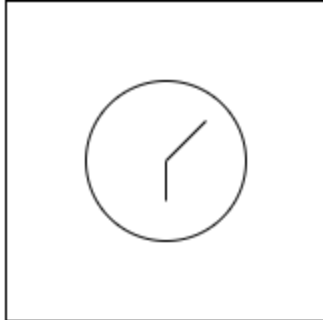
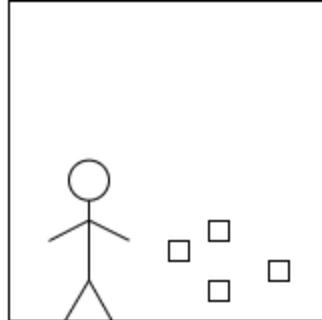


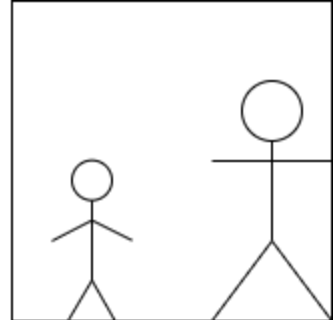
Frame 1: Character wields a sword (melee) and daggers (ranged) to kill various enemies.



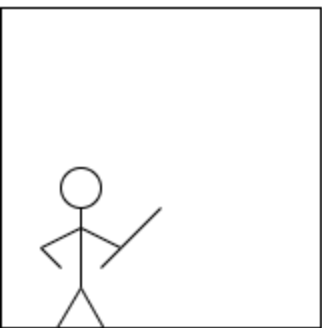
Frame 2: The character travels through various time periods, defeating enemies and bosses from each one.



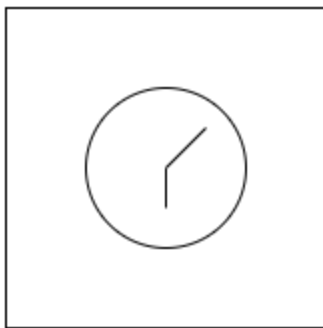
Frame 3: By killing enemies, the character obtains items that heal and increase damage.



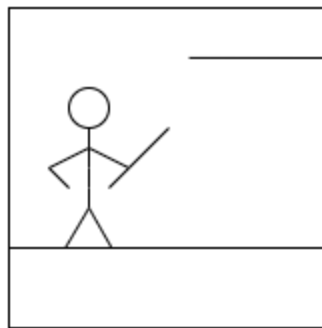
Frame 4: At the end of each time period, the character must face and defeat a boss to advance to the next stage.



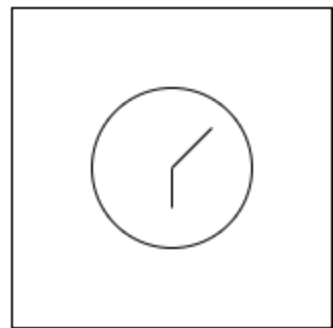
The character can slash with a sword, throw daggers at distant enemies, and parry attacks if timed correctly.



After each stage, the character is healed and can upgrade the dagger-throwing ability. Progress is also saved.



The character must traverse terrain and defeat enemies to clear each stage.



The character passes through 5 epochs: Prehistoric, Medieval, Industrial, Modern and Futuristic.