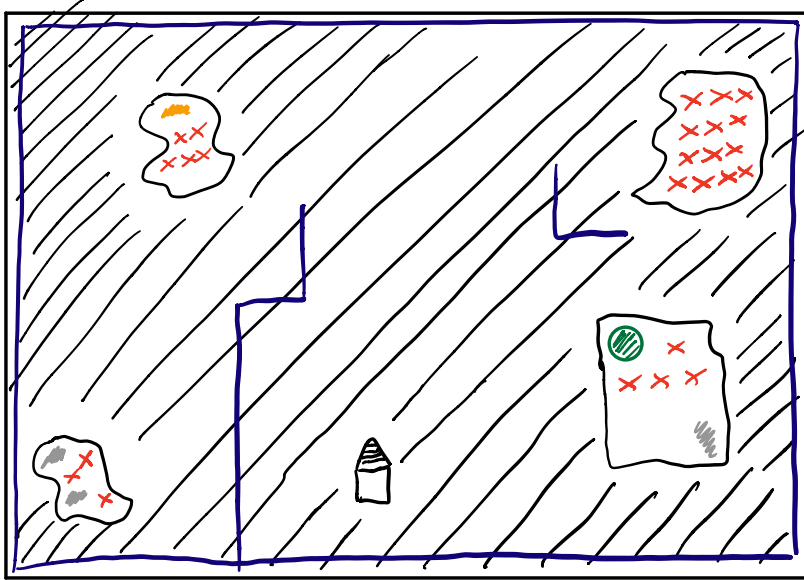Game version ideas:

V1:   "Drill into the Abyss"

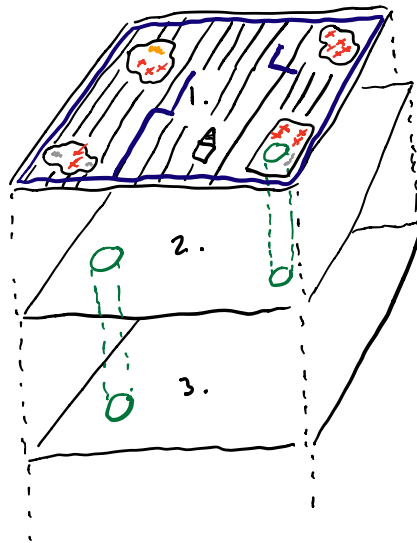um —→ gold
X —→ enemy
um —→ coal
◯ —→ level advancement
um —→ wall

◯ —→

advancement
—→ more enemies
—→ less gold
—→ etc.
∨

1.
2.
3.

—→ coal as fuel, if empty ⇒ game over
—→ gold is currency ⇒ upgrade drill