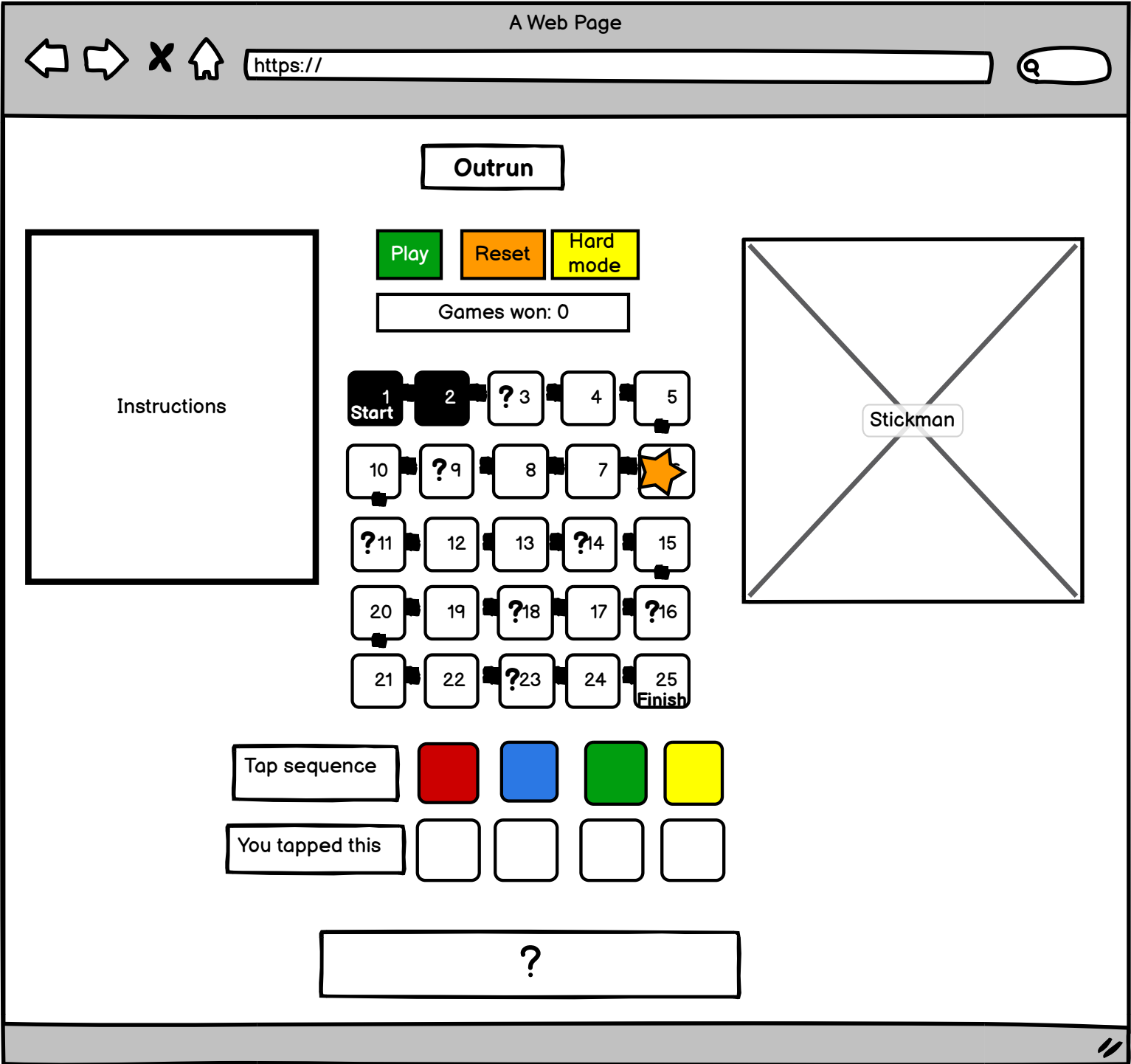


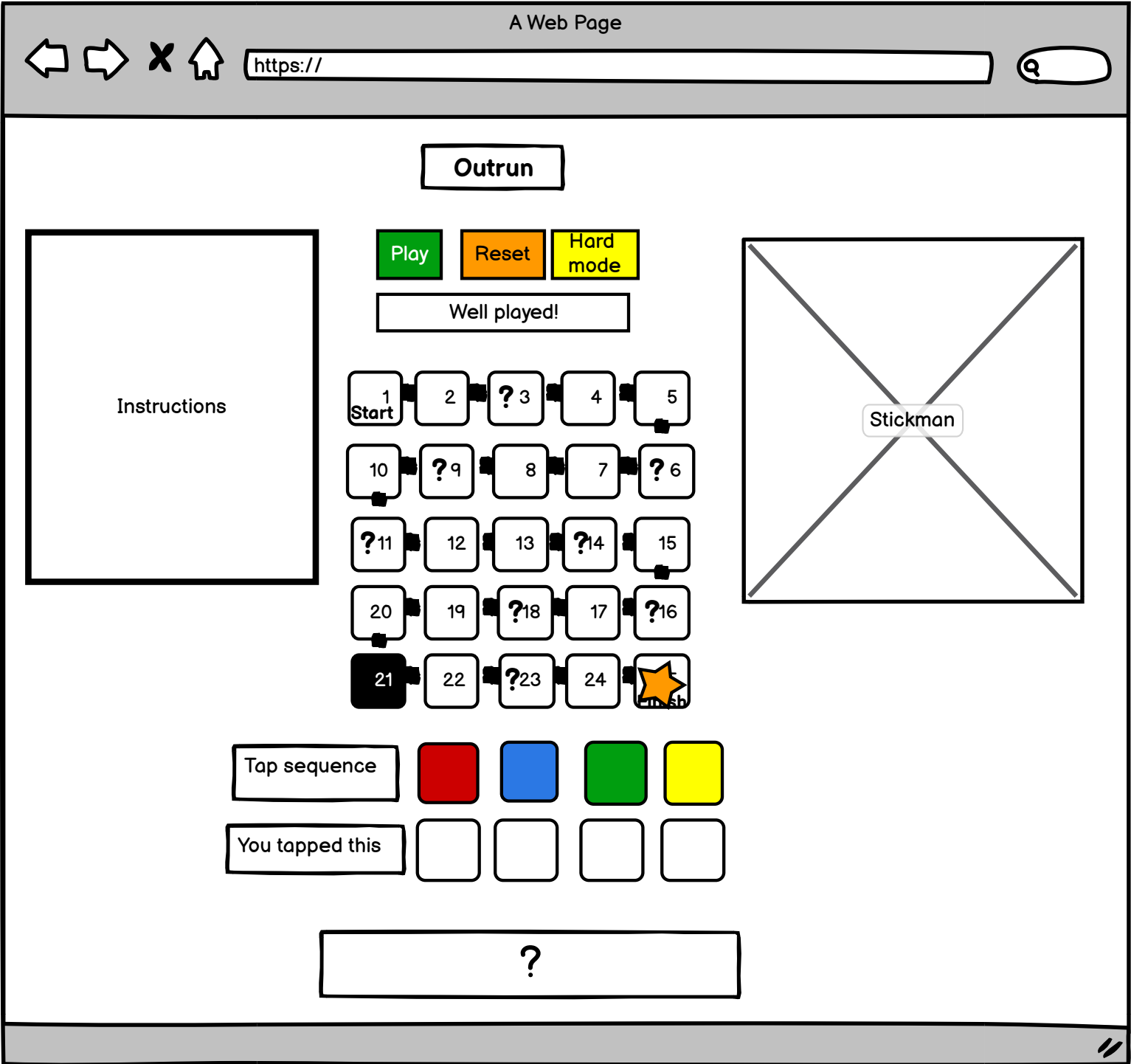
The game starts as a board game. The player is represented by the progression of a star along the 25 tiles. Question marks are the places where the game switches to colour sequence display. The sequence must be memorised and tapped or clicked correctly on the coloured tiles at the bottom of the board.

### Desktop display



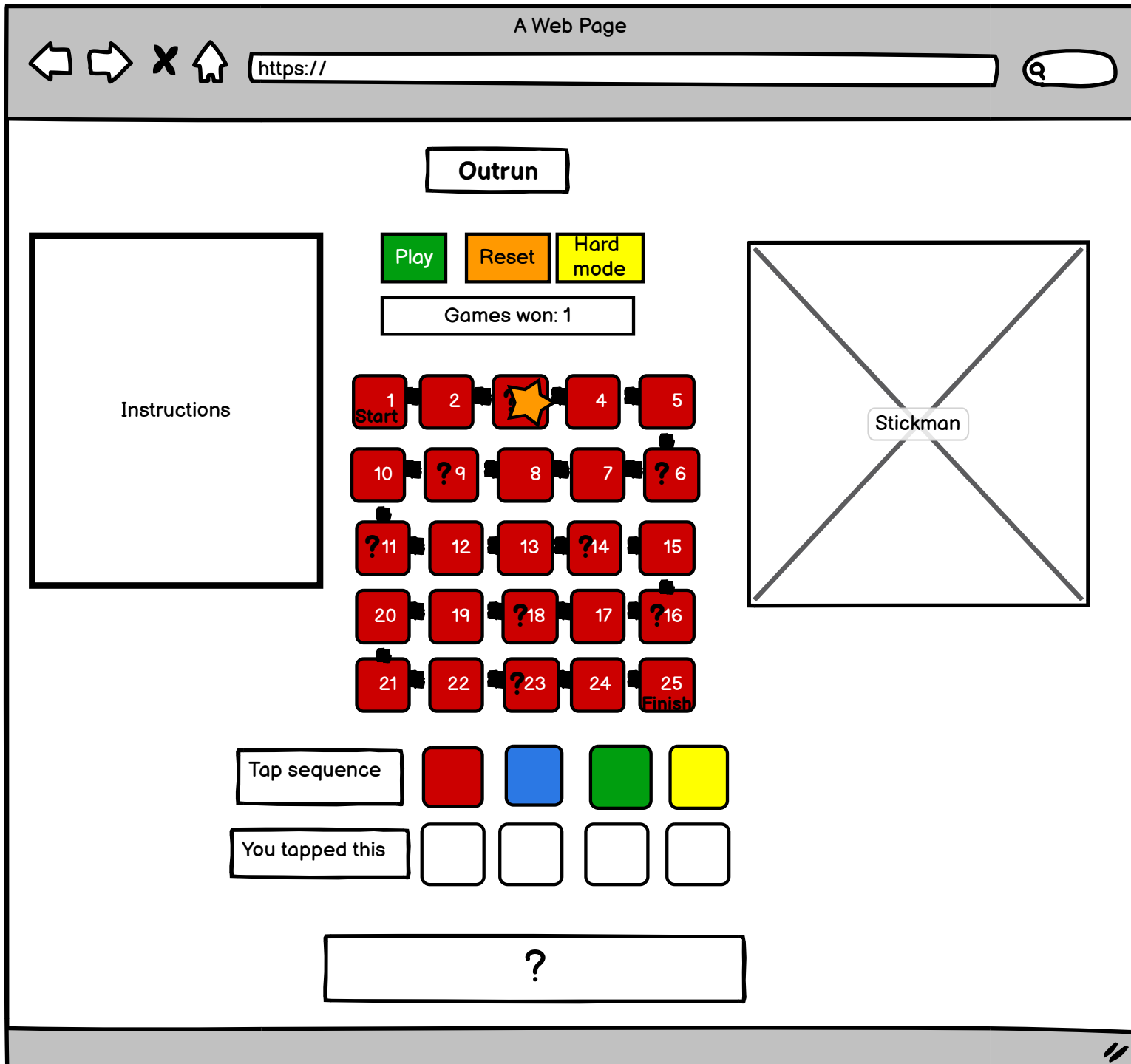
The Shadow starts to follow the player as the game continues.

Desktop display



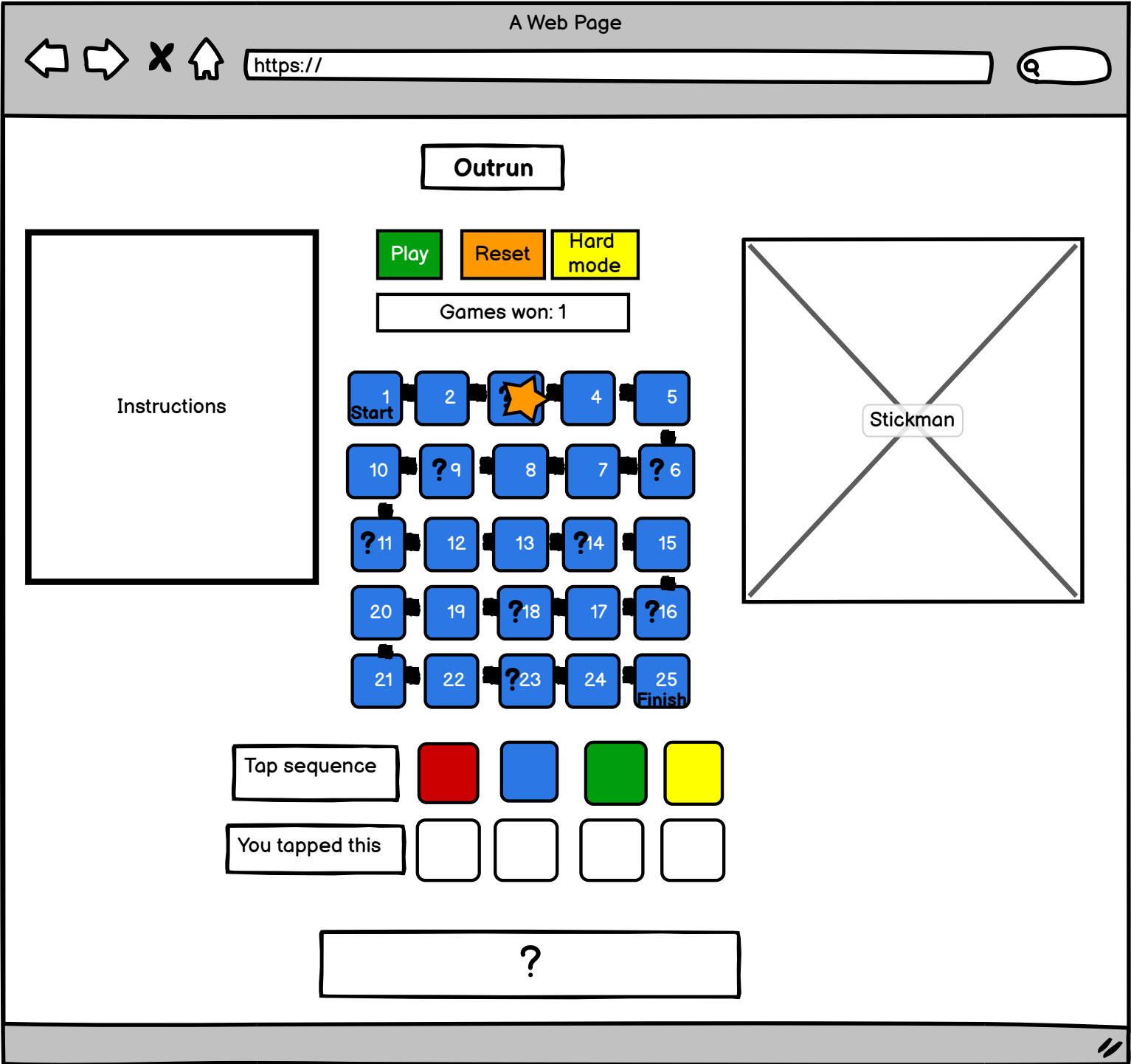
The first game is finished, message shows at top of board.

Desktop display



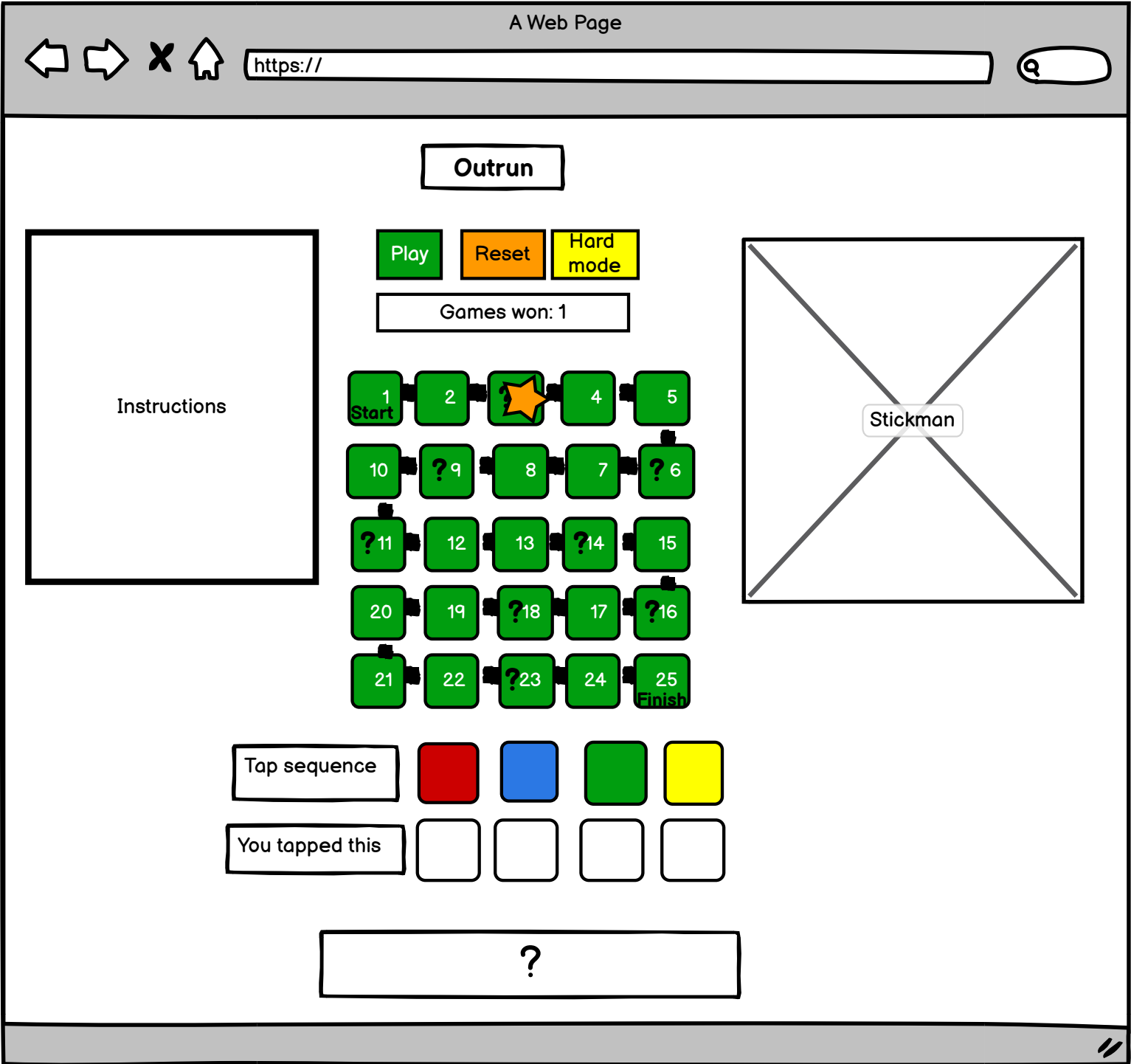
The game tally increases by 1 when 'Play' button is clicked again, if last game was won. If you lose, game resets and progress is lost. Main tiles of board start to show a colour sequence.

Desktop display



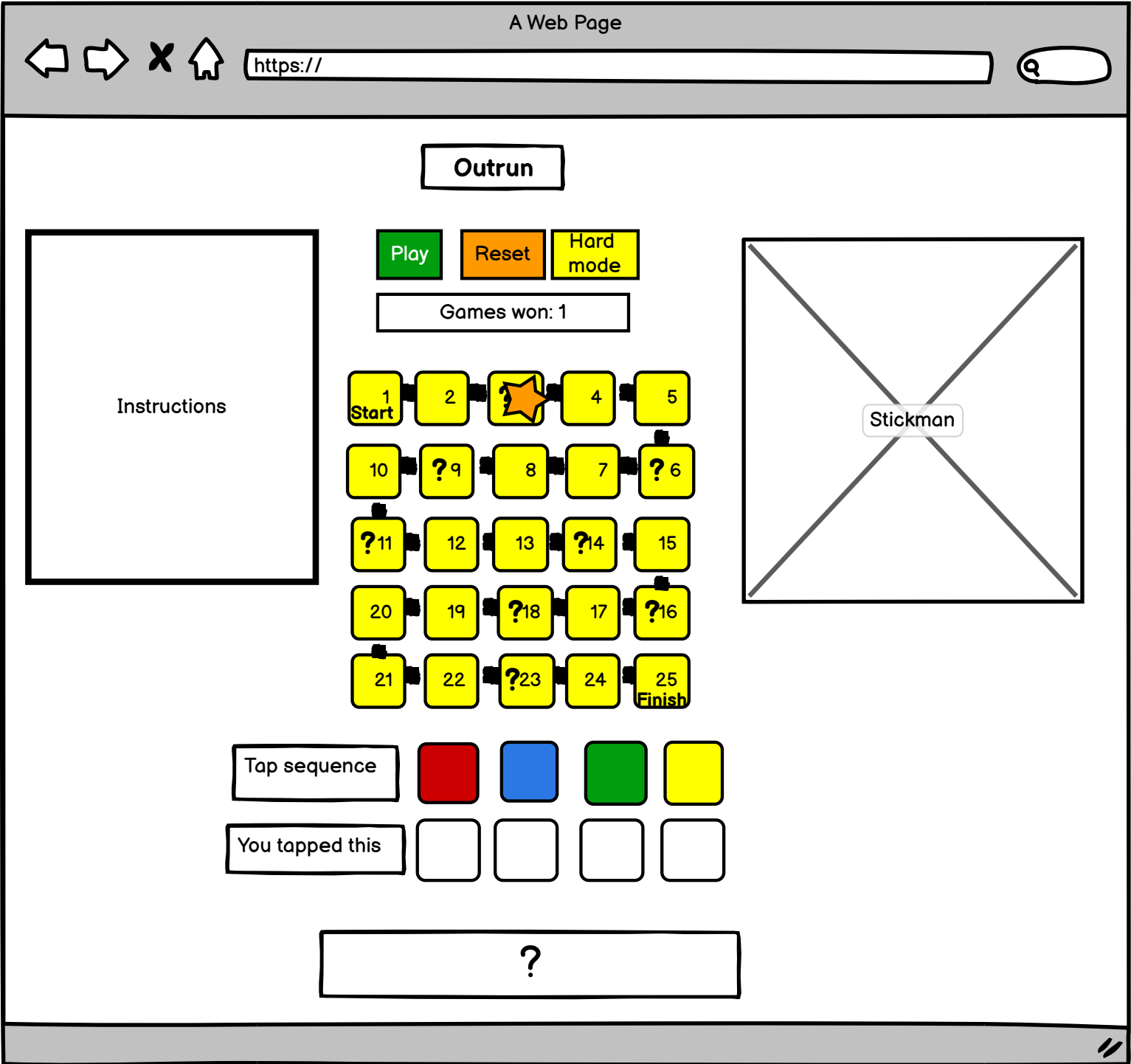
Second colour in sequence displays.

Desktop display



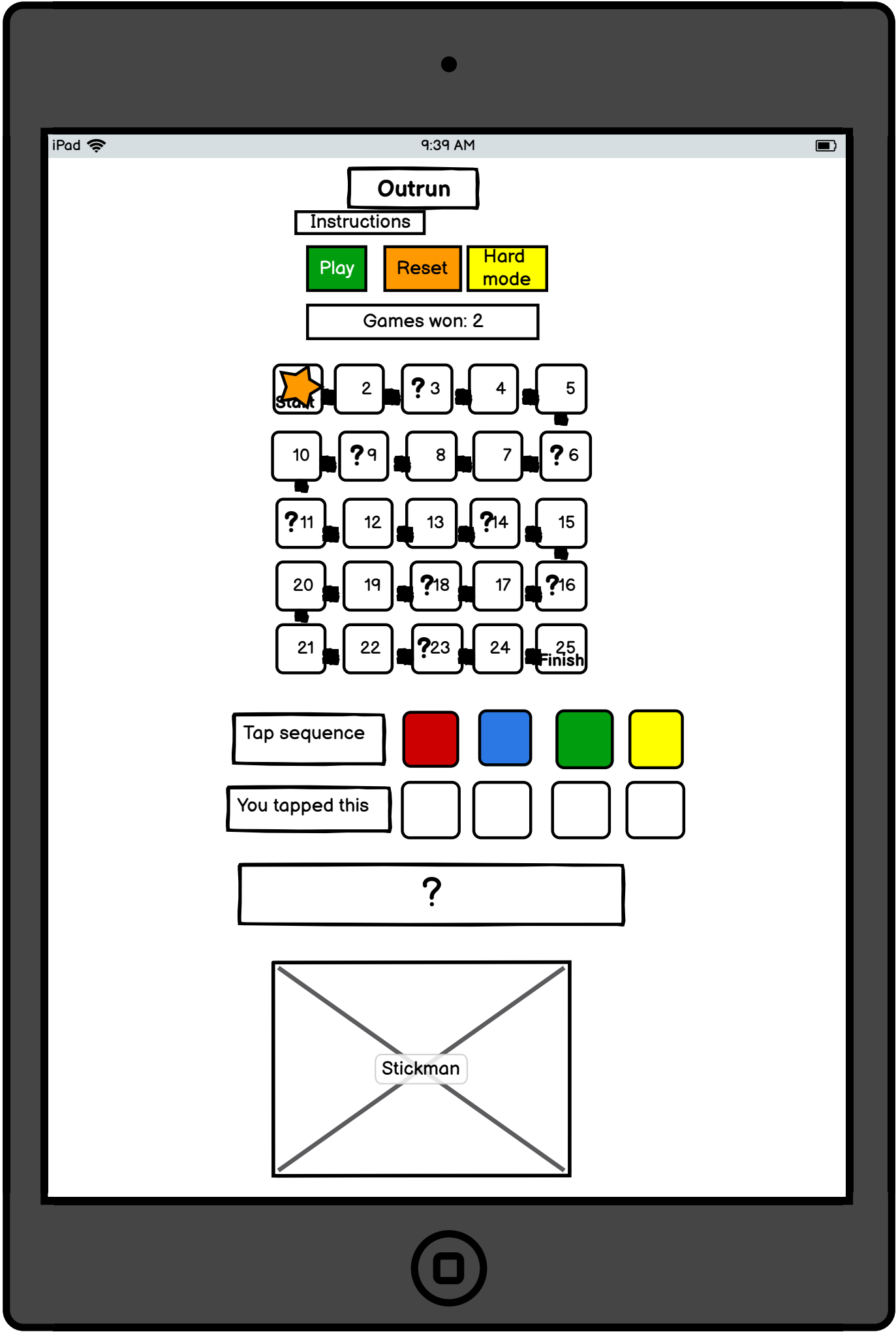
Third colour of sequence displays.

Desktop display



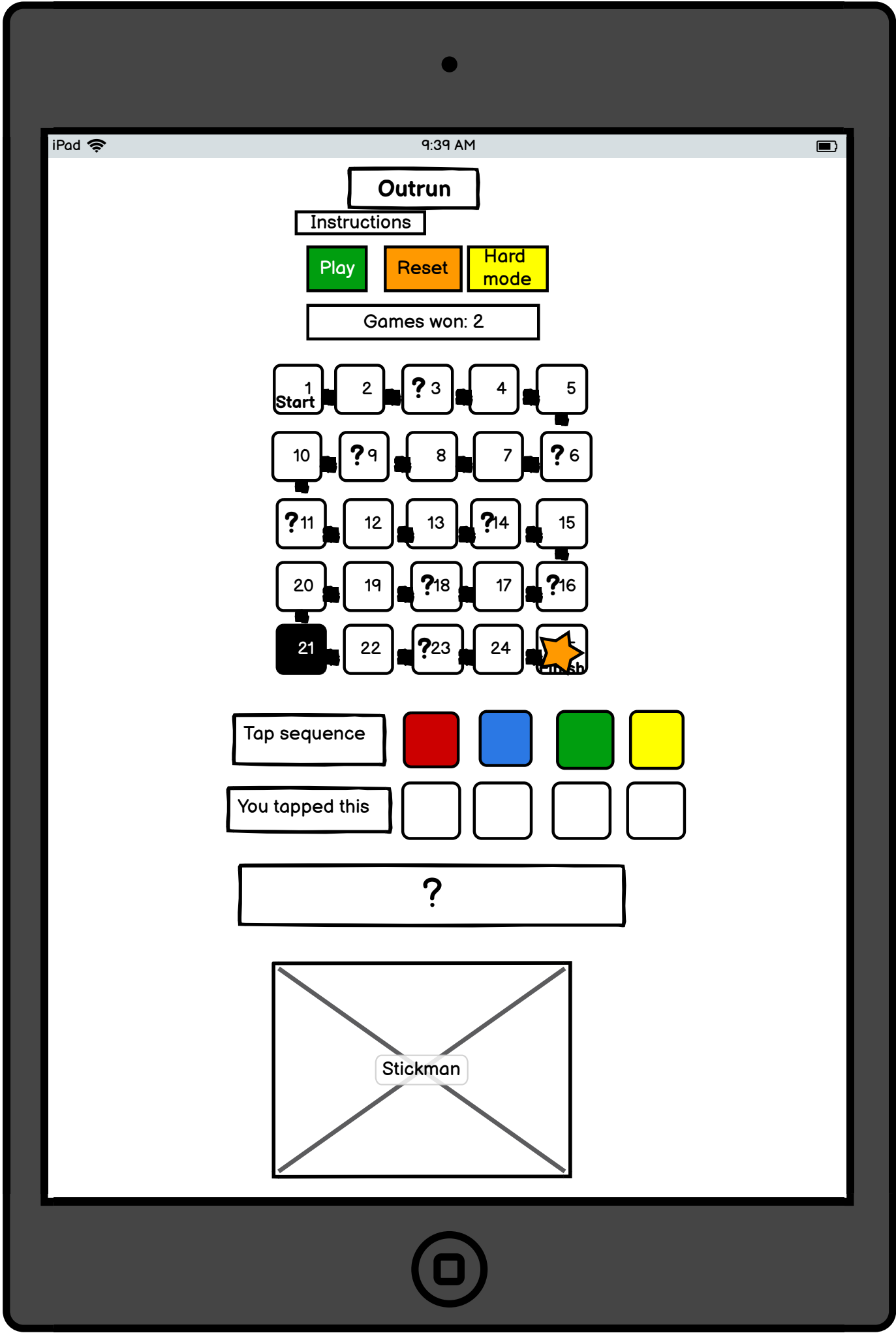
Fourth colour of sequence displays.

Desktop display

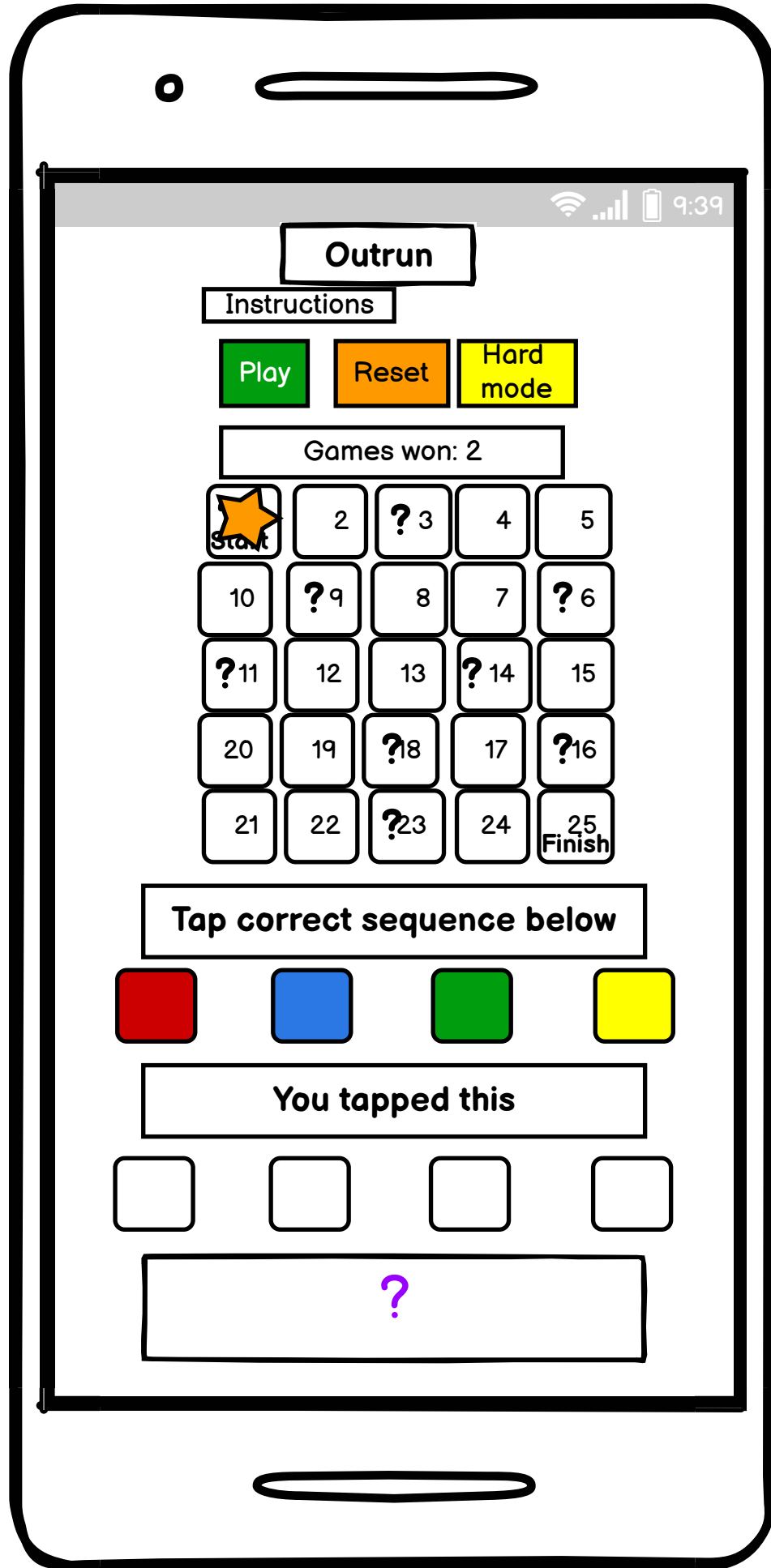


Tablet display

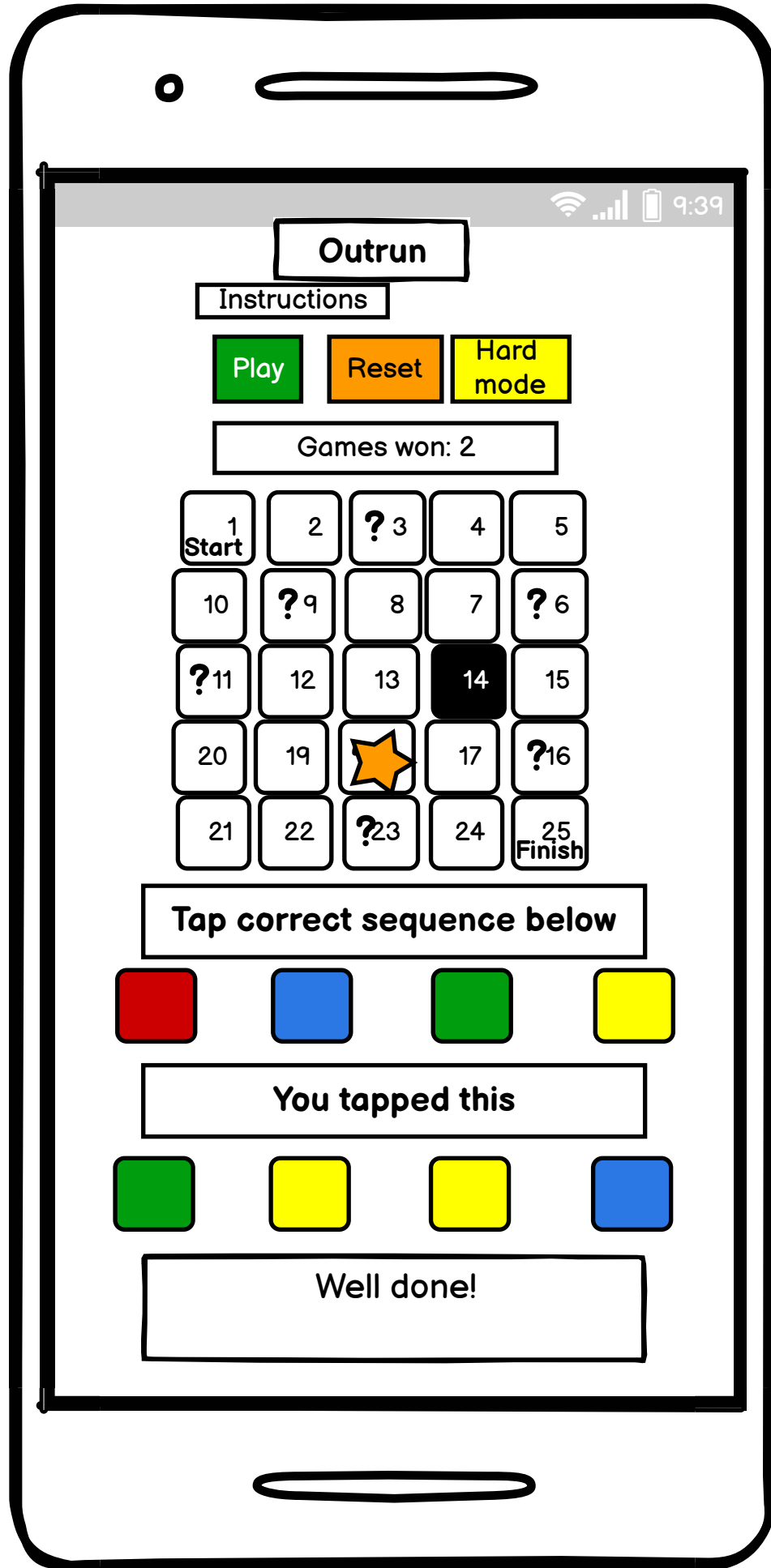




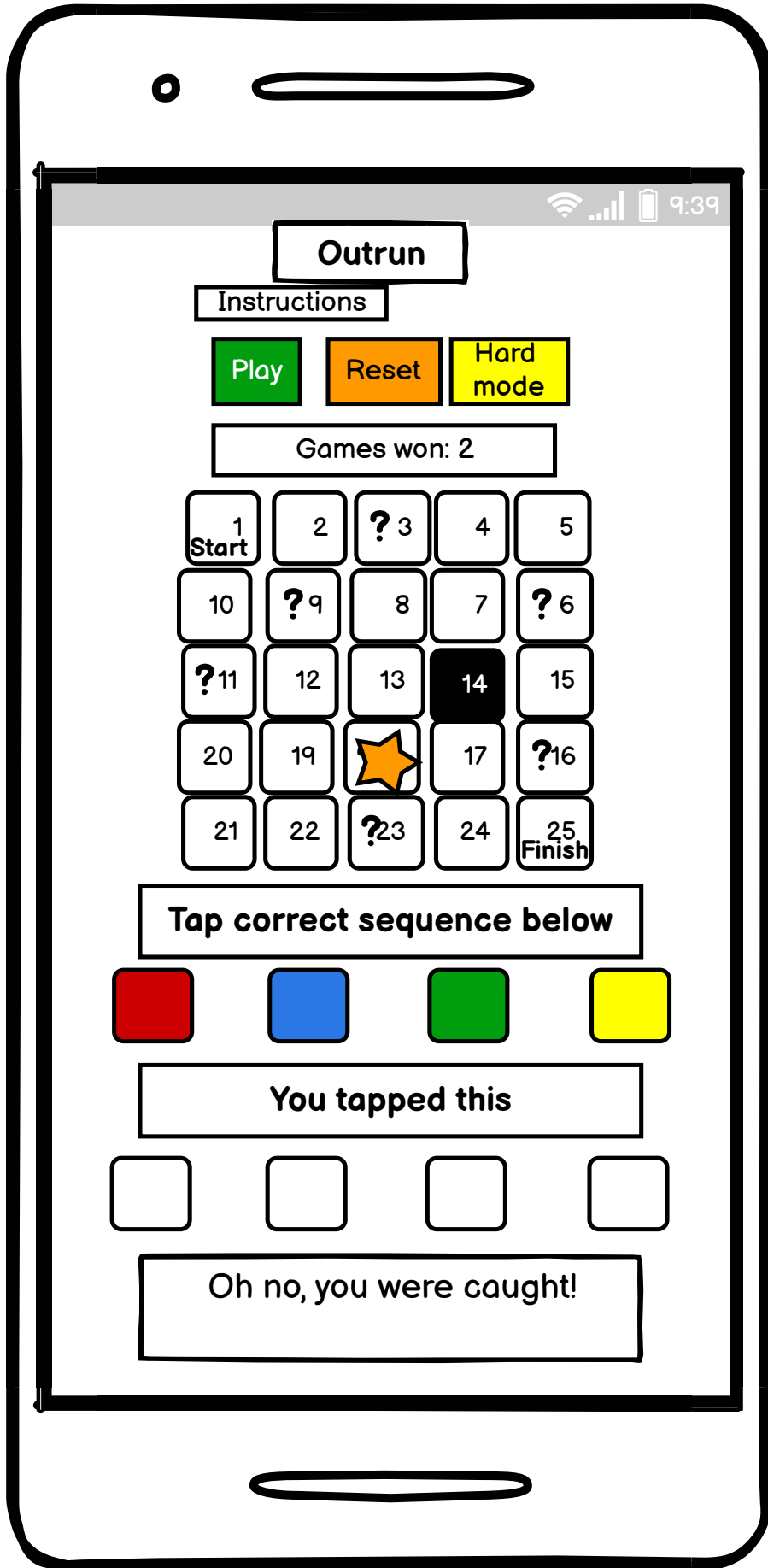
Tablet display



Mobile display

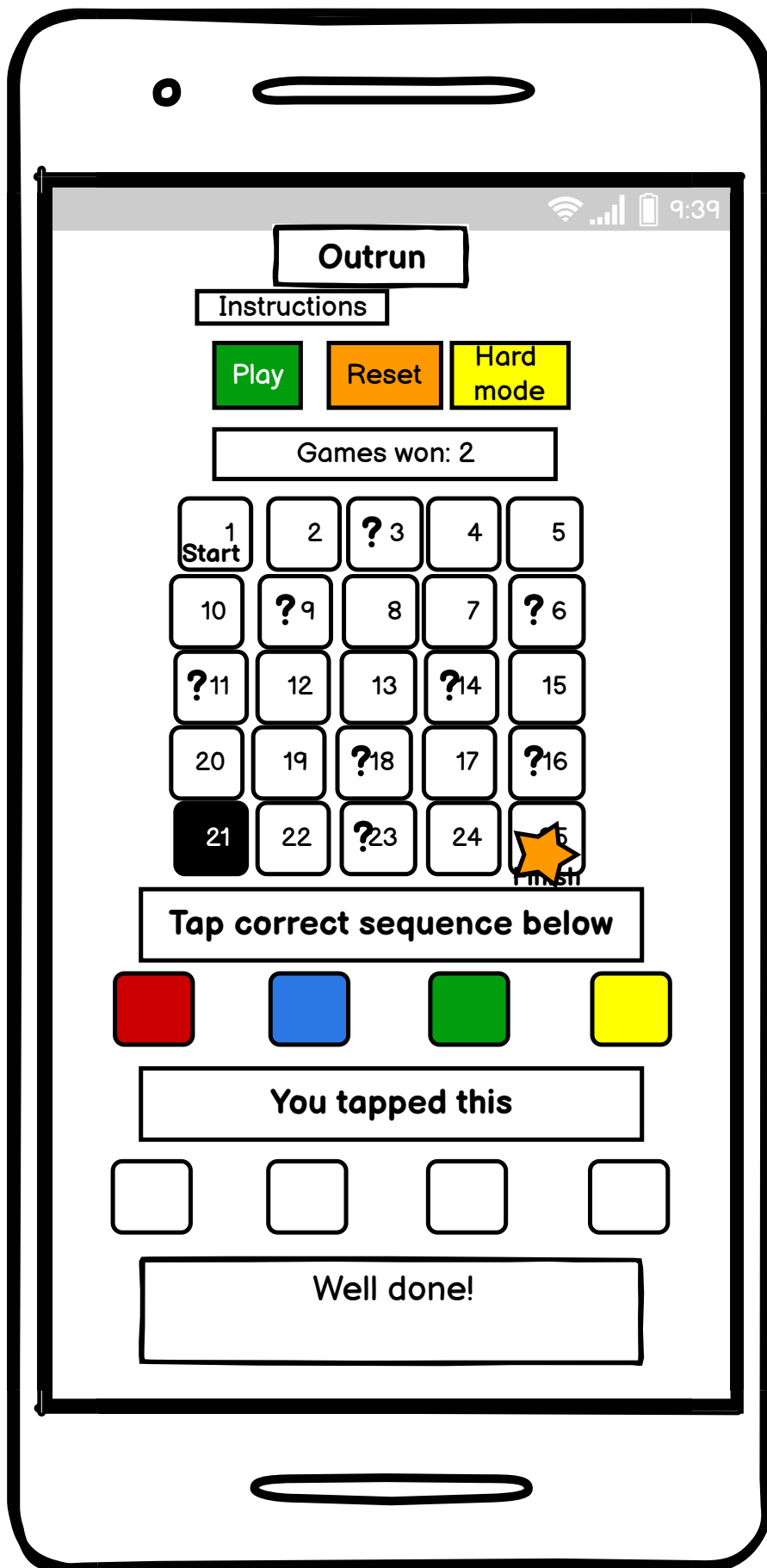


Mobile display



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

Mobile display



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

Mobile display