[Game]

\*Dungeon Crawler

\*Theme Serious and Dark

\*JoyStick (D-Pad)

\* Three Difficulty (Hard, Normal, Easy) “Fluffy (Easy), Basic (Normal), Raw (Hard), Inferno (Very Hard)”

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* Player character (Person “Tommy”)
* Type of Enemies (Cursed Armor)
* Ending Goal? (Go to the light)
* Hide Hole a Barrel?
* Throwing Light?