

Revenge of the Killer Princesses

Written by Paul Robson for #bitbitjam3 June/July 2016.

Note this package contains the emulator as well as the source code, this is because none of the Elf emulators has a good enough debugger. So as to allay fears about trojans, the whole source code for the emulator is included in the package.

Plus this is my real name and I'm easy to find on line

Running

To run the game :

- 1) Go into folder "build"
- 2) Double click on "runme.bat"
- 3) You should now see the debugger window. To run the game press "F5"
- 4) To exit press ESCape

On the, err... "title" page select the skill level. This effects how fast the princesses spawn. This can be anything from one every 3 seconds (skill level 1) to one every 30 seconds (skill level 9)

Keys

4 – Left

6 – Right

ENTER – Fire *on a real Elf this is the "IN" button.*

5 – Forward

Any other key stops movement.

The keys are designed for a PC keyboard not a Elf keypad one, but can be changed to any combination of 0-9 A-F.

Game

The aim of the game is to stay alive as long as possible and kill as many princesses as possible in the process. You have a gun to shoot them with, but it takes three seconds to recharge, so it is more of a stealth / sniper game than a blasting game.

You have an killer princess radar ™ at which tells you how close you are to a killer princess at any time, it is shown at the top of the screen.

There is a compass which shows you what direction you are facing.

There is no exit to the maze, and princesses are regularly warped in from Disneyland so good luck 😊

Paul Robson

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