

# TUTORIAL

- ① Player
- ① Movement instructions
- ② Mechanic inst
- ③ Mechanic inst
- ④ ———— 11 ————

- ② Finish line  
(DOOR?)

= Path  
(Yellow)

Else gives

- ☒ Bonus  
☐ Interesting items  
 (To make bonuses "visible")  
 H hint

