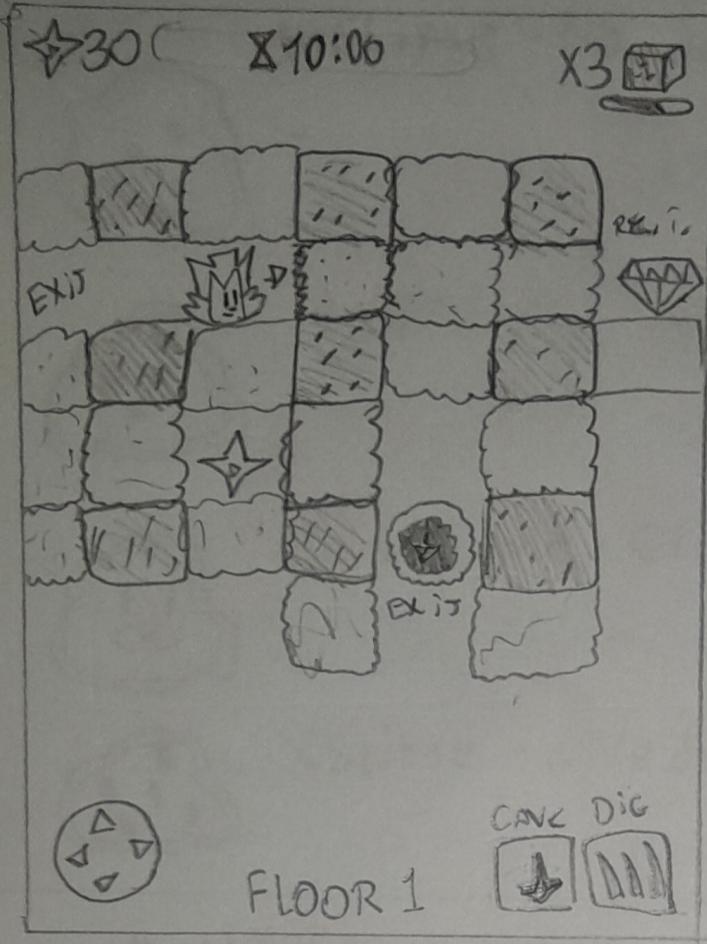


BASIC



SCORE: 789

BLOCKS BREAK: 50

TREASURES: 3

DAMAGE: 8

TIMER: 80:05

FLOORS: 5

FINISHING SCREEN

ITEMS

CAN BE FINDING DIGGING

- INCREASE THE DIG SPEED

- INCREASE SPEED

- INCREASE THE TIMER

- SHIELD

- DECREASE THE POINTS LOOSE

- DOUBLE THE STARS

- REVEAL THE TREASURE A EXIT

THIS ITEMS CAN BE BUY

WITH STARS

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
- 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 +02:00

BLOCKS COMBO

- DIGGING A BLOCK WILL ADD IN THE BLOCK COMBO. A COMBO BAR WILL START, AND IF THE BAR DECREASE, 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:

3xCOMBO 0.3

30xCOMBO 3

ENEMIES

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