

YNXA

Atari Lynx 30th Birthday Programming Competition

Code :
Fadest

Msx :
Romu

Graphics :
Kronbits

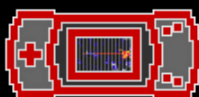
<https://kronbits.itch.io/inca-game-assets>

Elthen

<https://elthen.itch.io/>



Yastuna team



<https://atarigamer.com>

Made with BLL Kit

УПНХА

WARNING :

This game supports saving game to EEPROM.

If played on an emulator, or on a device with a card that does not have 93C48 128 bytes EEPROM, games will not save, and the gaming experience will be altered.

The game is saved on EEPROM each time a door is used.

Please don't remove the card or turn off the Lynx before the new level is displayed.

YINXIA

Goal of the game

The goal of the game is to go through the pyramid.

The game itself is divided in 2 parts :

- The Prologue
- The Main Game

Each part of the game is represented by a hub, which contains doors to levels.

Your goal during the prologue is to gain abilities and powers in order to be able to access to the main part.

In the main part, you will have to follow the 8 paths of perseverance in order to unlock the final level.

Note : in the contest submission, the Prologue is fully available, while there is only 4 paths on 8 in the main game.

YNKA

How to play :

Left & right :

The player moves left and right using the Atari Lynx D-pad.

Up & Down :

Go through a door using the Up direction.

Only Leaf and Fire can use ladders up and down.

A button :

Leaf can jump or use switches.

Fire can shoot or transform into bomb.

If blocked in a pit, Water will start to flood.

B button :

When available, you can change your form using B button and left/right. To do so, you need to be on an empty case with an empty case over you.

Pause + Option 1 :

Reset game to main menu.

Option 2 :

Display in game menu allowing you to restart a level, quit a level or set options.

YINXIA

How to play :

Option 1 :

Display your current progression in collection of Gems. There are 20 of each colors.



Pause :

Display the list of path to follow in order to win the game, and your progression :

Progress

Achievements

Path of Discovery
Path of Humility
Path of Serenity
Path of Wisdom
Path of Fulfillment
Path of Nihilism
Path of Compassion
Path of Reason

Each path consist of a succession of 3 levels.

Note : in demo version, Path of fulfillment, Nihilism, Compassion and Reason have only fake levels.

YUNXA

SPECIAL ITEMS :



Door :

Access to another part of the pyramid. Use up to go through doors.



Ladder :

Ladder is useful to gain acces to other floors.



Gems :

Collect gems in order to gain power.
There are 20 of each color hidden in the game if you want to make 100%.



Box :

A box can only be destroyed by a bomb.



Switch :

Using a switch is useful to change the behavior of level.



Lava :

Lava is hot. You die if you fall into lava. So please don't do it.

YUNKA

Leaf :



Brought to the pyramid by the wind, Leaf will live the most amazing adventure a leaf could encounter.

With a little help from the Air Elemental and some friends, Leaf will have to gain abilities and use them wisely.

Air Elemental



The Air Elemental transforms the player into Leaf.

Leaf powers :

Leaf gains powers while collecting green gems.



YUNKA

Fire :



Fire is a form of the player gained when meeting the Fire Elemental.

Fire has great power but is also fragile - a large fall will break him !

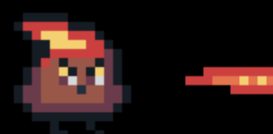
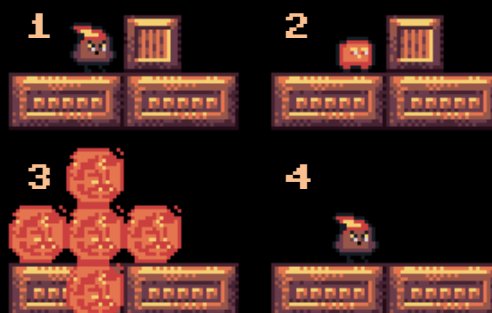
Fire Elemental



The Fire Elemental transforms the player into Fire.

Fire powers :

Leaf gains powers while collecting red gems.



SHOOT(3)

BOMB(5)

BIG BOMB(10)

YUNKA

Water:



Water cannot jump or use ladders, but he can go into small tunnels where Leaf and Fire cannot pass. He can also escape from pits.

Water Elemental



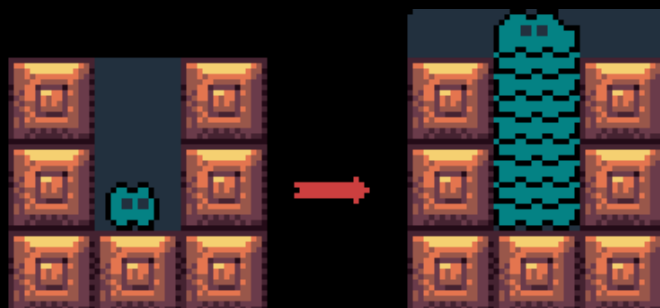
The Water Elemental transforms the player into Water.

Water powers :

Leaf gains powers while collecting blue gems.



SLIDE(3)



WATER FOUNTAIN (6)

YNXA

Atari Lynx 30th Birthday Programming Competition

Many thanks to :

- * Necrocia for this great contest.
- * Matthias Domin, 42bs, Sage, Karri Kaksonen for the BLL kit and other tools (Sprpck, Chipper,...).
- * Lynxman for the still amazing flashcard.
- * Romu for letting me reuse his music.
- * Der Luchs for the awesome publishing effort. Can't wait to see final release of Raid on TriCity :)
- * Kronbits for the creation of the great "Inca game assets" tileset and putting it into public domain.
- * Elthen for the wonderful 2D pixel art sprites (I only used 8 of them but go check his amazing work).
- * Bhall408, Felyx & Stephen for testing and proof-reading
- * A special thanks to the Lynx programming and enthusiasts community on Atari Age.
- * Big up to Rygar, Vince, Matmook, LordKraken, Zerosquare and RGC Team !

Fadest

Winners don't take drugs, only vitamin C !