Patch It Later Reference Guide

Key Information

 In **Patch It Later**, players are given an assortment of objects that they must place in the level to get to that level's key, and then get back to the start. The player ***must*** place all of their objects before they are able to get the key.

The game was originally developed for Blackthornprod Game Jam #2, and was created in one week.

Developed by **Aggressive Combustion Game Studios**

Playable at **https://aggressive-combustion.itch.io/patch-it-later**

Player Controls

Key	Effect
A and D	Move left and right
Spacebar	Jump
Left Click	Place object
Mouse Wheel (Scroll)	Switch objects
R (Hold)	Restart level
Backspace (Hold)	Return to menu

Objects

Name	Effect	Rules
Ground Tile (Patch)	Can be walked or jumped on	Can be placed anywhere
Mover - Horizontal	Causes an object to move horizontally	Can be placed on any object
Mover - Vertical	Causes an object to move vertically	Can be placed on any object
Spinner	Causes an object to rotate in place	Can be placed on any object
Fan (Shredder)	Kills the player on contact	Must touch a Ground Tile on exactly 2 sides
Laser Pointer (Zapper)	Emits a beam that kills the player on contact; beam can be interrupted by Ground Tiles, or reflect off of fan	Must be placed on a Ground Tile, and must be placed above the player
Bouncer	Bounces the player away on contact	Can be placed anywhere
Dropper	A Ground Tile that falls immediately after the player touches it	Can be placed anywhere
Stopper	Causes an object that's moving or rotating to stop	Can be placed on any object that already has a Mover or Spinner on it