JUNGLE DASH: QUEST FOR GAS


Game Manual

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GAME SYNOPSIS

While exploring the RUINS of an ANCIENT FOREST, your JEEP runs out of GAS! Now, your QUEST is to make your way on foot, hoping to eventually find a GAS STATION.

Uh oh... It's all out of gas!

During your journey, you shall encounter several dangerous ENEMIES / ENVIRONMENTS! From CAVERNOUS CAVES to CLOUDY CLIFFTOPS, and whatever might exist between them...
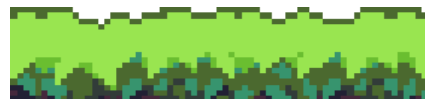
You must use the TOOLS that you will find to tackle the CHALLENGES that await you! You can even SACRIFICE some of your HEALTH POINTS to acquire extra ITEMS / UPGRADES.

Got Gas?

GAME CONTROLS

Note: the controls listed below are for keyboard & mouse, but USB gamepad controllers are supported with custom mapping via the pre-game options menu.

- **Walk right**: D or Left arrow key.
- **Walk left**: A or Right arrow key.
- **Jump**: W or Up arrow key.
- **Sprint**: Hold shift while moving.
- **Enter buildings / flip lever switches**: Press spacebar.
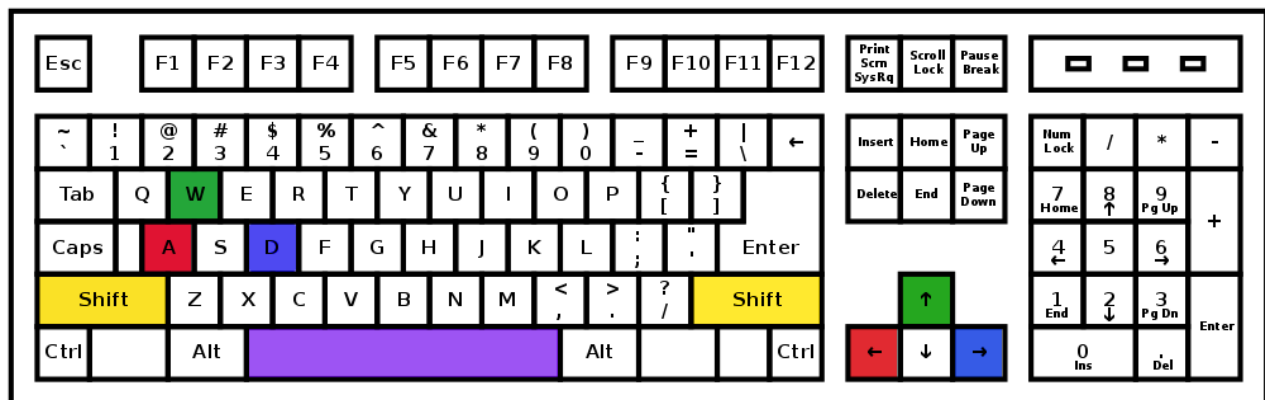
- **Use weapon**: Left mouse click.
- **Use item**: Right mouse click.
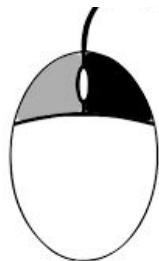
GAME TIPS

1. Make sure you don't get too close to the spike traps! Remember, you can destroy the traps without actually having your stick make contact with them, so keep a comfortable distance.
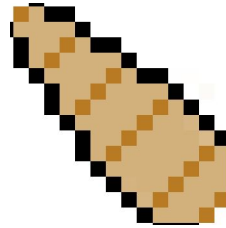

2. If you use the casino in the shops, keep an eye on your health! It can quickly diminish if you're not careful.

3. On Level 2, make sure you time your jumps well in the areas with lava! Otherwise, your health is at very high risk.
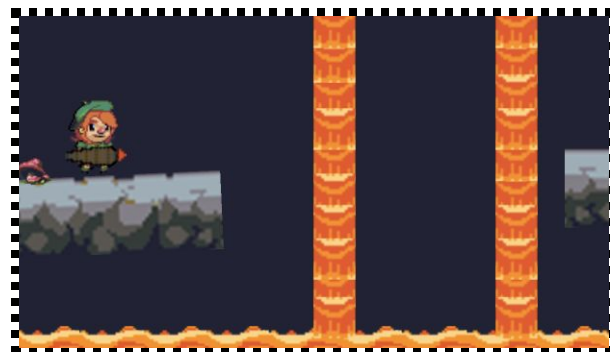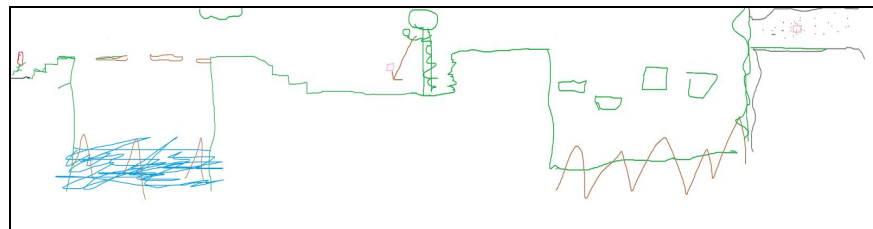
GAME ARTWORK

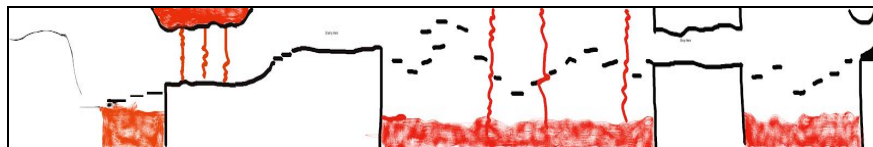### ORIGINAL SPRITES:

Bamboo Blow Gun
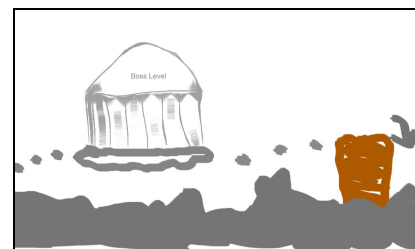

Dart Ammunition

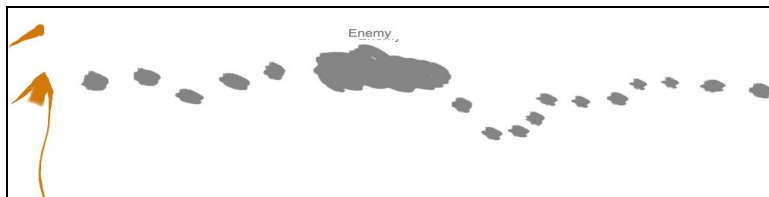### LEVEL CONCEPT ART:

Level 1

Level 2

Level 3

TECHNICAL INFO

Supported platforms for Jungle Dash: Quest for Gas are Windows 7+ & macOS.

After initialization, the .txt log file for the game can be found in these locations:

macOS
~/Library/Logs/Unity/Player.log

Windows
C:\Users\USERNAME\AppData\LocalLow\Moonlimited\Jungle Dash_ The Quest for Gas\output_log.txt

The game was built entirely in the Unity Game Engine with the C# programming language. The game's story, characters, and levels were brainstormed internally by the development team and then realized mainly through the use of fully copyright-free sounds and sprite sheets, including character sprites that we manually animated in-engine.

GAME CREDITS

GAME DIRECTOR: Michael Joubert

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& Myles Newton

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& Jayson Cauble

ASSET CURATORS: Gajus Juodvalkis,
Myles Newton,
& Michael Joubert

LEAD ANIMATORS: Jayson Cauble
& Myles Newton

(Note: these roles are not comprehensive, and every team member played a part in each part of the game's development process.)

Got Gas?