

→ if either chest = 100%, gate will open

healthy / injured / dying

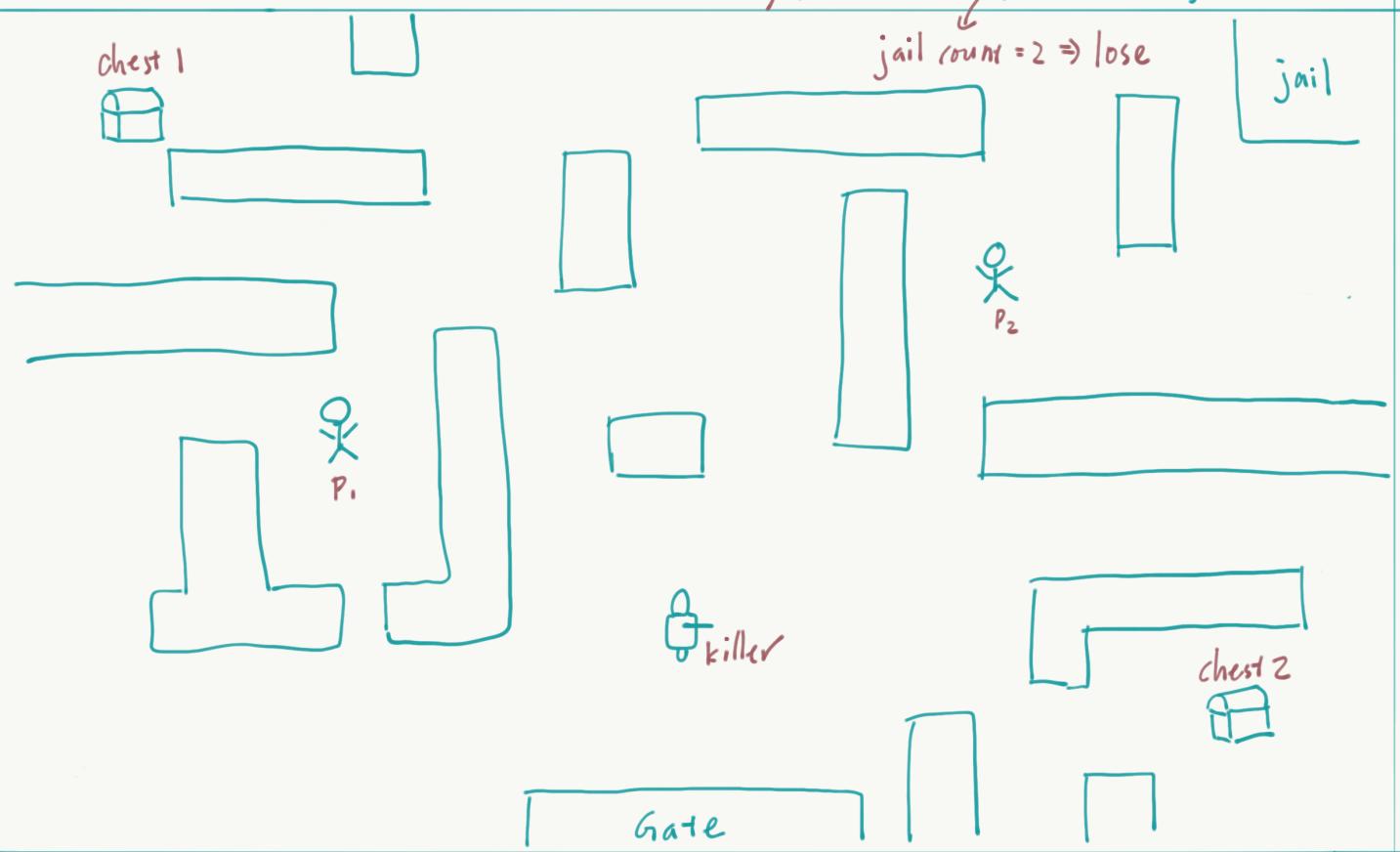
Chest 1 process

Chest 2 process

Press arrow keys to move
(main message)

P₁
status
jail count

P₂
status
jail count



↗ starts to increase over time, stops when survivor left or it reaches 100%
 Chest 1 5% ↗ this message appears when P₁ is near a chest
 Chest 2 0% Press F to open the chest
 ↓ changed to "Opening..." after

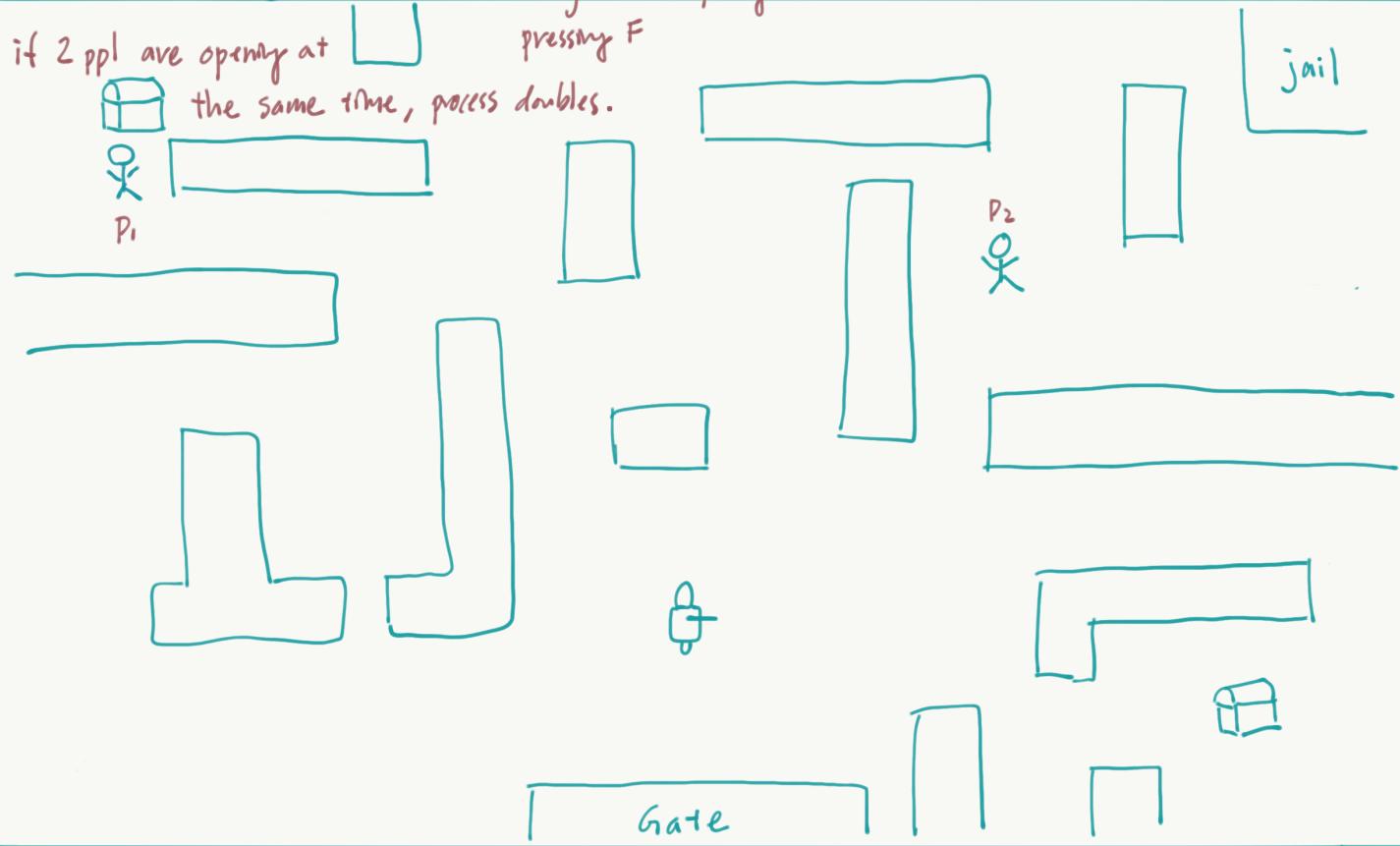
P₁
status
jail count

P₂
status
jail count

if 2 ppl are opening at [] pressing F



the same time, process doubles.



↑ chests can no longer be opened if either hit 100%

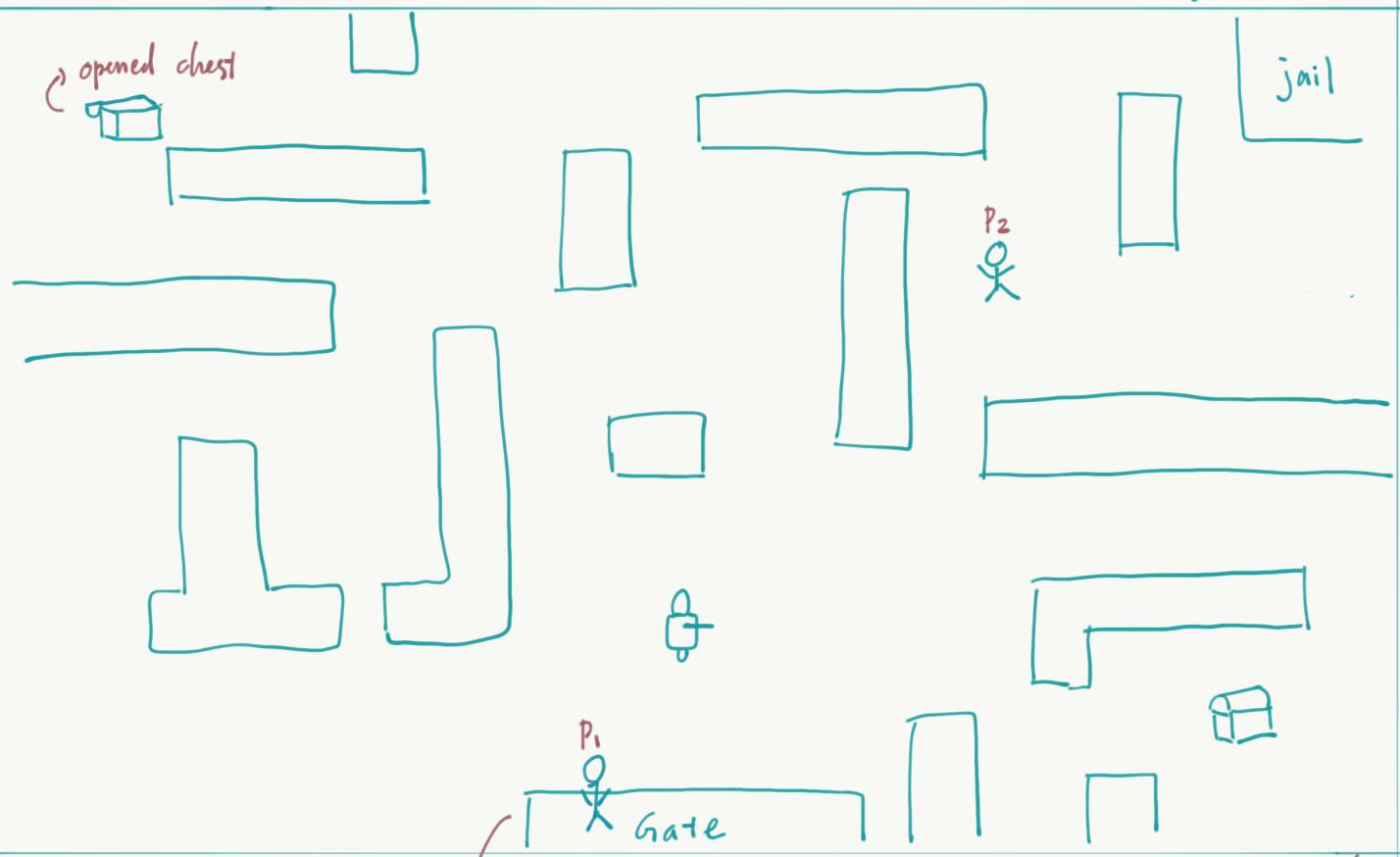
Chest 1 100%

Chest 2 30%

You escaped.

P₁
status
jail count

P₂
status
jail count



↑ since P₁ is the player, the player wins (game ends) if it enters the gate after the gate has opened

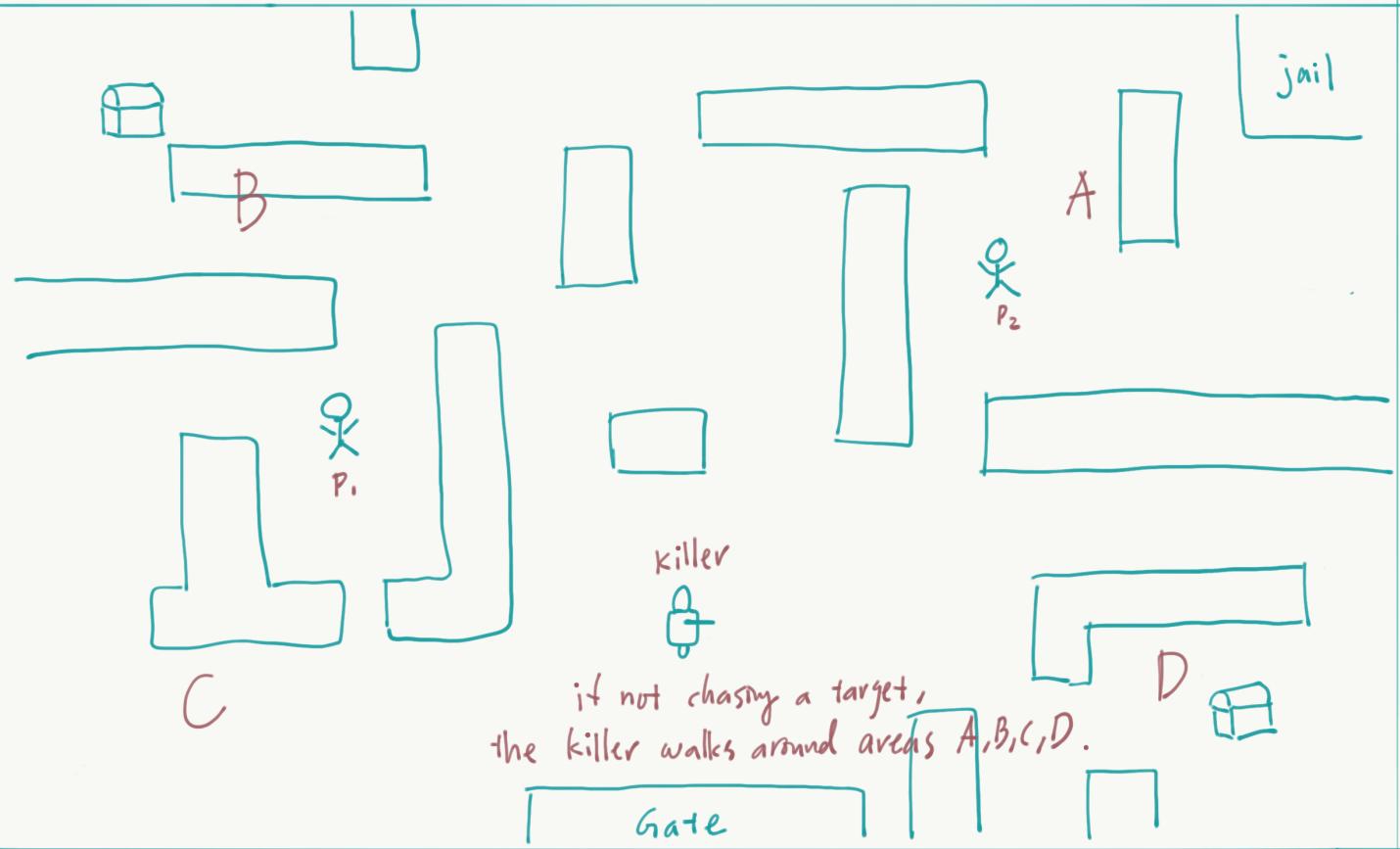
Chest 1 process

Chest 2 process

Press arrow keys to move

P1
status
jail count

P2
status
jail count

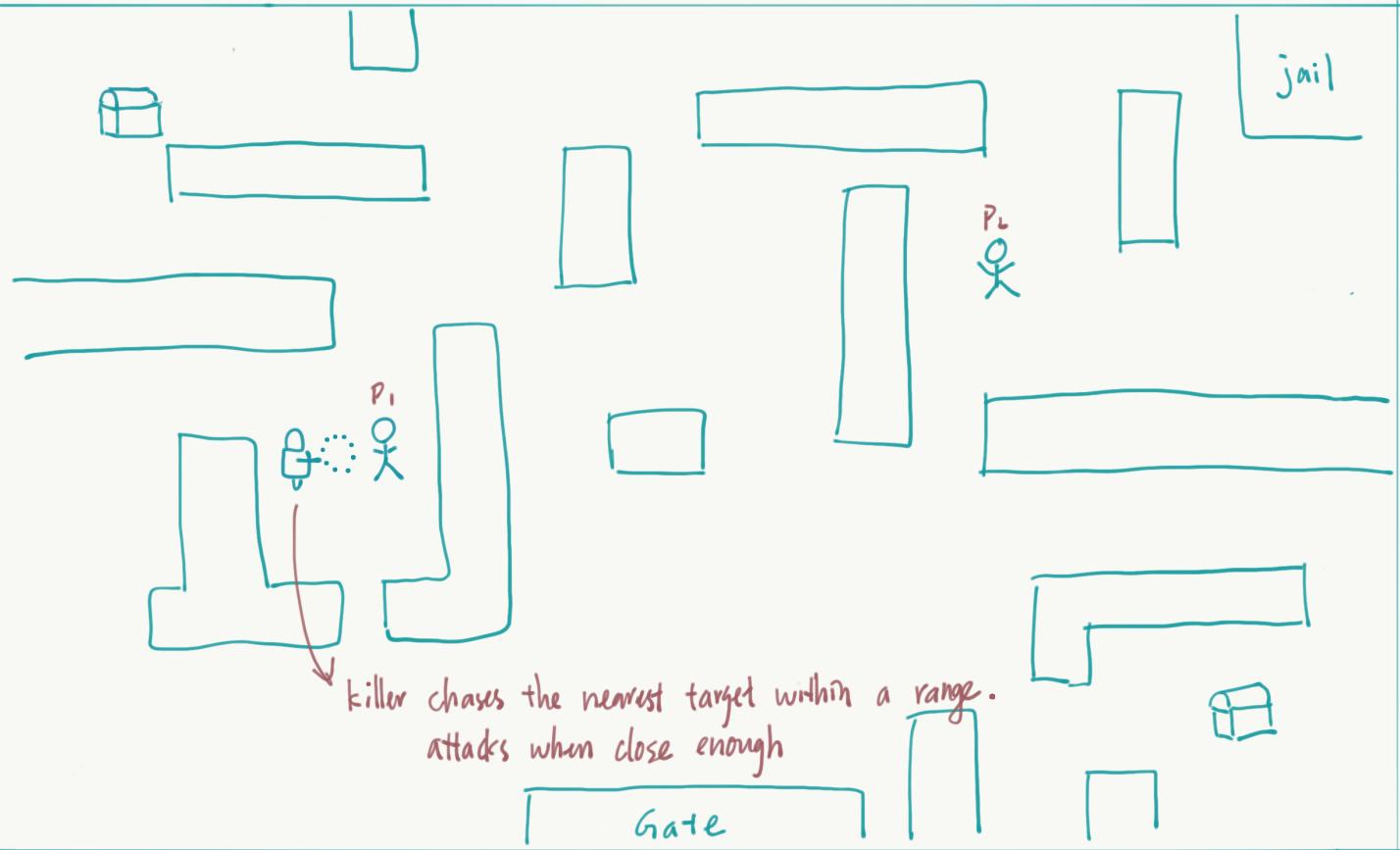


Chest 1 50%
Chest 2 30%

Press Arrow Keys to Move

after 1st attack, status becomes injured

P₁ injured
jail count: 0 P₂ Healthy
jail count: 0



after 2nd attack, status becomes dying

Chest 1 50%

Chest 2 30%

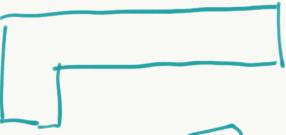
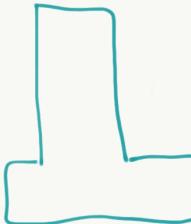
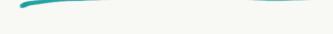
Dying...

Can't move while dying,

P₁
dying
jail count: 0

P₂
Healthy
jail count: 0

the killer will move the character
to the jail.



jail

Gate

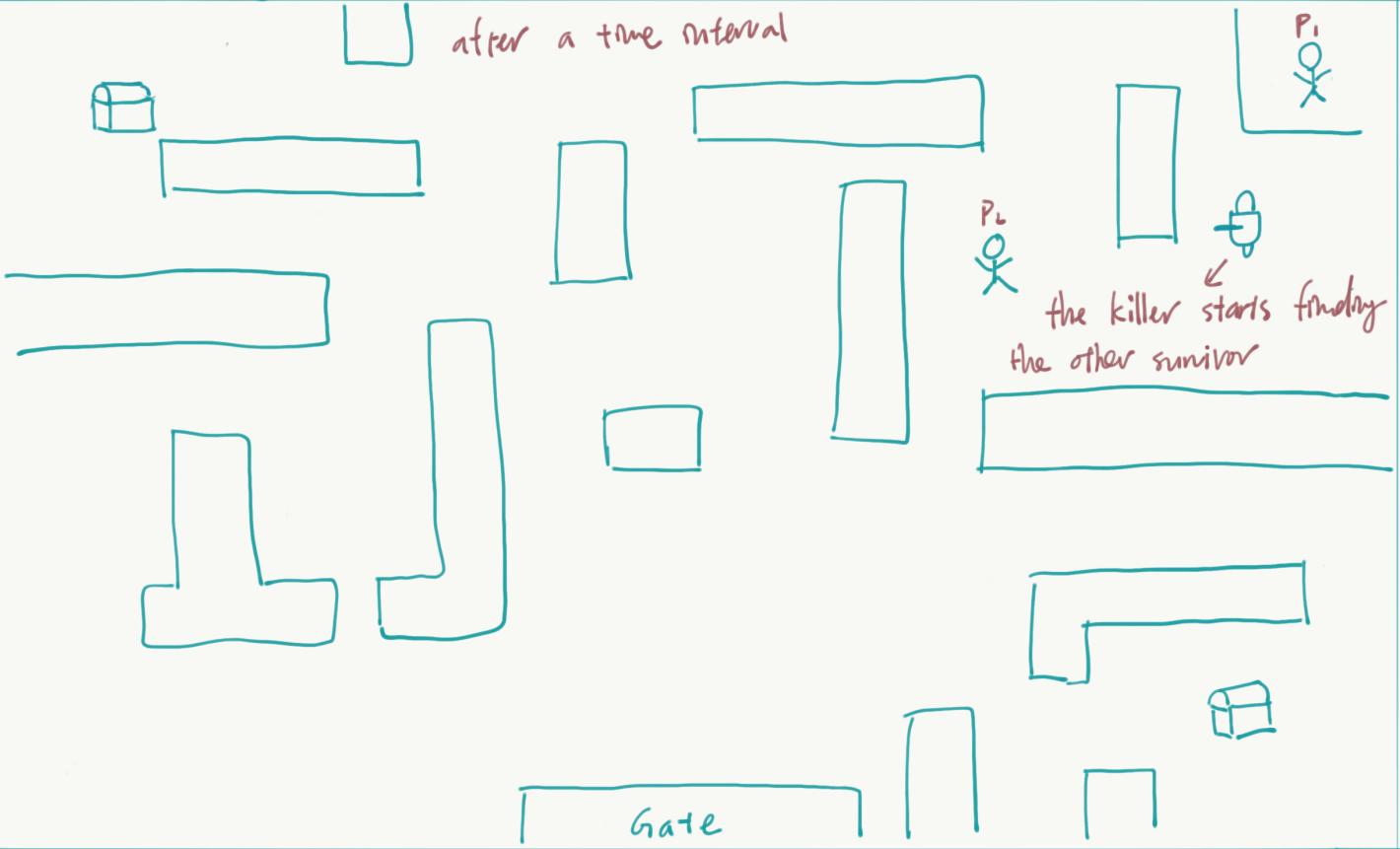
Chest 1 50%
Chest 2 30%

In Jail...
character will be released

status returns to healthy

P₁ Healthy
jail count: 1 P₂ Healthy
jail count: 0

after a time interval



Chest 1 50%
Chest 2 30%

Game over. You did not escape.

P₁ Healthy
jail count: 2 P₂ Healthy
jail count: 0

