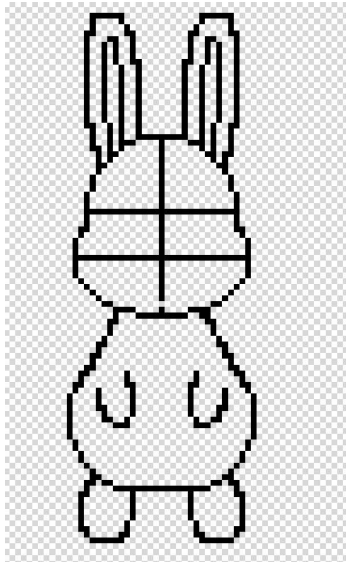
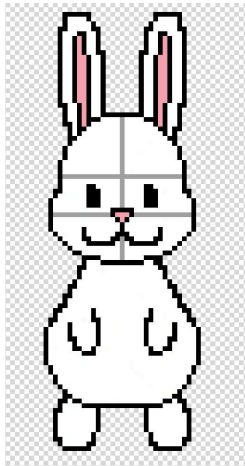


It took me approximately 15 minutes to draw this rough pixel art sketch of a rabbit:



Adding some colours and face details took approximately 5 minutes:



Adding a hat and cape took me approximately 15 minutes:



Adding some shading took approximately 5 more minutes:



This image of the rabbit walking took me approximately 10 minutes to draw:



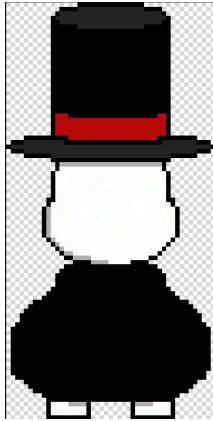
This second image of the rabbit walking took me approximately 5 minutes to draw:



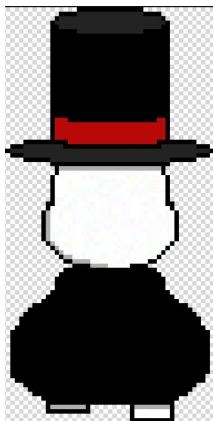
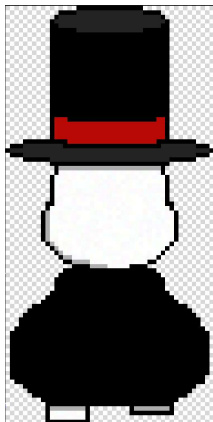
Creating this third image of the character standing (the middle position of the walking animation) took me approximately 5 more minutes to draw:



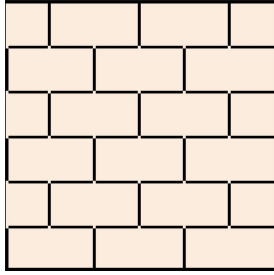
This image of the rabbit facing away from the screen took me approximately 5 minutes to draw:



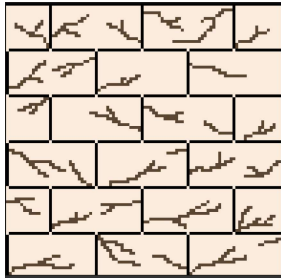
These two images of the rabbit walking away from the screen took me approximately 5 minutes to draw:



This basic drawing of a brick wall took me approximately 10 minutes to make:



Adding some cracks to the wall took approximately 5 more minutes:



Adding some shading took approximately 10 minutes:



This drawing of a potion bottle took me approximately 10 minutes to make:



Adding some more colours and shading took approximately 5 more minutes:



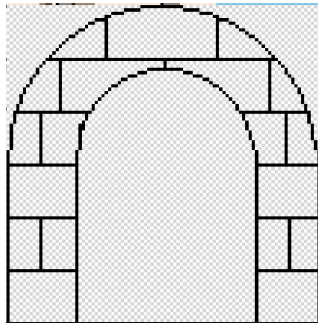
This orange potion bottle took me approximately 5 minutes to draw:



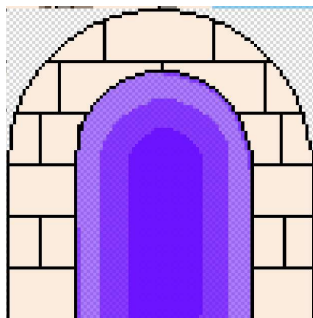
This drawing of a fireball took me approximately 10 minutes to make:



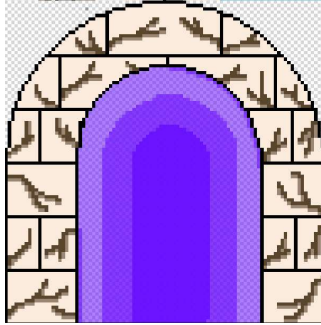
This rough sketch of an arch took me approximately 10 minutes to make:



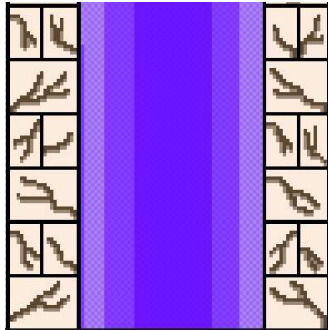
Adding some colours took approximately 10 more minutes:



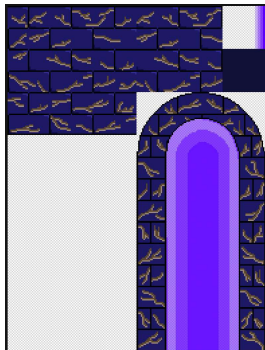
Adding some more shading and details took approximately 5 minutes:



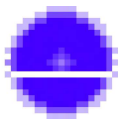
This second tile to add height to the arch took approximately 10 minutes to draw:



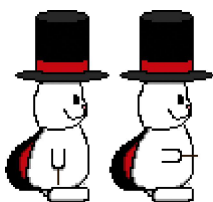
Making a dark blue/purple version of the tilemap took approximately 10 minutes:



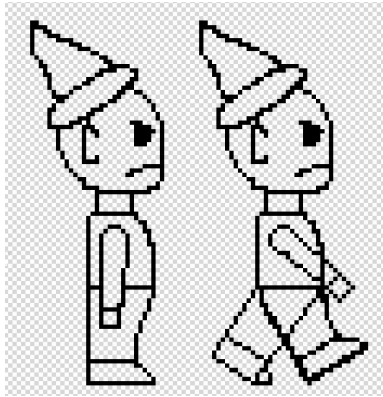
This drawing of an electric ball took me approximately 5 minutes to make:



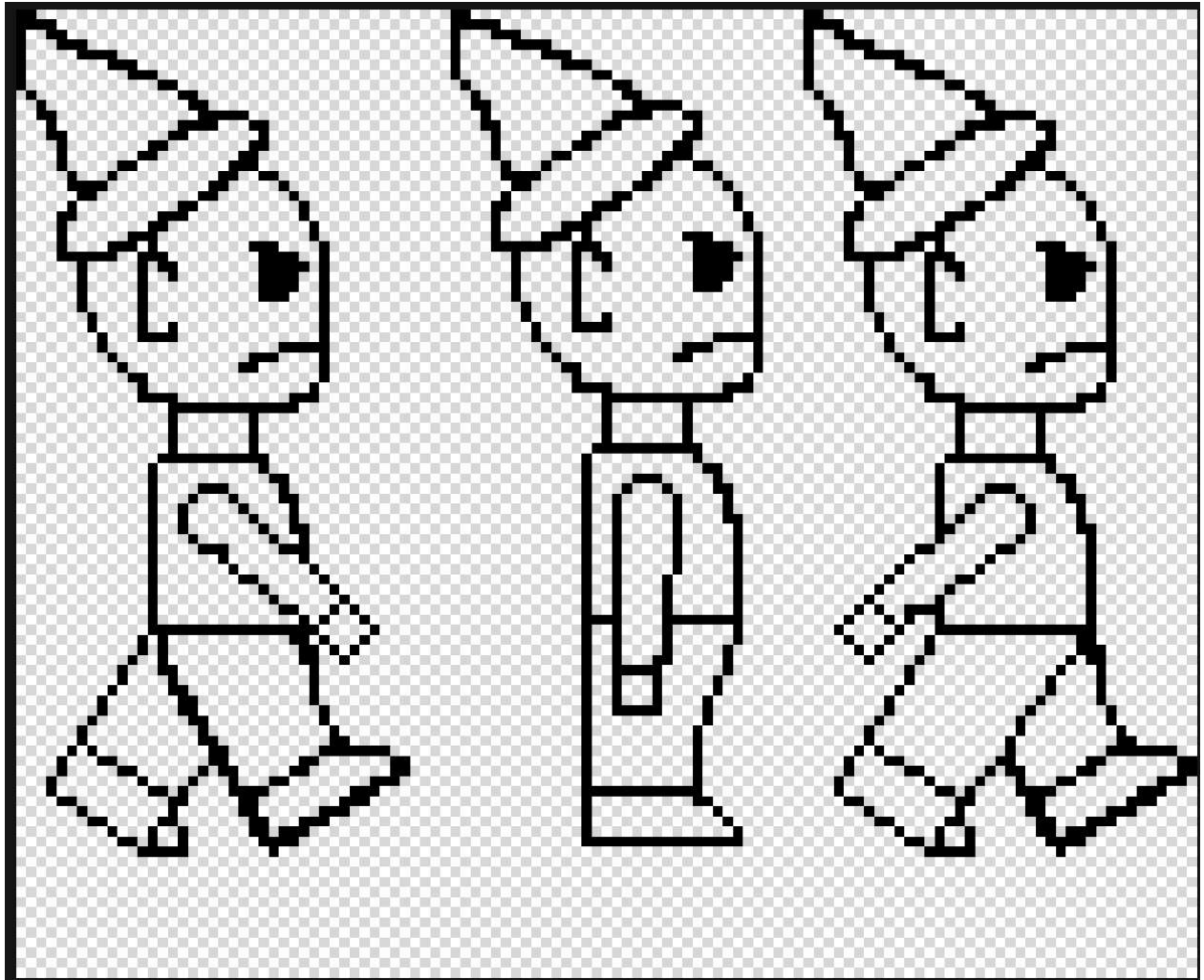
These drawings of the rabbit firing a spell took me approximately 5 minutes to draw:



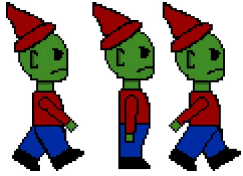
These rough sketches of an enemy took approximately 15 minutes to draw:



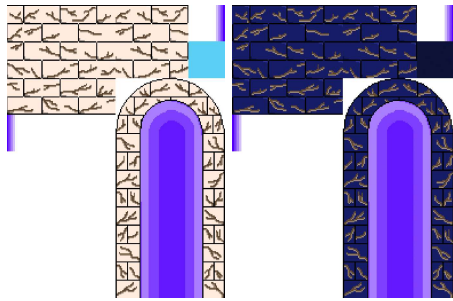
Adding another sketch of the enemy took approximately 5 more minutes:



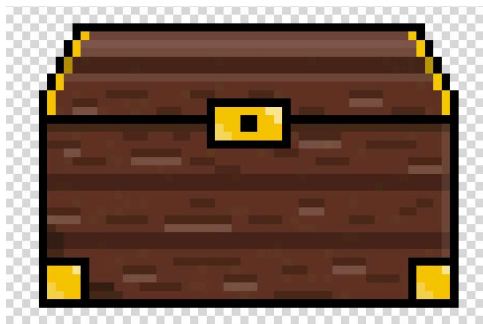
Adding some colours took approximately 5 more minutes:



Adding purple gradient lines (that depict a spell coming from a tile in the game) that face the other way in both of the tilemaps took approximately 5 minutes:



This drawing of a treasure chest took me approximately 20 minutes to make:

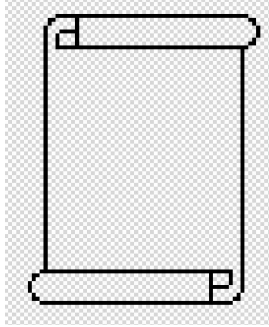


This drawing of an opened version of the treasure chest took me approximately 5 more minutes to make:

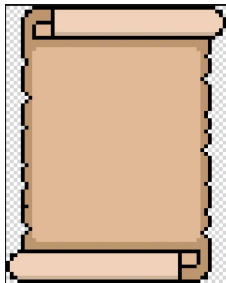


This drawing of a scroll took me approximately 5 minutes to make:

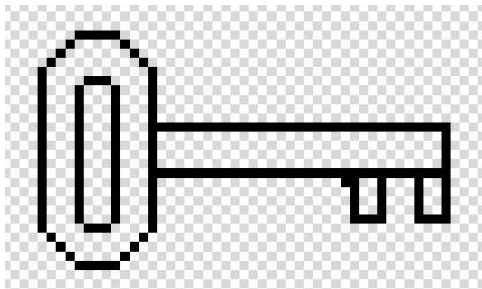




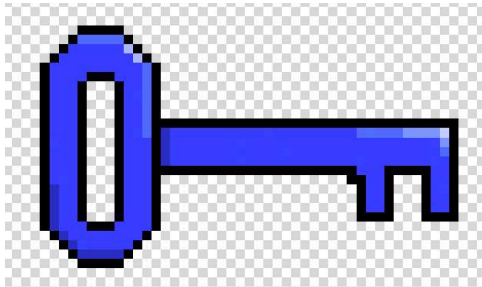
Adding some colours and details took approximately 10 more minutes:



This rough drawing of a key took me approximately 5 minutes to draw:



Adding some colours took approximately 5 more minutes:



Making the key a bit more blue, resizing the image to fit the size of the key, and creating another, purple key took approximately 5 more minutes:



These images depicting how to play took me approximately 20 minutes to make:

## BACKSTORY

You are a rabbit magician who is determined to find out the truth behind magic. You have spend countless years trying to uncover the secrets behind magic, and have determined that these secrets lie in a treasure chest hidden in a ruins. You have located these ruins, and are going there now to search for this treasure chest. However, you also know that there are spells and henchmen against you, so you must proceed with caution...

## MOVEMENT AND KEYS



Use WASD or the arrow keys to move



To select an inventory item, click on it in the inventory tray or press the corresponding number key.

To use the item, press "E".

- E** to pick up things and punch
- F** to use potions
- R** to fire spells

## ENEMIES

Avoid these:



## PICKUPS



Walk over potions to pick them up.



Walk over treasure chests and keys and press "E" to pick them up.

## TIPS

If you can't reach a platform by jumping, try using a speed potion before trying again...