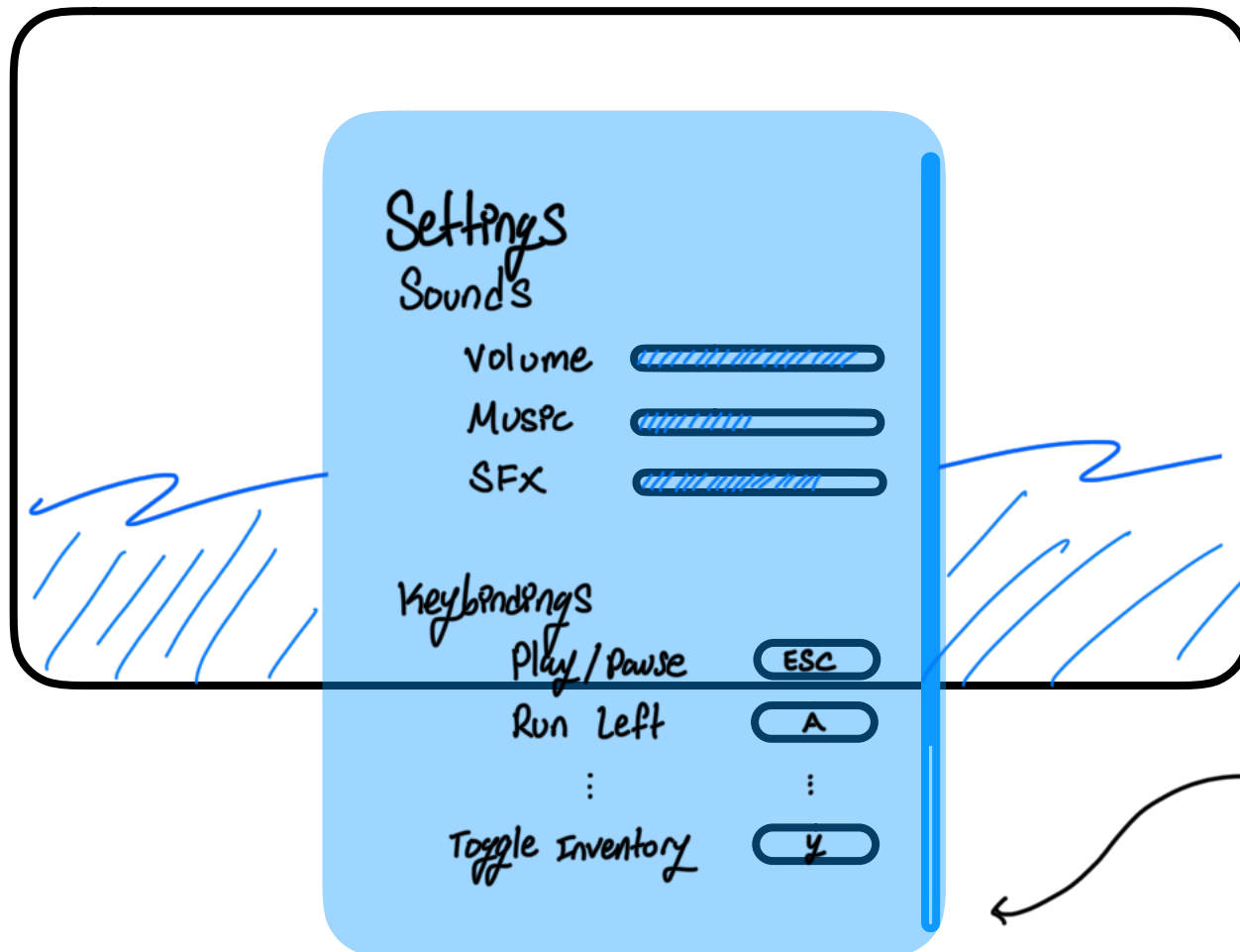
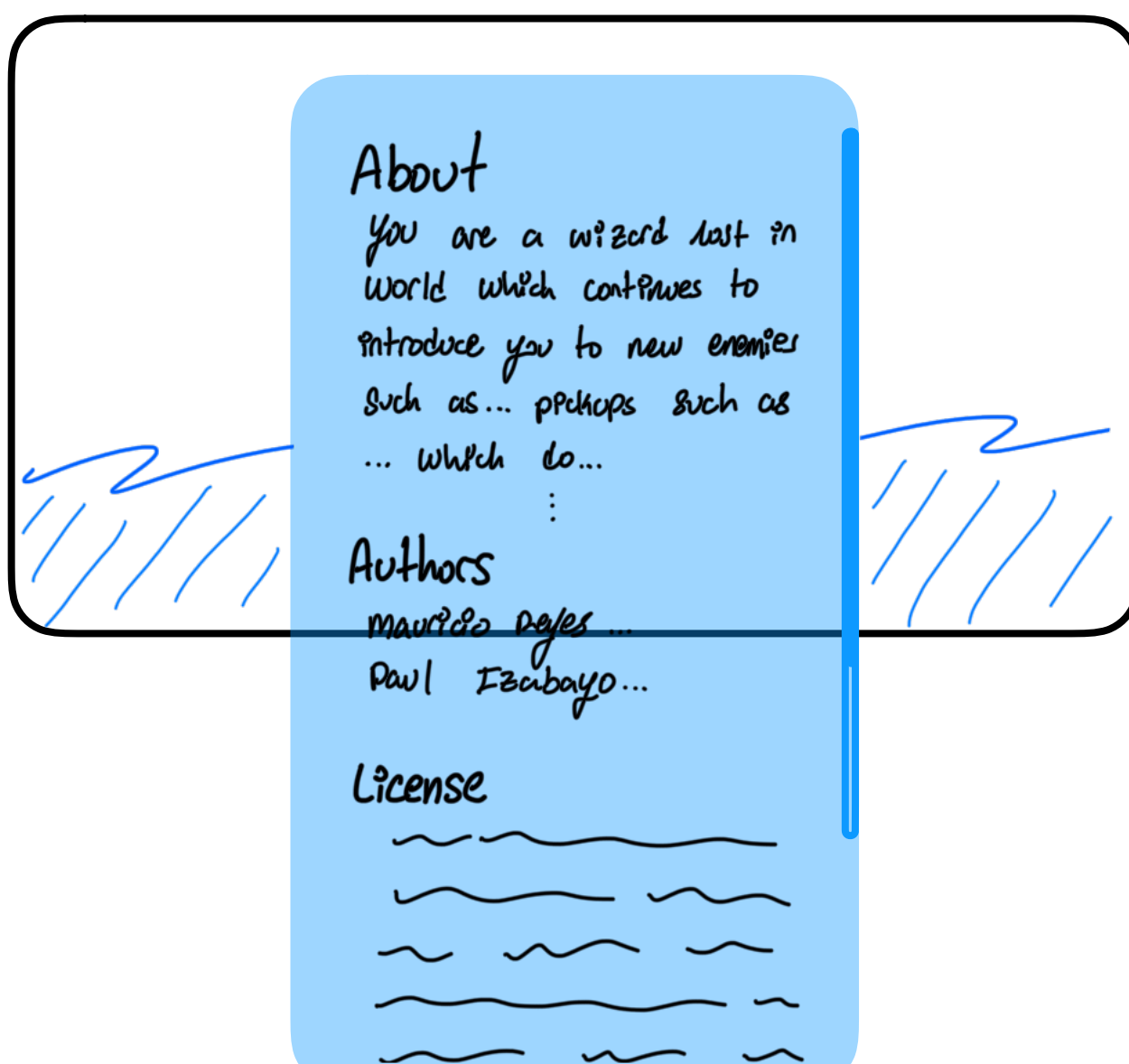


← Homescreen

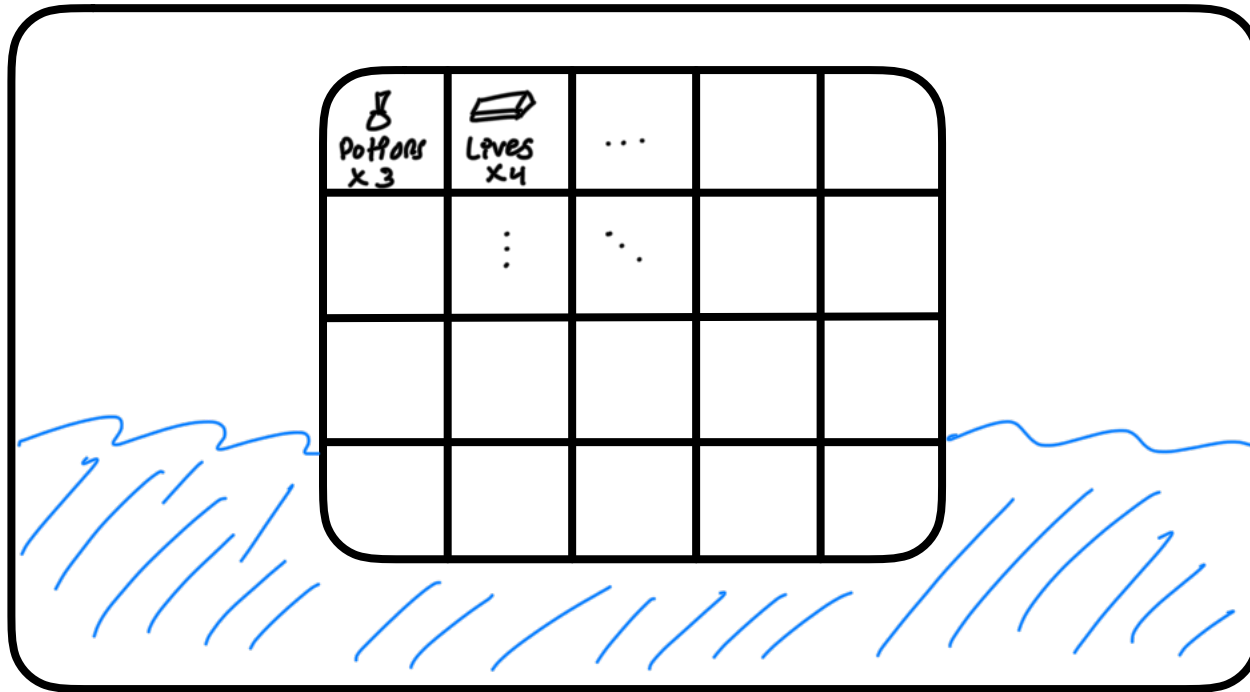


← settings menu

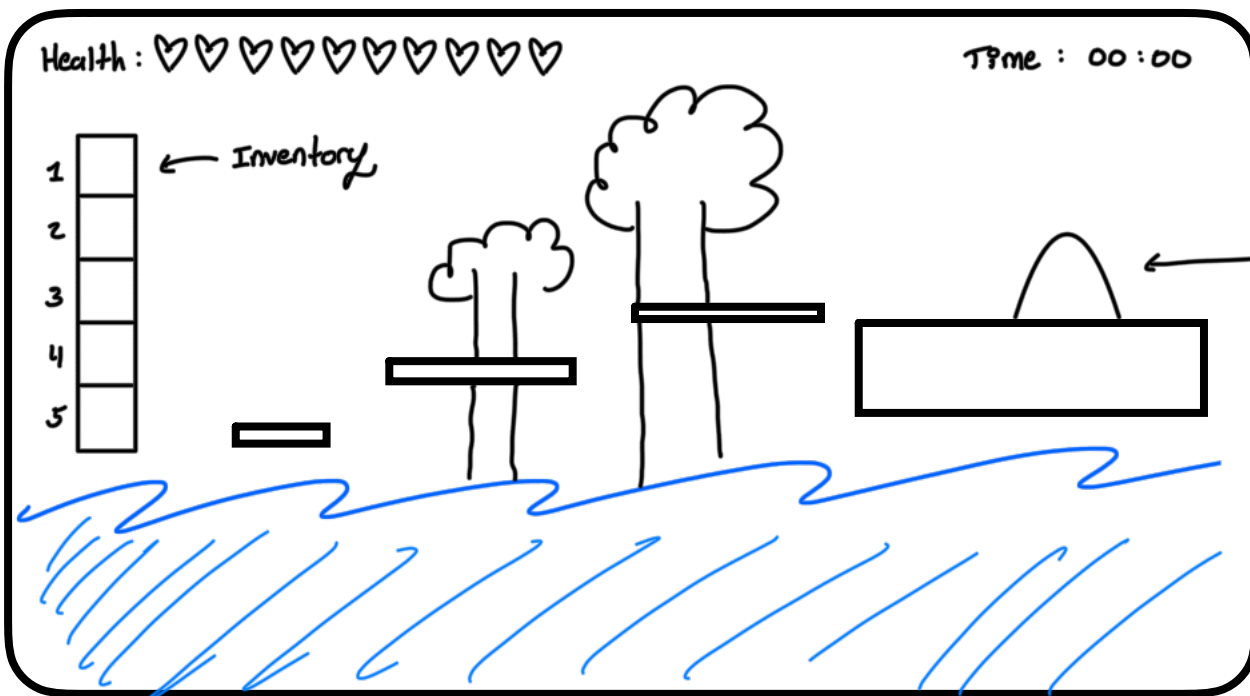
overflow dictates that  
this would be a scrollable  
window fit to screen



← About menu



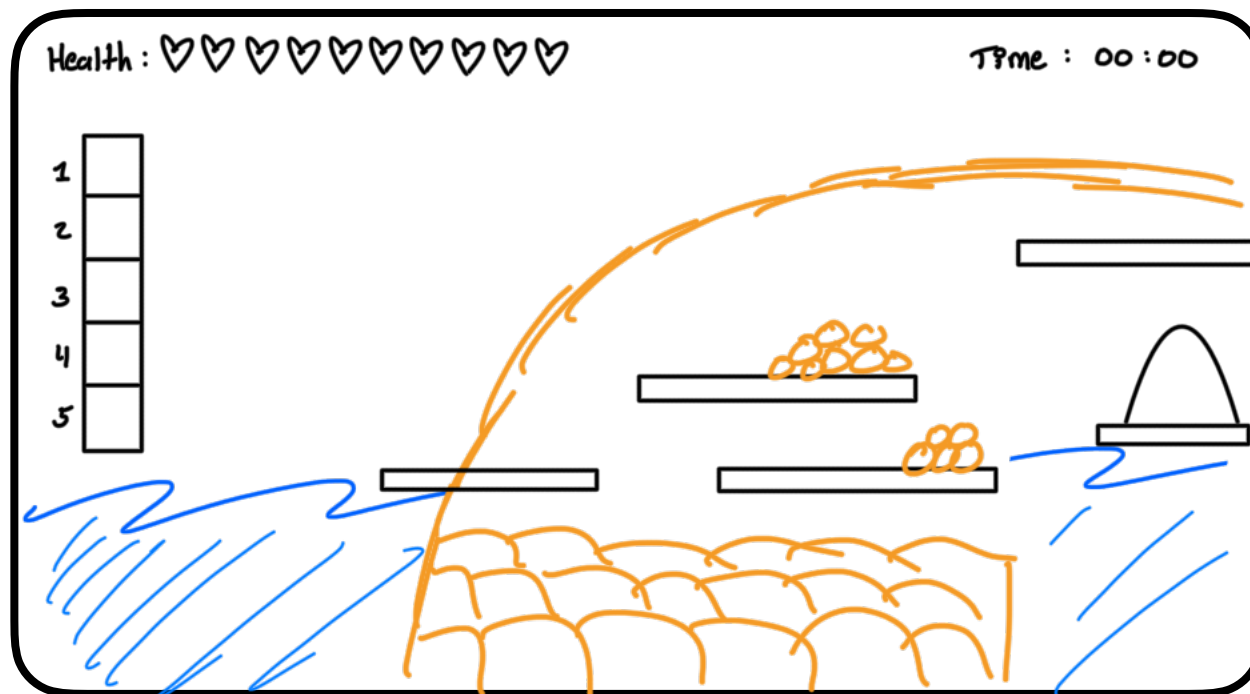
← Inventory



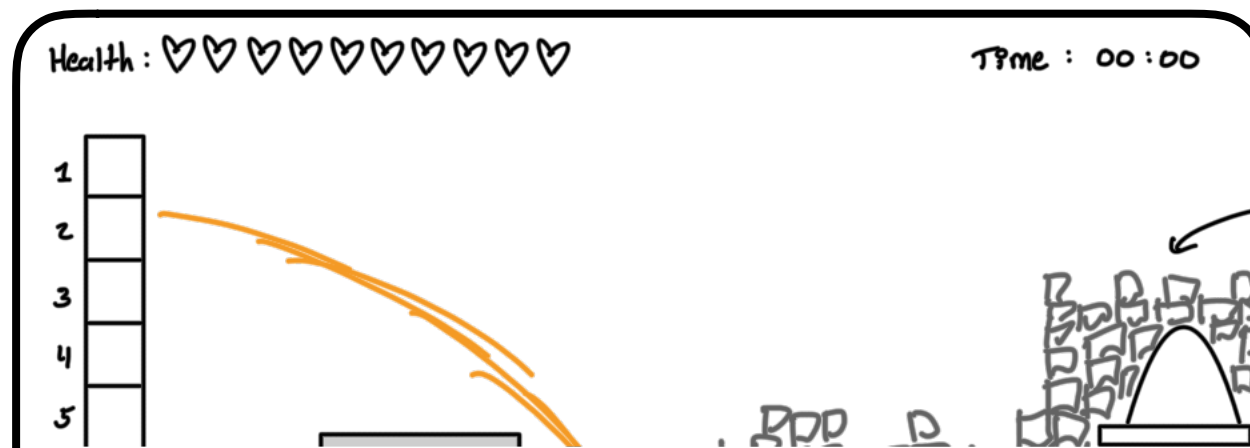
← Game UI : Level 1  
(no mobs)

← portal to next level

Hotkeys



← Game UI : Level 2  
(no mobs)



← Game UI : Level 3  
(no mobs)

← Broken Down Building

