

Project McMinos: List of level elements

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Alive

- McMinos
- Ghosts
 - Hanky
 - Panky
 - Zarathustra
 - JumpingPill

Inanimate

- Wall
 - default, 16 types (see graphics)
 - InvisibleWall
 - IndestructibleWall
 - Door
 - Castle
 - Hole
 - Field
 - * SpeedUp
 - * SpeedDown
 - * Arrow
 - * RevolvingArrow
 - * **DeathField** (i.e. skull field)
 - * WarpHole
 - * Rock
 - * RockTargetField

Item

- Bonus
- Clock (increases available time in time-limited levels)
- Explosive
 - Bomb
 - Dynamite
 - Mine
- FlyingTool (was umbrella on Atari, will be cloud)
- Letter (provides level code for direct access to level)
- Life
- Mirror
- NextLevelTool (was ladder on Atari, may be different item now)
- Skull
- Surprise
- Edible
 - Pill
 - Medicine
 - Poison
 - PowerPill
 - Whiskey

Background

- diverse background tiles