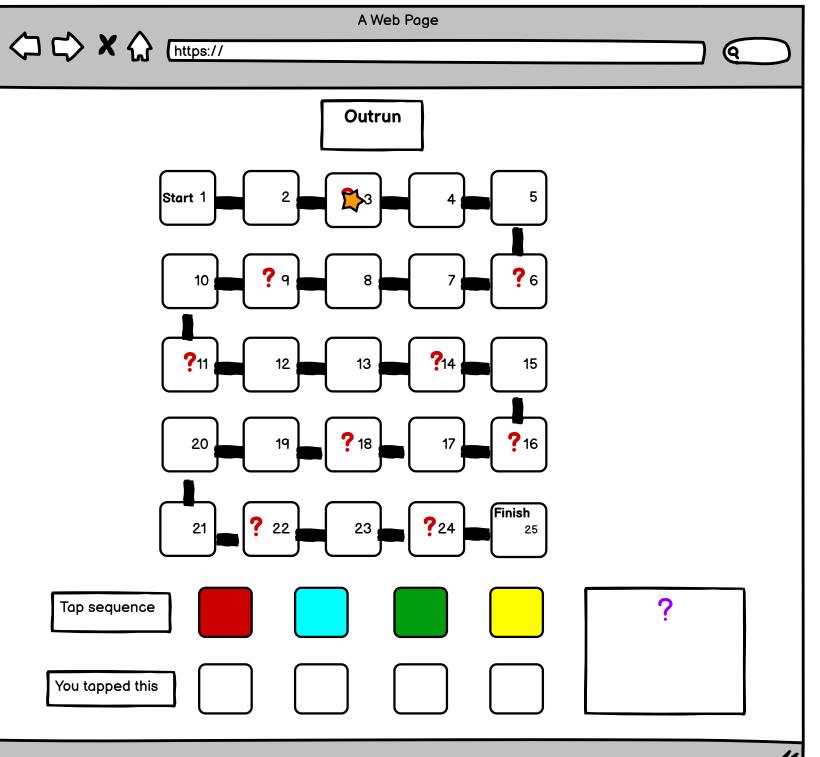
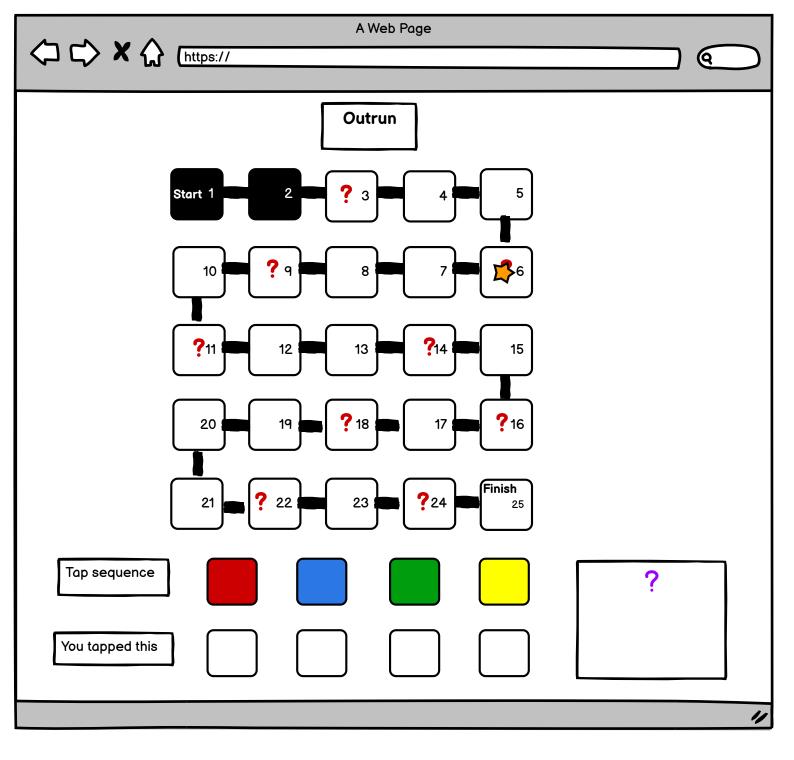


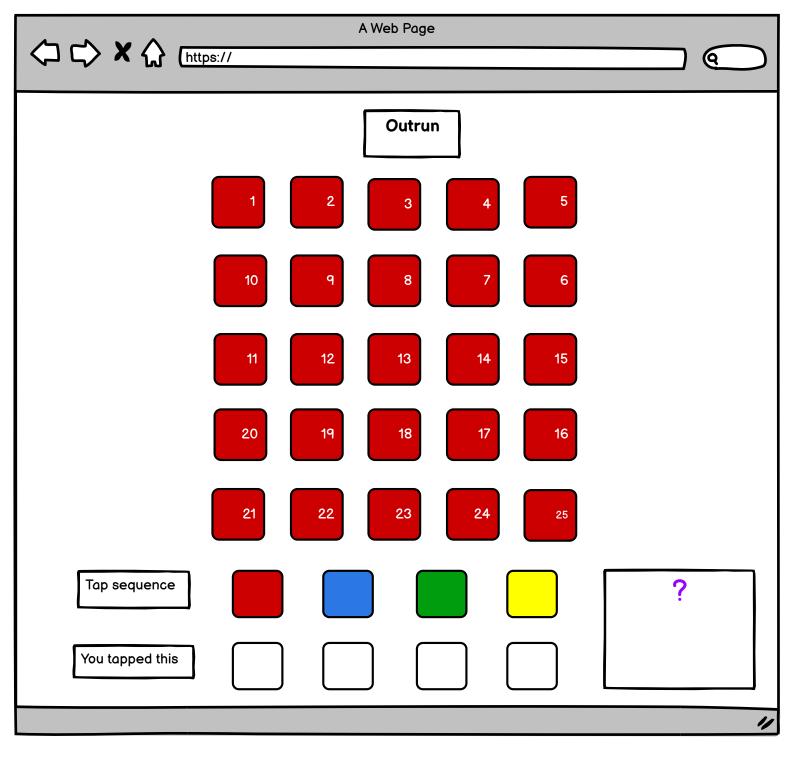
The game starts as a board game. The player is represented by the progression of a star along the 25 tiles. Question marks are the places where the game switches to colour sequence display. The sequence must be memorised and tapped or clicked correctly on the coloured tiles at the bottom of the board.

Desktop display

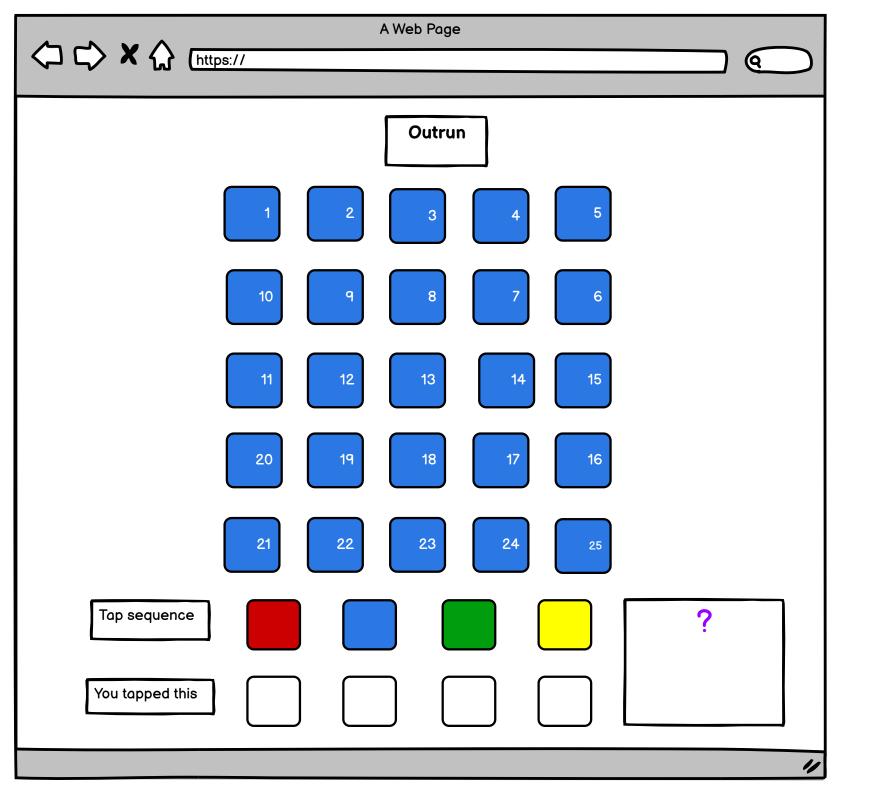


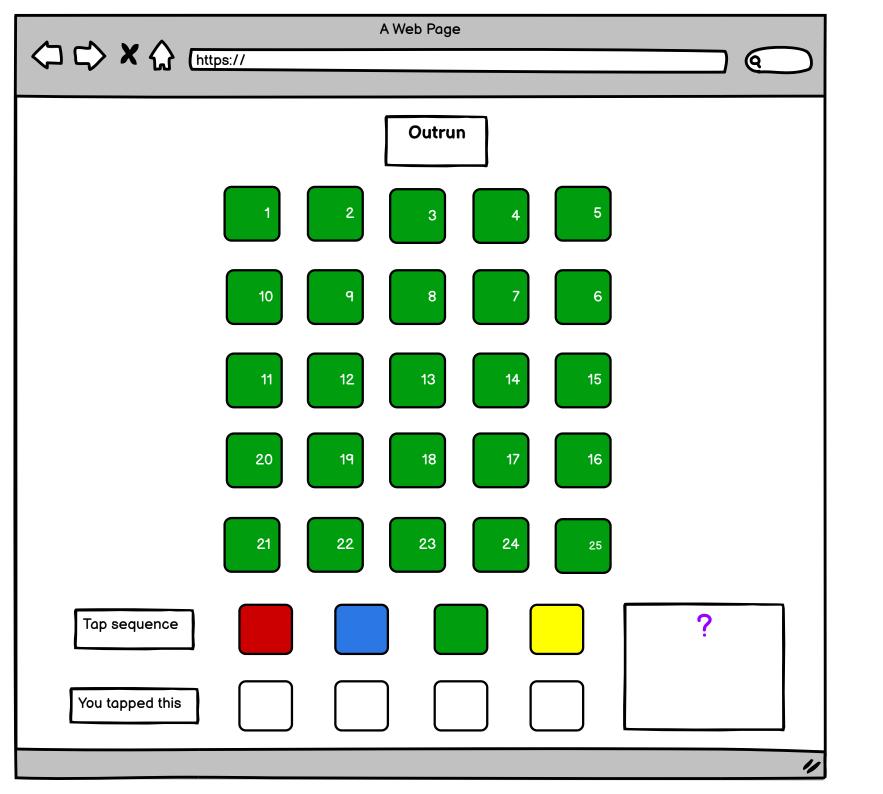


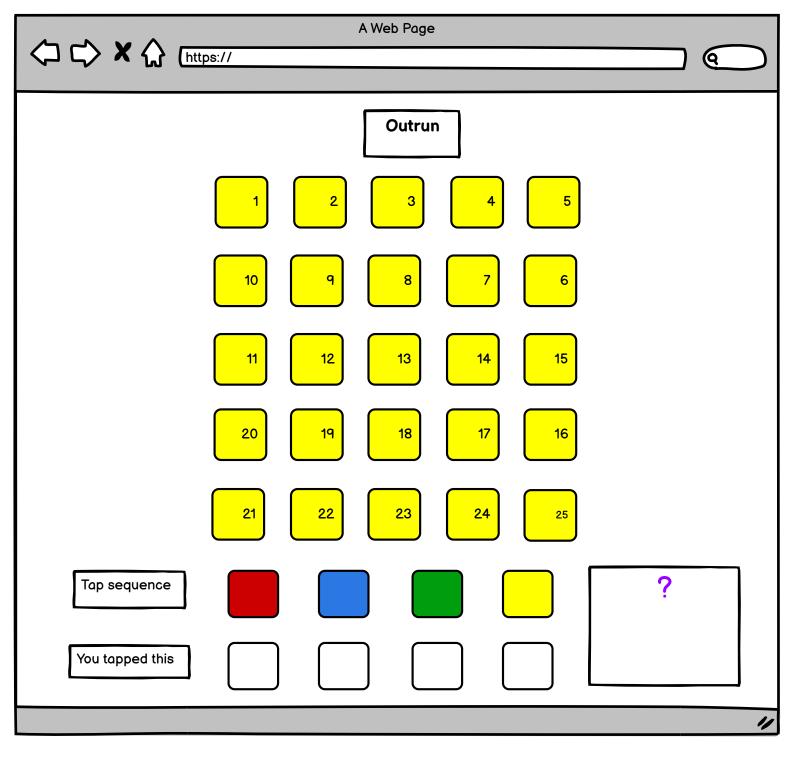
The tiles start to turn black a short distance behind the player, this is The Shadow attempting to catch the player before they can reach the finishing tile.



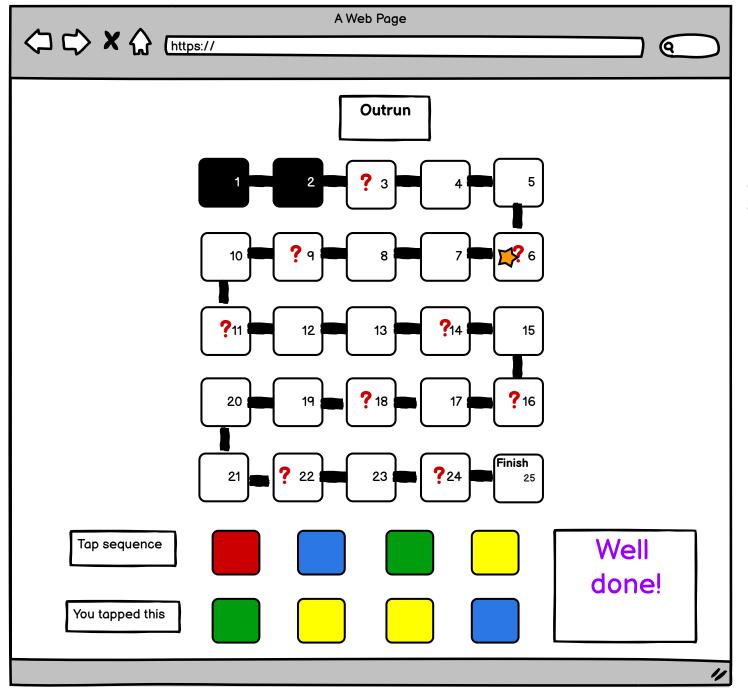
Start of colour sequence





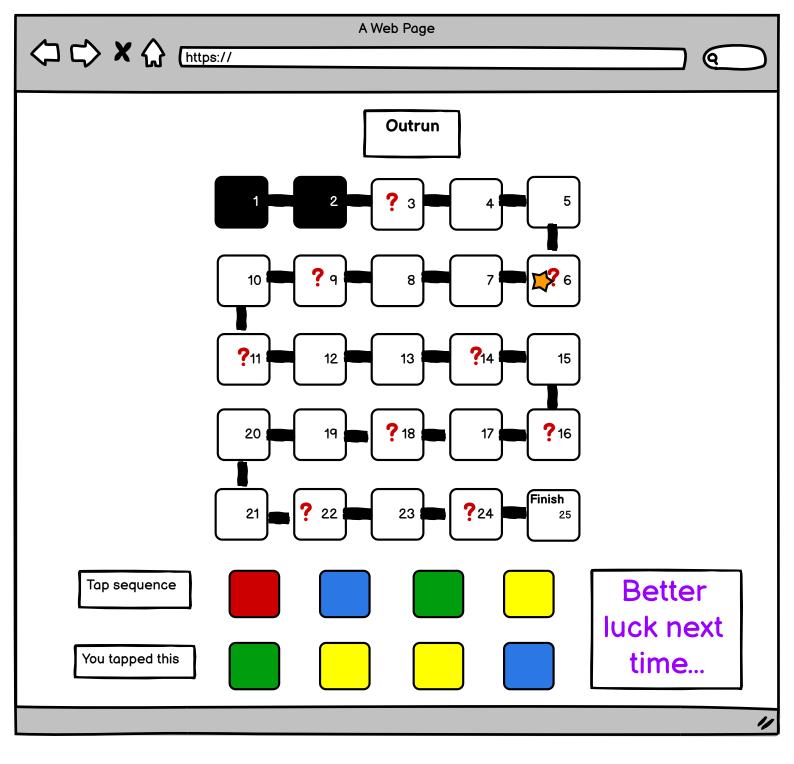


End of sequence

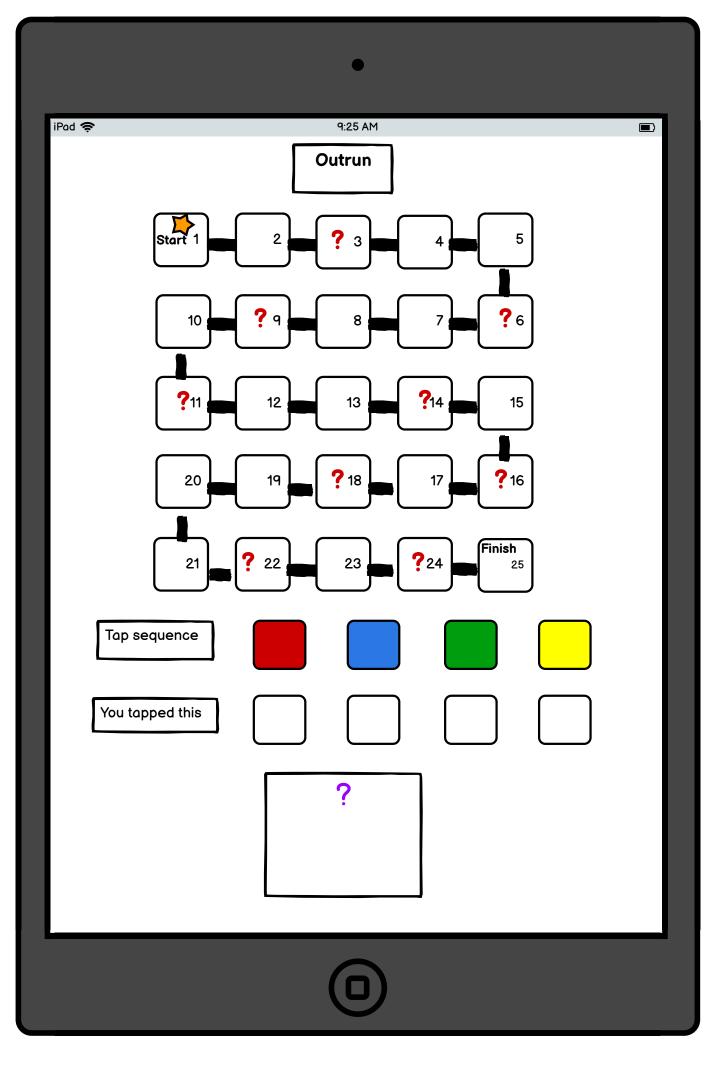


Continue to outrun The Shadow

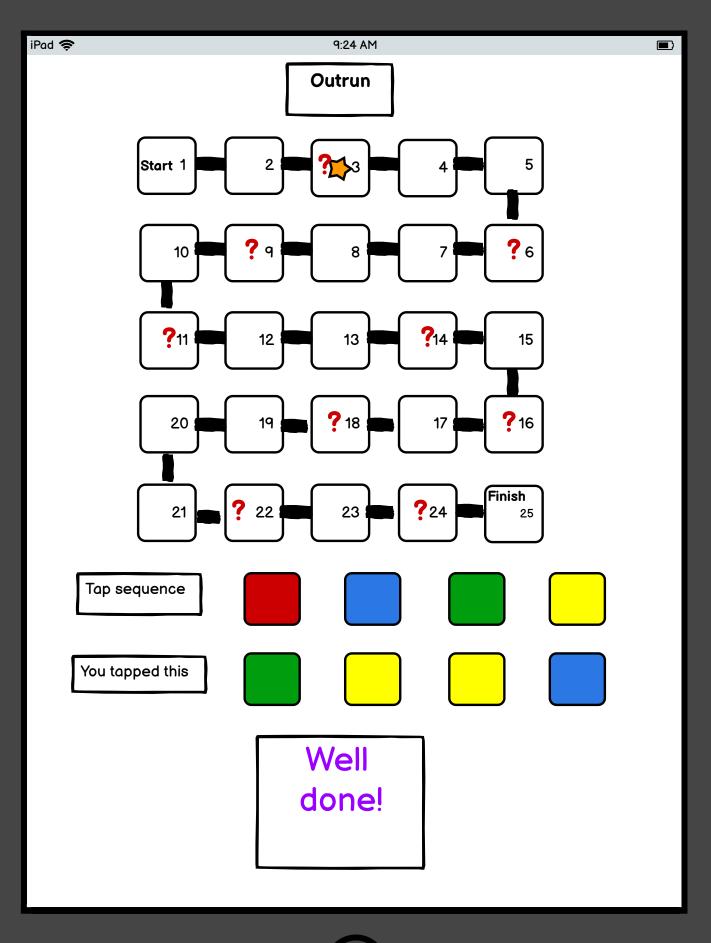
If sequence tapped or clicked is correct, a message saying "Well done!" appears, if wrong, a message saying "Better luck next time..." appears.

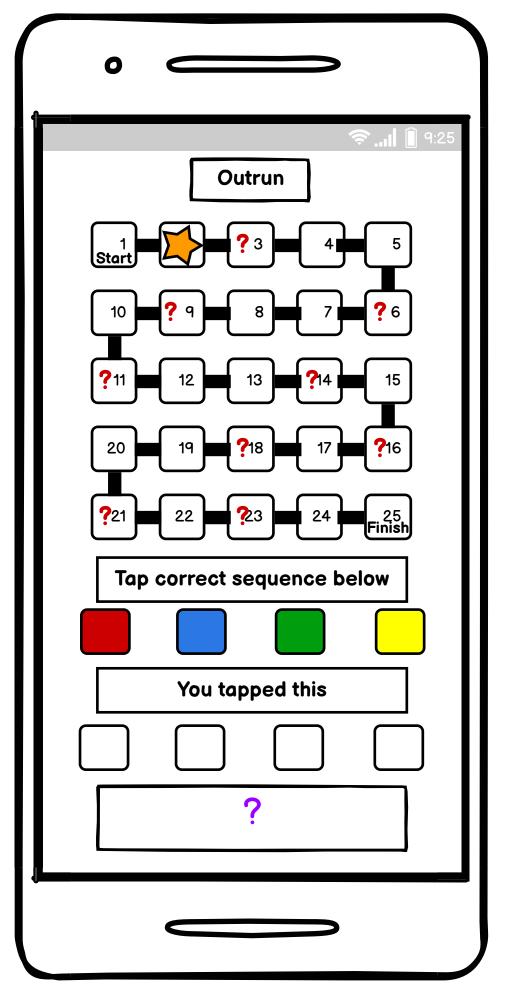


Pause while The Shadow catches up two places.

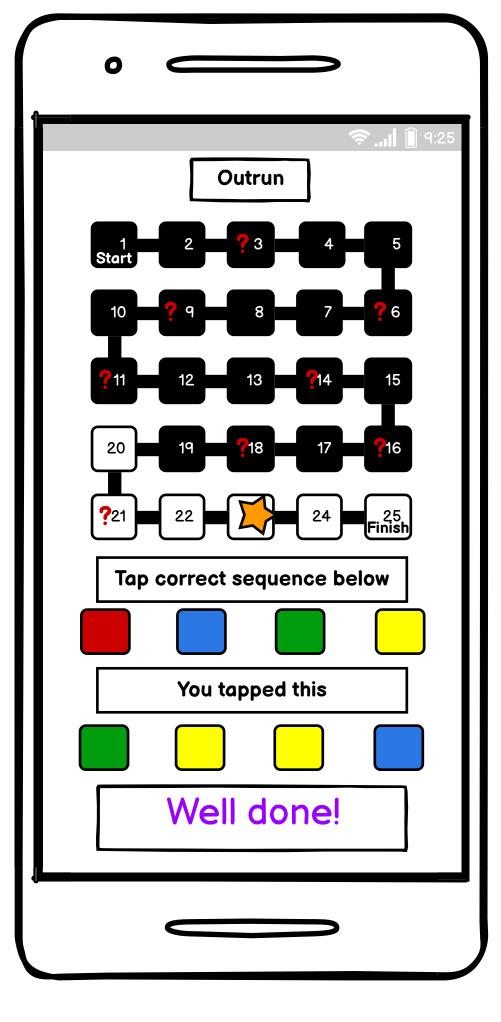


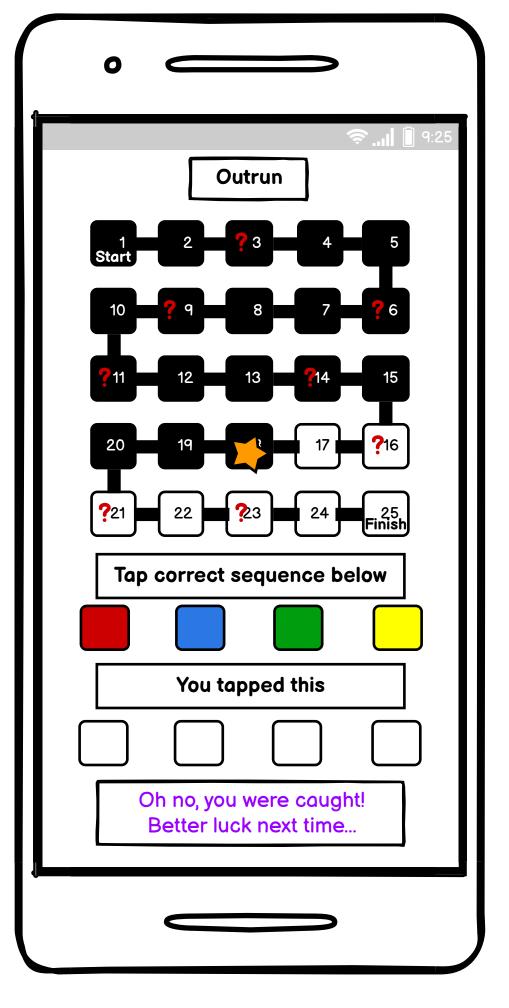
Tablet display



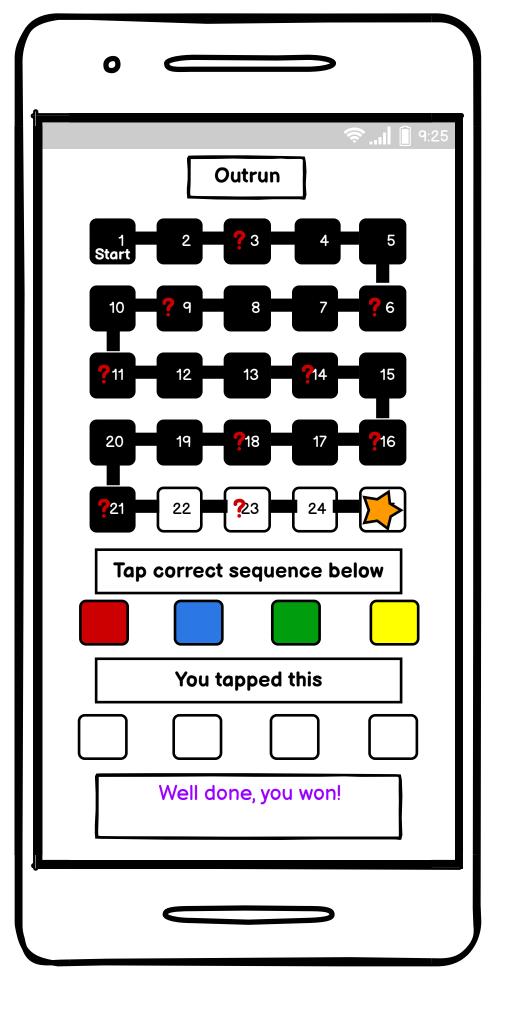


Mobile display





If the player is caught by The Shadow before reaching the finishing tile, a message "Oh no, you were caught!" appears.



If the finish tile is reached before The Shadow, a message saying "You won!" appears at the bottom of the board.