



# **The Forest Rises**

## **Game Manual**

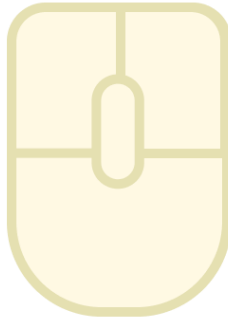
# Contents

1. Game Controls
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# Game Controls

Move the mouse  
around the screen to  
target a plant

Left-click on a  
plant to water or  
harvest it



Right-click on a  
mature plant to  
gather its seeds



[Debug Feature]  
Press enter to  
spawn a plant

Endgame feature  
Click the center  
button / mouse  
wheel to reap a  
plant.



[Debug Feature]  
Press backspace  
to trigger  
Victory Mode

# Game Menu



Start - Start a new game

Help - Game controls guide

Roadmap - Future features

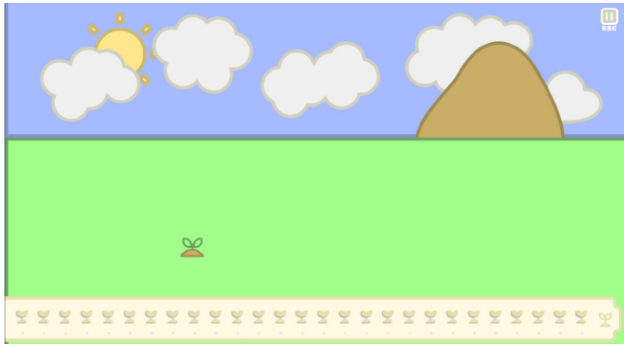
Settings - Customize your experience

Almanac - Game progression hint

Credits - Acknowledgements and thanks

Exit - Close Game

# Game Screen



All plants start as sprouts; They'll need water, time, and care to grow.



The more plants you harvest, the more species you invite back into your biome!

# Tools



The standard pointer:  
This shape means you  
should find another  
plant to help!



The watercan:  
This means the plant  
you're looking at can  
be watered!



The Glove:  
This plant is ready for  
harvest!



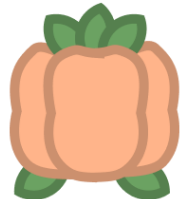
The Seed bag:  
Plant them  
where you want!

# The crops

Once upon a time, the earth was lush and full of colours.

Vegetables, flowers and trees come in different colours and have different growth rates; Some of them need a thriving biome before they can even germinate!

Can you help the biome be capable of sustaining the more delicate plants?





Your notes





Your notes

# The Forest Rises

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**GODOT**

Game engine