Instructions

WASD for movement

F to interact

1 2 3 to switch between lanterns

Navigate the mysterious labyrinth with the use of magic lanterns you find along the way. Each lantern reveals new secrets and layers of the labyrinth that were previously hidden. Solve puzzles and dodge monsters to find your way out!

Lore

A pixie falls down a well and breaks her wings. When she lands, she finds herself at the mouth of a dark labyrinth. Venturing into the labyrinth, she discovers parts of itself are hidden by a magical darkness. With the use of enchanted lanterns found along the way, she can reveal these secrets. She must solve puzzles and dodge monsters to escape the labyrinth.

Roles

Aurora Jitrskul – Programming

Andrew Voormolen – Programming, Level Design

Mar Velazquez – Graphic Design

David Kearns – Level Design, Audio Production

Credits

LMMS Sound Effect Library. Used for in-game sound effects. original artists unknown

Fonts acquired from PublicDomainFiles. JHFonts.

All music and art originally produced by team members