

1 background, 1st level.

Always jumps & same height jump

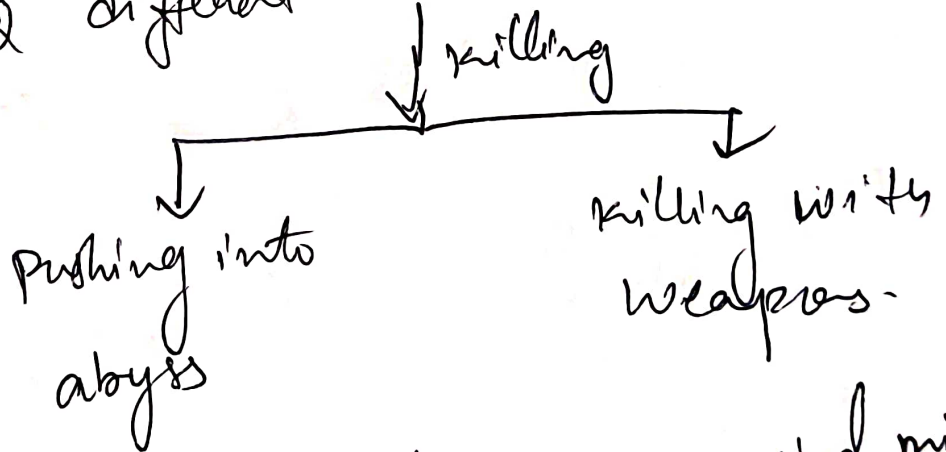
Input to move forward, (fixed length).

Location must be found on the top & location

is no. of forward jumps.

122 locations. → Boss (107 to 122).

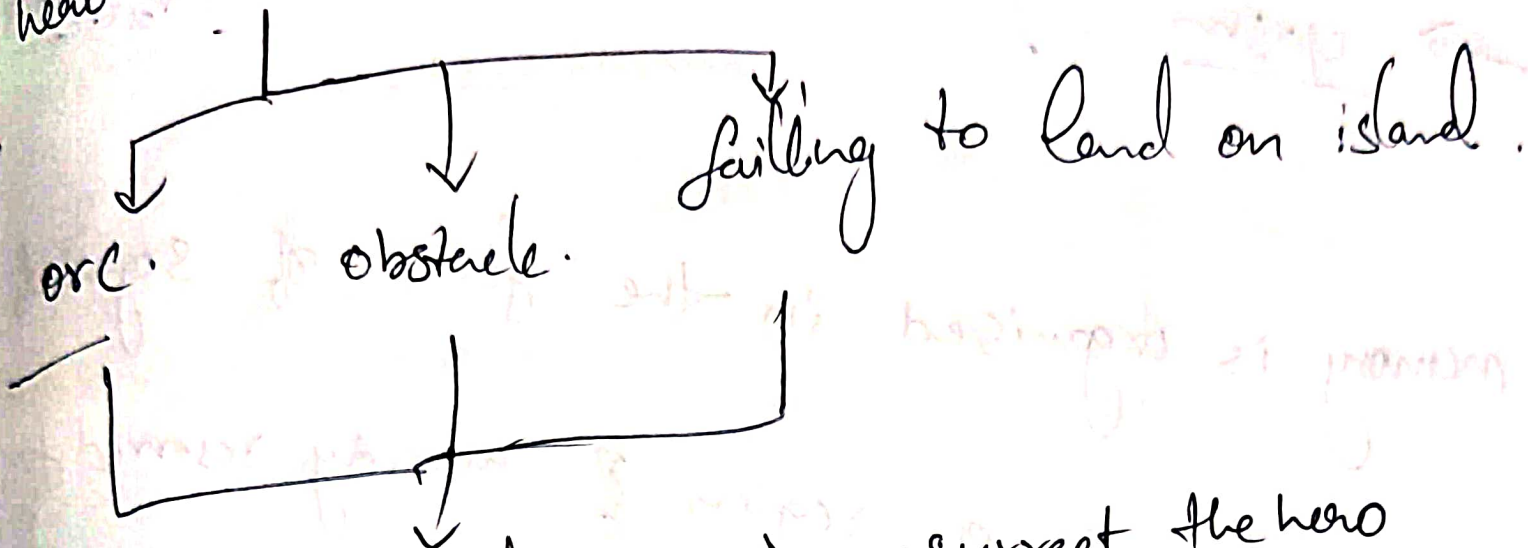
At least 2 different Ors



obstacles → TNT, falling platforms, wind mills.
(carry 1)

Boss → Can be in a fixed platform.

hero elimination



provide chance to resurrect the hero
in exchange of some no. of coins.

(coins own choice) (only 1 resurrect is allowed)

→ 1 Helmet & with that helmet 2 weapon

→ Initially his helmet support 2 weapons
but he will be equipped only if
he find the weapons in the weapon
Chest (only 1 weapon per chest).
If he has the weapon # no. of that
weapon.