Introduction

Cye is a clone of Kye, a puzzle game similar to Boulder Dash.

Kye was created by Colin Garbutt and first released in 1992. In 1993 he released version 2 including many new pieces. Colin Phipps has created Python Kye, which has the same pieces as Kye 2.

Cye has all the playing pieces of Kye 2 / Python Kye and adds multiplayer support.

The game

To complete a level all diamonds have to be collected. The other playing pieces in a level form obstacles that make collecting the diamonds more difficult.

The game contains multiple level sets. Upon startup the "Tutorial" level set is selected, which consists of a few rather easy levels. The level set "Two" contains two-player levels.

"New game" will start the first level of the currently selected level set. You can start other levels of the current level set using "Goto level" if you know the level's name. Level names are displayed on the inter-level screens.

The playing pieces

Kye and Cye are controlled by a player using a joystick.

Diamonds are the game's objective. Levels are completed by collecting all of them.

Walls cannot be moved or destroyed.

Blocks can be pushed around (like most pieces).

Soft blocks are destroyed by moving through them.

Sliders move in the direction indicated by their blue side.

Rockys are like sliders, but can roll around other round pieces.

Monsters kill Kye and Cye when next to them. They try to move towards Kye or Cye.

Magnets attract and hold pieces. They pull themselves to Kye when nearby.

Bouncers change their direction when hitting an obstacle. They can push other pieces including saturated black holes.

Black holes will swallow anything that falls into them (including other black holes). They are useful for destroying unwanted objects and killing monsters. After swallowing a piece they are saturated for some time. They can be pushed by bouncers while saturated.

Turning blocks turn sliders and rockys that fall onto them.

Timers are like ordinary blocks, but disappear after the the number on them reaches 0.

Doors can be passed by Kye and Cye. They are one-way only.

Shooters create new sliders or rockys. Shooters near the top of the field are more productive than those near the bottom.

Gameplay tricks

Lure monsters into black holes.

Destroy a black hole by letting a bouncer push it into another one.

Kye and Cye respawn at their initial position when losing a live. Sacrifice a live to teleport home.

Objects attached to magnets cannot move. This makes for a safe way to move monsters around.

Look for blocks that can be moved to trap monsters.