

Launch.

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Actions

Game Settings

Row:

Column:

Name:

Interconnectivity:

Treasure Percentage:

Difficulty:

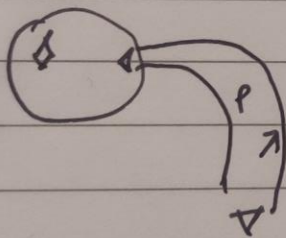
Create Dungeon

Game Mode.

Shoot

Actions

Player Description.



Shoot
Distance : <input type="text"/>
<input type="button" value="shoot"/>

Name:

Interconnectivity:

Treasure Percentage:

Difficulty:

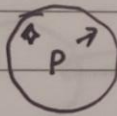
Create Dungeon

Game Mode.

Actions

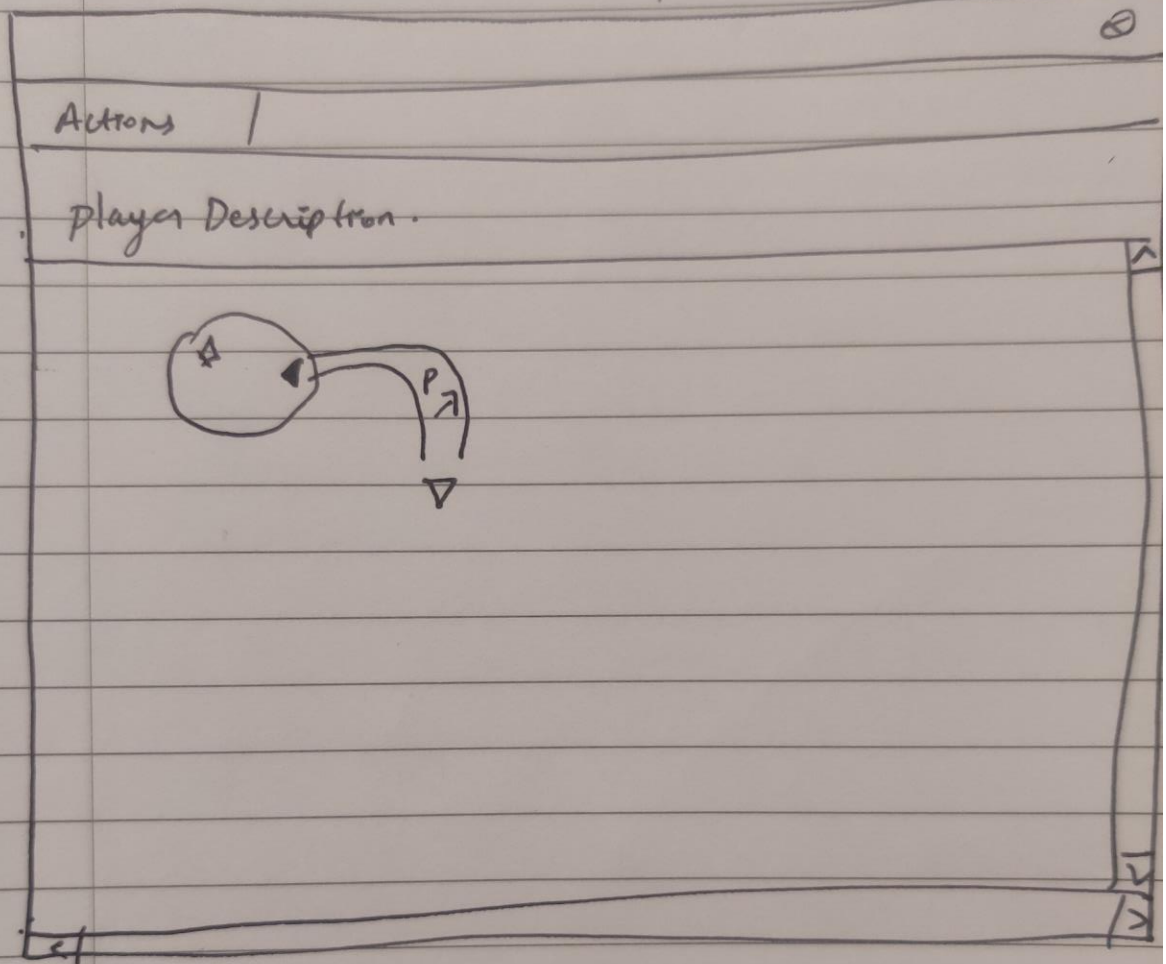
Player Description Pane (Display Treasure Quantities,
Arrow Quantities, Name etc.)

Frame
Panne.



Distance:

Selecting a direction (Mouse click or arrow keys)



Shoot

