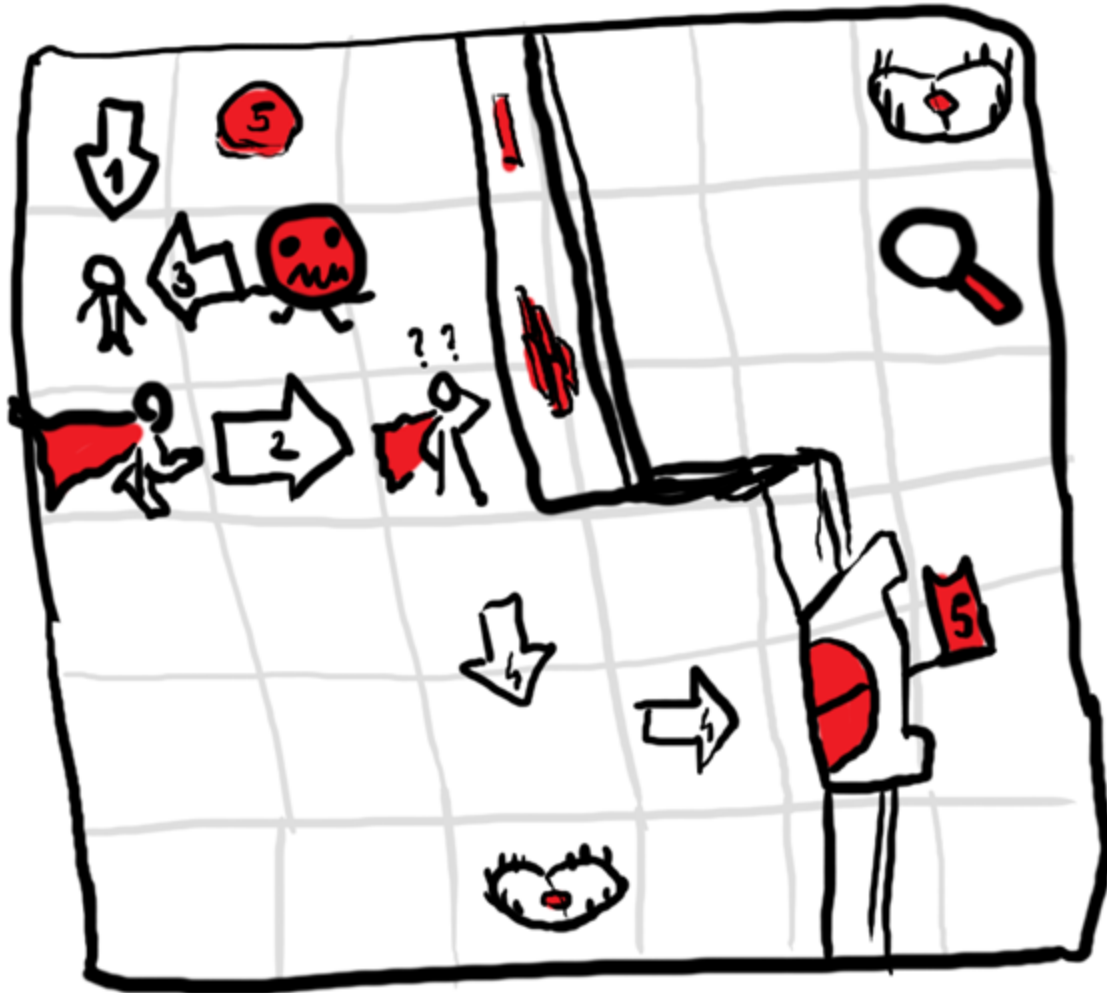


# Selfless Sidekick (action-puzzler)



1. That's you, the sidekick. Control with the four arrow keys.
2. The hero. He is always right. And he always moves right. Until he hits a brick wall or other obstacle. And he hits them hard. Some break. Some get knocked back one square. (Not brick walls though.)
3. The meanie sees that you are the easy target and goes after you. It has about the same speed, so you can dodge for a while. But your best bet is leading the meanie into the hero's way. The hero will knock it out, you get a few seconds relief and a bonus pops out. On the other hand if the meanie gets a swing at you, you lose a heart.
4. If you walk into a trap the hero has to come and save you. Out of pity. Then he continues right. You lose a heart. The meanie can also walk into traps, but nobody comes to save them. So they save themselves after a bit. (You also save yourself after a bit. The hero

only sees orthogonally.)

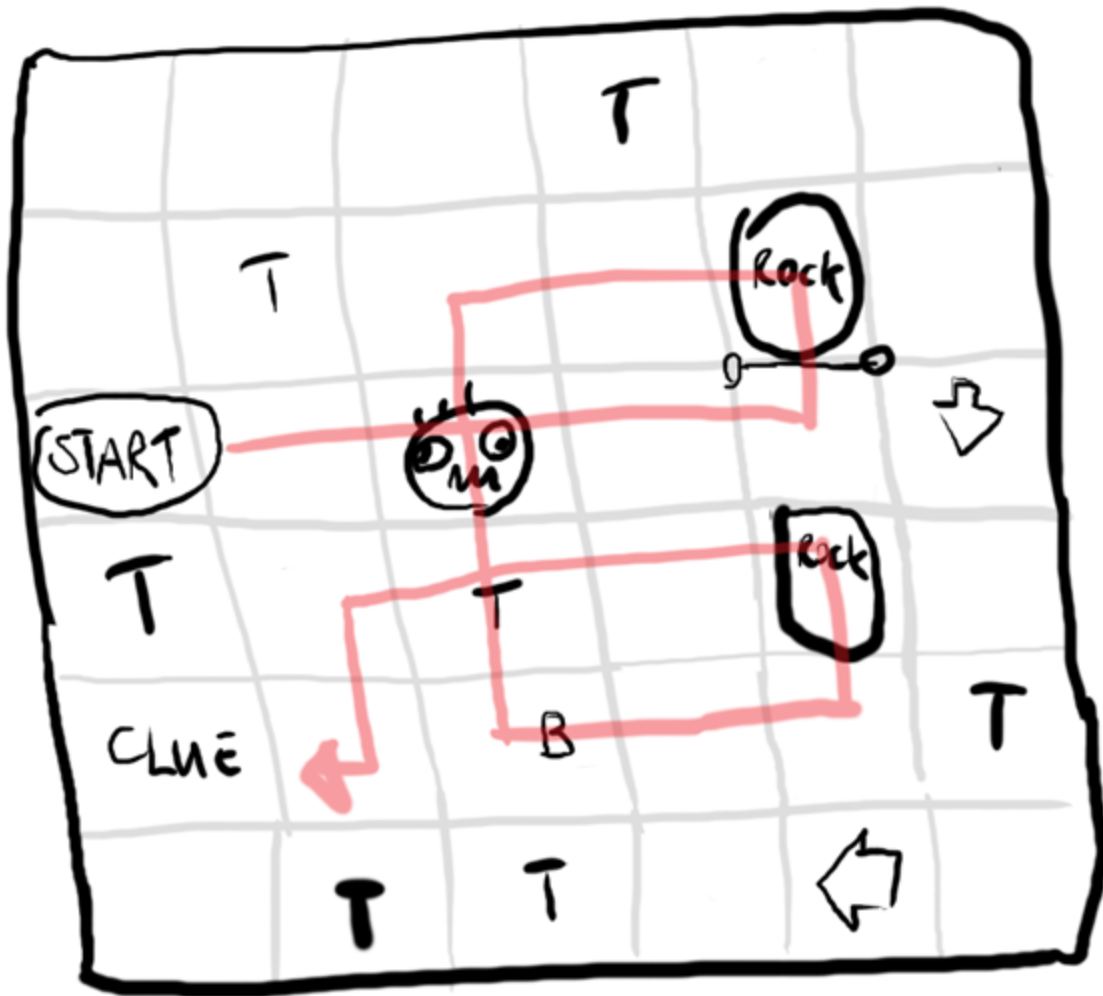
5. The button opens the door.
6. In the end the hero finds the clue! Superior detective skills are at work here. Where will our adventure next take us?

## Where is the fun in this?

Dodging the meanie and leading it into trouble should be fun. It should make less clever puzzles more interesting. The limited number of hearts forces you to play this game, because you need the health popups after walking into traps.

## Level design

It is basically a sliding block puzzle, like [Atomix](#) or [Q](#). The hero only moves in the four directions, and only to fixed anchor points. Because adjacency has no relation with Euclidean distance, this becomes a more interesting labyrinth. Okay, everybody knows this. Let's look at an example.



T: trap, B: button, it opens the gate below the top rock. The arrows are signs that you can rotate and the hero obeys.

Solution: You run ahead and rotate the arrow to point up. Press the button, so the gate opens. The hero now punches the rock, pushing it up, then he follows as well. Now jump into the top left trap and get saved. Go around the middle trap and into the one below the button. Get saved. Rotate the bottom sign to point up and jump into the trap next to it. You get saved and the hero goes up, pushing the boulder ahead until it hits the closed gate. Two more traps and the hero is standing next to the clue. He cleverly discovers it!

As it happens, there is an alternative solution. Can you find it?

Progression

Naturally we would add more puzzle elements.

- Gap. The hero can fly over it, but not the sidekick.
- Fat monster. Grabs the sidekick if adjacent. Gets punched and knocked back if adjacent to the hero.
- Civilian. Will follow you when asked, and walk into traps.
- Bomb. Explodes when punched by the hero. Knocks back everything adjacent and breaks down walls. Kills sidekicks.
- Villain. Can actually damage the hero. In fact if unattended, the hero will lose to the villain and die. Your options are:
  - Die. The hero gets bonuses to avenge you.
  - Soften up the villain first.
  - Let the hero die and then kill the villain yourself. Best ending! (Except for the hero.)