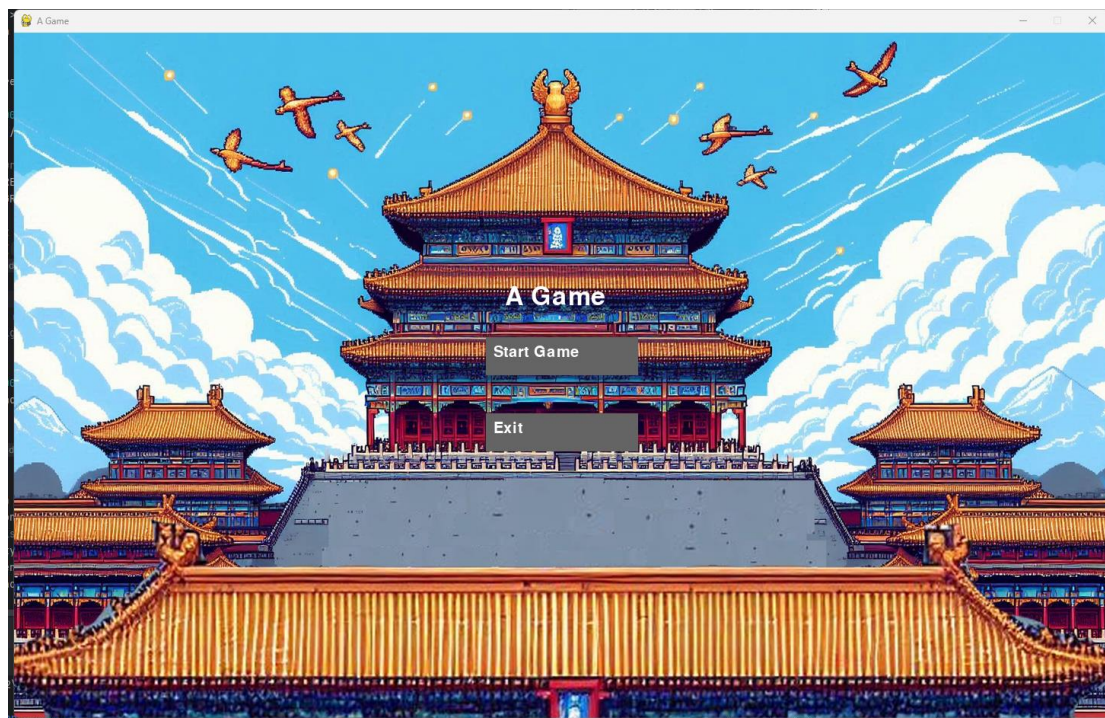
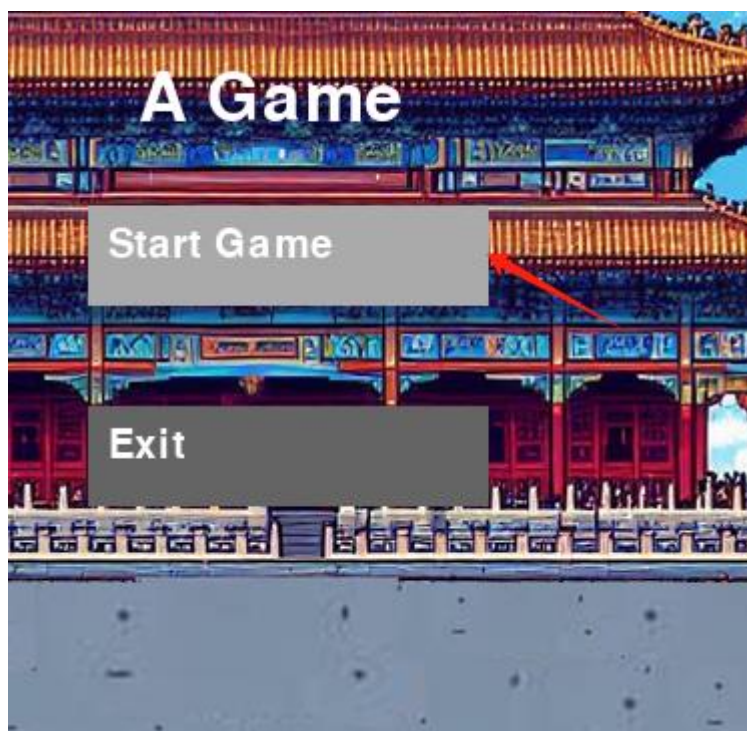


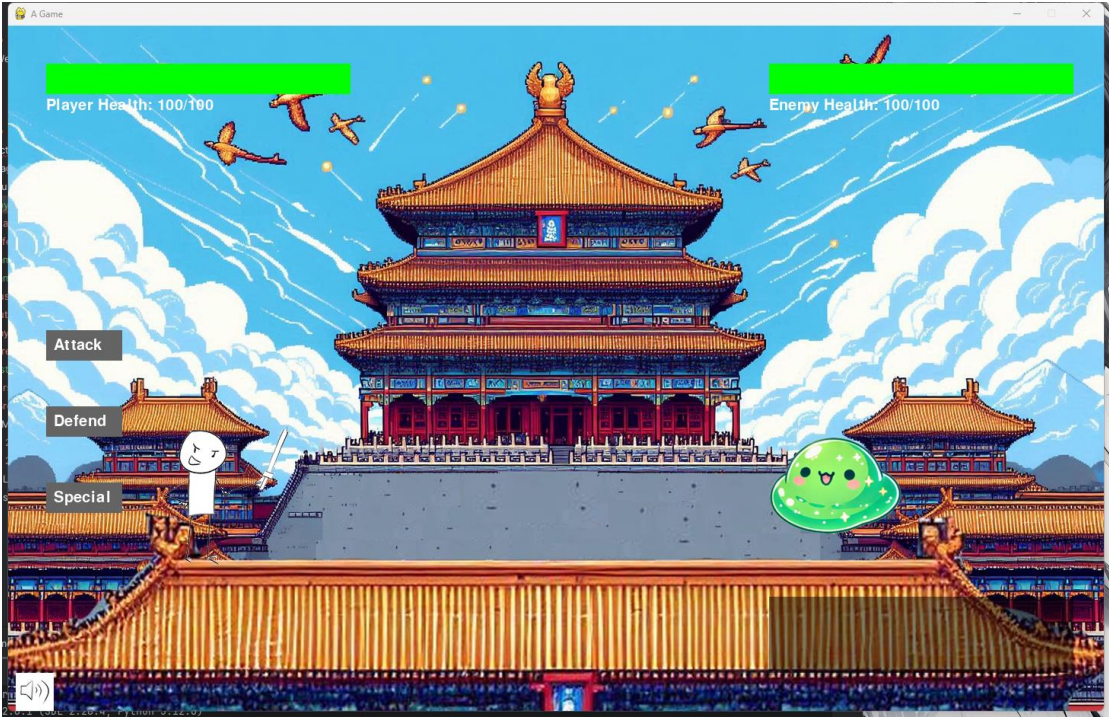
Menu



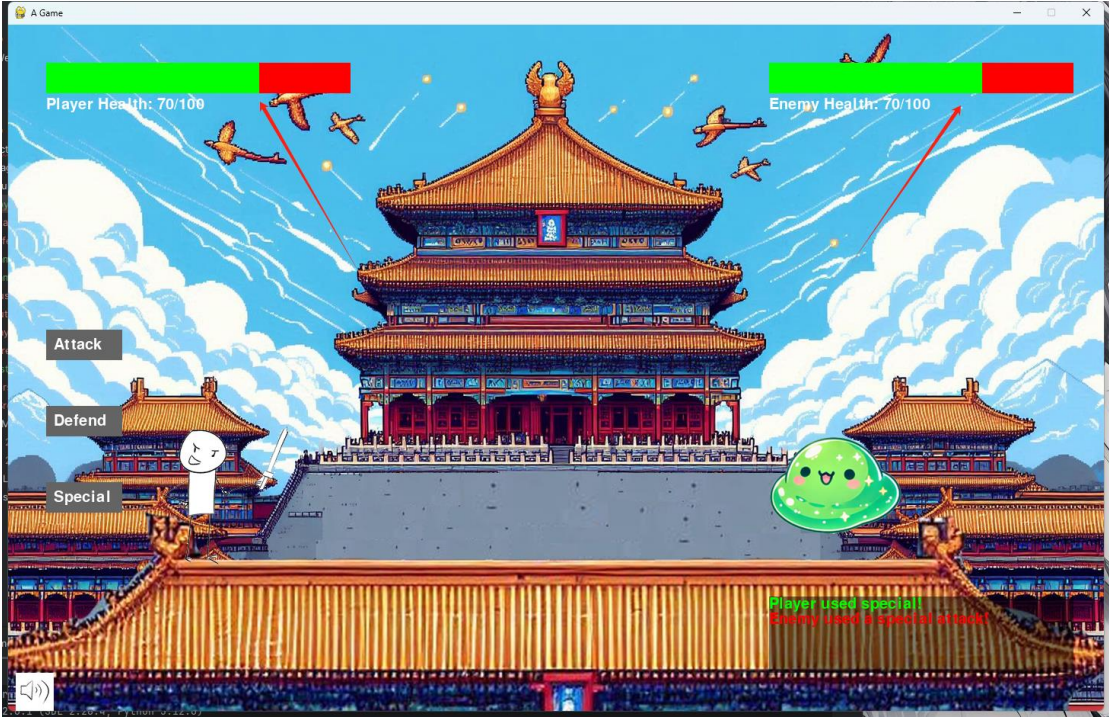
Button Feedback: When mouse on a button, change color lighter



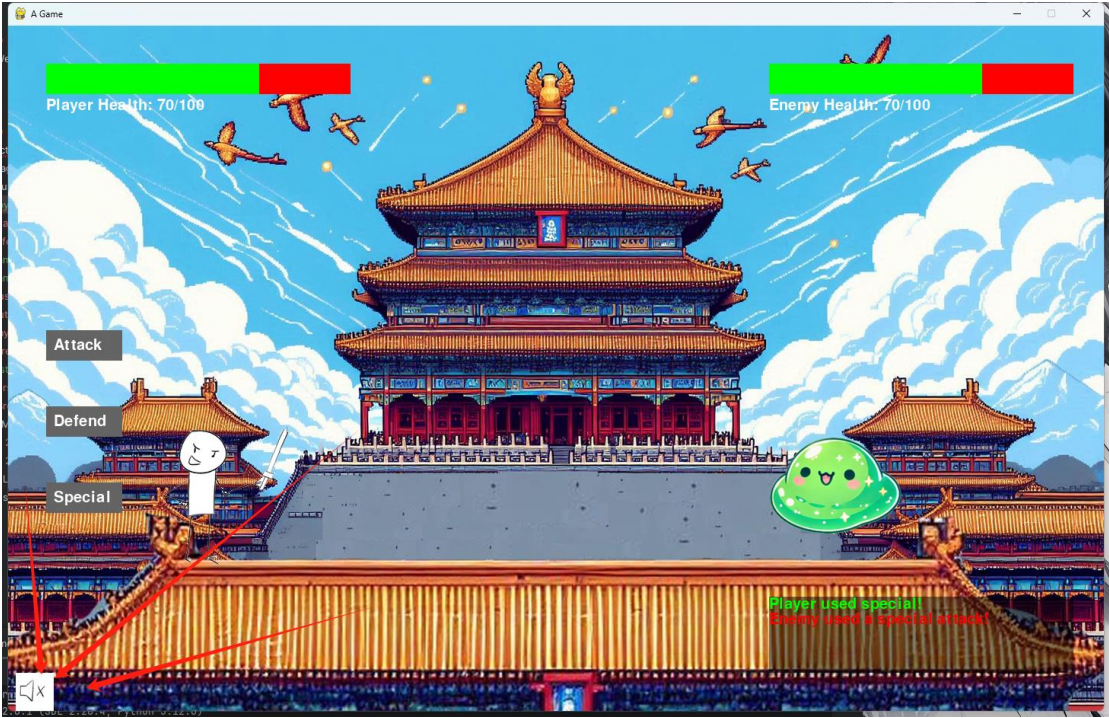
Game:



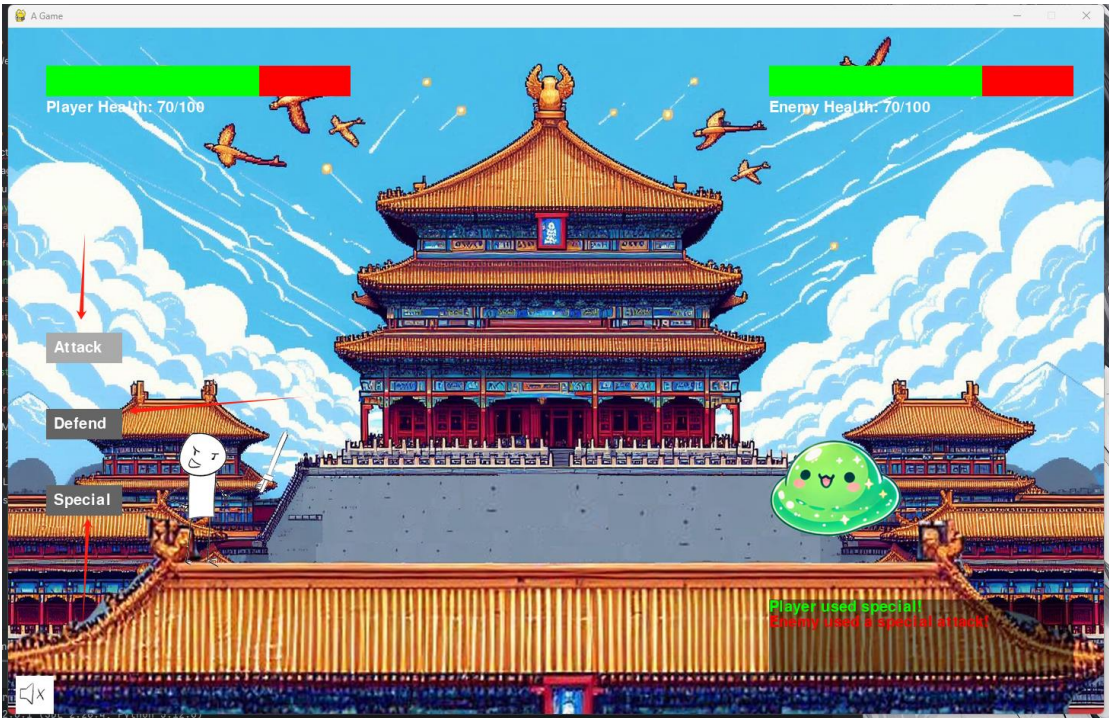
Helath Bar:



Mute button:



Action Button:



Characters Image:

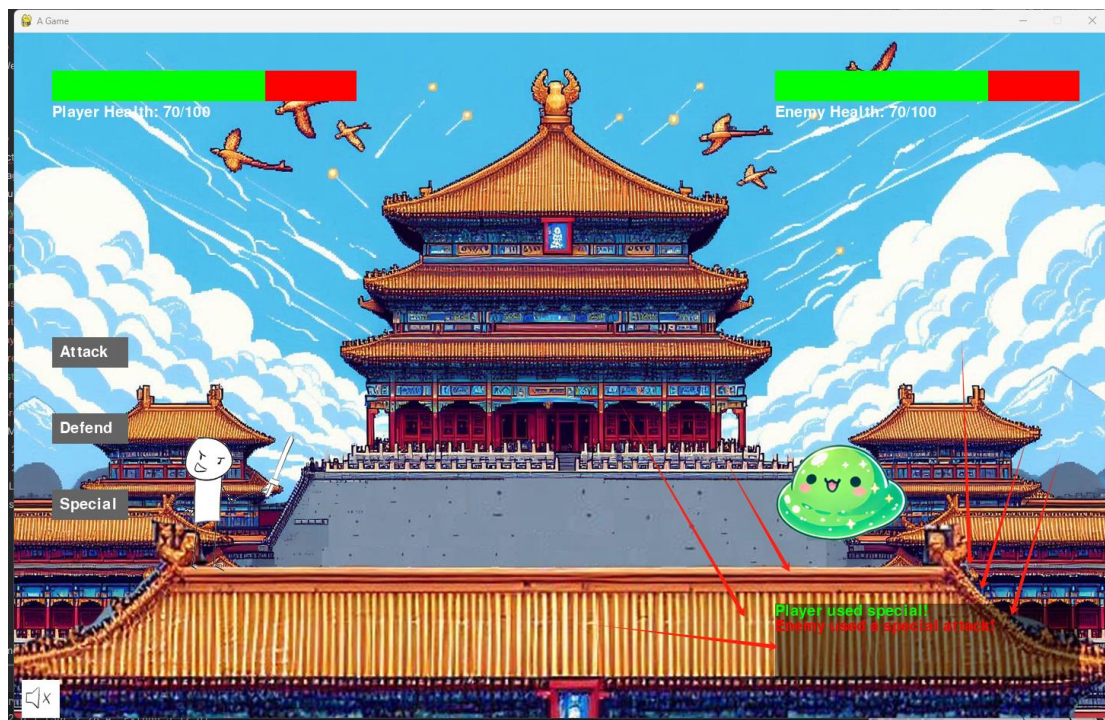
Player:



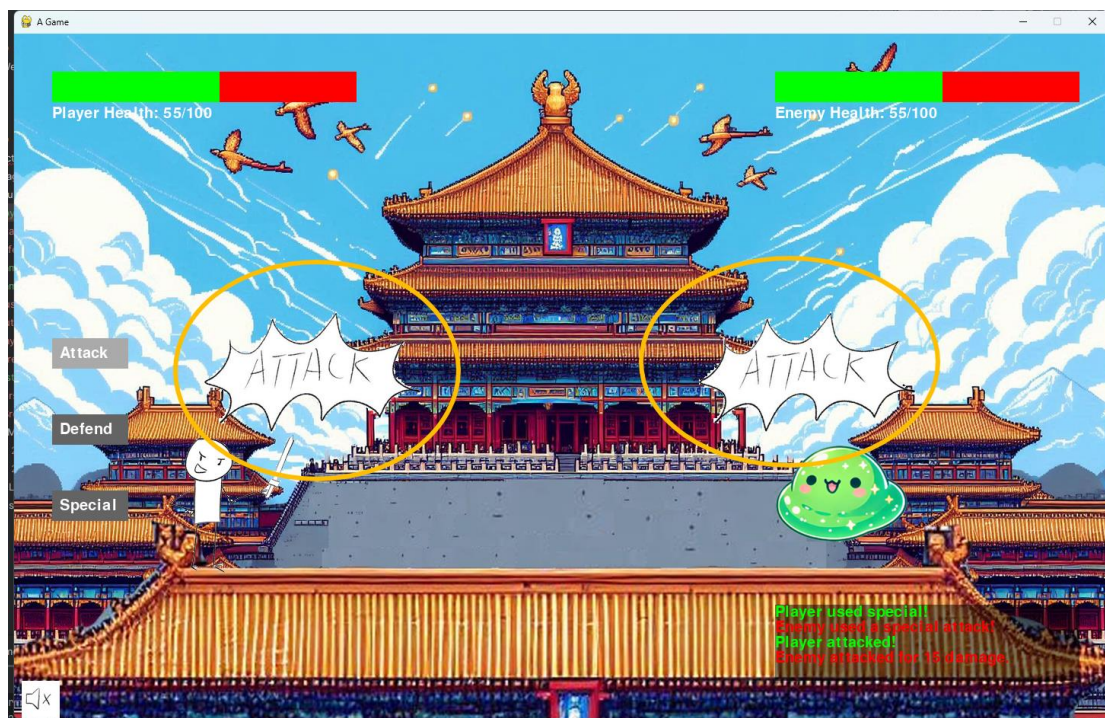
Enemy:



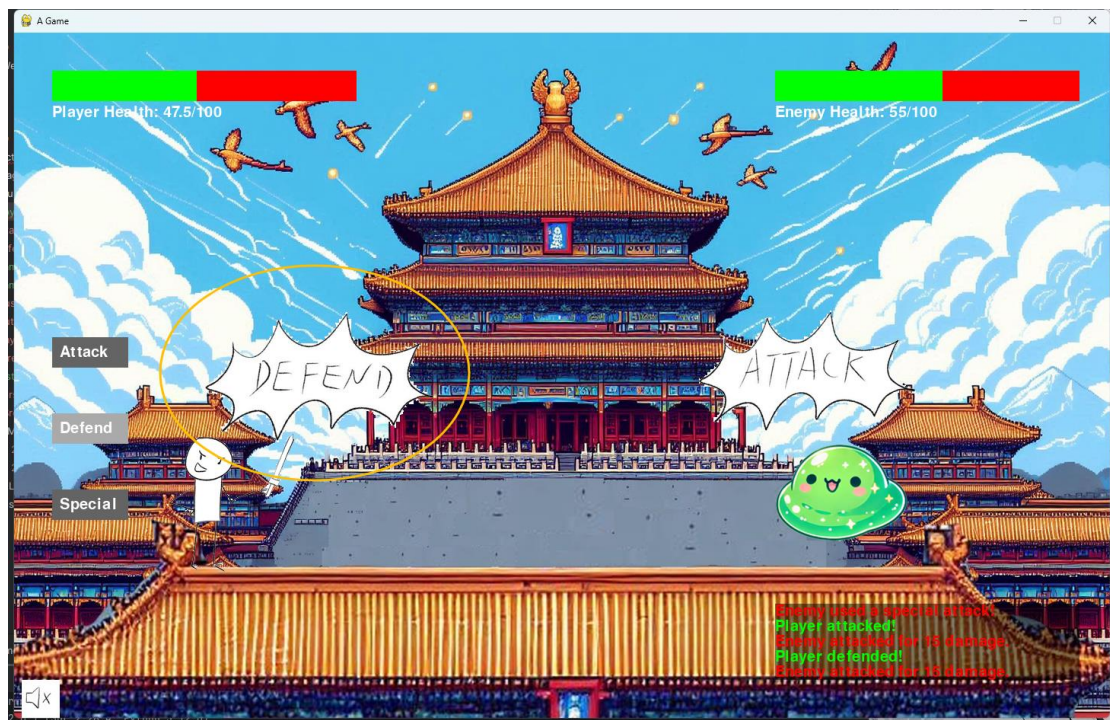
Action Log:



Attack flag: as animation



Defend flag: as animation



END:

