WarioEscape REMASTERED

USER MANUAL

This game is a remake of the very first I made at Creajeux, the goal is simple : reach the exit without hitting an enemy or a mine.
You'll have 3 lives to do it, when you hit something, the character goes back to the start and lose a life.
Your movements are counted and impact on your score as well as your time.

CONTROLS

Arrow keys	Move
Escape	Pause
Return	Validate in main menu

GAME ELEMENTS

Element	Name	Description
	Start	Character's first position
	End	Where the player want to go to finish the game
	Mine	Explodes when something goes on it (enemies, player, crates)
	Enemies	The first one moves horizontally, the second on moves vertically. They only die when they step on a mine.
	Crate	The player can push it to block enemies or destroy mines.

MAP

The level is created from a text file in Data/Misc, you can mess with it if you want to create your own level, just make it 10*10. Numbers significations are written is the file.