

# modosu

Click and drag to pull back, then release to propel your spirit out of the possessed golem & through the air.



While possessing a golem, use the WASD keys to move around.



## *quick start*

To win, the player must possess & breathe life into all golems in the level. However, if the spirit possesses a body for too long, that golem will become overloaded with magical energy and collapse.

The energy gauge below each golem shows how much time is left before it reaches criticality.

