

Castle Escape

Target Rating: T

Target Age: 15+

Platform: PC

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Escape Your Fate!

The Princess was kidnapped by the Monster King. And the hero sent to save her... won't be able to do much. Gaining a once in a lifetime opportunity, the Princess has killed the Monster King and stole his weapons. Now armed, she must battle her way down the castle's floors in order to escape the henchmen who are not going to sit idly by as their ruler's killer leaves. React fast and outsmart your enemies as the Princess in order to make your own happy ending.

- Twisting the typical hero's story, you play as the kidnapped Princess to escape your fate as damsel in distress.
- Choose how hard you want your run of the castle to be with difficulty scaling that does not just weaken or strengthen your foes, but also alters your own abilities.
- You must kill the monsters standing in your way fast, or else reinforcements will appear. Against the boss, the consequences of not fighting fast enough can range from more foes to the speed of their attacks increasing.

How to Play

Castle Escape provides simple controls on both Gamepad and Keyboard that allow players to quickly pick up and play.

A, D / Left Joystick: Move Left and Right

S / Left Joystick Down: Crouch/Duck Under Platforms

Space / A Button: Jump

Left Mouse Button / X Button: Attack

Shift Key / Left or Right Trigger: Dash

Game Mechanics

Actions

In order to escape, the player must fight foes on each floor. The player is allowed to jump onto various objects, attack with a basic attack, dash through enemies and more. They must use everything they can in order to escape the castle.

Move

The player is able to move back and forth in the floor. They can move through the objects in the room and all enemies except the shield enemies' shields.

Dash

Along with being able to move, the player can dash. Dashing allows the player to move through the area quickly. Not only that, but the player can use a dash to avoid attacks or get behind the shield enemy. They can even dash in midair, but this will not move the player like a grounded dash does. There is a short cooldown period on the dash so the player cannot abuse the mechanic endlessly.

Duck/Crouch

When standing on a platform, the player can 'duck' under it, allowing the player to lower themselves from it immediately. Doing this while on the ground will make the princess crouch.

Attack

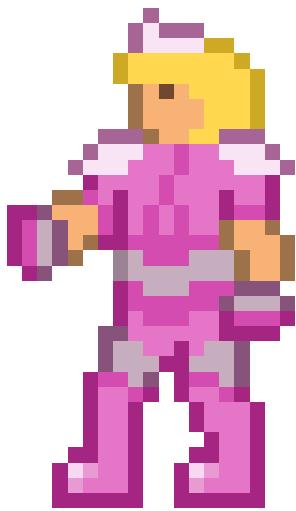
The player can attack at any time. Attacking will damage any enemies in the sword's path by one health. Normal enemies have two or three health while the Elemental has twenty-five.

Collect

All normal enemies have a 25% chance of dropping a health potion. Picking up a health potion only require the player to walk over the potion. When the player picks up a potion, they are healed one health. They can be healed over their starting health.

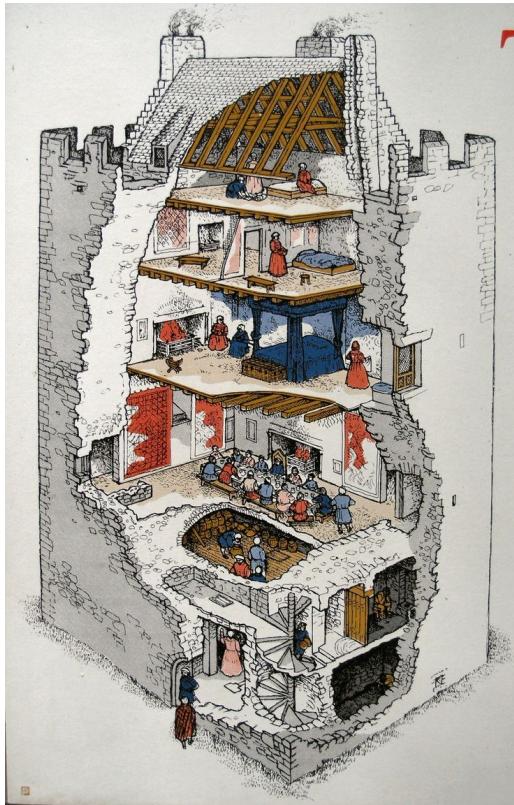
Princess

As the princess the player will fight enemies using her choice of melee weapon that block her exit of the castle. The Princess was born into a fine kingdom. Raised with love from everyone around her. The King worried that she will be gullible, so he made sure she received the finest self defense training possible. The King was wise to do so, because on the Princess's 22nd birthday, she was kidnapped by a monster king! The Princess had no clue where she is anymore but one thing is for certain, to follow the first rule of self defense, which is to stay safe if offered. The monster king wanted something more than just a hostage, and told the Princess that no one is able to rescue her and she will be living with him as soon as his friends arrive for the wedding. The Princess accepted to live with the Monster king... for a day. The Princess waited for the Monster king's guard to be down and then slayed him. Now she has to escape from the unknown castle, full of the monster king's henchman before it is too late!



The Castle

The castle consists of five floors. The Princess starts at the top, descending from floor to floor until she reaches the bottom, where she must fight the Fire Elemental, the monster's king second in command. Once she defeats the Elemental, she escapes to live another day. The floors are randomized so there are never two similar runs of the castle.



Gameplay

In each run of *Castle Escape*, the player, controlling the captured princess, must move from room to room until they have reached the exit of the castle. They will not be able to leave the room until they kill all of the enemies within the room. However, there is a timer, and the longer the player takes to kill the enemies in the room, the more will appear. One or two may appear at first, then three or four, and if they take too long, the player will quickly become overrun.

The castle the player runs through is divided into different floors. Each floor has a set of enemies that the player must kill in order to advance. In the upper floors, the timer will spawn enemies at various intervals. Once it runs out, the floor is overrun. The player can still win, but it is significantly more difficult. The last floor is always the Fire Elemental's room. The timer found in other rooms changes in this one. Instead of outright spawning more enemies, these timers will increase the scale of the boss's attacks. Once it runs out, the player must be careful as the boss's attacks are at their max size and will be difficult to avoid.

Enemies

There are four types of enemies that will stand in the princess's way on her quest to escape.

Shield Enemies: The defensive powerhouse of the castle, these enemies hold shields that the player cannot pierce no matter how many attempts they make. In order to kill these guys, the player must take advantage of the fact that they do not move no matter what and take a few seconds to turn around by getting behind them and attacking their back.



Ranged Enemies: Preferring to stand back and attack the player from a safe distance, these guys can be annoying if left alone. One way to defeat them is to chase them to a wall where they can't escape. They are fast but take a few seconds to reload their ammo.



Melee Enemies: The only ones who do not start in the room, these guys are the reinforcements that are summoned by the timer. They charge right for the player and attack when they are close enough. While they do not require any special treatment, the player must make sure not to get careless either as these enemies could mean the difference between victory and defeat just by their presence.



Fire Elemental: This is the final foe the princess must face. A massive foe that will throw fireballs and summon fire pillars to harm the princess, it will not be an easy one to kill. Especially since it constantly moves around the area. The only hope the princess has is to pay attention, avoid its attacks, and take every opportunity she can to attack.



Bonus Materials/Monetization

Castle Escape is a one time purchase of \$10. There is no plans currently of producing any additional DLC for the game.