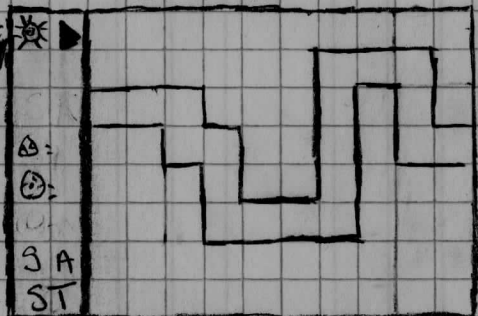


Menu

CAVE 1



Sun
= Menu

▶ = Play

🥚 = Egg

🪙 = Coin

□ = 50x50

S = Spear

A = Arrow

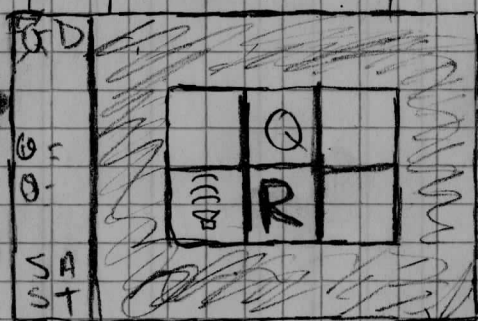
ST = Stone

TOWER

if pass load
CAVE 2
Screen

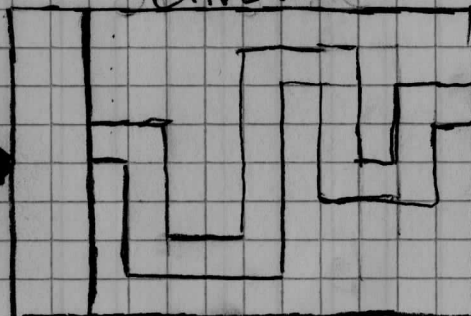
if fail load
lose screen

Sub-menu



- grey out

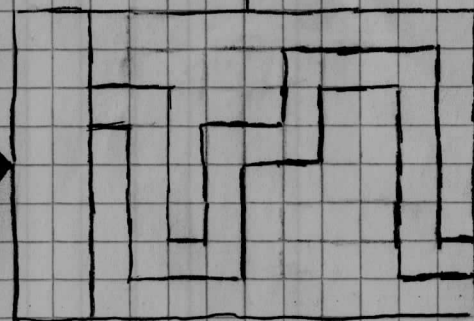
CAVE 2



Pass

Fail

Winner
Screen



Fail
Screen