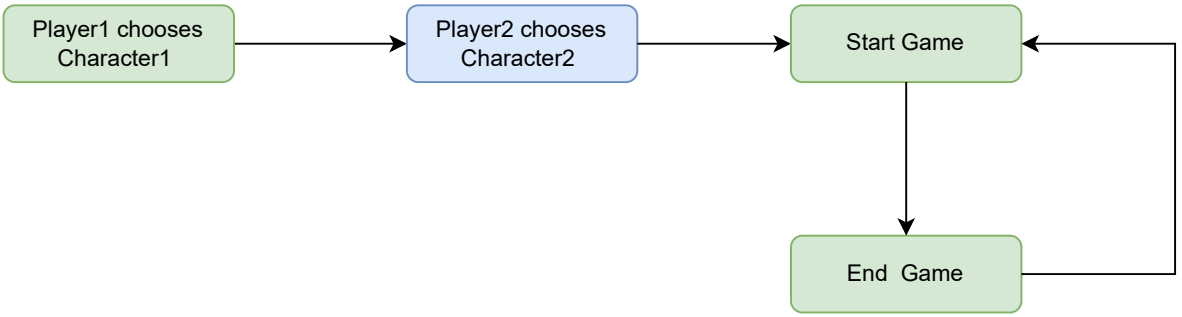
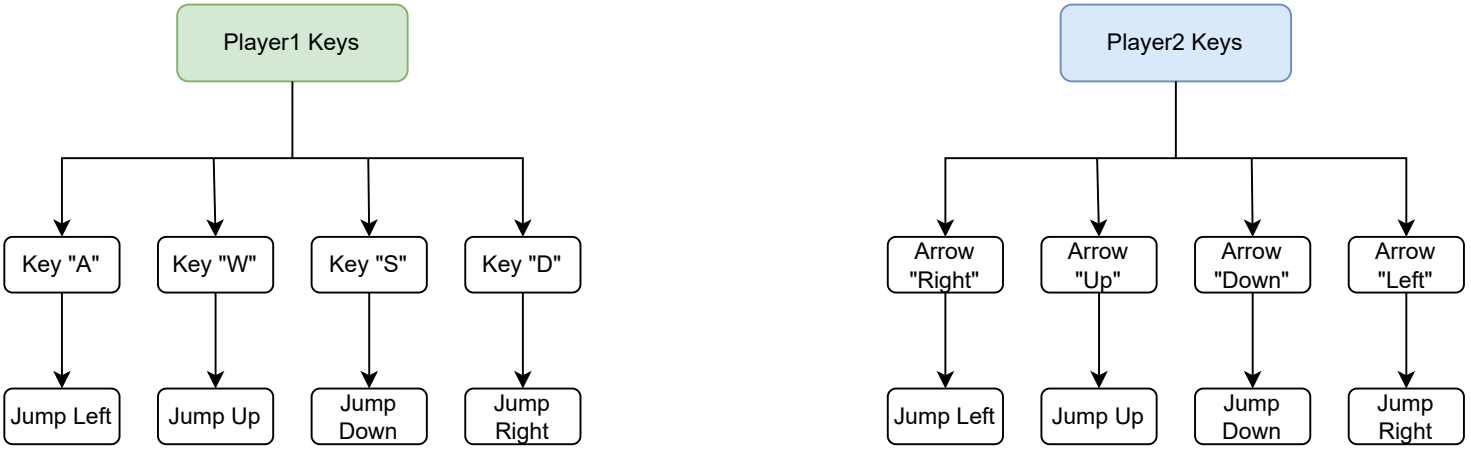
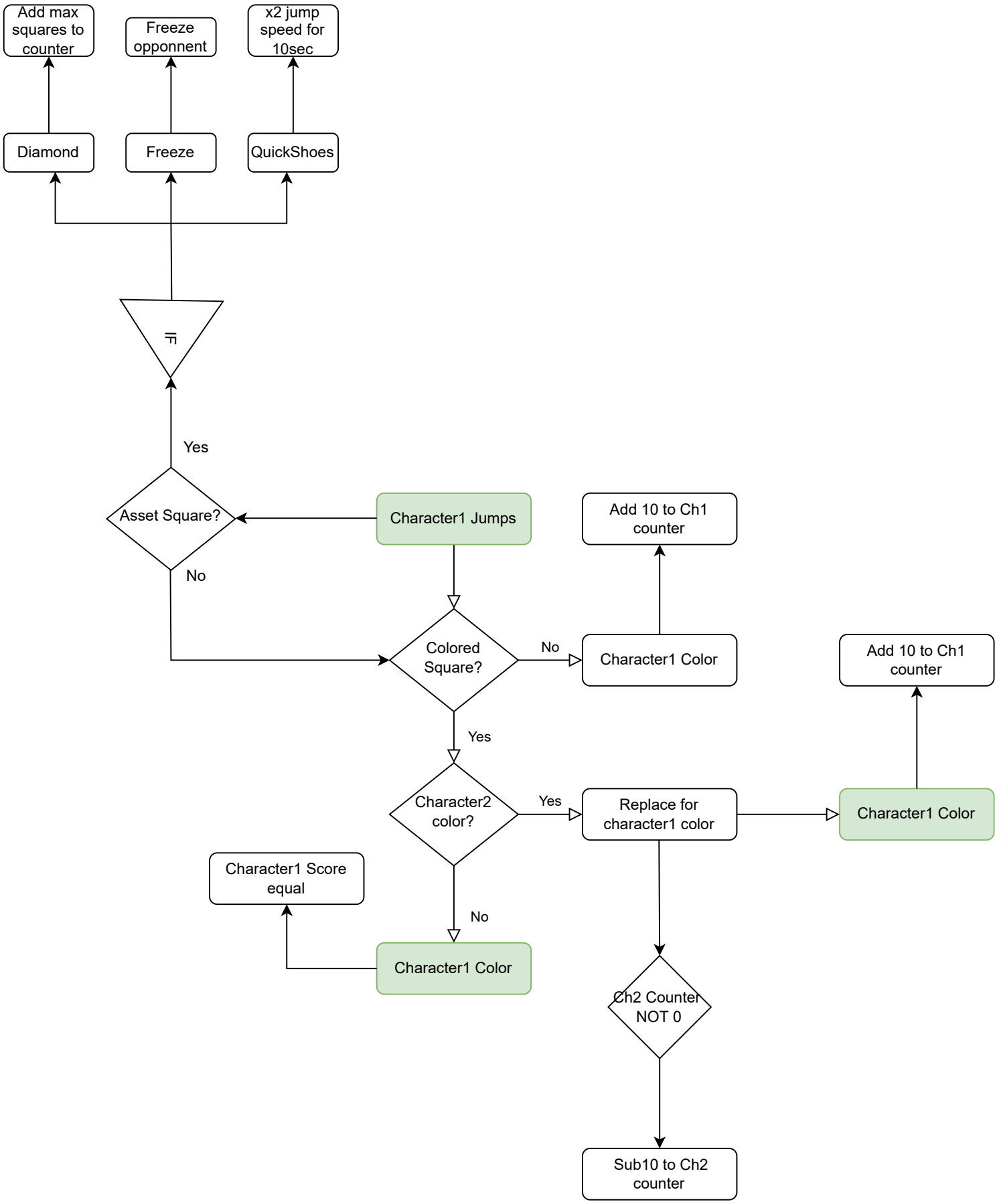
MAIN MENU

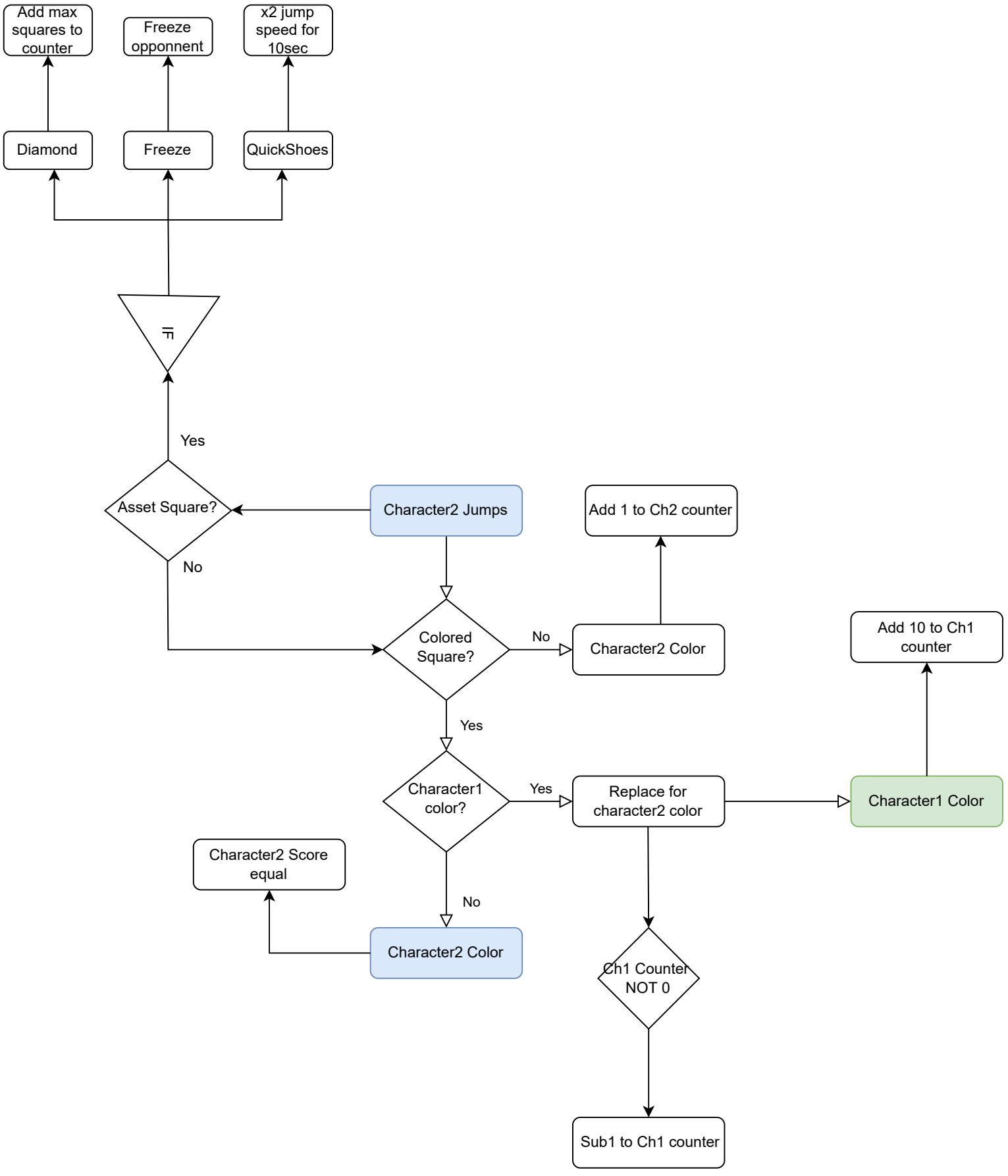


IN-GAME MOVEMENTS



IN-GAME FUNCIONALITY




Add max squares to counter
Freeze opponnent
x2 jump speed for 10sec
Diamond
Freeze
QuickShoes
If
Yes
Asset Square?
Character2 Jumps
Add 1 to Ch2 counter
No
Colored Square?
No
Character2 Color
Add 10 to Ch1 counter
Yes
Character1 color?
Yes
Replace for character2 color
Character1 Color
Character2 Score equal
No
Character2 Color
Ch1 Counter NOT 0
Sub1 to Ch1 counter