

Loop Mania

Standard

- No effects

Survival

- Only 1 health potion purchase per shop

Berserker

- Only 1 protective gear purchase per shop

Press to start game in that particular mode



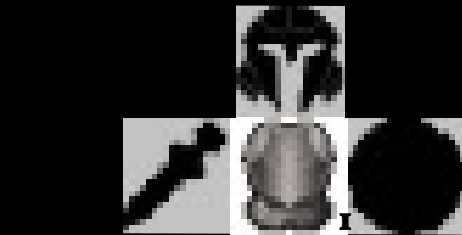
PLAYING

press 'spacebar' to pause.

shop in: 4 cycles



Equipped



Inventory



Cards



Allies



5000

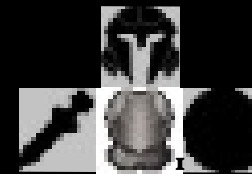
XP 1000

Cycles 17

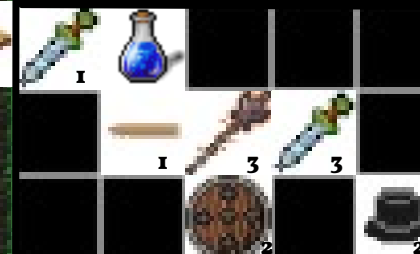
Main Menu

PLAYING shop in: 4 cycles
press 'spacebar' to pause.

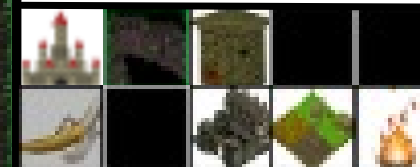
Equipped



Inventory



Cards



Allies



Main Menu

Campfire (on any non-path tile)



Village (on a path tile)



Trap (on a path tile)



Vampire castle (adjacent to a path tile)

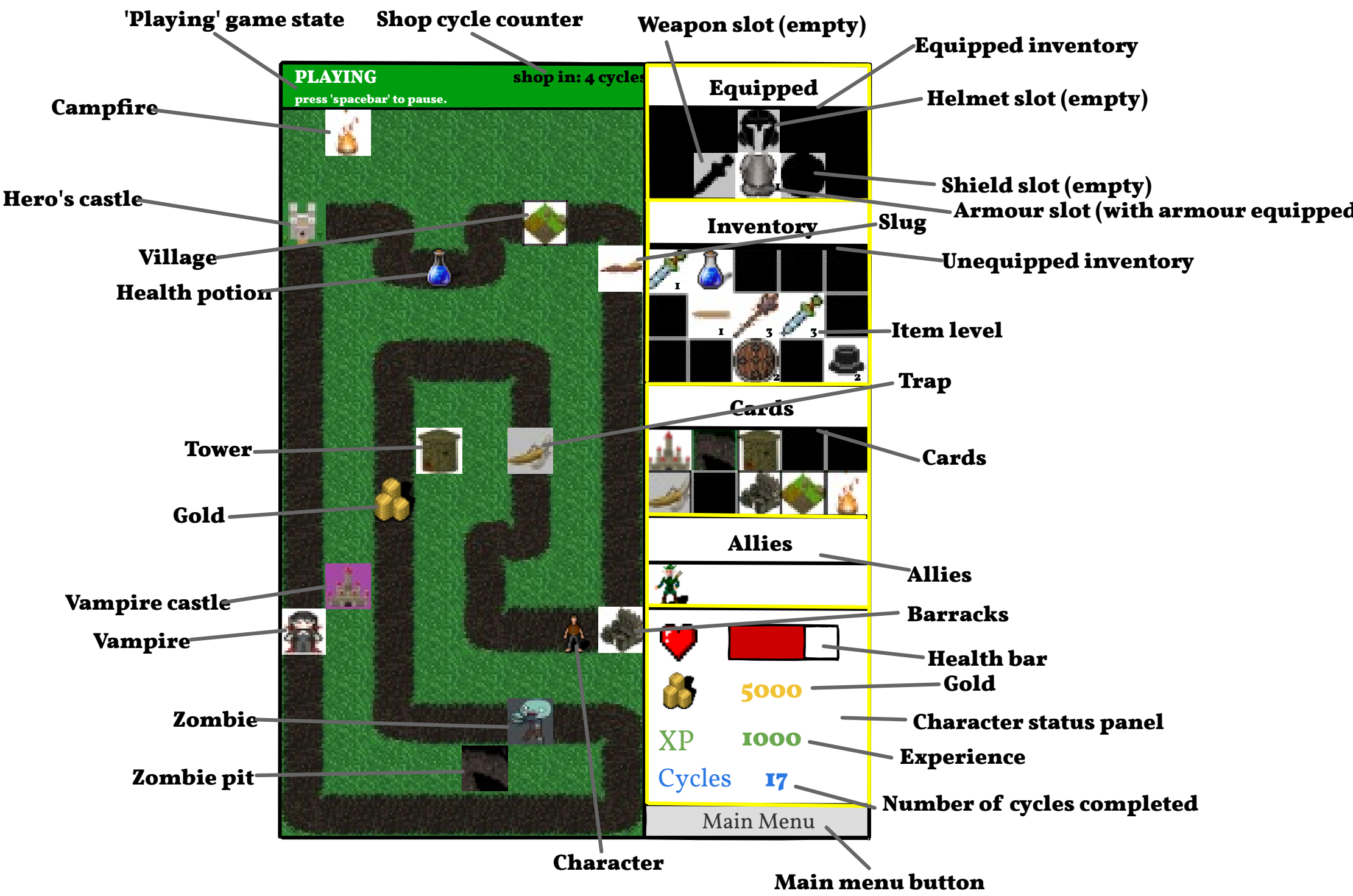


Barracks (on a path tile)



Zombie pit (adjacent to a path tile)





PLAYING

shop in: 4 cycles

press 'spacebar' to pause.



Equipped



Inventory



Cards



Allies



5000

XP

1000

Cycles

17

Main Menu


Character steps into barracks

Character now has one extra allied soldier for support


PLAYING

shop in: 4 cycles

press 'spacebar' to pause.

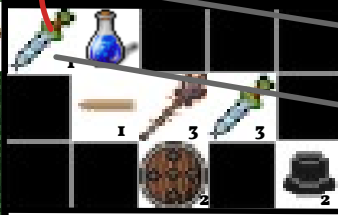


Equipped



1

Inventory



1

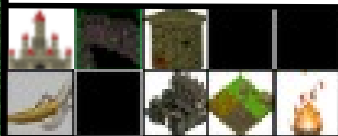
3

3

2



2


Cards



Allies







5000

XP

1000

Cycles

17

Main Menu

Equipped lvl 1 sword

Player drags item to equipped item slot and upon dropping, the item is equipped

Unequipped lvl 1 sword

PLAYING

press 'spacebar' to pause.

shop in: 4 cycles

Equipped

Inventory

Cards

Allies

5000

XP1000

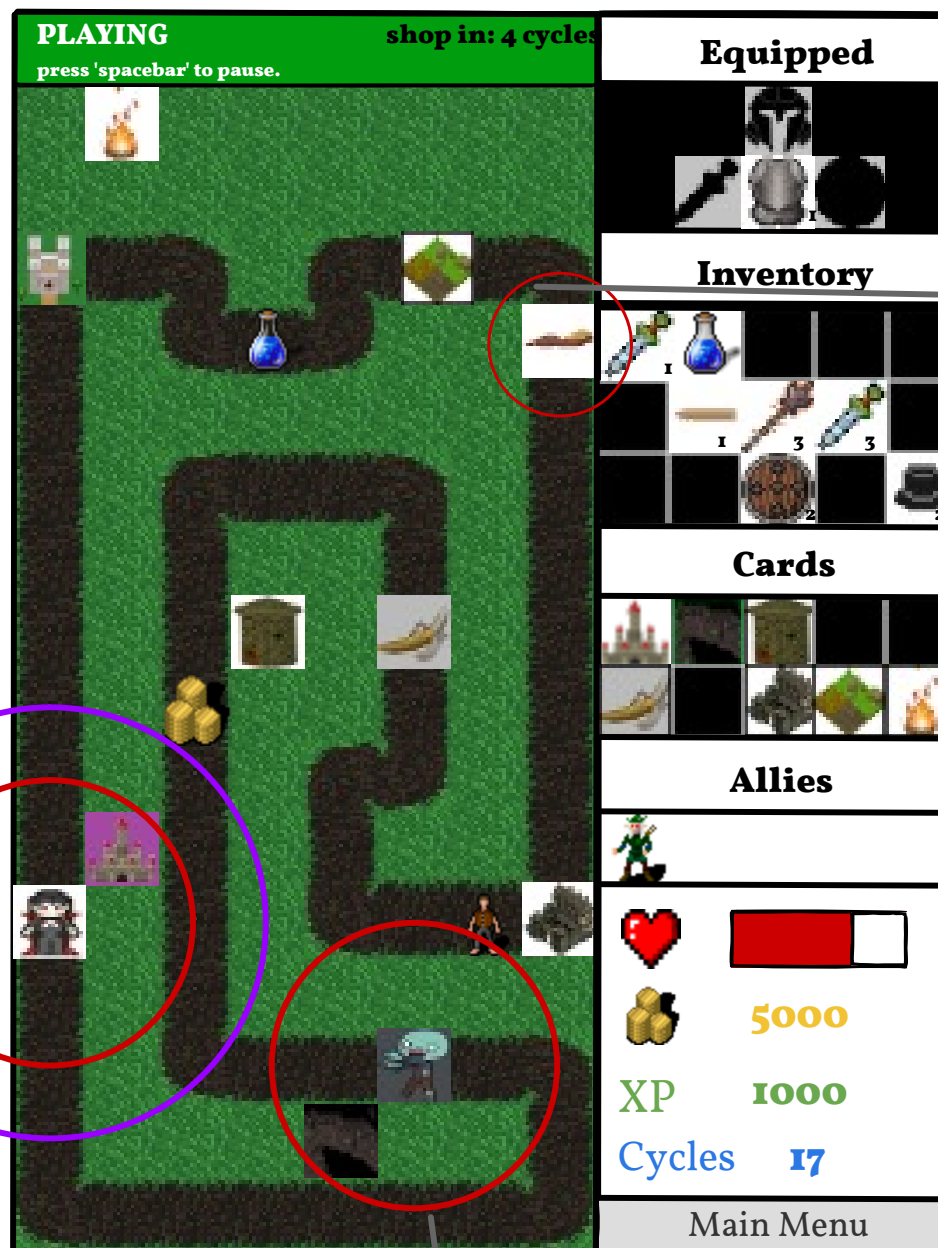
Cycles17

Main Menu

Vampire castle building

Vampire castle card

Player drags card to location and upon dropping, the building is spawned at the location if possible



PLAYING

shop in: 4 cycles

press 'spacebar' to pause.

Equipped

Inventory

Cards

Allies



5000

XP

1000

Cycles

17

Main Menu

Slug battle and support radius: 2

Vampire battle radius: 2

Vampire support radius: 3

Zombie battle and support radius: 2

Character is in the zombie's battle radius and therefore will start a battle with the zombie

press 'spacebar' to pause.

shop in: 4 cycles

Equipped



Inventory



Cards



Allies



5000

XP 1000

Cycles **I7**

[Main Menu](#)

➤ **If player drags the health potion anywhere on the map, upon dropping health is restored to**

Maximum health

PLAYING
press 'spacebar' to pause.

shop in: 4 cycles

Equipped

Inventory

Cards

Allies

Heart icon, Red bar, Gold coins, XP, Cycles


Main Menu

**Oldest card by time removed and replaced if a new card is obtained.
Player gains 300-400 gold and 3 experience and a 15% chance for a new item drop**


PLAYING

shop in: 4 cycles


press 'spacebar' to pause.




Equipped




Inventory





Cards



Allies







5000

XP

1000

Cycles

17


Main Menu

Oldest unequipped item by time removed and replaced if a new item is obtained
Player gains 20% of the discarded item's gold cost and 3 experience

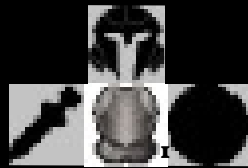
PLAYING

press 'spacebar' to pause.


shop in: 4 cycles




Equipped




Inventory






Cards



Allies







5000

XP

1000

Cycles

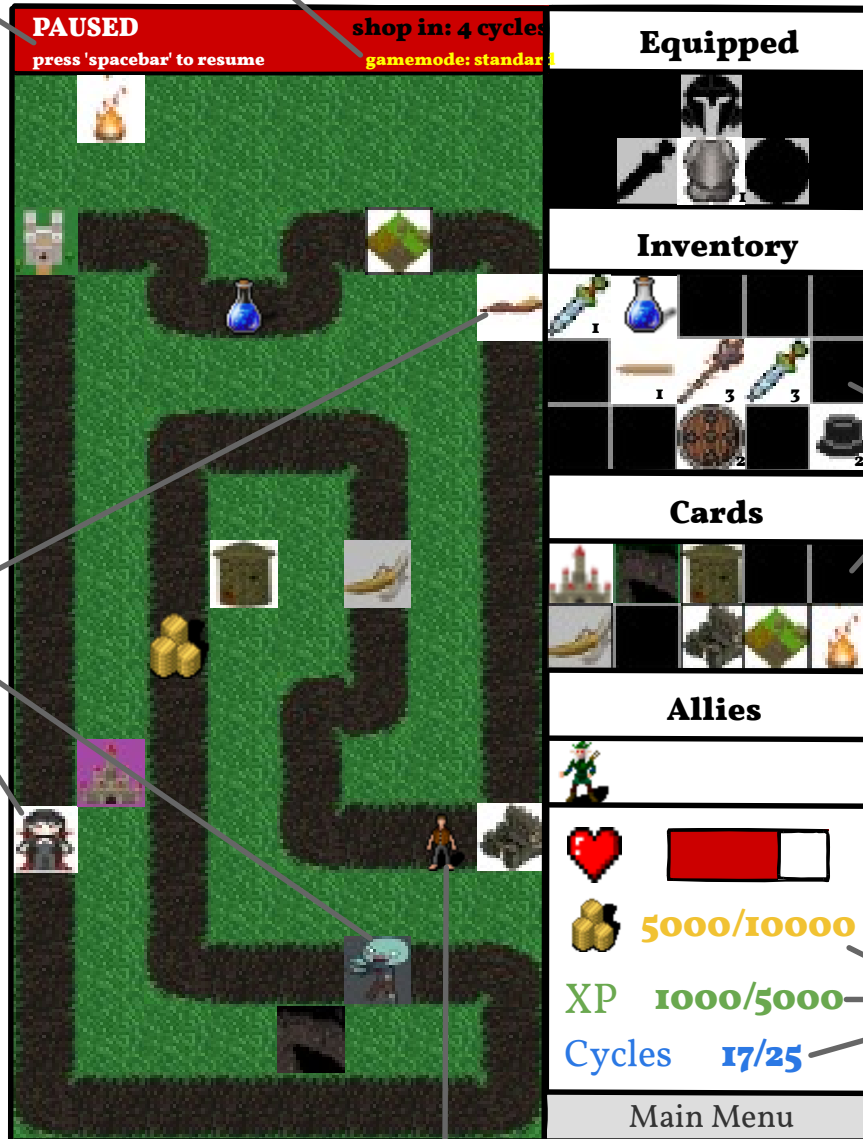
17

Main Menu

When 'Main Menu' button is pressed, game is quit and player is transported back to the 'start menu'

'Paused' game state

Gamemode shown



Player can still 'drag and drop' items and cards

Goals for gold, experience and number of cycles shown

Character stops moving

When character gets to the hero's castle at the end of a triangle number cycle, opens the shop

Grey box if not enough gold to buy

White box if enough gold to buy

Item levels sold one level more than owned

If item not owned, shop sells level 1


Item costs scale by 10% per level

Health potion costs 200, then 100 more for each following one bought

'Done' button brings player back to game

Shop


Sword



4

466


Stake



2

385


Staff



2

770


Armour



1

400


Shield



3

424


Helmet



3

342

Health Potion







300








Sell

Done








Equipped


Inventory



				
				
				


Cards

Allies







650

XP

1000

Cycles


5

Main Menu


Whole sidebar still shown

When item is dragged to sell button, sells item

Sword




4




466

Stake




2




385

Staff




2




770

Armour




1




400

Shield




3




424

Helmet




3




342


Health Potion



1




300




140

Done


Equipped




Inventory






Cards



Allies







650

XP

1000

Cycles

5

Main Menu

When item dragged to sell, text turns into selling price which is 40% of buying price of the specific