My Game rules

How to play this game :

-The goal of this game is to "kill" as many enemies as possible and get the higher score.

-To "kill" enemies, you must throw walls on them, to do that, move the hero on the wall direction. You can only move one wall at a time.

-The enemies can "hurt" the hero by touching him. Each time an enemy do that, the hero loose one heart (displayed on the top at the left corner of the screen), if the hero has no more heart, the game is over and all progression is restarted.

- The hero restore one heart each time he collect a gem. You can collect a gem by walking on it.

-If you walk into a teleporter (blue cells), it will teleport you at a random position on the screen. The same thing also apply for the enemies.

-If the hero walk into a maze modifier (purple cells), a new maze will be created.

-After all enemies "died", everything dissapear,(you won't be able to collect anything to restore your hearts) and a golden door appeared. Walk on it to acces the next level, here you will also know how many points you have.

- The points calculation is simple, each time you kill an enemy, you win

100 points multiplied by the level of difficulty (the current level).

-Level of difficulty : Each new level add 1 enemy, also, the enemies will all goes 10% faster. It is endless, so, at a time, you simply can't win.

The controls :

The only important keys to know are :

-Keyboard direction keys to move the hero.

-The "d" keyboard touch to prevent the hero from destroying walls. So you can wait behind a wall for an enemy to come closer without destroying the wall.

The rest of the keys : Not important. Good to know them.

-Press r to enter the level editor, then press f to choose an item, then you can add items throughout the map by mouse clicking on the screen with the left button. Press f again to change your item selection. Press q to quit the level editor. 0 =   ground, 1 = wall, 2== gem ,   3= teleporter , 4 =   maze modifier, 5 =   broken wall. (Hint : Press c so you won't be annoyed by enemies)

-Press a to start the heroe AI. It will not kill enemies, simply go for gem.

-Press b to change your gender.

-Press o triple your speed.

-Press h to enable wall hack for your heroe.-

-Press e to add one enemy, max 10. (not recommended...)

-Press g to add 5 gems throughout the map.

-Press t to add 1 teleporter throughout the map.

-Press m to add 1 maze modifier throughout the map .

-Press c to hide the heroe from enemies, you will still get hurt if touched.

-Press w to double the wall velocity.

-Press v to gain 1 life.

-Press p to return your heroe at his original position.