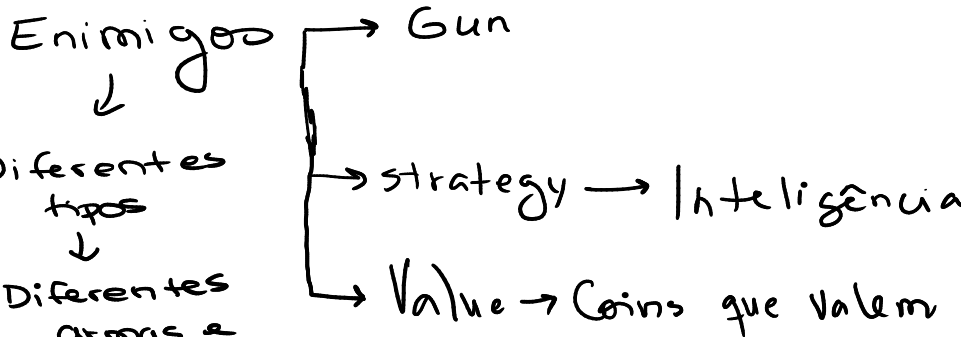
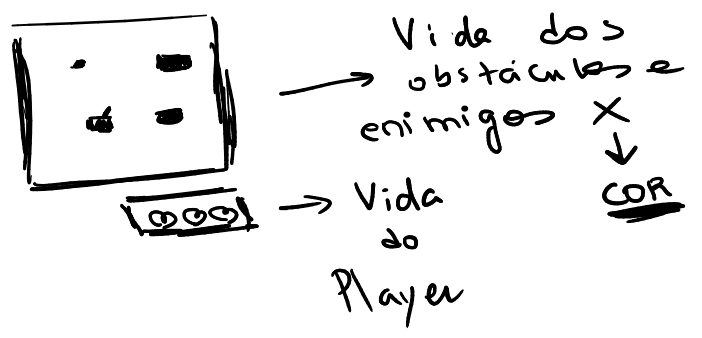
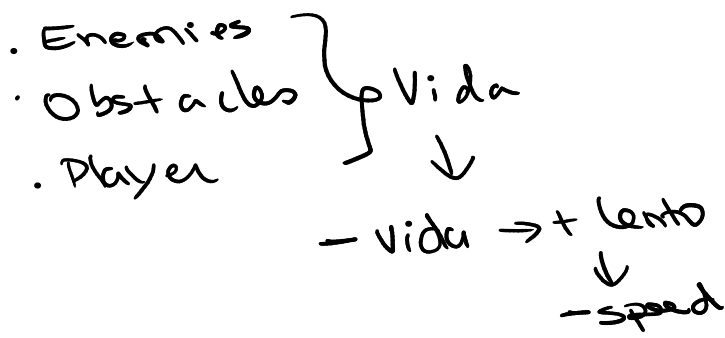
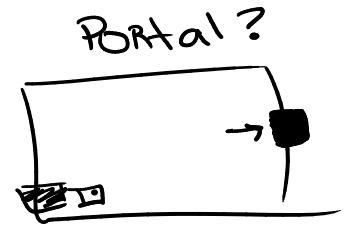
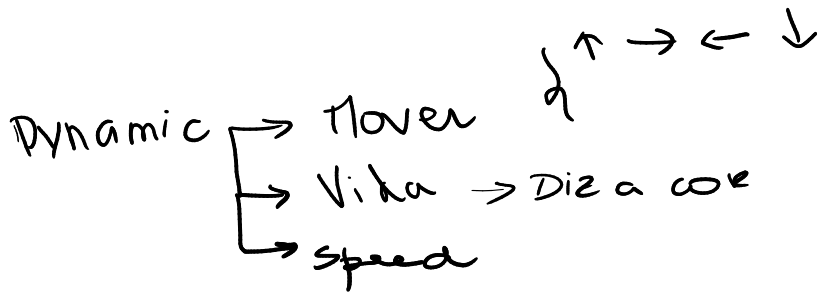
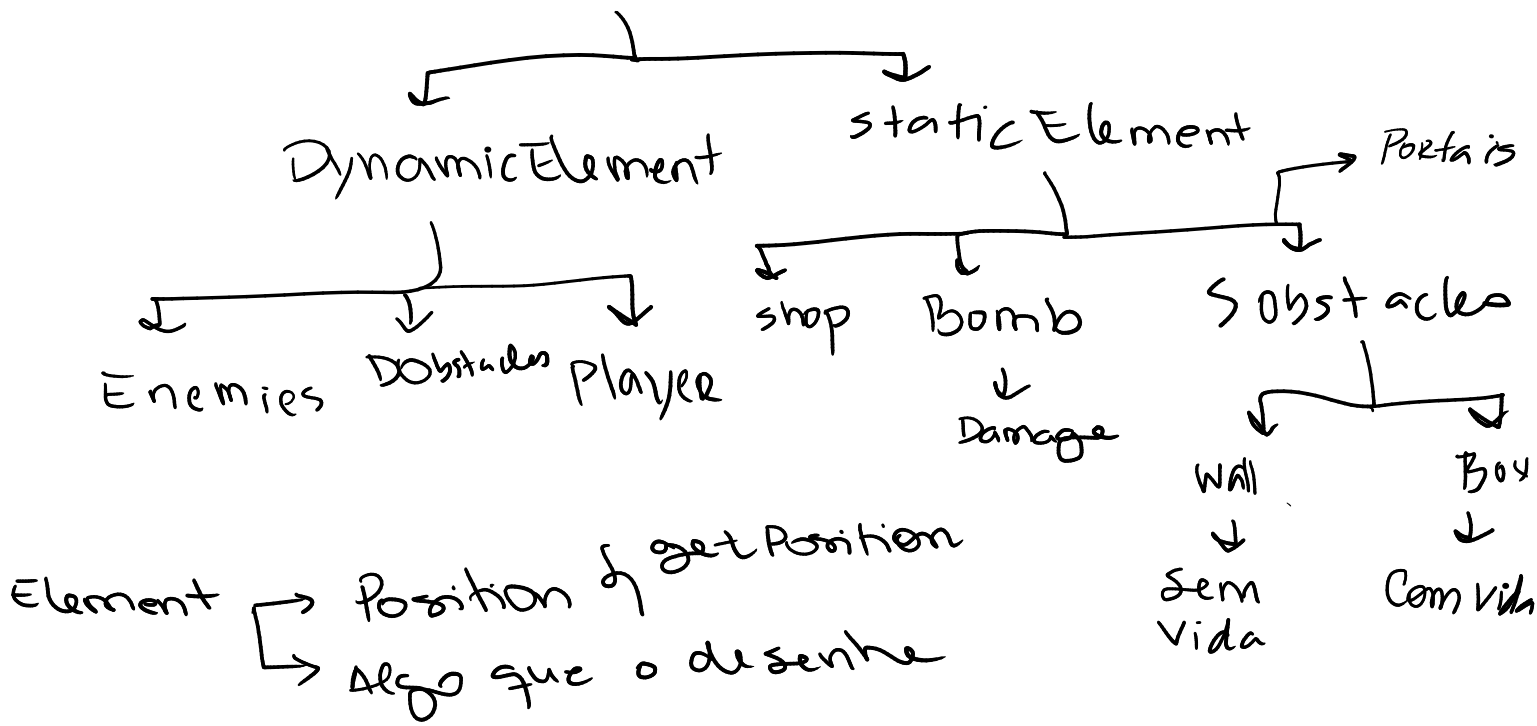
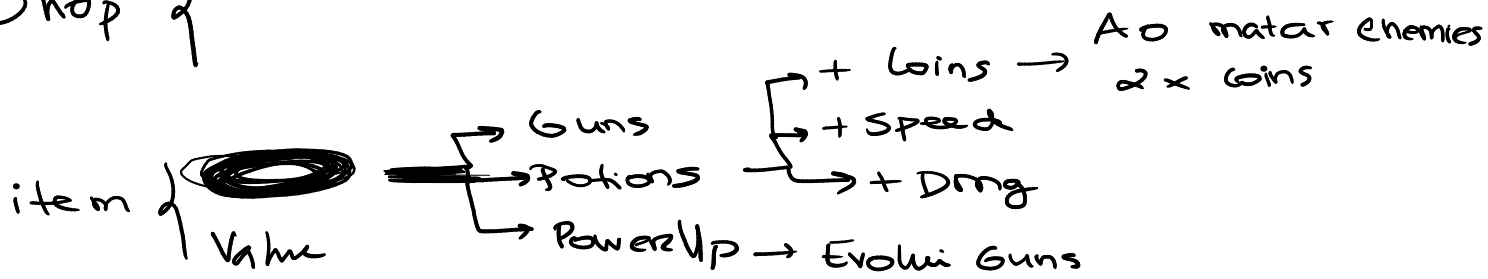


# Element

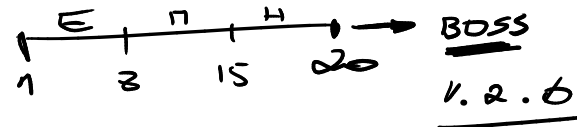
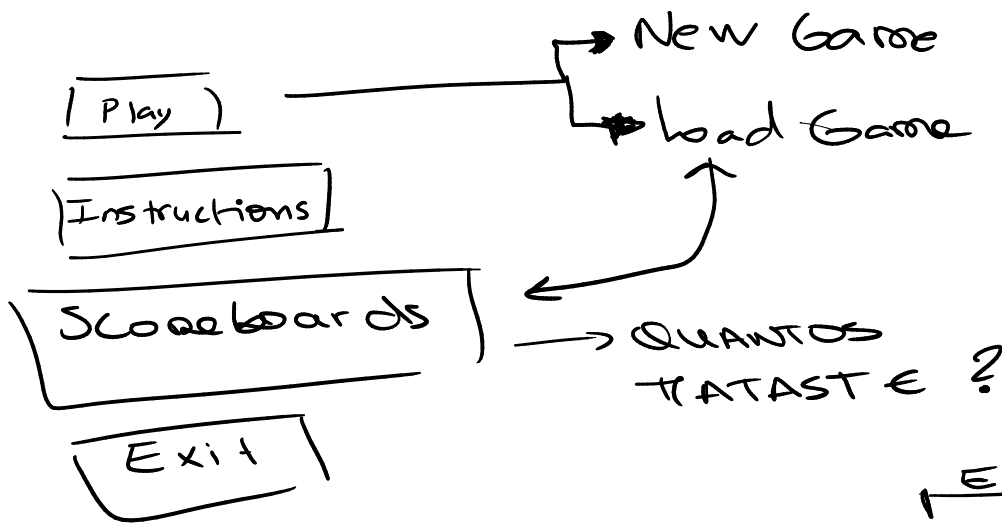


Portal { Portal → correspondente

Shop { List 2 Items >



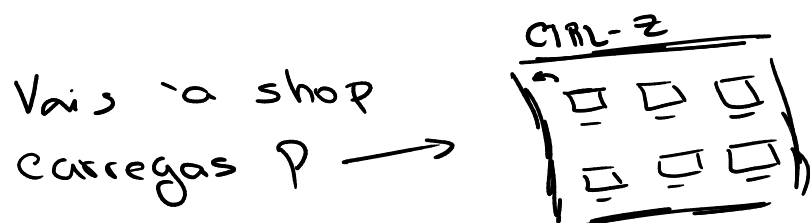
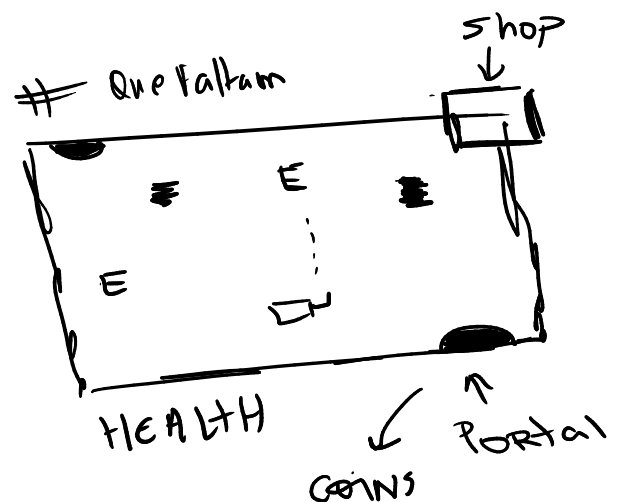
Tela  
Entrada



# Enemies → Fibonacci

Level { #level → N. enemies / obstáculos / Portais  
↓  
Dificuldade → Quais os inimigos

Arena → Width x Height  
→ Elements



ESC → PAUSE

↓  
todo parado

