**User Manual for Don’t Give Up**

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In a side-scrolling world, you are a crab stuck in a room… with only a butterfly. Do you have what it takes to make it across 20 levels?

When you start the game off, you will be greeted by a menu. You can press ‘s’ or click on the gear to access the settings of the game. You can press ‘c’ to access the credits of *Don’t Give Up*.

Settings:

You are able to mute/unmute the sound of the game by left-clicking on the sound icon, or by pressing “M”. If you are ready for the challenge, you can activate Master Mode by clicking on the Master Mode emblem or by pressing “H”. In Master Mode, if you die you will restart at Level 1 instead of the beginning of the level that you were on.

Press “Backspace” on your keyboard or the Back Arrow on the screen to go back to the main screen.

Credits:

Here, you are able to see the people involved in creating this game. For a full List of Sources, please check the List Of Sources Document.

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The Game:

From the main menu screen, you can press ENTER or the BEGIN button to start the game. After doing so, you will have to enter your name. Click on the field, type in your name, and press ENTER.

Use “WAD” or the Arrow Keys to control the player’s movement

|  |  |  |
| --- | --- | --- |
| **Letter** | **Arrow Key** | **Function** |
| W | UP | Jump |
| A | LEFT | Move Left |
| D | RIGHT | Move Right |

Get to the right side of the level, and enter the door to advance to the next level. Some levels have falling platforms and may be to your advantage...

* You are able to see what level you are currently on by looking at the bottom right corner.
* In the bottom left corner is your current time.

The blue butterfly that follows you is your sidekick. Don’t try to kill him; why would you want to do that?!

Don’t touch the bullets that the laser guns shoot, saws, or the spikes! If you do, you die and restart at the beginning of the level that you are on (unless you’re in Master Mode, then you start at level 1).

If you feel the level is too hard, press the Give Up button using the mouse, or by pressing “G+CTRL” to *attempt* to give up. 10 attempts at Giving Up is the maximum. Hopefully you never have to touch that button!

Note: after you reach the door on the right side of the level, be sure to wait around half a second if you would like to move onto the next level.

Also note: if you are running *Don’t Give Up* in *Processing*, then you will have to download the *Minim* library: At the top of the processing window, click on *Sketch* → *Import Library → Add Library*. Then search for *Minim* and click *Install*.

Don’t get too much *Gore* on the screen!

Good Luck!