

BABA'S PALACE

Logic game for Amstrad CPC with 100 levels full of challenge and arcade aesthetics.

A mental challenge to test your planning ability and strategic skills



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Baba's Palace is a logic game with arcade aesthetics and has up to 100 levels. The player can handle Shaolin Kid and Little Indian to solve puzzles and clear enemies from levels, allowing you to advance to the next level as you descend into the depths of the Baba Yaga witch palace in search of a great secret.

Developed for Amstrad CPC with 64 kb. of memory, and making use of the colorful mode 0, this game will be a huge challenge for your mind. Players must to push big stones, destroy walls and climb by ladders to get rid of all the henchmen of the Baba Yaga witch.

You can solve levels by working collaboratively with our two heroes! But beware, do not lose hope, you will need to be tenacious and think very well all your movements...

What are you waiting to undertake one of the greatest mental challenges for Amstrad CPC

Video game created for the [CPCRetroDev 2017 contest](#)

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Videogame Name: Baba's Palace

Platform: Amstrad CPC

Minimum requirements: 64Kb. (Color monitor recommended)

Language: English

Release date: November 11, 2017

Price: Digital edition download for free from CPCRetroDev website.

Additional info:

- Cassette edition coming soon at CPCRetroDev website (recopulatory cassette)
- Source code provided under GNU General Public License, version 3

Credits

- Code & Graphics: Rafa Castillo ([@azicuetano](#))
- Music & Fx: John McKlain ([@elmcklain](#))

* For more info, please, contact with Rafa Castillo: [@azicuetano](#)