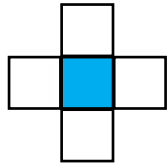
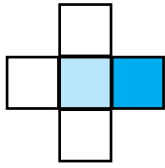


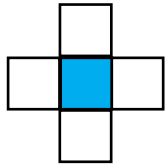
Example of player's turn:



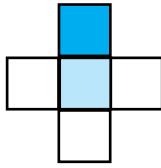
Start of turn:
(3 moves left)



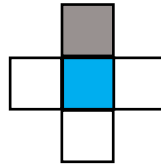
Attempt to
move Left



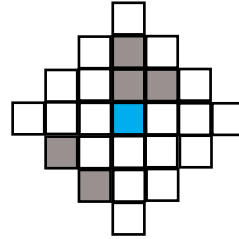
Move
Accepted
(2 moves)



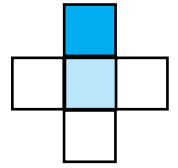
Attempt to
move Up



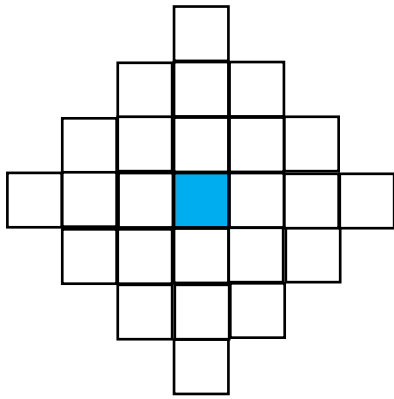
Move Rejected:
Wall
(1 move left)



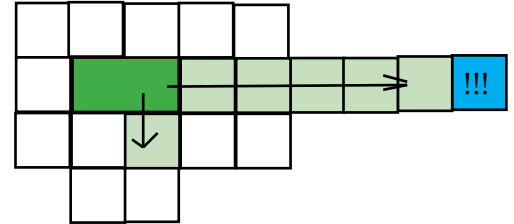
PING!
(Pay 3 sound to-)



Move Left
(Player's turn
ends)

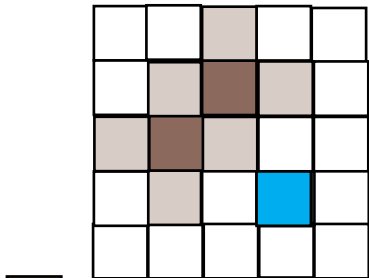


Player Ping Radius



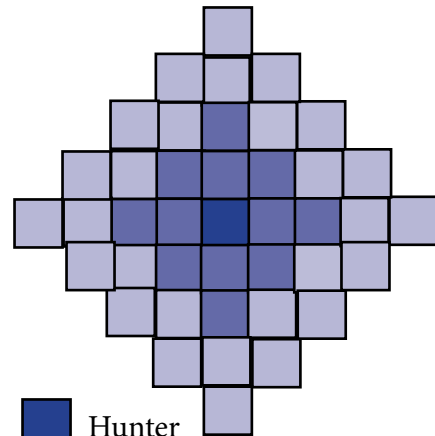
Stompers can either move up to 5
blocks in 1 direction, or rotate each
turn

Player needs to be clear of avalanche
danger zone by end of turn, else death.



Avalanche rock formation

Avalanche danger zone



Hunter



Hunter's Ping radius



Hunter's movement
radius