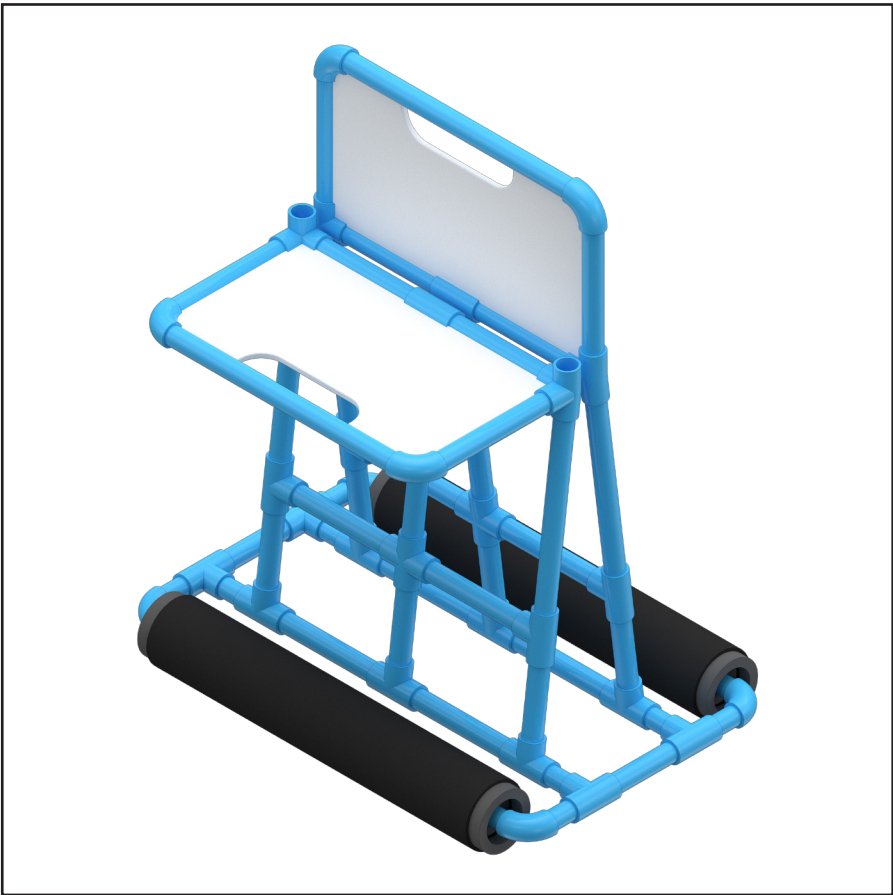


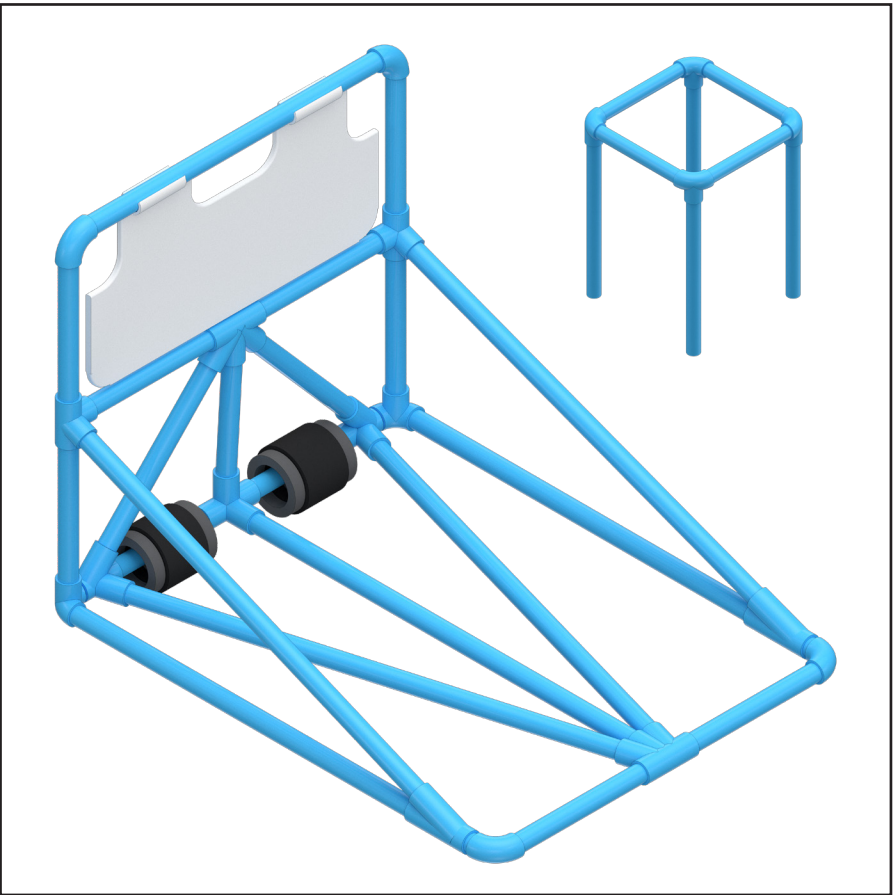
PLAYER INTRODUCTION



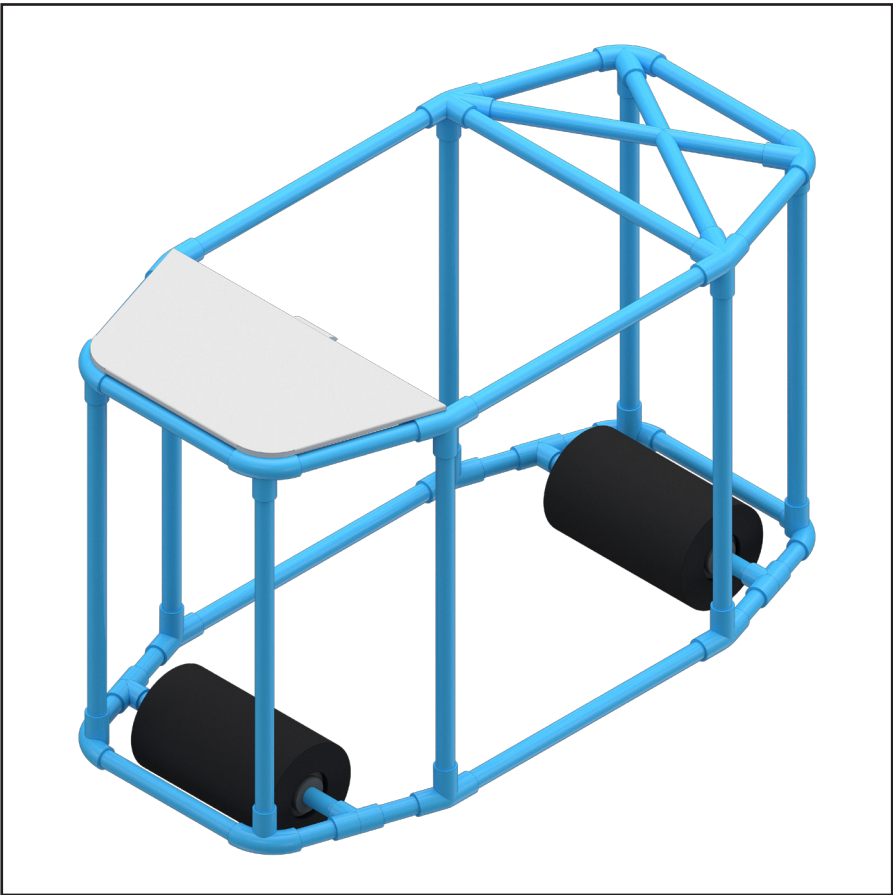
PEDESTRIAN



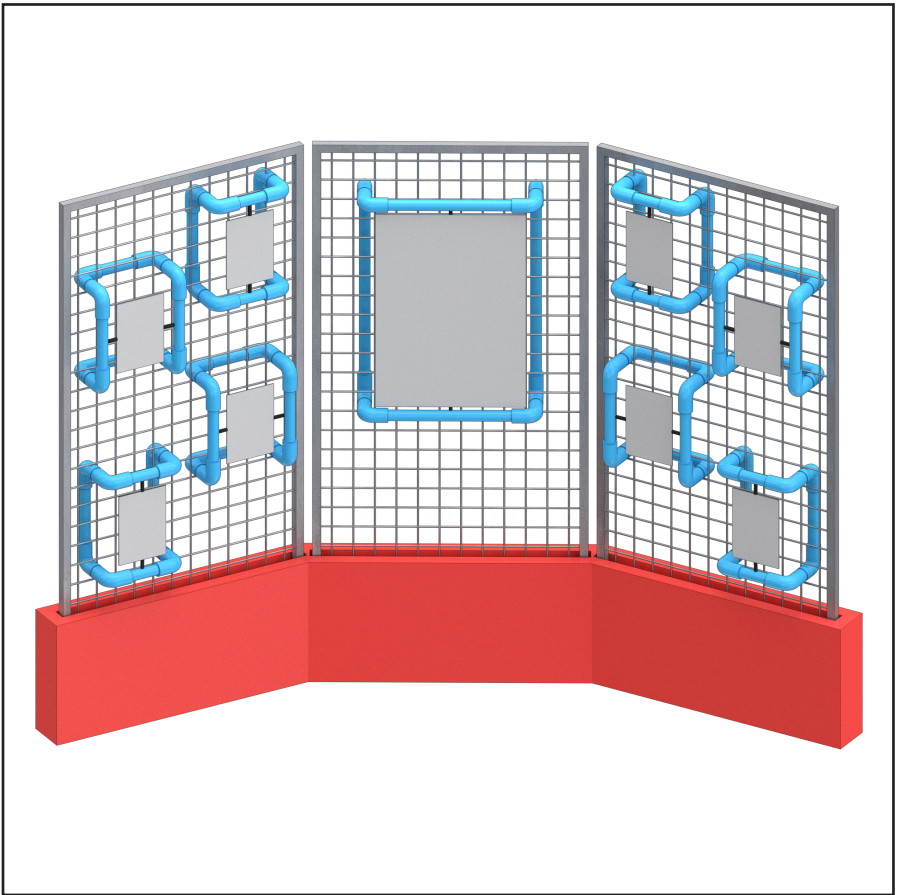
DISABLE



FOOD CART



MOTORCYCLE



SHOP FRONT

LOCAL

CLEANER

MANDATORY

DICE-DRIVEN

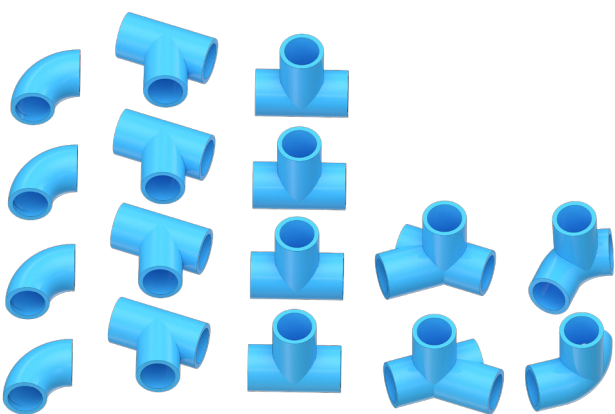
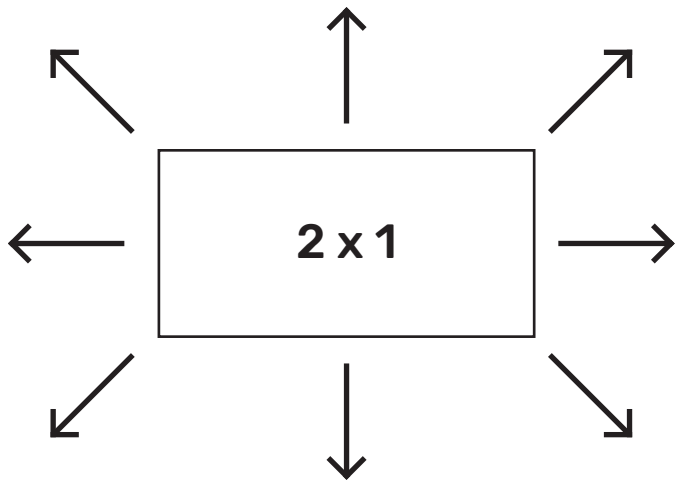
SOLO PLAYER

Goal - Get to the otherside safely

Ability - Can walk aside *DISABLE* player and help them walk in the same pace

Quantity - 1, 2, 3

Movement and Size -



LOCAL

CLEANER

TILE-BASED

SOLO PLAYER

Goal - Get to Crosswalk safely

Ability - Can walk aside *PEDESTRIAN* player and walk in the same pace as them

Quantity - 0, 1, 2

Movement and Size -

