

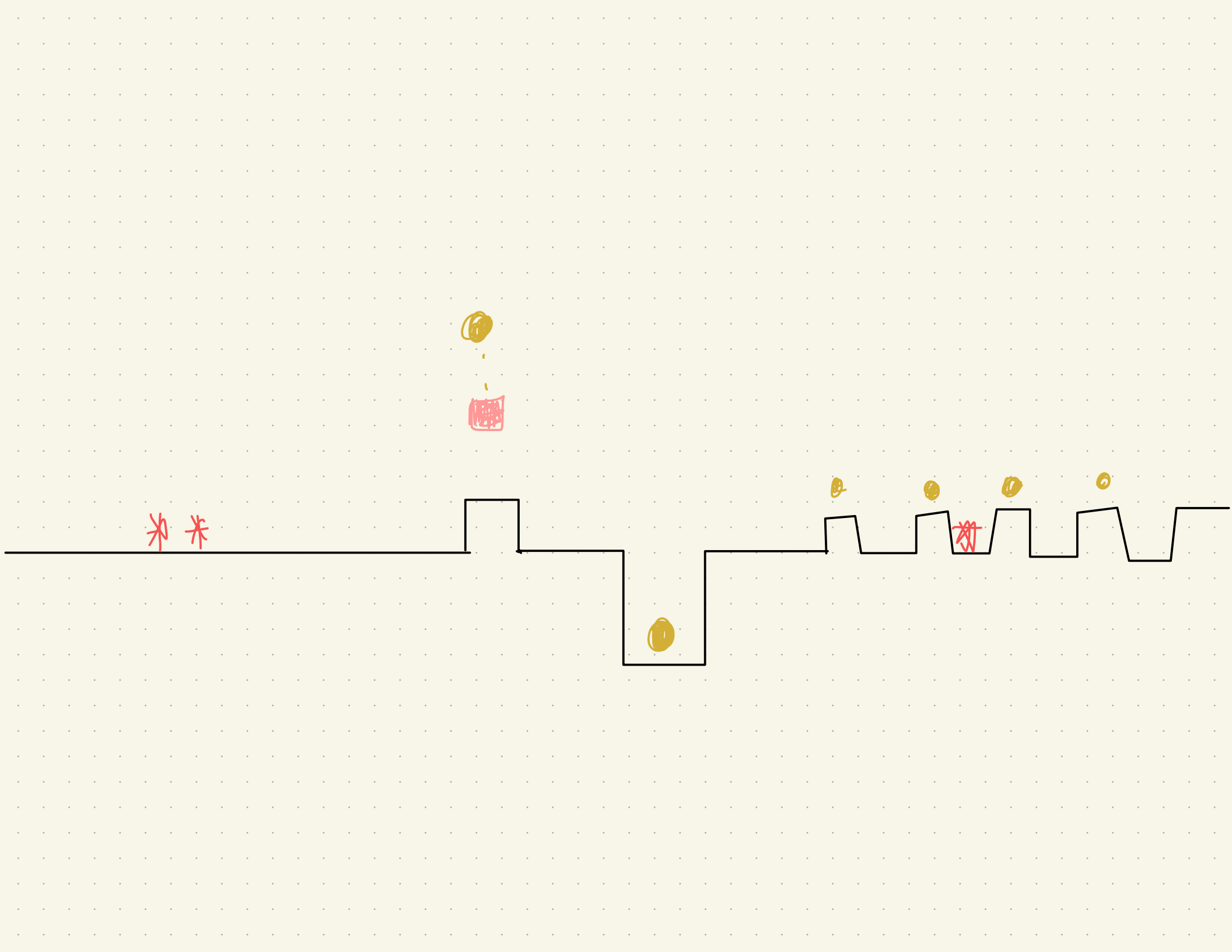
* = enemies

● = coins

☐ = box for coins

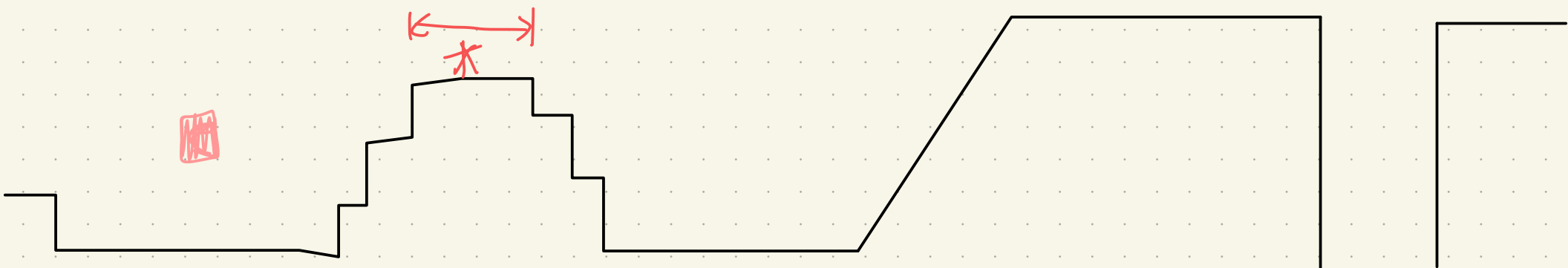
Start





* *





Finish

