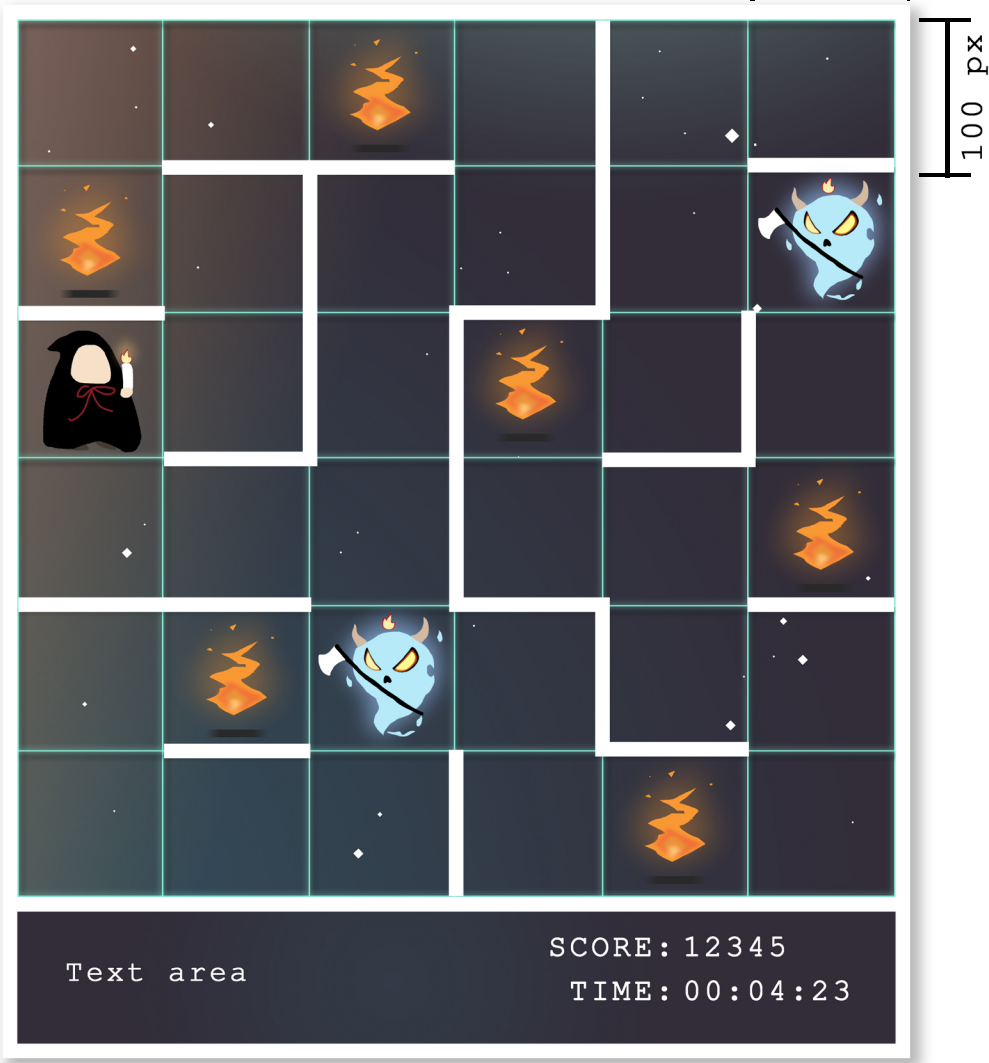


Start screen



600 px

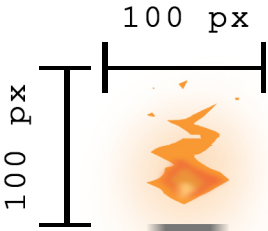
In-game



Player

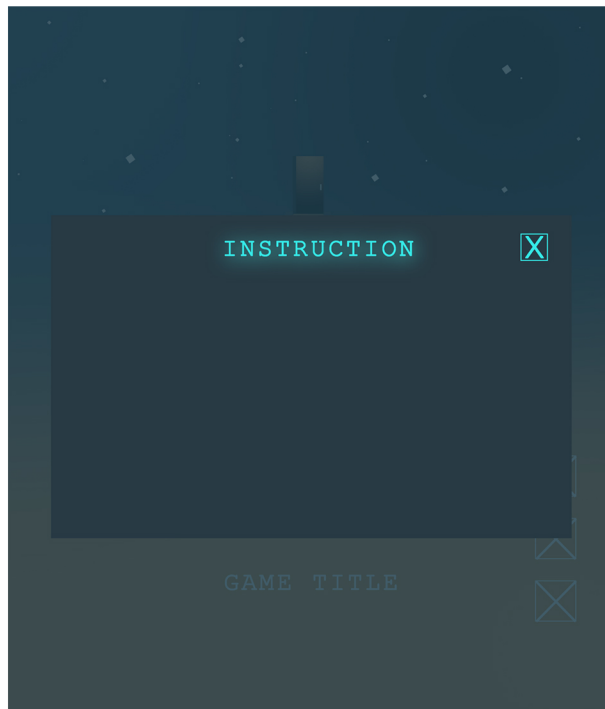


Enemy

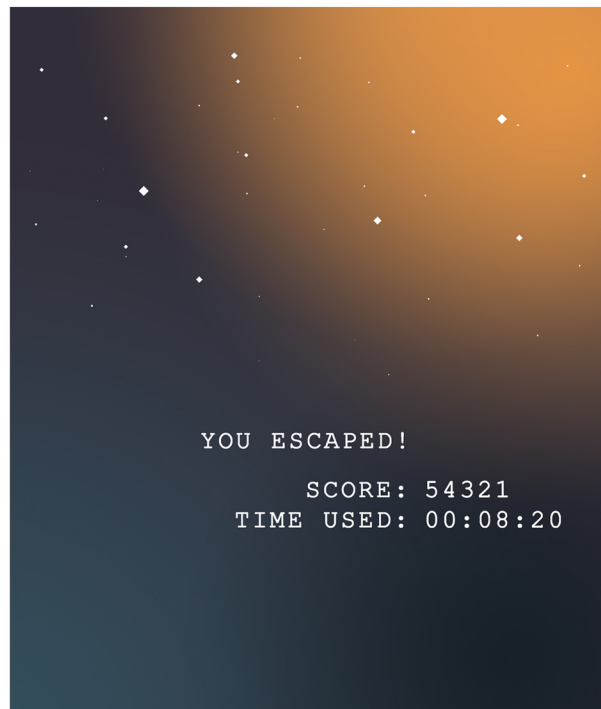


Reward

Instruction screen



Winning screen



Losing screen

