Stage1

**Weapon Box**

Pocket Knife x2 (60%), Iron Sword (40%)

**Item box**

Health Potion (45%), Speed Potion (45%), Gate Key2 (10%)

**NPC/Enemy**

Zombie:

Kill gain points, chance to drop **Jumping Potion** (10%)

Guard:

Kill gain points, kill drop **Gate Key1** (100%)

**Completion Method**

Standard Procedure:

Kill guard, gain **Gate Key1**, open the gate

Procedure 2:

Open Item Box, chance to gain **Gate Key2**, open the gate

Procedure 3:

Kill Normal Zombie, chance gain **Jumping Potion**, jump out of the gate without open gate