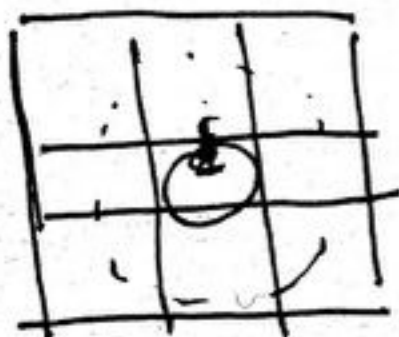


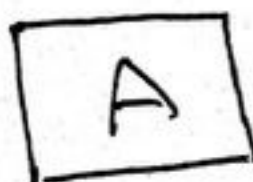
player movement.



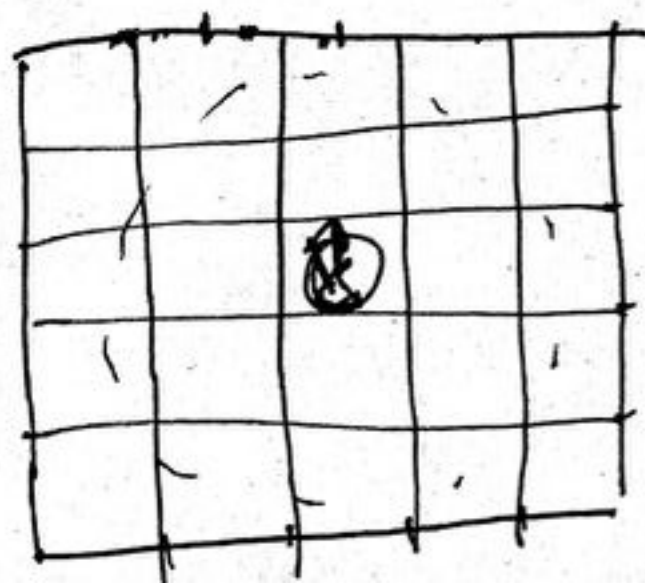
Drop if have bomb



bomb radius



Swing sword if have sword



sword attack radius.