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## Credits

Developer

Sebastian Ha

Art

Character - PixelFight Map - Hexany Ives

Music

Fami Studio and Fami Tracker Demo Songs

## <u>The story so far</u>

In a distant land, forgotten beneath ruins and shrouded peaks, stands a mountain no one dares to climb. Rumour tells of an ancient power hidden within said to grant any wish you desire, one that cost the lives of many who climb.

You are Ha, an ambitious dreamer guided by a desire to conquer the impposible. A treacherous, frail path lies ahead with a slim chance of survival.

Haunted by the shadows of his childhood, Ha must overcome the climb and the doubts and fears that consume him. Will he conquer the mountain... or will the mountain conquer him?

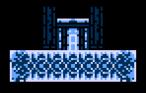
## Your goals



Use the skills you have to jump, dash and climb your way through these zones.

Your goal is to reach the door at the end of the zone to progress to the next, keep doing that and you will reach that summit in no time.





## How to play



Start - Start Game A - Jump B - Dash Left Arrow - Move Left Right Arrow - Move Right Select - Enter credits at Start

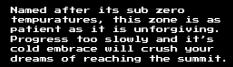


### Rust zone



Forgotten to time, littered with gear as tributes to failed attempts, the oxidisation in the air a stark reminder of the regret that is rife in this mountain.

#### Zone zero





## Labyrinth zone

A zone of different paths, those who choose wrong are claimed by the impaling misfourtune that awaits.



in programment

## Secrets <u>Gaps</u> that seem big enough may be a trick You don't have to jump to be able to dash Ledges crumble pretty <u>easily</u>, beter watch out or you'll fall to your death

## How not to die

<u>king prop king </u>

have gone hand gone

Avoid spikes at ALL costs, otherwise expect an imminent death

Whatever you do, try not to fall out of the map