

Ice! Ice! Penguin!



from the creators of Ice!Ice!Penguin!
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1. Introduction

This game tells a story of a little penguin whose love of life got abducted by an evil emperor and imprisoned in the terrifying tower of ice.

2. Setting of the world

The world is ice, ice as far as eyes can reach; and in this hostile environment live but the happiest tribes of penguins. Each of the tribes had their own characteristics and lead their lives peacefully minding only their own groups business.

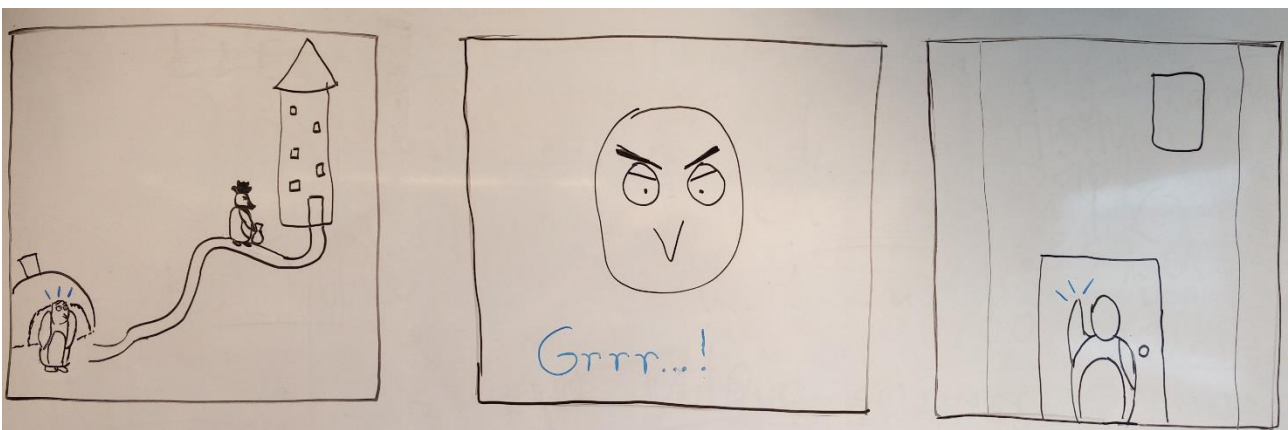
3. Characters

The hero of our story, the one who becomes the avatar we steer within the game, is a little penguin. Our penguin had just recently grown to the age of mating and coupled with the most beautiful little penguin of them all. Their relationship was blissful and warmed hearts of every penguin, well, every penguin but one – the Emperor penguin. Emperor penguins were a proud species but our antagonist was but the proudest of them all, he had prized his feathers and his mighty tower of ice more than he would any female. Thus, he led a life of solitude; unbeknownst to him was that love is the willingness to sacrifice for the one you held dearest.

4. Game story

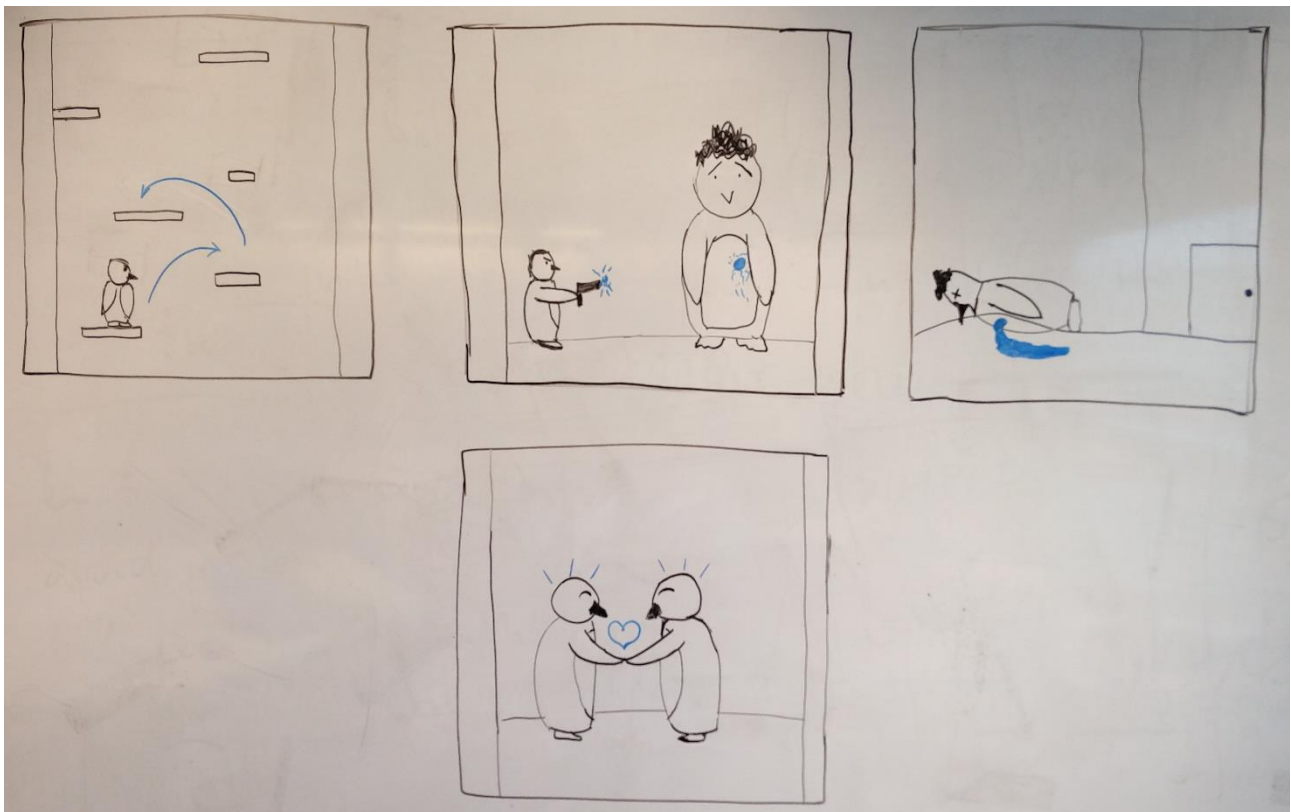
The Story of our game begins to unfold when one peculiar day the Emperor penguin gazed upon the land of ice from the balcony of his tower; he noticed a couple of little penguins whose love was the most endearing, that is, to those whose heart was pure. Emperor grew furious. *How can he have such happiness, when I, with the prettiest of the feathers and mightiest of the towers, fell lonelier by the day?!* He devised a scheme to steal the little penguin's betrothed and prove his qualities, hoping that she might be swayed and become his beloved one.

The player gets told what happened from this point on. The little penguin's beloved is kidnapped and he notices her being taken by the Emperor to his tower. The little penguin, brave and madly in love, decides to ascend the deadly floors of the ice tower and rescue his love of life.



5. Mechanics

The avatar of the game, the little penguin, has the capability of bouncing off the walls of the tower and gain speed that will help him jump higher and reach the top of the tower faster. When his speed of movement is too big, his little legs will fail to keep up. But he has another option – laying on his tummy and sliding. The player ascends the tower floor by floor, being wary of falling icicles and the height of fall he would face had he misstepped – both fatal to the little penguin. In case of the player's failure he will be met with a sad reminder of the abandoned beloved.



6. Summary

Player's task is to reach the top of the tower and upon doing so a cut scene will roll showing the little penguin triumphing. Difficulty will scale with the amount of floors the player has climbed. Ideally, the player will be drawn to increasing amount of effort he should put in to succeed.