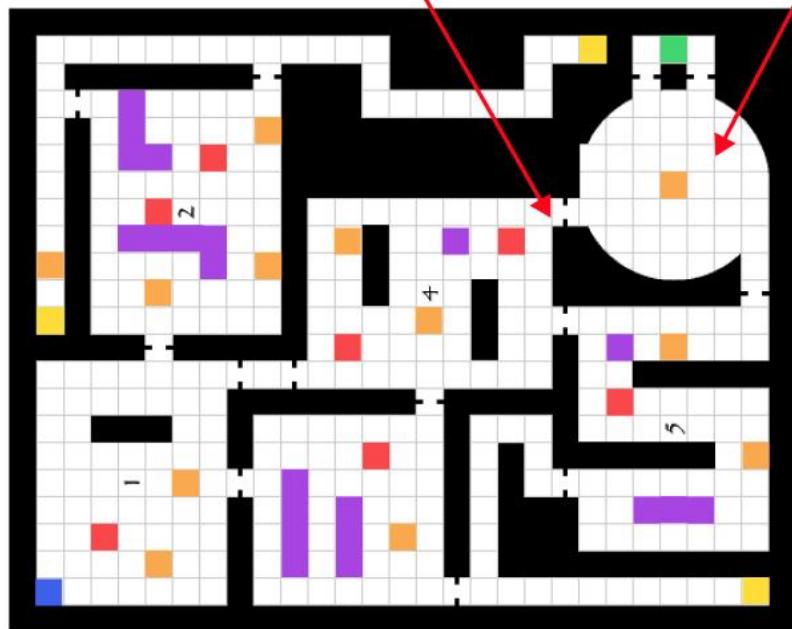


Some doors will be closed until  
a key or a particular score is  
achieved

## MAP

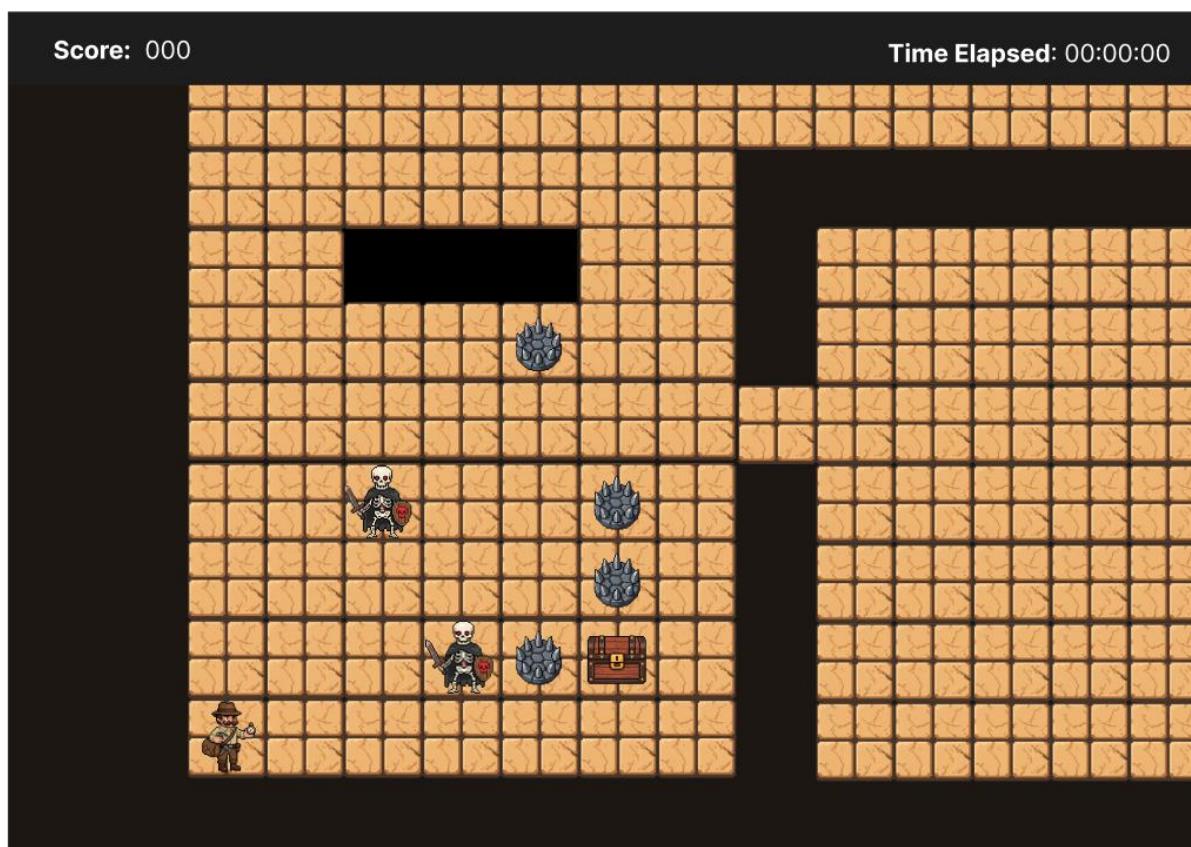


This is the final room

## Labels

- Player
- Moving Enemy - Skeletons & Boulders
- Static Enemy - Spikes
- Regular Reward - Golden Coins
- Bonus Reward - Treasure Chests
- Walls
- Exit

## Main Game Screen



# Other Game Screens

