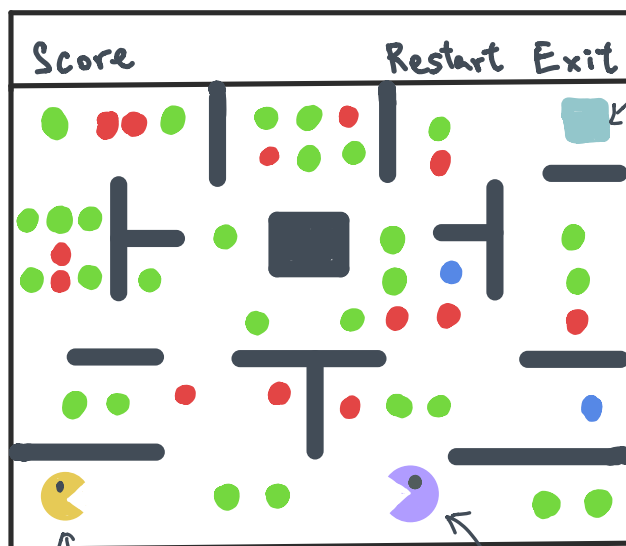


Initial screen

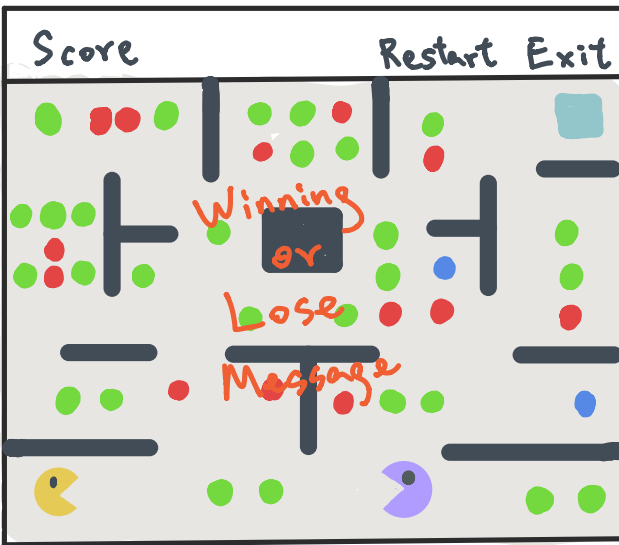


end cell

- Regular Rewards
- Punishment
- Bonus Rewards

main character  
(only 1)

moving enemy  
(1 to many)



when the main player  
wins / loses the game,  
show a message on the  
top of the screen.