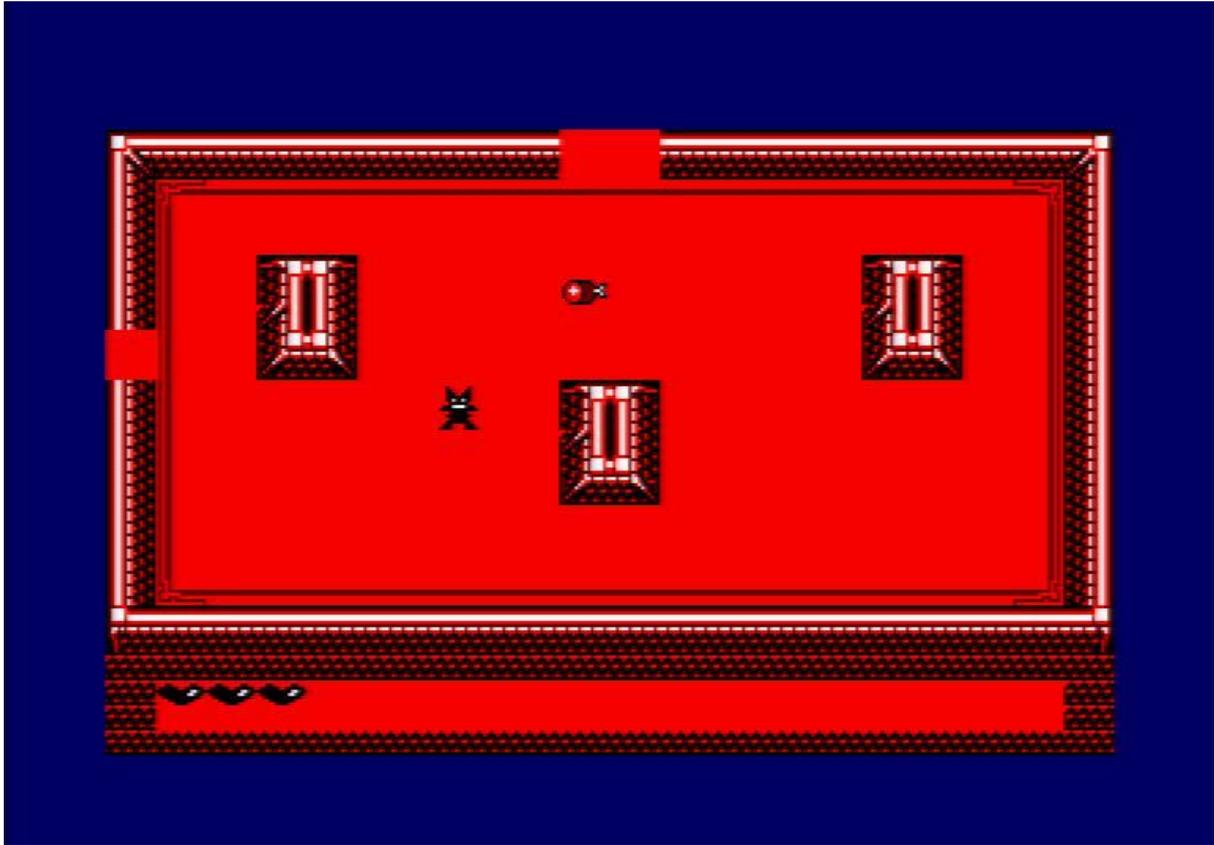


Elfo saves Christmas

Game manual



Story

Santa Claus has been kidnaped by evil creatures who do not want Christmas to be celebrated. Mrs Claus has sent Elfo on a mission to save Santa by going into the lair of the foul creatures. If he manages to get past them and finds the keys that will lead him down, he might just find Santa and save Christmas.

Characters

Elfo



Creatures



Santa Claus



Map elements

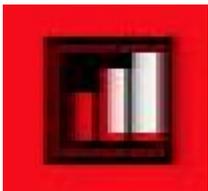
Wall



Doors



Stairs



Objects

Food



Key



Sub Machine Gun



Functionality

During the game you will explore the current level through different rooms looking for a key to go down to the next level. When you enter a room and there are enemies inside, you're trapped in the room until you defeat all enemies. You defeat them by shooting them.

There are items that will help you along the way. There is an item to raise your health and an item to raise your damage. While traversing the levels, you will stumble upon enemies that want to stop you.

If you die, the game is restarted.

Controls

Elf movement:

W —> Elfo move up

A —> Elfo moves left

S —> Elfo moves down

D —> Elfo moves right

Elf Shooting:

I —> Elfo shoots up

J —> Elfo shoots left

K —> Elfo shots down

L —> Elfo shoots right

Chicago's 30 Easter Egg

There are several instances during the game where the player has the chance to pick up damage modifiers. The tile we use as the damage modifier is the sub machine gun used by the enemies in the game.



Since our game is in mode 1 with a limited palette, we decided to make some slight modifications to the original. Instead of the two shades of dark blue, we just coloured it completely black and instead of bright blue we used white. We also removed the hand. Those are the only modifications made from the original source.