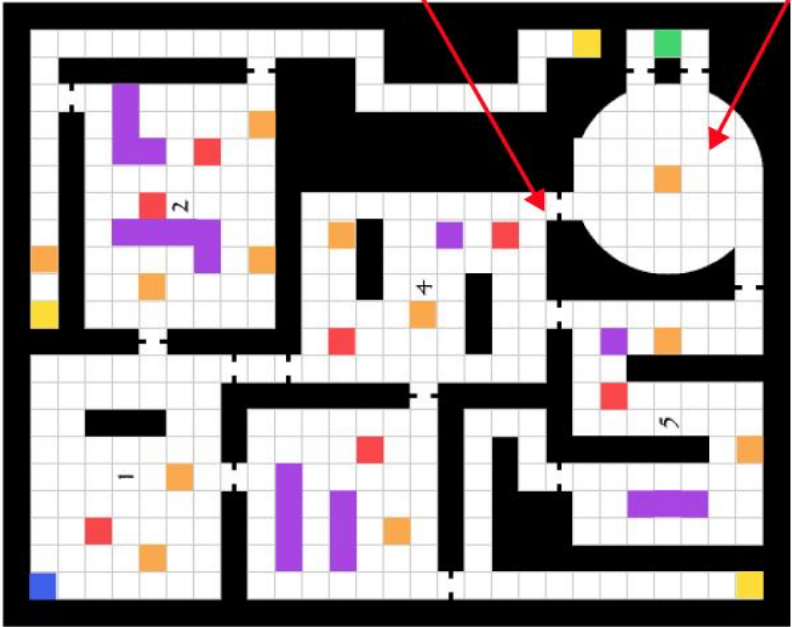


Some doors will be closed until
a key or a particular score is
achieved

This is the final room

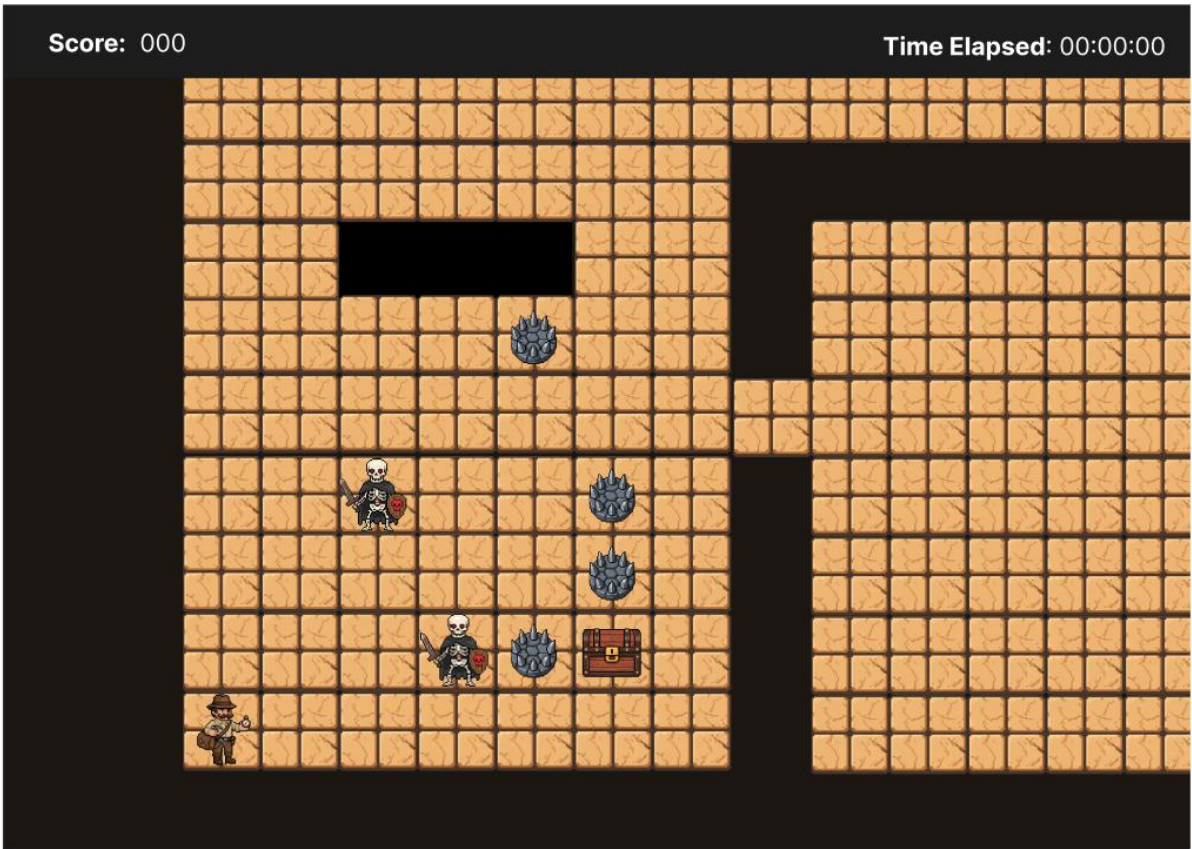
MAP



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

