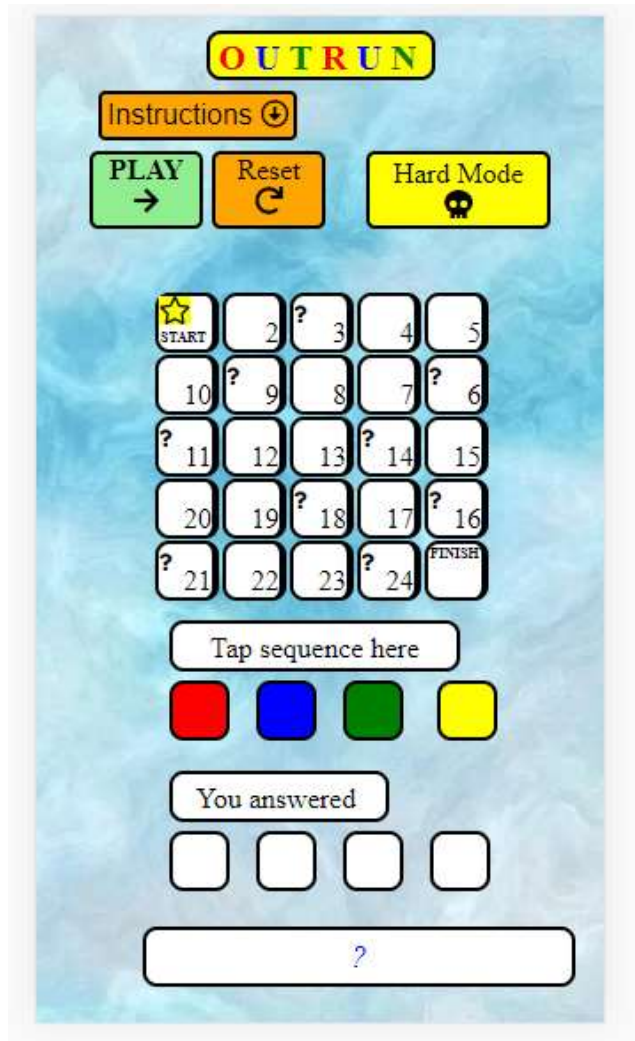
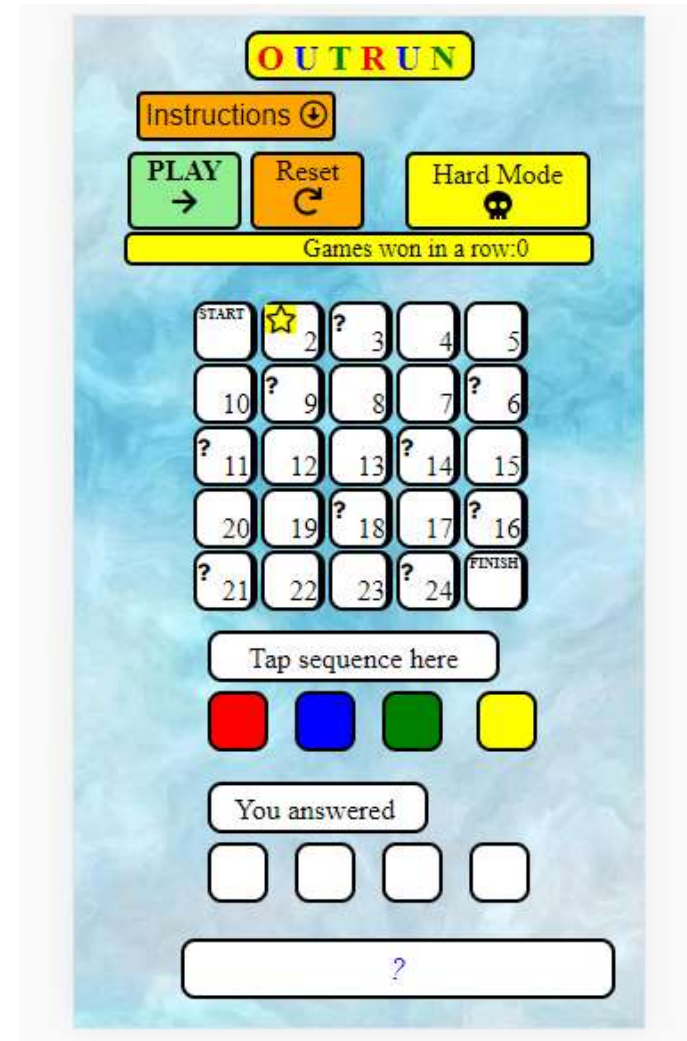


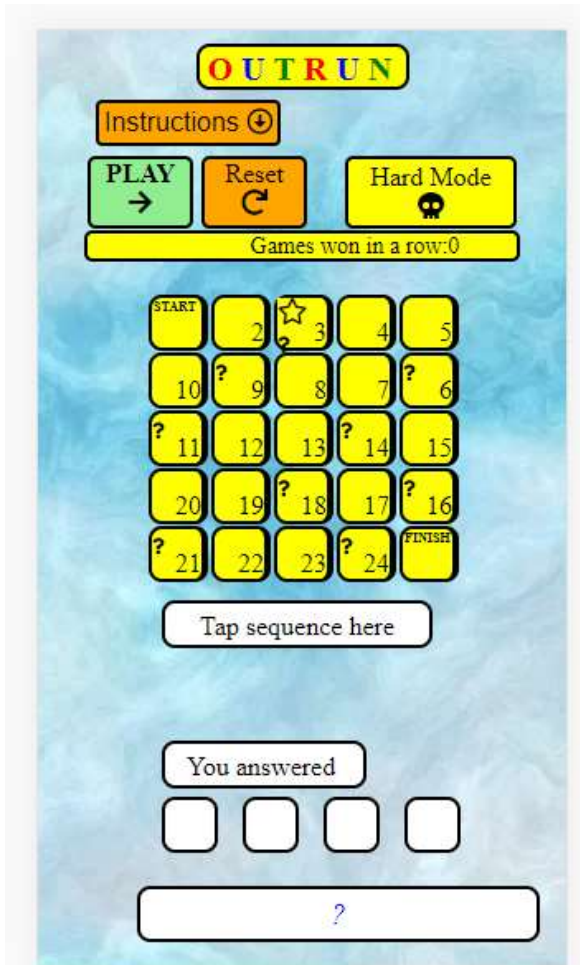
Screenshots of game in
action



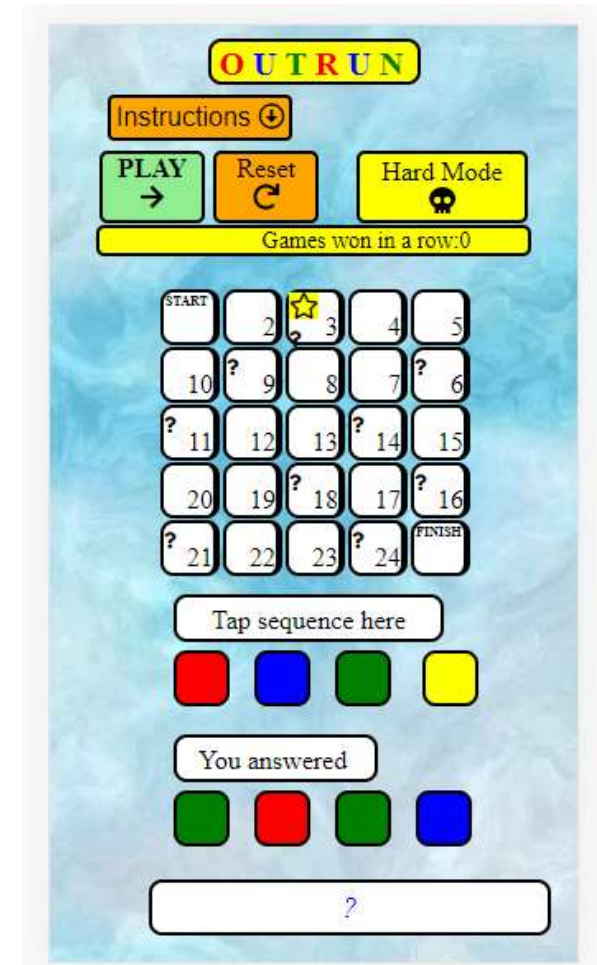
Game before 'Play' is clicked



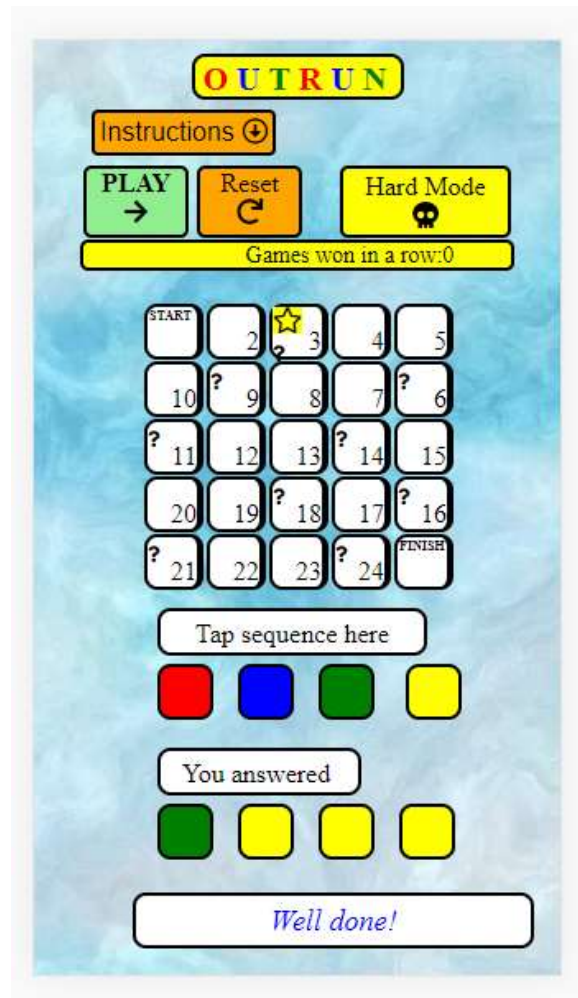
When 'Play' is clicked, game begins and star moves on board



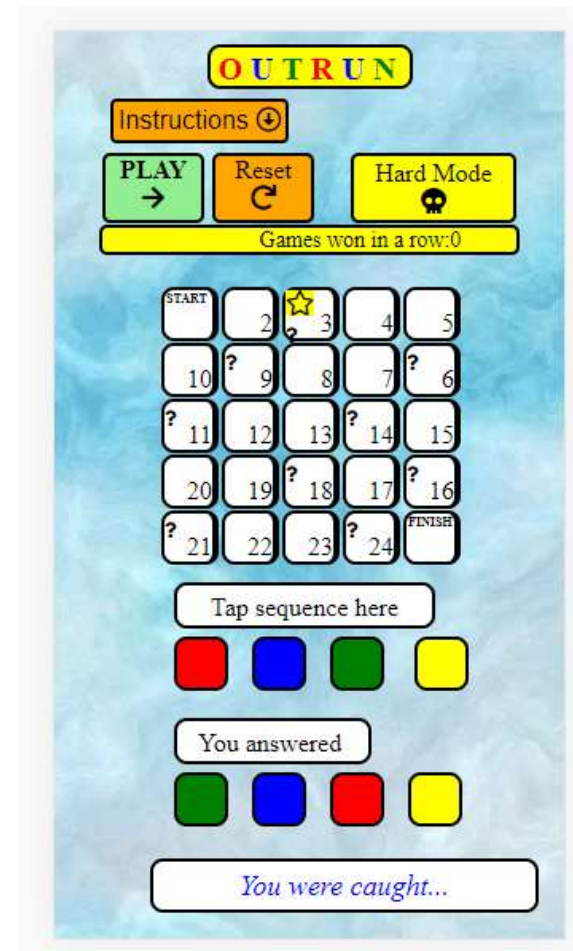
Sequence of four colours is displayed on tiles. Coloured buttons disappear to prevent cheating!



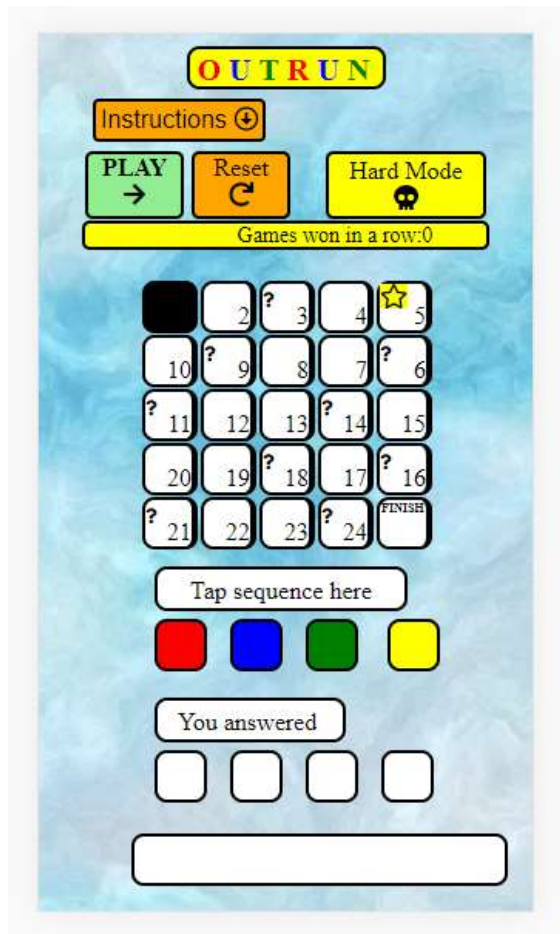
Player taps in sequence which is displayed below (when coloured buttons reappear).



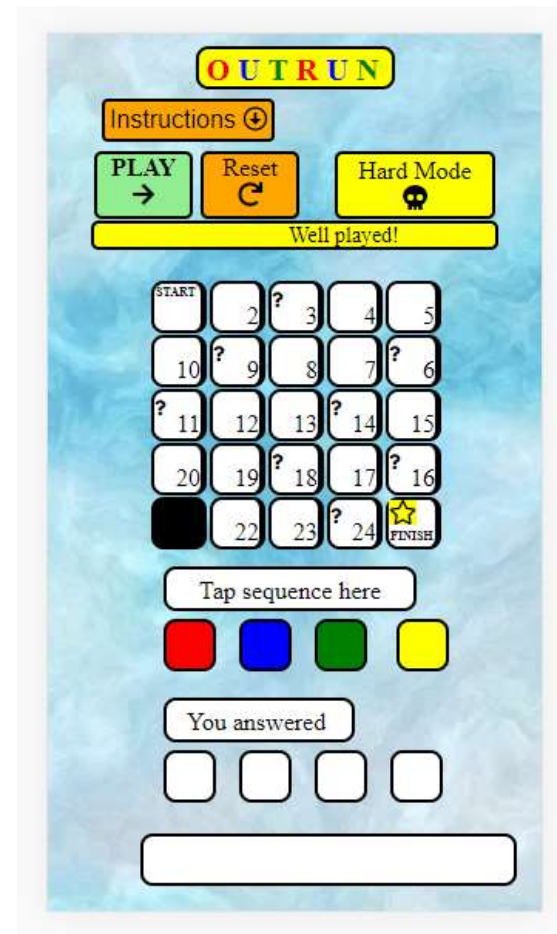
If sequence is correct,
message shows in
bottom box



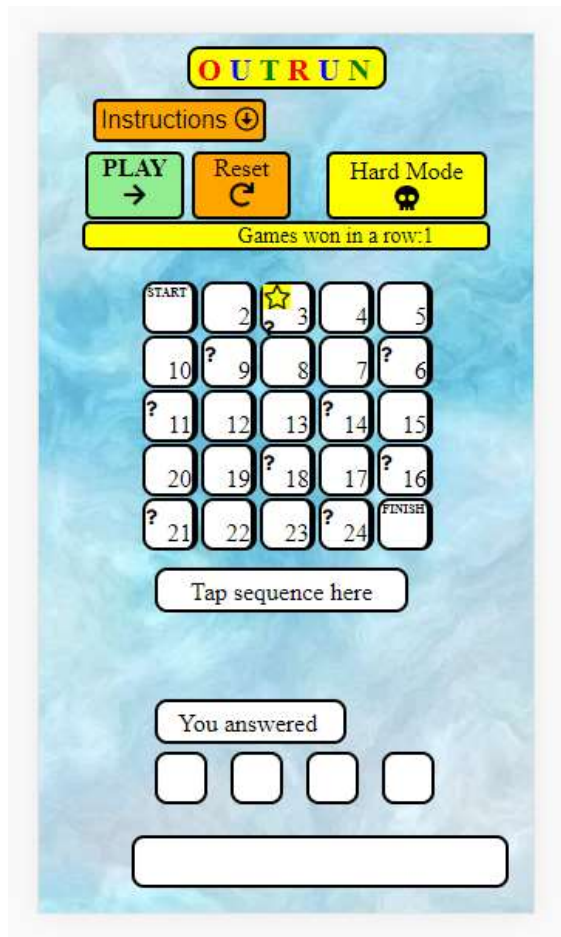
If sequence is incorrect,
message shows in bottom
box and game resets.



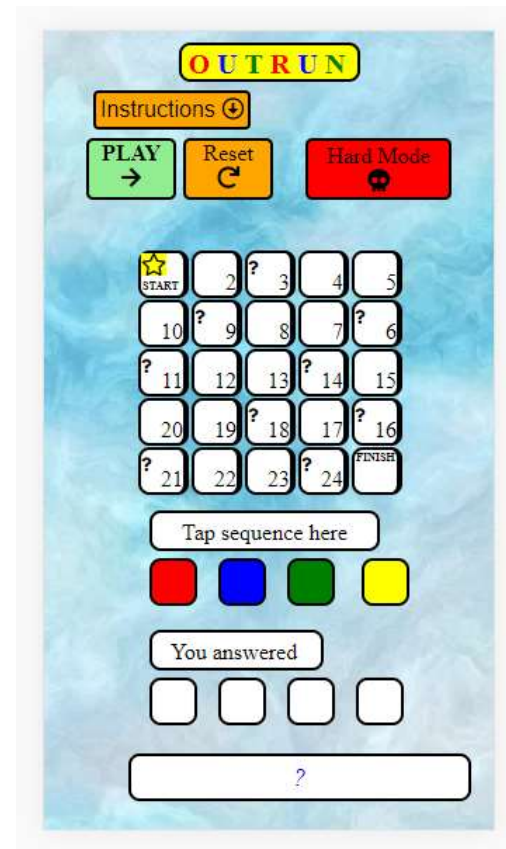
Tiles turn black behind the player (star) as Shadow chases player.



Player reaches end of board and 'Well played! Message shows at top of board.



When a game has been won and play is pressed, a message shows games won in a row.



When 'hard Mode' is clicked, it turns the button red. Hard Mode changes the timings of the game to make it more difficult.