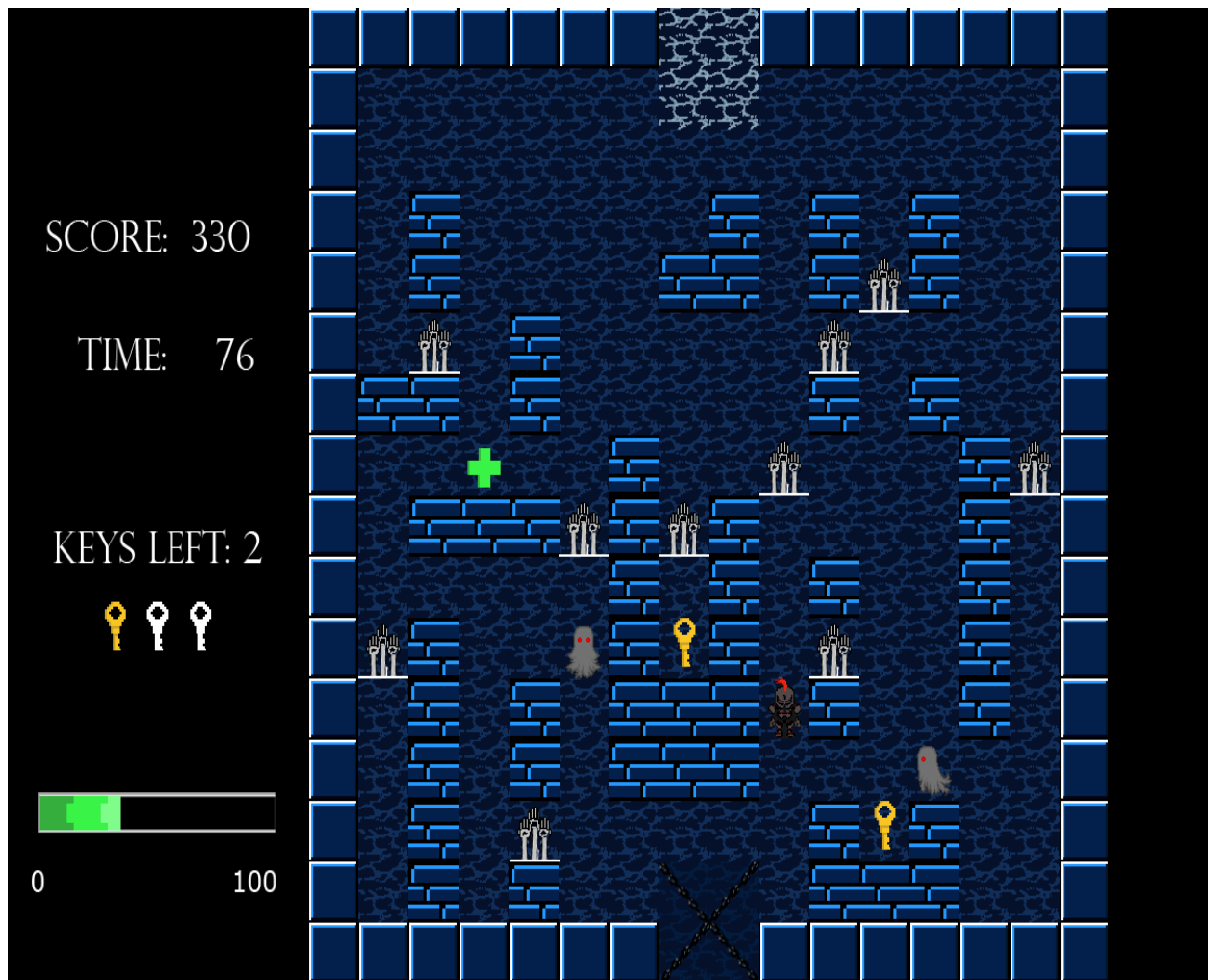


# MOCKUP



# STAGE CLEAR

SCORE: 480

TIME: 142







REPLAY

BACK TO MENU

# GAME OVER

RETRY

BACK TO MENU

Name	Image	Description
Main Character		The main character. His objective is to collect keys in a maze in order to clear unlock the exit door.
Moving Enemy		There are 2 moving enemies who will chase the main character. If caught by the enemies, the main character dies.
Punishment		There are 10 punishment enemies each placed on an individual cell. If the main character interacts with the punishment, the game deducts 100 points. If the score falls below 0, the main character dies.
Regular Reward		There are 7 regular rewards the main character needs to collect. Collecting the regular reward adds 30 points to the total score.
Bonus Reward		The bonus reward appears and disappears at a set time interval. The bonus will be at a cell for the main character to collect for 5 ticks before disappearing. Collecting the bonus reward adds 50 points to the total score.
Barrier		The barrier blocks movement for the main character and the enemies.

Extra