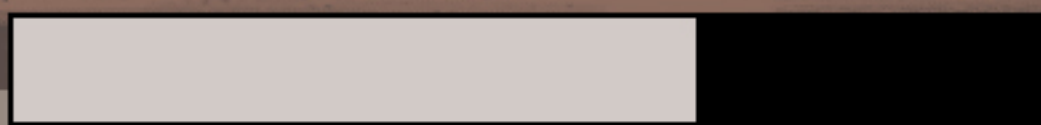




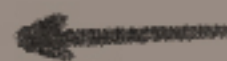
3/10 rewards collected

cave  
entrance

60%



hp/score indicator



enemy

countdown timer



bonus

player

trap

reward

