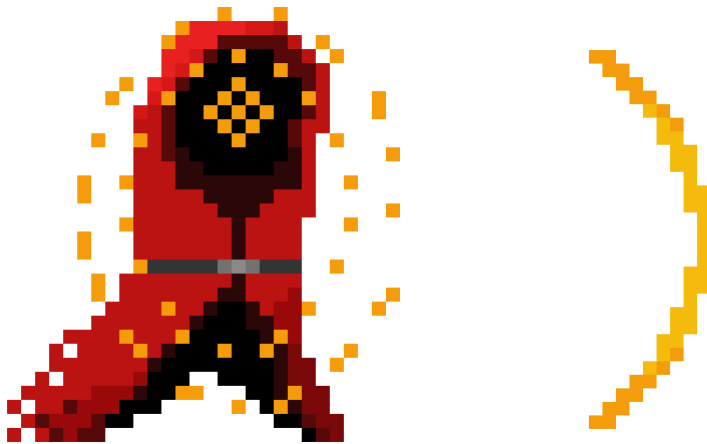




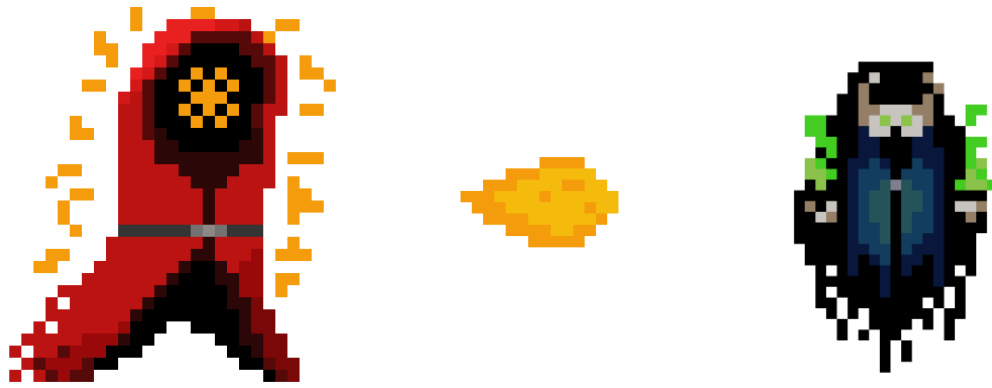
The hearts represent how many hits you can take before you die



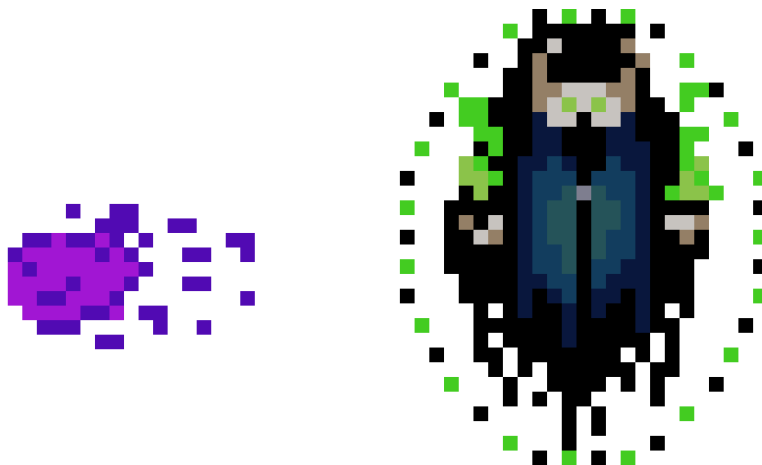
The crosshair indicates the direction in which you will perform attacks and create a barrier



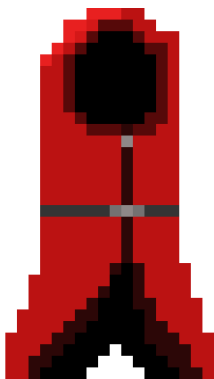
Left click to temporarily activate a barrier that damages enemies and destroys their projectiles



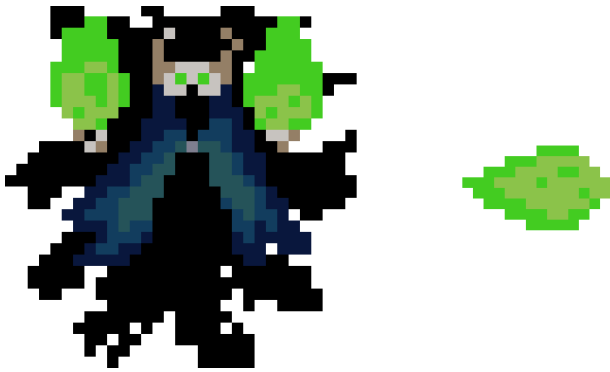
Right click to shoot a fireball that damages enemies. After each shot, the fireball needs to charge



After your fireball damages an enemy, it comes back and circles around you (it is harmless to you). Hit it with a barrier to fire again



Press W or space to jump



The evil wizard shoots fireballs at you which you can destroy with a barrier



The ghost follows you and hurts you with its touch which also kills it