Those are your biggest highscores

in society that takes place between people, each with different qualities, for example mechanized and fast behavior (Mihai, the Enemy) against logical and active decisions, but at a slower pace (Mirel, the Hero). This game asks you to compose a strategy to eliminate Mihai, and you need to do it against time!

Mirel and Mihai also offers you a feeling of nostalgia about childhood due to the aspect borrowed from a well-known game specific to that period, but do not let this detail limit this new experience.

tave fun!