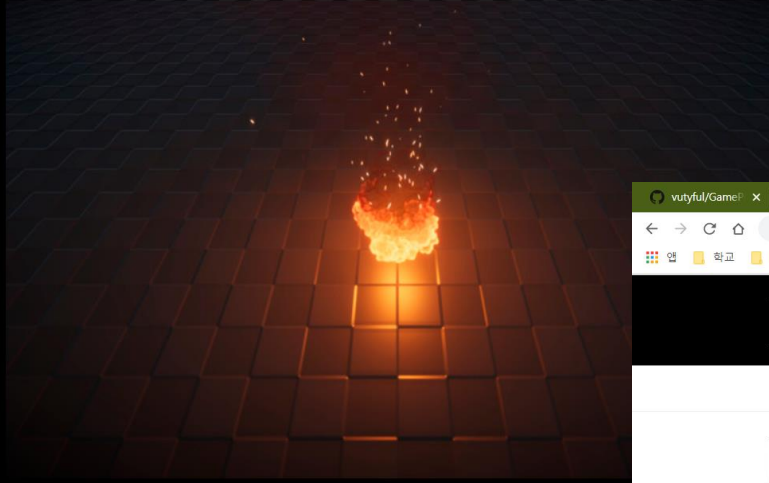
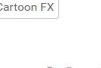
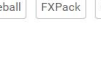
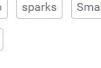
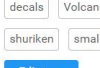
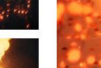


병아리 전투원은 랜덤 → 사망 시 병아리 소멸
첫 전투 → 사망 X, 병아리 능력치 최소

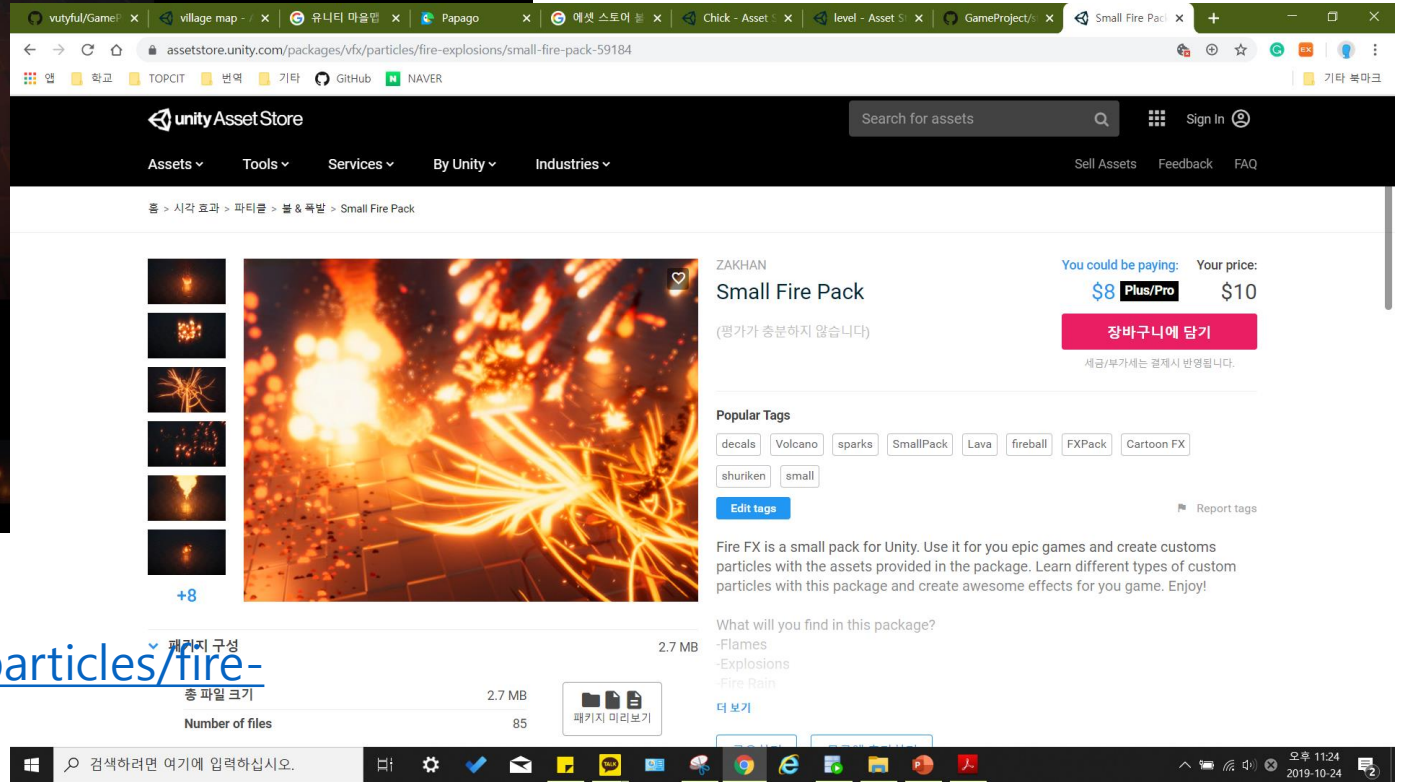
진제화면을 종료하려면 **F11** 을(를) 누르세요.



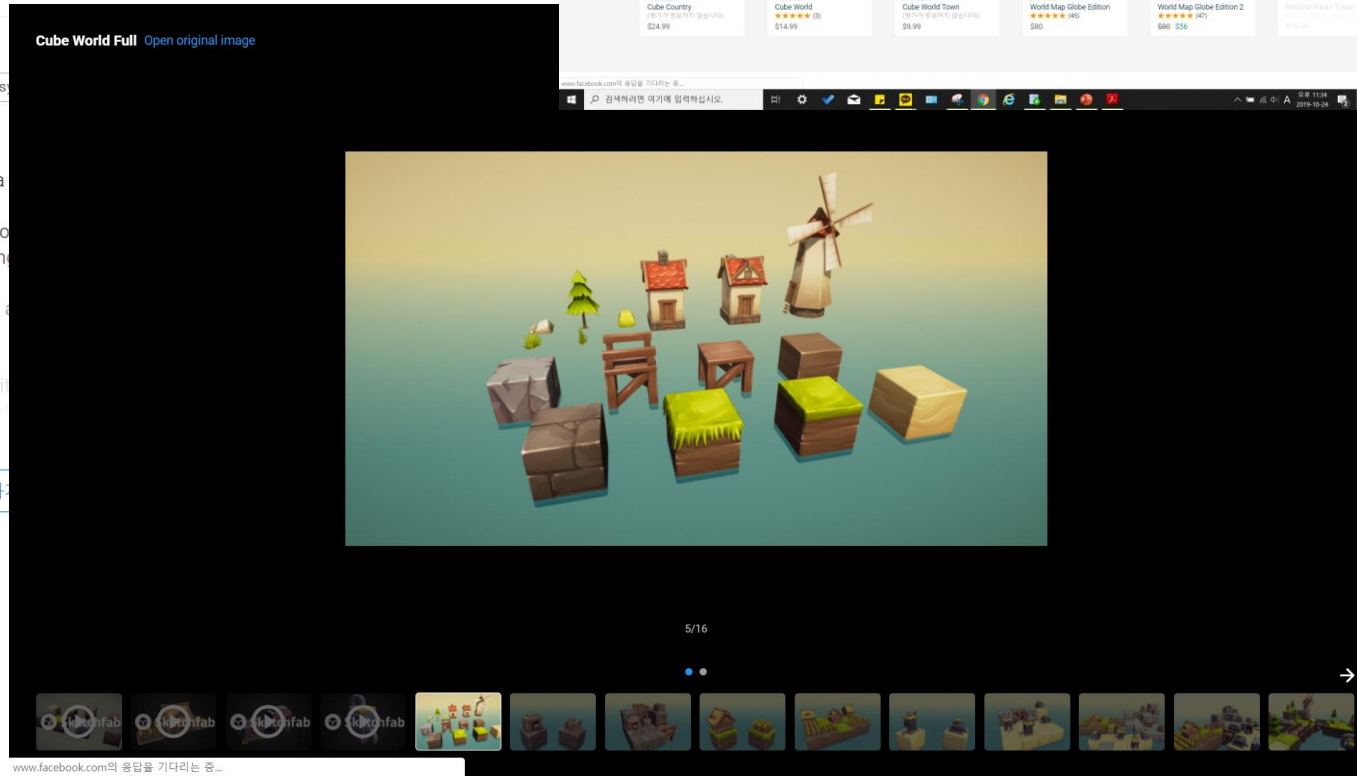
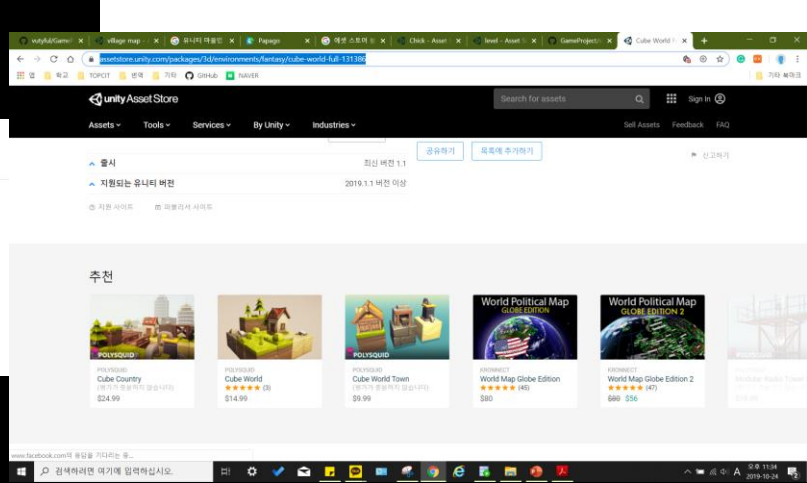
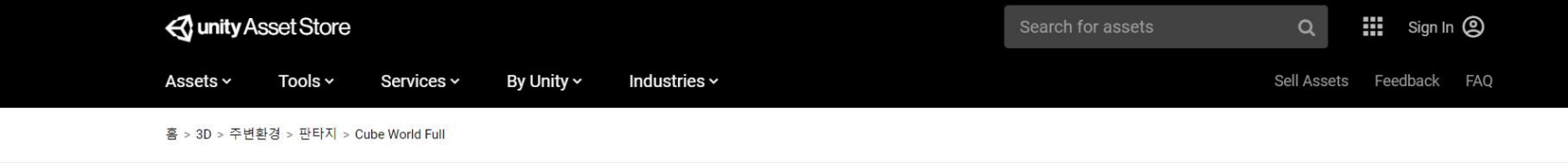
1/14



<https://assetstore.unity.com/packages/vfx/particles/fire-explosions/small-fire-pack-59184>



불타는 마을 컨셉

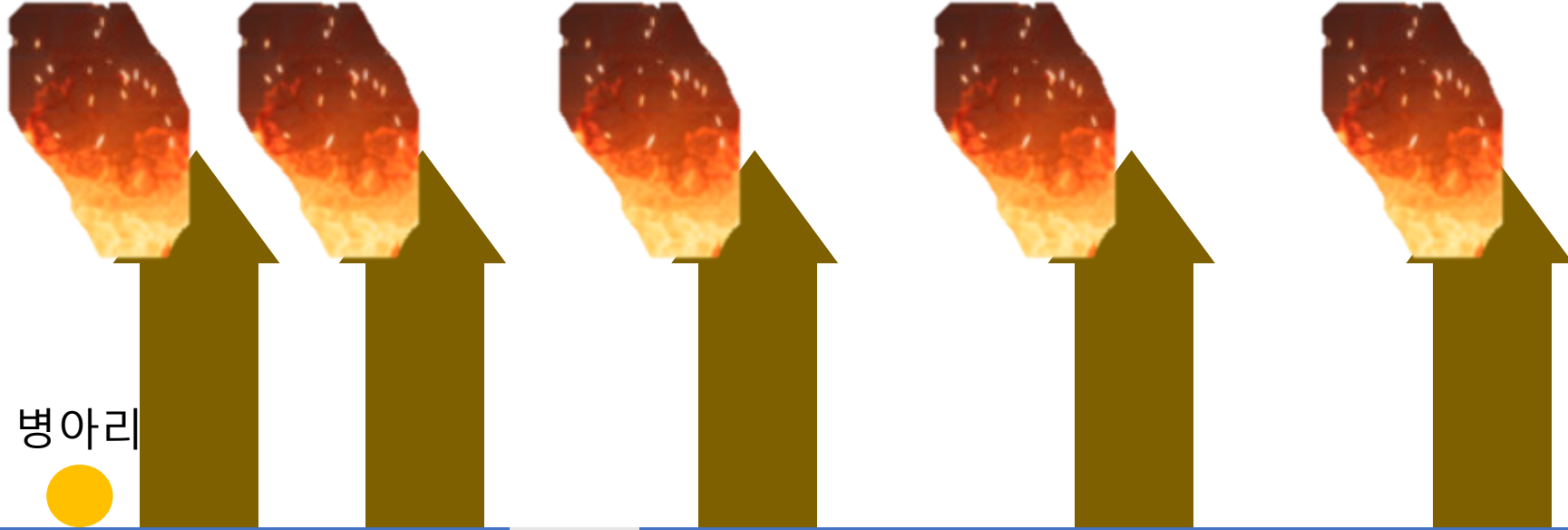


<https://assetstore.unity.com/packages/3d/environments/fantasy/cube-world-full-131386>

첫 시작

● X 3

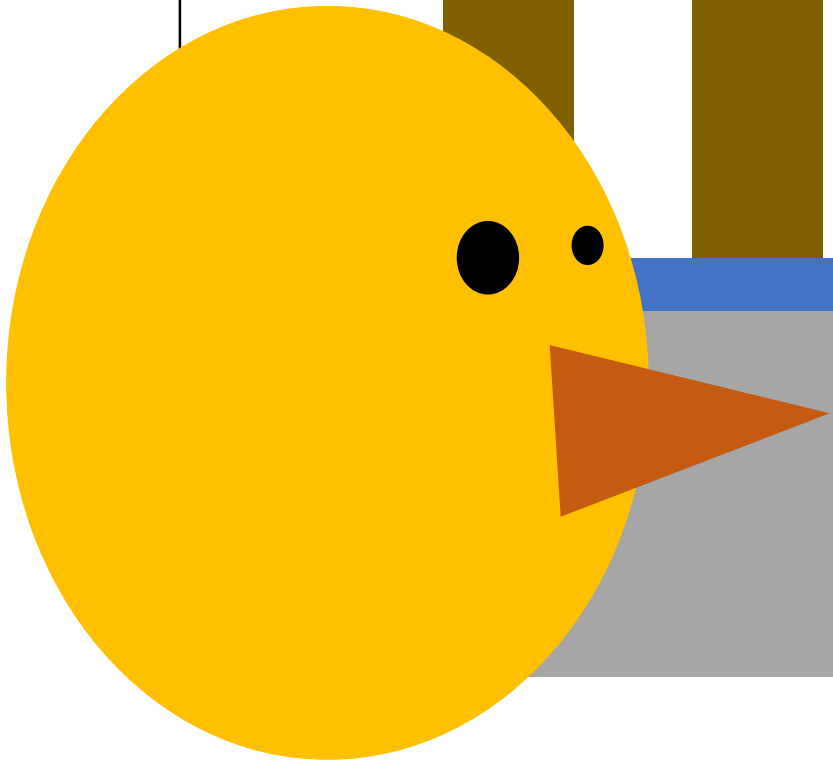
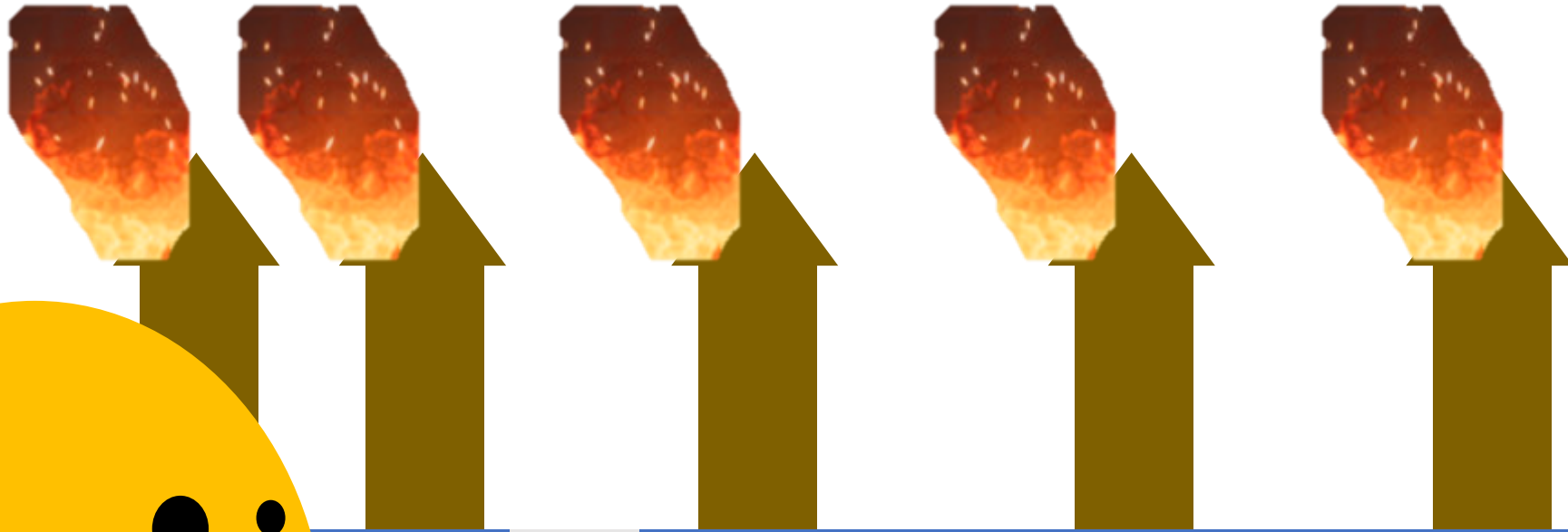
병아리



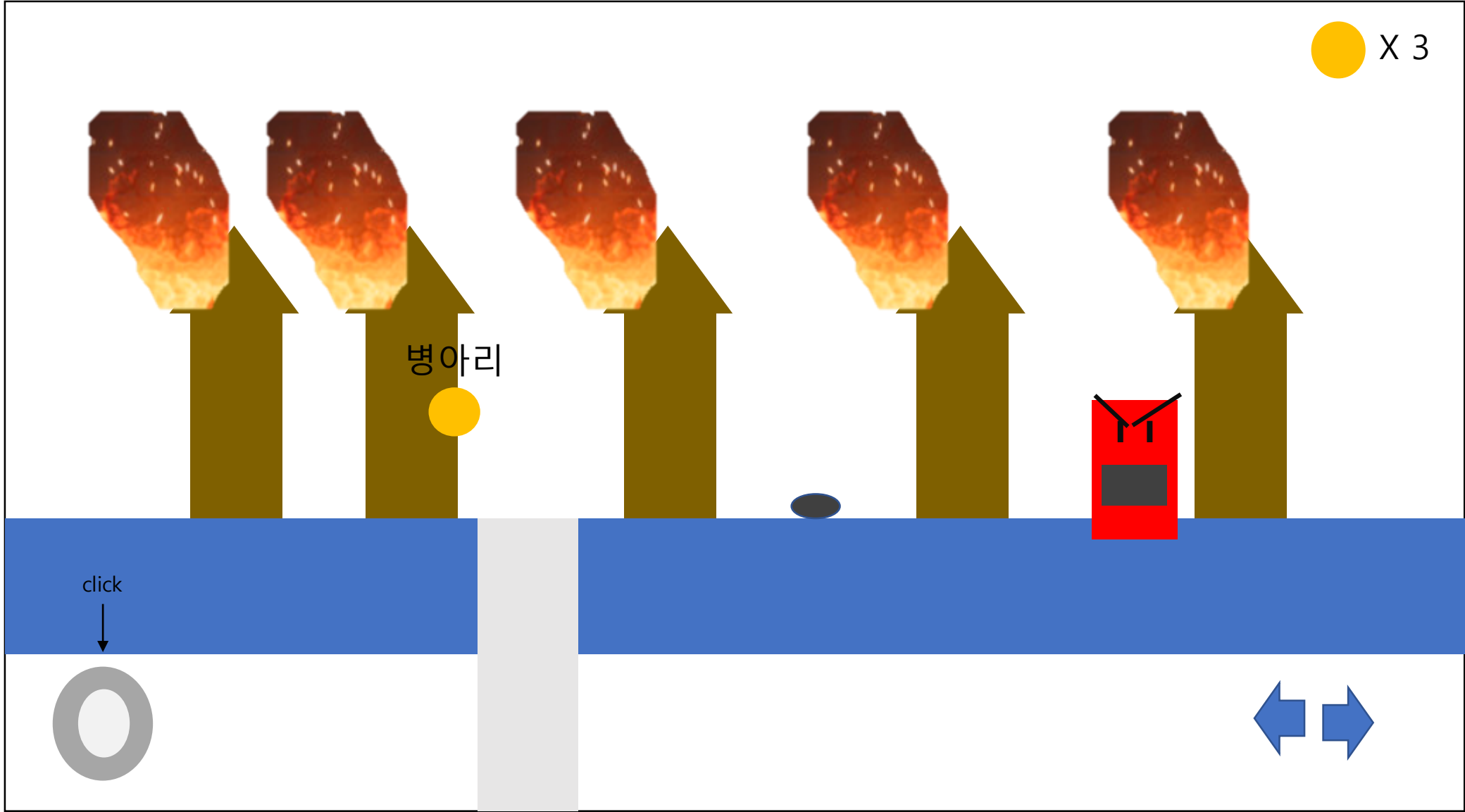
"적"들이 닭 고기 맛을 알아버리고 닭 마을 소유의 땅 전부를 점령했다.

첫 시작

● X 3



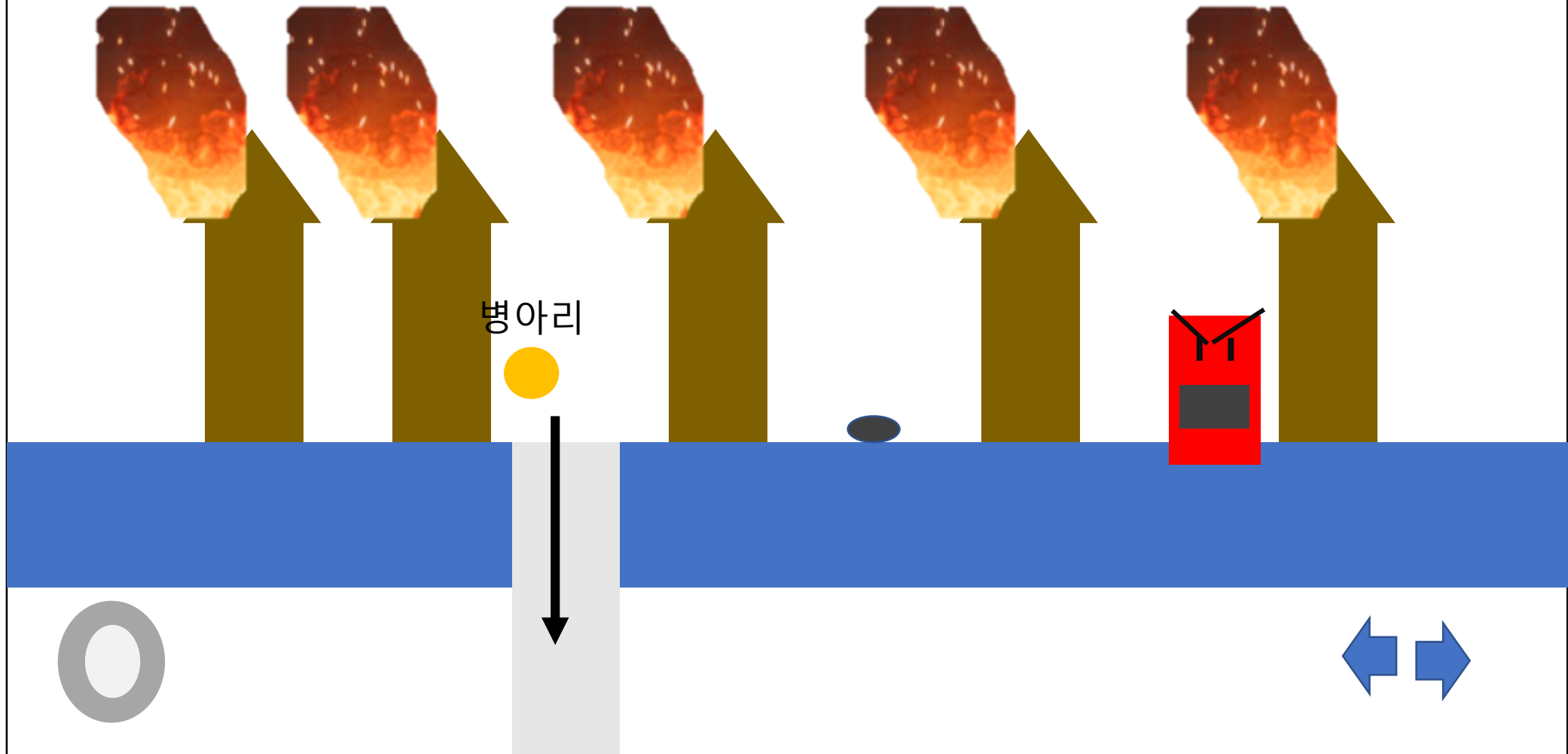
"적"들을 전부 퇴치하고 마을을 되찾자!



컴퓨터 → 방향키
space → 공격

Mission 마을 내에 있는 적들을 물리쳐라

● X 3



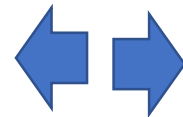
병아리가 구렁이에 빠질 경우

Mission 마을 내에 있는 적들을 물리쳐라

● X 3

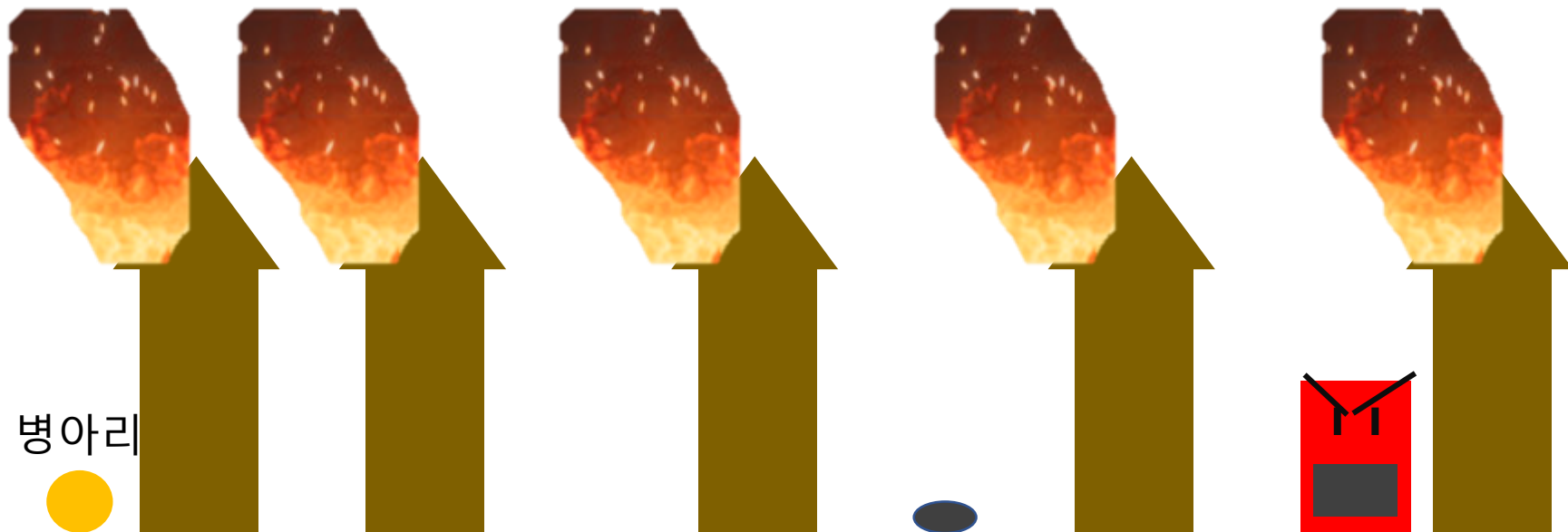
병아리가 빈사 상태에 빠졌습니다..

병아리

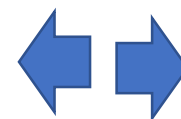
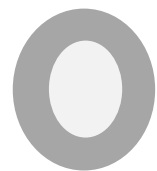


병아리가 다치거나 함정에 빠질 때

● X 2



병아리



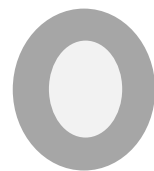
● X 2

돌멩이로 "적"을 공격하십시오.

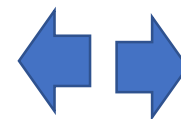
돌멩이로 공격



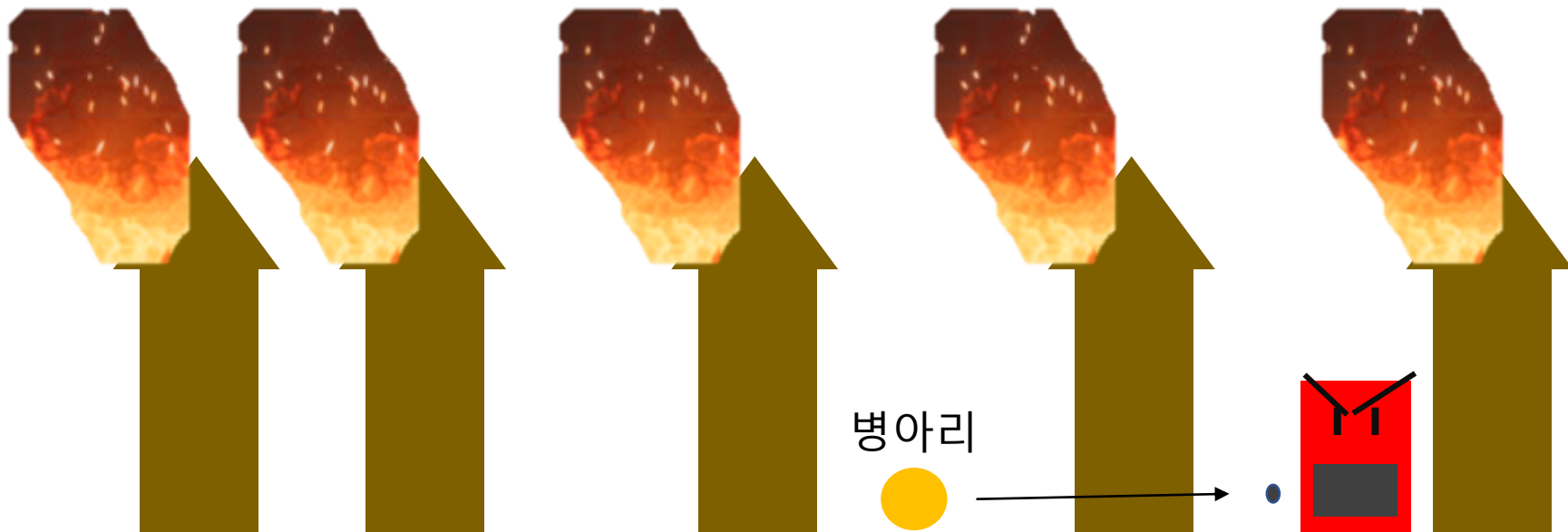
병아리



3



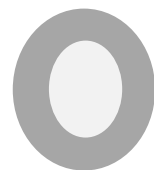
● X 2



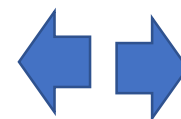
병아리



click



2



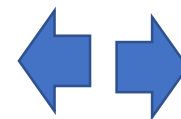
● X 1

병아리가 빈사 상태에 빠졌습니다..

병아리

click

2



X 0

전투 참가 병아리를 전부 잃었습니다.
다른 병아리로 재시작

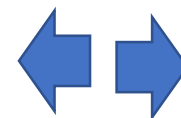


병아리

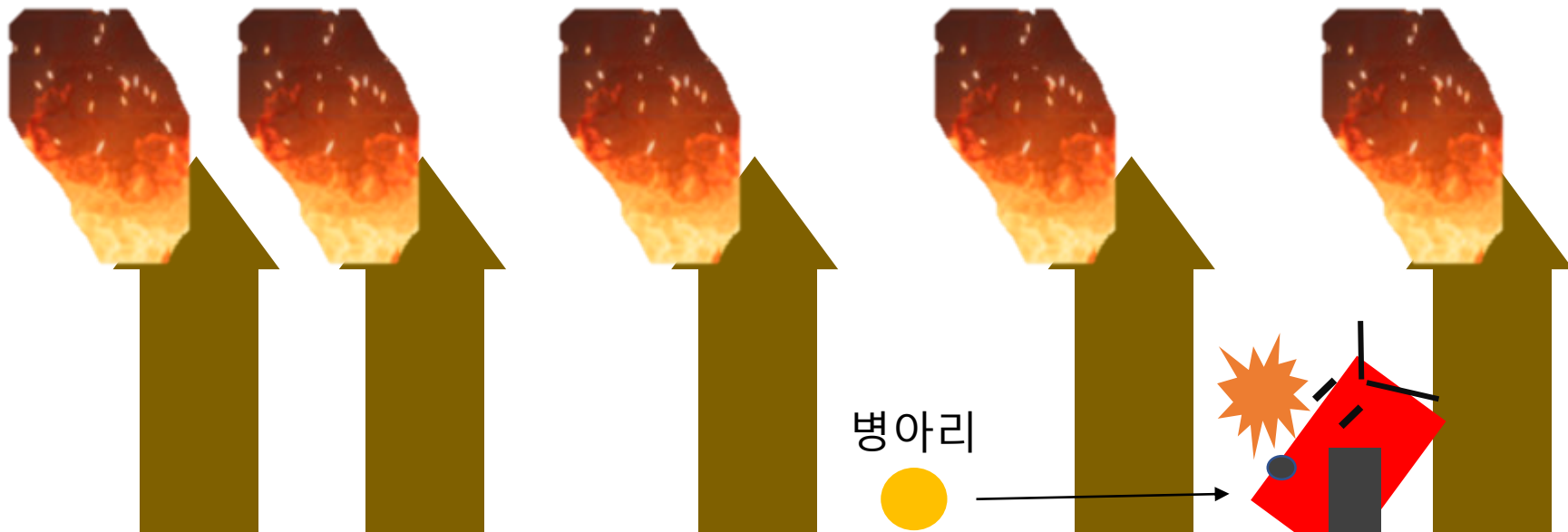


click

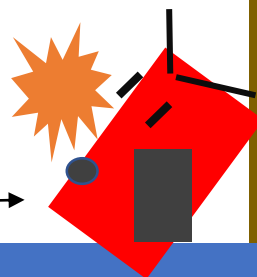
2



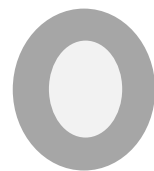
● X 2



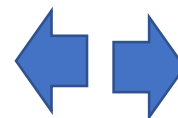
병아리

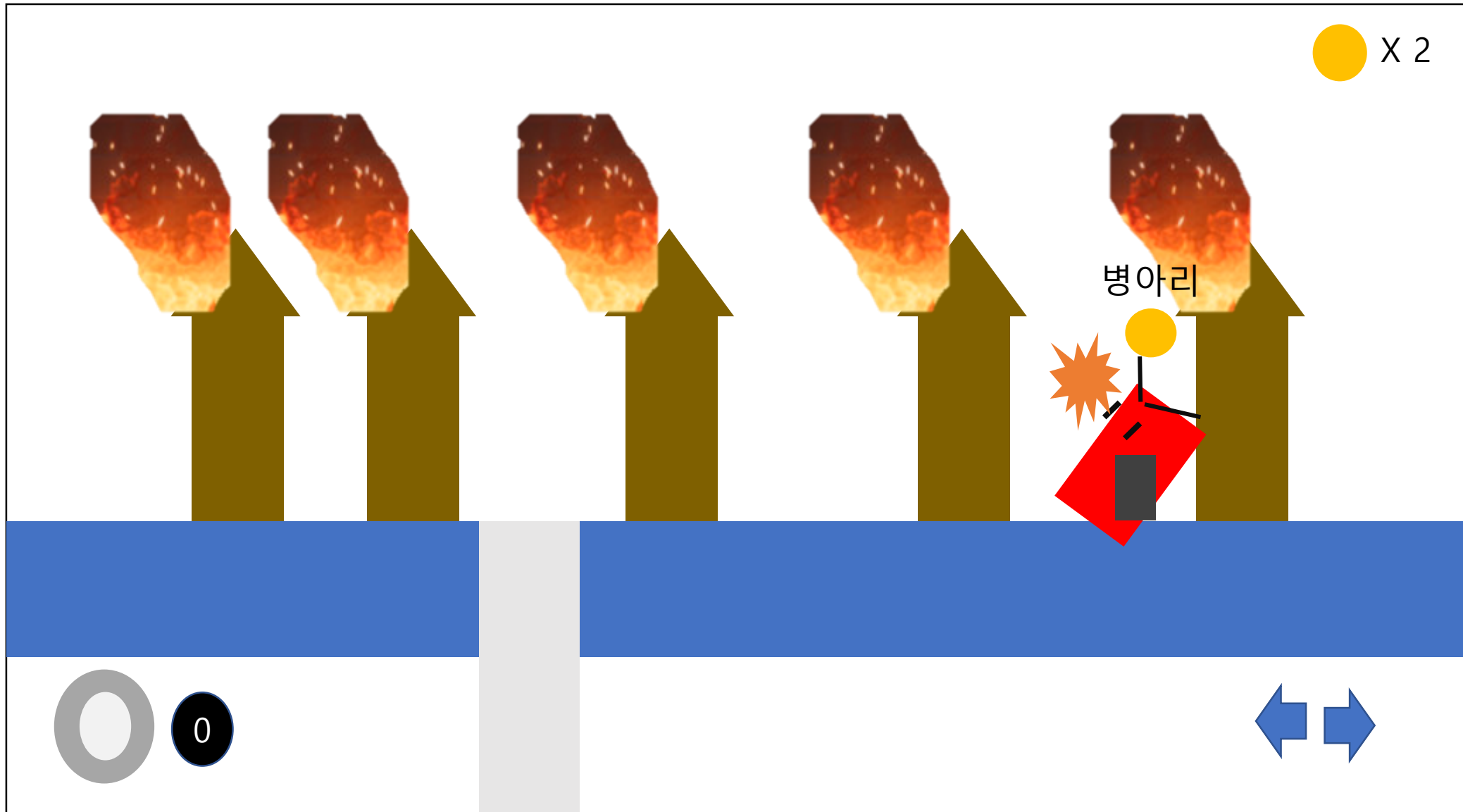


click



2



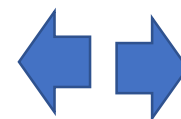
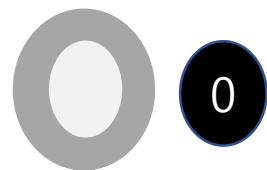


병아리에 능력치가 높아야 점프로 죽이기 쉬움.
최저 능력치: 점프 3~4 번(?)

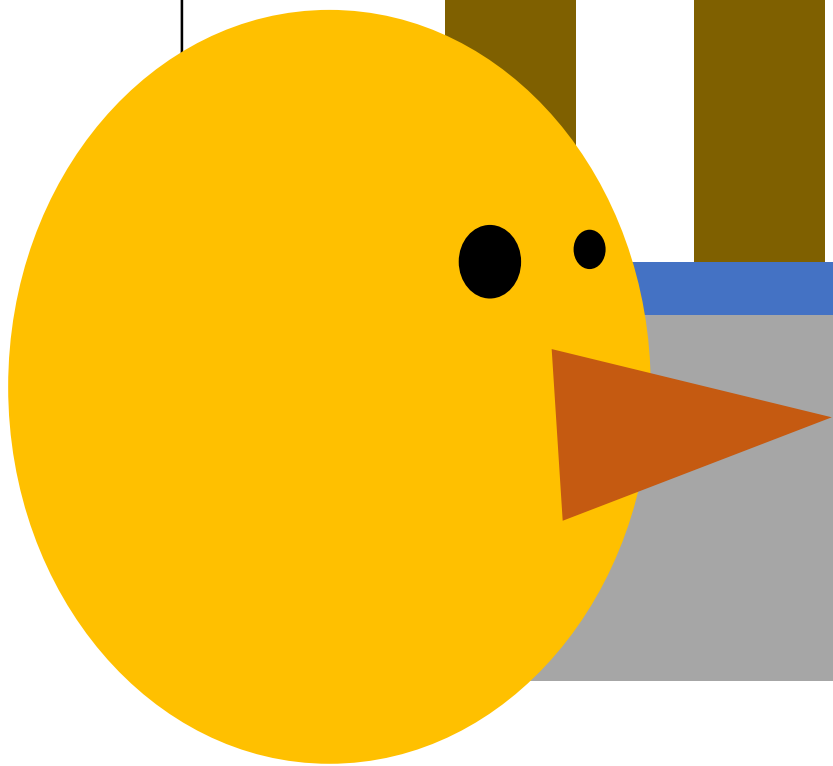
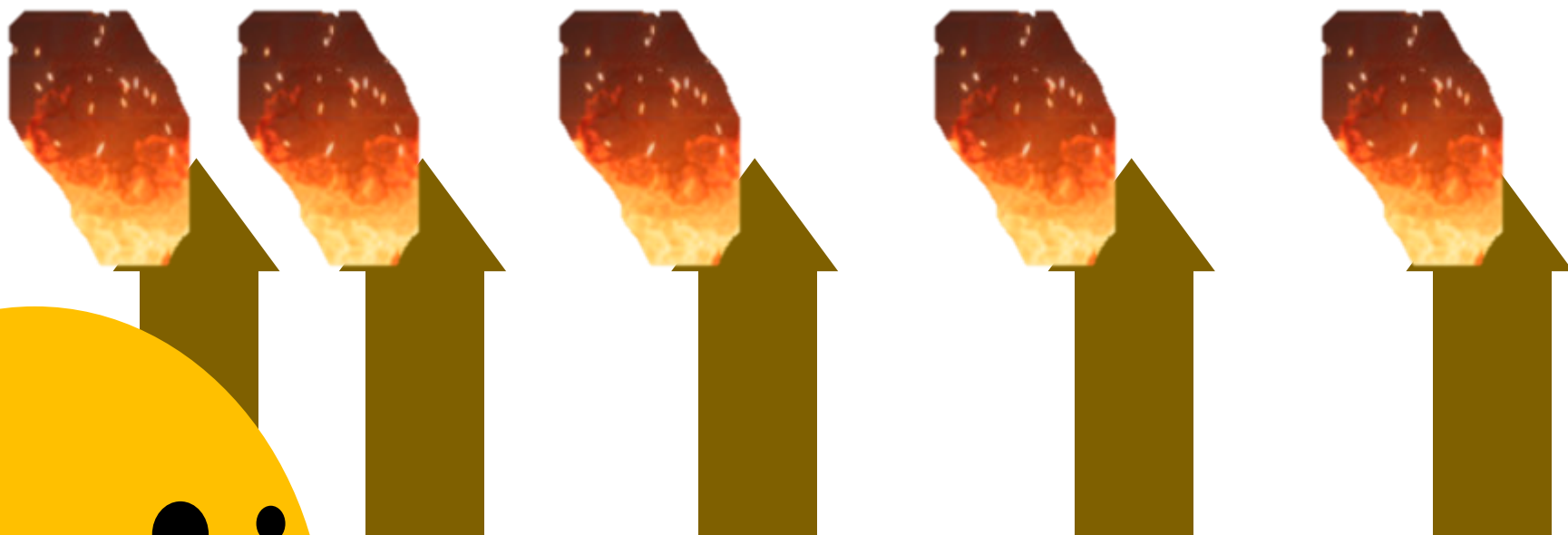
● X 2

마을에 있는 모든 "적"을 물리쳤습니다!

병아리



● X 3



"적"들한테서 마을을 구했지만, 식량과 재산을 다 뺏겼어...
내일 "옆 마을"에 가서 돈을 벌러 와야겠어!