"It was a warm summer's day as you idled about your farm, tending to the crops. It had been a good year, and you were thankful of your decision to leave your former life in the King's Guard and trade fighting for farming."

"You spied your cat Jonesy, happily chasing a field mouse into the corn. It was then that you spied something lurking by the river. It was the unmistakable shape of a Plotop. It's red, wet body glistening in the mid-day heat. You barely had time to question why it had wandered up from the dank marshland in which it lives before it was upon you, sword drawn and a menacing grin on its face."

"You may have chosen a peaceful life, but your battle skills were still fresh. And after a few well timed hits the Plotop was a writhing mess laying in the dirt. In the confusion Jonesy had fled, scared, into the hills. You followed as quickly as possible, just in time to see the cat take refuge in a dark nearby entrance in the rocks."

"Advancing cautiously, sword drawn, you enter the dungeon. You've no idea what kind of foul beasts lay down here, but you're damn sure you are going to get that cat back, no matter what."

"Good luck Adventurer! Fame, fortune and felines await."

**Lands of Lowrez**

This is our entry to #lowrezjam - a fun challenge to build a game limited to just  32x32 pixels in size. We're both great fans of dungeon romps like Eye of the Beholder and this is our miniature homage to them.

**Controls**

The entire game can be played with the cursor keys or an Xbox360 controller (if your browser supports it)

UP - Move Forwards / Attack / Menu Select  
LEFT / RIGHT - Turn / Cycle Menu Options  
DOWN - Display Mini-Map

Xbox360 Controller:

Press the A-button to enable controller support, then:

D-PAD UP and DOWN to move Forwards and Backwards  
D-PAD LEFT and RIGHT to side-step left and right  
LEFT and RIGHT bumpers to turn 90 degrees  
X button to display the map  
A button to attack

**Hints**

There are 6 dungeon floors to explore plus a Bonus dungeon if you find the secret exit on level 6.

You don't have to fight everything! In fact we'd suggest you actively avoid what you can on the later levels.

Potions only restore health if you are damaged.

Only the baddest play as the killer bunny.

**Who Made This?**

Lands of Lowrez was created by Photon Storm:

Code: Richard Davey (@photonstorm)  
Art: Ilija Melentevic (@iLkKke)

Created in HTML5 using Phaser (http://phaser.io).