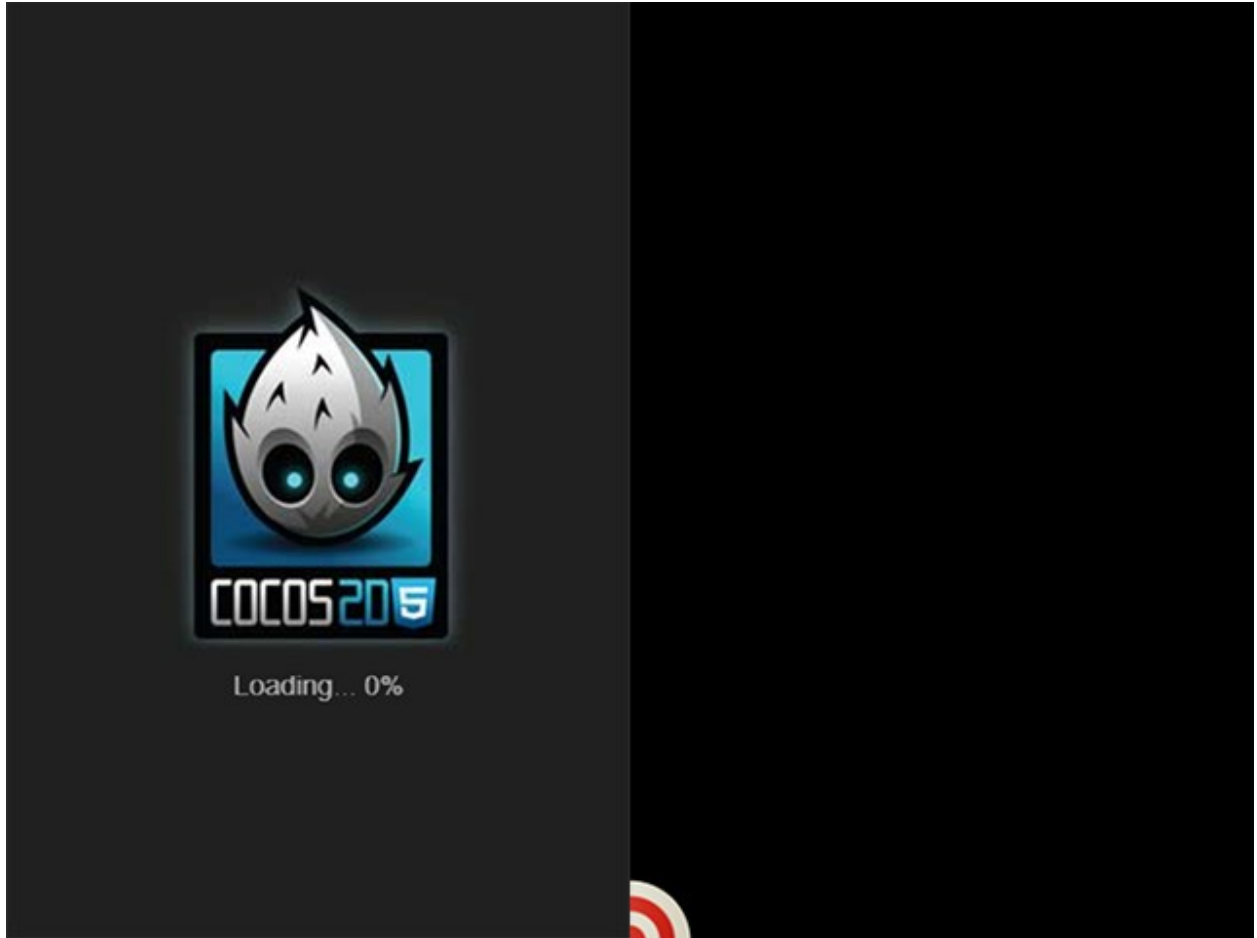
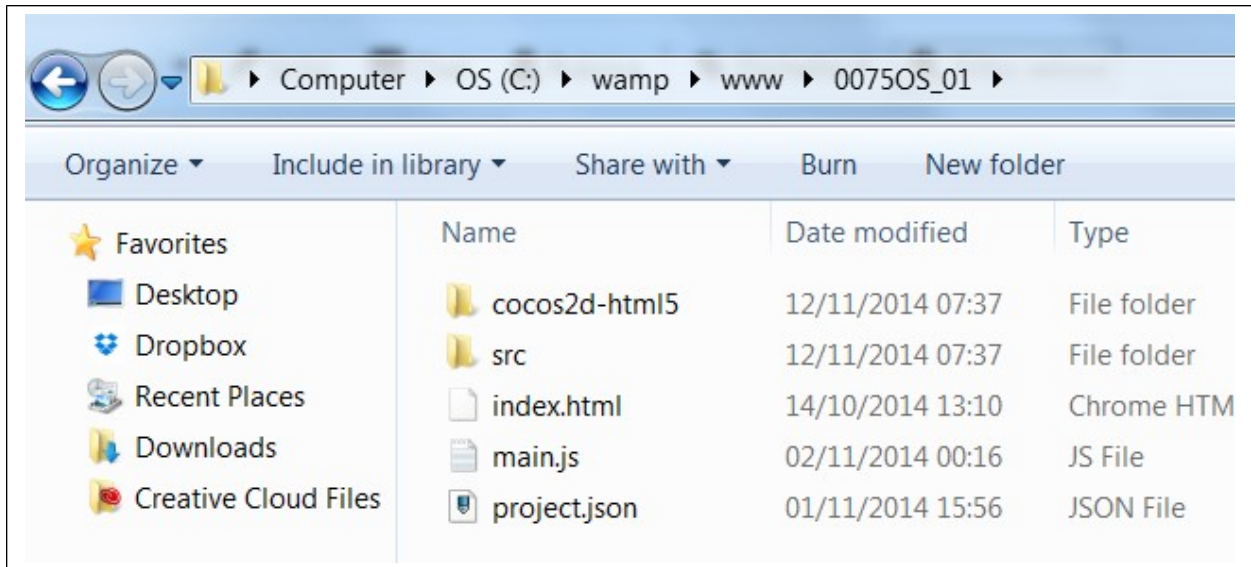
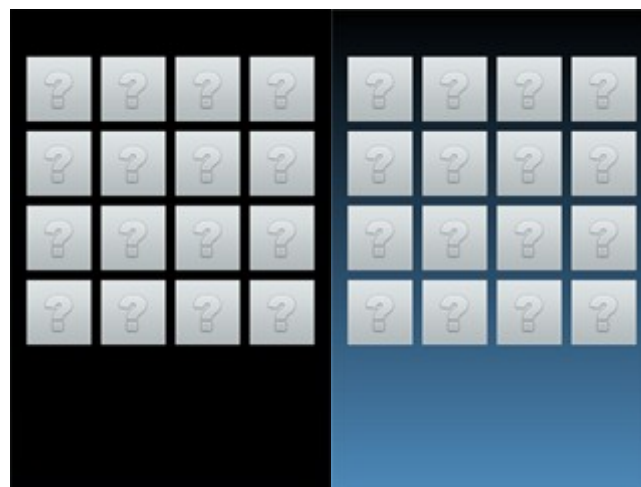
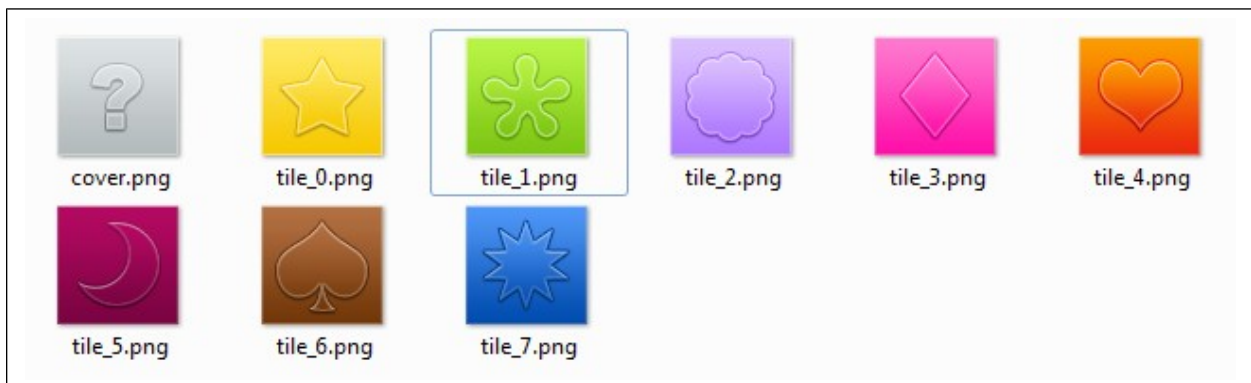


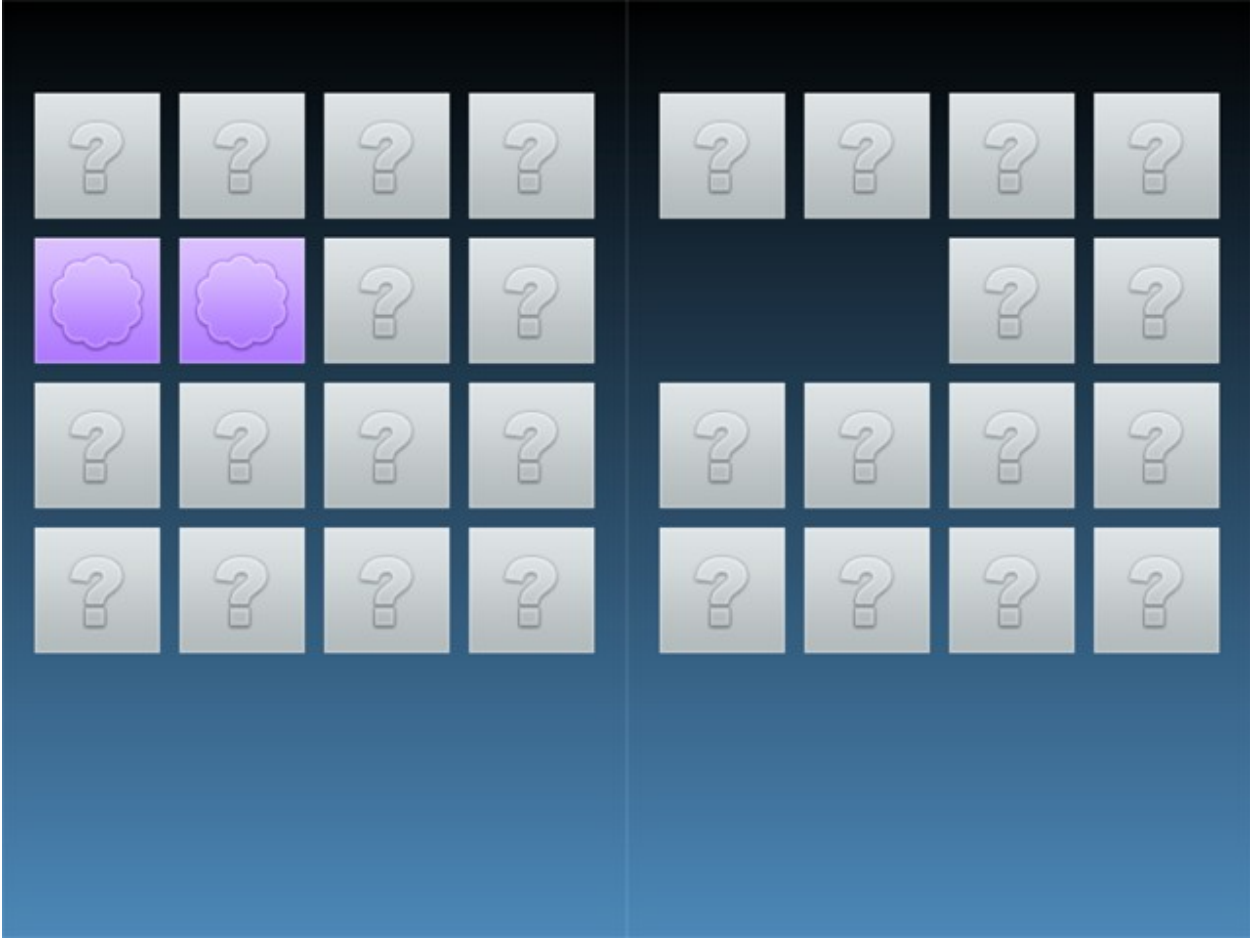
# Chapter 1

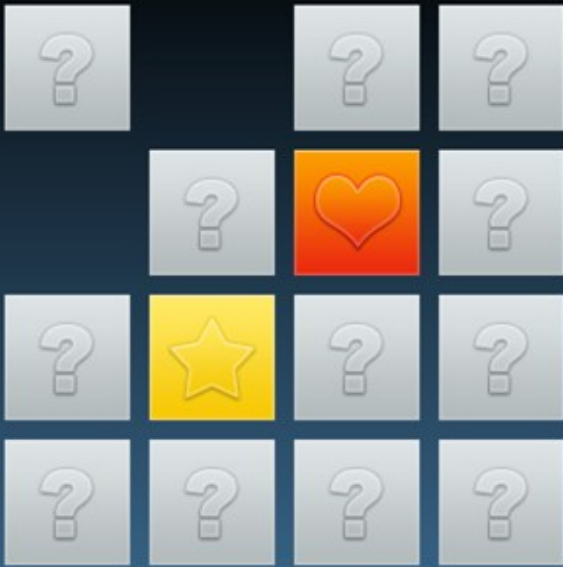




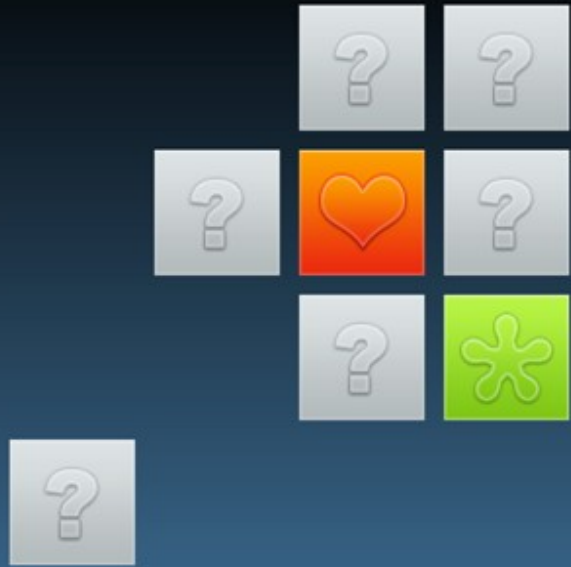
## Chapter 2





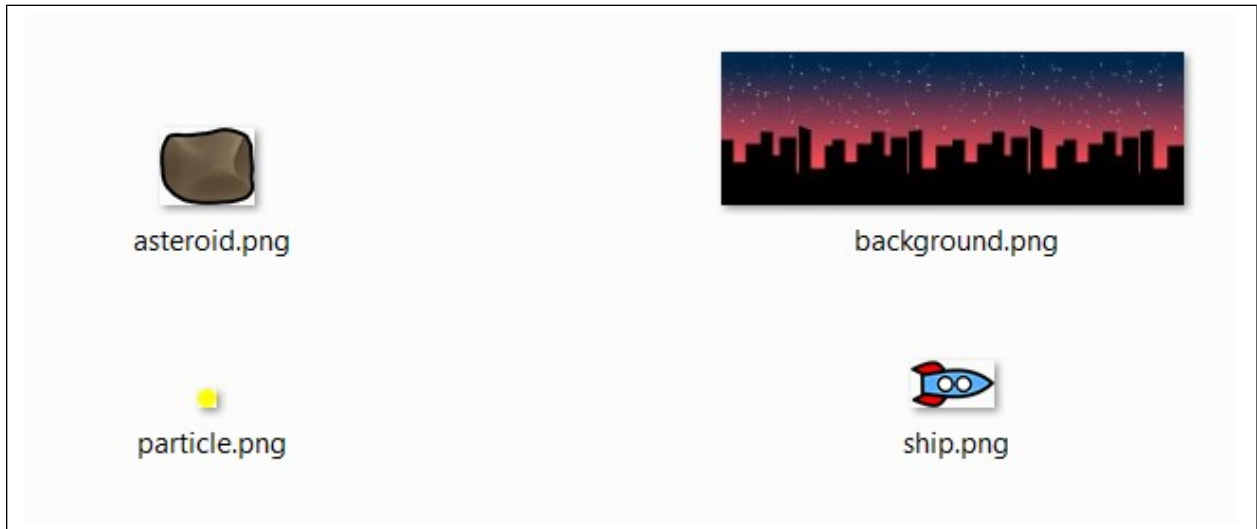


Moves: 7

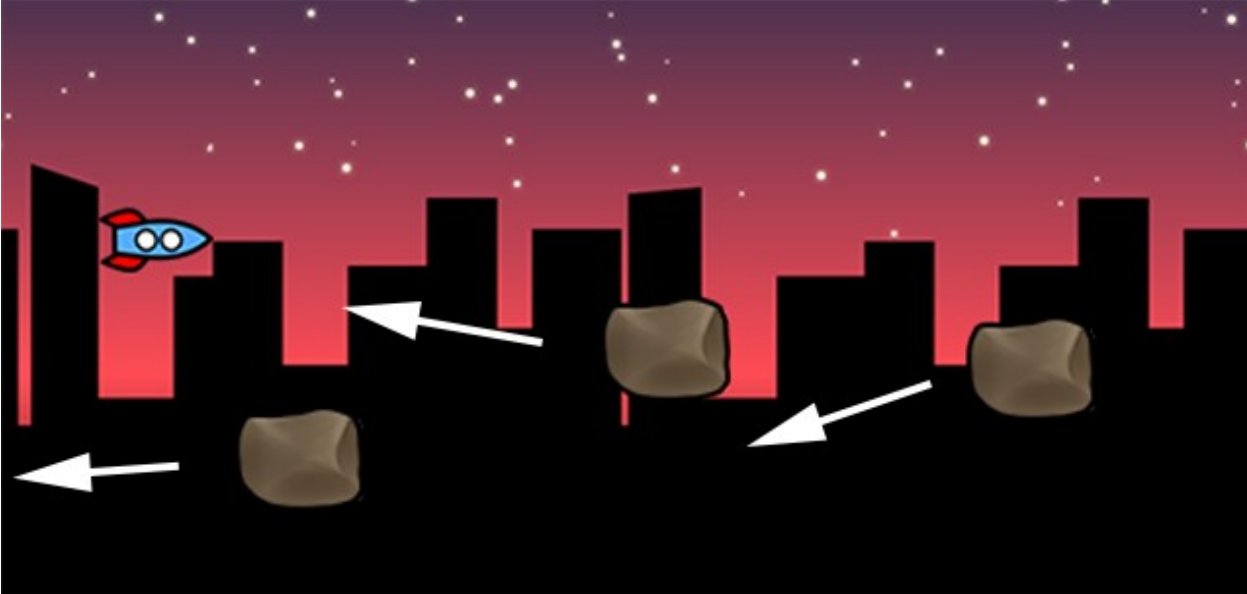


Moves: 19

## Chapter 3







1



2



3







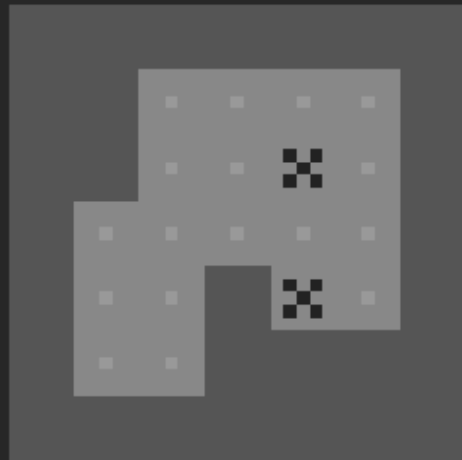
## Chapter 4



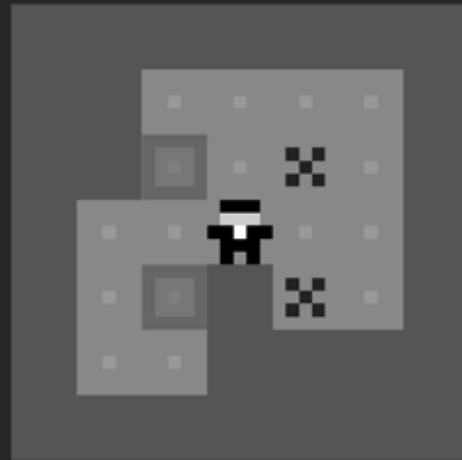
# Cocosban



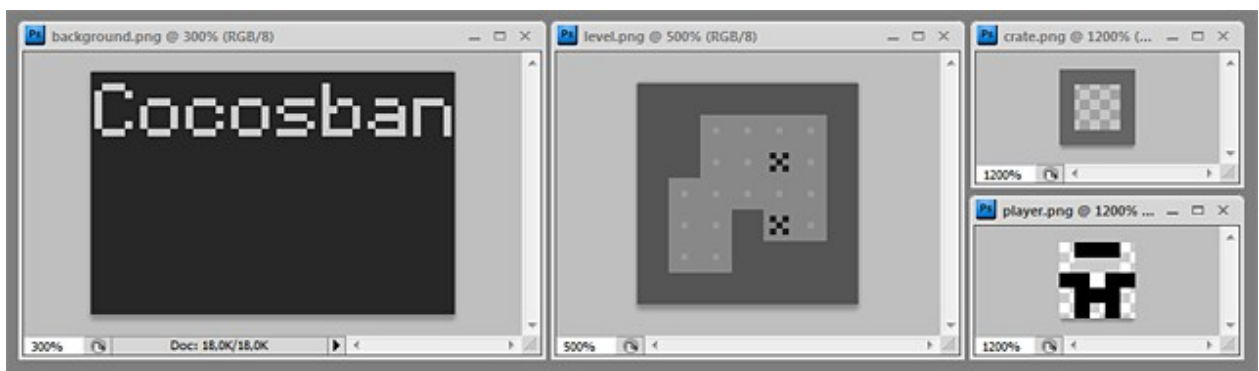
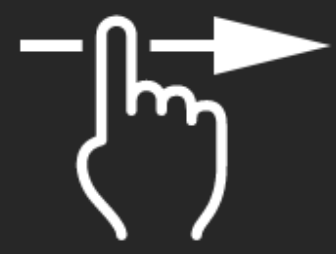
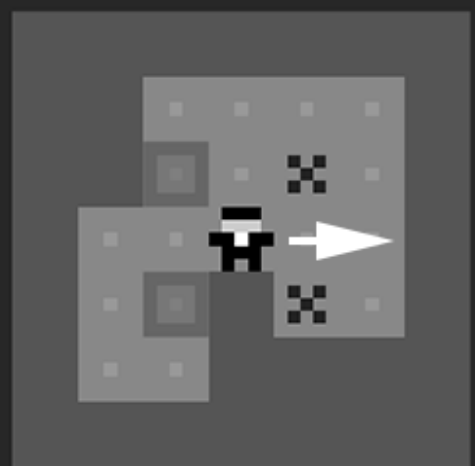
# Cocos2d-an



# Cocos2d-an



# Cocosban

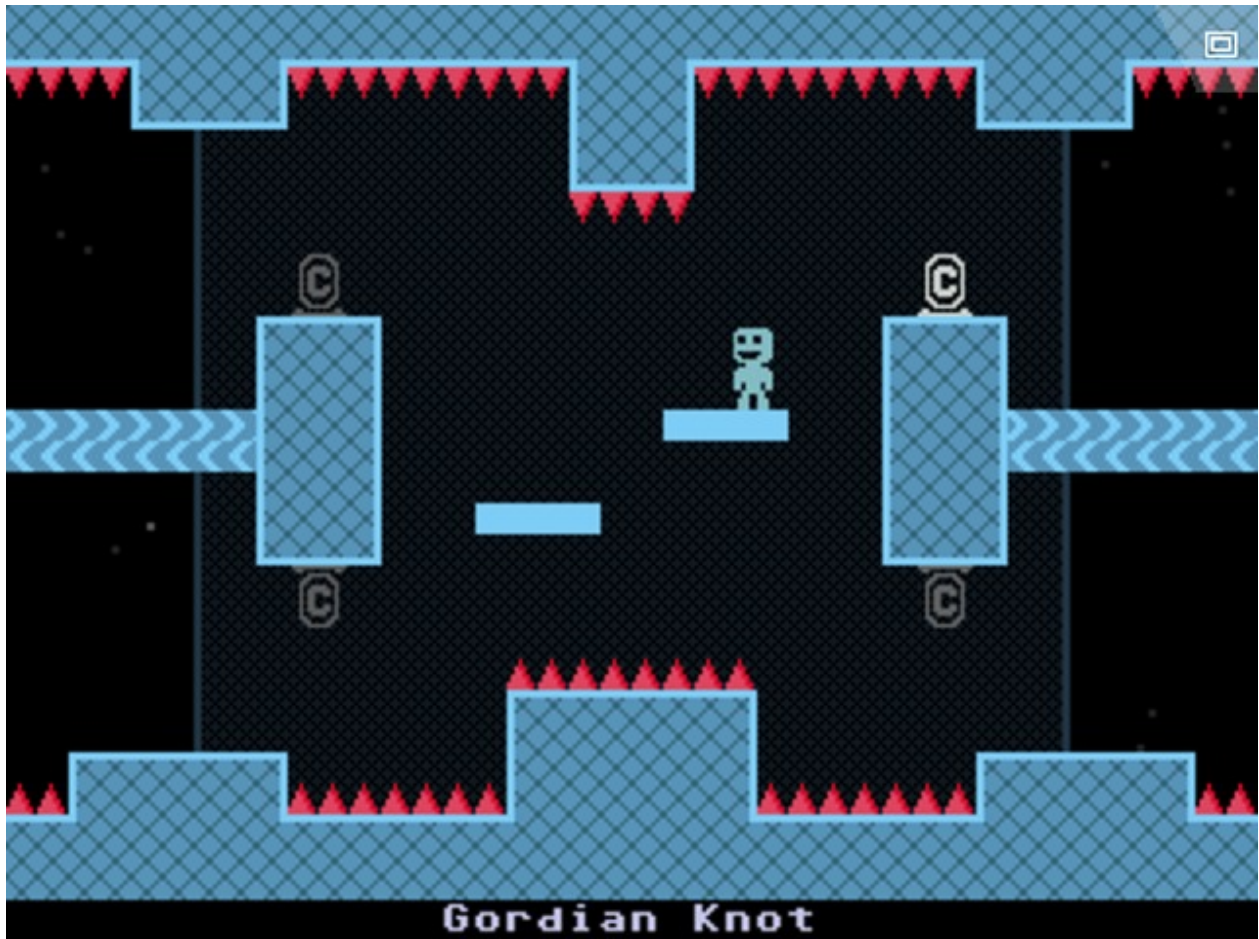


## Chapter 5

Play Sound effect  
Play BG music  
Stop BG music  
Music volume Up  
Music volume Down  
Effects volume Up  
Effects volume Down

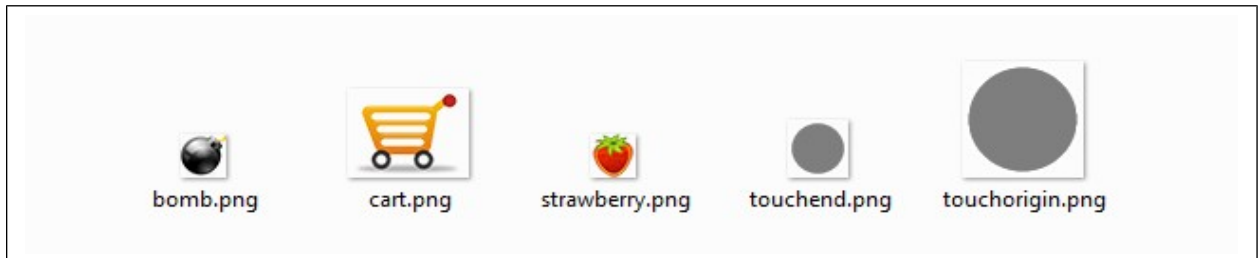
## Chapter 6

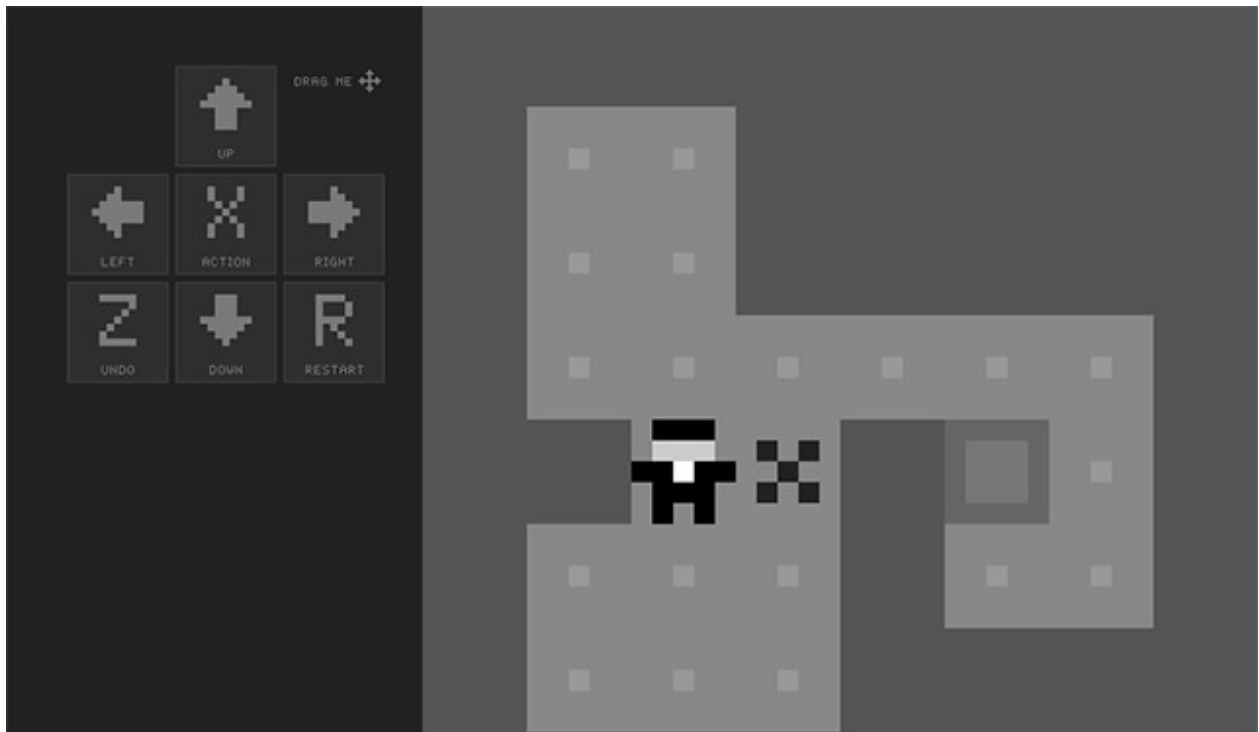
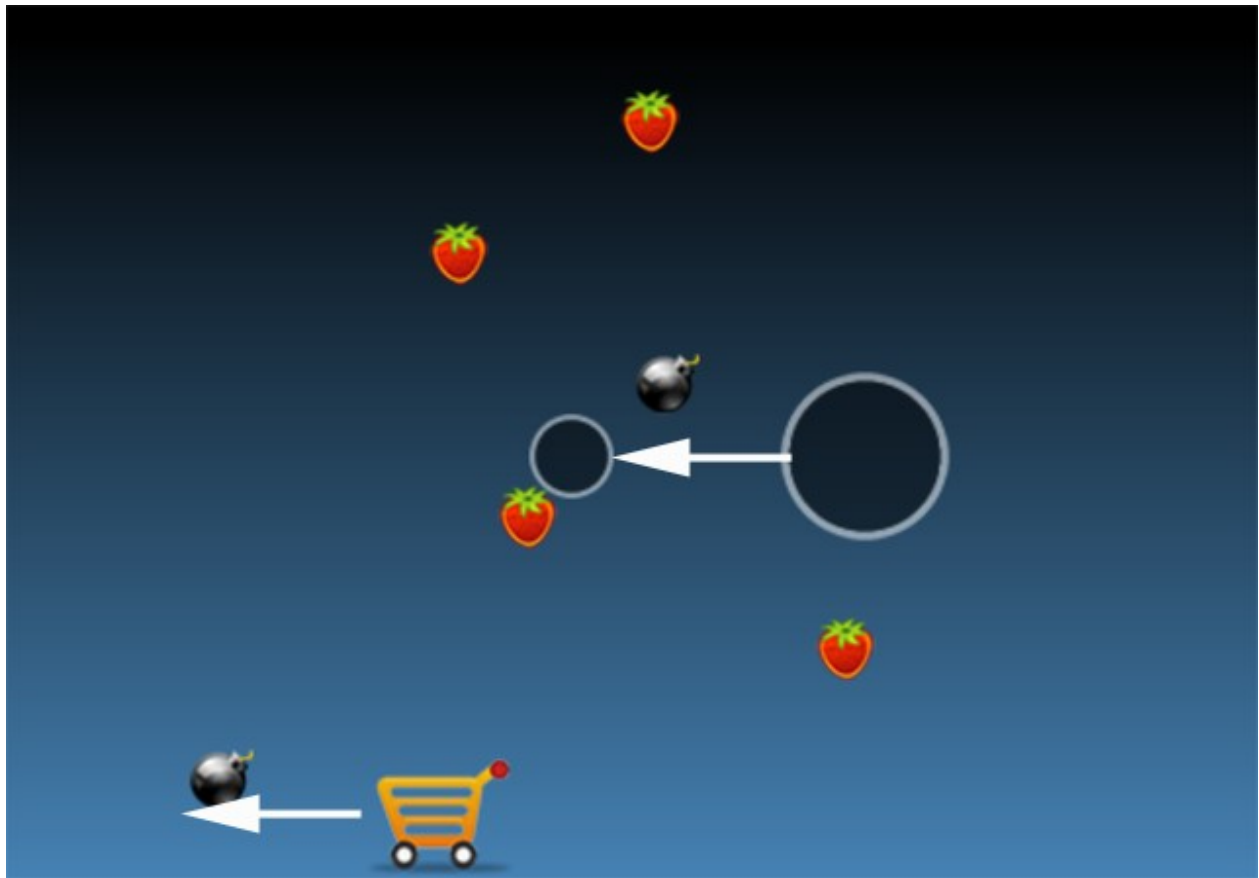






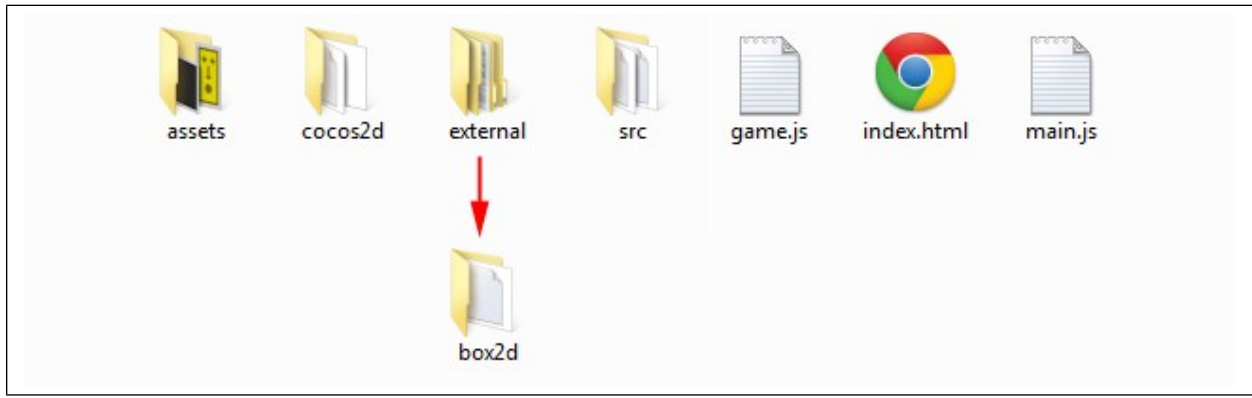


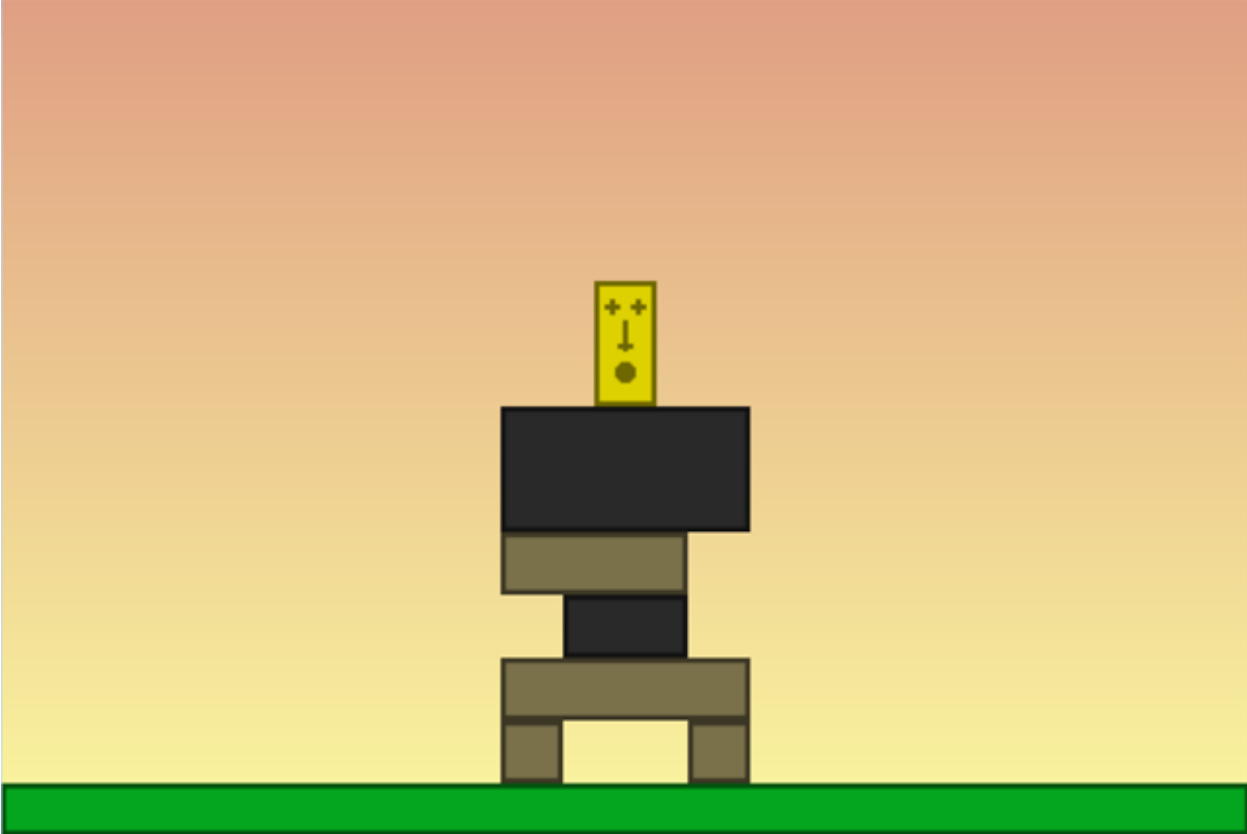


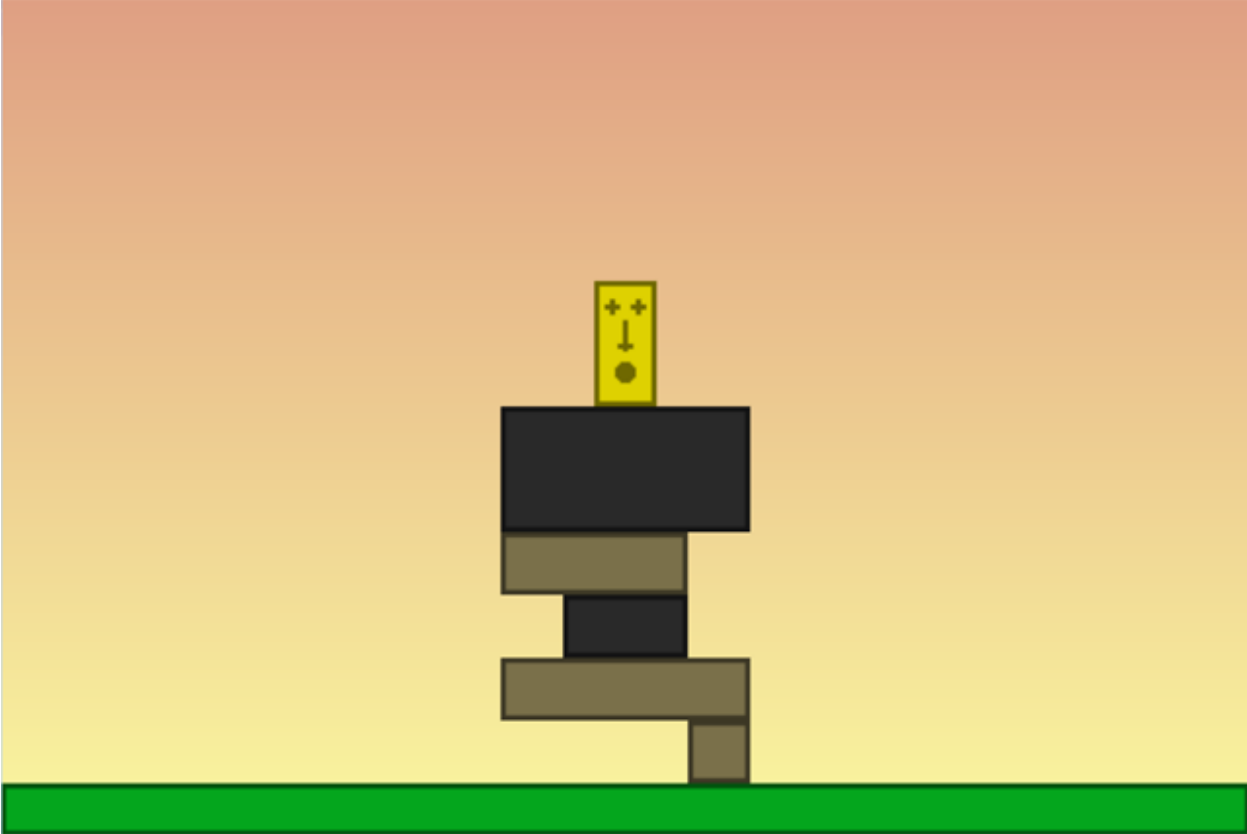


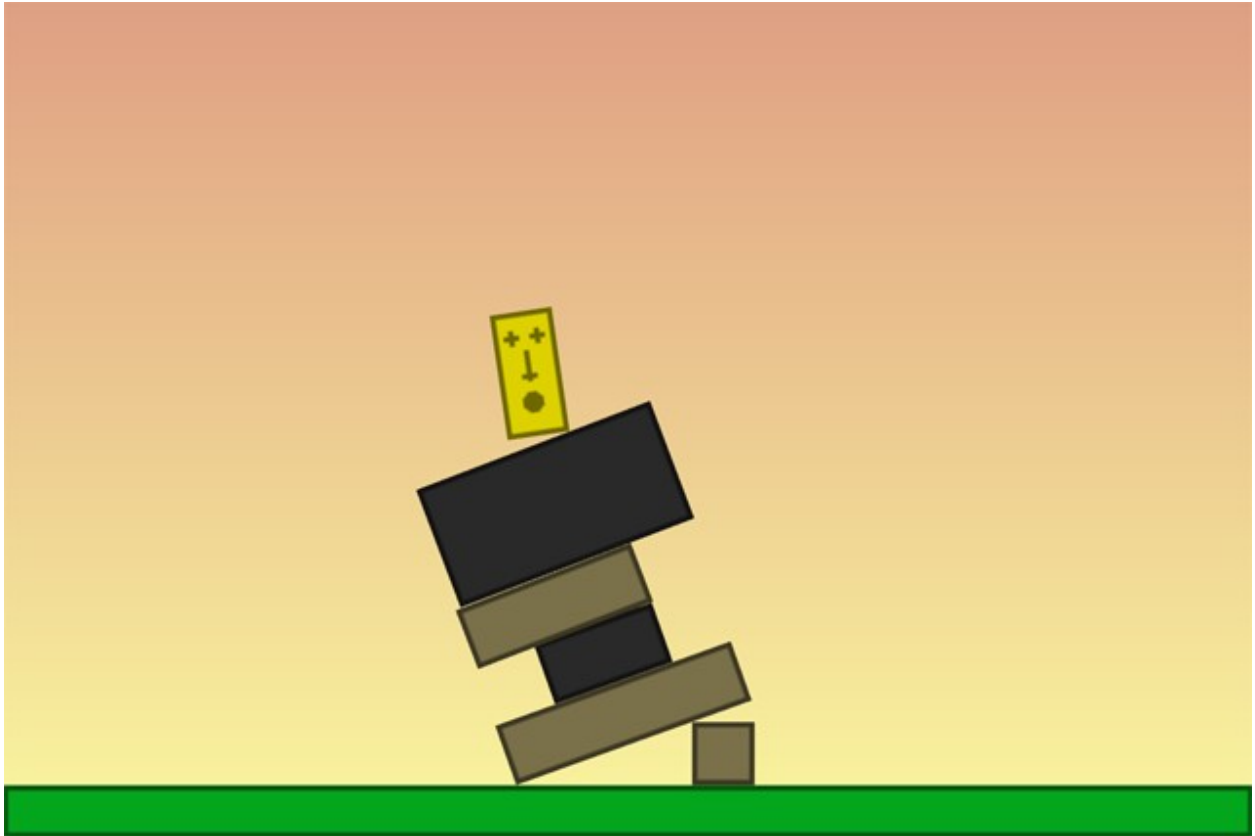


## Chapter 7





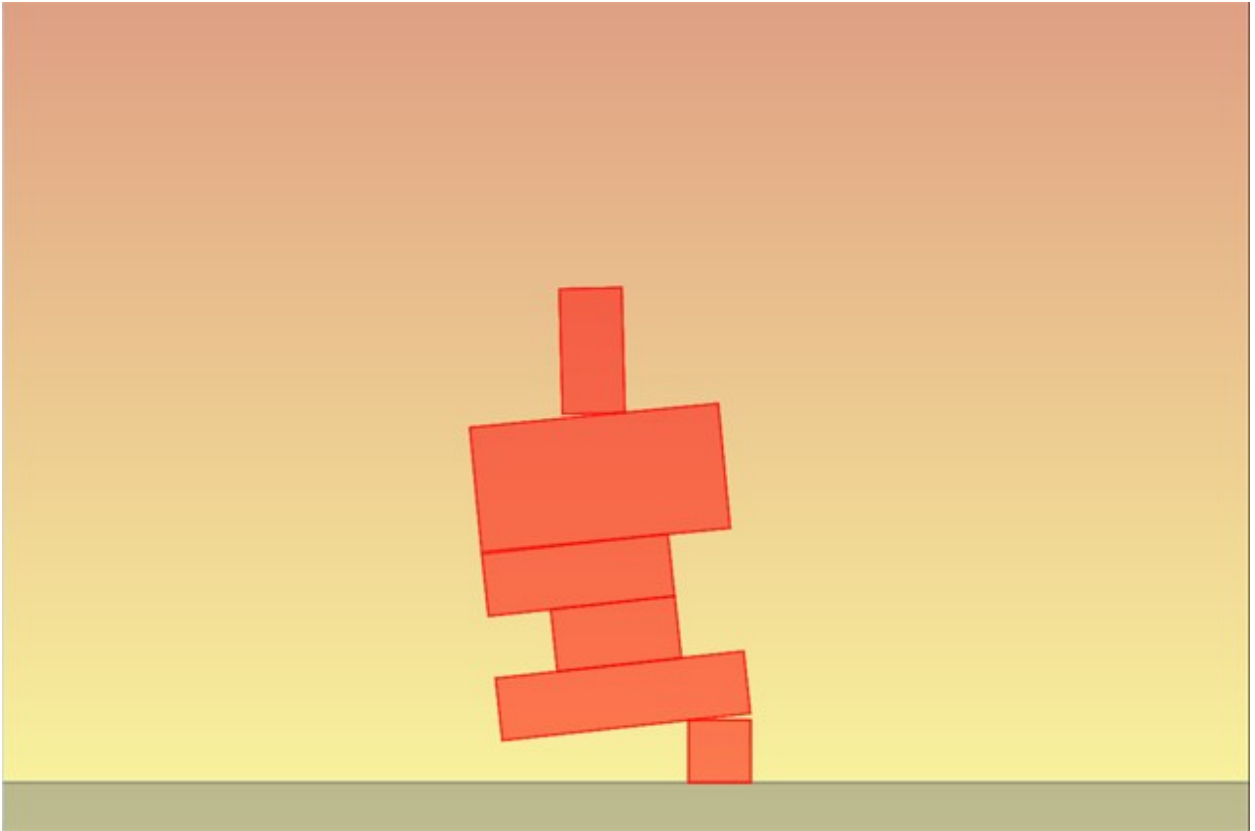


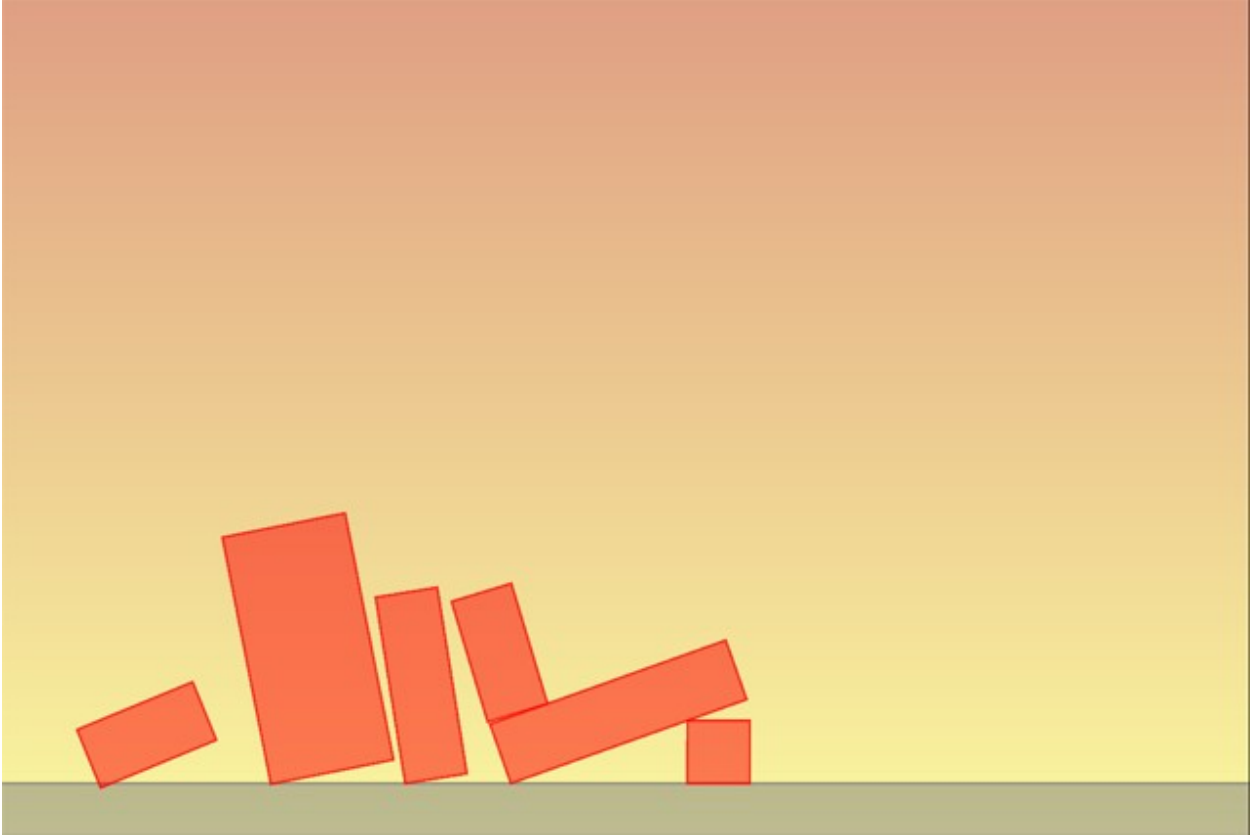


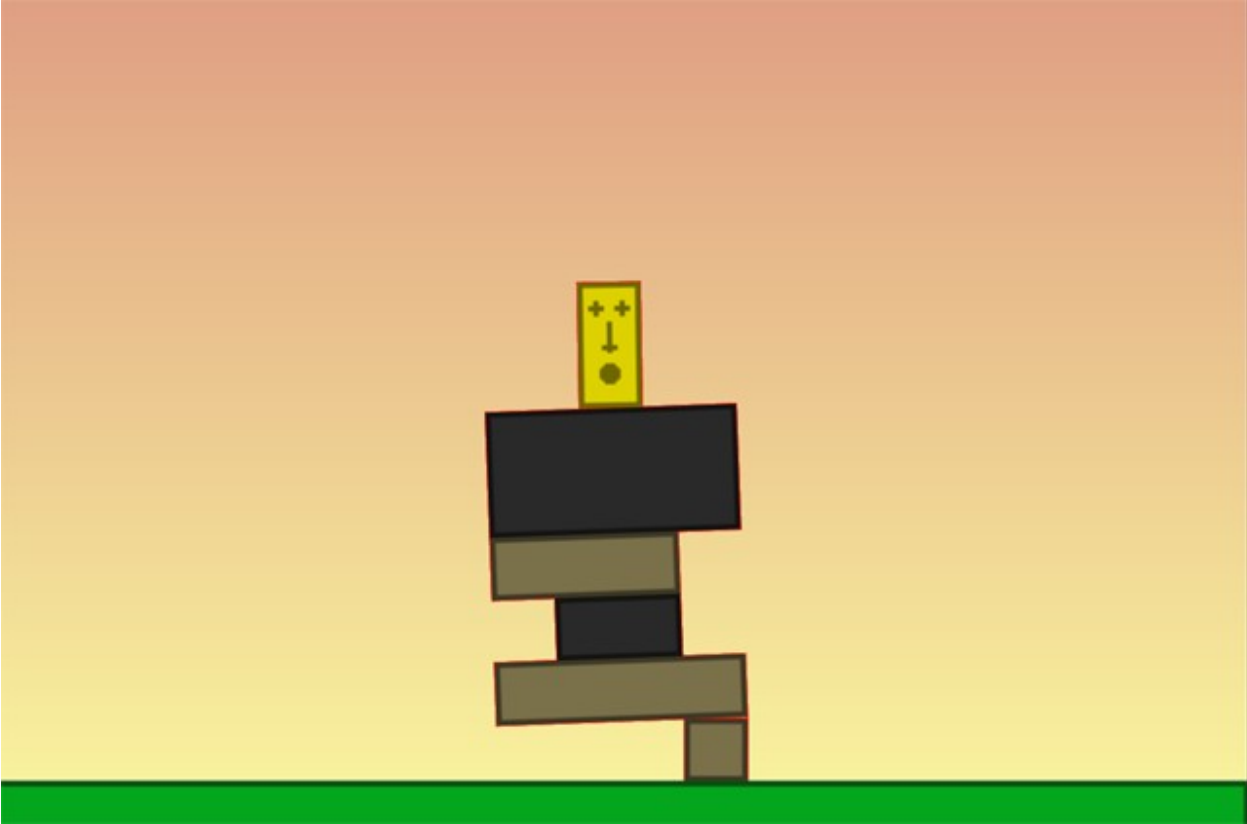


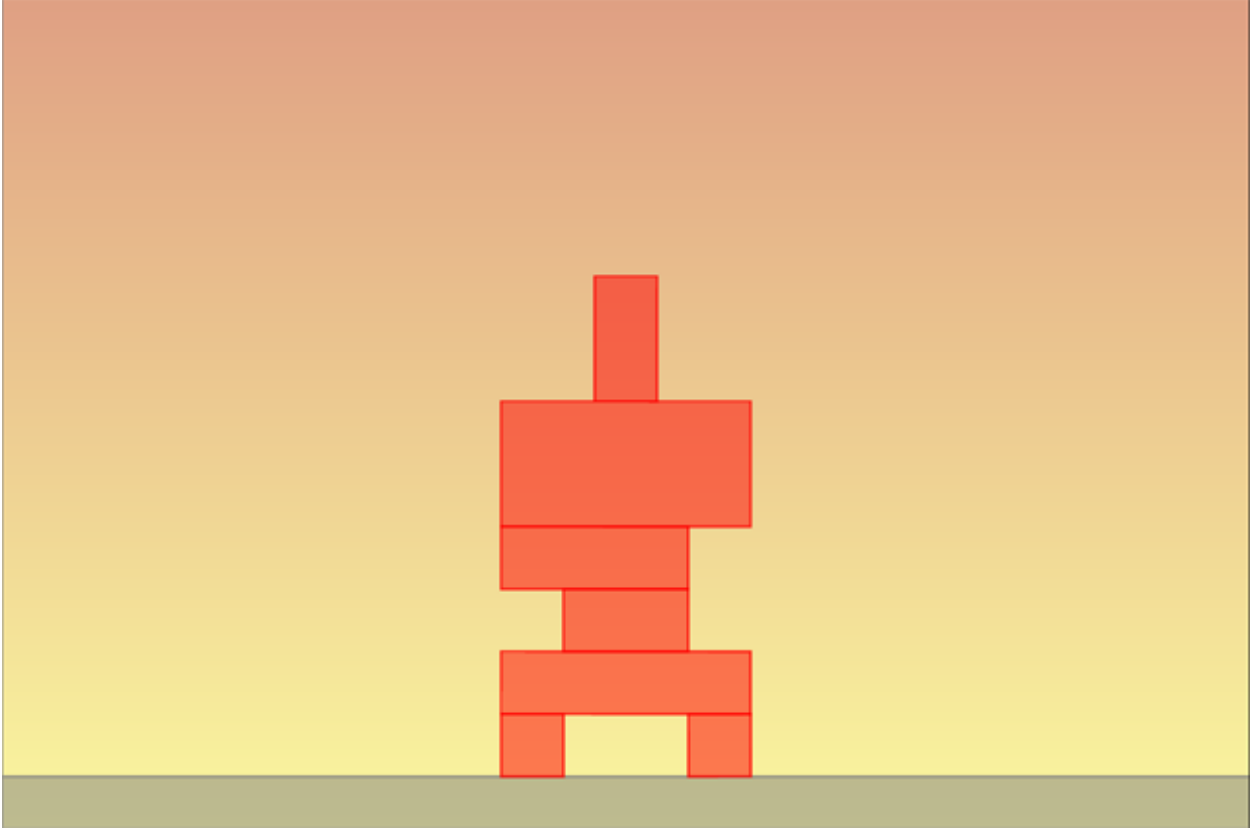


## Chapter 8

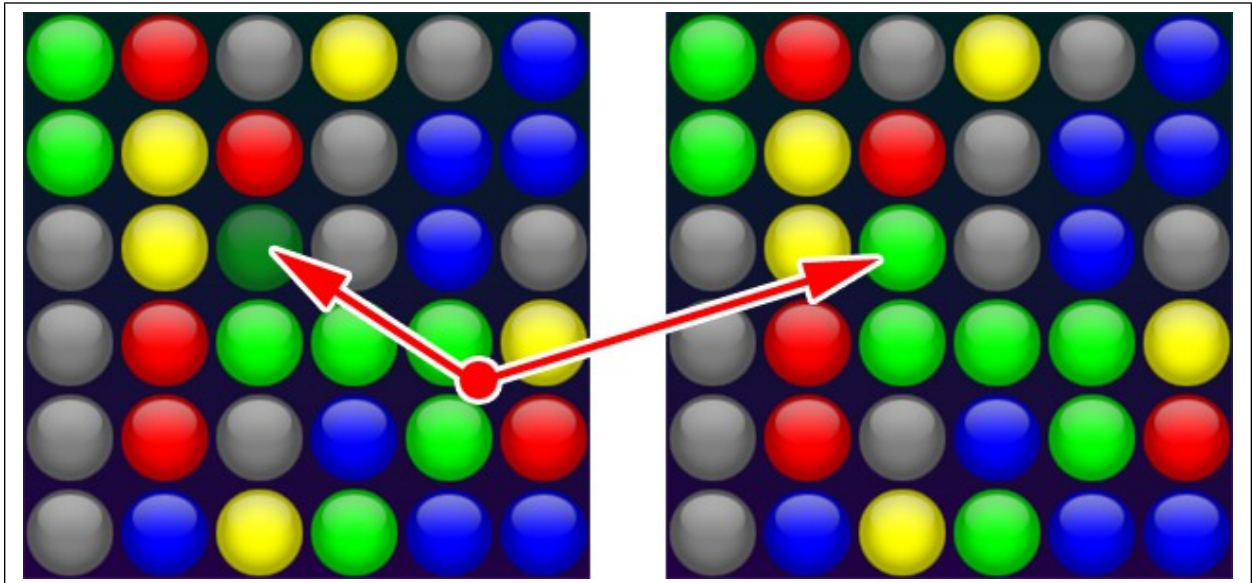
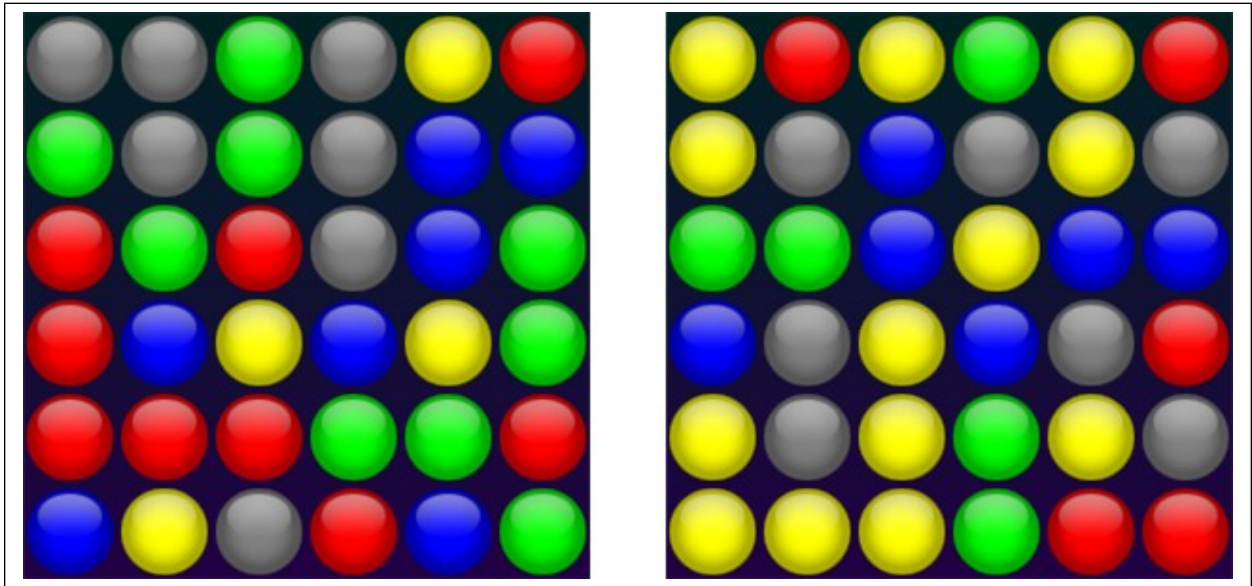


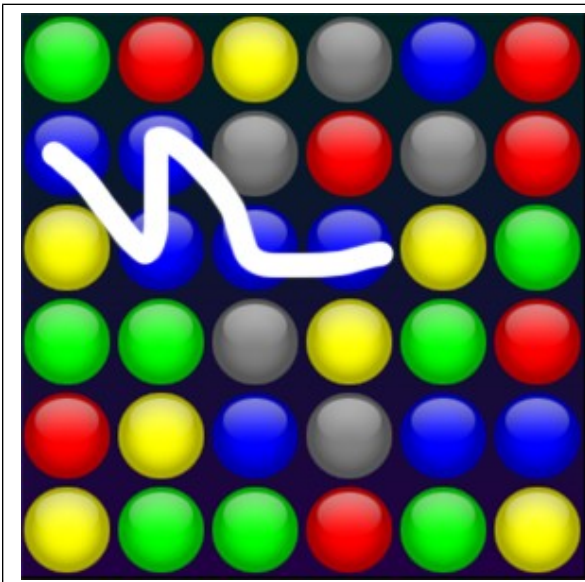
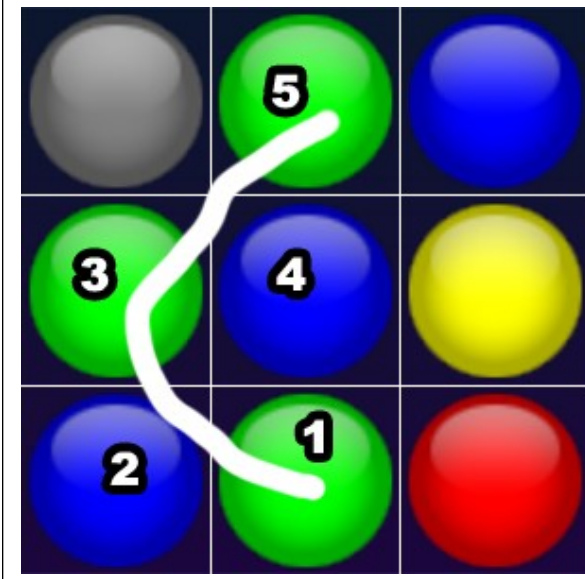




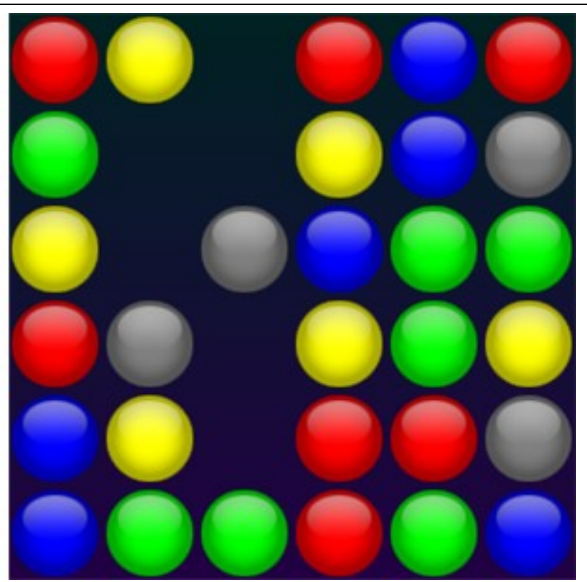
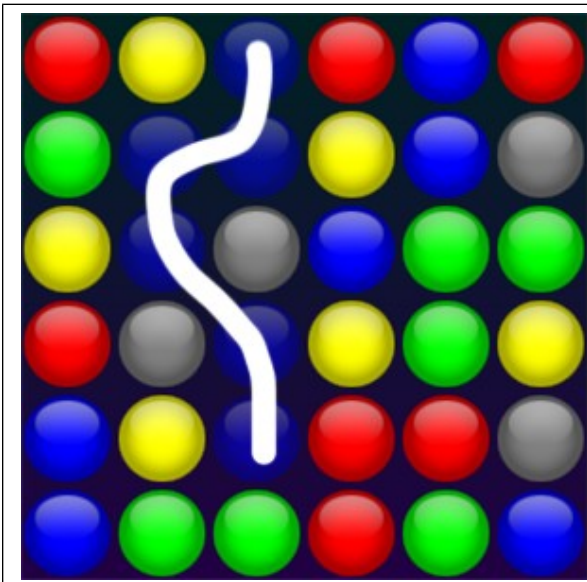
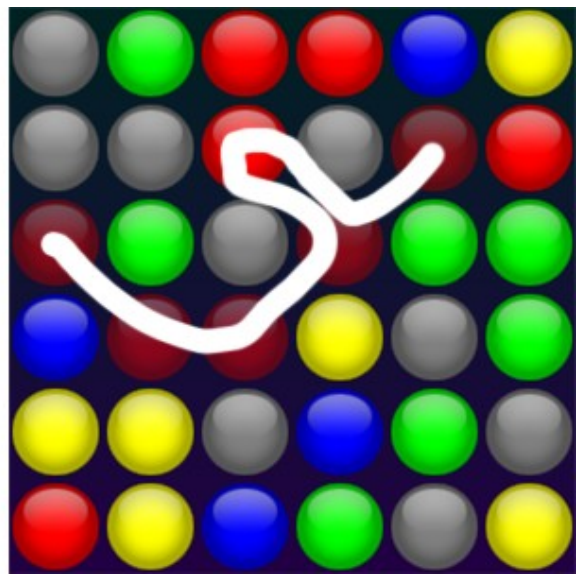
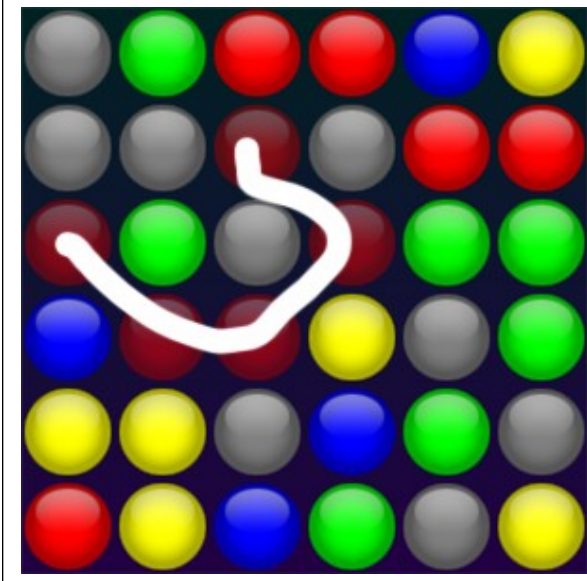


# Chapter 9

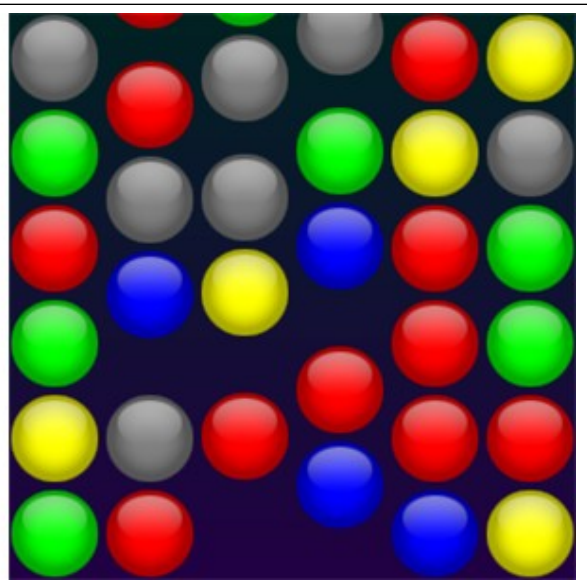
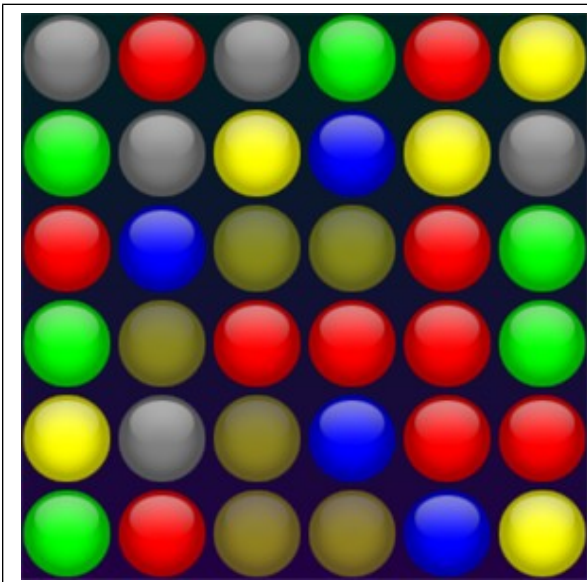
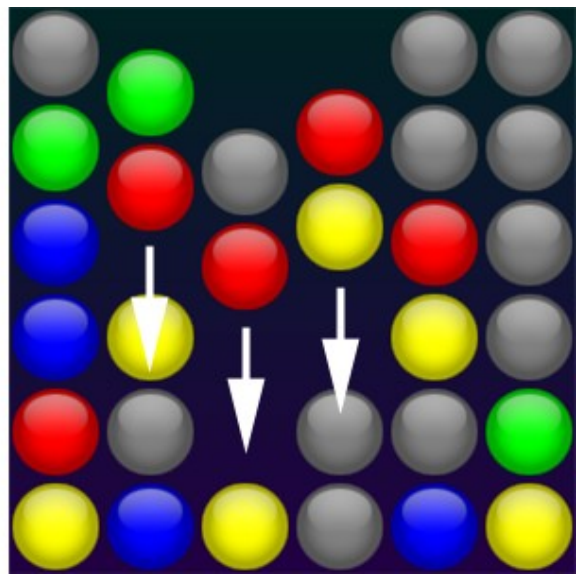
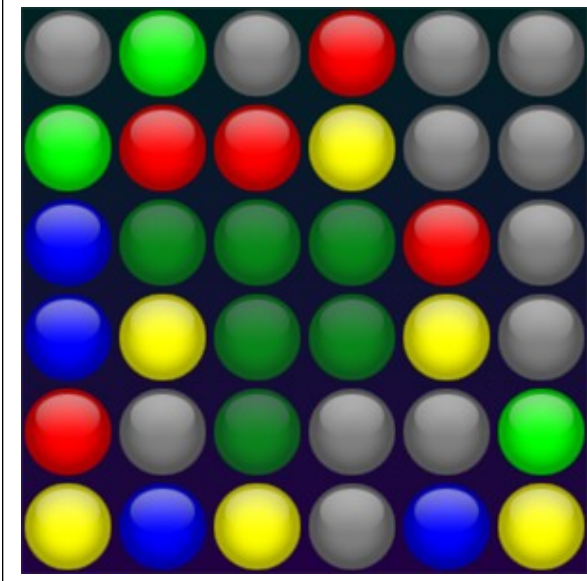


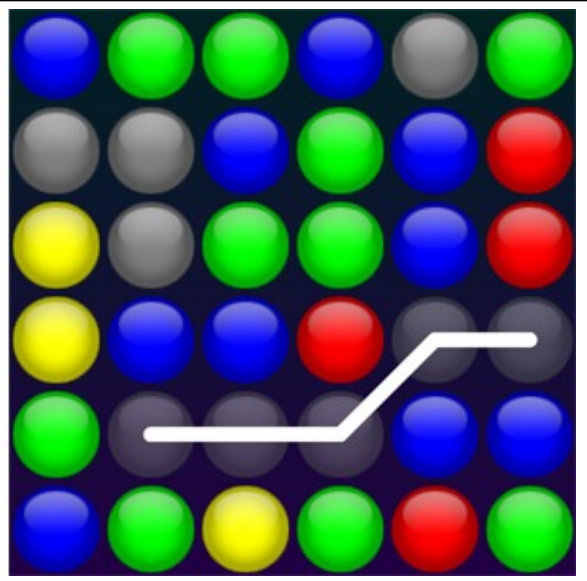
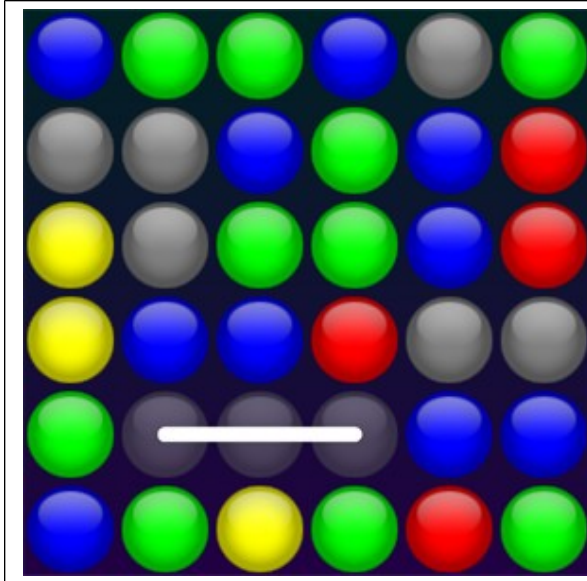












A screenshot of a game interface. On the left is a 10x10 grid of numbered spheres. The numbers are: Row 1: 1000, 1000, 1000, 1000, 1000, 1000, 1000, 1000; Row 2: 1000, 1000, 1000, 1000, 1000, 1000, 1000, 1000; Row 3: 1000, 1000, 1000, 500, 500, 1000, 1000, 1000; Row 4: 1000, 1000, 1000, 1000, 1000, 1000, 1000, 1000; Row 5: 1000, 1000, 500, 500, 1000, 1000, 1000, 1000; Row 6: 1000, 1000, 500, 1000, 1000, 1000, 1000, 1000; Row 7: 1000, 1000, 500, 1000, 1000, 1000, 1000, 1000; Row 8: 1000, 1000, 500, 500, 500, 500, 500, 1000; Row 9: 1000, 1000, 500, 500, 500, 500, 500, 1000; Row 10: 1000, 1000, 500, 500, 500, 500, 500, 1000. A score of 28 is shown in a large circle. Below the grid, the score is 50000, Globes 12, Chains 3, and Final Bonus 0. On the right, there is an upgrade menu with options: Armour (+Defence, Defence: 2 -> 3), Boost Dexterity (+Insp, +5% shield, +DEX: 1), Blunting (Reduce enemies' attack, Attack dmg: 1), and Boost XP (+Experience per skull, +XP: 0.25). At the bottom, there are character stats and health bars.

