

## README INSTRUCTION

Controls= AD for movement, space for jump, m for menu, arrow keys for selection of items on the menu, ijkl for fly movement

F can pick up rocks and trigger switches

The goal of the game is to reach the end with 20 coins to bypass the door, if you have less you will be reset to the beginning to do it again. Rocks do not stay on platforms and you can climb onto platforms if you collide into them and hold space bar. This was intended as a feature. The fly can be bought once per area.