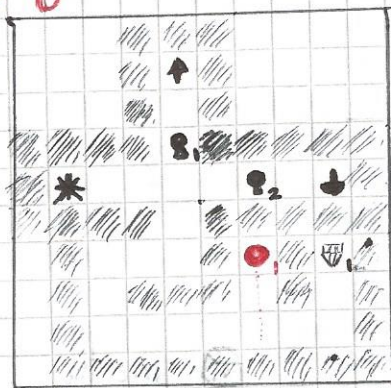


Sprites

imagenes disponibles en el juego

Laverinto

Floor 0



* Player/start

Wall

↓ Ladder down

↑ Ladder up

Keyhole Lock

• Enemy (speed 4)

Key

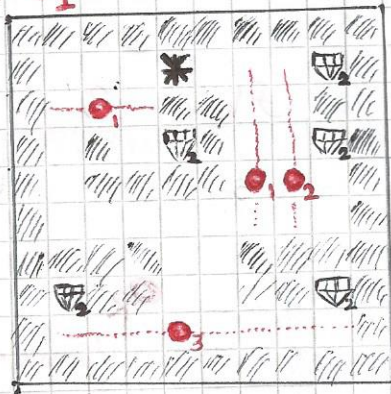
X = 320 p

Y = 320 p

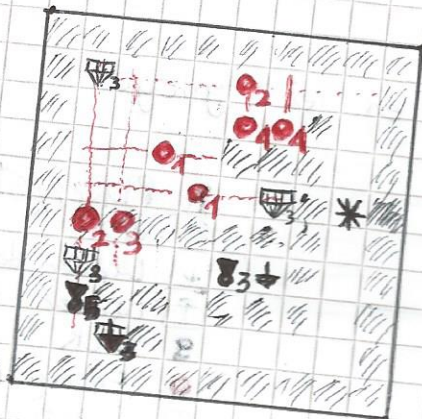
•₂ Enemy (speed 8)

•₃ Enemy (speed 6)

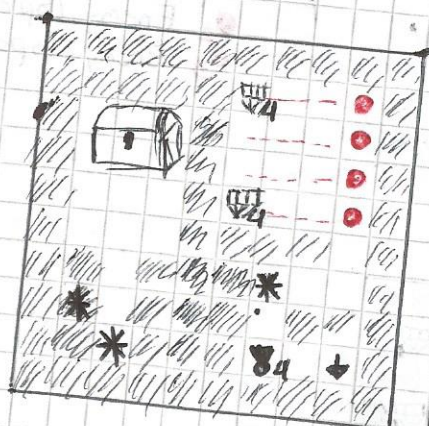
Floor -1



floor 1



floor 2



meta

• R Enemigo con
patron de movimiento
del payaso

floor 3

