

winning condition: collect all treasures

NO of enemies = 5

lost = 5/8

0 for empty space

1 for wall

2 for player

3 for enemy

-1 for lost

2

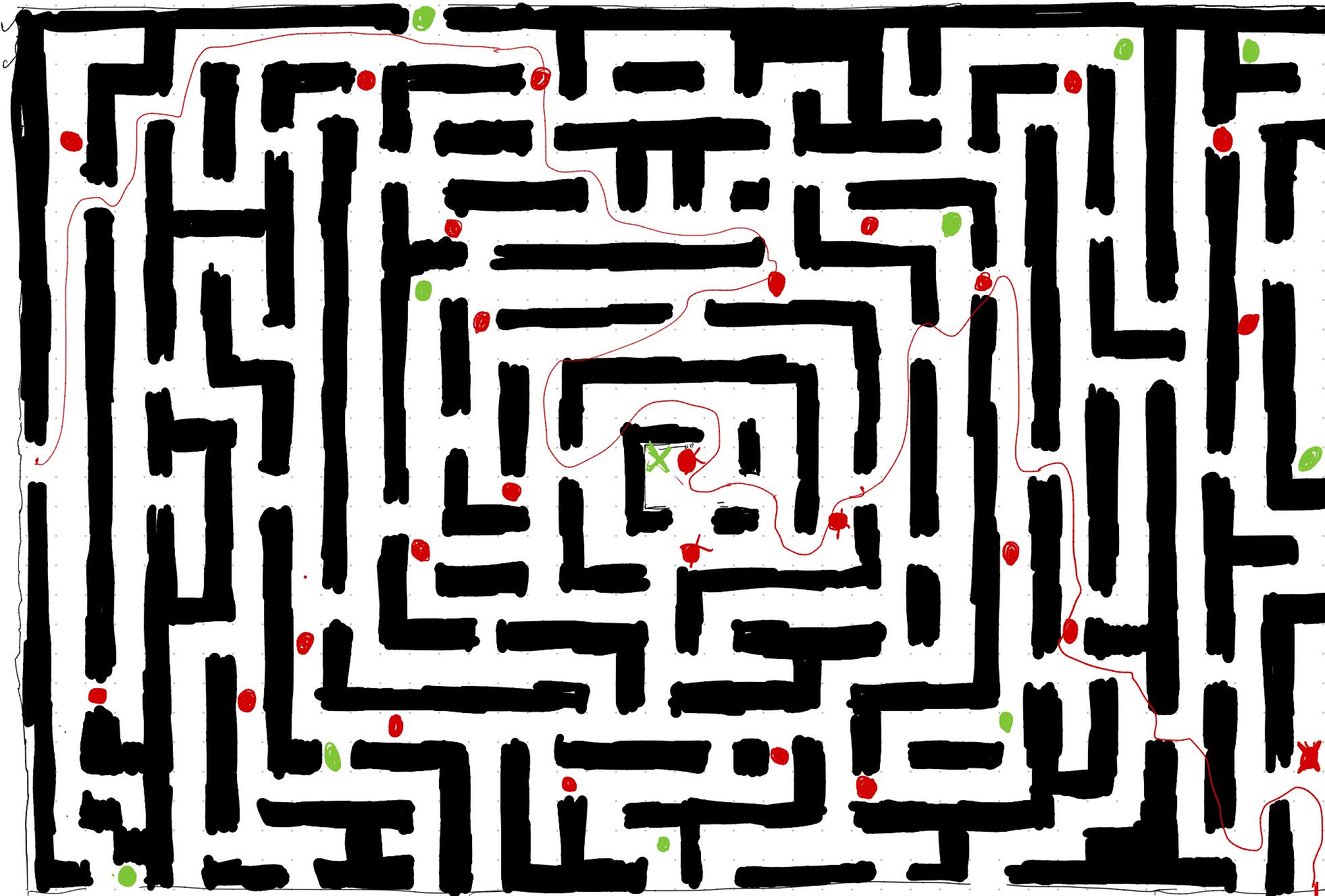


Mission condition: kill all enemies

enemies = 6, 4

no of enemies = 8

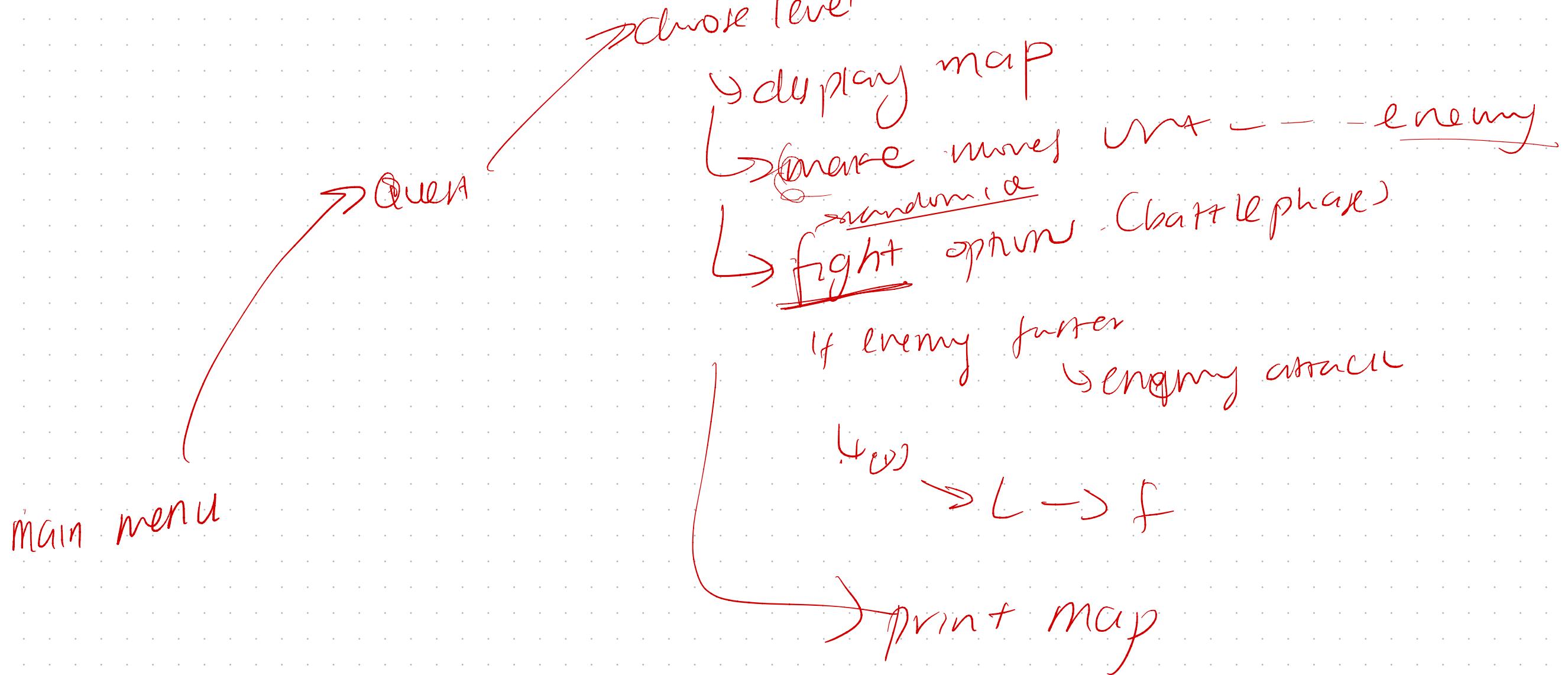
WPF = 3/4



winning condition:
get the treasure
at the centre [] []

No of enemies = 6

No of loot = 5/6



win? → If not already won → give cash prize
change level cleared to one

→ **Sell**

enemy letters = J, L, H, P, W

harder

clerk hard