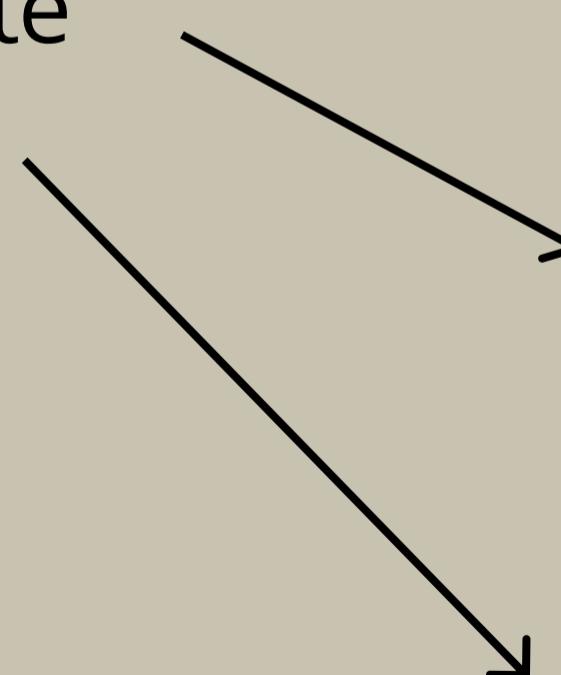
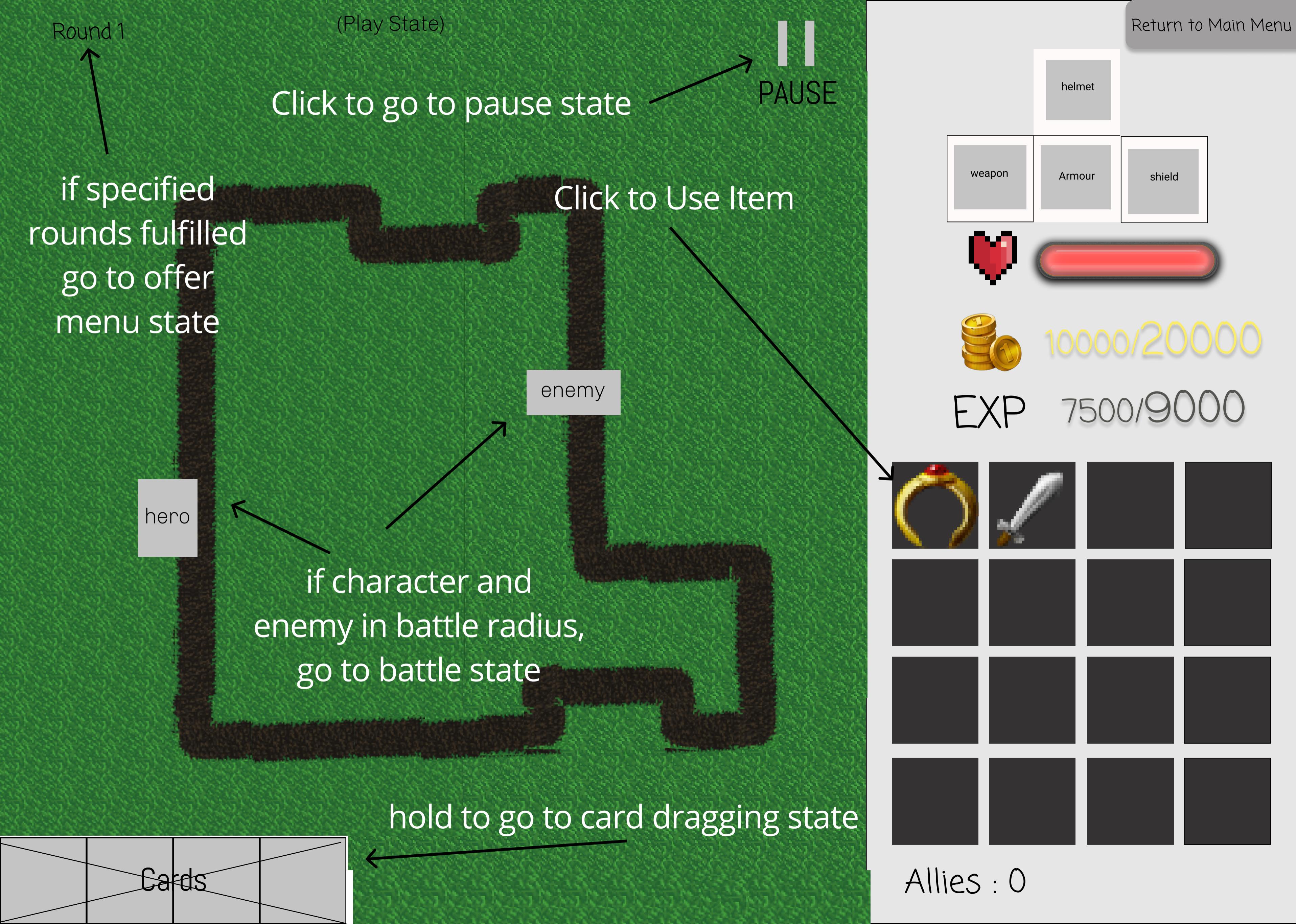


LOOP MANIA

Sets difficulty and
goes to play state



QUIT

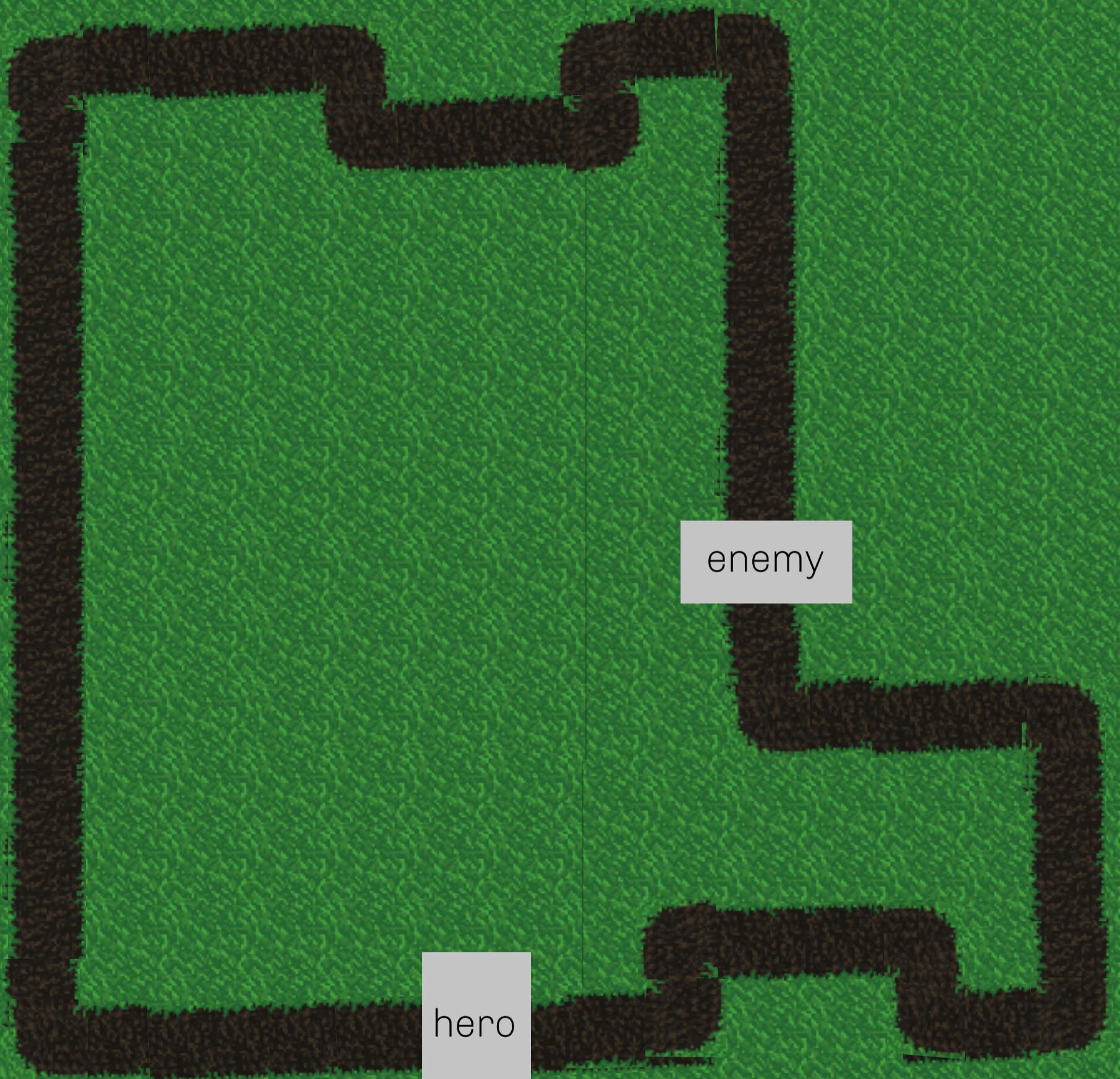


Round 1

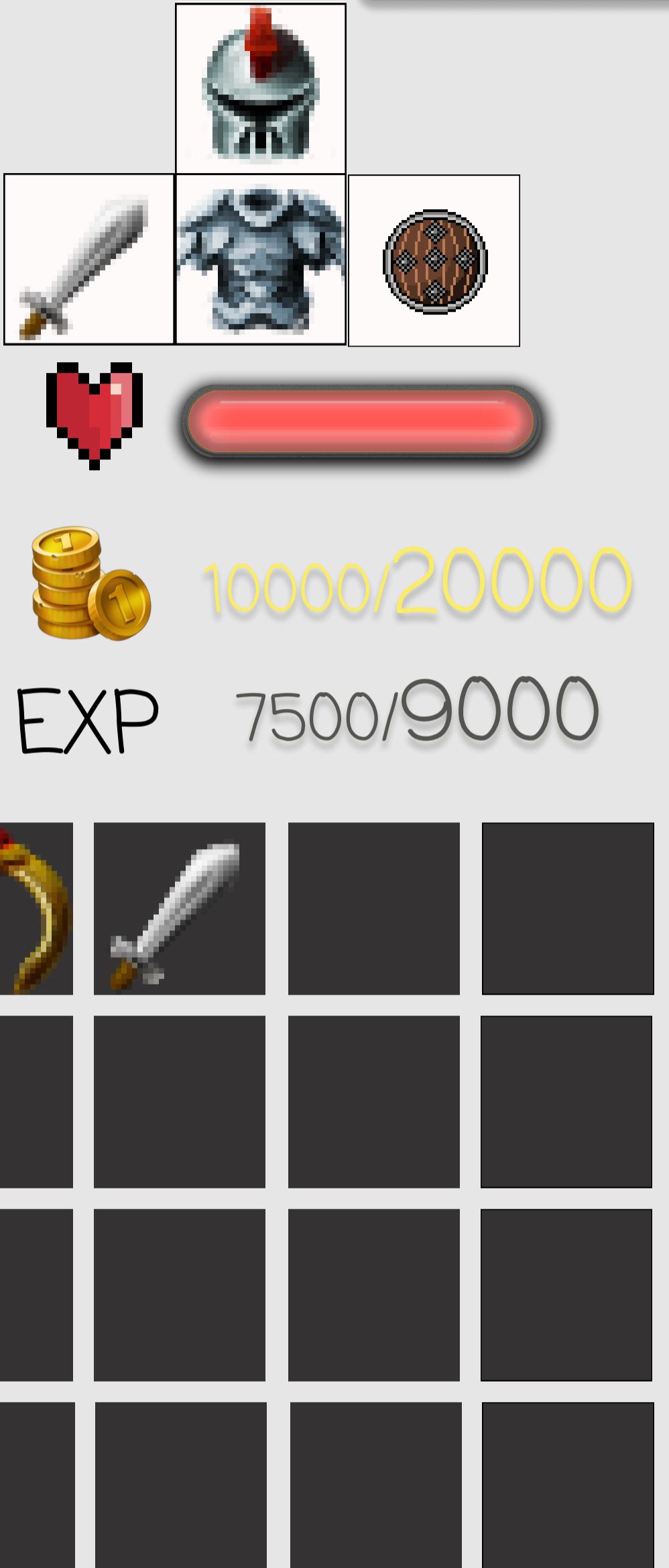
(Pause State)

click to go to play state

PLAY



Return to Main Menu

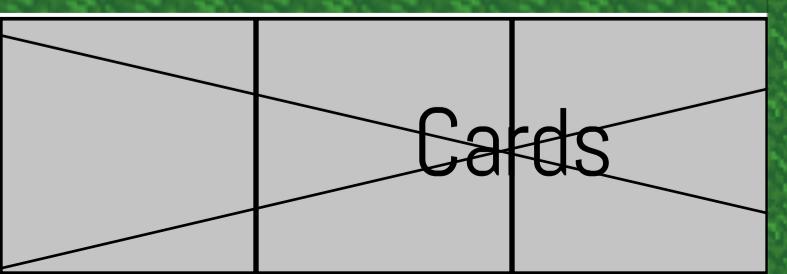


Round 1

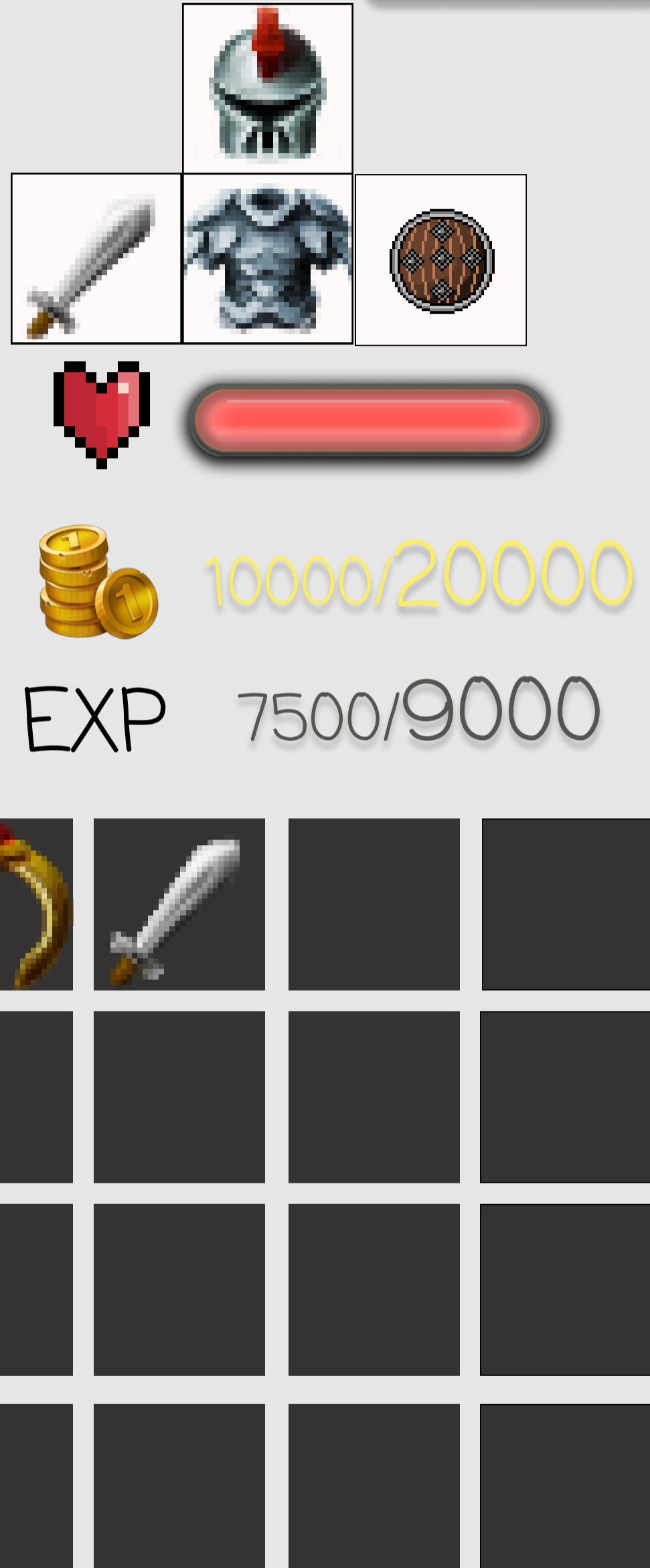
(Card Dragging State)

PAUSE

Return to Main Menu



Allies : 0



Round 1

(Battle State)

Return to Main Menu

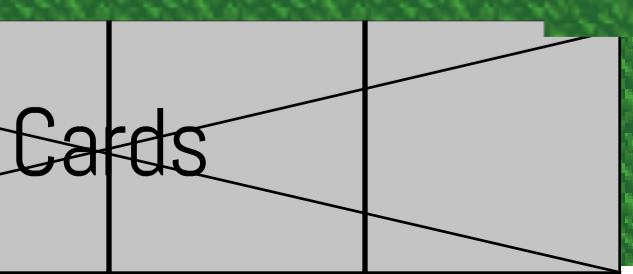
Click to return to pause state

PLAY



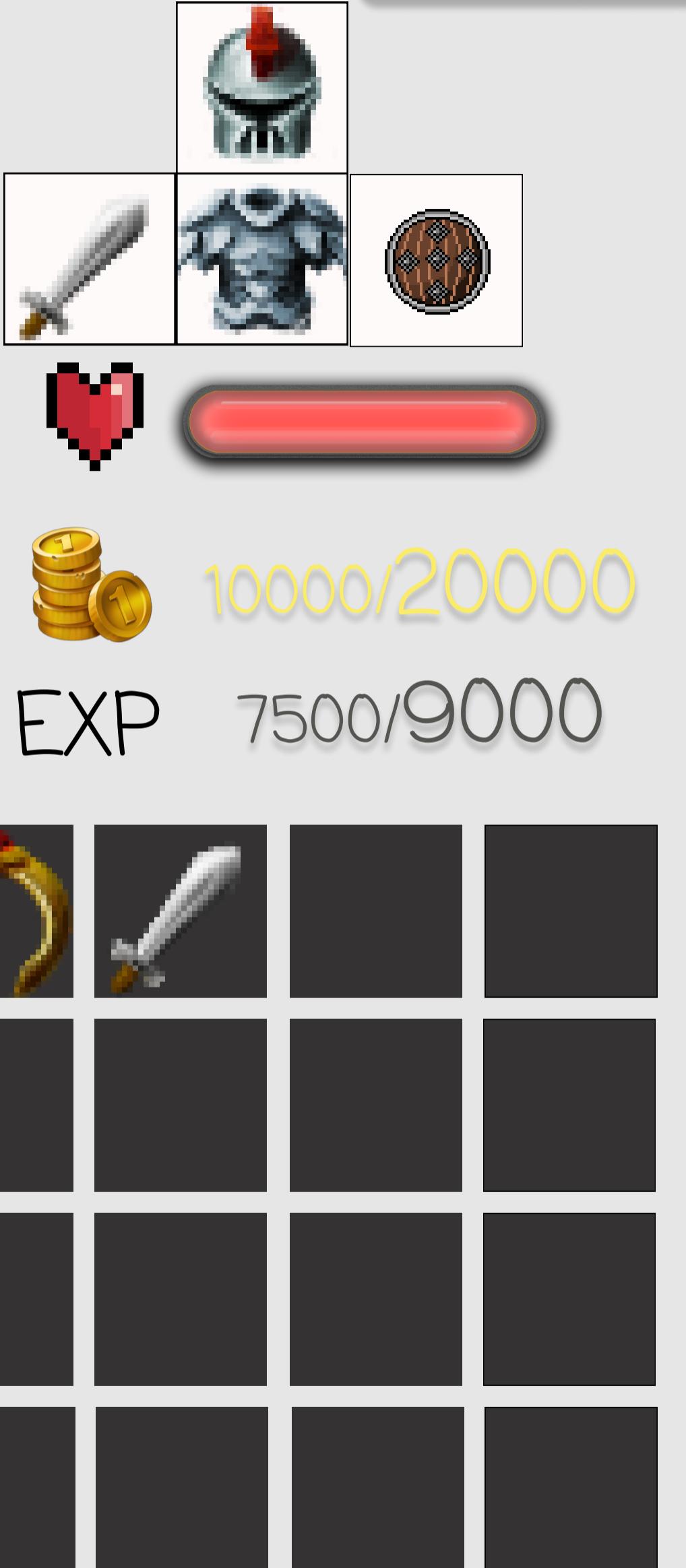
You won the battle...

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



Cards

Allies : 0



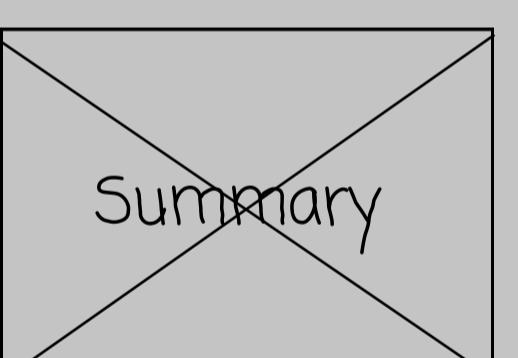
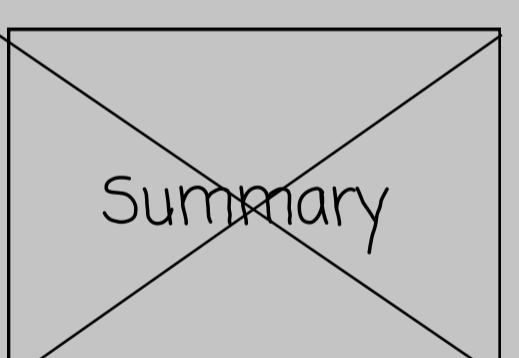
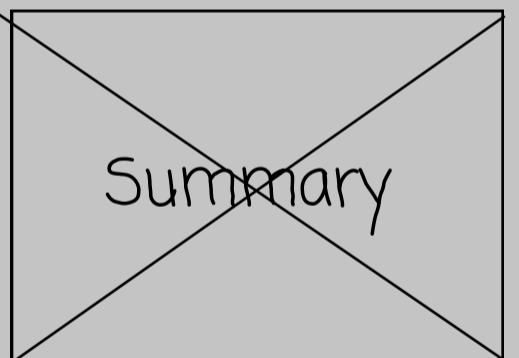
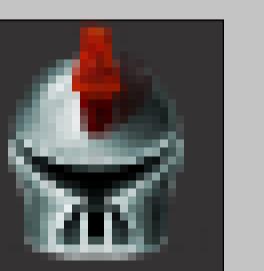
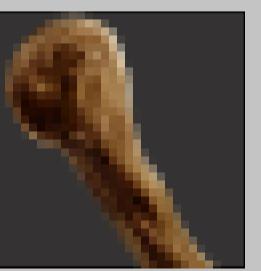
Round 1

(Offer Menu State)

Click to add to inventory and return to pause state

Click to return to play state

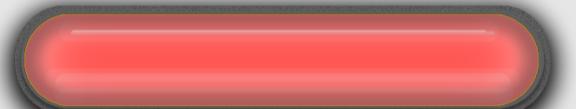
PLAY



Displayed depending on game mode

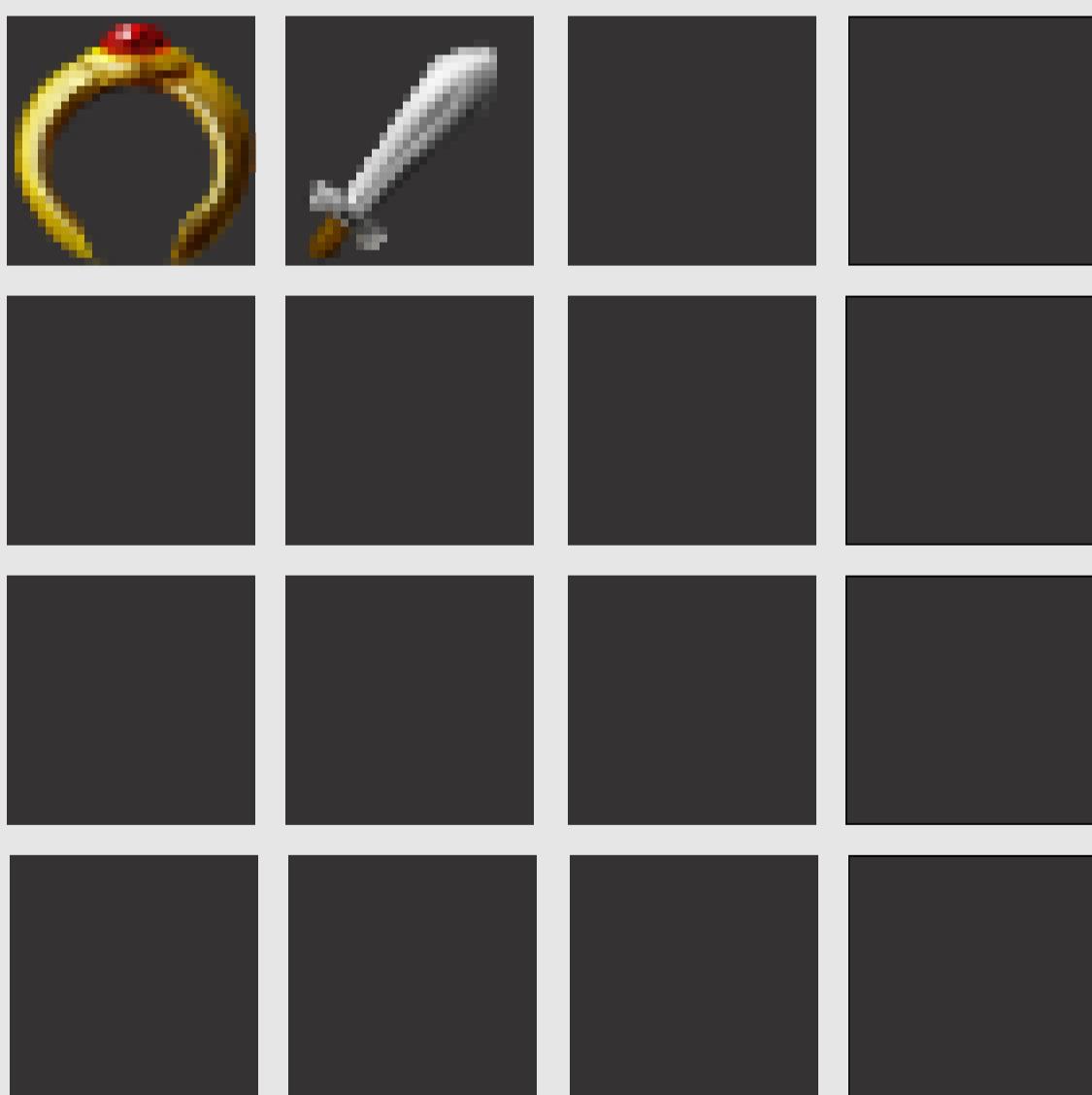
Cards

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