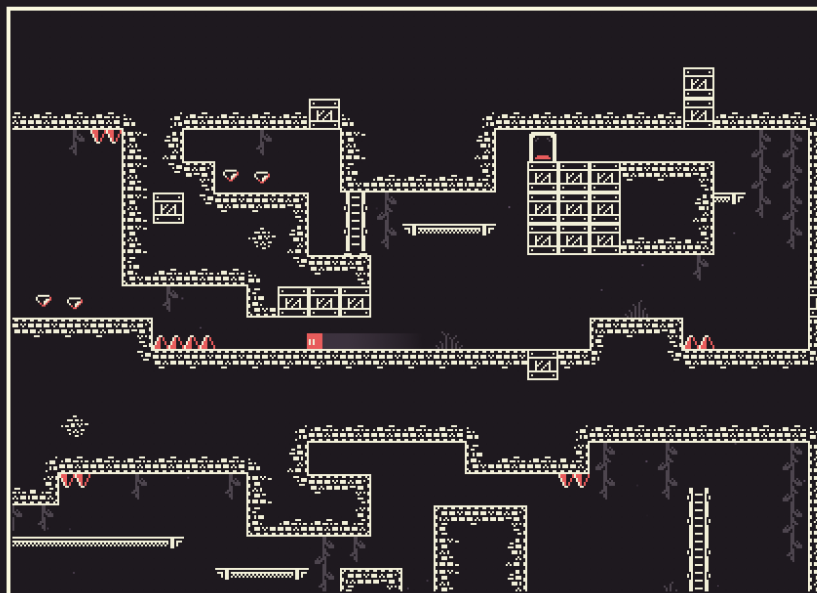


# Cavern Collapse **Gameplay** Tutorial

Welcome! Here I'll be covering everything you'll need to know when playing **Cavern Collapse** for the first time.



Stage 1 of 5

Eroded Grotto



LIVES REMAINING

[ 002 / 100 ]

GEMS COLLECTED

[ 0000000 ]

CURRENT SCORE

[ 06m 50s ]

UNTIL COLLAPSE

SONG: SOMA - MAGNOFORN

STANDARD - DEFAULT

## Controls

The game supports keyboard, and gamepad is also supported during the actual platforming gameplay.

Keyboard + Mouse:

- Move (**WASD** / **Arrow Keys**)
- Jump (**Space** / **C**)
- Dash (**Shift** / **X**)
- Climb Ladder (**F** / **Z**) + (**Up** / **Down**)
- Fall Through Platform (**Down** + **Jump**)
- Interact (**E** / **Up**)

## Gamepad:

- Move (**D-Pad**)
- Jump (**A**)
- Dash (**X**)
- Climb Ladder (**Left/Right Trigger**) + (**Up / Down**)
- Fall Through Platform (**Down + Jump**)
- Interact (**Left/Right Shoulder / Up**)

## Mechanics

Cavern Collapse is a **rogue-like** with **5** procedurally generated, variable **length/difficulty** stages. Scattered throughout each stage are gems and spikes, as well as platforming structures like ladders and platforms.

**Spikes** take away **1 HP** on contact, and **gems** restore **1 HP** if **all** are collected within a given stage. You can also restore **1 HP** if you complete a stage **without getting hit** at all!

After completing the **fifth** and **final stage**, the **descent** will end and your **total score** for that run will be final.

## Last Advice

**Practice** is key, despite the option of a **beginner mode**, the caverns will **never** go easy on you. Crank up the **difficulty** for harder challenges and **learn from your mistakes**. With time, I'm sure you'll reach **the end**.