

The tutorial

Game tutorial, covering the main levels, where collecting ID cards is too simple and will not be covered for now.

Puzzle1

prince falls in time machine with time phantom.

They take turns controlling the time machine , with each one having one turn . purple for phantom and red for Prince . Their goal is to control the time machine from January 1st to December 31st .

However , time travel follows specific rules:

- Within the same turn , the time machine can only travel to the future and cannot go back to the past .
- The time machine can only travel within the same month (e.g . , from January 1st to January 20th) or between different months but the same day (e.g . , from February 24th to May 24th).

- In each month , the day that is equal to the month ' s number plus 19 is called a "magic date . "



Boss1-1 , boss1-2

He will use mechanical flies to attack , Flies appear in three colors:

red , green , and blue .



Pay attention to their attack patterns and avoid being touched .

There is scattered energy around , refreshing in the form of nearby stars .



Pick them up to recharge your ID card . After picking up three stars ,
press ' E ' between turns to unleash the hidden ability !



HP



mechanical frogs are hidden , but ID cards can control them.

Three frogs will emit lasers of red, green, and blue .

If the corresponding colored fly touches the laser , it will be destroyed.



and if you come into contact with it , it will also harm you.

Guide the fly into the laser and defeat the boss



Puzzle2

Use a keyboard to control the aircraft from being hit by bullets and persist for 20 seconds



Prince can make their characters jump up by clicking the spacebar to avoid laser attacks.

There are two levels for laser , which can be passed by surviving for a certain period of time before losing all health .

Every time Prince collide with a laser , Prince will lose blood , and the amount of blood lost varies with the angle of collision .



Parkour, before boss2

Boss2-1

Dragon will release bombs in four colors: red , purple , blue , and yellow .



The only way to destroy the bomb is to use the white laser barrier generated by the ID card in front of the platform .



Use the directional keys to change the direction of the laser barrier

press the corresponding directional button to destroy the bomb when it comes into contact with the barrier .

There are four circular floors on the field , corresponding to four colors: red , purple , blue , and yellow .

Stand on the corresponding floor according to the color of the bomb and destroy the bomb with the same color as the floor .

Use the "E" key to activate the energy shield , which can withstand 5 attacks for you .

When the ID card is fully charged , press the "E" button to activate it .

boss

If a bomb exceeds the laser barrier (white line), it will accumulate an energy bar.
When it is full, the bomb will be amplified in the next round.
After every three rounds, drop the bomb, and after resisting the attack of the giant bomb,
the energy value of the shield will be restored to 0.
If you stand on a floor that matches the color of a giant bomb while holding a shield,
the shockwave generated by the collision between the shield and the bomb will damage the dragon



boss2-2

The final level is bomb handling, with the yellow being the OR door, the red being the switch, the green being the wire, and the blue being the AND door.
The switch can be opened infinitely, and the current passing through the switch can be turned on;
Electric wires can pass through current, click to cut them, and after cutting, they cannot be connected again; 
The OR gate has two inputs and one output, and can only output current if there is only one input;
The gate outputs two outputs and one input, and can only output current if both have outputs;
The goal is to make all three green lights in the middle light up, and the bottom red light cannot light up during the process. If the red light goes on, the bomb will explode.



puzzle3