**Implementiert**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Tile | Kürzel | Movable | Damage L/A | Loot | Need Item |
| Grass | Gras | yes | 0 | Maybe? | 0 |
| Wall | Wand | No | 0 | 0 | 0 |
| Wald | Wald | No | 0 | 0 | 0 |
| Gift | Gift | yes | 1/1 = 1/0 1/0=0/0 | 0 | 0 |
| OffenTür | OTur | yes | 0 | 0 | 0 |
| VerschlossenTür | VTur | No/Yes | 0 | 0 | Key |
| Wasser | Wass | No | 0 | 0 | 0 |
| Keys | Keys | yes | 0 | 1 | 0 |
| Heal | Heal | yes | 0 | ∞ | 0 |
| Armor | Schi | Yes | 0 | 1 | 0 |
| Haus | Haus | no | 0 | 0 | 0 |
| Bomb | Bomb | yes | 0 | 1 | 0 |
| Rock | Rock | No/Yes | 0 | 0 | Bomb |
| Hinweis | Hinw | yes | 0 | 1 | 0 |
| Start | Star | yes | 0 | 0 | 0 |
| Ende | Ende | yes | 0 | 0 | 0 |
|  |  |  |  |  |  |

Noch geplant