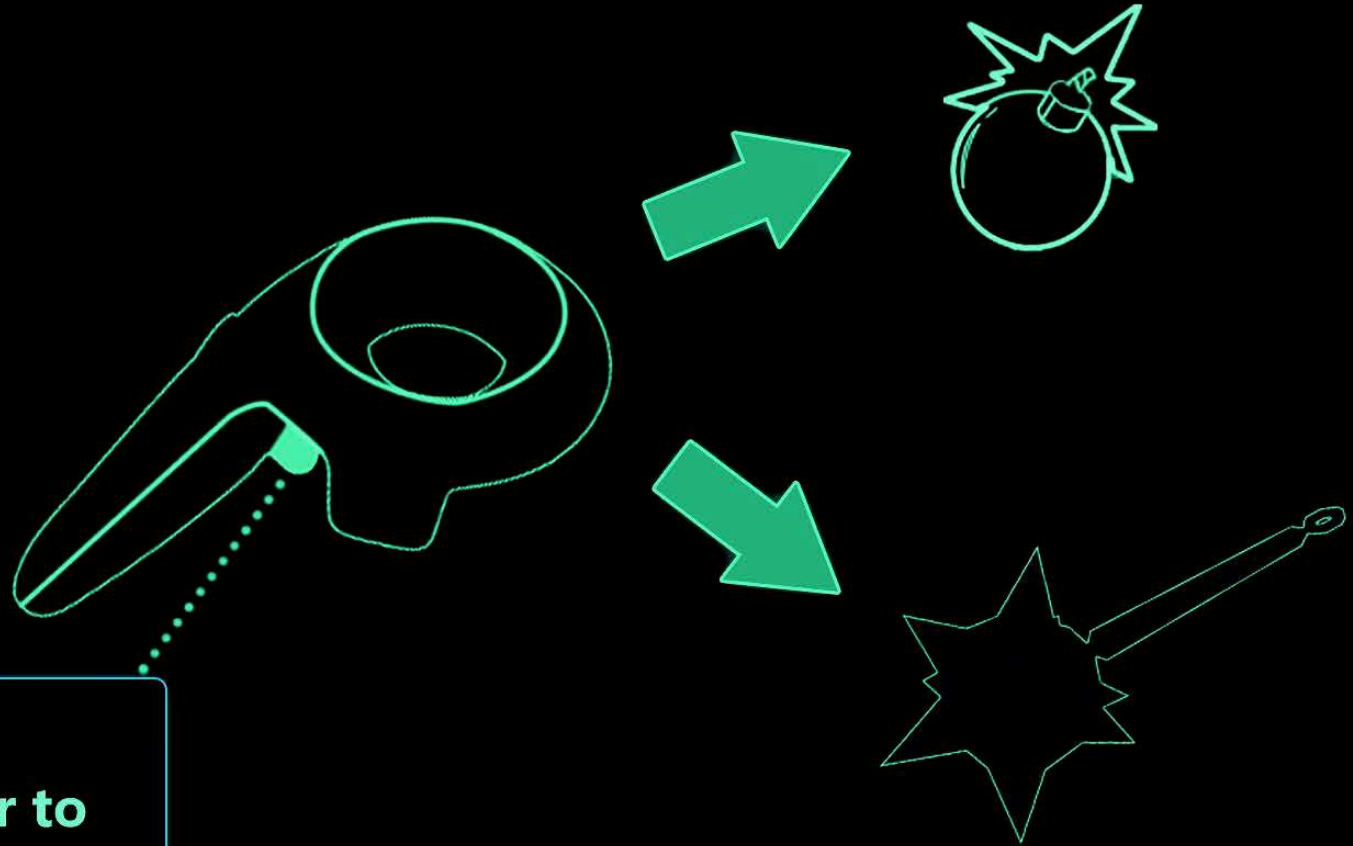
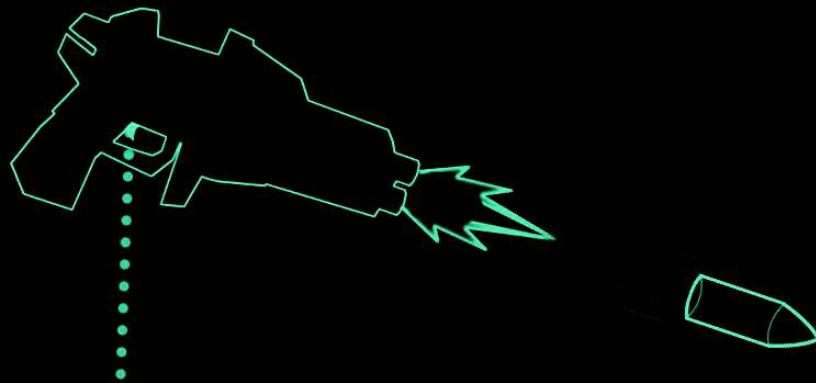


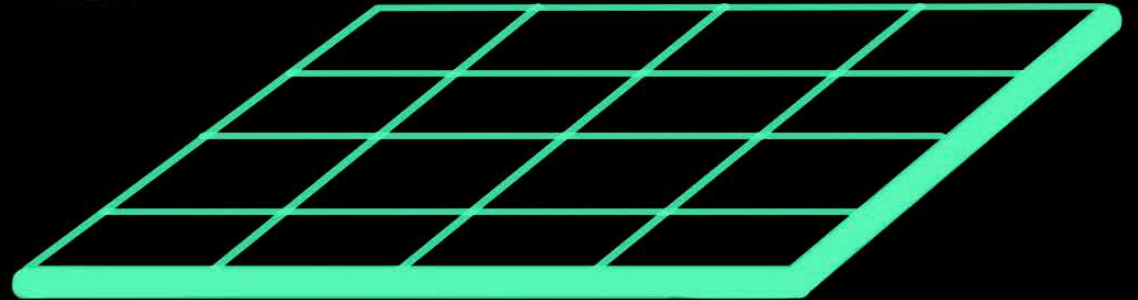
**1. Reach the item and pull the trigger to pick it up.**

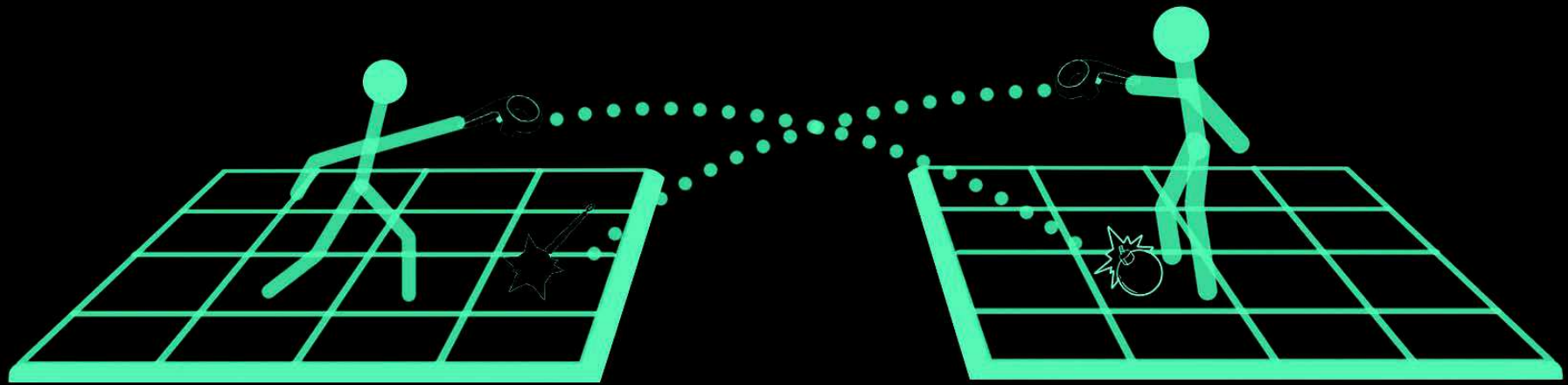
**2. Release the trigger to  
throw the item**





**3. Pull the trigger again  
to shoot the ground!  
The character is immune.**





**4. Use items to destroy enemy's ground,  
make him fall and lose the game !**