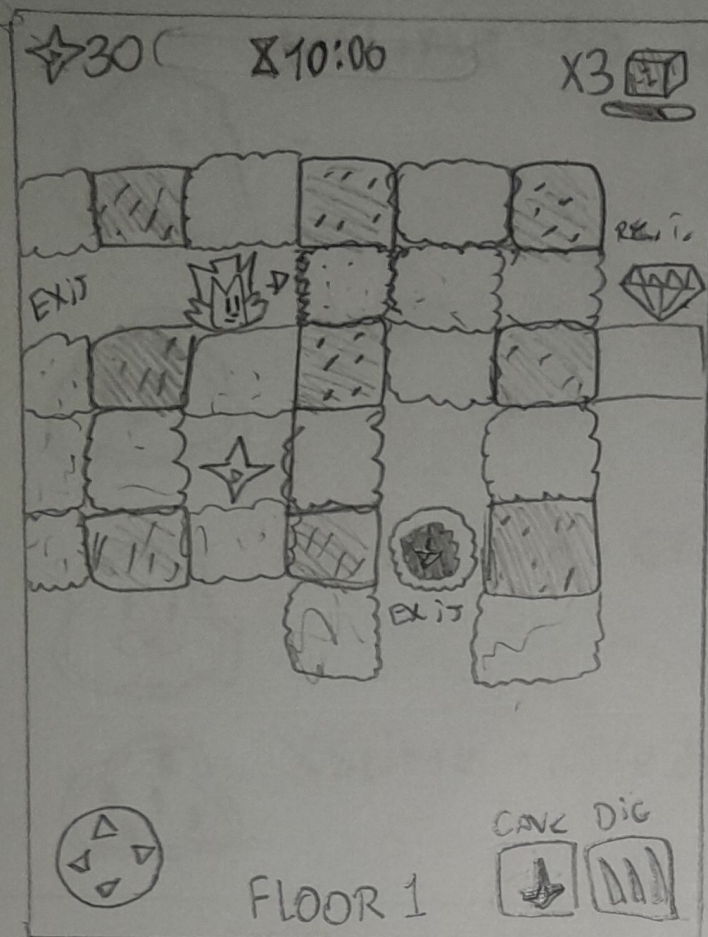








BASIC



DIG AROUND

- FIND THE RELICS BEFORE TIMER ENDS  
- STARS ARE HIDDEN IN THE BLOCKS 
- STARS ARE THE COLLECTABLES, COINS  
- THE STARS ARE THE SCORE POINTS

Objective



- COLLECT THE RELICS BEFORE THE TIME ENDS X
- STARTING IN A LEVEL, YOU HAVE 5 MINUTES. IF THE TIME RUNS OUT YOU LOOSE, BUT YOU CAN COLLECT ITEMS IN THE LEVELS FOR RESTORING YOUR TIMER 
- AFTER COLLECT THE TREASURE, YOU CAN ESCAPE BY THE EXIT, AND KEEP THE ITEMS THAT YOU COLLECT, OR YOU CAN FIND A SECRET EXIT, AND GO TO THE NEXT LEVEL (FLOOR) MORE FLOOR YOU GO, MORE DIFFICULT GETS.



- GOING IN A NEW FLOOR, A THIRD OF YOUR POINTS ARE CUT OFF TO ADD TO THE TIMER -X2 + 02:00X

BLOCKS COMBO

- DIGGING A BLOCK WILL ADD IN THE BLOCK COMBO. A COMBO BAR WILL START. AND IF THE BAR DECREASES YOU LOOSE YOUR COMBO. DIGGING BLOCKS WILL RESET THE COMBO, AND BY COLLECTING STARS AND KILLING ENEMIES WILL INCREASE THE COMBO

- AFTER FINISHING A FLOOR WITH A HIGH COMBO WILL ADD IN YOUR SCORE:
EX:

 3x COMBO 0.3 

 30x COMBO 3 

ENEMIES

- GETTING HURT WILL DECREASE YOUR POINTS AND DECREASE THE TIMER OF YOUR COMBO
- AND GETTING HURT SLOWS YOU DOWN

Score: 789

Blocks Break: 50

TREASURES: 3

DAMAGE: 8


TIMER: 20:05


FLOORS: 5


FINISHING SCREEN


ITEMS


CAN BE FINDING DIGGING


 - INCREASE THE DIG SPEED


 - INCREASE SPEED

 - INCREASE THE TIMER

 - SHIELD

 - DECREASE THE POINTS LOSE

 - DOUBLE THE STARS

 - REVEAL THE TREASURE A EXIT

THIS ITEMS CAN BE BUY
WITH STARS