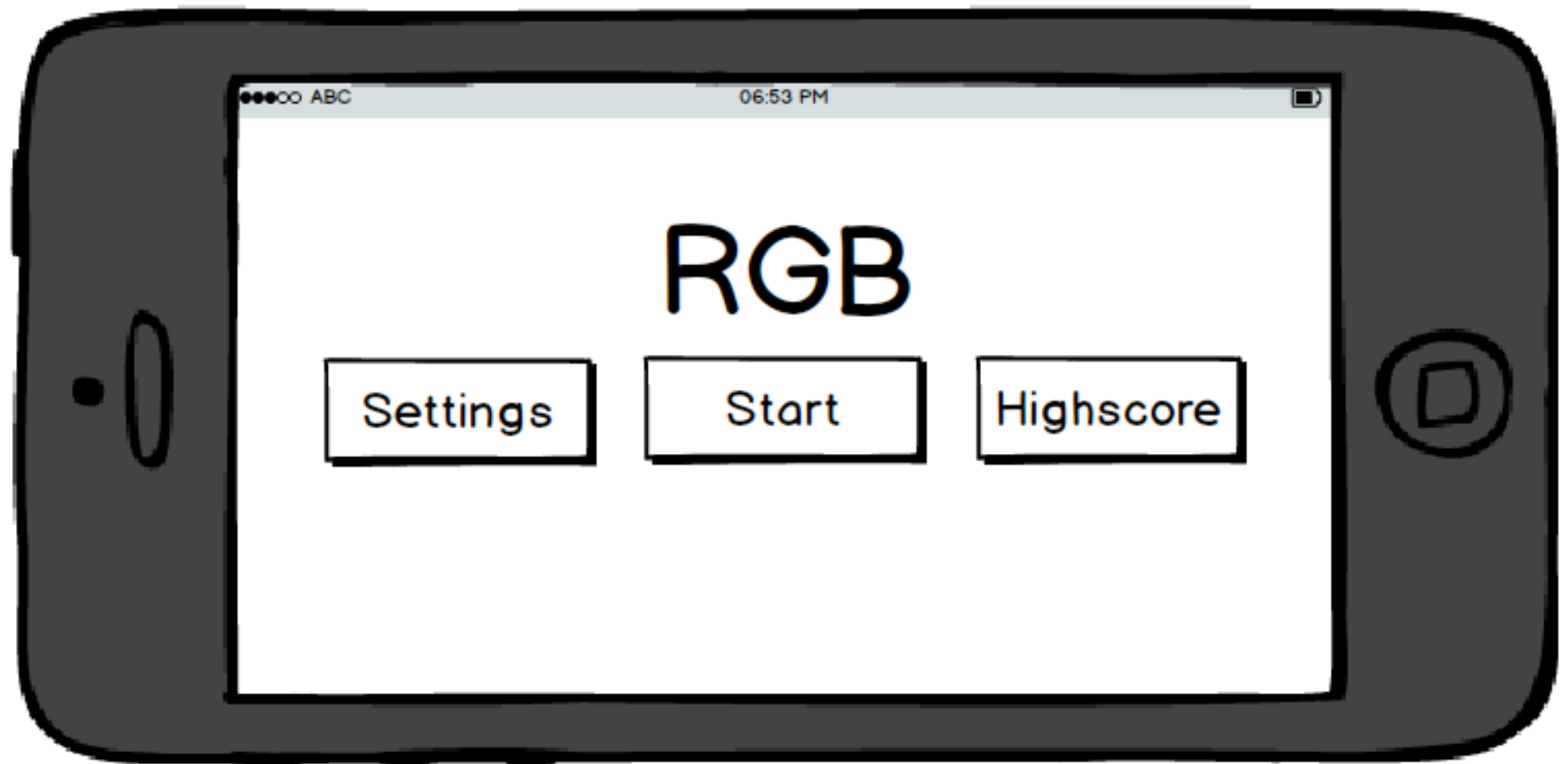
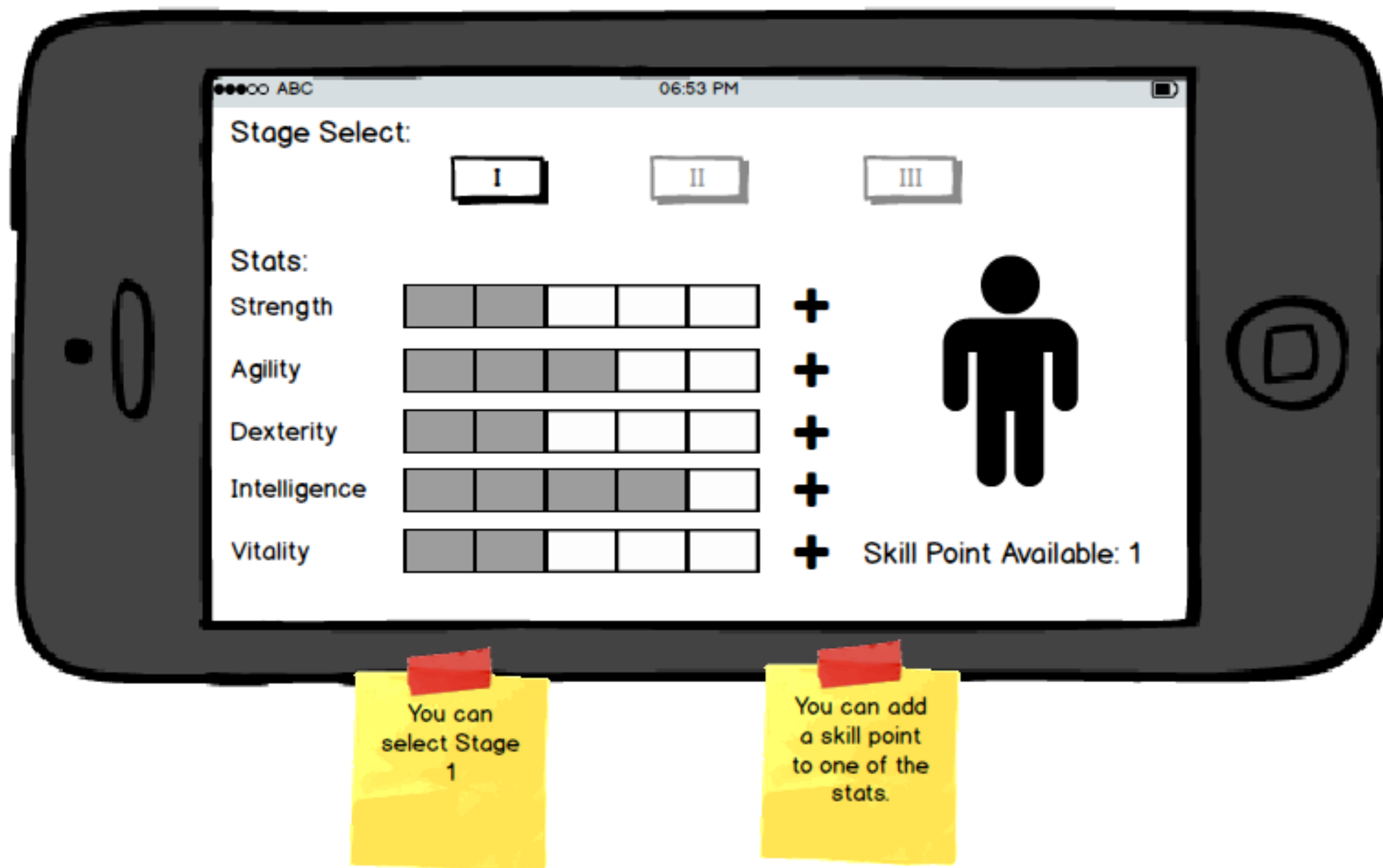


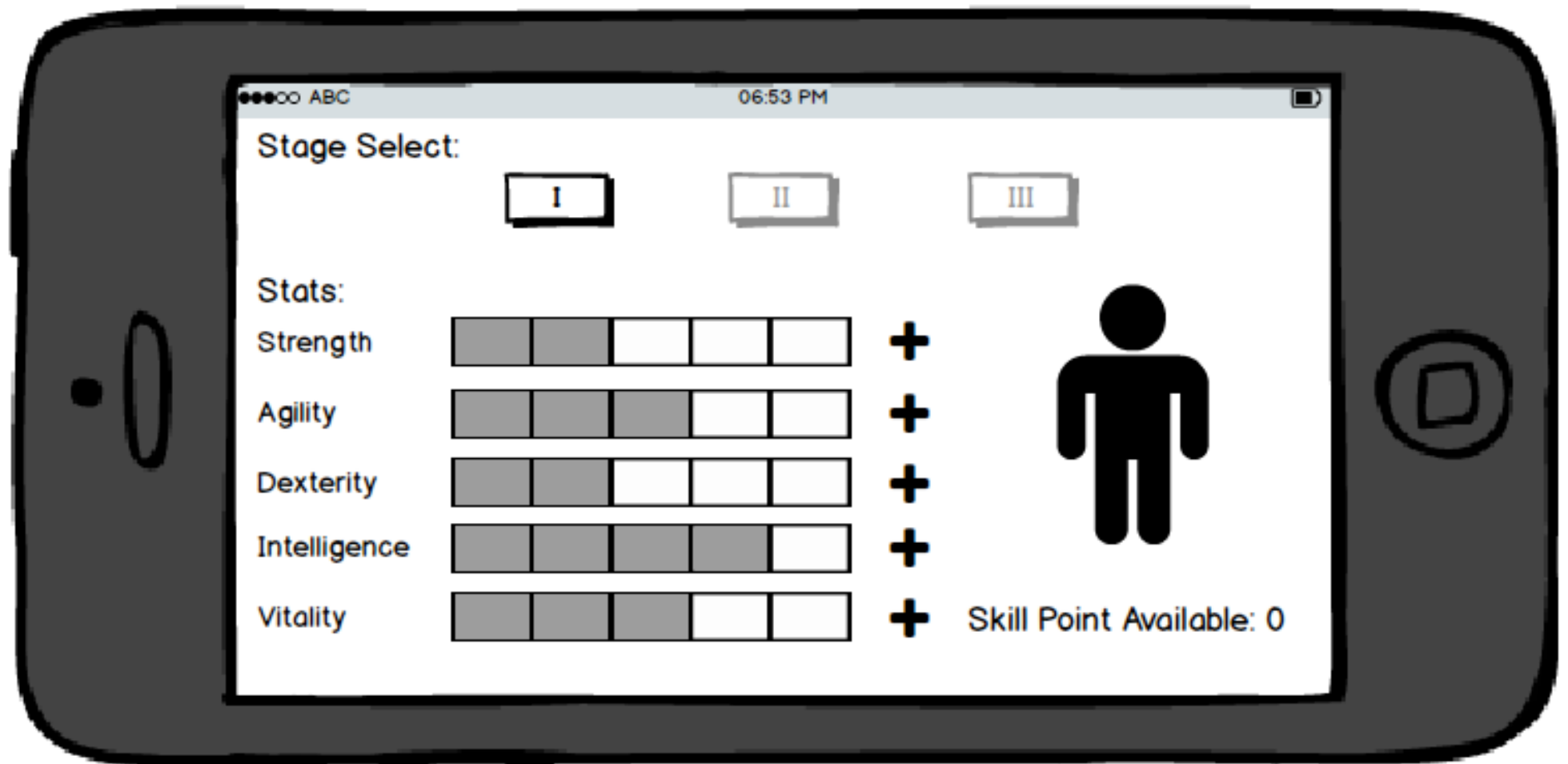
Start Screen



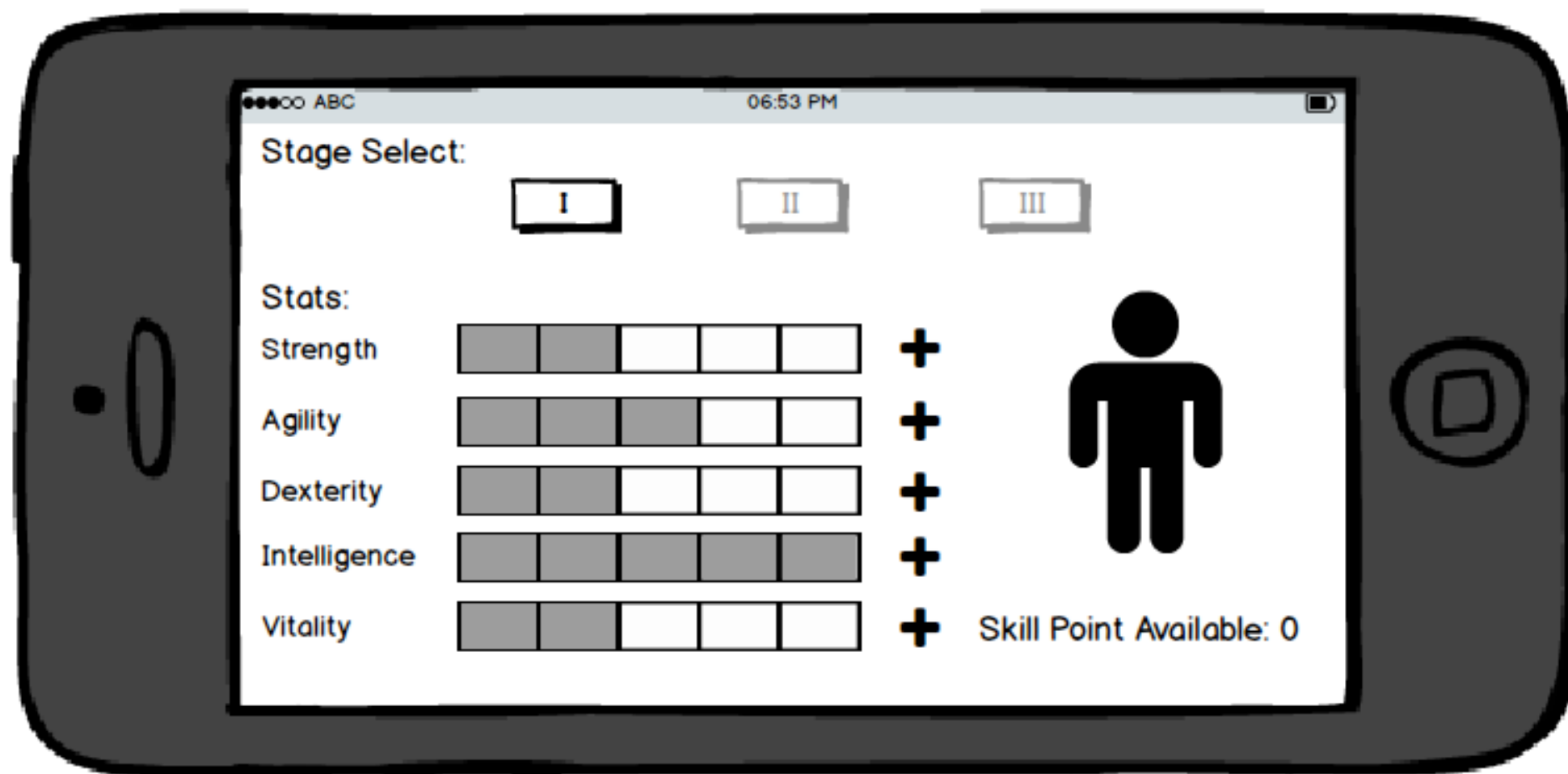
Stage Select



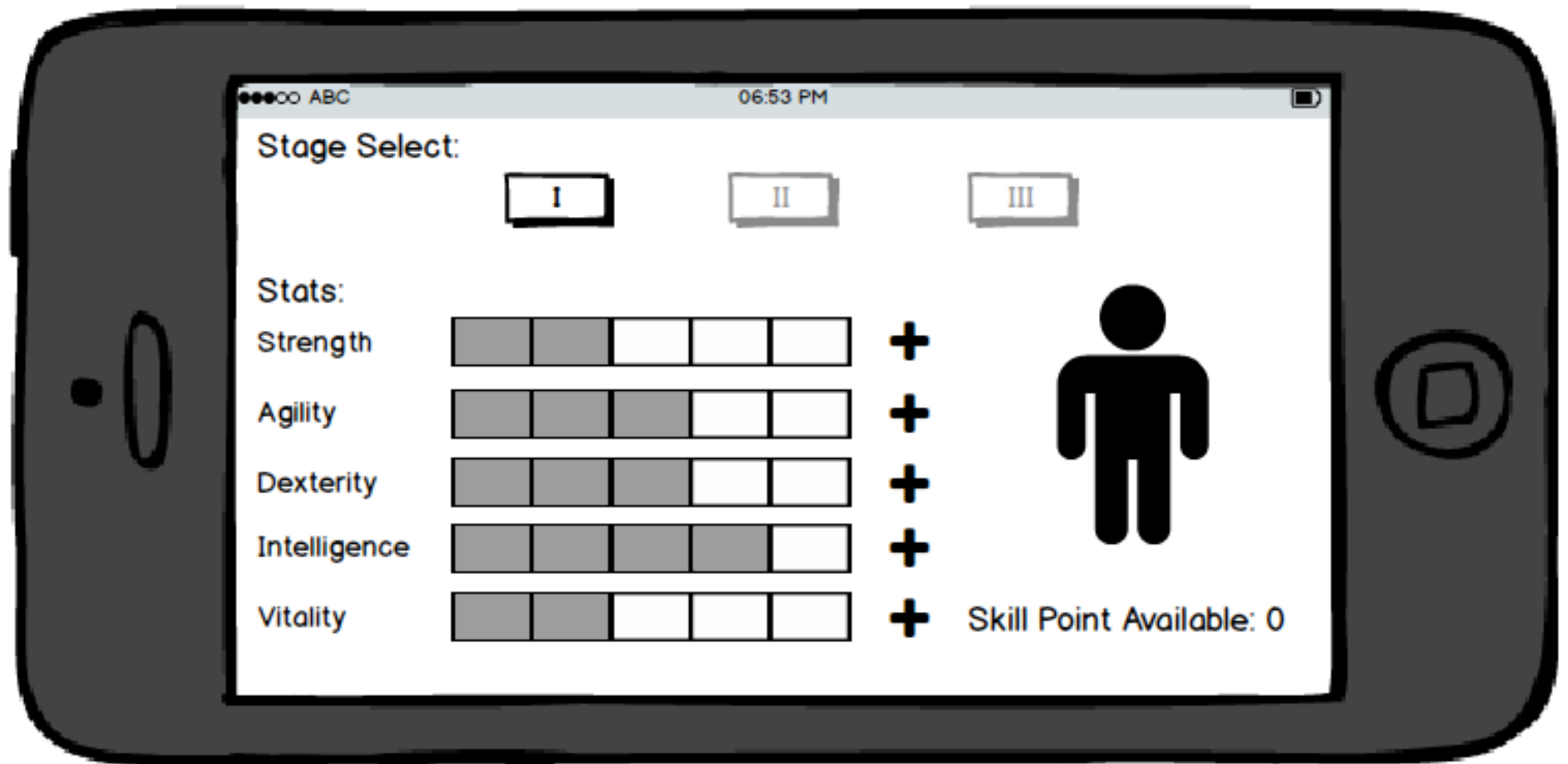
Stage Select Vitality+



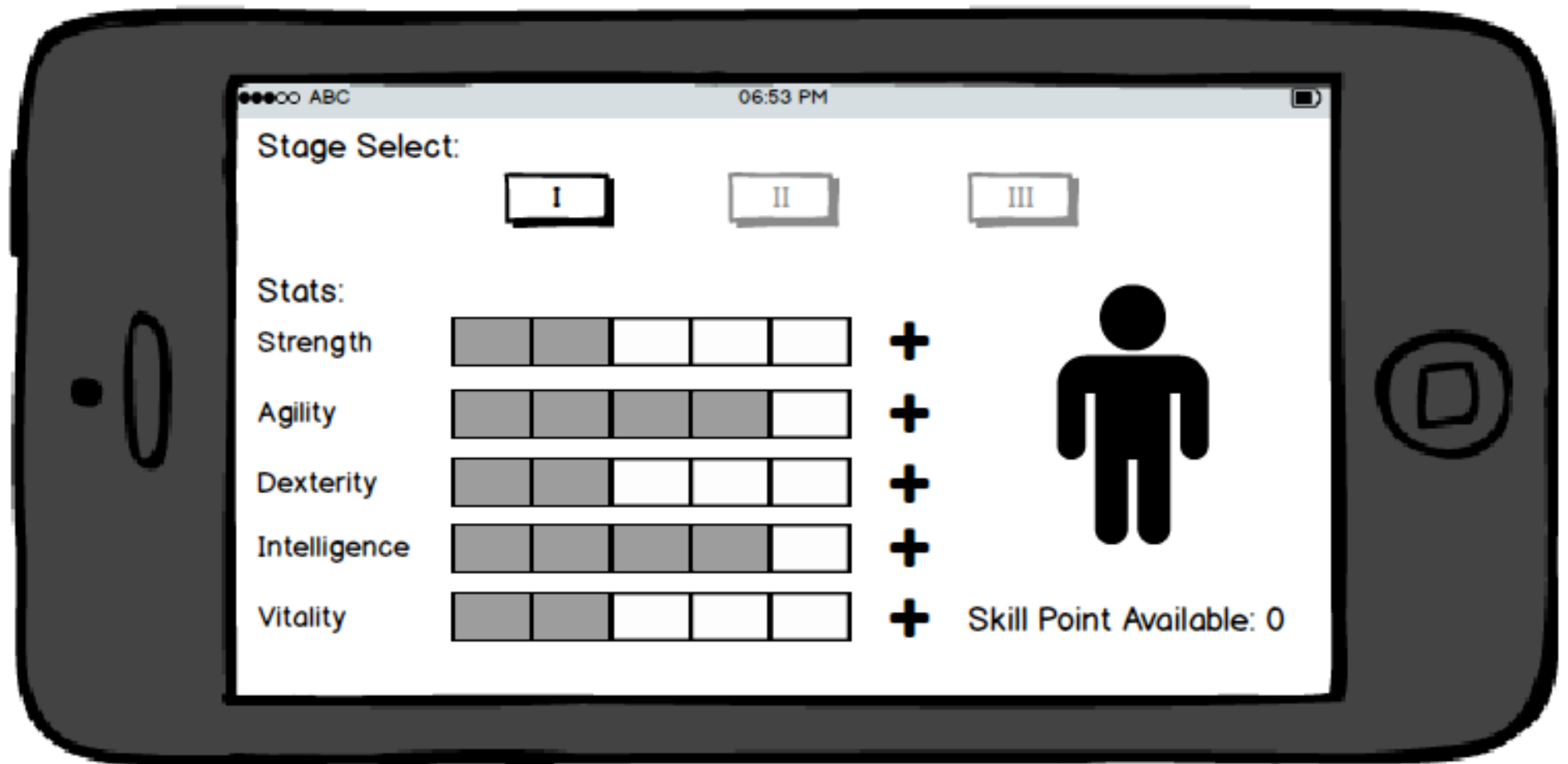
Stage Select Intelligence+



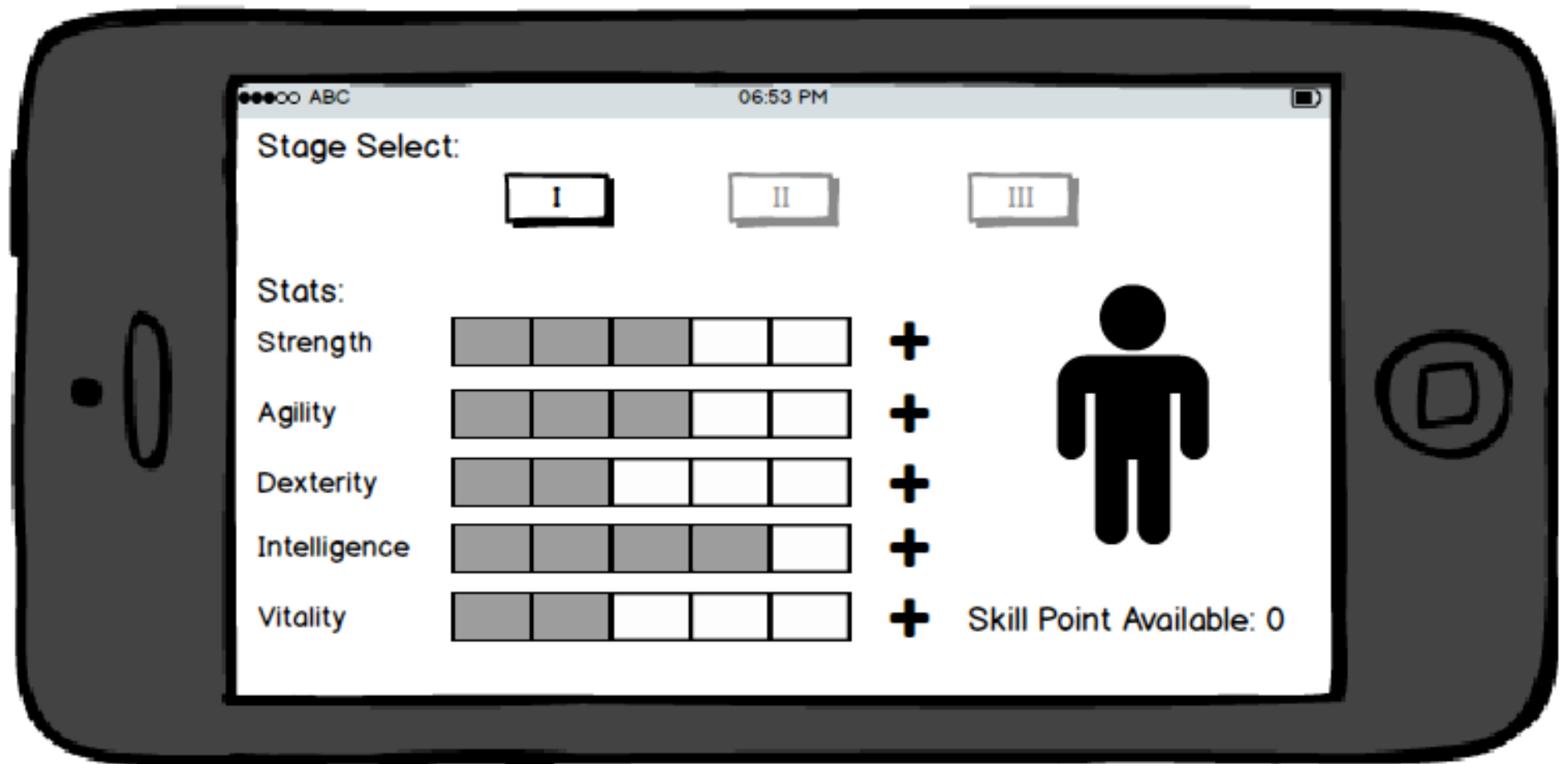
Stage Select Dexterity+



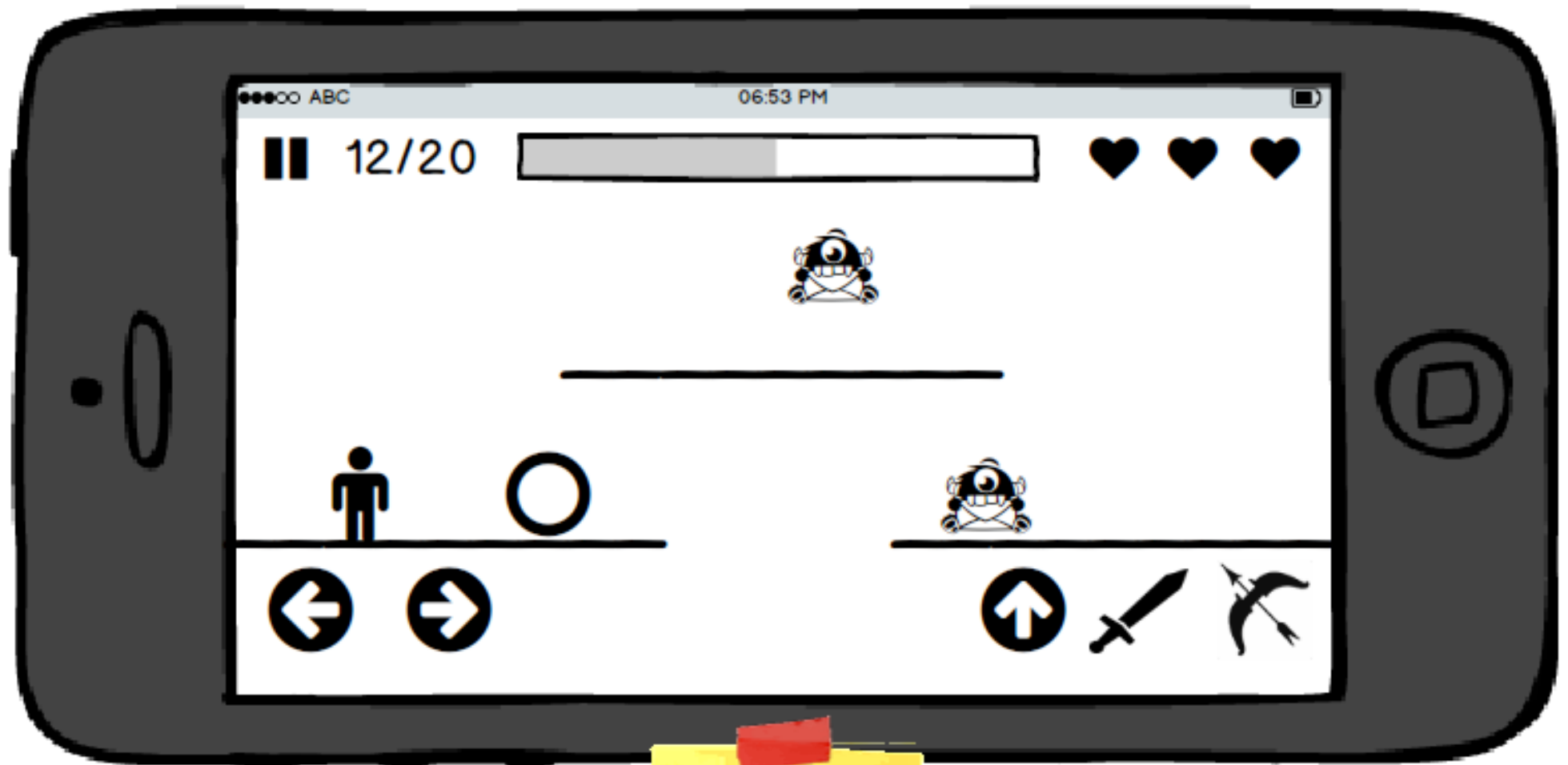
Stage Select Agility+



Stage Select Strength+

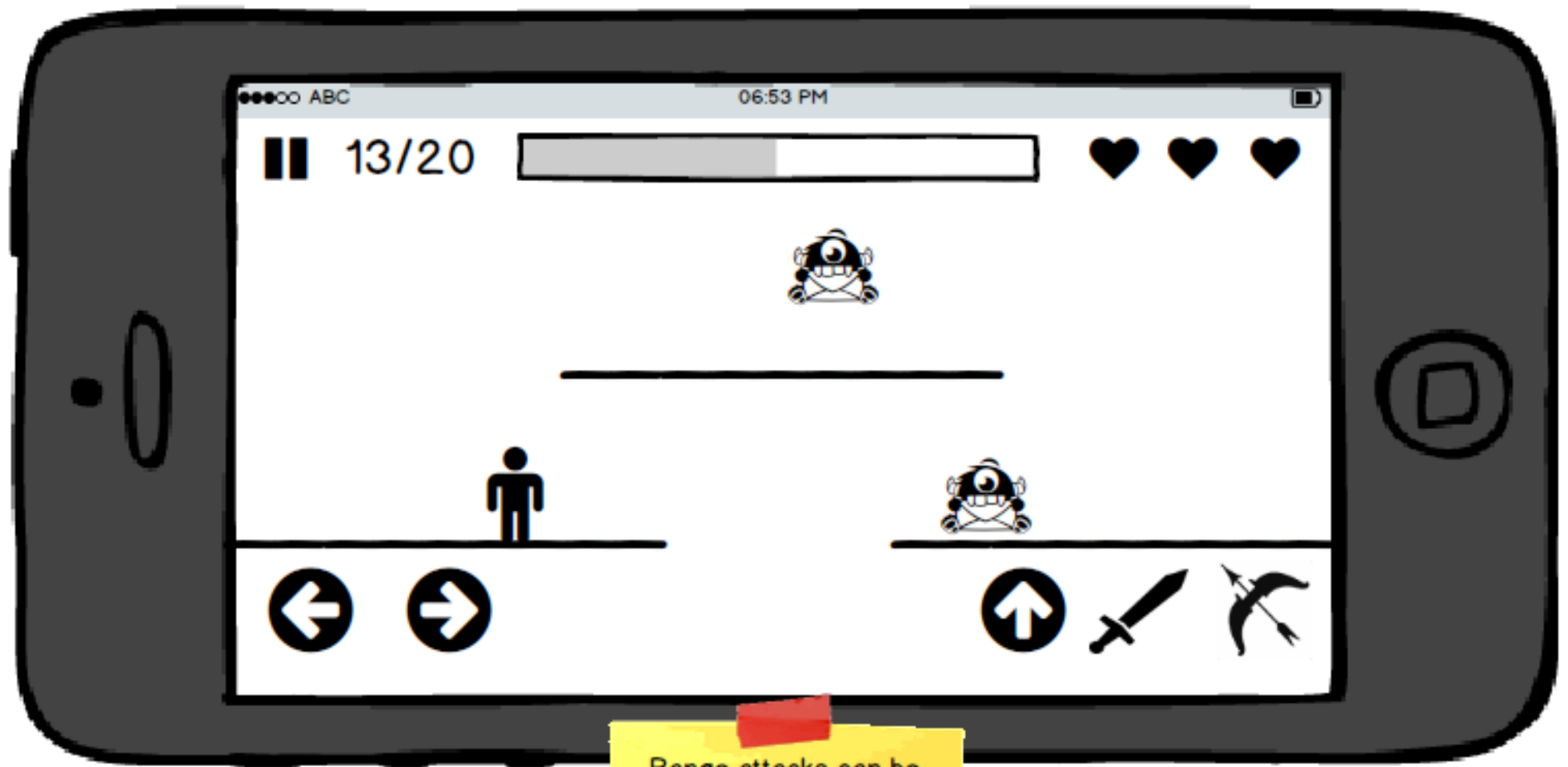


Stage I



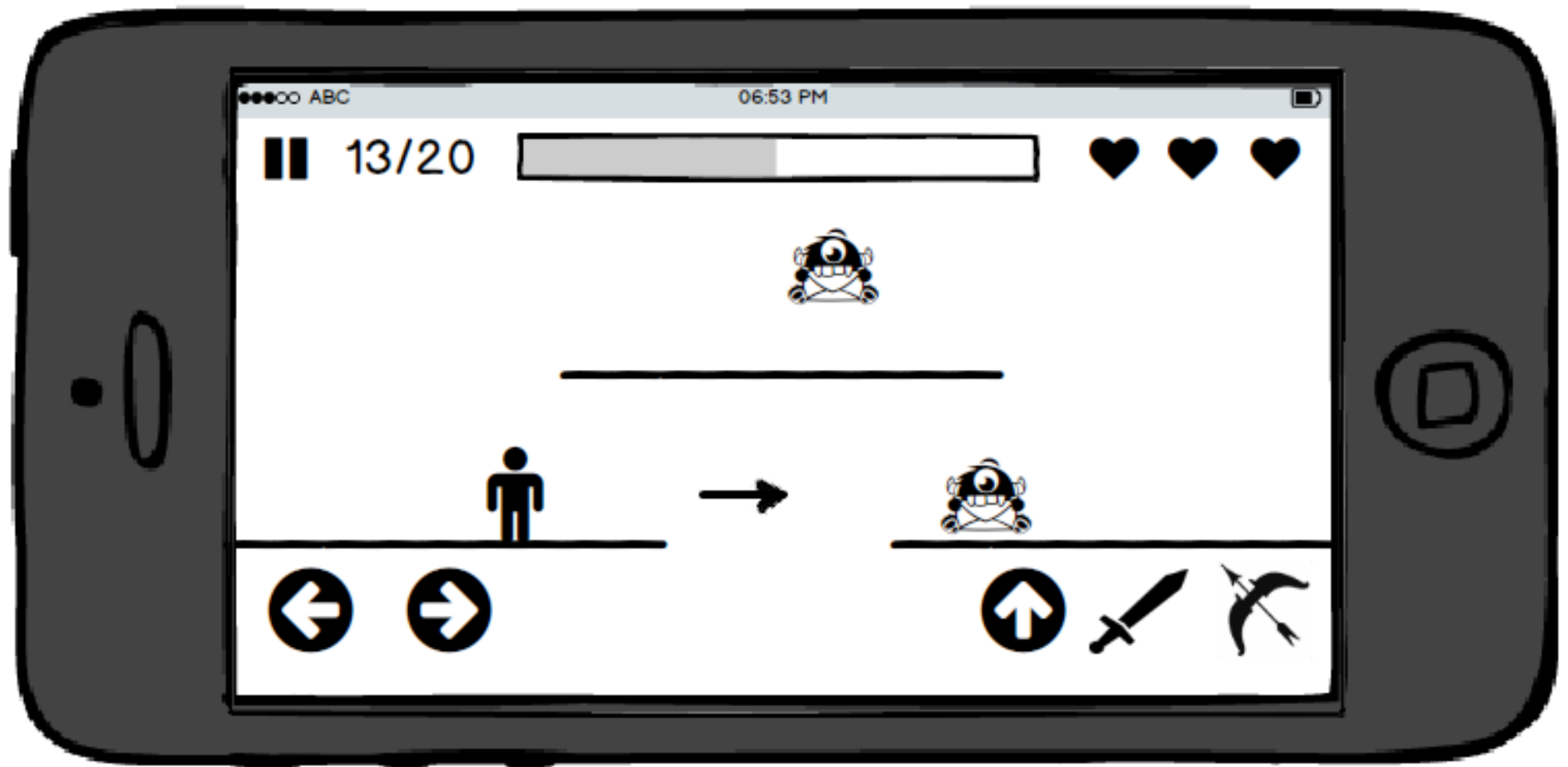
Moving into Orbs
allows them to be
collected. This
adds to your
score

Stage I no orb

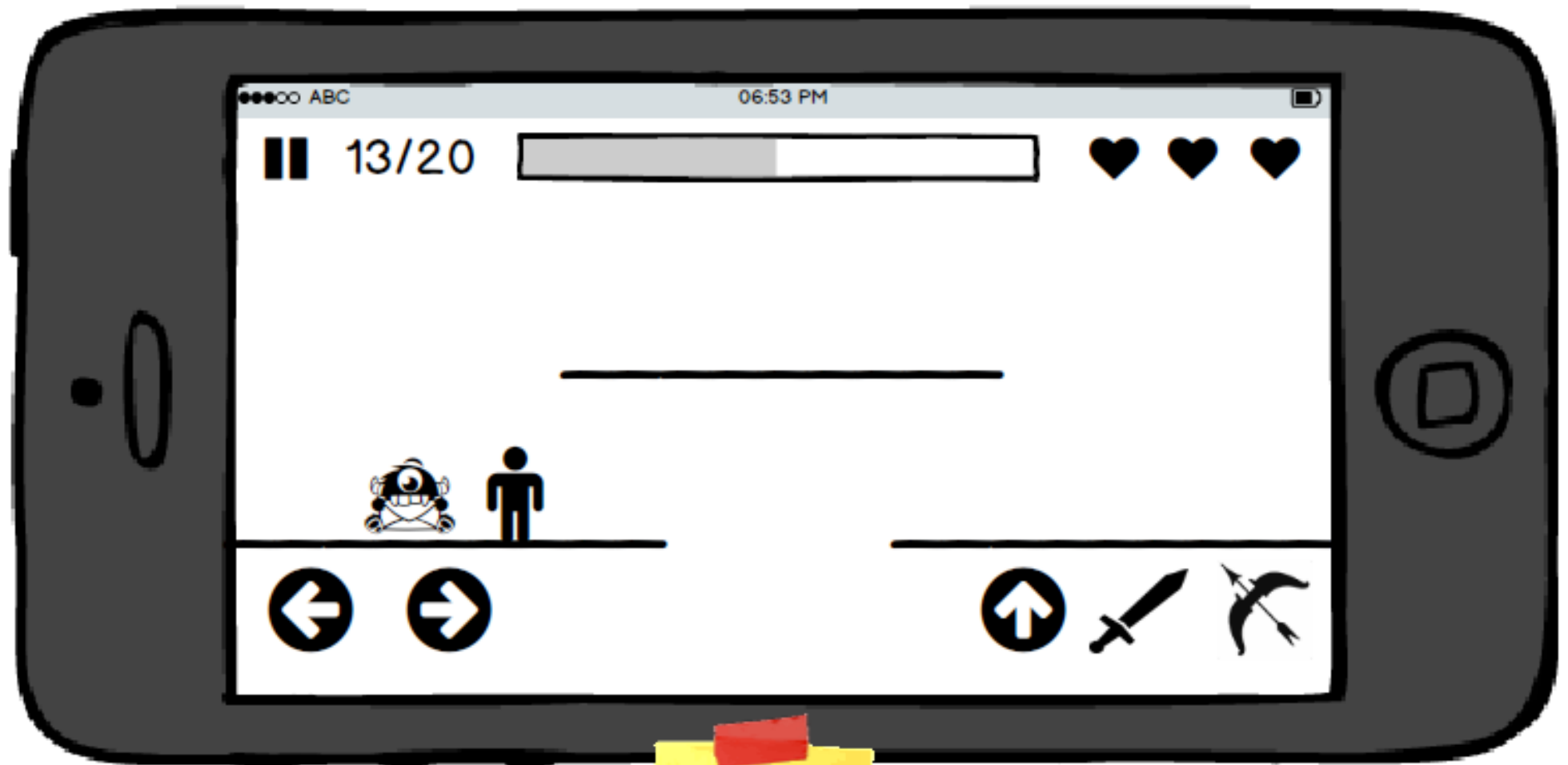


Range attacks can be
used to eliminate far
away enemies

Stage I arrow

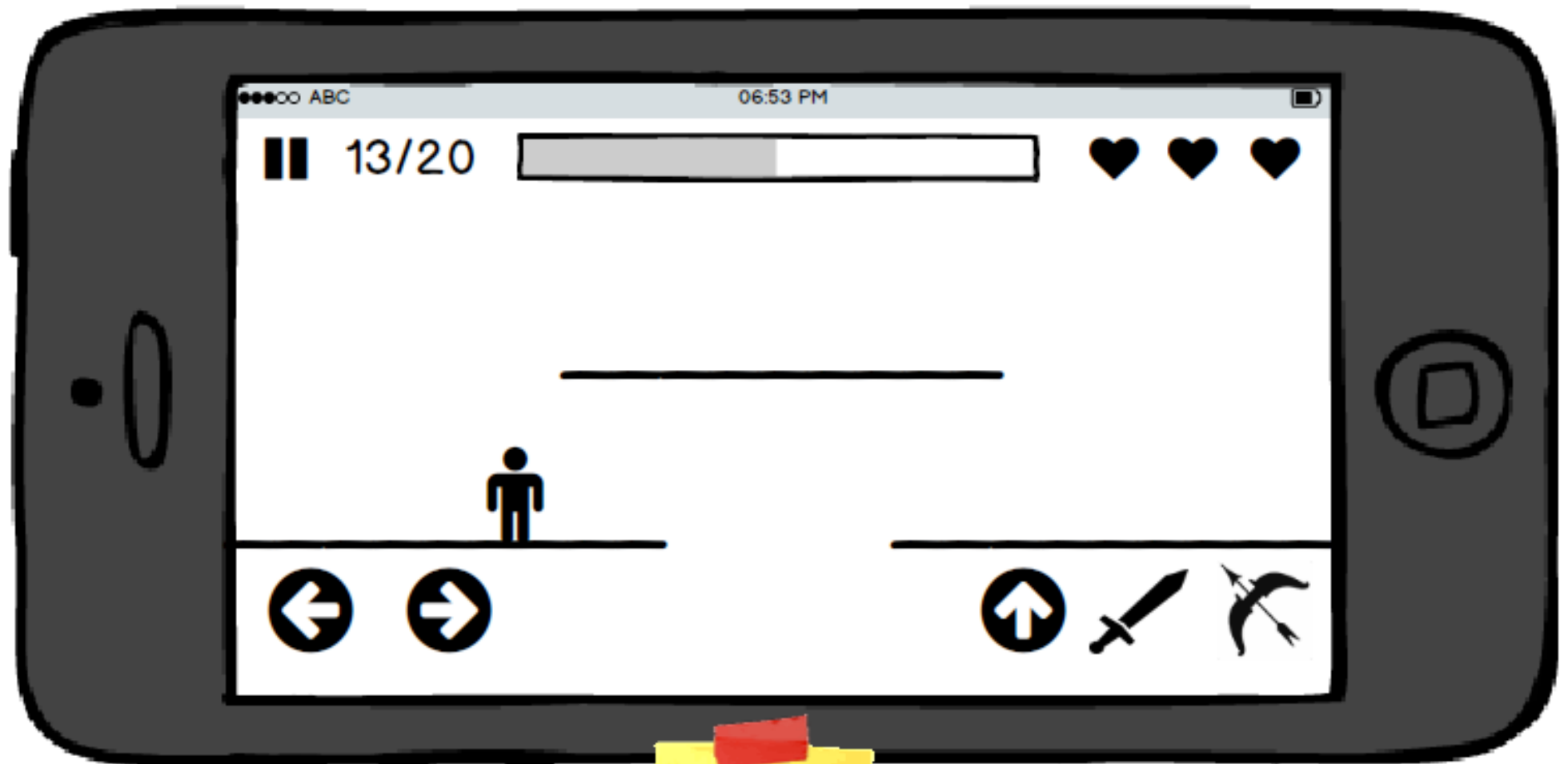


Stage I melee



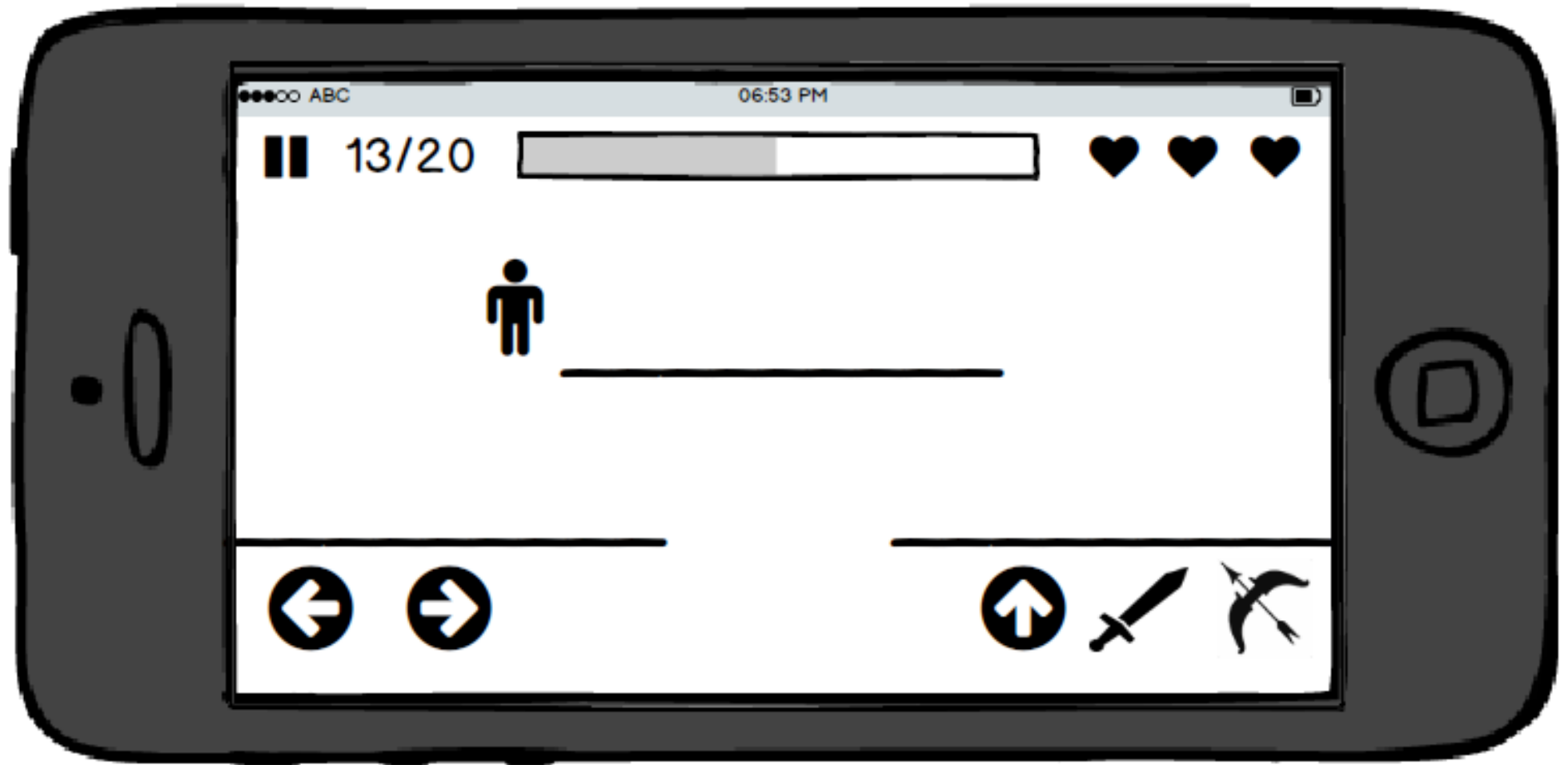
Melee attack
can be used
to eliminate
close
enemies

Stage 1 jump

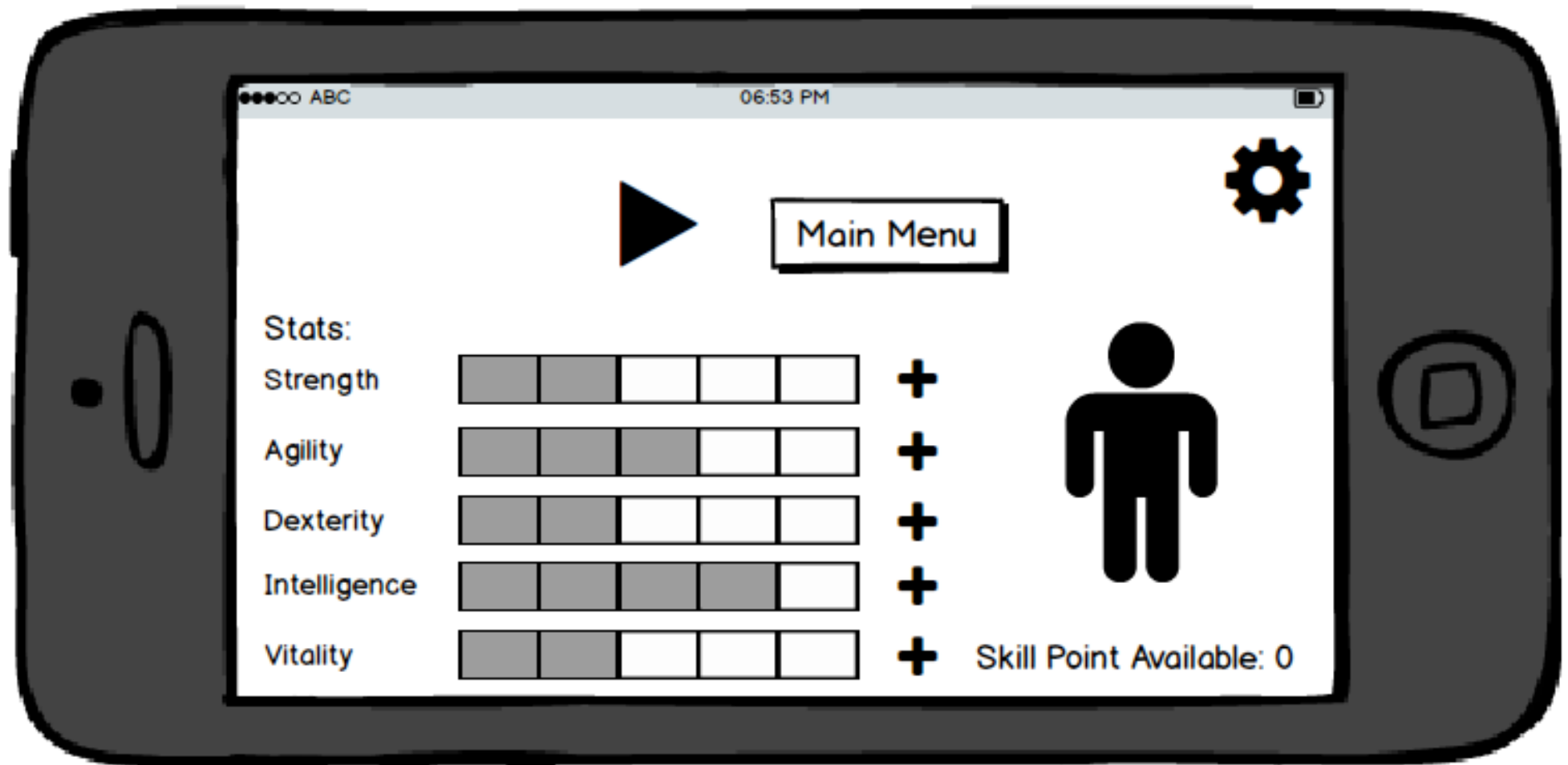


The jump
button boosts
the character
into the air

Stage I jumping



Pause Menu





Highscores

