



# Loop Mania

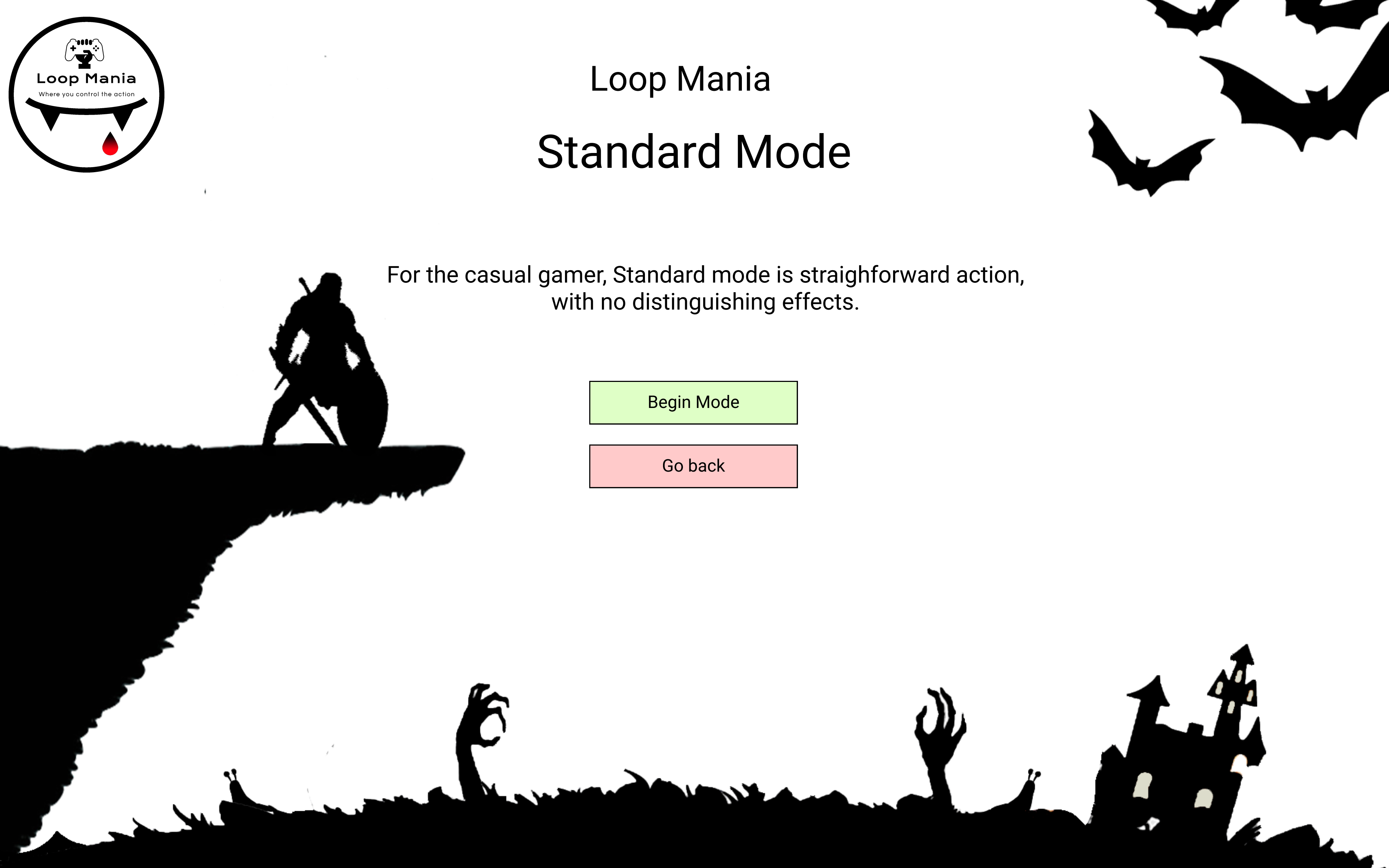
Welcome to Loop Mania. Choose your difficulty mode below.

Standard Mode

Berserker Mode

Survival Mode

Quit to Desktop



# Loop Mania

## Standard Mode

For the casual gamer, Standard mode is straightforward action, with no distinguishing effects.

Begin Mode

Go back



# Loop Mania

## Berserker Mode

Unleash your savage instincts in Berserker Mode. You cannot purchase more than 1 piece of protective gear (protective gear includes armour, helmets, and shields) each time your Champion shops at the Hero's Castle.

Begin Mode

Go back





# Loop Mania

## Survival Mode



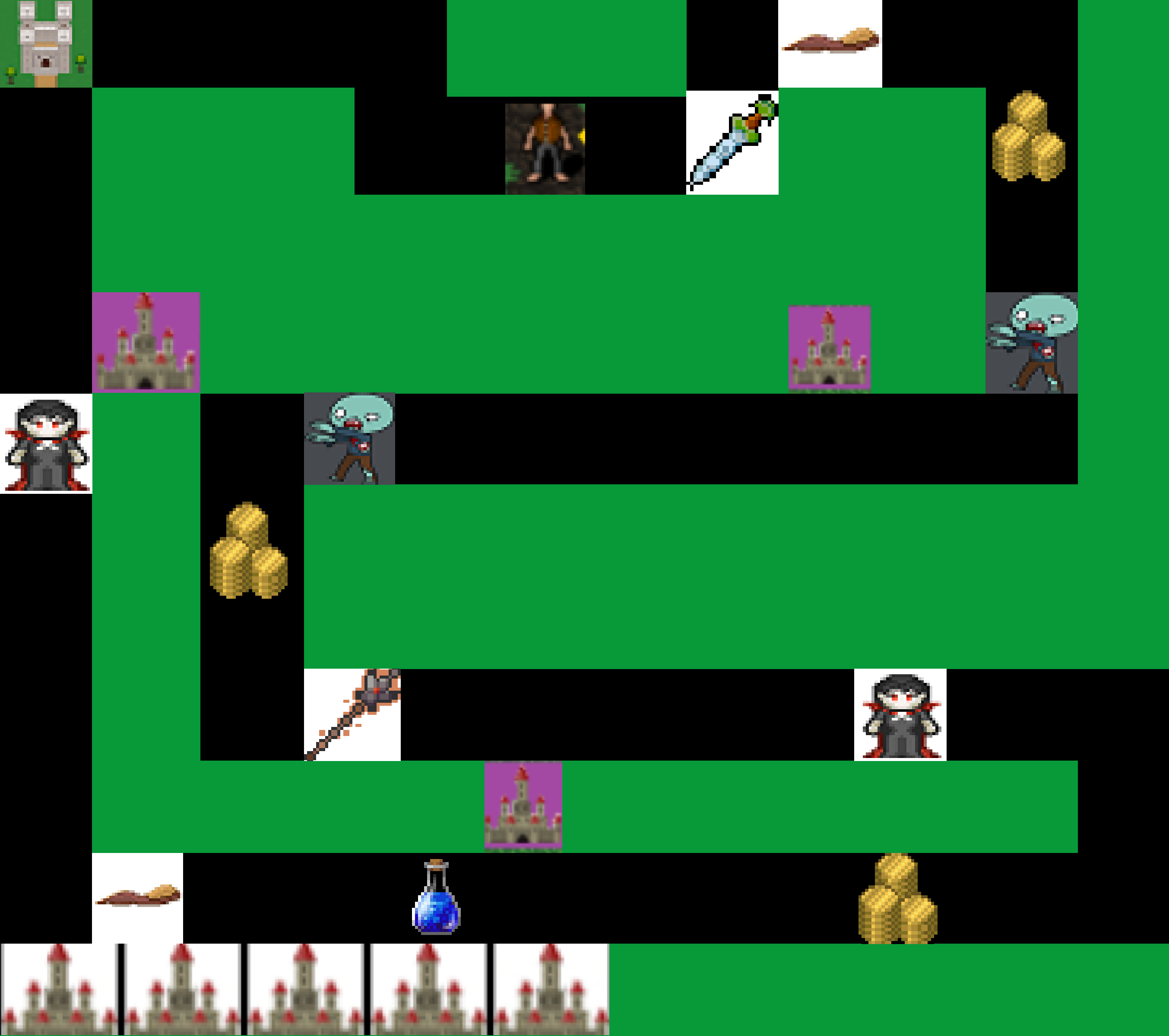
Not for the fainthearted, in Survival mode you can only purchase 1 health potion each time your Champion shops at the Hero's Castle.



Begin Mode

Go back





Cycle: 10



 5000

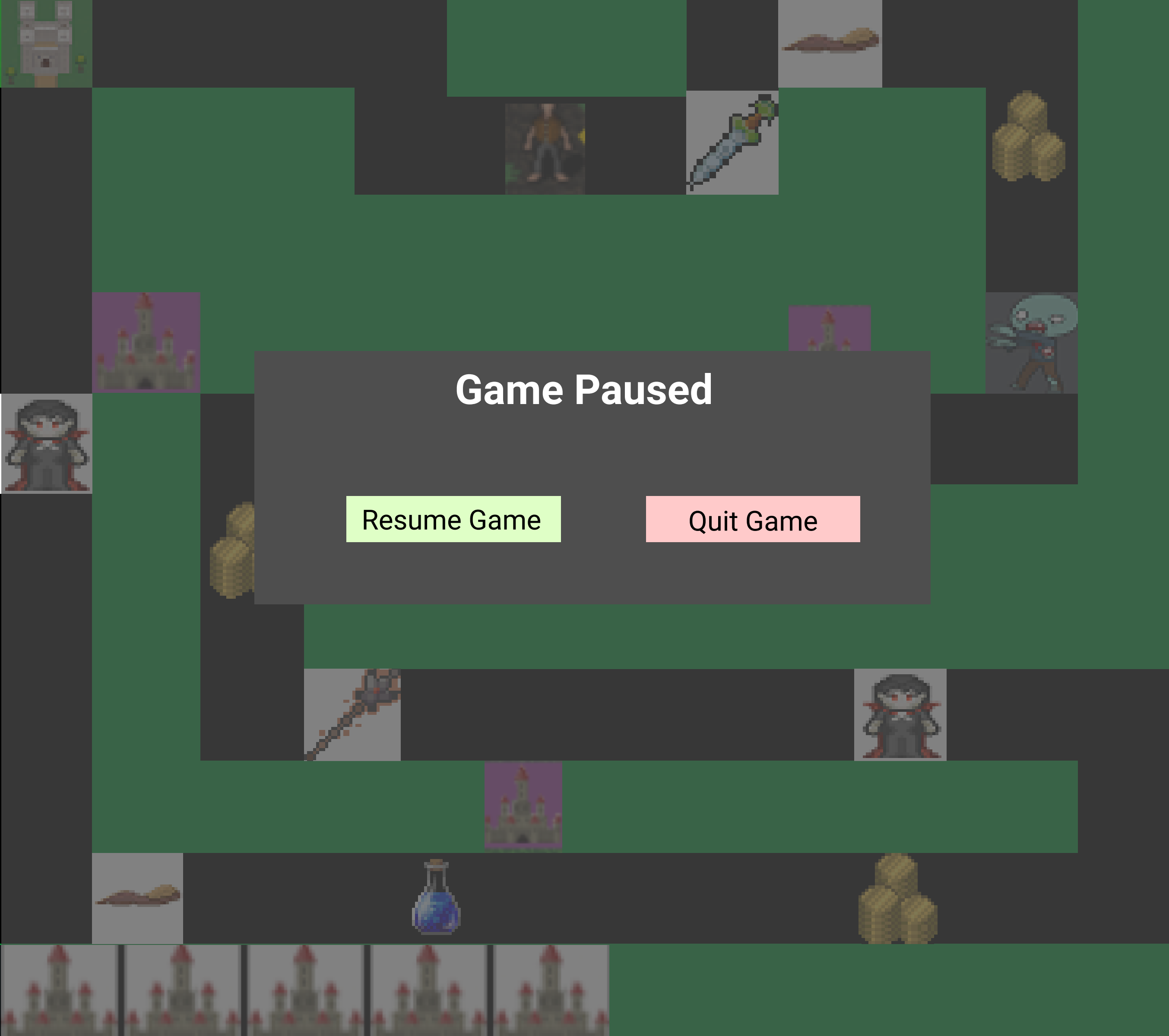
XP 1000

Objectives

1. Collect 20,000 Gold
2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game





Cycle: 10



 5000

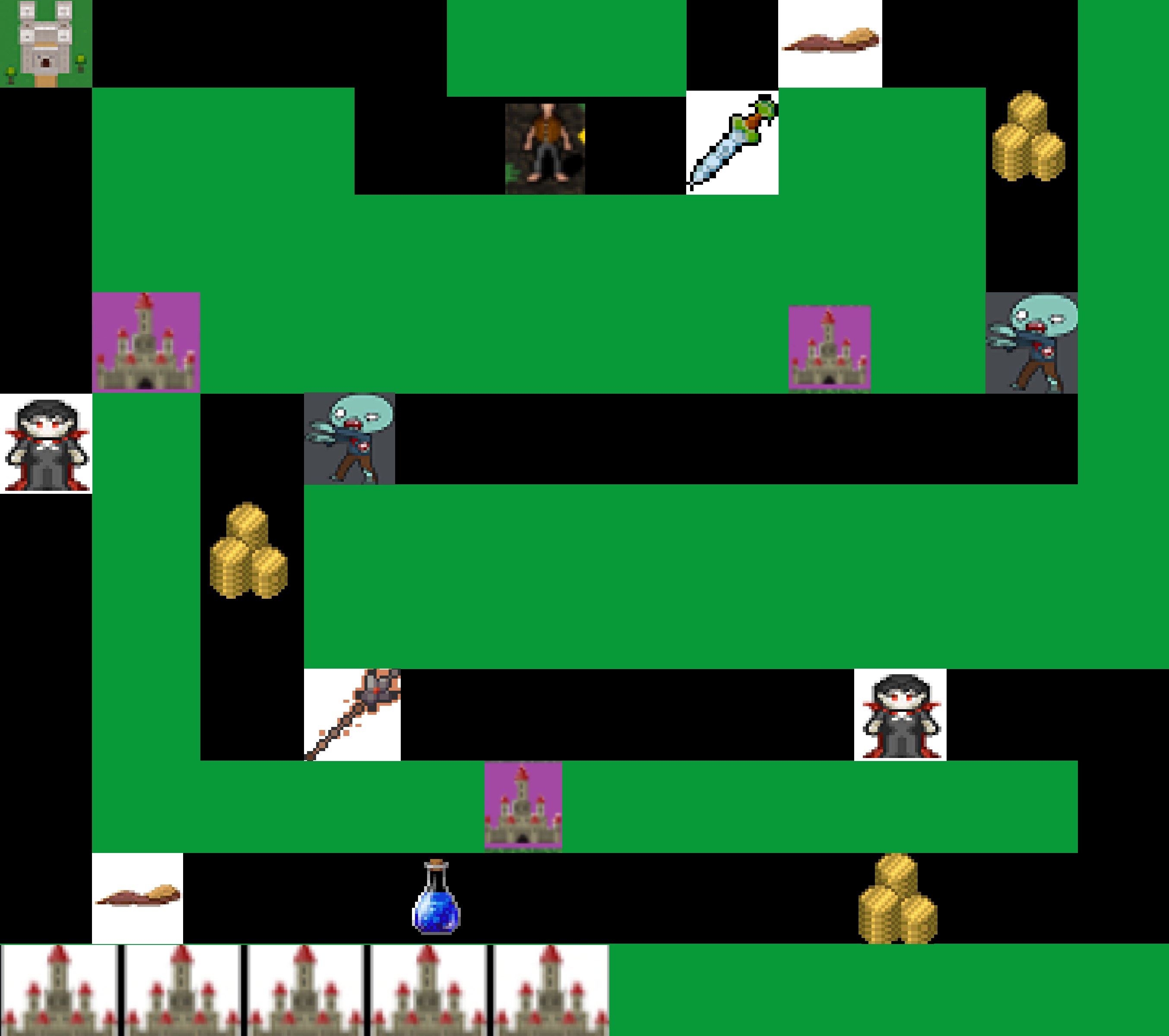
XP 1000

Objectives

- 1. Collect 20,000 Gold
- 2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game





Cycle: 10



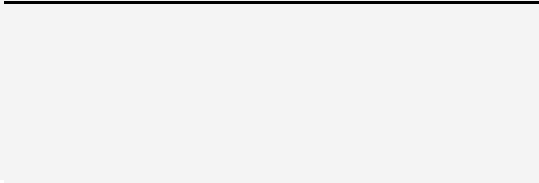
 5000

XP 1000

Objectives

1. Collect 20,000 Gold
2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game




Current Quantity = equipped + in player inventory

Switch between buying and selling by clicking on this button

Sell


Castle - Buying

 50


 100

 100

 100

 200

 150

 50

-

x0

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

Current Quantity

0

2

0

0

1

2

0

Click on items to learn more about them



You have: 5000 Gold

Total Cost: 0 Gold

Buy

Resume Game

Quit Game




































































































































































































































































































































































Sell


 50

 100

 100

 100

 200

 150

 50

-

x0

+

-

x0

+


Current Quantity

2

0

Staff

The staff is a melee weapon with very low stats (lower than both the sword and stake), which has a random chance of inflicting a trance, which transforms the attacked enemy into an allied soldier temporarily (and fights alongside the Character). If the trance ends during the fight, the affected enemy reverts back to acting as an enemy which fights the Character. If the fight ends whilst the enemy is in a trance, the enemy dies.








 You have: 5000 Gold


Total Cost: 0 Gold

Buy

Resume Game

Quit Game








5000

XP 1000


Objectives


- 1. Collect 20,000 Gold
- 2. Defeat 50 enemies (21/50)


Press Spacebar to Pause Game



Buy

100

200

150


Castle - Selling		
-	x0	+
-	x0	+
-	x0	+

Current Quantity

2

1

2




You have: 5000 Gold

Total Gain: 0 Gold

Sell

Resume Game

Quit Game





 5000

XP 1000

Objectives




- 1. Collect 20,000 Gold
- 2. Defeat 50 enemies (21/50)


Press Spacebar to Pause Game



Buy

Castle - Selling

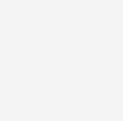
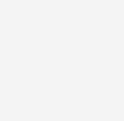
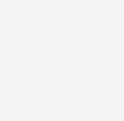
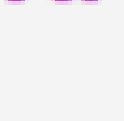




 100	-	x1	+	Current Quantity
 200	-	x0	+	2
 150	-	x0	+	1
	-		+	2

 You have: 5000 Gold

Total Gain: 100 Gold

Sell

Resume Game



**Sword removed from player's inventory and remaining quantity updated**

The image is a screenshot of a game's 'Castle - Selling' interface. On the left, a 'Buy' section lists three items: a sword for 100, a chest for 200, and a coin for 150. The main area is a grid of buttons for selling items, with columns for minus, multiply, and plus. The right side shows the 'Current Quantity' of items being sold, with a value of 1 highlighted by a white arrow. At the bottom, there are buttons for 'Sell', 'Resume Game', and 'Quit Game', along with a gold counter showing 'You have: 5100 Gold' and 'Total Gain: 0 Gold'.



5100

XP 1000


## Objectives


1. Collect 20,000 Gold
2. Defeat 50 enemies (**21/50**)


**Press Spacebar to Pause Game**





Sell


 50


 100

 100

 100

 200

 150

 50

Castle - Buying

-	x0	+
-	x0	+
-	x0	+
-	x0	+
-	x0	+
-	x0	+
-	x0	+

Current Quantity

0

1

0

0

1

2

0

 You have: 5100 Gold

Total Cost: 0 Gold

Buy

Resume Game

Quit Game








 5100

XP 1000


- Objectives
1. Collect 20,000 Gold


2. Defeat 50 enemies (21/50)


Press Spacebar to Pause Game





Sell


50


100

100

100

200

150

50

-

x1

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

-

x0

+

Current Quantity

0

1


0

0

1

2

0

You have: 5100 Gold

Total Cost: 50 Gold

Buy

Resume Game

Quit Game



 5100

XP 1000

- Objectives
- 1. Collect 20,000 Gold
  - 2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game



Health potion added to human player's inventory


Sell

Castle - Buying

 50

 100

 100

 100

 200

 150

 50

- x0 +

- x0 +

- x0 +

- x0 +

- x0 +

- x0 +

- x0 +

Current Quantity

1

1

0

0

1

2

0



You have: 5050 Gold

Total Cost: 0 Gold

Buy

Resume Game

Quit Game



 5050

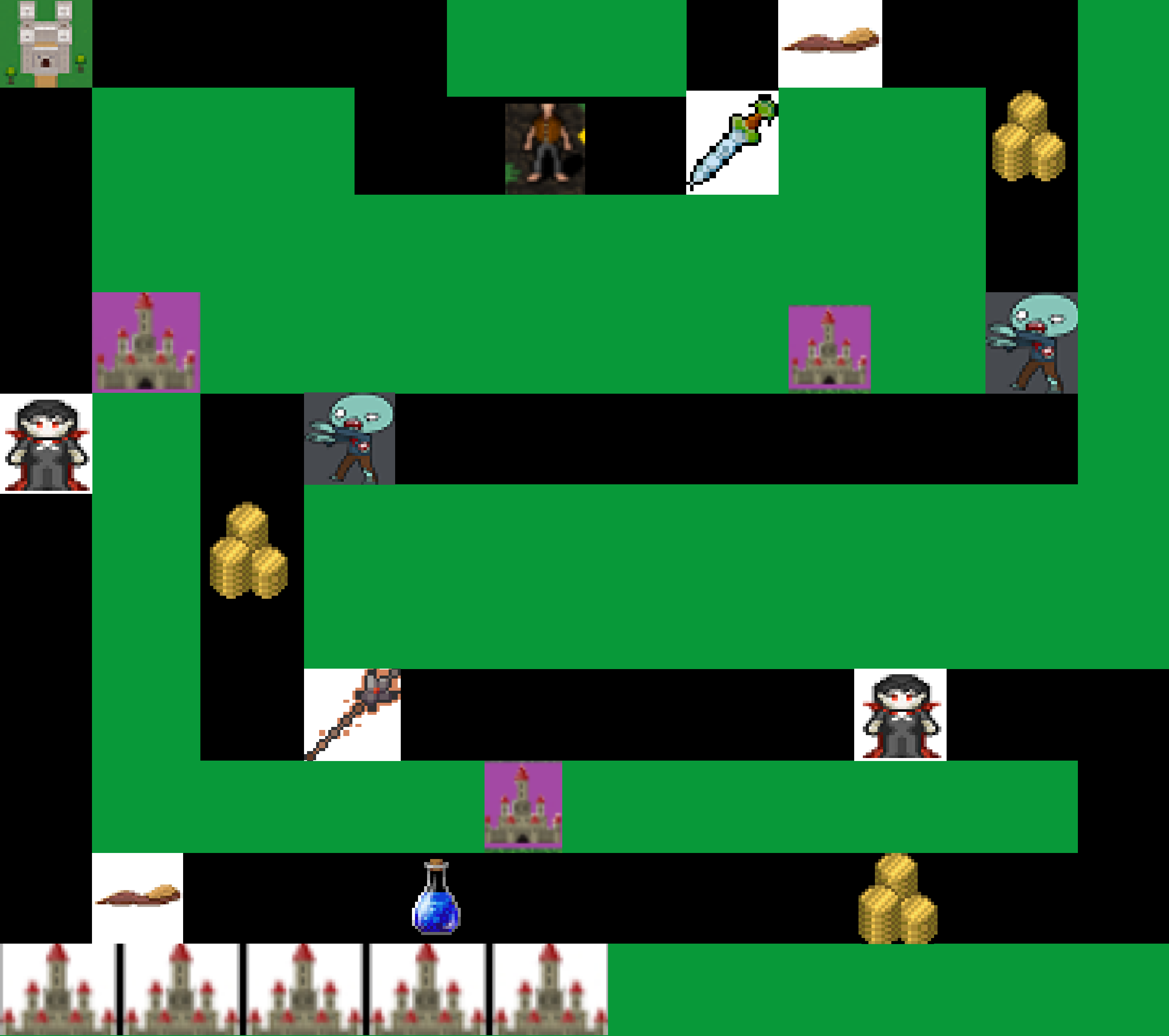
XP 1000

Objectives

- 1. Collect 20,000 Gold
- 2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game





Cycle: 15



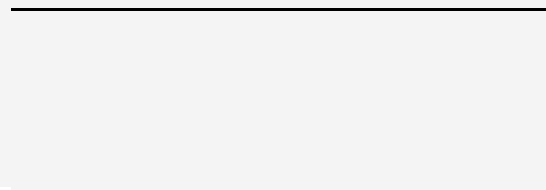
 5050

XP 1000

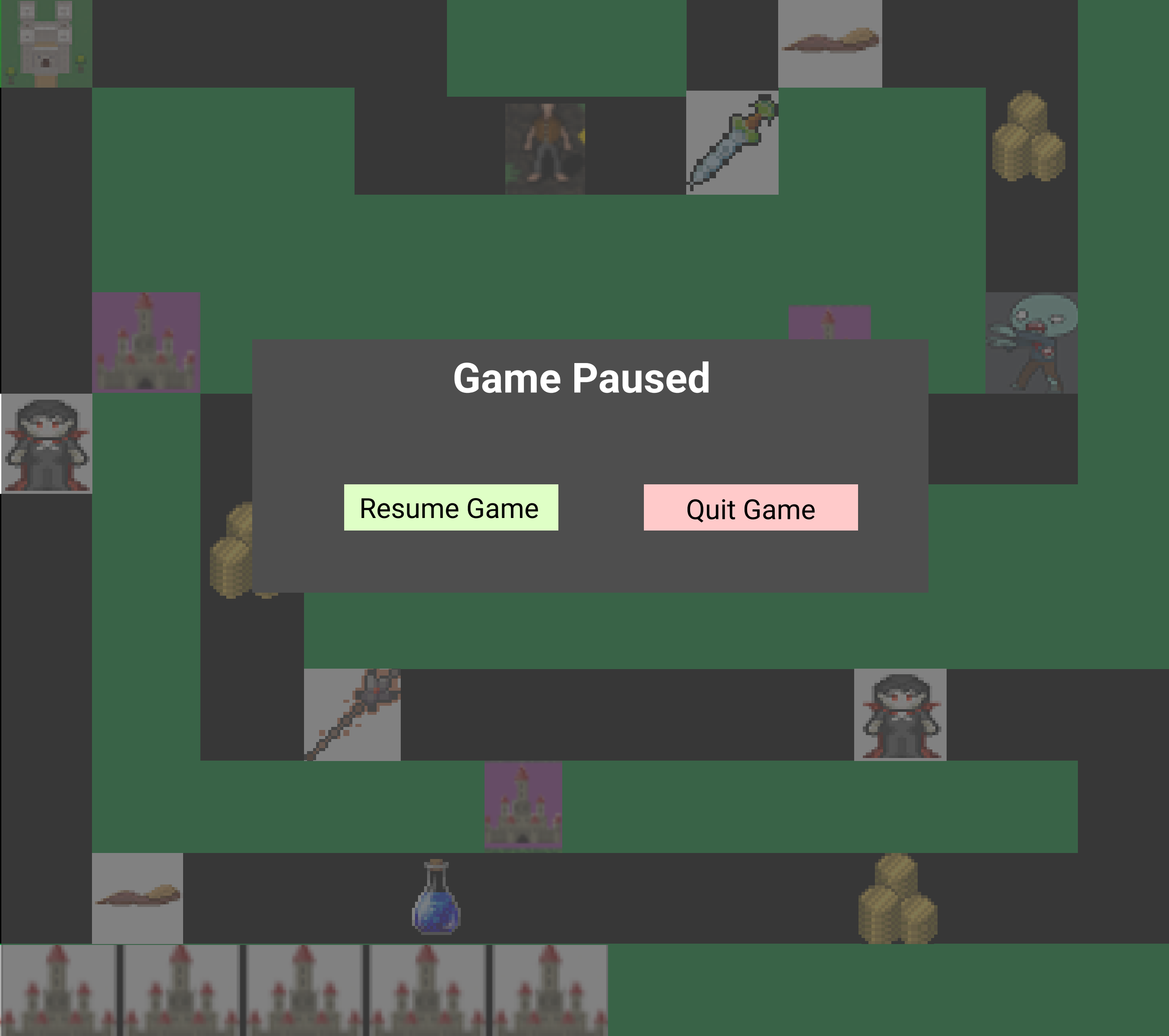
#### Objectives

1. Collect 20,000 Gold
2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game







Cycle: 16



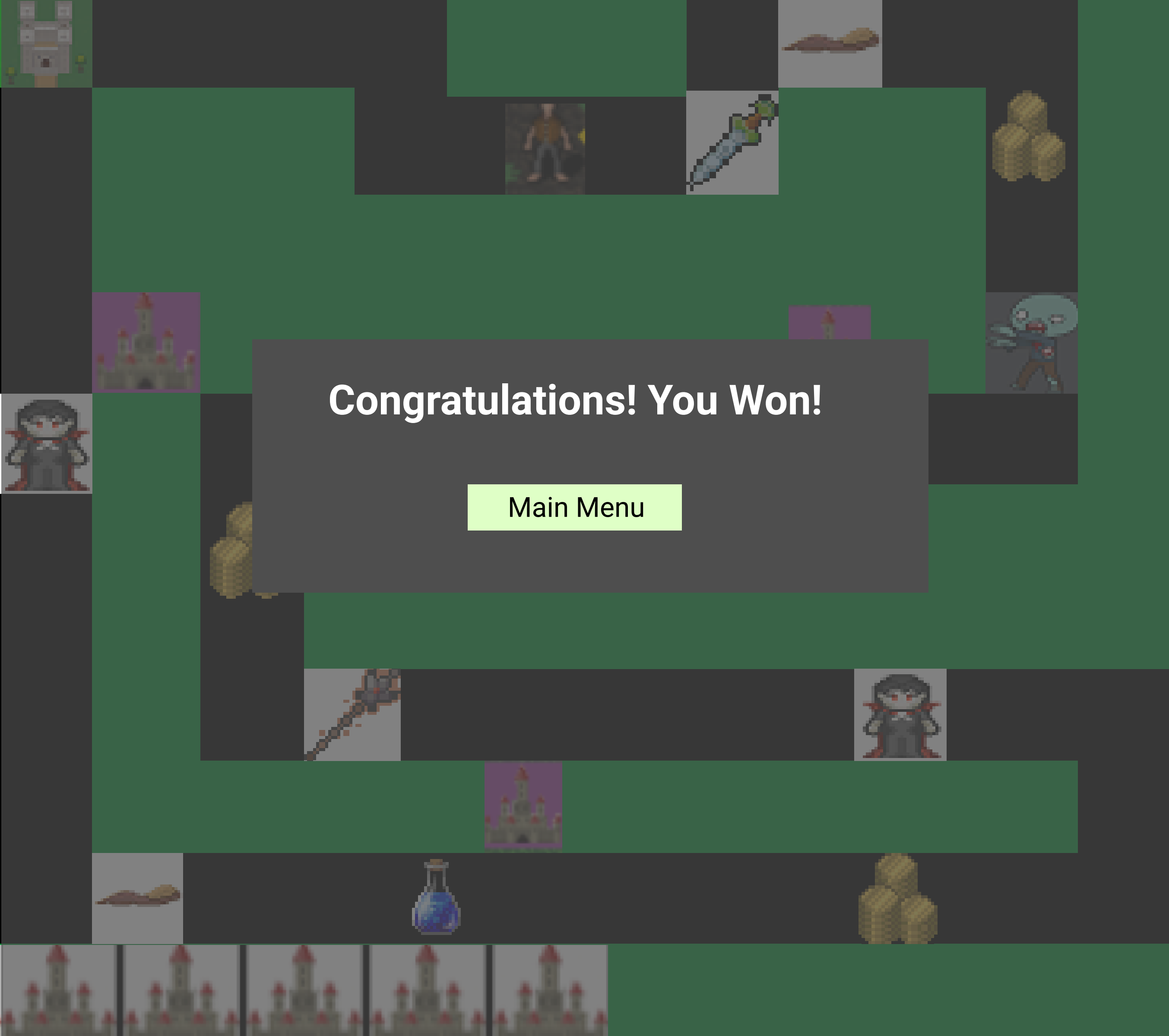
 **5050**

**XP 1000**

- Objectives
- 1. Collect 20,000 Gold
  - 2. Defeat 50 enemies (**21/50**)

Press Spacebar to Pause Game





Cycle: 16



5050

XP

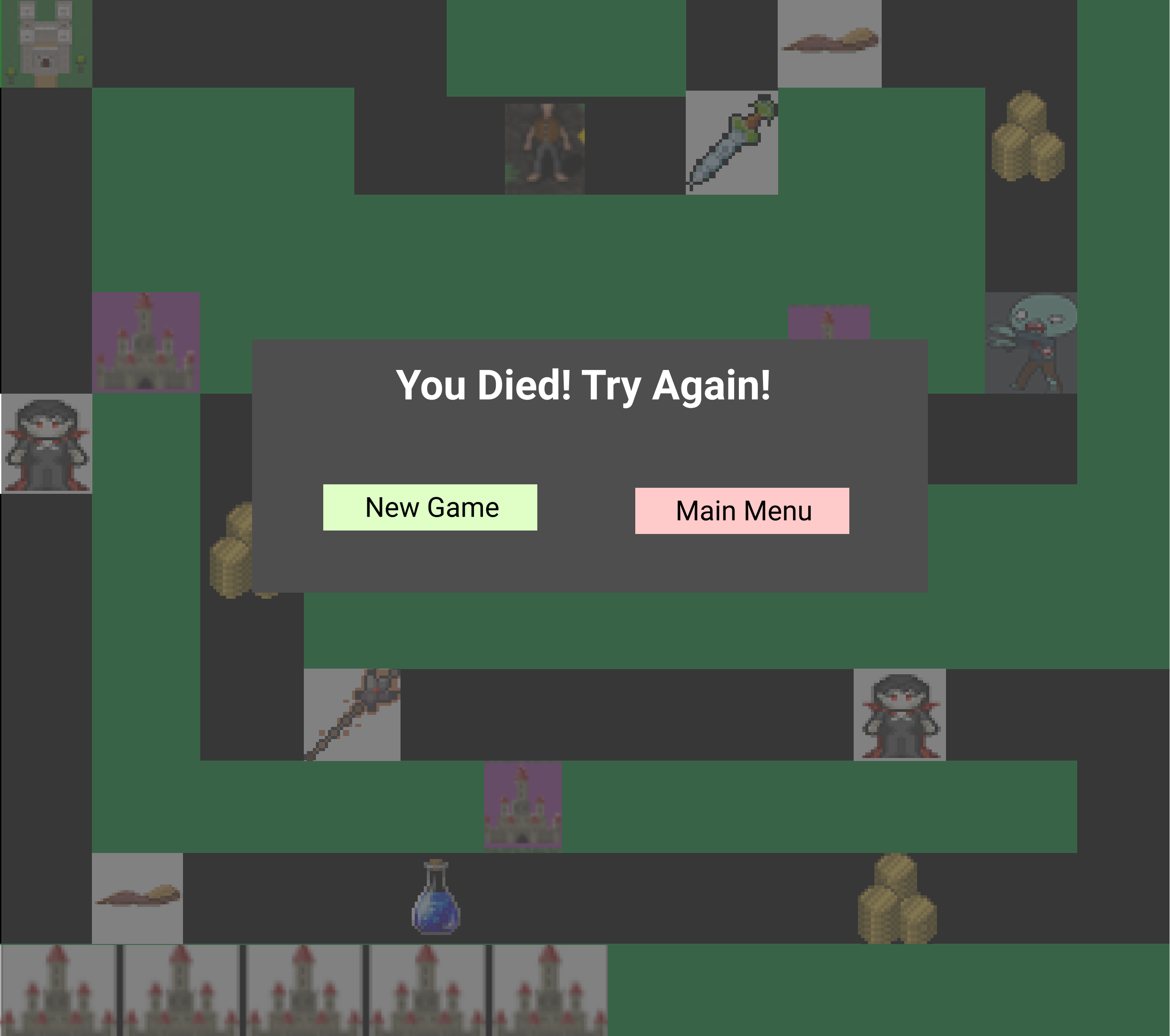
1000

Objectives

- 1. Collect 20,000 Gold
- 2. Defeat 50 enemies (50/50)

Press Spacebar to Pause Game





Cycle: 16



5050

XP

1000

#### Objectives

1. Collect 20,000 Gold
2. Defeat 50 enemies (21/50)

Press Spacebar to Pause Game

