

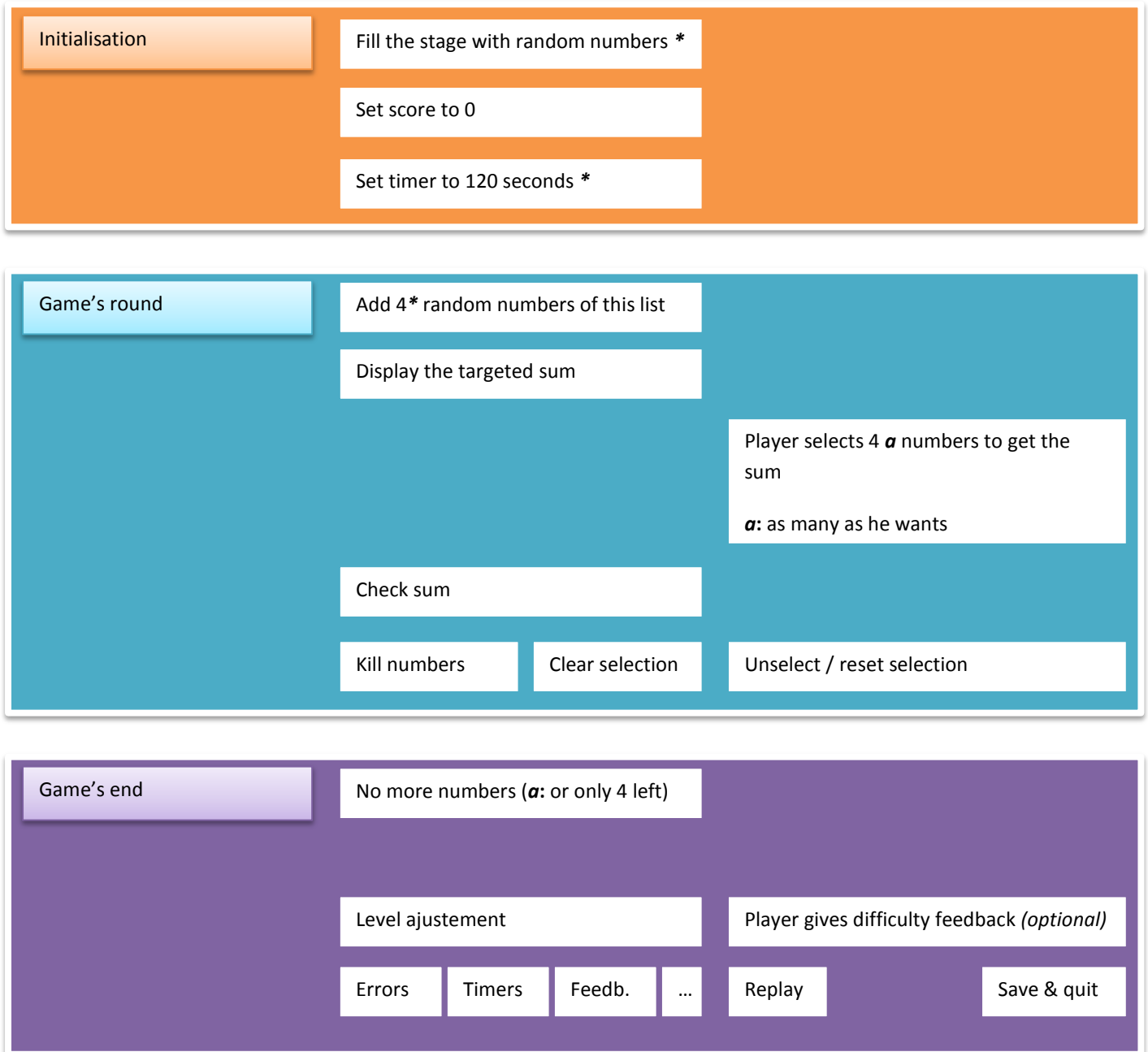
Sum-It ! project

Type: tile based arcade game.


Aim: player computes sums until no tile left.

Nota bene: (*) indicates dependences to the level. (a) indicates alternatives.

Scheme:



Design:

1	6		4
	7	4	2
5		5	8
4		8	1
15		12 tiles left	