

//README

Controls:

LEFT : go left

RIGHT : go right

UP : jump

SPACE : shoot fireball E: pull levers

B : blow wind (to blow out a torch)

R: restart level.

There is a Select level that let's the user choose which level to play by clicking on the desired level's number with the left click.

Level 1 :

-You may go to the first floor and kill the slime and the fly ,pull the lever until the mover is midway then pull it back and quickly go to the right before it closes.

-Then go to the ground level and take the heart(if you're missing health), pull the lever and quickly get to the left before the mover closes. -

Afterwards climb the stairs and get the key on the left with the jumpers.

Be careful of the frog ! - Now back to the right, the locks disappeared but you still need to destroy the blocks.

-Finally light the torch in the tree and go down with the mover.

Level 2 :

-First you may go down to get the key that will unlock the hallway.

-Then you will have to jump over the rotating blades while also

avoiding the arrows coming your way.

-You may kill the slime and then break through the blocks. -Then pull the lever and get on the mover.

-After light the torch that's in the tree and quickly go catch the mover on the left.

-And finally go to the left to get the key to unlock the door to the next level.

Level 3

-You may go to the left and pull the lever but be careful the mover under the player will go down and forward.

-Then you will need to catch the star to activate the second mover that will get you midway -you need to avoid the rotating blade. BUT dont jump too soon or the arrow will get you !! -You will have to break the

block to access the key that will unveil the torch

- Next light the torch a mover will rise from under the player. -All is left to do is get rid of the fly and the frog and get the key to the next adventure!

Level 4

-First you may go to the left to get the key that will unveil the lever. Then you'll have to pull that lever and go down to the left to activate the second lever. After go back to right and the finish should be at the end of the hallway.

for licenses please check the conception file !