

# Terrain



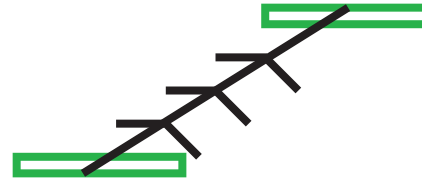
Ground (Unphasable)



Vertical Moving Phasable Platform



Phasable Platform



Diagonal Moving Phasable Platform



Boss Door

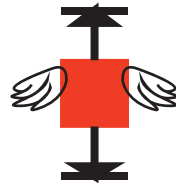


Horizontal Moving Phasable Platform

# Enemies



Mover



Flyer



Shooter

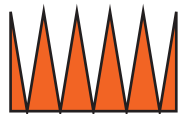


Shooting Mover



Shooting Flyer

# Hazards



Spikes



Lava

Dripping Lava/ Falling Spike



Hole

Jumping Fireball



# Friendly/Collectables



Player



Health/Armor



Coin