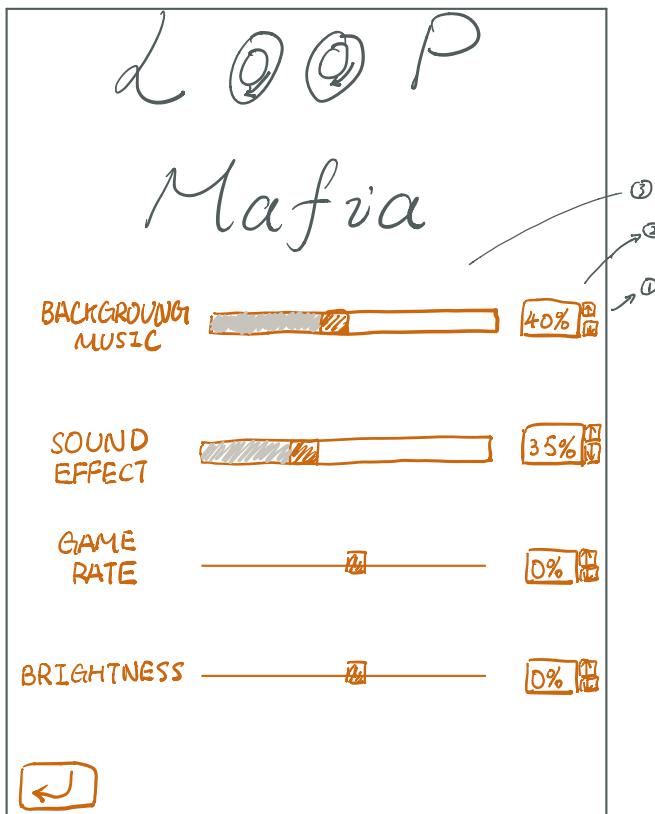


- when mouse hover above ①
a small window will pop up next to ① to explain the selected mode.
e.g. ① Standard mode has no distinguish effect
- Tutorial will play some demonstrating videos.
- Setting interface should look like:

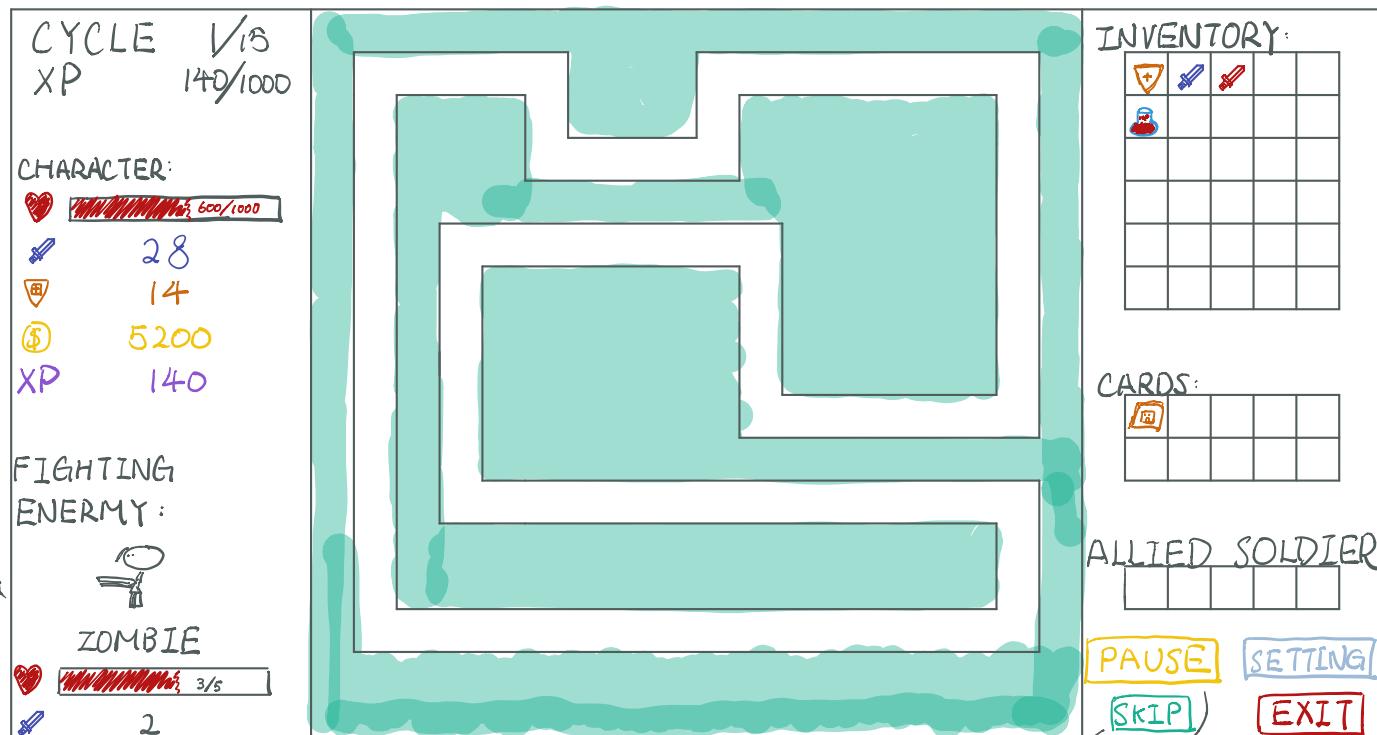
- ③ The slide button can be adjusted by sliding left or right.
- ② The percentage can be entered by using keyboard.
- ① The buttons can be pressed to control sound.



Game Interface:

showing winning condition.

Able to check the detail information by hovering the mouse above

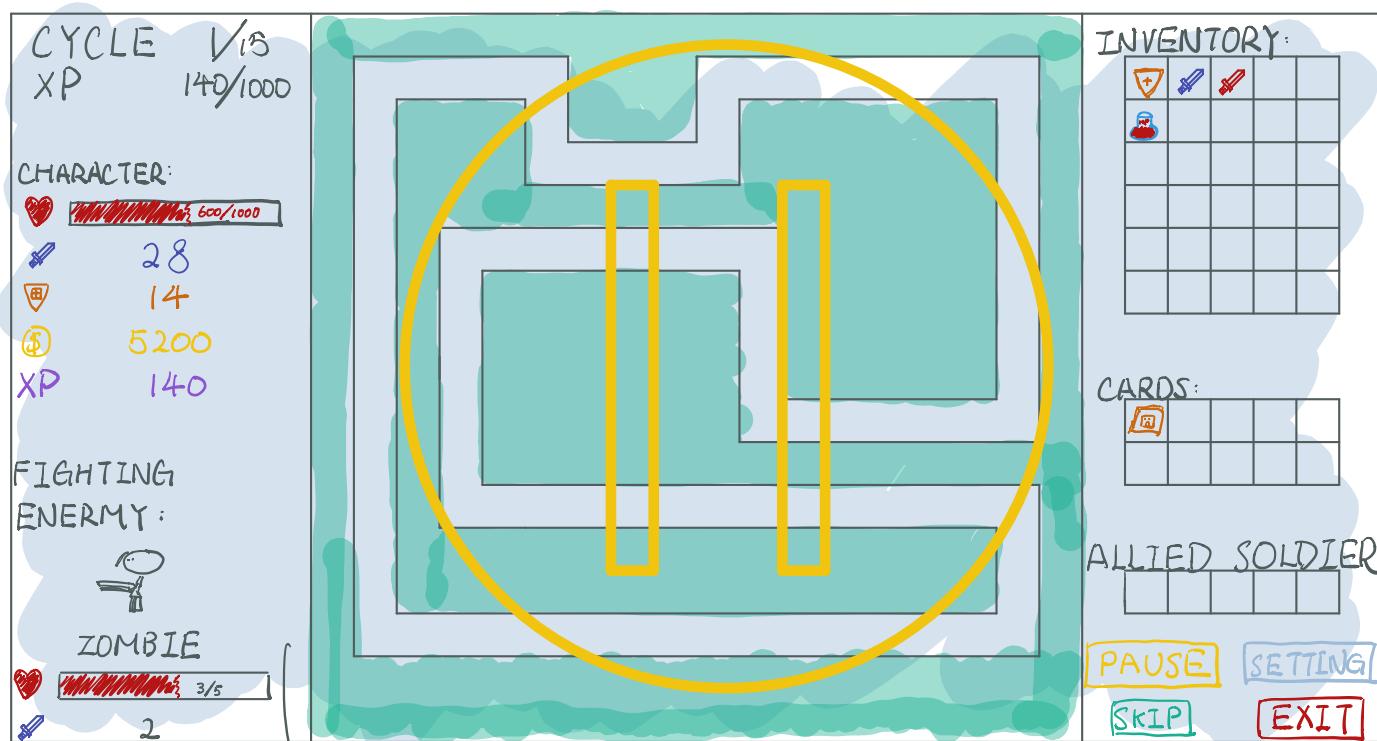


Hover above enemy can see its special ability.

Able to skip animation for current cycle.

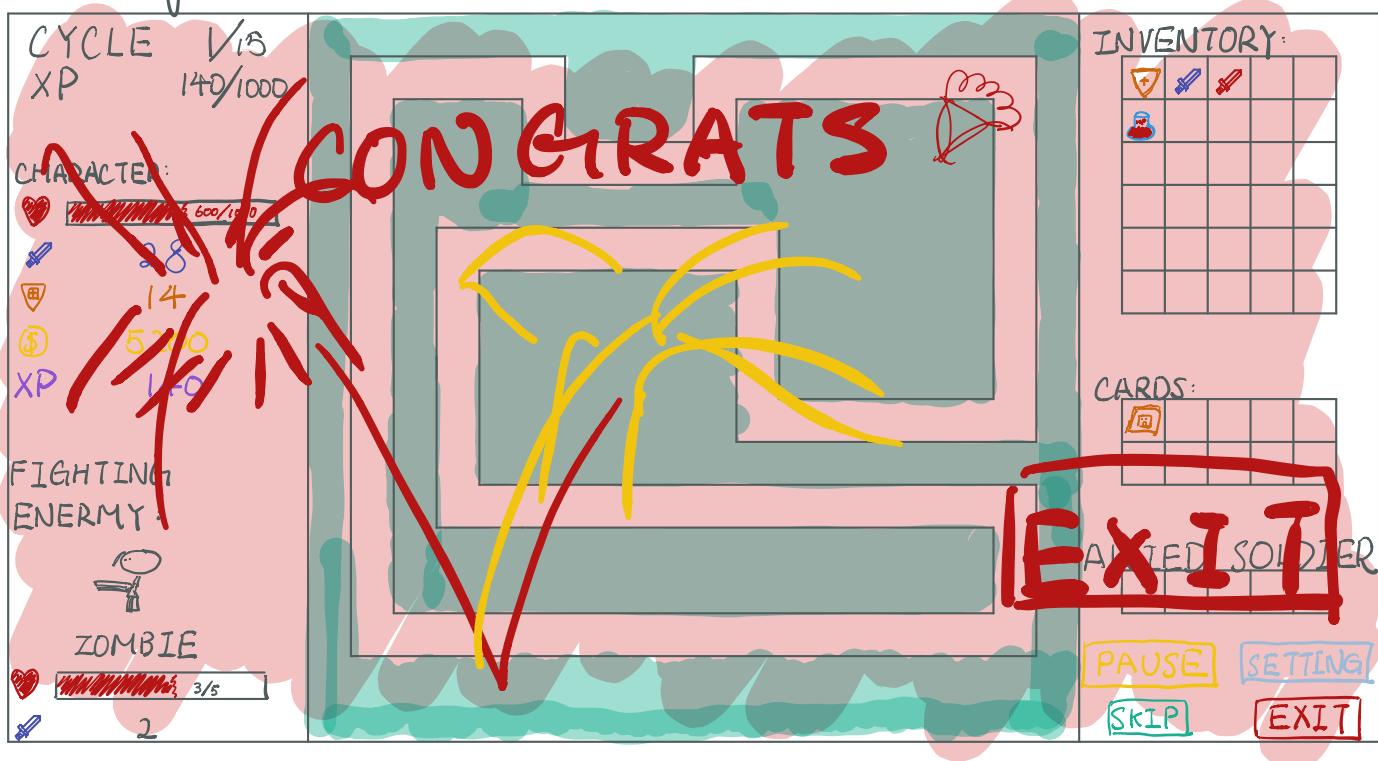
Able to drag & apply items or effects

pause interface will look like:



Everything is blurred underneath.

Winning Interface:



Losing Interface:

