Game Pieces:

EXTENDS GAMEPIECE - IMPLEMENTS MOVEABLE

1. “KILL” - Knight – Represented by the letter “K”, Moves only to the left towards the player, kills the player if the player is within 1 space in front or behind it. The Knight can only be beaten by landing on it.
2. “HIT” - Archer – Represented by the letter “A”, Moves only to the right to guard the Treasure. Will hit the player if the player is exactly 2 spaces in front or behind it. Can only be beaten by landing on it
3. “HIT” - Grunt – Represented by the letter “G”, Moves randomly within 2 spaces. Hits the player if the player lands on it.

EXTENDS GAMEPIECE ONLY

1. “GET\_POINT” - Treasure – Represented by the letter “T”, Doesn’t move. Gives the player a point if the player lands on it
2. “ADVANCE” - Door - Represented by the letter “D”. Advances the player to the next floor if the player lands on it.

IMPLEMENTS DRAWABLE

1. “NONE” - Illusion - Represented by the letter “I”. Doesn’t do anything. It is only Drawable. Meant to confuse the player by its presence.