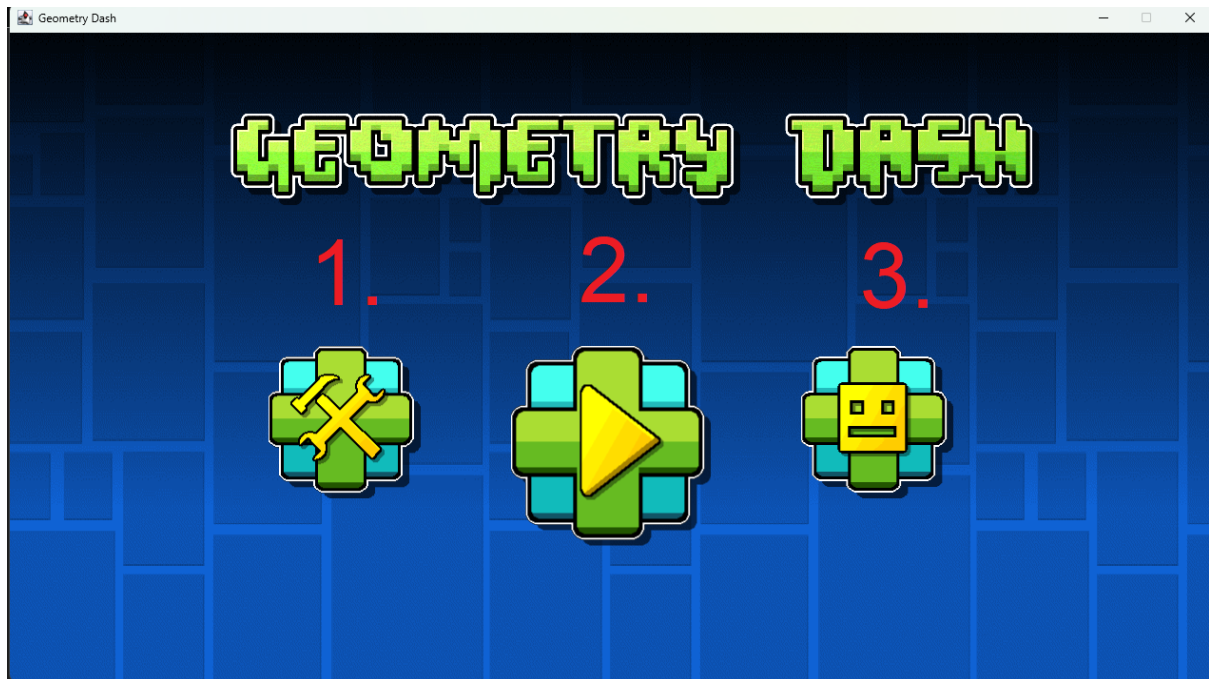


# MANUAL

## Menu



1. Enter level editor
2. Play level
3. Quit

## Modes

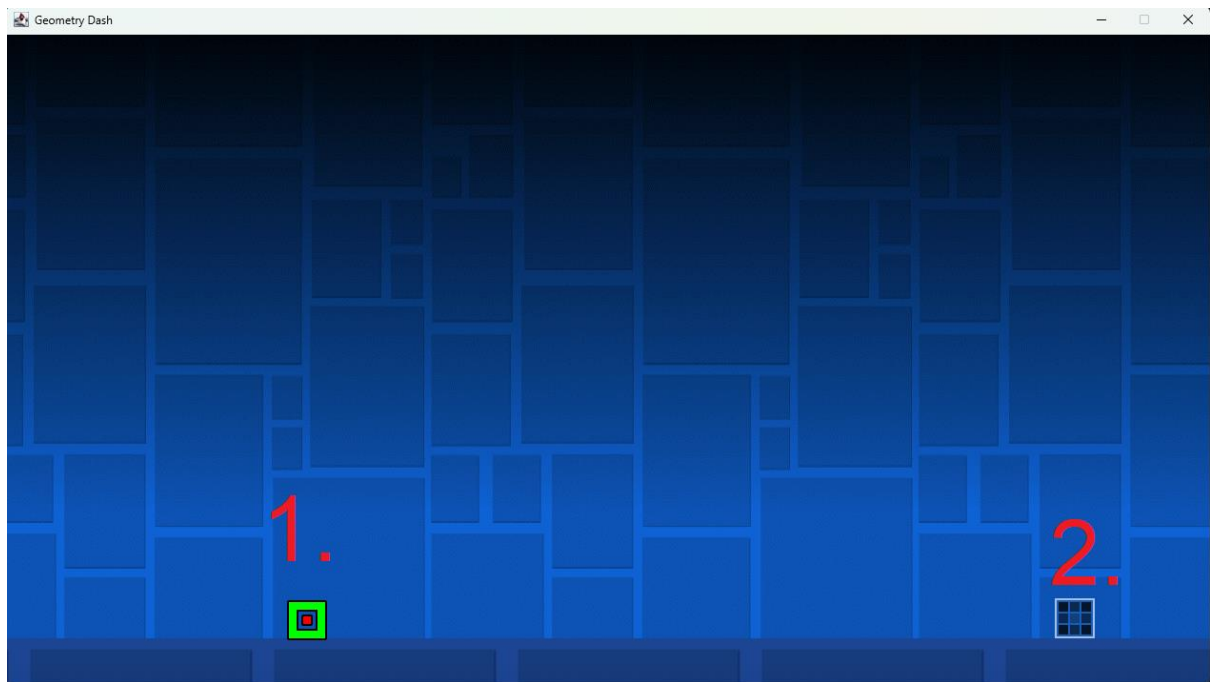
### Editor mode



1. Editor palette
2. Level canvas

# MANUAL

## Level mode



1. Player
2. Obstacle

## Controls

Editor and Level mode:

Shift + Esc – Quit to main menu

### Editor

Middle mouse button (hold) – Move around level

Left click – Select object

Left click (hold) – Selection box

Shift + Left click – Select multiple objects

Esc – Deselect objects

F1 – Save level

F2 – Load level

F3 – Play level

Q – Rotate selected object left

E – Rotate selected object right

Ctrl + D – Duplicate selected object

Delete – Delete selected object

Up arrow ↑ – Move selected object up by 1 block

# MANUAL

Left arrow ← – Move selected object left by 1 block

Right arrow → – Move selected object right by 1 block

Down arrow ↓ – Move selected object down by 1 block

Shift + Up arrow ↑ – Move selected object up by 0.1 block

Shift + Left arrow ← – Move selected object left by 0.1 block

Shift + Right arrow → – Move selected object right by 0.1 block

Shift + Down arrow ↓ – Move selected object down by 0.1 block

[Level mode](#)

Esc – Pause

Space – Jump