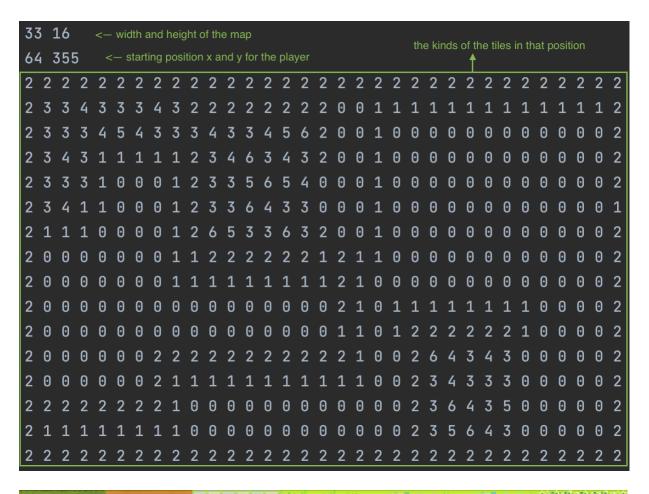
To Modify the Map

You can modify the file inside res/tiles.

Here is how it works:





To Modify the Entities

You can modify the file inside res/entities.

Here is how it works:

