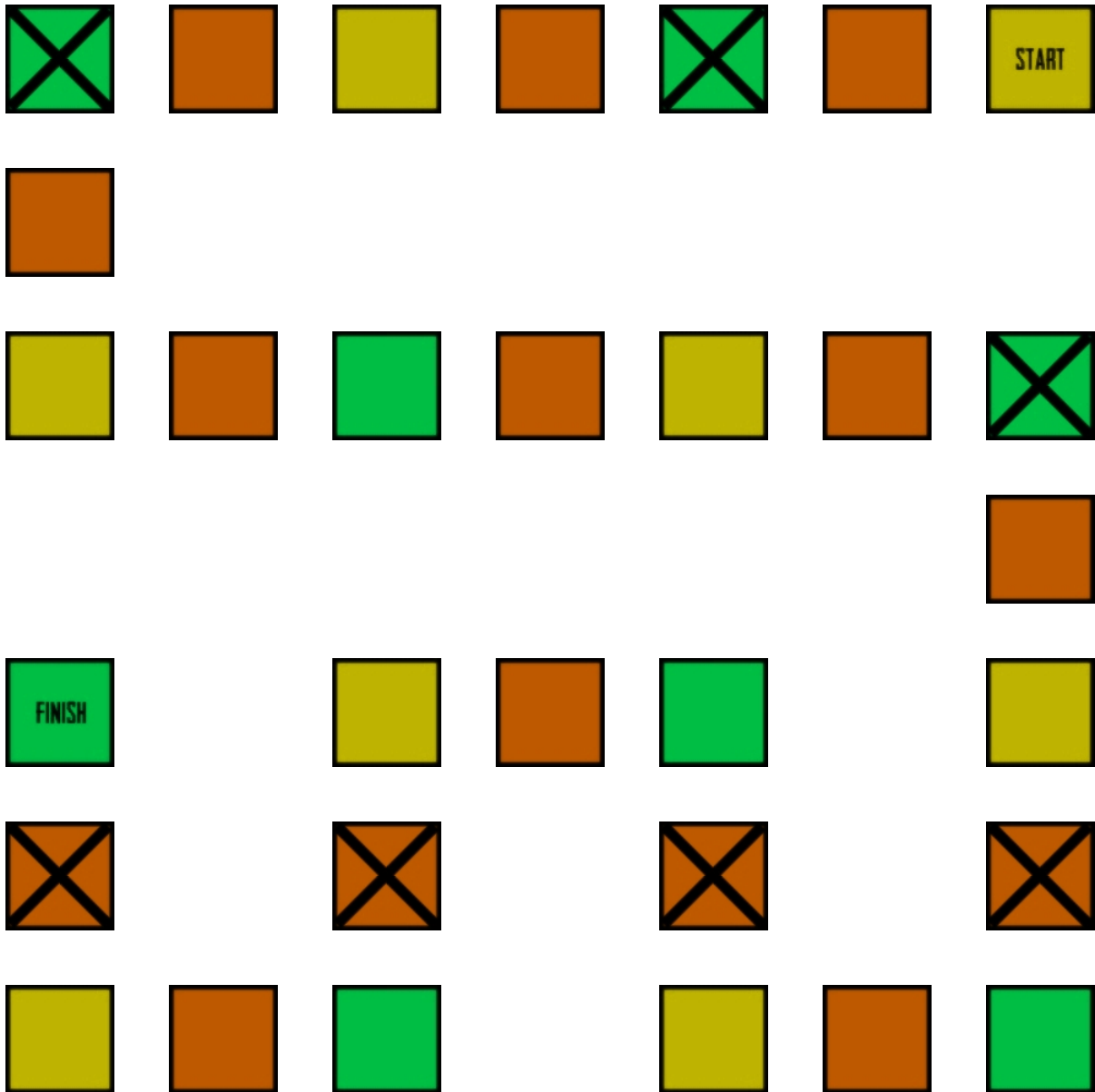
LEVEL SEVEN



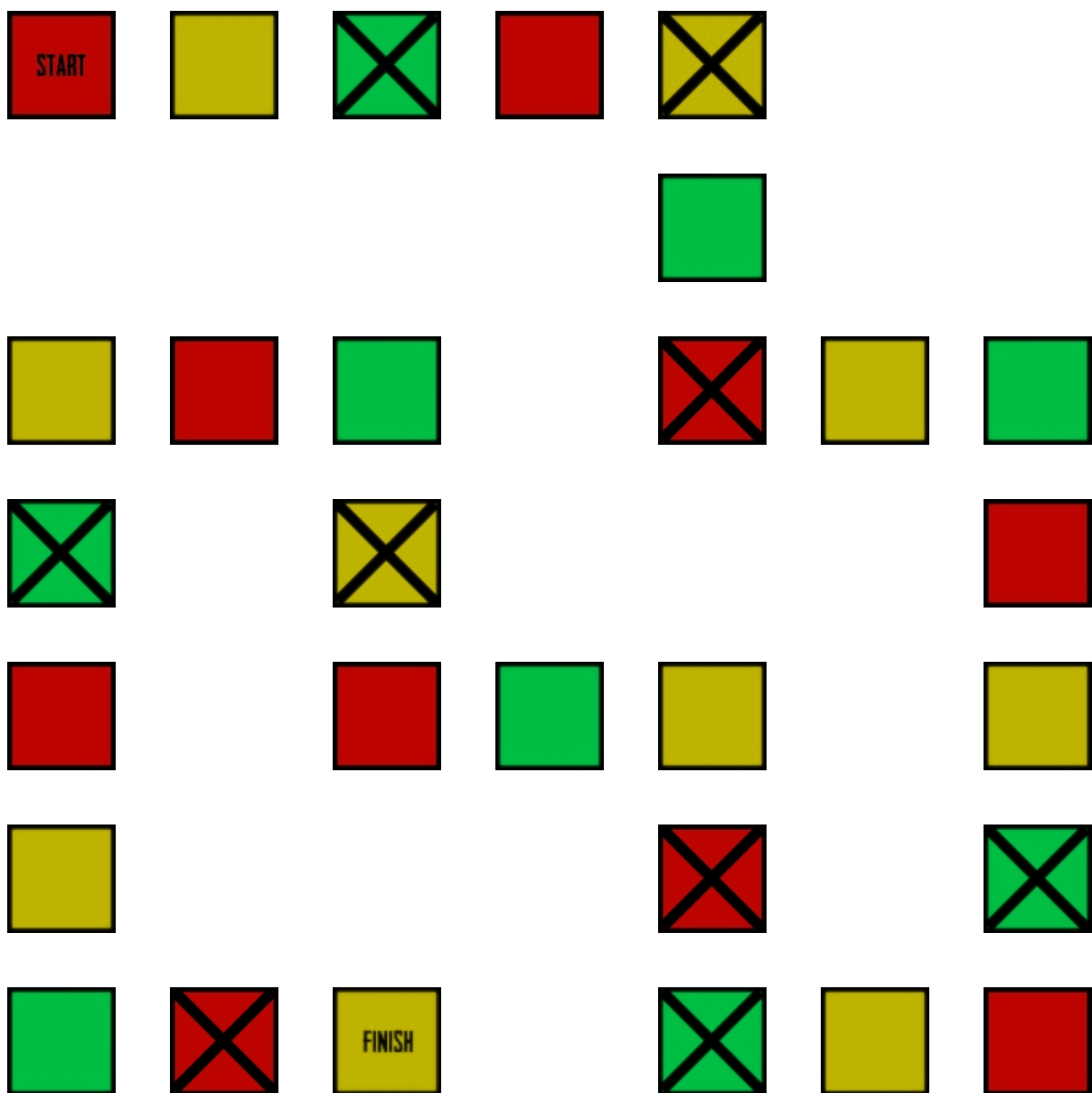
LEVEL EIGHT



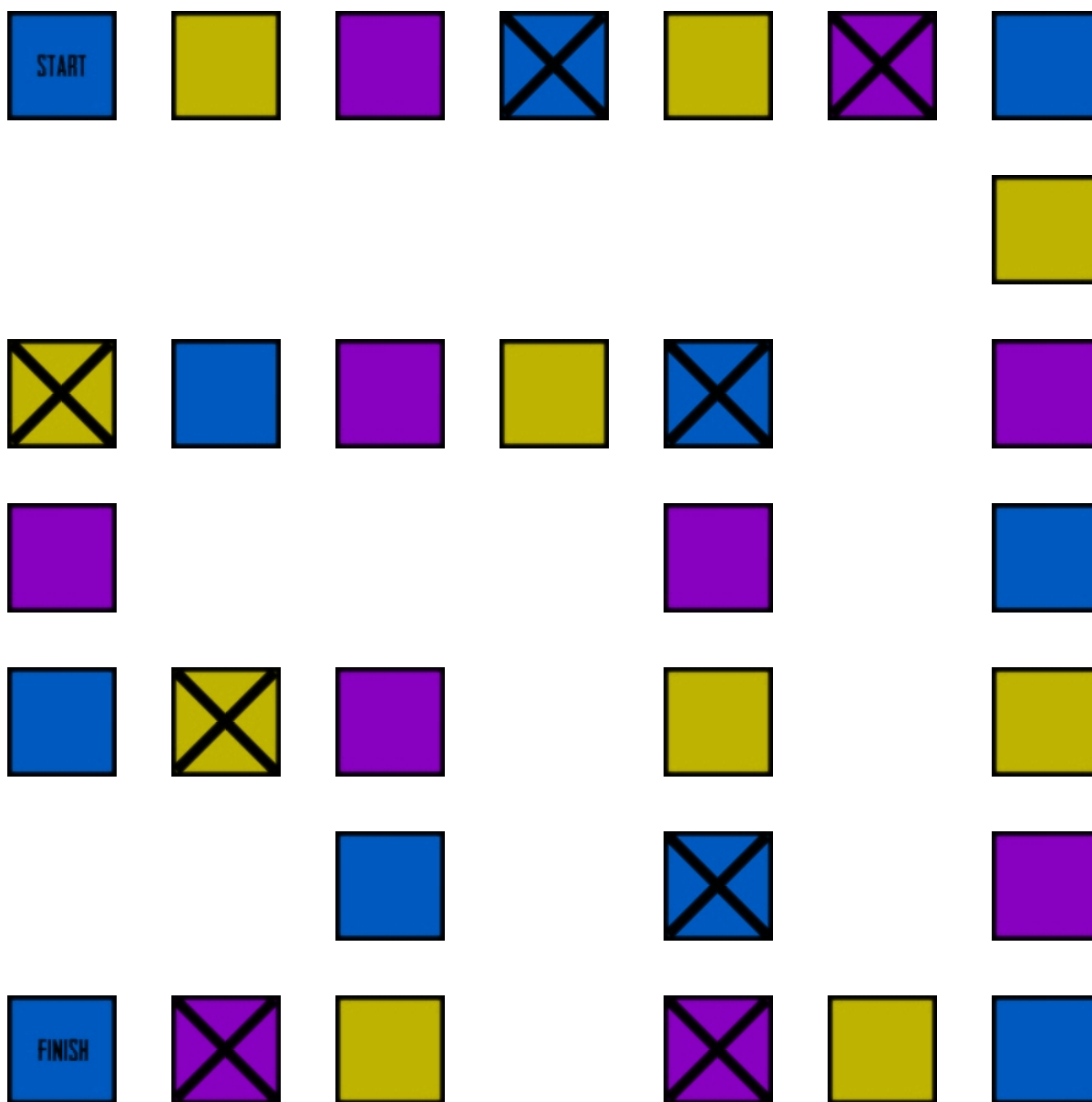
LEVEL NINE



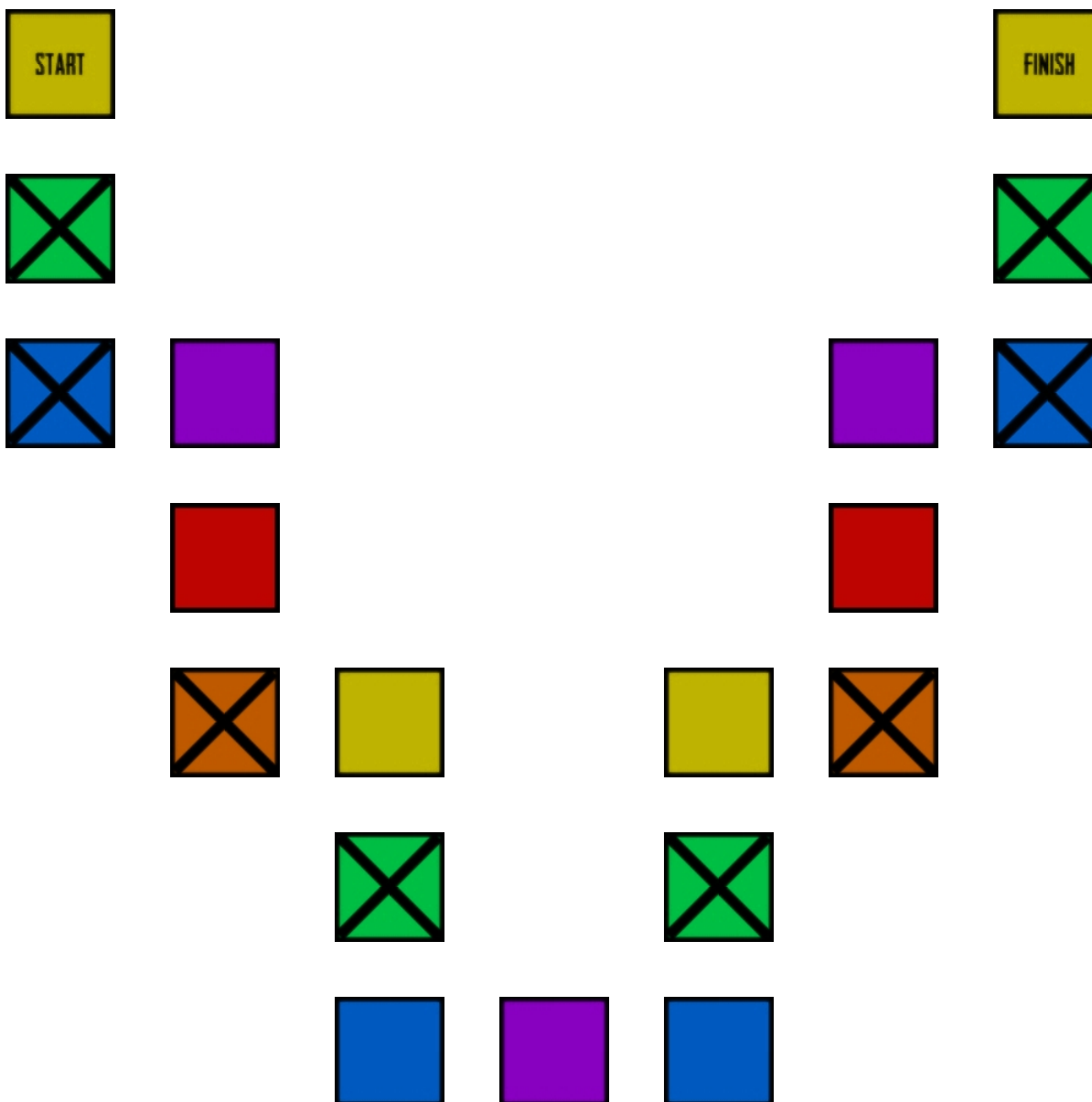
LEVEL TEN



LEVEL ELEVEN



LEVEL TWELVE



LEVEL THIRTEEN

