

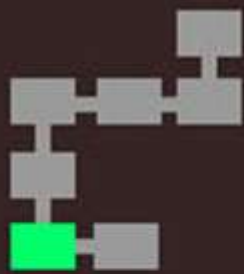
Tela Inicial

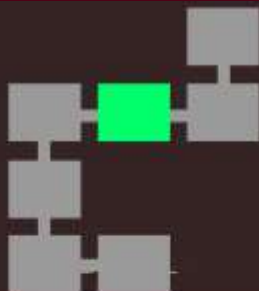
MANSAOUANIA

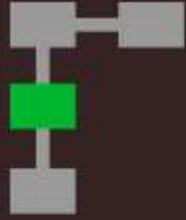


novo jogo
continuar
sair

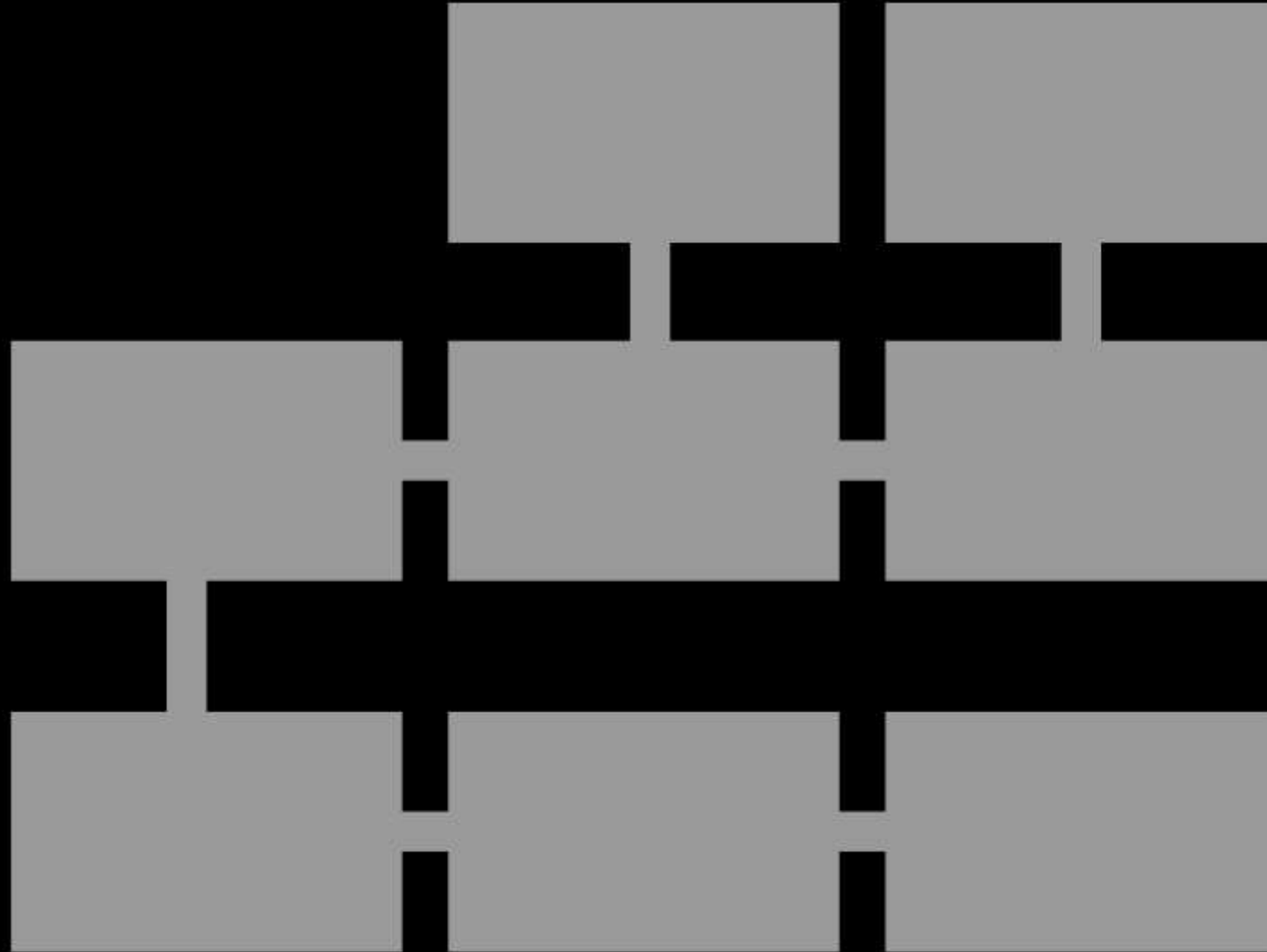
Exemplos de
telas do jogo





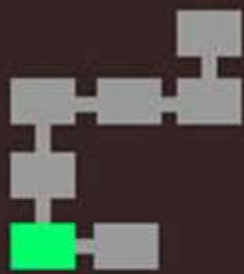


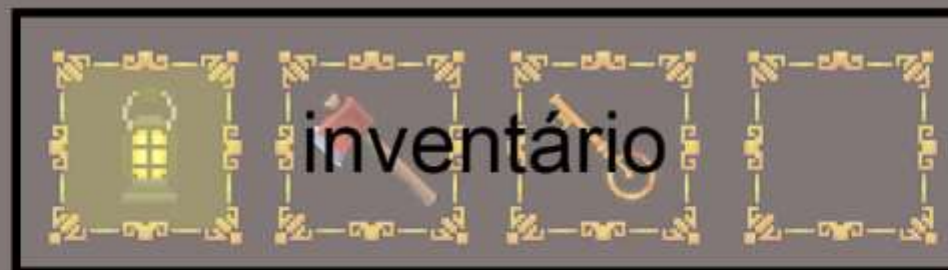
Exemplo
de mapa

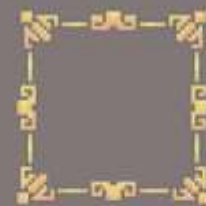
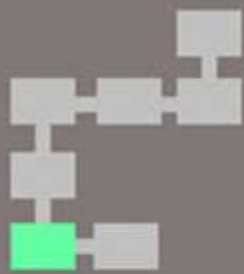




Wireframe

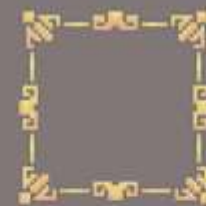
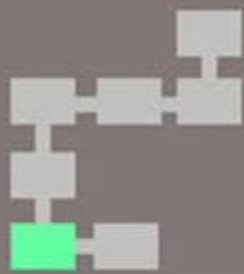






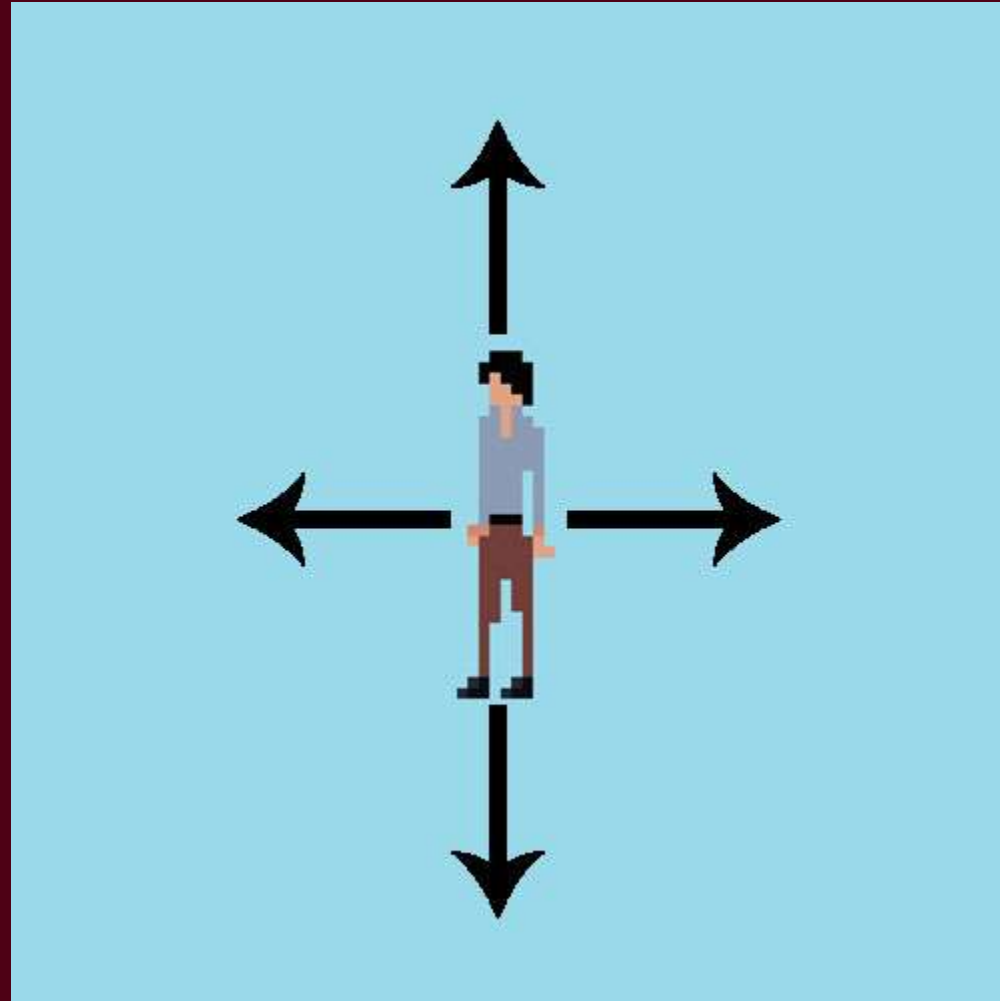
jogador

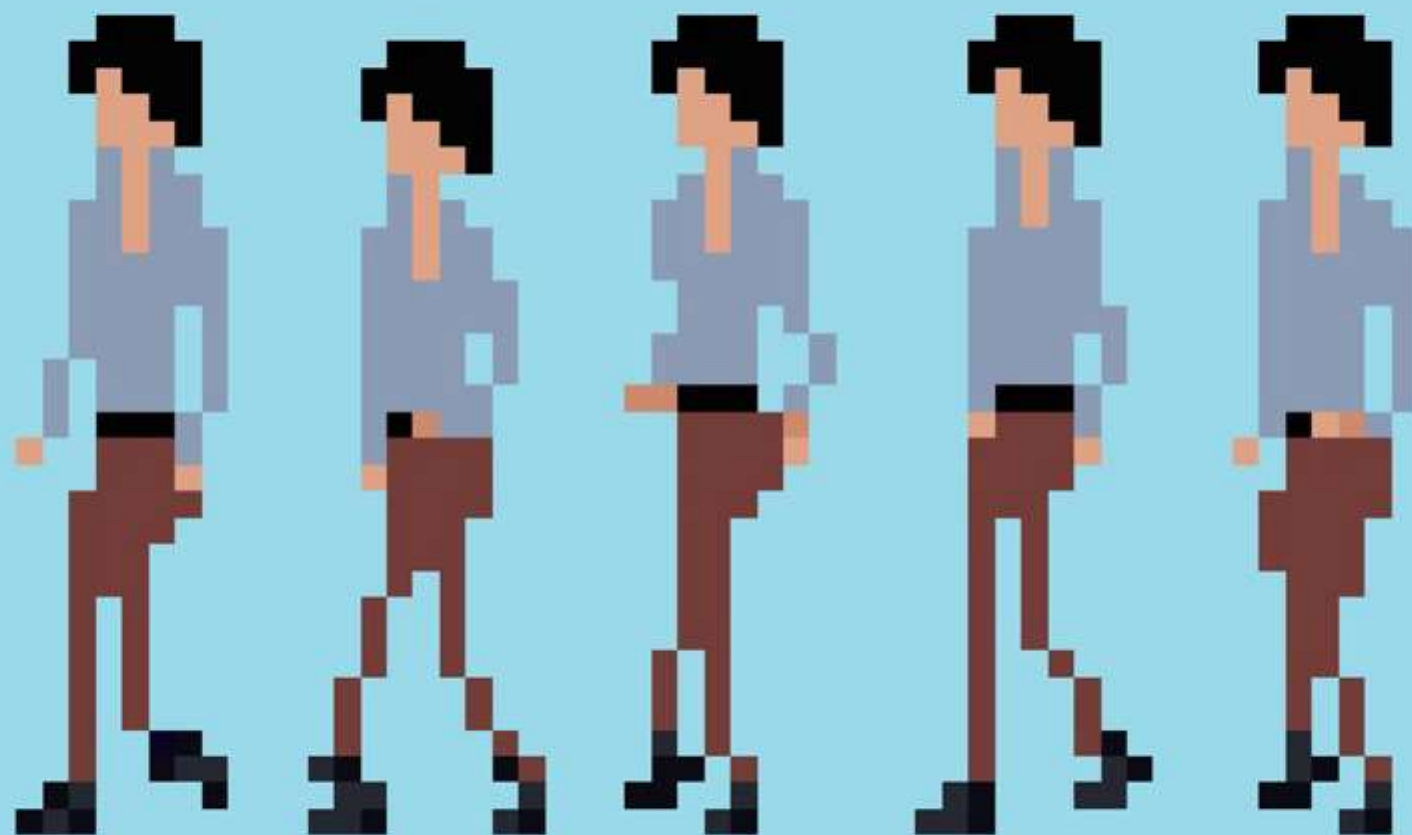


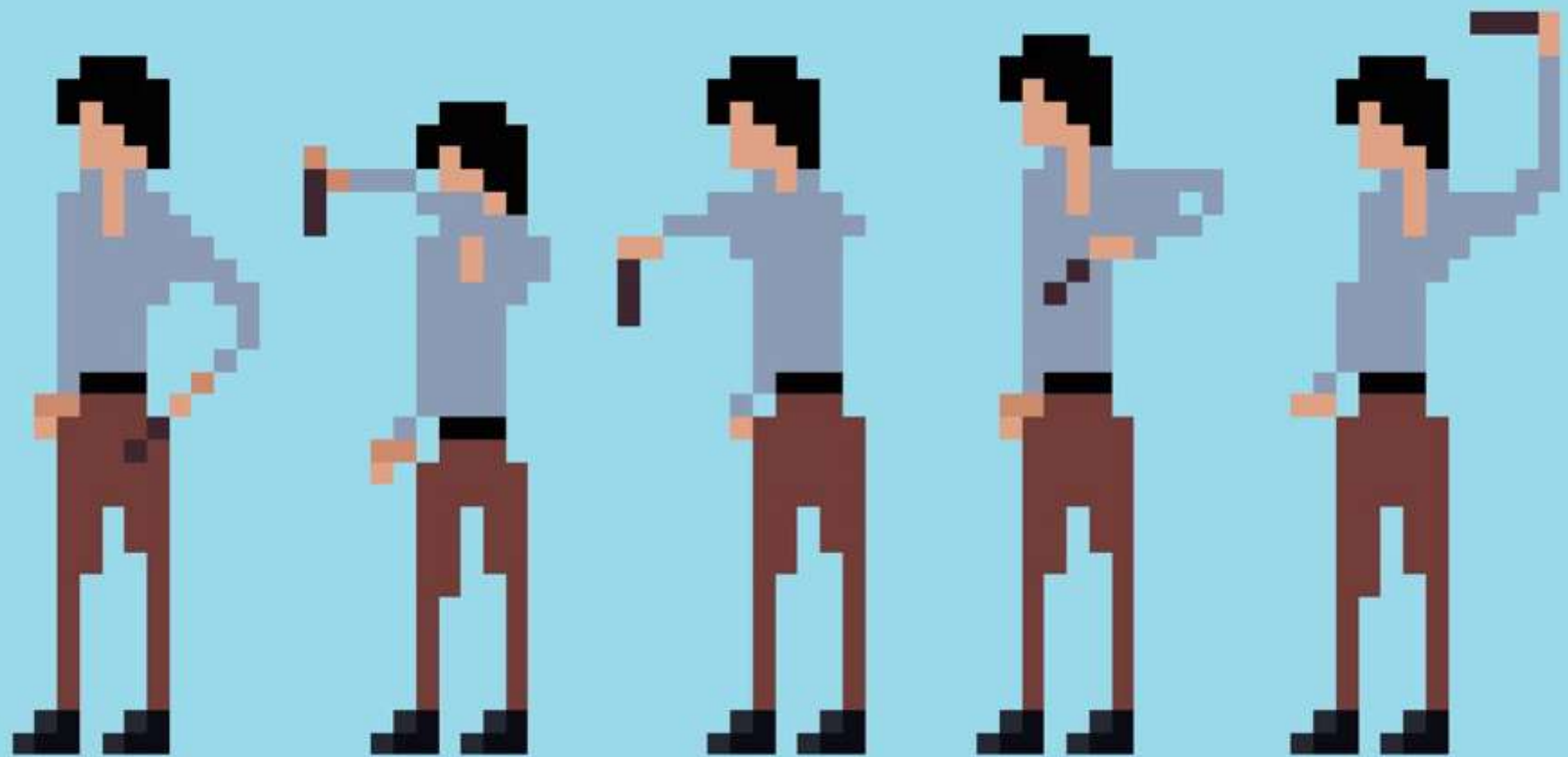


O JOGADOR

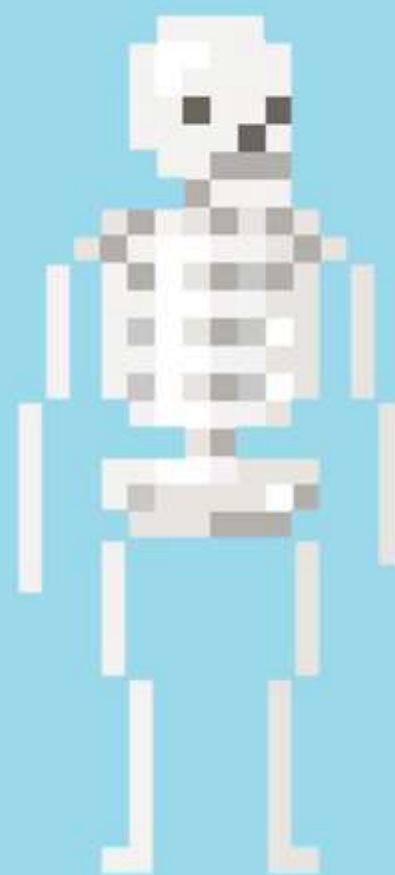
Movimento do jogador

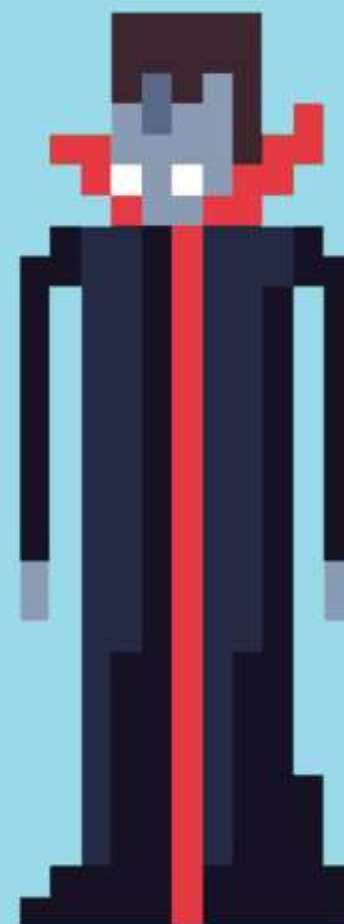







Enimigos






Portas




A wooden door with a handle and a lock.

porta já
destrancada

A wooden door with a handle and a lock.

abre com
chave

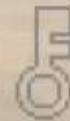
A wooden door with a handle and a lock.

abre com
machado

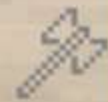


porta já
destrancada

abre com
chave



abre com
machado

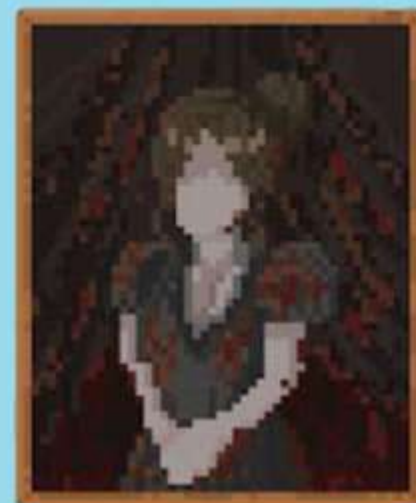


(algunas)

Objetos







(algorithms) Items

