

# Instructions

Ascendead is a rage-platformer game that uses typical platformer controls.

## Controls

- **A**: Move left
- **D**: Move right
- **W**: "Peek" up
- **D**: "Peek" down
- **Space**: Jump (hold to build jump charges)
- **E**: Interact with NPCs/Progress dialogue
- **Left Click**: To choose options

## To Play

The starting scene should be **Main**. Before entering playmode, please select **Main** scene in [Assets>Scenes>Main](#).

You should be using Unity 2022.3.10f1.

Enjoy!