Game Title: Super Golf-Ball!

ESRB Rating:

Intended Audience: Kids, Teenagers.

Background Information:

Around the Medieval Times, a parent tasks their son with an errand that requires them to fetch some crystals in a newfound ruin. He only expected the errand to take the whole day but realizes his son hasn't returned yet.. The father travels to the ruins the next day to find his son. As he walks inside there is a magic golf club awaiting him in the first room. In his head he hears the words of the Master of the ruins he was trespassing, telling him to make it through the dungeon to save his son. The father is determined to rescue his son from the mastermind and starts his quest.

Gameplay:

When the player starts off in the first level, all that presents them is a typical 2-D platforming map with some ramp to let the golf-ball get around. This is a platforming game that is played in a turn-based fashion as if it were a game of golf. The player adjusts their angle and strength of the swing and the ball flies off. The player has to navigate through the level and reach the end (the golf hole). New mechanics are introduced later on and the game increases in depth.

Differences from Other Competitors:

* Branching decision at the beginning of the game gives access to two completely different sets of levels.