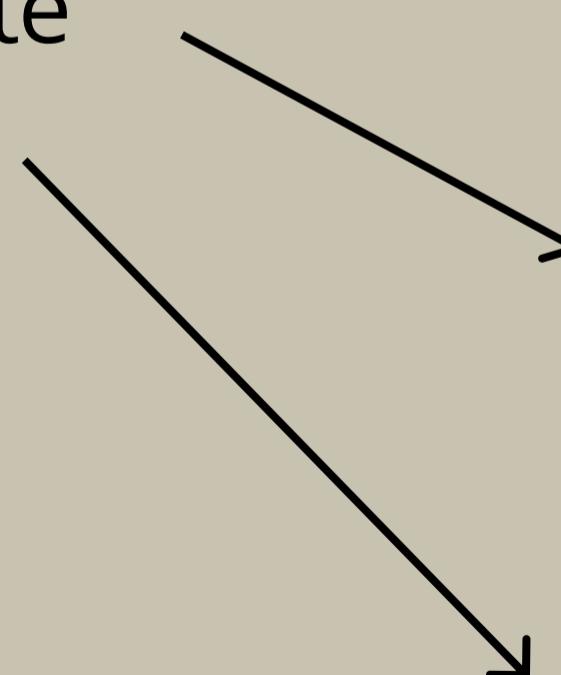
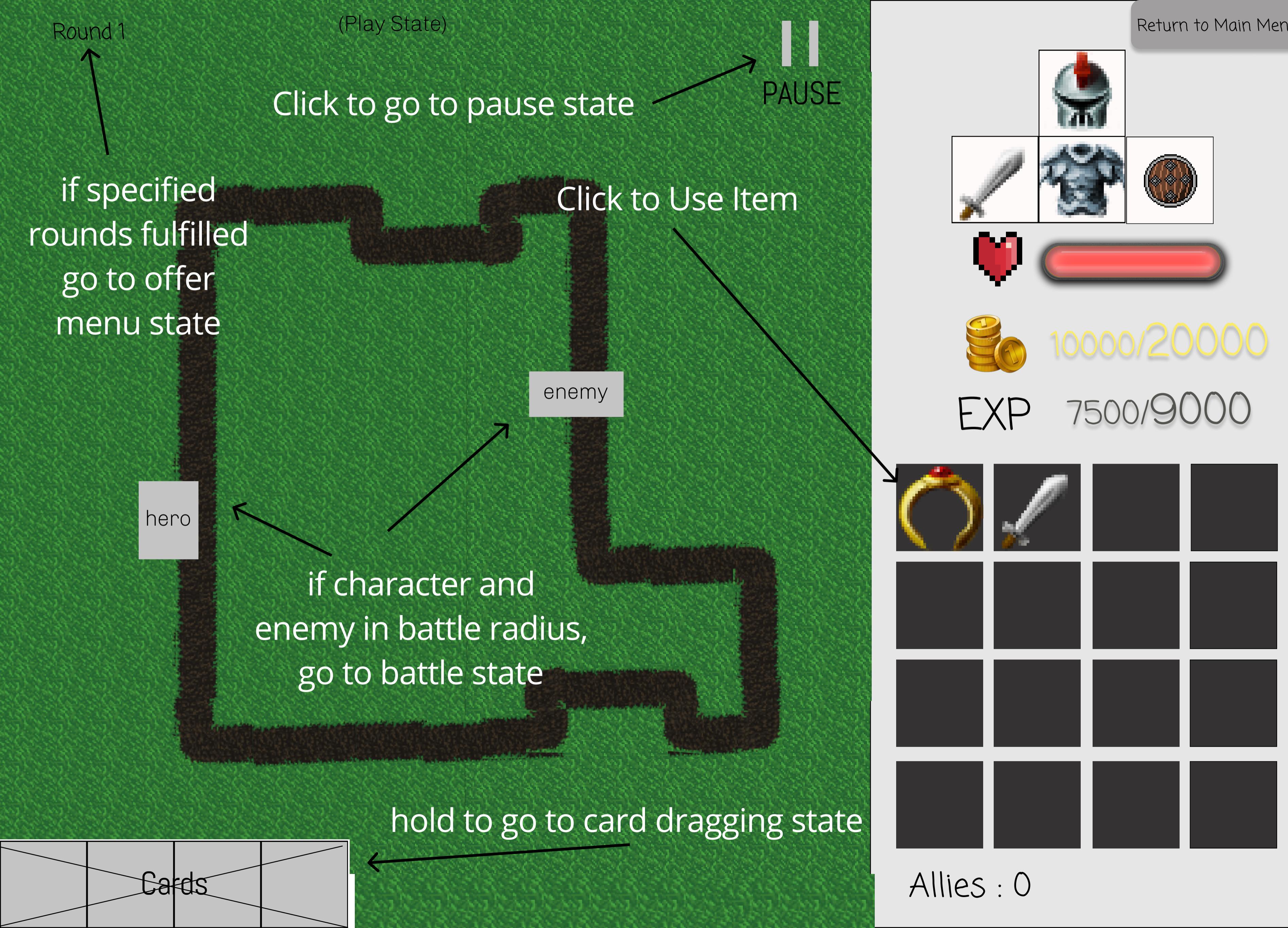


# LOOP MANIA

Sets difficulty and  
goes to play state



QUIT

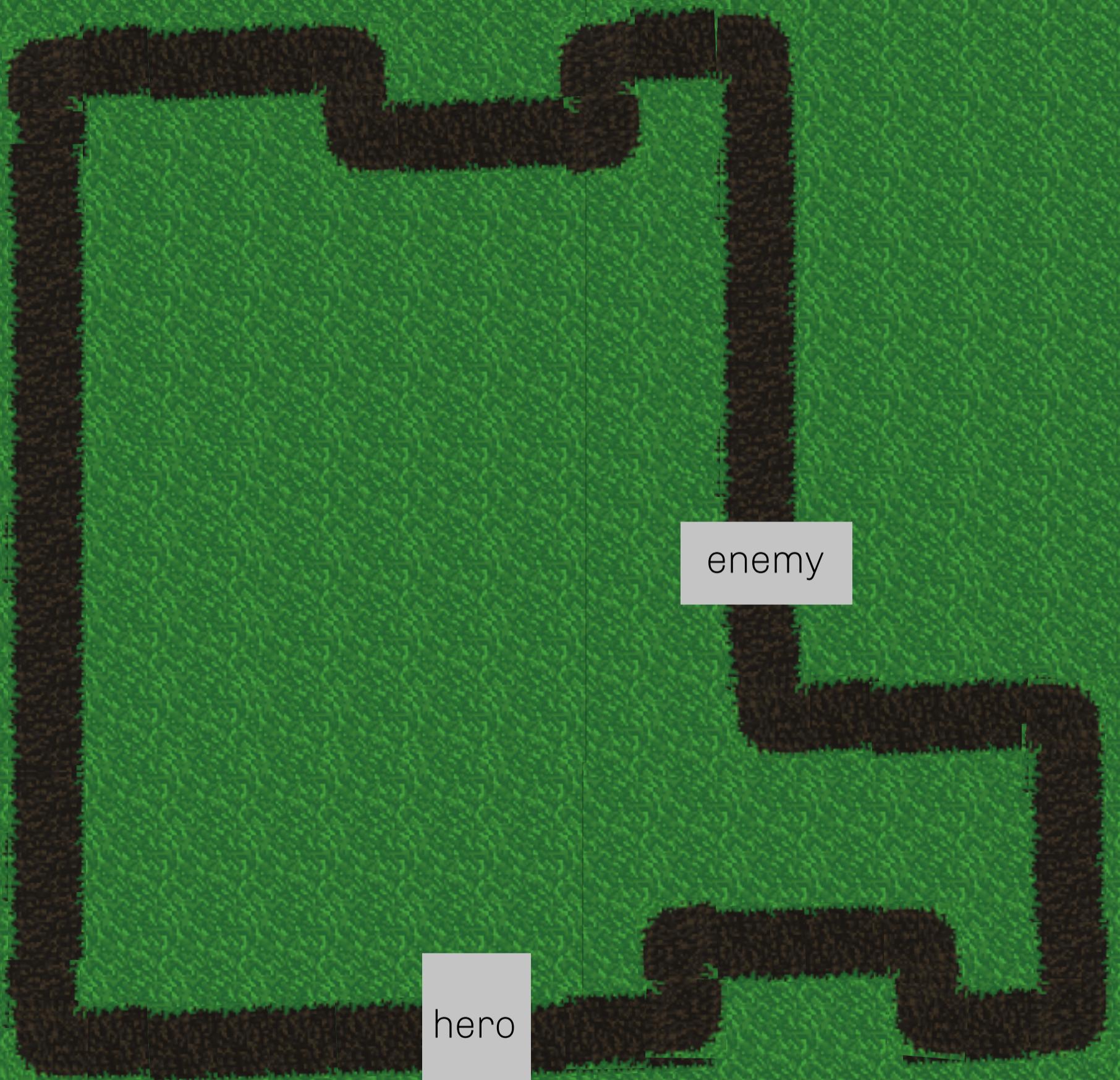


Round 1

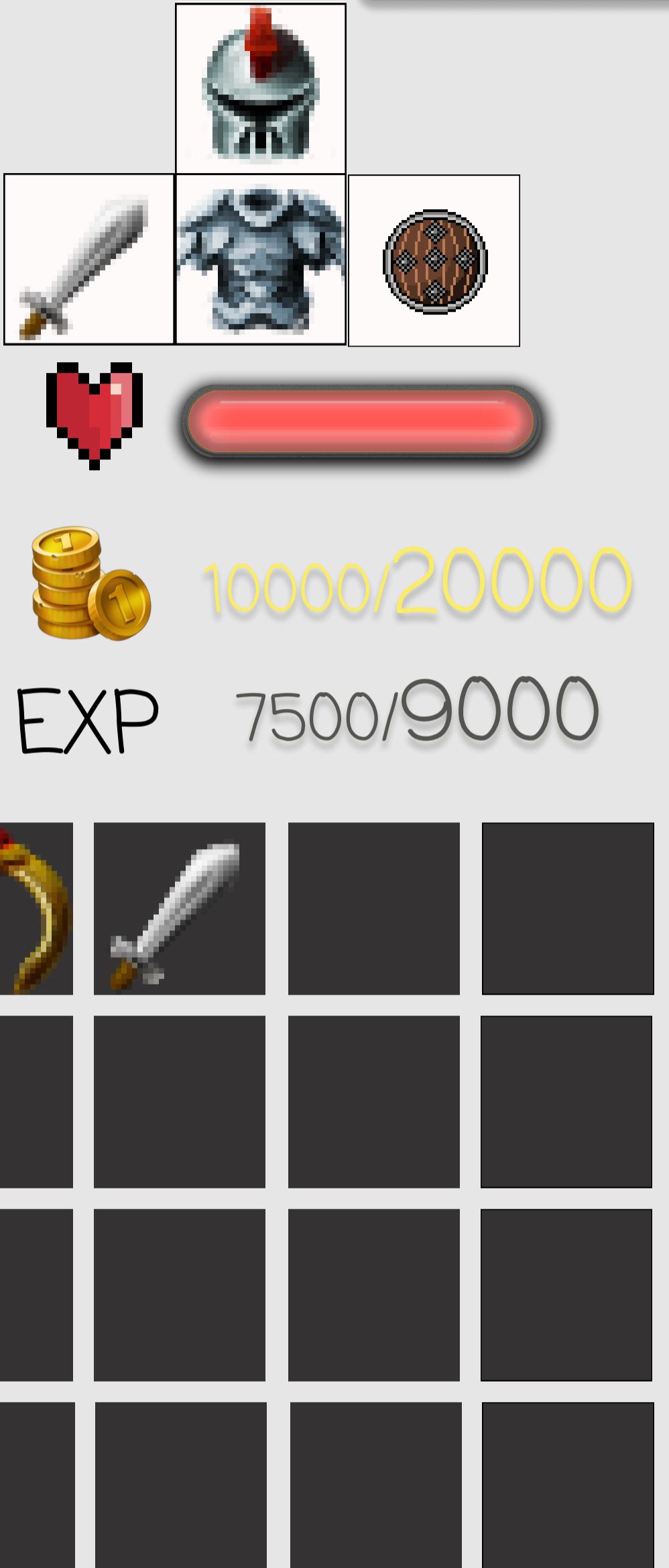
(Pause State)

click to go to play state

PLAY



Return to Main Menu



Cards

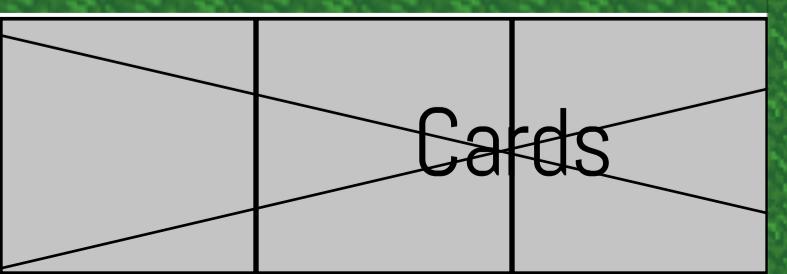
Allies : 0

Round 1

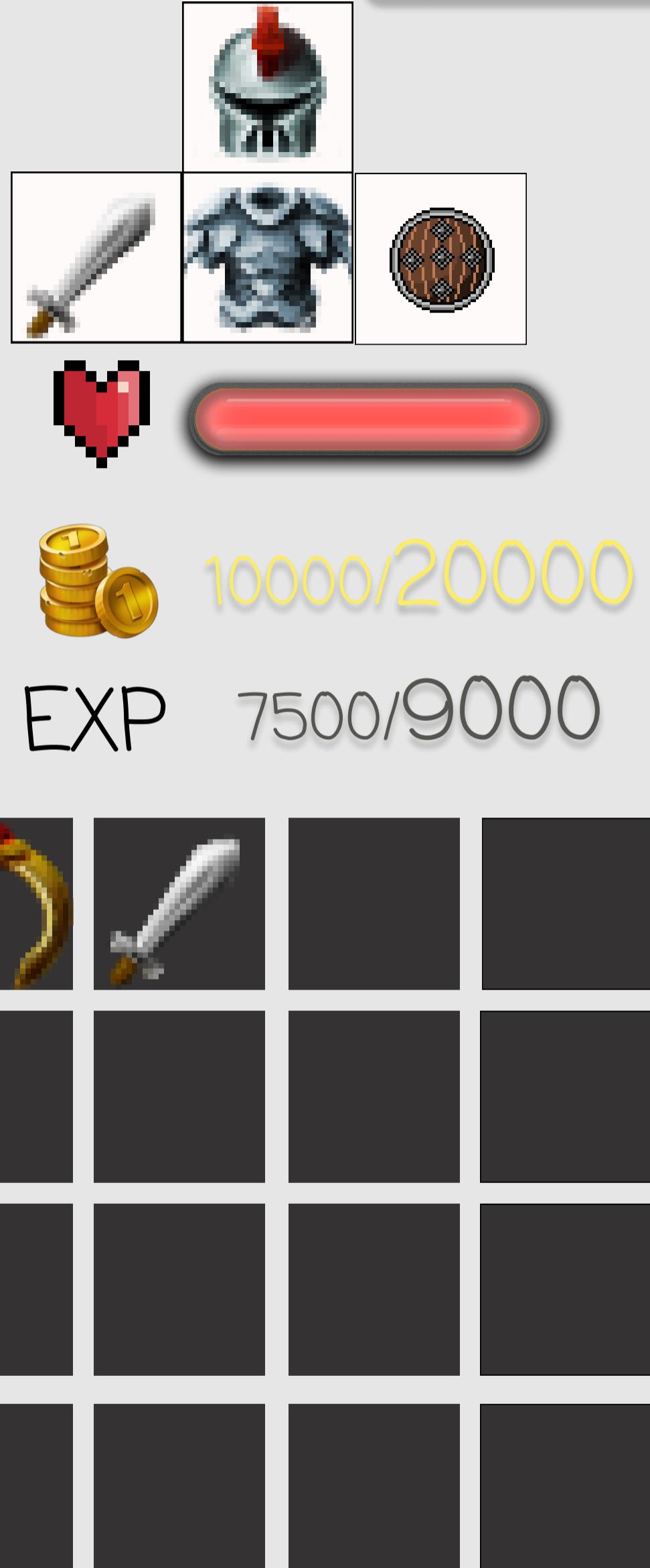
(Card Dragging State)

PAUSE

Return to Main Menu



Allies : 0



Round 1

(Battle State)

Return to Main Menu

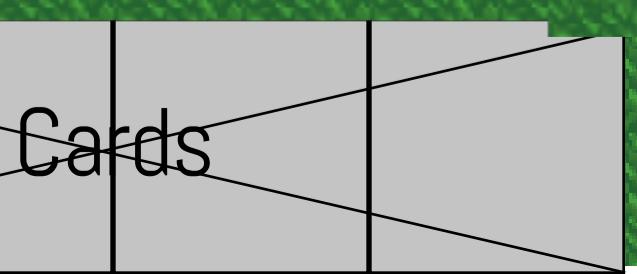
Click to return to pause state

PLAY



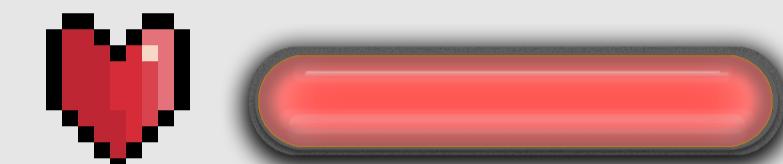
You won the battle...

- Hero took \_ damage
- X amount of Allies Lost
- Gold Received \_
- Exp Received \_

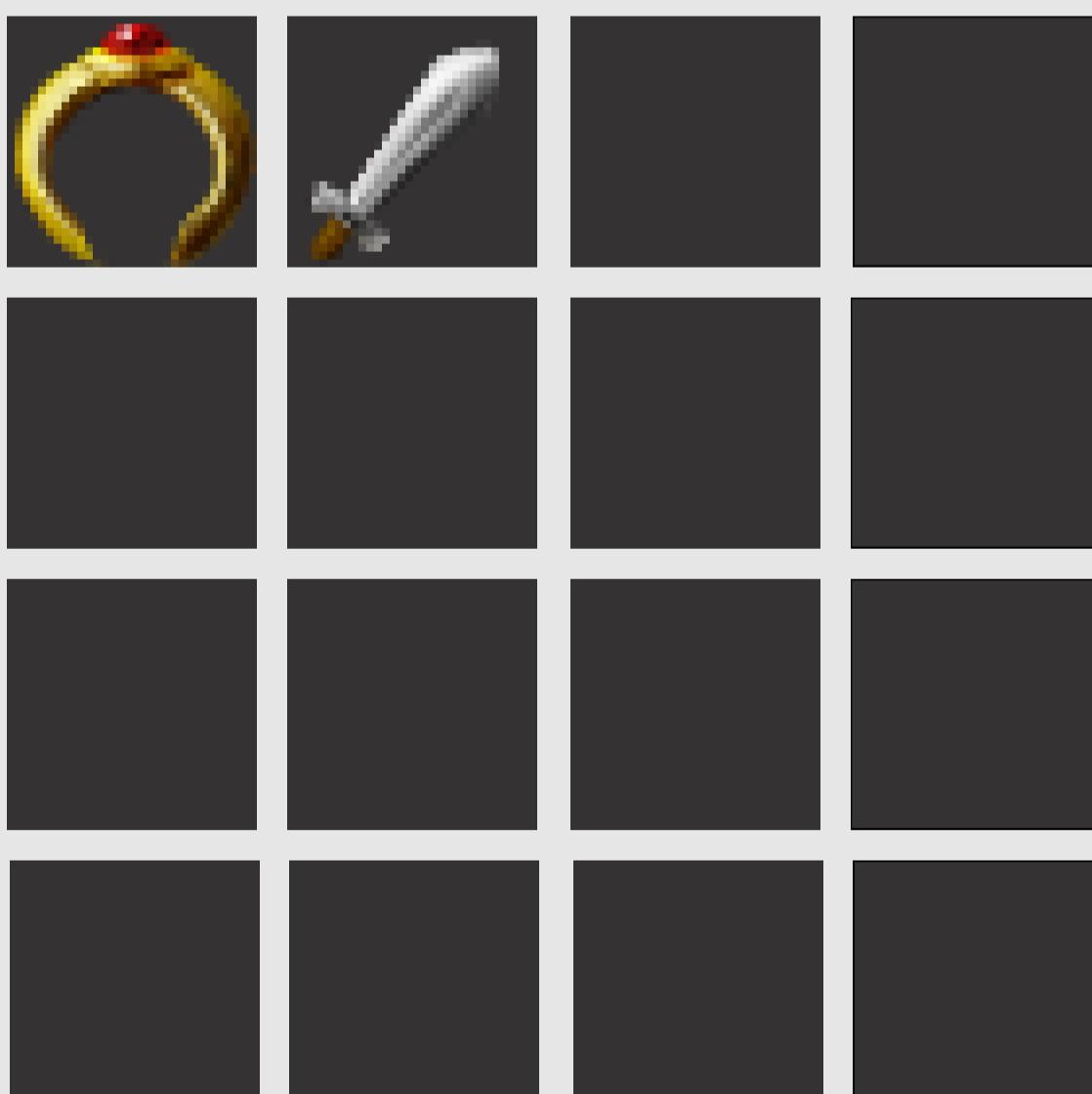


Cards

Allies : 0



EXP 7500/9000



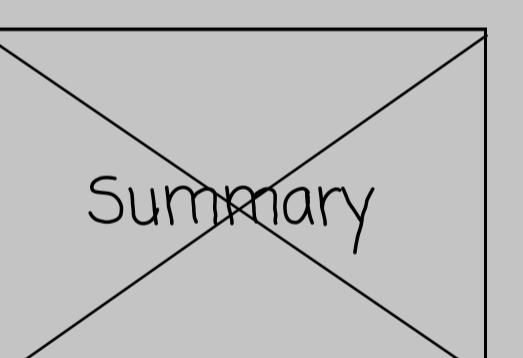
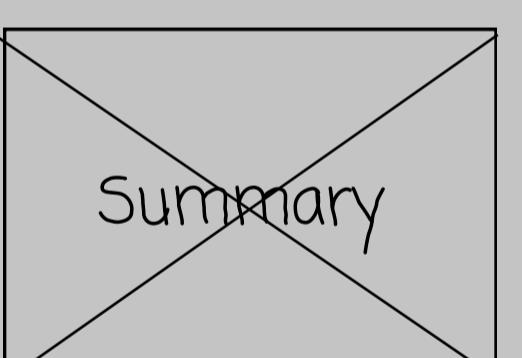
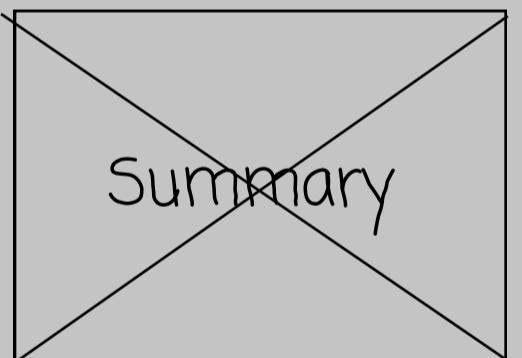
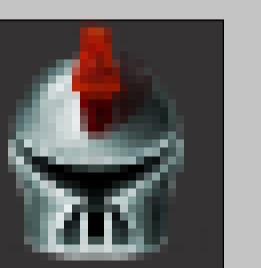
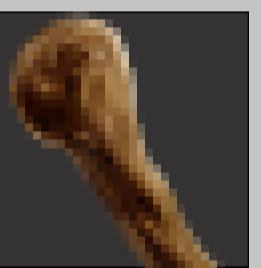
Round 1

(Offer Menu State)

Click to add to  
inventory and  
return to pause  
state

Click to  
return to play  
state

PLAY



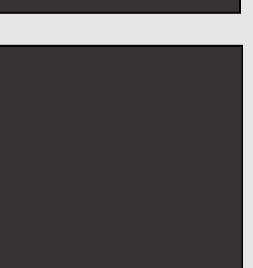
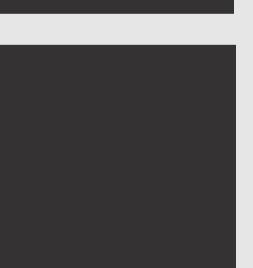
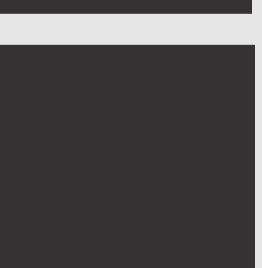
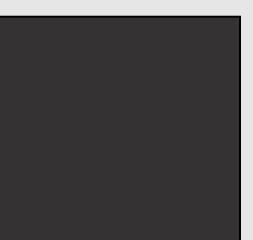
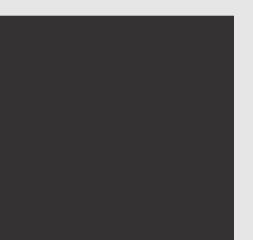
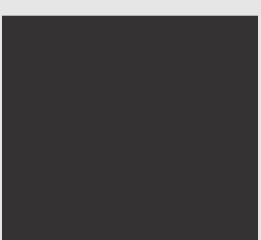
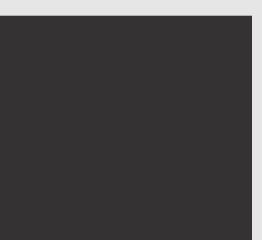
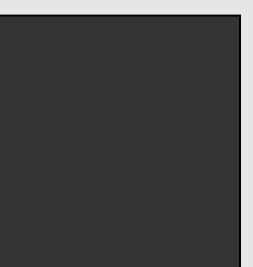
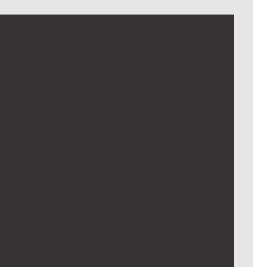
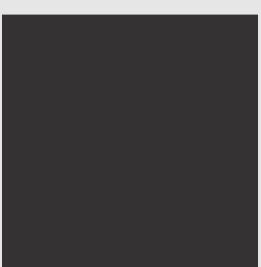
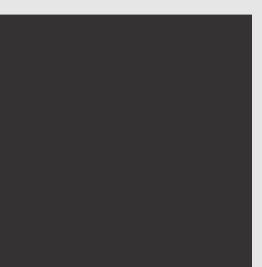
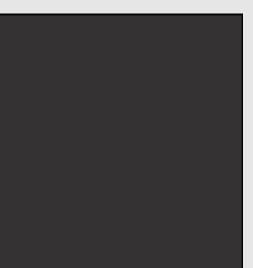
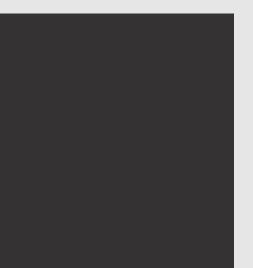
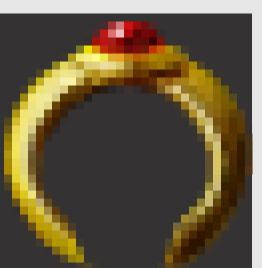
Cards

Return to Main Menu



10000/20000

EXP 7500/9000



Allies : 0

(Win State)

YOU WIN

Return to Main Menu

QUIT

(Lose State)

# YOU LOSE

Return to Main Menu

QUIT