Wizard v.s. Slime
Game Rules

Click the buttons on the right side to play, pause, reset the game, or adjust the speed of the whole game.

Press the Left / Right Arrow keys to move yourself (the wizard), and press the Space key to cast magic.

The cute slimes will move downward toward the bottom boundary, and your goal is to stop them by casting magic to kill them.

You will gain 10 points for each slime you defeat. Try to get as many points as you can before you die.

If those cute slimes touch the bottom boundary or you, you will take damage and then they will leave ecstatically.

You will lose the game if your lives (the wizard's HP) drop to 0.

The difficulty of the game increases gradually over time: the spawn frequency of slimes and their movement speed get faster and faster, while mist emerges and gets thicker.

Screenshot of the game:

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Score: 150

HP: 10/10

Score: 150
Lives: 10/10
Speed: 0.5 x
Game Status: Playing

play
pause
reset
speed +
speed -

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Score: 3370

HP: 1/10

Score: 3370
Lives: 1/10
Speed: 1.5 x
Game Status: Playing

play
pause
reset
speed +
speed -

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Press "reset" to ready again

Score: 3370

HP: 0/10

Score: 3370
Lives: 0/10
Speed: 1.5 x
Game Status: Game Over

play
pause
reset
speed +
speed -