Get the crown to the castle,

Castle Crawler

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Castle Crawler is a test of your sense of direction. With a limited number of moves, you must deliver the crown to the castle. But along the way there are obstacles. You must maneuver around shields, watch out for the bombs and hope to land on a heart if you can.

For each round you win, you receive a star. Win your fourth round and you move up a level. With each mounting level, there are more twists and turns you must evaluate. Once you reach level seven, things get crazy. At level 10, be careful, your mind may explode.

With each round you will receive a list of directions, that represent the directions on a compass: (N)orth, (S)outh, (E)ast, and (W)est and a few others. The number associated with each direction is the number of times the direction MUST be used. To win a round, you must use each direction. Fail to do so, and you lose. Oh, did I mention, you have a limited number of tries to figure out the path. The good news is, there could be more than one solution. And if you need to take back a move, you can “undo it” … but there is a cost.

If you ever feel daring, you can set the level yourself and jump into the deep end of the moat.

Winning a round moves you up levels. If you loose a round, the number of hearts that you have will keep you alive.

To play a game,