Alice Sisters

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Story:
The big mountain villain captured the mom of Alice and her sister.
Help Alice and her sister save their mother through 28 levels spread over 4 worlds, each with their final villain to battle against!
Play alone by switching from one character to another, or cooperate with 2 players to complete each level.
Each of the sisters has her own power, Alice can change size by jumping on magic mushrooms. Her small size will allow her to pass through narrow spaces, but be careful because she will not be able to jump very high and very far!
Alice's sister can throw balls to repel enemies or break stones blocking the path.
Go through the levels and solve puzzles by activating the right lever, the right switches, as well as finding the color keys to open the different doors.
Watch out for various enemies like evil bats!

Note: Your progress in the game is automatically saved at the end of each successful level.

Game Modes:
Easy: Game mode including 3 lives before dying, return to the last checkpoint if you get killed, infinite balls for Alice's sister and infinite life during the battle against the villain at the end of each world.
Normal: Classic game mode with return to the last checkpoint if you get killed and infinite bullets for Alice's sister.
Puzzle: Puzzle type game mode with limited balls for Alice's sister, use them only if necessary!
Hard: Difficult game mode without checkpoint and with limited balls for Alice's sister.

Keyboard Controls: (default configuration)
-Left / Right keys: Move Left / Right
-Space key : Jump.
-Left Control key : Throw a ball. (only if playing Alice's sister)
-Left Alt key : Switch character between Alice and her sister. (only in 1 player mode)
-Return key : Validate or Go to the next screen.
-Escape key : Exit or Return to the main menu.

Gamepad Controls: (Xbox type gamepad)
-Analogue Stick or Left / Right buttons: Move Left / Right
-Button X : Switch character between Alice and her sister. (only in 1 player mode)
-Button A : Jump.
-Button B : Throw a ball. (only if playing Alice's sister)
-Button Start : Validate, Go to the next screen.
-Button Select : Exit or Return to the main menu.

Credits:

Programming, Game Design, Level Design, Additionnal Graphics: Cedric Bourse
Main Graphics: GrafxKid
Alice & Sister Characters: Pauline Grassi
Additionnal Graphics: Refmap, PixElthen, Ansimuz
Music: Noah Aman