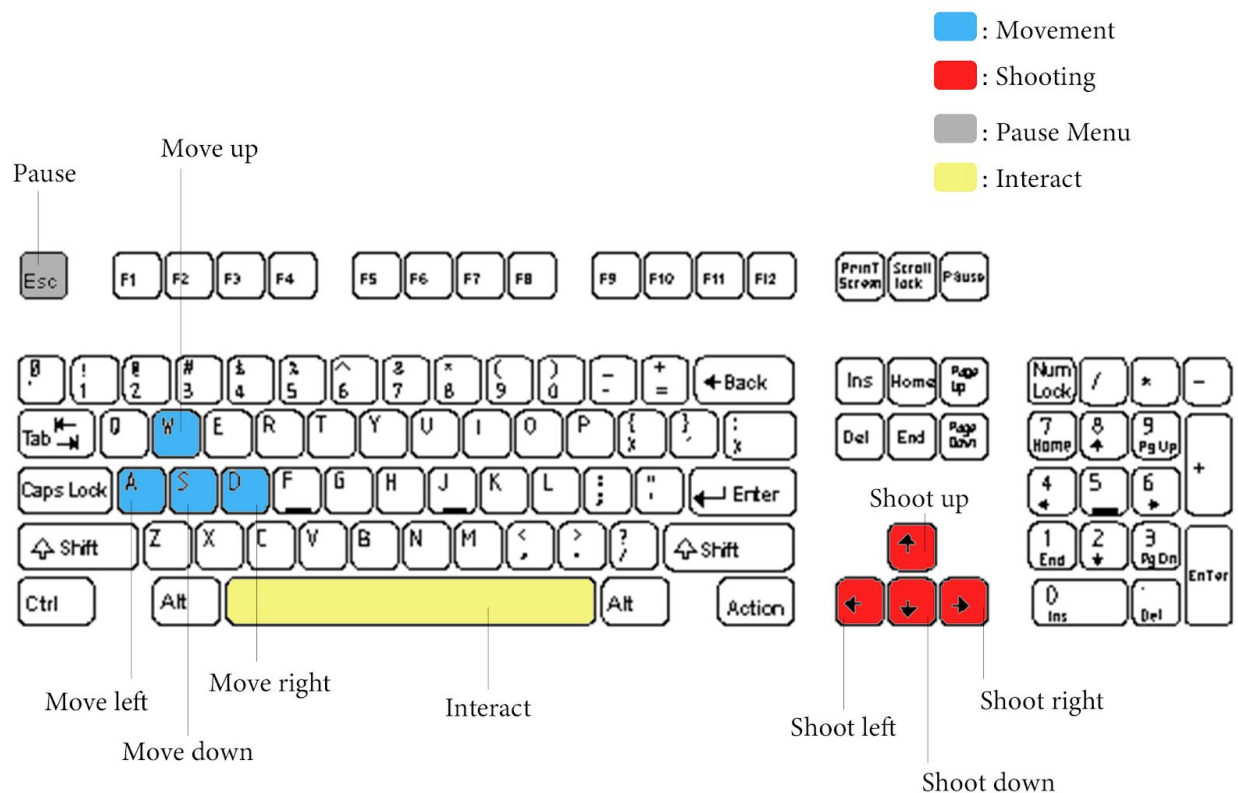


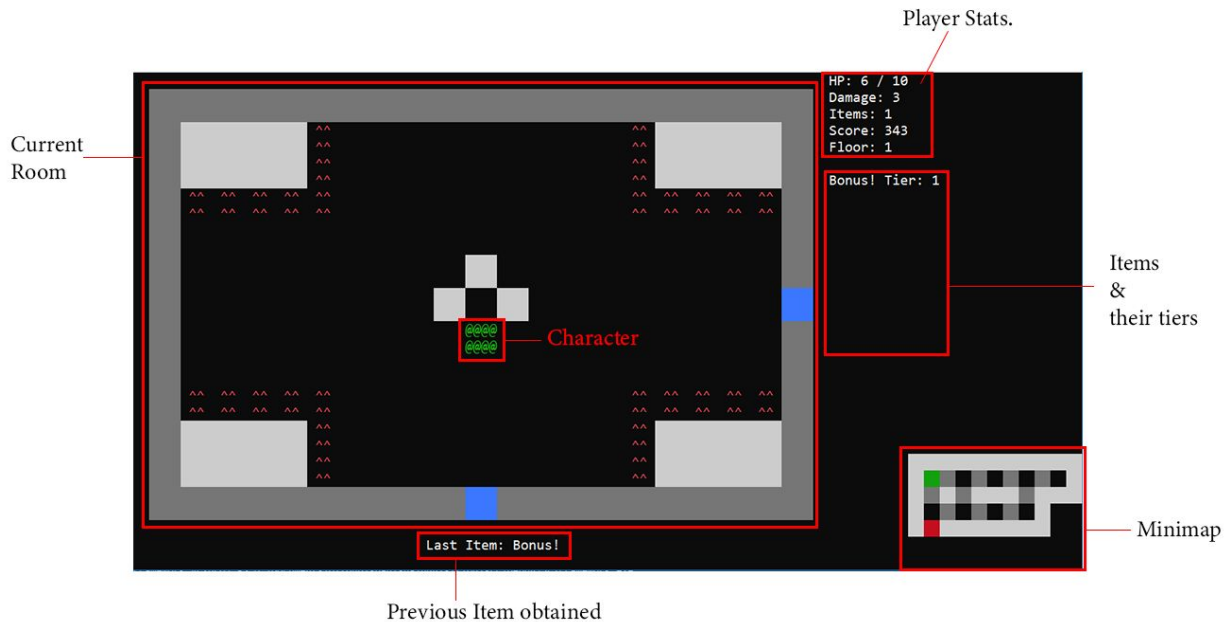
THE GREAT ESCAPE GAME MANUAL

Introduction

You were captured by an evil overlord and held captive on the top of his tower. After much struggling, you broke free from your restraints and begin making your way down the tower to the exit. All you have left are your basic magical powers, which is just enough to fire bolts of energy towards an incoming assailant. Enemies of all ranks were all ordered to stop you from escaping, so you have to make use of any item you can find in the tower to aid in your goal of reaching the exit of each level. And thus, your dangerous journey downwards begins.

Controls and User Interface





Game Flow

You start off in the main menu, where you choose between campaign mode, the shop and the simple “How-to-Play” instructions. Campaign mode is where the meat of the gameplay is at, where you will search the level and find the exit staircase to proceed to the next level. The tower is only 5 floors tall, so exiting the fifth level (or is it the 1st level..?) allows you to win the game. By playing the game, you earn score, which can be used to spend at the shop to upgrade items or unlock new items. Dying causes a game over, which will give you options to either quick restart, go to the main menu, or exit to desktop. Score is not lost when you die, but when starting a new run, 90% of your score is lost, so be sure to spend it!



Gameplay

Gameplay is simple, you can move your character with the **WASD** keys and shoot projectiles with the **Arrow** keys. Every run, you start off with 10HP, 3 Damage, 0 Score and no items. Enemies of differing strengths, HP and abilities will try to stop you from leaving, so you have to blast your way out. Pacifism isn't a choice in this case. The minimap also starts off dark, entering a room permanently lights up that room on the minimap until you leave the level.

Consumables

Consumables aid in your journey by giving you a small boost of health or score. They spawn throughout the level in rooms and will remain there until picked up. There are currently 4 consumables: Minor Health Pack, Greater Health Pack, Small Medal and Large Medal. The Minor Health Pack gives 5 health while the Greater Health Pack gives 10 health. The Small Medal gives 20 score while the Large Medal gives 50 score.


Legend

Player: 

Item: 

Spike Trap: 

Minor Health Pack: 

Greater Health Pack: 






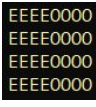
Small Medal: 

Large Medal: 

Exit: 

Enemies

Enemies constantly spawn throughout the level, and have different classes with different abilities and stats that changes how you approach each enemy. Defeating an enemy awards score based on the class of the enemy.

	Name	HP	Damage	Score	Sprite	Abilities
1.	Bandit	12	3	10		Melees you if you're next to them
2.	Mage	9	2	10		Shoots bolts of energy towards the player, dealing damage
3.	Knight	25	5	20		Moves faster than your default speed
4.	Enhanced Sorcerer	15	2	30		Can move and shoot bolts of energy towards you at the same time
5.	Guardian	35	5	40		Moves faster than your default speed, has a lot of HP, only spawns in the item room
6.	Evil Overlord	100 0	4	500		Able to switch between melee and ranged. In melee, charges quickly towards you and ricochets off walls. In ranged, shoots multiple pellets depending on your position

Items

Items spawn in item rooms in each level, up to 1 item room per floor. Items are random when picked up, and can be upgraded in the shop. Item upgrades max out at 3 upgrades (Tier 4 items). Items will not repeat in a single run.

	Name	Cost to upgrade	Effect
1.	Heaven Cracker	400 (+150 per tier)	Player's projectiles pass through invisible stone. Pellet lifespan doubled

2.	Enchanted Sword	600 (+150 per tier)	Damage increase by 2, health increased by 3.
3.	Health Potion	500 (+200 per tier)	Increases the player's HP by 2
4.	Glass Canon	500 (+150 per tier)	All enemies deals 2 more damage. The player deals 4 more damage
5.	Magic Potion	500 (+150 per tier)	Increases attack speed & projectile velocity by 20%
6.	BONUS!	300 (+200 per tier)	Multiplies the player's score by 1.5x
7.	Blue Feather	500 (+150 per tier)	Increases the player's movement speed by 20%

Tips and Tricks

- Try to find cover and use enemy AI to your advantage as they have trouble finding their way around it.
- Melee enemies, despite how fast they seem, need some time to wind up their attack before striking, so do not stay in one place!
- Try not to get cornered, it will mean your demise if you can't escape.
- Diagonal shooting is key especially in the later levels.
- Sometimes it's best you save some HP consumables that you find for later.
- Keep your distance when facing against the final boss, It also much easier to remain in line with him than to be diagonal to him.
- Item upgrades in the shop makes the game much easier if you upgrade in the right order.
- Remember that you lose 90% of your accumulated score upon starting a new run!

THE END