

Platforms

- Nintendo 3DS
- Nintendo Switch

Overview

- 40 Floors
- Achievements
- No health system
 - You get hit, you die
 - Ducking protects you (somewhat)

Title Screen & Save Select

Puzzle Elements

- Statue Gem
 - Required to unlock Boss Doors
- Ladders
 - Climbing, duh
- Spikes
- Deadly pits
 - Lava
 - Water
- Breakable Walls
- Keys
 - Unlock small doors
- Timers
- Moving platforms
 - Like from Donkey Kong
- Pressure plates
- Crates
- "Hidden" doors
 - Look like walls
 - Require input
- Levers
- Gates
 - Like Donkey Kong '94

Level Designs

- Floors 0 - 10
 - Inside Mountain
- Floors 11 - 20
 - Lava
- Floors 21 - 30
 - Ice
- Floors 31 - 40
 - Outside

UI Elements

- Score (Sea Shell Icon)
- Time (Hourglass Icon)
- Lives (Player Face Icon)
- Floor?
- Air Meter

Enemies

- Spiders
 - Jump towards the player
- Bats
 - Fly around, attack the player
 - Latch onto the player and drain HP
- Hermit Crabs
 - Move back and forth
 - Claw attack within a range
- Skeletons
 - Move back and forth
 - Throw bones if provoked
- Snakes
 - Move back and forth
 - Spit venom after a random duration
- Icicles
 - Drop from above
- Flame Things
 - Jump from lava
 - Like them Mario things
- Pirhanna Fish
 - Chase the player in water
- Sharks
 - Swim back and forth

Traps

- Icy floors
- Lava buckets pouring lava
- Falling/dissolving platforms
- Toggling platforms (like Mario World switches)
- Pressure-opening doors
 - Stand on them a bit too long, they open to a pit or below

Music

- Save Selection
- First Floors
- Overheating
- Chilling Down
- Dangerous
- Boss Fight
- Game Over

Sounds

- Player Punching
- Enemy Defeated

- Player Jump
- Key Pickup
- Shell Pickup
- Gem Pickup
- Extra Life
- Player Death
- Bone Throw
- Lava Bubbles
- Water Splash
- Door Opening
- Boss Door Opening
- Various Boss Sound Effects
- Low Air

Bosses

- Giant Hermit Crab
- ????
- ????
- Phoenix