



Genre: Puzzle

Goal: Solve all puzzles to escape the tower!

Overview: In the game of Kwirk, you play as a puzzle solving tomato, named Kwirk.



You're trapped at the top of a tower, and you need to make your way down to freedom by solving puzzles on each level. Originally developed for the Gameboy, in this remake you'll play classic levels from the original game with modern graphics.

How to play: In order to make it through each level you need to make your way to the stairs.

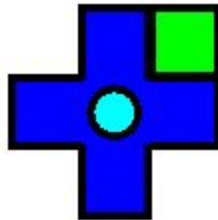


To make it to the stairs, you need to solve a puzzle by interacting with some objects on the screen.

Turnstiles: These come in many forms, each of which is rotated around a pivot. In order to rotate successfully, you need to make sure no blocks are in the way. For example, each of the following images shows a turnstile that can be rotated, because no block is in its way.



The following image shows a turnstile that cannot be rotated, because a block is in its way.



Holes: Holes cannot be walked through, they must be covered with blocks.

Blocks: Blocks can be pushed around to clear the path, and they can also fill holes so you can continue through the level. For example, in the next image, if the player pushes the green block into the black hole, the hole will be filled.



As soon as part of a block covers a hole, the block is gone, and that part of the hole. The following images show an example of this.



Moving: To move, you can use the arrow keys.

Restart: If at any point you wish to restart the current level, you can do so by pressing the R key, or by clicking the RESTART button.

Undo: If you would like to undo your last move, you can do so by pressing the U key, or by clicking the UNDO button.

Quit: If you would like to quit, you can click the QUIT button, or use the menu drop down.

Good luck!