Set in a mythical ancient world where magic exists, the game follows the journey of a skilled swordsman, Kaito, whose world is besieged by monsters. When Kaito's village is under threat he rises to the occasion to stop them. The player guides Kaito through various challenges to save his village.

Your goal is to find the monster spawner and kill it.

Controls:

There is a movement joystick on the bottom left. Click within the outer circle and drag to move the player in the direction of the joystick (x-axis only).

The jump button is in the bottom right with the arrow. Click it to jump!

The dash button is to the left of the jump button with the stick figure dashing. Click it to dash in the direction of the joystick.

The slash button is above the jump button with the sword. Click it to slash your sword in the direction of the joystick.

The pause button is in the top right corner. It pauses the game and gives you controls and a way to view your achievements.

Click on the tabs in the pause menu to navigate which to show.

In the control tab, there are 4 buttons:

The restart game button starts over from the first level. It is the button with the arrow pointing to the left and the vertical line.

The restart level button starts over the current level. It is the button with the arrow wrapping around clockwise in a circle.

The delete button deletes all achievements and best times. It is the button with the trashcan.

If the game is too hard, I've included a game mode button. It is the button with the words "God Mode". It allows infinite dashes, and doesn't allow the player to take damage (unless falling off the map boundaries or touching an instant death block). I included it so the markers can see and test the whole game without getting frustrated since it's hard.

Achievements:

The achievements tab show you how many achievements you have left to get.

The first set of achievements is the No Deaths achievements. One for each level and one for every level

The second set of achievements is the Explorer achievements. One for each level and one for every level as well.

There is also 2 special achievements.

1) Pacifist is obtained by not swinging your sword once. That unfortunately means you can't break breakable walls
2) God Gamer is obtained by killing every enemy on the level and not missing a single slash. You may lead enemies off the map for this achievement

Progress through the levels with your platforming skills, and reach the teleporters until the monster spawner. There are 3 levels

Licenses:

(the next two were a freebie product, so it uses license #2)

Slime sprite

https://craftpix.net/freebies/free-slime-sprite-sheets-pixel-art/

Samurai Sprite

https://craftpix.net/freebies/free-samurai-pixel-art-sprite-sheets/?num=1&count=5&sq=samurai&pos=3

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- 1.1.3 Distribution of source files is NOT permitted;

- 1.1.4 You can sell and distribute games with our assets;

- 1.1.5 You can use each product in unlimited number of free and commercial projects;

- 1.1.6 Without Royalty Fee. By the end of your subscription, you can continue to use all the downloaded game assets.

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- 1.3.1.2 Creating your own online school, and selling your teaching materials there with the participation of graphics from https://craftpix.net

- 1.3.1.3 Offline use of graphics in educational institutions (schools, colleges, universities, etc.)

- 1.3.1.4 Build ready-made game templates using https://craftpix.net graphics (with retrievable data) and sell them on the following third-party sites:

  - https://assetstore.unity.com/templates

  - https://www.scirra.com/store/royalty-free-game-templates

  - https://codecanyon.net/category/html5/games

  - https://codecanyon.net/category/mobile/android/games

  - https://www.sellmyapp.com

  Important! If you are creating your own online store with game templates, then the cost of the license is discussed individually (you need to contact our support).

- 1.3.1.5 Edit the graphics for the purpose of your work and include in your projects (courses, templates, etc.) [example]create the desired file size, change the color, remove unnecessary elements, save the format in Unity, etc.[/example]

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- 1.3.2.1 Add graphics from https://craftpix.net to your projects (courses, templates, etc.) that are not used in the project (course, template, etc.) in any way. The same goes for game templates and offline educational institutions. [example]You used 3 characters and 1 set of tiles in the tutorial video for creating a platformer game. In this case, you can transfer only

those graphics to the student that were used in the course. You cannot transfer other characters to him, etc.[/example]

- 1.3.2.2 Add source files (vector is AI, EPS and raster is PSD) to your course or to other training materials, if working with these formats is not implied in your course or other training material. [example]If your course is about how to create a platformer game in Unity, and there are no tutorials on how to work with graphics in Photoshop, then the PSD format is not allowed to be included in the course. There are PNGs for that, etc.[/example]

- 1.3.2.3 Add source files to your game template (vector is AI, EPS and raster is PSD) if the game template does not interact with these formats. [example]PNG files are used in the game template (character, background, etc.). This means that you cannot add source files.[/example]

- 1.3.2.4 You cannot distribute graphics separately from courses (training materials) and templates in any form.

- 1.3.2.5 It is not allowed to distribute courses (training materials) and game templates for free if you used paid or premium graphic sets from the site https://craftpix.net

- 1.3.2.6 It is forbidden to sell graphics under the guise of courses (training materials, templates, etc.) if the main value of the work is graphics. The main value should not be the graphics, but your product.

The above points (section Prohibited) are unfair use of Craftpix.net graphics. In case of fraudulent use, we have the right to revoke the license.

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- 2.1.1 You are permitted to use the resources in any number of personal and commercial projects for yourself or a client.

- 2.1.2 You can modify the resources according to your requirements and include them into works such as game projects, elements for websites, applications, printed materials and others;

- 2.1.3 You can sell and distribute games with our assets.

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2.2 FORBIDDEN

- 2.2.1 You can NOT resell the art source files (PNG, JPG, EPS, Adobe Illustrator, etc) or slightly modified version of the art. You can not redistribute the art or modified version of the art in a manner that would make some or all of the art files useable to another end user via the app. For example, an app that uses the art as part of the play of the game is fine. An app that allows the user to save or export a modified version of the artwork itself is not fine.

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- ## 2.3. SUPPLEMENT FOR ENTERPRISE LICENSE HOLDERS (JOIN ENTERPRISE):
  - ### 2.3.1 CAPABILITIES

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    - 2.3.1.2 Creating your own online school and selling your educational materials with the participation of graphics from https://craftpix.net

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      - https://assetstore.unity.com/templates

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      - https://codecanyon.net/category/html5/games

      - https://codecanyon.net/category/mobile/android/games

      - https://www.sellmyapp.com

      Important! If you are creating your own online store with game templates, then the cost of the license is discussed individually (you need to contact our support).
    - 2.3.1.5 Edit the graphics for the purpose of your work and include in your projects (courses, templates, etc.) [example] create the desired file size, change the color, remove unnecessary elements, save the format in Unity, etc.[/example]

- 2.3.1.6 You can use the graphics from https://craftpix.net/freebies/ to create free projects (courses, templates, etc.) [example] as a free part of a large course or as a promo for a school[/example]

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  - 2.3.2.2 Add source files (vector is AI, EPS and raster is PSD) to your course or to other training materials, if working with these formats is not implied in your course or other training material. [example] If your course is about how to create a platformer game in Unity, and there are no tutorials on how to work with graphics in Photoshop, then the PSD format is not allowed to be included in the course. There are PNGs for that, etc.[/example]

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