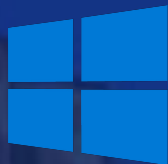


The background features a dark blue gradient. In the upper half, there are several jagged, rock-like formations in a lighter blue-grey color. In the lower half, there is a dense, dark blue, spiky texture resembling a forest of small trees or a field of thorns.

SLIMES

INTRODUCTION

• Support :



• Moteur :

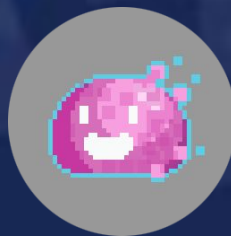


• Camera : 2D



GAMEPLAY PRINCIPAL

- Les slimes



GAMEPLAY PRINCIPAL

- Les armes



GAMEPLAY PRINCIPAL

- Les caisses



GAMEPLAY PRINCIPAL

- La mort subite

