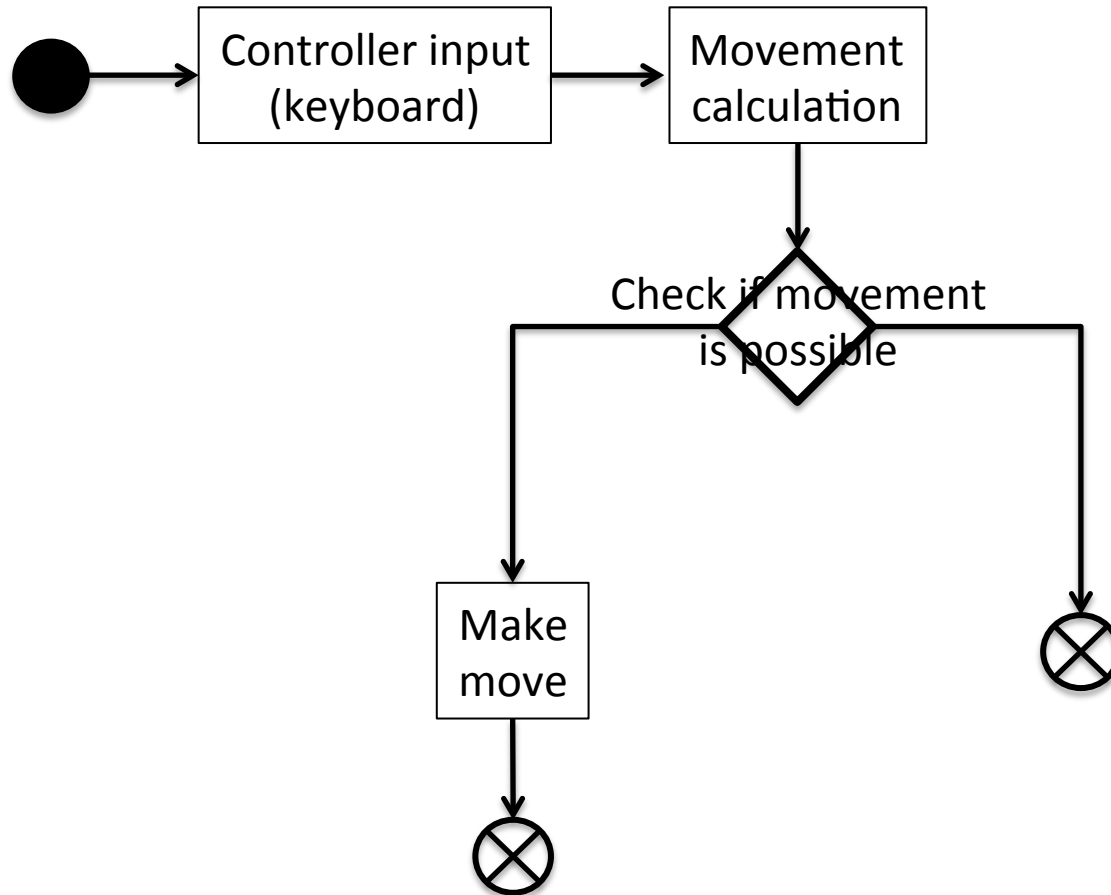


# PLAYER

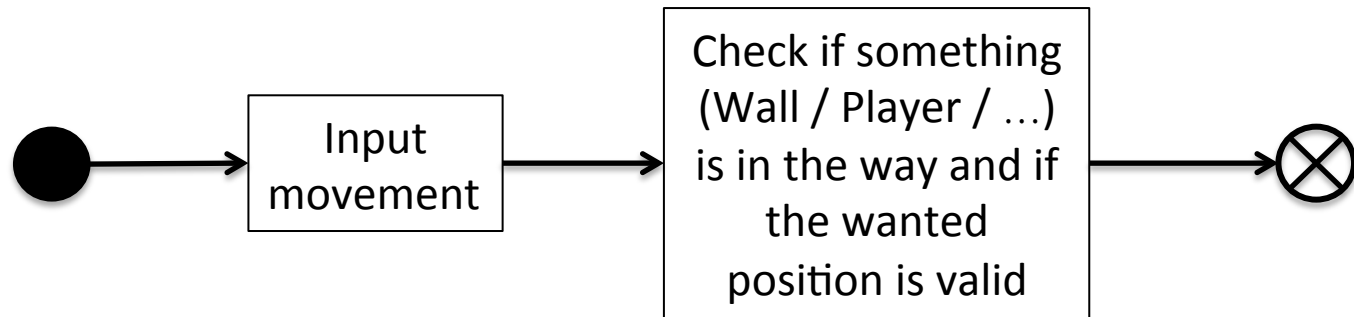
Movement 1.



# PLAYER

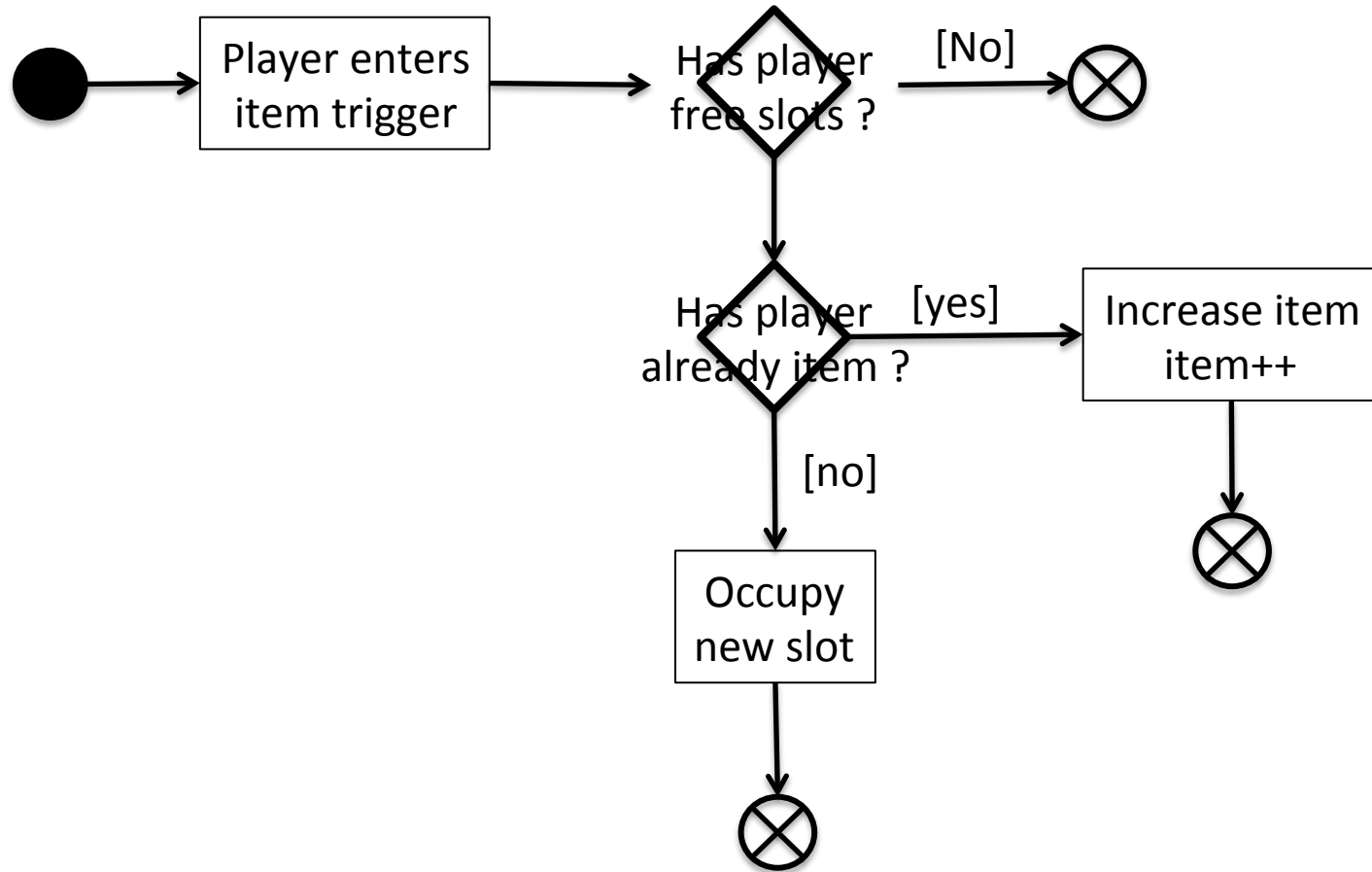
Movement 2.

Check if the movement is possible



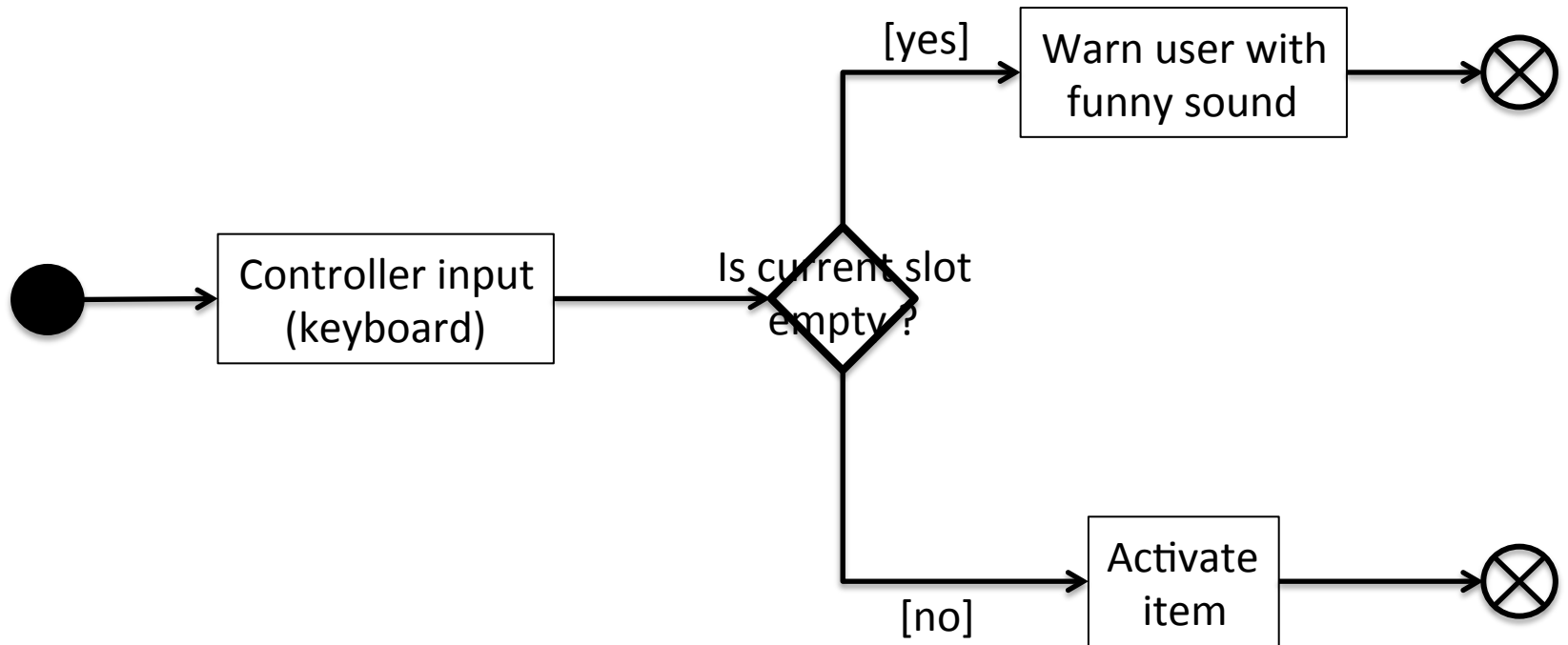
# PLAYER

Getting item



# PLAYER

Item activation



# PLAYER

Drop bomb

