

Loop Mania Game Screen

Path and Tiles for Buildings

Support Radius

Battle Radius

Moves in a predetermined direction

Equipped

Unequipped

Character Stats

Damage: 10

Defence: 5

Health: 80/100

Gold:100

Experience:100

XP

Exit to Main Menu

Pause

Building Cards

Allies

Castle Shop (Buy )

Item 1

Gold cost

Sell Items

Item 2

Gold cost

Buy

Item 3

Gold cost

Continue Game

Gold:100

Castle Shop (Sell)

Inventory

Buy Items

Sell

Continue Game

Gold:100

Main Menu

Standard Mode

Survival Mode

Berserker Mode

Exit to Desktop

Fight Window

Health

Character

80/100

Health

Zombie

15/30

Loop Mania Game Screen

When building card is selected, purple shows possible position for building spawn

Path and Tiles for Buildings

Character moves clockwise

Click on card, and drag to a purple tile to spawn building

Equipped

Unequipped

Character Stats

Damage: 10

Defence: 5

Health: 80/100

Gold:100

Experience:100

XP

Exit to Main Menu

Resume

Building Cards

Allies

When character encounters enemy, fight window opens

When character health reaches 0 in a battle, game ends

If enemy is defeated gives player gold, equipment, gains experience

Unlocked achievement  
"Lord of the Loop"

YOU WIN!

CONTINUE

YOU LOSE

YOU DIED

Back to Main Menu