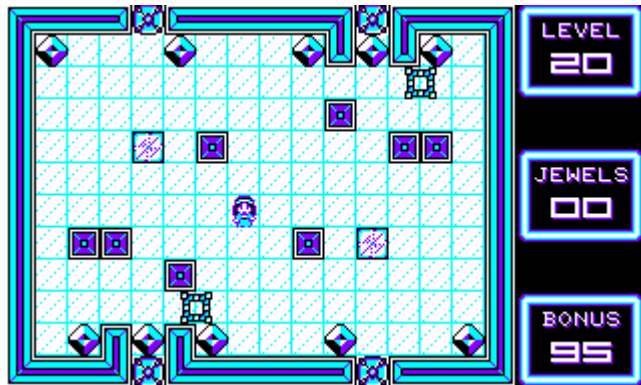


ICE SLIDER

A great evil has arisen in the land of Camelot. King Arthur despatched his knights to defeat it, but they all failed. With magic the only resort, he bestowed upon Merlin the task of ridding the land of the mechanical mayhem.

Merlin searched the Earth, through time and space, and eventually came across a hero who had experience with a similar entity. He also discovered an ancient mystical cave deep in the Antarctic, constructed in the form of 40 doughnuts.



In each room, there are 10 power crystals capable of powering up an ancient device, capable of defeating the invading monsters. However, being an old man, Merlin could not retrieve them himself. So he summoned the hero from the distant future. Princess Amy.

Ice Slider is a puzzle game. In each location, you must collect 10 power crystals. Once Amy starts moving, she cannot stop until she hits a wall.

Some walls can be destroyed, enabling or hindering progress. Others can only be passed through in one direction.

There are also various obstacles such as mines and robotic guardians which will result in failure. Also, as the caverns are doughnut shaped, Amy will reappear on the opposite side of the screen should she move off it. If she cannot stop, this will also result in failure.



Power Crystal



Breakable Block



Directional Blocks



Bounce Block



Guardians



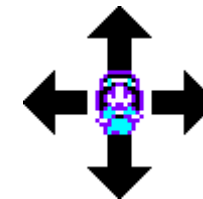
Mine

Controls

N
Cursor Left
Joystick Left

A
Cursor Up
Joystick Up

Space/ Fire = Select
ESC = Give Up



Z
Cursor Down
Joystick Down

M
Cursor Right
Joystick Right

Created with CPCtelera, Retro Game Asset Studio, Arkos Tracker and Notepad++ for the #CPCRetroDev2016 contest.

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