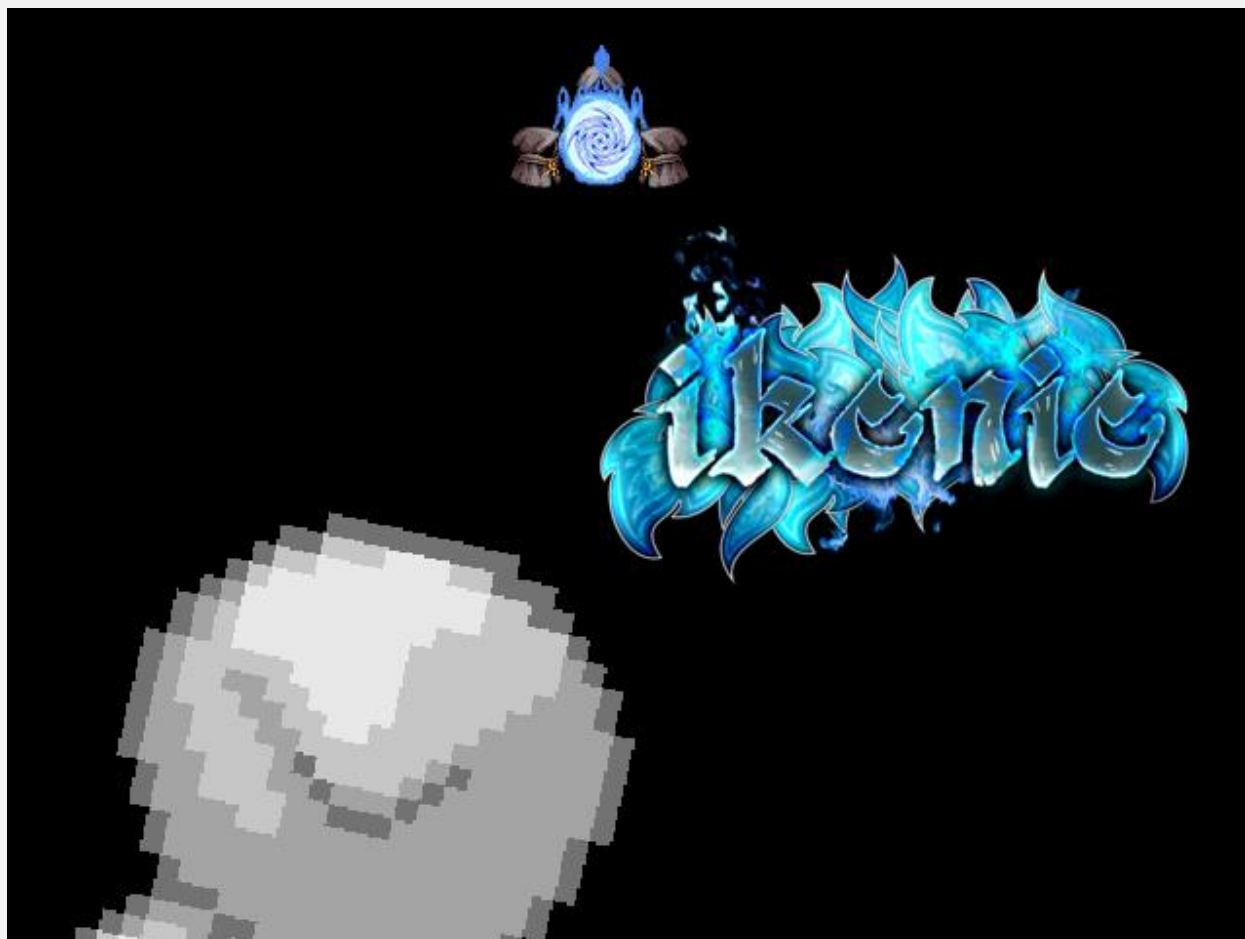


# ikenie

Version: 1.3.1



Engine: RPGMaker VX Ace

Genre: Action-adventure/Puzzle

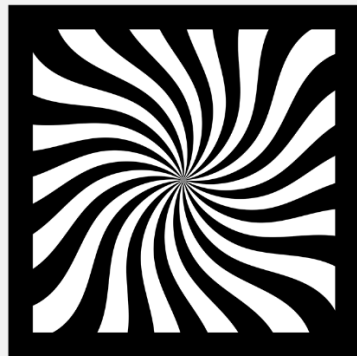
Summary: *Change your fate...*

## Controls

WASD/Arrows	Move
Mouse Left/X	Hit
Mouse Right/Z/Space	Cast
F1	Configuration
F5	Toggle Fullscreen 1
Alt+Enter	Toggle Fullscreen 2

## Credits

- ❖ Written and developed by: Nicolas Daniel 'Kyuukon' Azzali ([Akumu Games](#))
- ❖ Graphics: BlackRoseMii, Pandamaru, Mack, Avery, Candacis, Soramani, Vibrato, Kazzador, Gmork, Matseb, Sanggameboy, Spikeball, Nicnubill, Tharis, PentagonBuddy, Recife, Rainbow Jello, kalez, Makapri, 臼井の会, 王国興亡記, KDS, Archeia, EvilEagles, Enterbrain
- Resource Packs: RPG Maker DS/DS+
- ❖ Soundtrack composed by: [Chris Porter](#)
- Mastered by: Chris Muggli-Miller ([High Score Mastering](#))
- ❖ VO: Chris Muggli-Miller (as Guide), [Simon DLSea](#) (as Vampire and Demon Lord), Owello (as Sphinx)
- ❖ SFX: BlackRoseMii, Enterbrain
- ❖ Scripting: Khas, modern algebra, V.M of D.T, Zeus81, Yanfly, CP, Hime Works, SirBilly, RPG Maker Source, Shaz, ESTRIOLE, Acezon, Moghunter, cyanic, Enterbrain
- ❖ Special Thanks: Abe



**Akumu  
Games**



## FAQ (Frequently asked questions)

Let's answer some questions:

**1. Q: What is this odd game? Where is the main menu?!**

A: Nowhere. Don't let those trifling things distract you from your goal!

**2. Q: Where can I save?**

A: Your progress will be saved automatically when you reach a safe level (sanctuary) or when you die.

**3. Q: The controls are weird. I can't get used to them!**

A: Yes, you can. Just remember to point and click ;)

You can always use a gamepad if the keyboard/mouse is not your preference (keep in mind you will probably have to configure it in the F1 window menu), however, I don't recommend it.

**4. Q: I'm done. This game is too hard!**

A: Too bad.

**5. Q: Any chance for a walkthrough? Just tell me how do I...**

A: Nope.

**6. Q: This is so frustrating! What am I even doing? Does this game have a story at least?**

A: You can do it! And as a matter of fact, yes, it does have one. Hopefully, everything will make sense in the end.

**7. Q: I did it! I finally beat the game! Now what?**

A: Congratulations! Now do what you must ☺

While the game is only intended for a single playthrough, you can manually delete your save file in "AppData\Roaming\likenie". This should bring you back to the beginning and reset all stats.

**8. Q: Why does a level of the game feature a swastika?**

A: Called svastika in Sanskrit, it is an ancient symbol of auspiciousness in Hinduism, Buddhism, and Jainism. Inspired by [this](#).

**9. Q: I think I found a bug. What do I do?**

A: Good eye! Report it here, on the board, please. We'll try to patch it as soon as possible (especially if it breaks the game).

**10. Q: What is your policy on videos, streams, and fan-works?**

A: As long as proper credit is provided: videos, streams, and fan-works are welcomed and encouraged ☺

**11.Q: I really enjoyed the soundtrack of the game. Anywhere I can get it?**

A: From my friend Chris, [here](#) 😊

**12.Q: I loved it! I want to see more of your work! Do you have any other title I can check out? How can I support you?**

A: I'm glad to hear that! Lots of love were put into it and nothing makes me happier than to hear your impressions (whether good or bad).

I intend to keep on developing games for quite a while. Lots of ideas and so much work to do! For the near future, I want to set up a [Patreon](#) page where you can donate towards the cause. Meanwhile, you can spread the word out or check my developer [blog](#). More stuff coming soon!

Now, here is some trivia:

**13.Q: What does the title of the game mean?**

A: "ikenie" is a Japanese word (生け贄) which translates as "sacrifice".

**14.Q: What was your motivation behind the creation of this work of art?**

A: Simplicity.

**15.Q: Does the main character of the story have a name?**

A: Not really but I, personally, just call him "Nie".