Super Hotline Miami Maker
Players Guide

fsm

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1 Game Play Controls

- Movement : WASD
- Attack : Left Mouse Click
- Drop Gun : SPACE
- reset : r
- Pause : p
- Music : m

If the player has a gun, attack will fire the gun else if will cause a melee attack. Melee attacks will also pick up guns. If you kill an agent with a gun you will take their gun. When a gun runs out of ammo there will be a red border around the screen.

2 Maker Controls

- Player : q
- Wall : w
- Agent : e
- Gun : r
- Agent With Gun : t
- Delete : d
- Save : s
- Pause : p
- Music : m
- Adjust Map Size : arrow keys

When placing items a click and drag action will achieve more. For the Player and agents the drag will allow you to choose where they face. For walls the drag will allow you to extend the wall. To give the player a gun drop a gun object on top of them.