

# INTRODUCTION

This click dummy demonstrates the level selection screen and the basic interactions of the in-game user interface. The following actions are possible:





# THE TOWER

BEGIN

CONTINUE

Another morning in the  
bowels of the tower.

A contract to kill some rich  
prick at the top of the  
tower.

100,000 CR

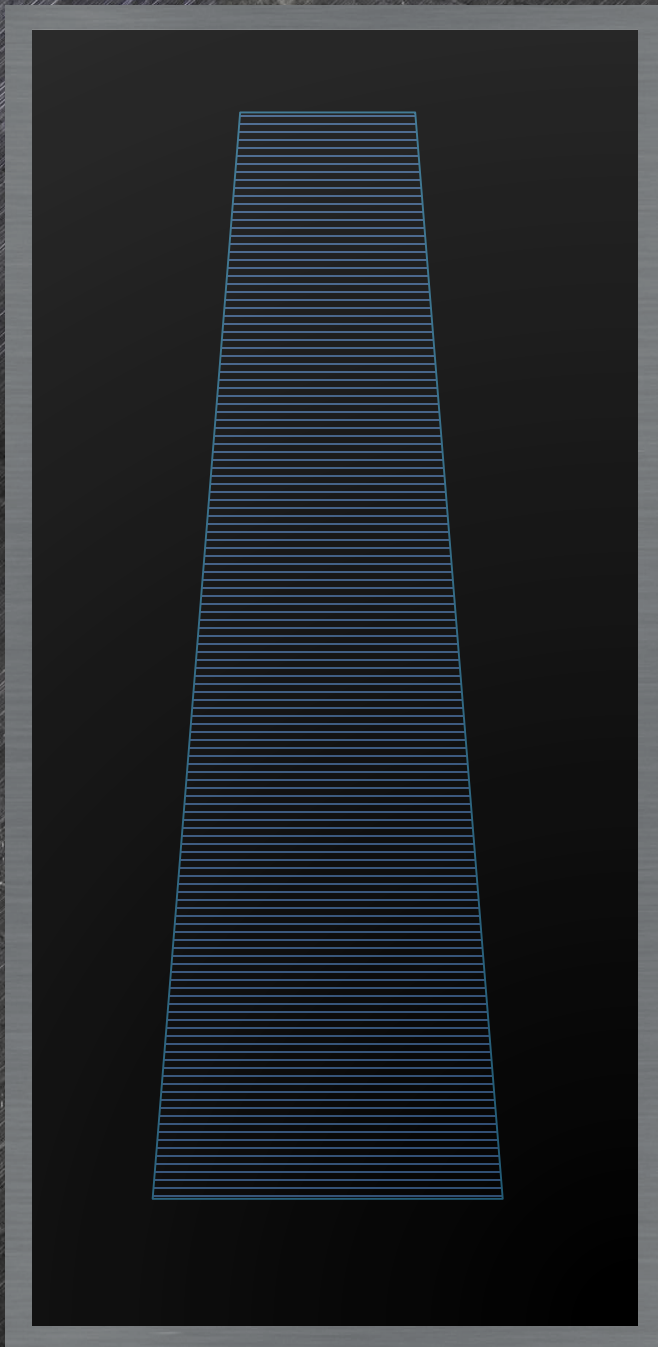
*"I'll do it"*

Another morning in the  
bowels of the tower...

NEXT







## CHOOSE A FLOOR

1	10	19	27
2	11	20	28
3	12	20	29
4	13	21	30
5	14	22	31
6	15	23	32
7	16	24	33
8	17	25	34
9	18	26	35

10300





10300



10300





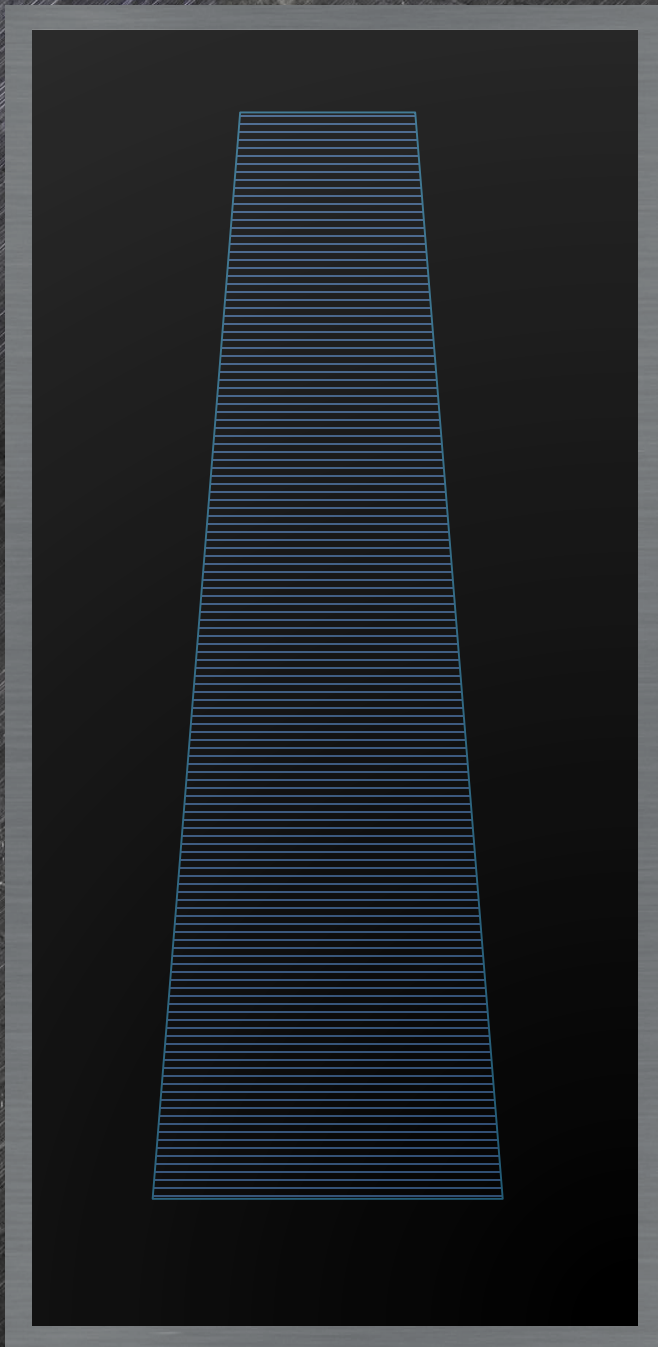




10300







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