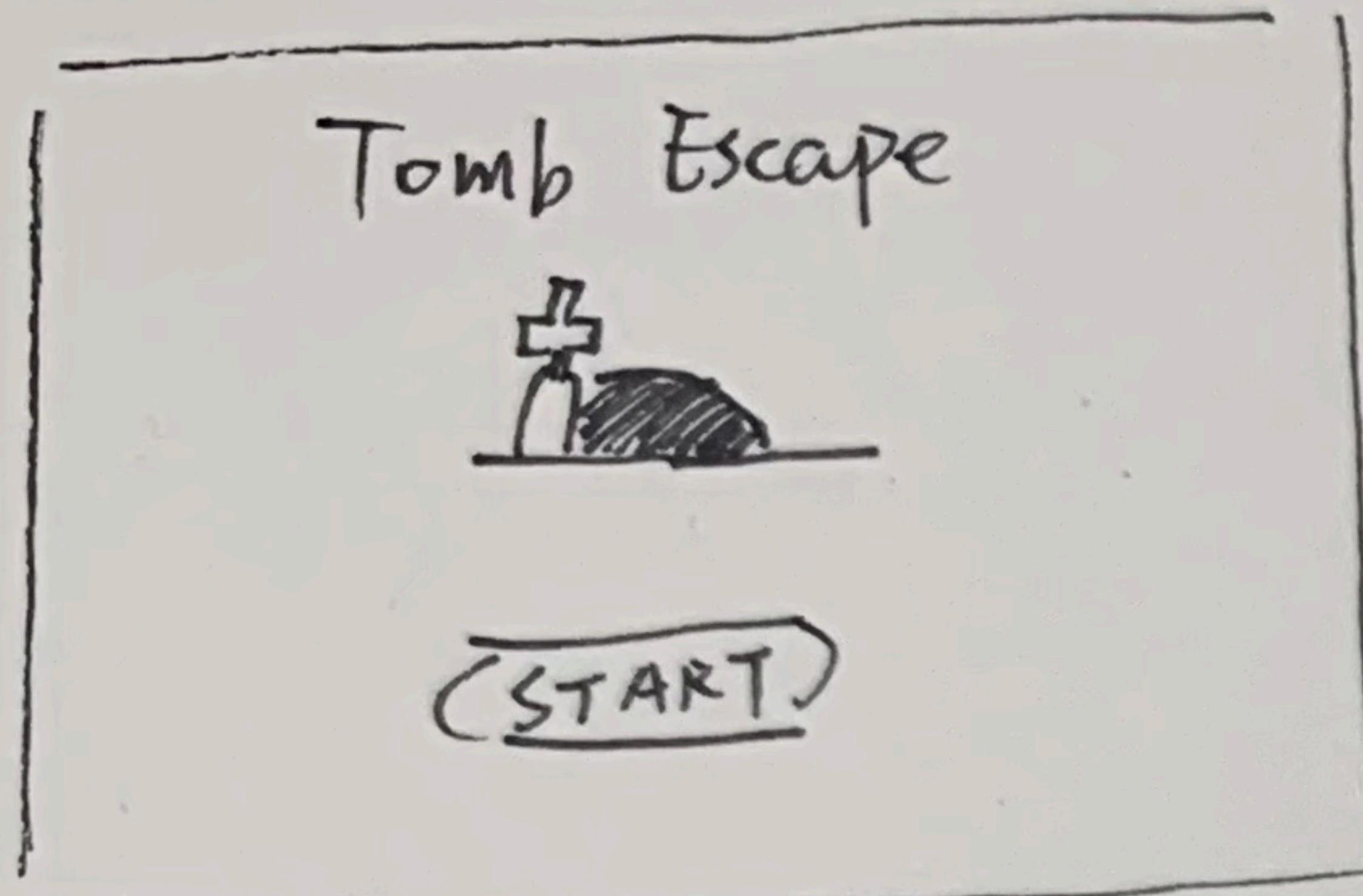
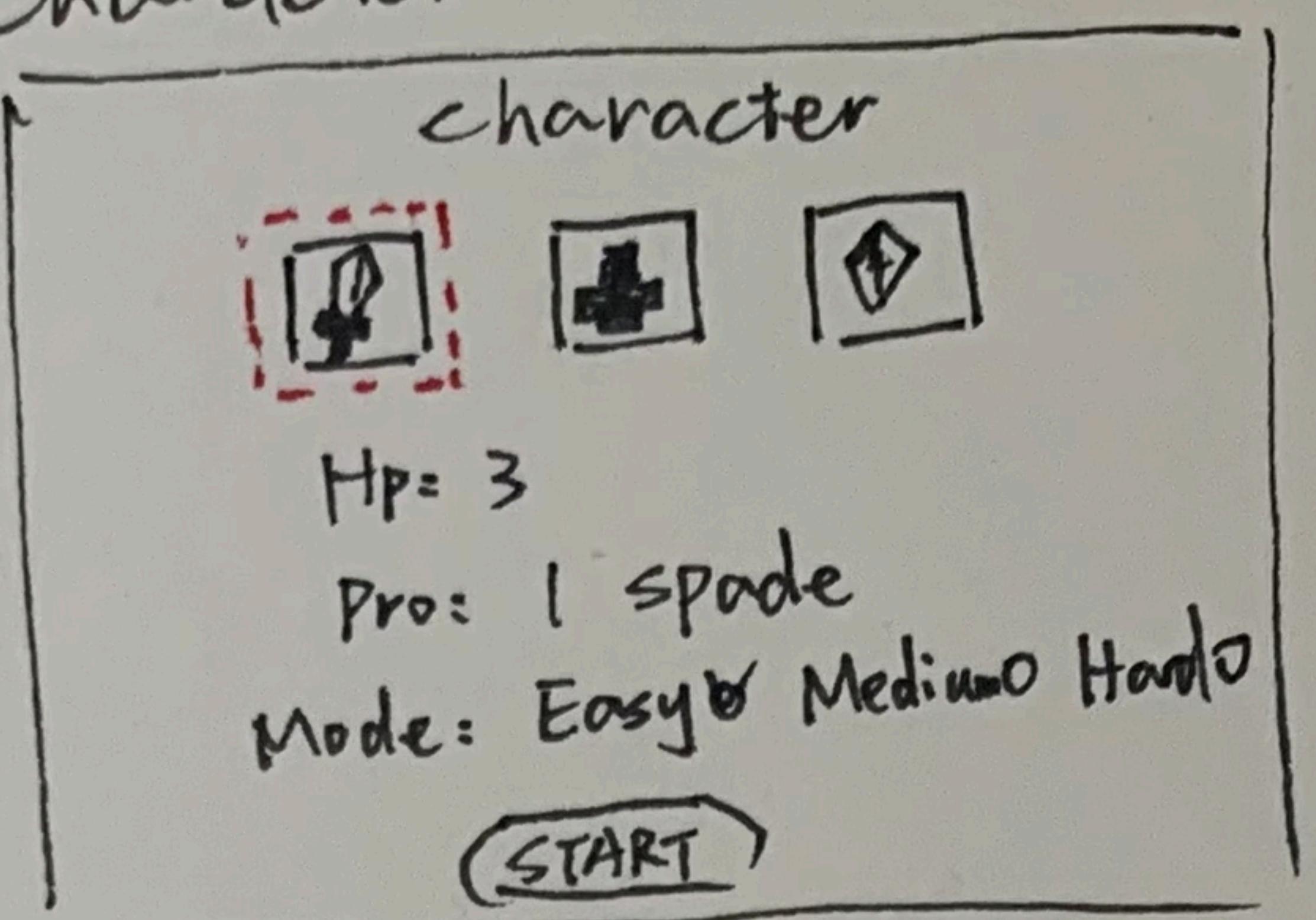


1 Home

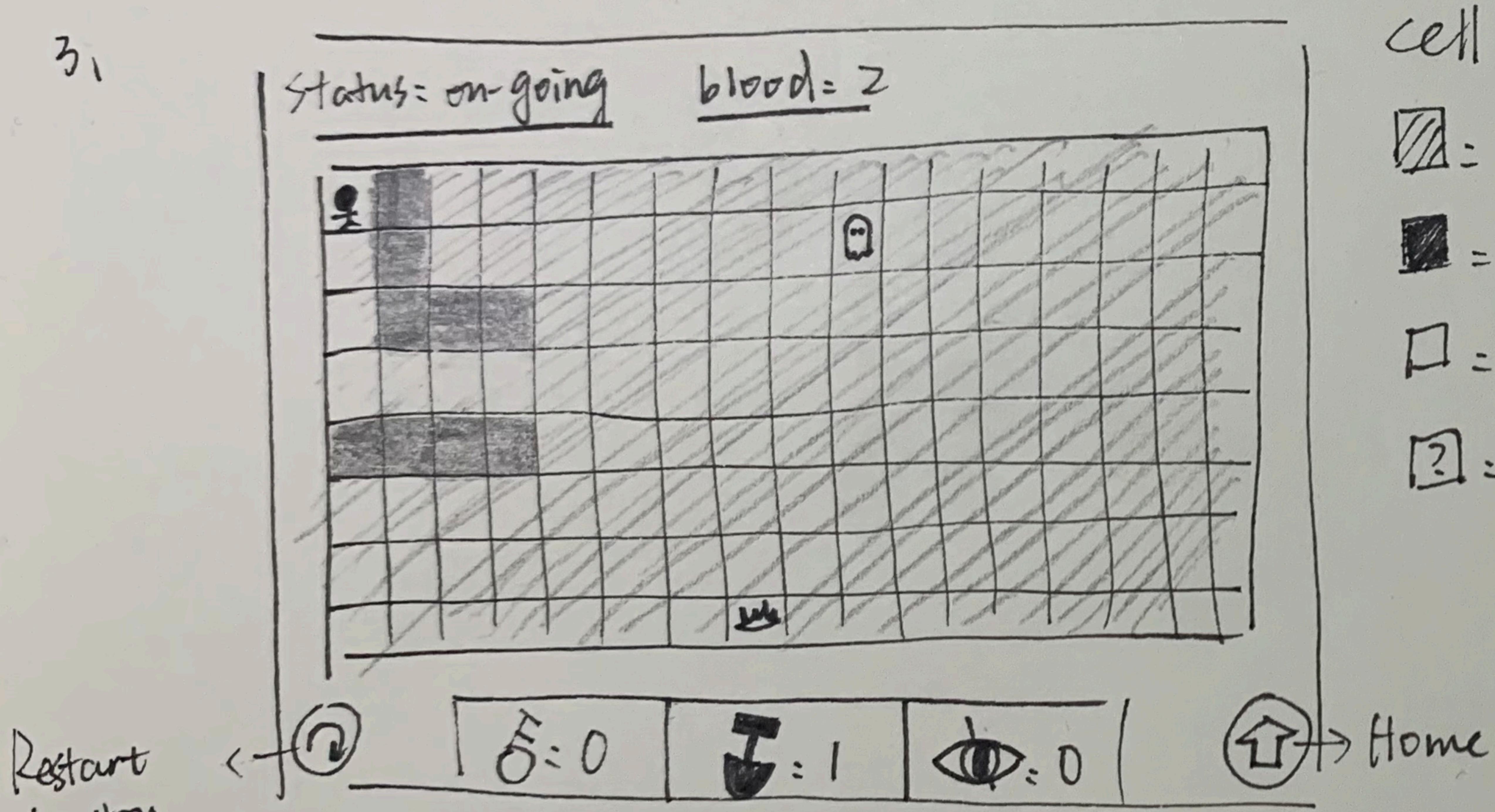


2 Character choose



- User can hover to see different character's special skill and properties
- fighter = plus 1 spade.
- priest = plus 2 Hp.
- defender = plus 1 invisible coat
- Mode: different modes with different numbers of NPC.

3.



cell status:

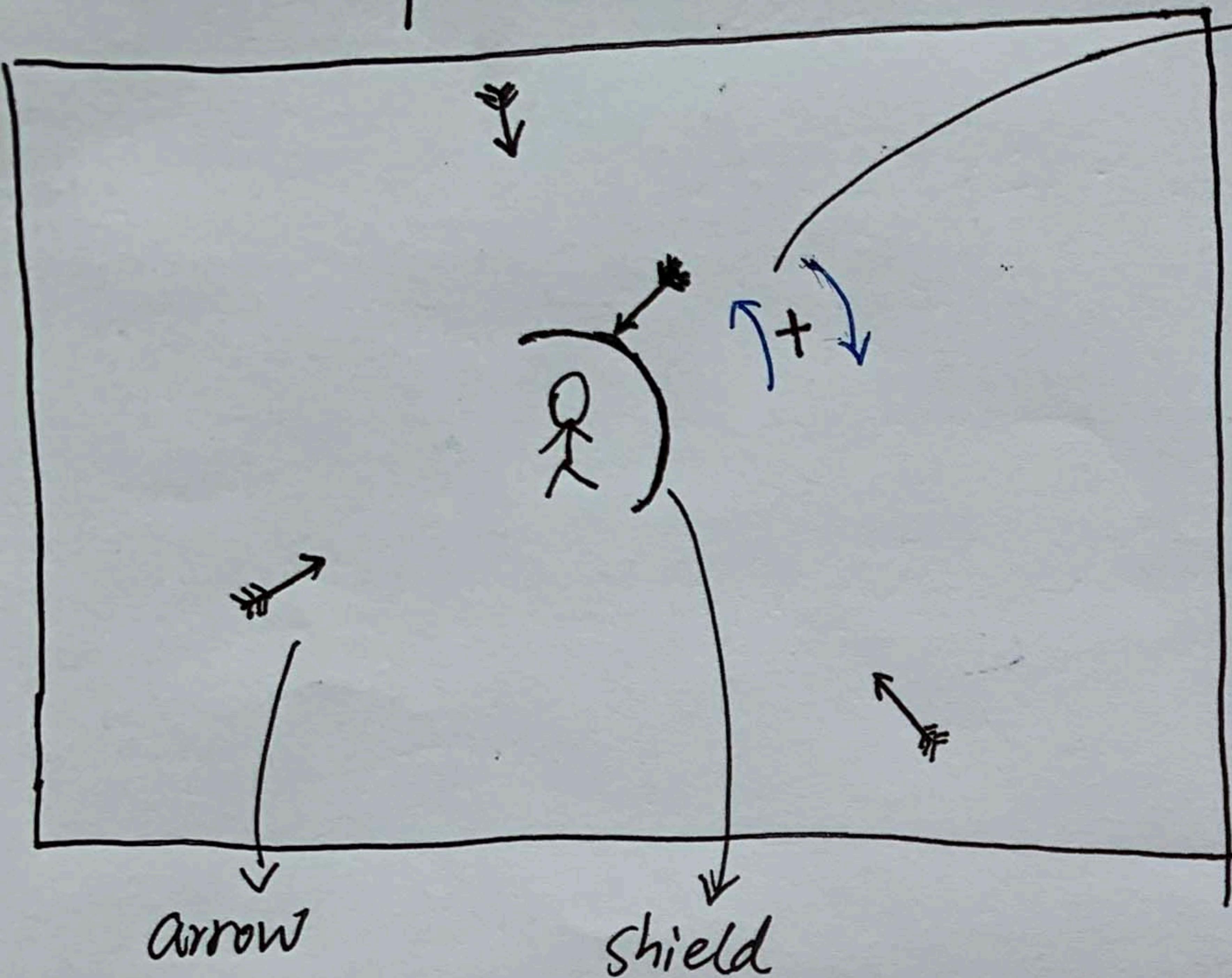
- ◻ = un-searched
- ◼ = searched - block
- = searched - way
- ? = searched - item
 - < player will pick up automatically)
- ▣ = trap (trigger trap game)
- ❖: npc. (meet them will trigger npo npc game)

key F: only to get it, player can open the destination's door and win

spade J: break the block of a cell

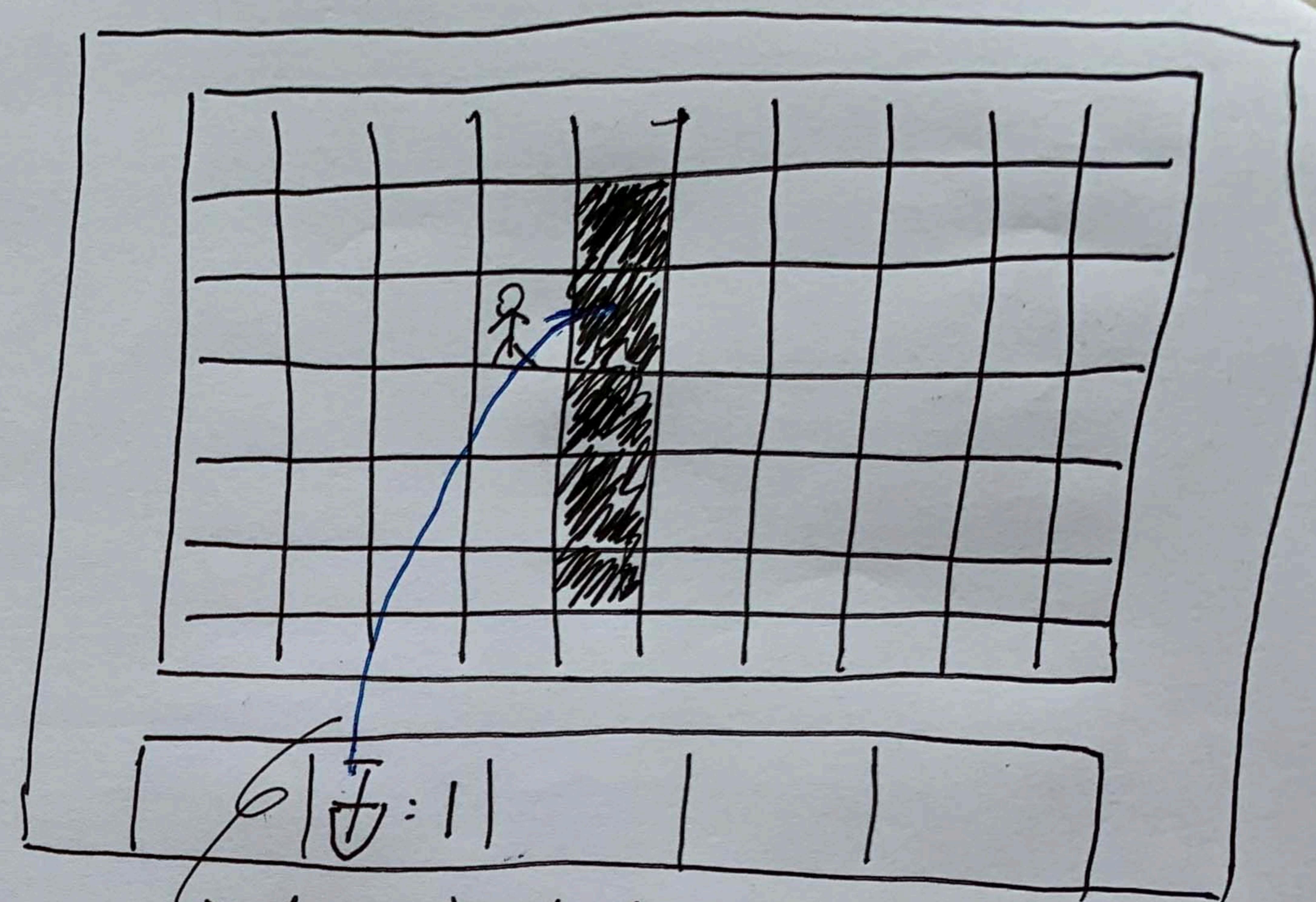
Invisible coat E: make the character invisible to the npc for a while.

Enter a trap. (Last 15 seconds)



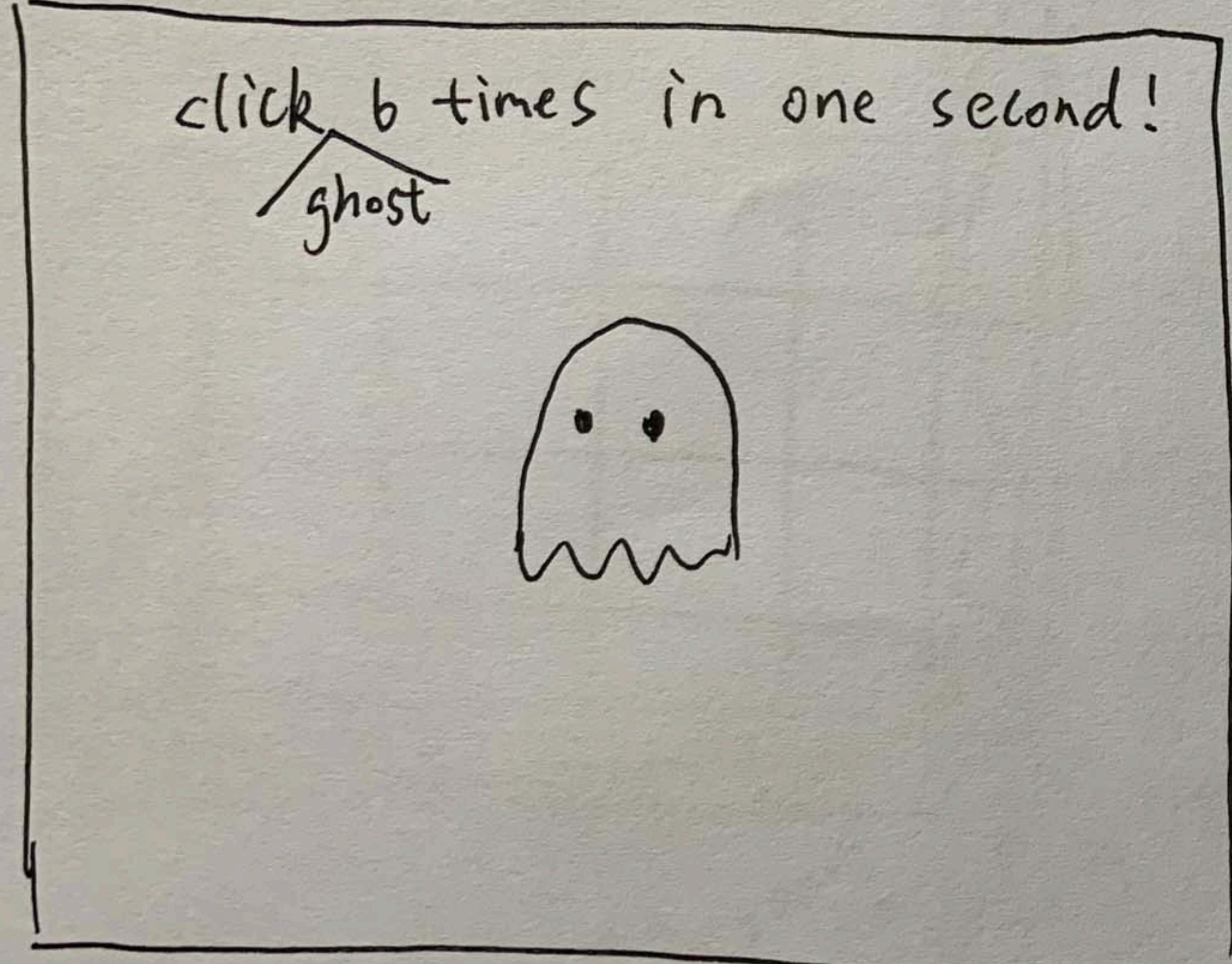
→ mouse
(hover & move)
to control the
direction of shield.

use the shield to defend against arrow.
blood - 1 if got hit by arrow.



→ drag shovel to a wall grid to break
through it.

encounter a ghost



quick click

click more than 6 times in one second
↓
get the key or other item
or
else: blood - 1.

