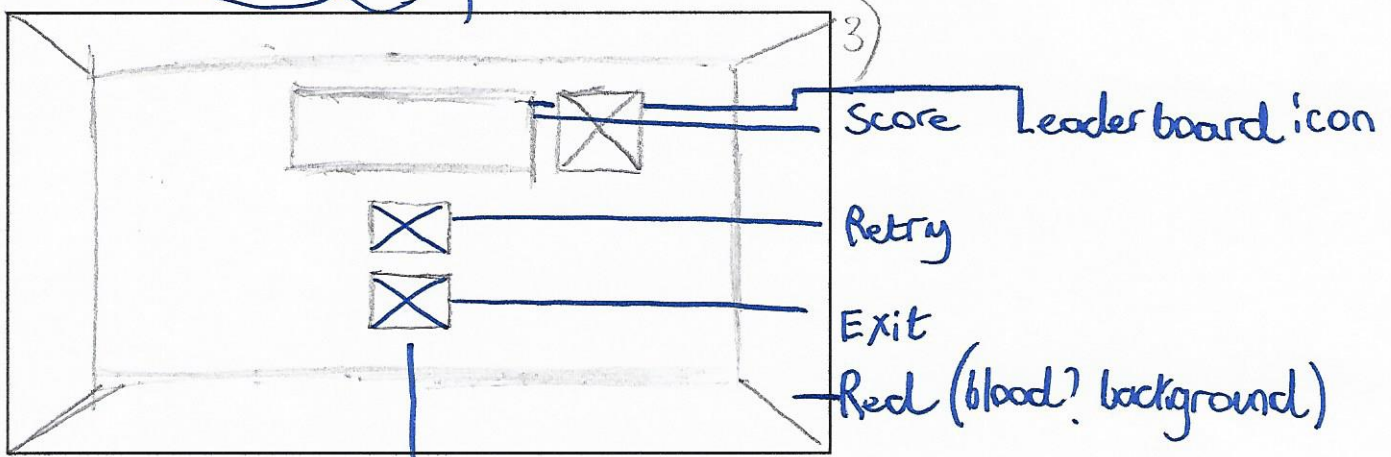
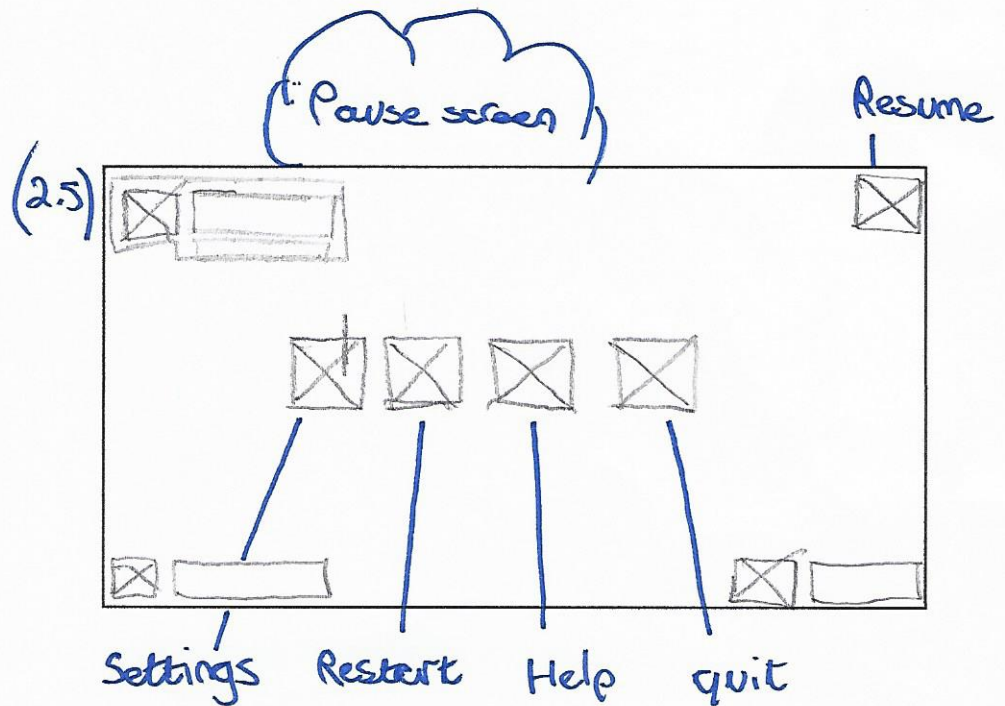


fail level



• Horizontal instead for consistency



• Rest of ui is still visible so player can see how he's doing.