

We weren't sure that we communicated the rules of the game well enough, so this doc is here to clarify things

This game is heavily inspired by “the exit 8”

The basic puzzle structure when you walk into the main room is:

- If the room has an anomaly, go back through the passage marked by yellow lights
- If the room is the same as the default, keep on going forward through the passage marked by red lights

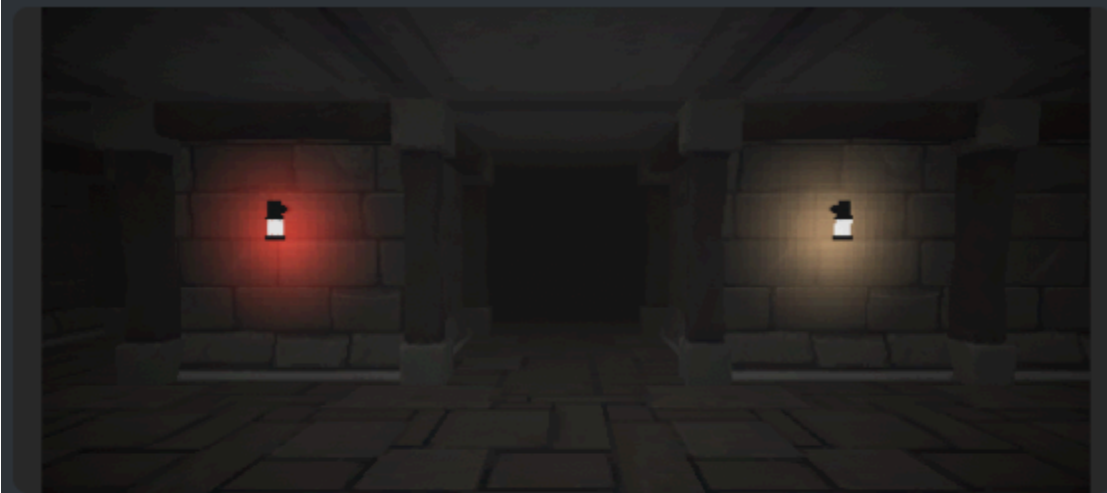
At level 6 you start to get chased by an enemy and you can only slow it down with your attacks

At level 10 you get locked in a room with it and can find a sword to defeat it then the game ends

Boss takes 12 hits. You can easily avoid his attacks by strafing between 2 tiles while he is opposite you

Here are the possible anomalies:

Out of place lamps



Blood on the wall



Room with skeletons



Rocks witch changed size



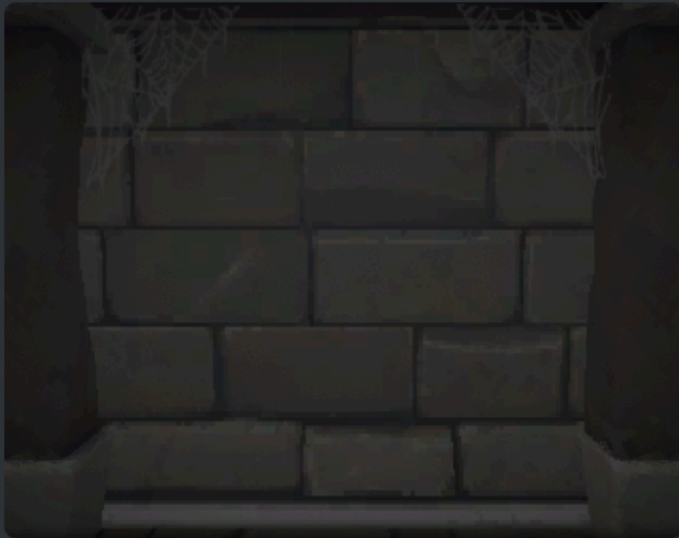
Missing tiles



Extra walls in right room (edited)



Web on the walls



More trash on central floor



Skeleton looking at you



Crying from the door



Door opens with the sound



All lamps light rotates with time



there is an extra door

