



Actor

Bonfire

Enemies

Token of Souls

Souls

Terrain

Alt

[If Player killed  
by Enemies]

print 'YOU DIED' prompt

execute Bonfire features

resetEnemies

Token of Souls = Souls

resetSouls

spawnTokenofSouls

Player go to valley

print 'YOU DIED' prompt

Execute Bonfire features

resetEnemies

Token of Souls = Souls

resetSouls

spawnTokenofSouls

[Else]

Opt

execute Bonfire features

reset Enemies

[Player  
Rest]