The level start with the areas which introduces the enemies and the mechanisms of the level. The player spawns at the Pursuer filed, which a bunch of pursuers wonder around. After the Pursuer field, the player can see two Mortars shooting fireballs before the gate of the palace. The palace’s gate is sealed, and the player can follow the guide of the collectable coins to open a lever to open the gate. Inside the courtyard of the palace, the player can find two Banelings, which is the type of customized enemy. This enemy will wonder around, and pursuer you when you are on sight. Different from the Pursuer, this enemy will self-explode to attack you, which has a much higher damage them the Pursuers.

After the intro part of the level, the player will get some supplies inside of the palace, and go to the maze part of the level. The maze will have several points sealed by the power field, and the player can explore and find the levers around the level to open the forcefields. There are also collectable coins around the maze to guide the player to the levers. Because it’s relatively narrow inside of the maze, so I decrease the number of Pursuers and Banelings inside of the maze, but there might be some jump scares. There is a room full of treasures inside of the maze, but it’s sealed by a forcefield. After exploring, the player can pull the lever to open the forcefield of the treasure room, get the treasures, and pull the lever opening the gate connecting to the final battlefield. The final battlefield is crowed by a lot of monsters and should be challenge to pass through. After the final battle field, the players reach the end of the level, which there are lot of coin collectables and a big flower. Then the finish screen will pop up.