

# YONKRA

## Atari Lynx 30th Birthday Programming Competition

Code :  
Fadest

Msx :  
Romu  
Der Luchs

Graphics :  
Kronbits

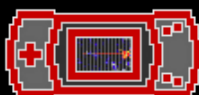
<https://kronbits.itch.io/inca-game-assets>

Elthen

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



Yastuna team



<https://atarigamer.com>

Made with BLL Kit

# YNXA

## WARNING :

This game takes profit of EEPROM save feature.

If played on a device (Emulator, card without 93C48 128 bytes EEPROM), the gaming experience should altered.

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

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

# YNKA

## How to play :

### Left & right :

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

### Up & Down :

Go through a door using 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.

### Option 1 :

Display your current progression.

### Option 2 :

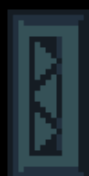
Display in-game menu.

### Pause + Option 1 :

Reset game to main menu.

# 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 switch is useful to change the design of level.



### Lava :

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

# YUNKA

**Leaf :** 

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

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

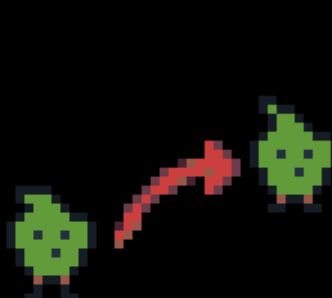
## Elemental of Air



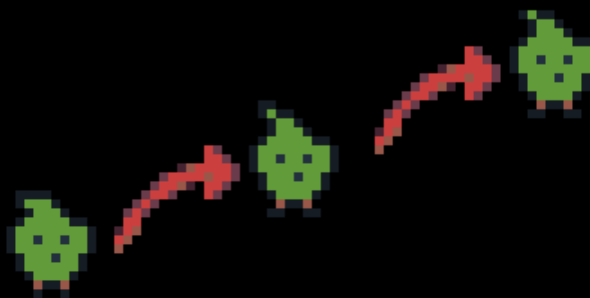
The Elemental of Air transforms the player into Leaf.

## Leaf powers :

Leaf gains powers while collecting green gems.



JUMP (3)



DOUBLE JUMP (6)

# YUNKA

Fire :



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

Fire has great power but is also fragile, if a fall from high position, he breaks.

## Elemental of Fire



The Elemental of Fire transforms the player into Fire.

## Fire powers :

Leaf gains powers while collecting red gems.



SHOOT(3)

BOMB(5)

BIG BOMB(10)

# YUNXIA

Water:



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

## Elemental of Water



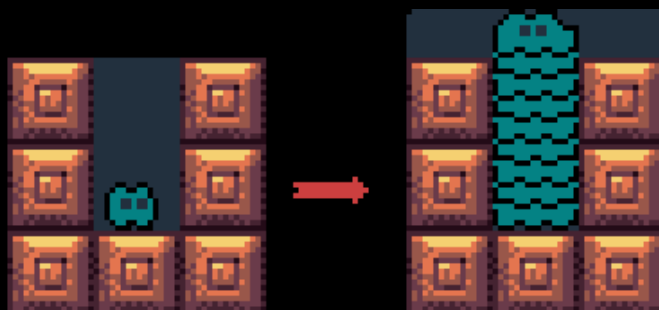
The Elemental of Water transforms the player into Water.

## Water powers :

Leaf gains powers while collecting blue gems.



SLIDE (3)



FLOOD (6)

# YNKA

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Many thanks to :

- \* Necrocia for this great context.
- \* 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 your music.
- \* Der Luchs for the music, but also 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).
- \* 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 !