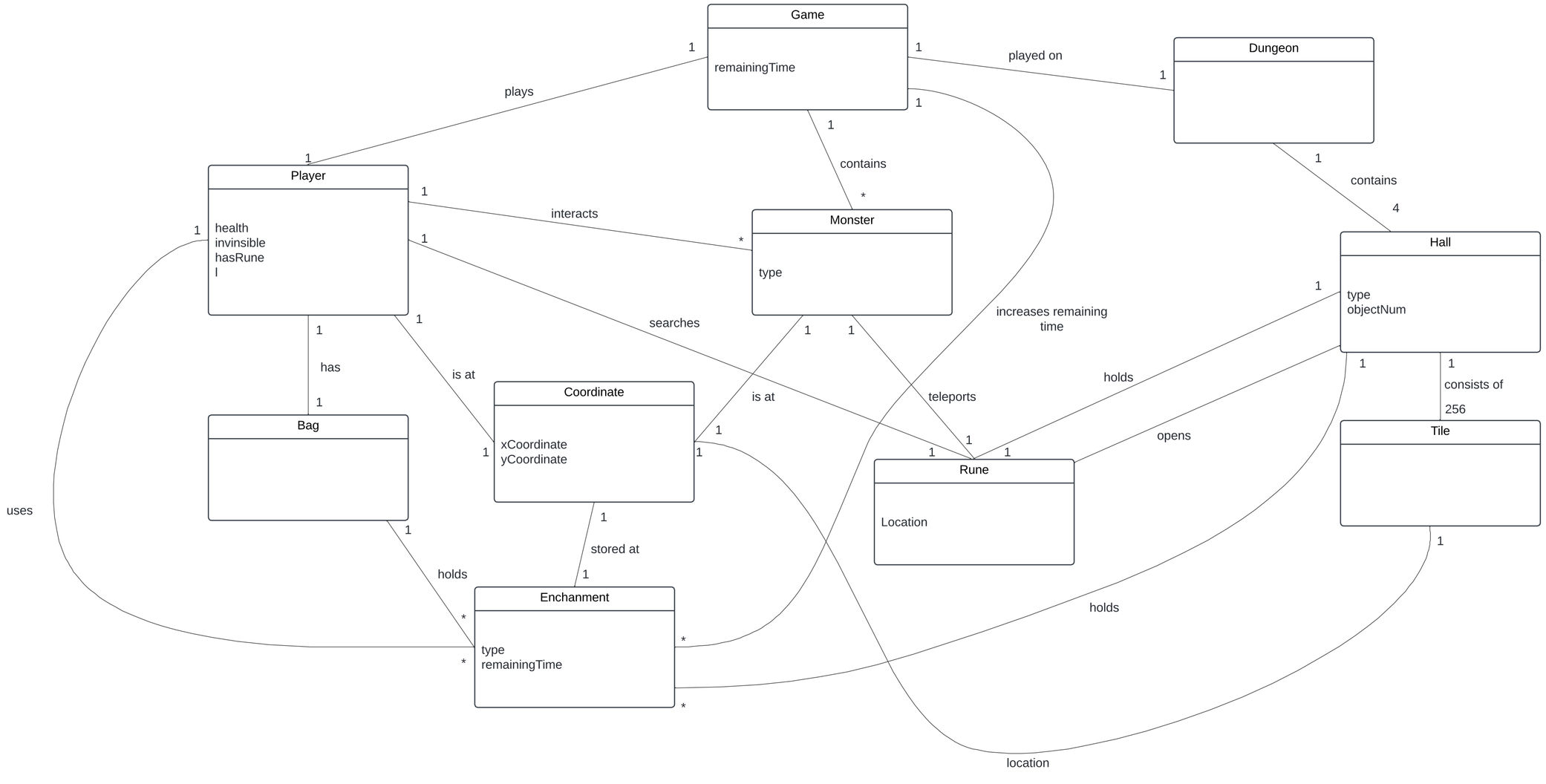
Game
remainingTime
Dungeon
Player
health
invinsible
hasRune
l
Monster
type
Hall
type
objectNum
Coordinate
xCoordinate
yCoordinate
Bag
Rune
Location
Tile
Enchanment
type
remainingTime
plays
played on
contains
contains
interacts
searches
increases remaining time
has
is at
is at
teleports
holds
opens
consists of
256
uses
stored at
holds
holds
location