

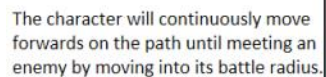
## Select Difficulty Mode

**Standard Mode**

**Survival Mode**

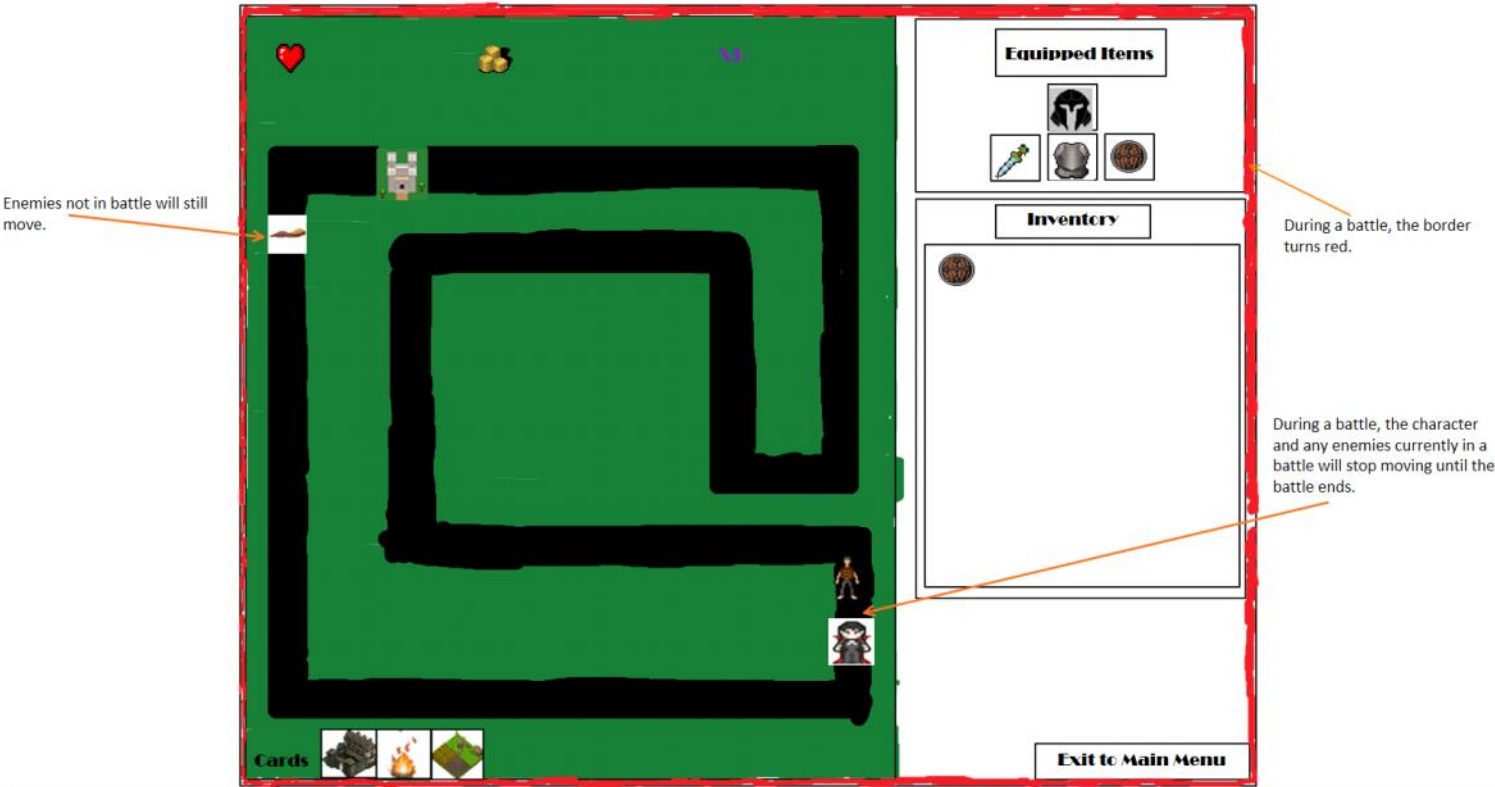
**Berserker Mode**

## 1



Enemies will continuously move forwards along the path in their passive state.

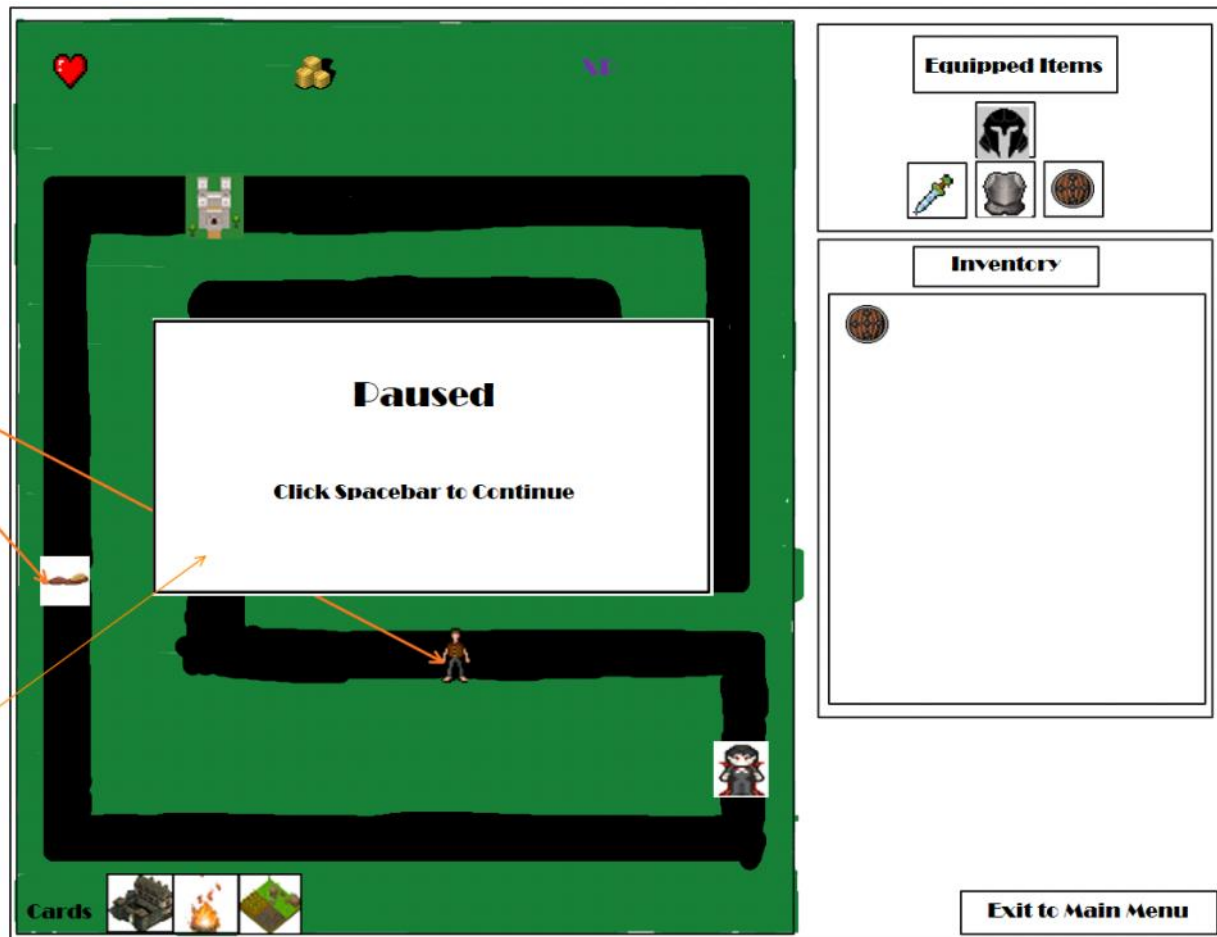
Battle State

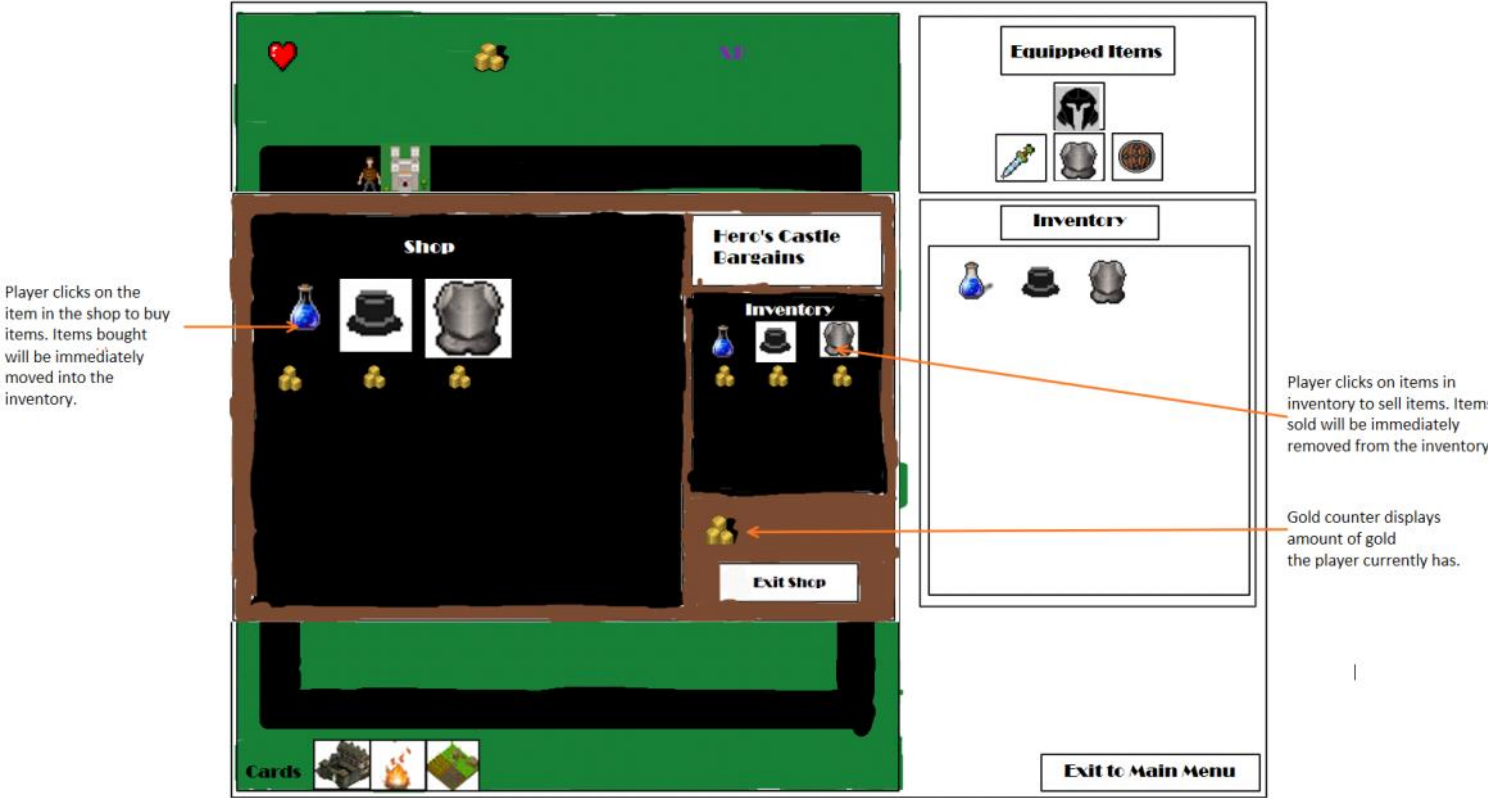


## Paused State

The character, all allies and enemies will stop moving when the game is paused.

Game is paused when spacebar is pressed.





Drag and Drop

Player can place cards using drag and drop with the mouse. If the card is dropped on an invalid tile, the card is returned to the player.

The image shows a game interface. On the left is a green maze with black walls. A small character is in the center. At the top of the maze are icons for a heart (health), gold coins, and a purple gem. On the left side of the maze, there are two cards: one with a red and yellow pattern, and another with a green and black pattern. At the bottom left, there is a 'Cards' section with two icons: a fire icon and a green square icon. On the right side, there is a UI panel. The top section is 'Equipped Items' with four slots: a sword, a helmet, a shield, and a bow. The middle section is 'Inventory' with a single slot containing a gold coin. The bottom section is 'Exit to Main Menu'.

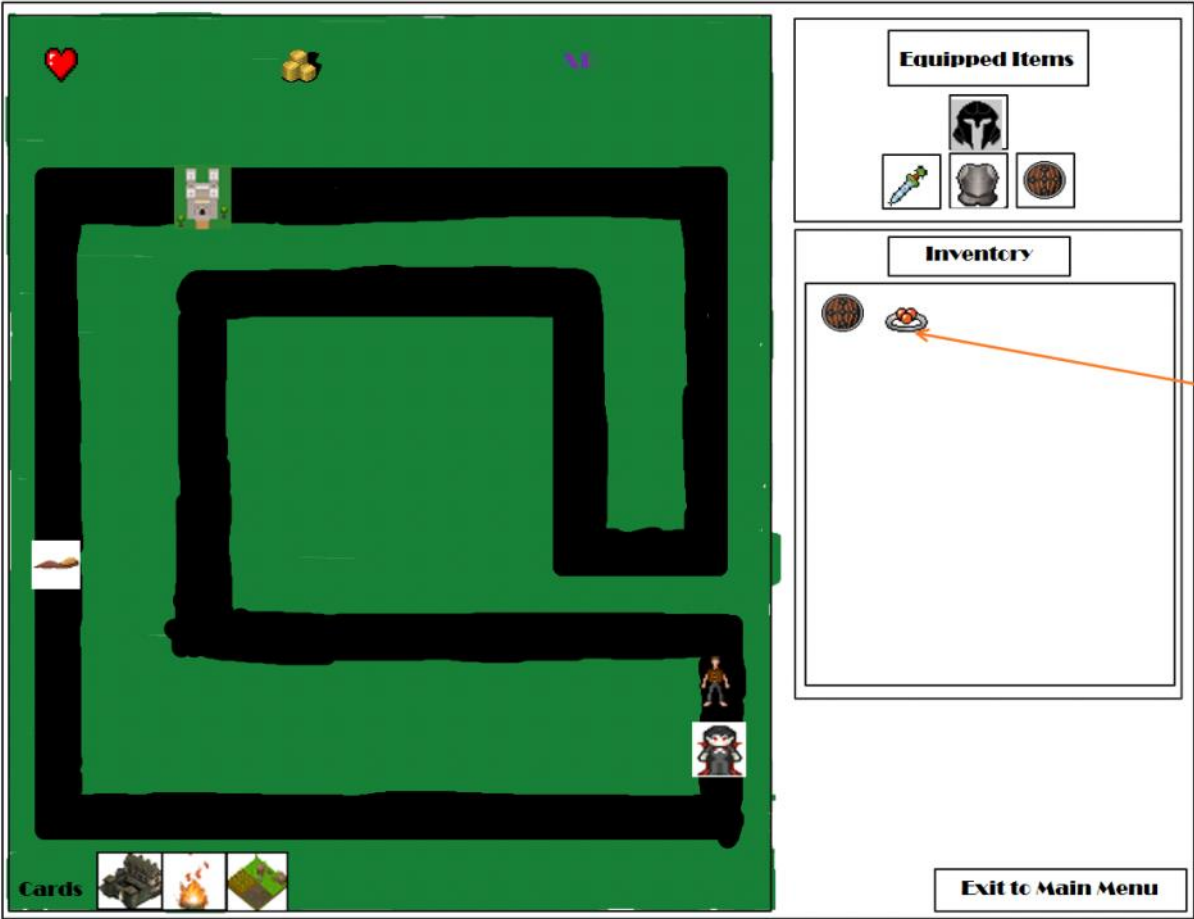
Player can also place items from the inventory to equipped item and vice versa using drag and drop. If the item is placed into an invalid slot e.g. helmet placed into weapons slot, that item is returned into the inventory.

You Win









If the character is killed but the ring is present in inventory, the character respawns on the tile where the character died automatically. The ring will also be consumed and removed from inventory.