Game: Fire & Ice Cream  
Engine: PuzzleScript  
Production: 3 months (Jul 2020 - Sep 2020)  
Release Date: 28 Sep 2020  
Premise: Light all the torches. Collect all the Ice Cream. Escort all Prisoners to their Cells  
Publishing Platform: itch.io  
URL: https://diamond-knight.itch.io/fire-ice-cream

**Mechanics**

Torches can be pushed around  
An Unlit Torch is lit if there is a Lit Torch next to it  
An Unlit Torch is lit if the Fire player is next to it  
A Lit Torch will burn if the Fire player is next to it  
A Lit Torch will extinguish if the Ice player is next to it  
Entering a Furnace changes the player state to Fire  
Entering a Furnace in a Fire state melts the player and loss of movement  
Entering a Furnace in an Ice state resets the player state to normal  
Entering a Freezer changes the player state to Ice  
Entering a Freezer in an Ice state shatters the player and loss of movement  
Entering a Freezer in an Fire state resets the player state to normal  
Pushing a Lit Torch into a Freezer will extinguish it  
Pushing a Torch into a Furnace will burn it  
Ice Cream can only be collected in the Ice state  
Ice Cream will melt if touched in the normal state  
Ice Cream will melt if the Fire player is next to it  
Prisoners can be pushed around  
Prisoners can push Torches  
Prisoners will melt Ice Cream if they touch them  
Prisoners will melt in Furnaces  
Prisoners will shatter in Freezers  
Cells are not obstacles and allow free movement of the player and prisoners

**Win Conditions**

No player death state (Melted, Shattered)  
Light all the torches  
No burnt torches  
Collect all the ice cream  
No melted ice cream  
Bring all prisoners to their cells  
No dead prisoners (Melted, Shattered)  
Player has to stand on the target once above 5 conditions are satisfied

**Level Design**

Prologue: Throne Room  
Introduces the end target in front of King Aurum. Gives some explanation on why you are lighting torches.

Level 1: Torches Light Other Torches  
Introduces the mechanic where you have to push a lit torch around to light the rest. An Unlit Torch will light up if there is a Lit Torch next to it.

Level 2: Fire Spread  
Introduces the concept of fire propagation. A string on Unlit Torches will all light up if one of them is lit.

Level 3: Working the Forge  
Introduces Furnaces and Freezers. This level is meant for the player to see the effects the Furnace and Freezer has on the different player states. It requires the Fire state to light all the torches and an Ice state to leave.

Level 4: Cooling Off  
The correct player state has to be chosen to light the torches and not burn them. Introduces doubling back into a Freezer to use it twice.

Level 5: Careful in the Forge  
The logical route does not work. The player is required to realise that you can light a torch while in a Furnace. Pushing an Unlit Torch next to the furnace.

Level 6: Don’t Freeze  
Solution requires you to push a torch through a Freezer to access it from the other side. There is no Furnace to become Fire so the Lit Torch is the only source of fire.

Level 7: Fire and Ice  
Pushing a torch through a furnace will burn it. The correct torch configuration is required to solve the level

Level 8: How Inconvenient  
This is a difficult puzzle. The exit requires you to be in the Ice state but getting there extinguishes all the torches. Torches have to be pushed around to clear a return path without extinguishing anything. Making use of the Fire Propagation mechanic is required for this. However, the final few torches have to remain unlit and only lit while in the Ice state. A smart use of the Fire Propagation Mechanic is required to re light the stuck torch which will always be extinguished on the trip to the exit.

Level 9: I Scream for Ice Cream  
Introduces a collectible element to the game. Only the Ice state can pick up Ice Cream. Player in the Fire state will melt the Ice Cream when next to it.

Level 10: Ice Cream Maze  
You need to light the torch in the Fire state then carefully avoid the Ice Cream to change back to the Ice state to pick up all the Ice Cream.

Level 11: Protect the torch  
Lit torches will melt Ice Cream. Torches must be pushed aside so that there is a clear path to collect the Ice Cream without extinguishing the fire.

Level 12: Break the Chain  
Creating a chain of torches will cause problems when they are lit. The fire will propagate all the way to the Ice Cream and melt it. The torch chain has to be broken to prevent the fire reaching the Ice Cream for it to be collected first.

Level 13: Back to Your Cells  
Introduces a Sokoban style mechanic. Prisoners have to be pushed back into their colored cells.

Level 14: Rearrange  
Another standard Sokoban style puzzle that requires you to rearrange the Prisoners.

Level 15: Cornered  
Sokoban style puzzle in a more confined space.

Level 16: Escort Quests  
The torch can only be lit by the one Lit Torch. The player can only push the Lit Torch into the correct position from a direction that requires them to be in a Ice state. Help from the prisoner is required where you push the Prisoner and it pushed the Lit Torch. Prisoners shatter then they enter Freezers.

Level 17: Help Me Friend  
Prisoners must be used to push the Lit Torch around to make way for Ice Cream to be collected.

Level 18: Keep The Alive  
Prisoners have to be used to push the Unlit Torch around. Pushing the Unlit Torch in the Freezer will keep it unlit hence the Fire player can stand next to it and push it into the room with the Lit Torch.

Level 19: Déjà vu  
Similar to an earlier level except there are Furnaces and Freezers to hinder the player.

Level 20: Protect the Torch  
The Lit Torch must be protected and pushed to the Unlit Torch in the top left. There are Furnaces all around where Prisoners and the torch cannot enter

Level 21: Finale  
This is a difficult level. Culmination of all mechanics. An unlit torch chain of 3 has to be created at the top while a sustainable lit chain of 2 at the bottom where the Ice Cream is. A lit torch has to be pushed up to the top chain to light it sustainably and a Unlit Torch can be pushed past the bottom torch chain and into the top left torch next to the Ice Cream. This creates a sustainable torch chain and the Ice Cream can be collected without extinguishing the fire.

Epilogue: Throne Room Outro  
Just a level to end. King Aurum tells you off and you are thrown in prison

P.S.: Prison  
This level is just for fun. The player is now in prisoner garb. A sequence break for the win state but the player should get the idea that you (prisoner) have to be in his coloured cell (White).

**Additions to HTML**

Added icon file  
Added audio file (Water.mp3)  
Added mute function (M to play/mute audio)  
Added level select feature (Draknek Level Select)  
Created standalone executable (Enigma Virtual Box)