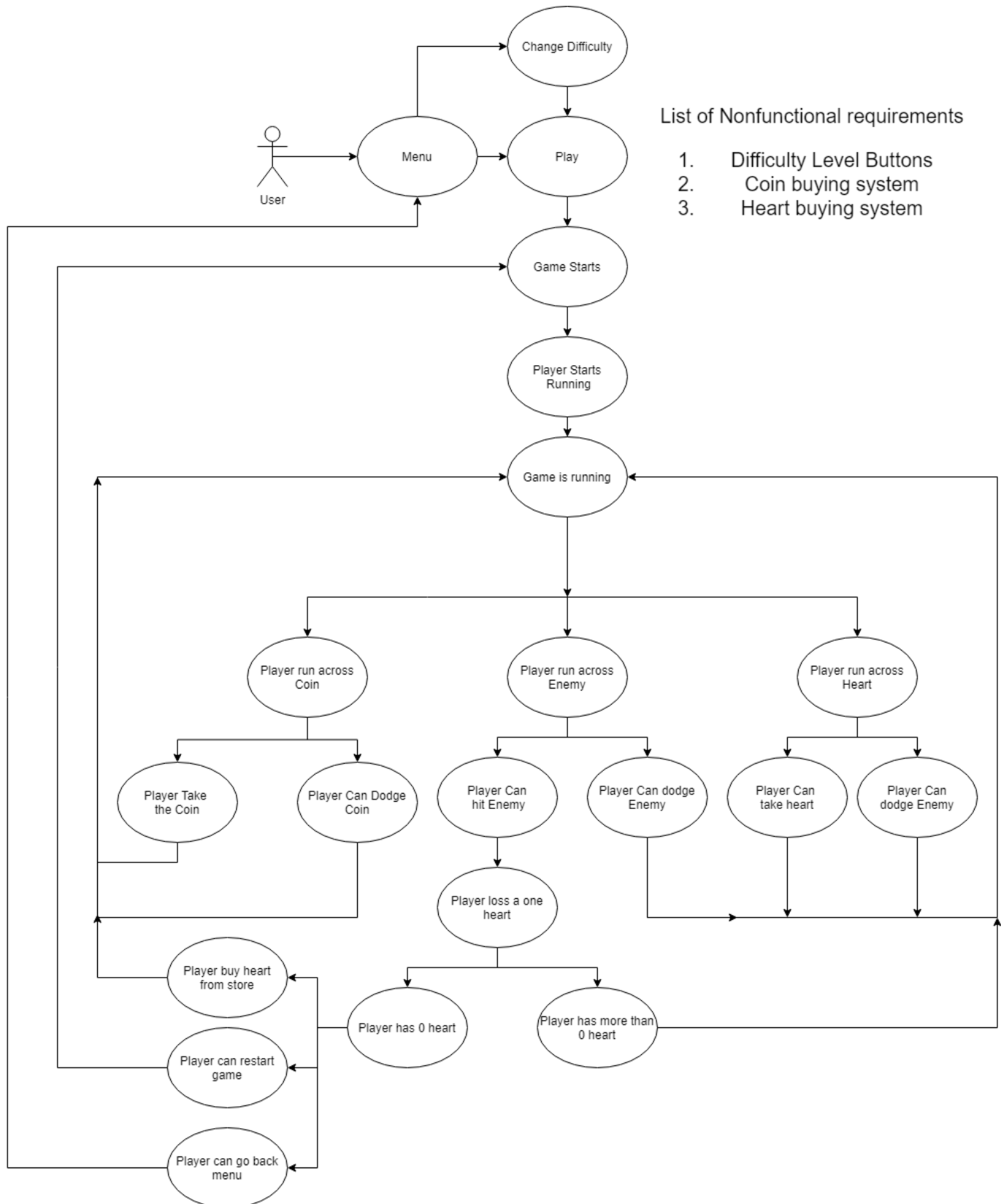


# System Requirements



## Terms



Players himself. User can use different types.



Coin that player collect. User can spend this on store



Player must dodge this trap. Otherwise he lose heart



Player Must keep this one's number more than 1 for keep playing.