Enemys
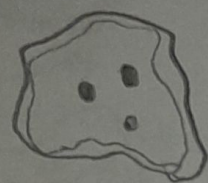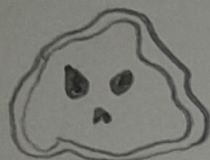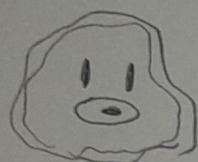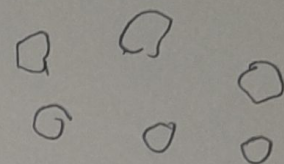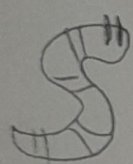
Slime - No damage / Pushes the Player / 1 HITKILL

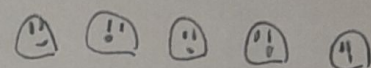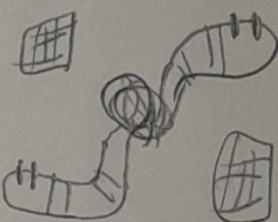AngryySlime - do damage /
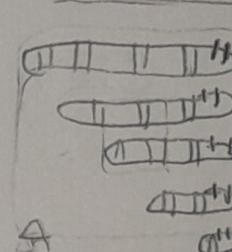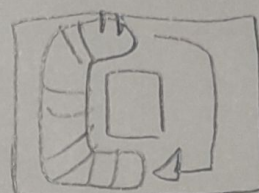
BoomSlime - explodes near Player
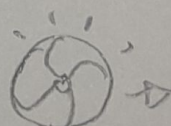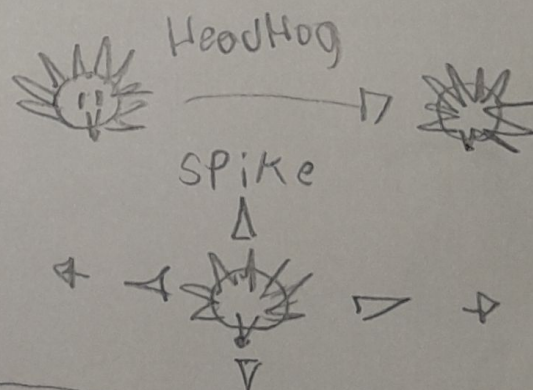
XSlime - divedes By five

- Worm - walk like snake
- fastWorm
- Train Worm
- follow Worm - follow the Player
- Piece Worm =
- double Worm : Change direction Random

TATU : walk and Rool
can Do damage / con't do damage

TATU dIRT : digs a piece of dirt
and Trows at the Player

HeodHog

Spike

Ant : Amount of them / Spawns from that block
until he breaks
infected Spaws a ant when you break that
block block