

To Ash Again - Game Manual

A pixel art platformer set in a dreamlike, post-collapse city where ashes drift through broken skies and forgotten powers lie buried in dust.

Built with Python and Pygame — handcrafted with love, frustration, and CTRL+Z.



Controls

← / →	Move left / right
Space	Jump / Double Jump / Glide
Shift	Switch characters (after unlock)
R	Read (open inventory)
1-3	Use item from inventory
Esc	Pause / Exit

Core Features

- Two characters with distinct movement:
 - Main: Double Jump
 - Alt: Jump → Flight → Glide (unlocked later)
- Four Acts (Green, Blue, Umber, Red), each with themed backgrounds, layouts, and enemies.
- Enemy Types:
 - Melee: Patrol platforms
 - Ranged: Stationary, shoots projectiles
 - Boss (Infernal Vicar): Aggressive, hops platforms, multi-phase
- Inventory: stack-based 3-slot system; powers vanish after use.
- Unique totem powers.
- Cinematic Cutscenes and a memoryscape-style endgame dimension.

Installation & Launch

The game is provided as a standalone Windows executable. To play:

1. Download the folder named **To Ash Again**.
2. Inside, double-click **To Ash Again.exe** to launch the game.
3. Do not move or rename the **assets** folder, or the game will break.

If you're a developer and prefer to run the source code:

- Ensure Python 3.10+ is installed
- Run `pip install pygame`
- Execute `python main.py` from the root directory

To install and run the game, download the folder named 'To Ash Again' and place it directly on your Desktop. Then right-click on 'To Ash Again.exe' and choose 'Run as administrator' or 'Run anyway' if prompted by SmartScreen. Alternatively, run 'main.py' using Python 3.10+ with pygame installed.

Folder Structure

```
ToAshAgain/
├── assets/
│   ├── backgrounds/
│   ├── enemies/
│   ├── powers/
│   ├── sprites/
│   └── ui/
├── files/
│   ├── main.py
│   ├── settings.py
│   ├── player.py
│   ├── level.py
│   ├── powers.py
│   ├── enemy.py
│   ├── enemy_data.py
│   ├── game_state.py
│   ├── assets.py
│   ├── cutscene_manager.py
│   ├── home_manager.py
│   ├── win_manager.py
│   ├── screens.py
│   └── act1-4_manager.py
├── To Ash Again.exe
├── _internal/
└── README.md
└── LICENSE
```

Totem Powers Breakdown

Ember	Shoots a fireball	Common	Acts 1–4	
Drift	Dash forward deals damage	Rare	Act 2+	
Pulse	Wipes on screen enemies	Uncommon	Act 3–4	
Gravity	Kills any enemy you touch	Rare	Act 4	
Mending	Heals 1 HP	Common	Any act	

1UP	Grants an extra life	Rare	Acts 2+	
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Gameplay Tips

- Use Drift to escape enemy zones or chain kills.
- Stomp melee and ranged enemies to defeat them quickly.
- Glide carefully over gaps in Act 3's deserts.
- You can only unlock the alternate character after Act 2.
- Inventory is limited—use powers wisely!
- Look for teacups to access and golden feathers to exit acts.

Story / Lore

You awaken atop a collapsing world — a lone figure on a rooftop sea. Teacups mark the remnants of lost realms, and feathers drift down like forgotten memories. To Ash Again is not just a platformer — it is an elegy of resilience.



Characters



~alt

- Main Character: Double jump enabled, default character at game start.
- Alternate Character: Unlocked after Act 2.

Abilities include jump → flight → glide.



~main

Acts

Act 1 – Verdance 🌱

Spore-themed flora, thorn rats, and Sporeling enemies.



Act 2 – Reverie 💧

Echoing caverns, mist echos, and alt character unlocked.



Act 3 – Drosscape ⚡

Sandcrawlers and crumbling platforms under a yellow haze.



Act 4 – Pyrebound 🔥

Final challenges, spike traps, and the Infernal Vicar boss.



Enemies

- Melee: Patrol platforms, can be defeated by jumping on them.
 - [Act 1 – Verdance](#): Thorn Rat
 - [Act 2 – Reverie](#): Dusk Wing
 - [Act 3 – Drosscape](#): Sandcrawler
 - [Act 4 – Pyrebound](#): Ember Golem
- Ranged: Stationary, shoot projectiles. Now stompable.
 - [Act 1 – Verdance](#): Sporeling
 - [Act 2 – Reverie](#): Mist Echo
 - [Act 3 – Drosscape](#): Mirage Flame
 - [Act 4 – Pyrebound](#): Lava Puff
- Boss: The Infernal Vicar — aggressive, multi-phase fight with platform tracking. ([Act 4](#))

Boss Fight: Infernal Vicar

The Infernal Vicar is the final boss in Act 4. He hops between 5 specific platforms and shoots two kinds of projectiles.

Phase 1 (HP > 3): <ul style="list-style-type: none">- Hops every 5 seconds- Shoots 3 projectiles between jumps	Phase 2 (HP ≤ 3): <ul style="list-style-type: none">- Faster jumps (every 2 seconds)- Only 1 projectile per hop- Uses alternate attack sprites
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Tips:

- He never shoots while jumping.
- Jump on his head or use powers (Drift, Pulse, Ember and Gravity) to deal damage.
- After a few hits, he hops to a random new platform.



Cutscenes

Includes alt character unlock after Act 2, and a final memoryscape cutscene with characters walking through combined act zones.

Endgame World

A purple dimension with a final throne. Symbolic closure to the journey.



Known Issues & Future Work

- [] Fix edge-case collision bugs
- [] Improve projectile hitboxes
- [] Add ambient sounds/music

Version Info / Changelog

Version: 1.0.0

Build Date: May 2025

Notes:

- All 4 Acts implemented
- Full cutscene system
- Boss fight completed
- Ending sequence available

Developer's Note

This game began as a solo journey stitched together through long nights of code and poetry.

Every screen, enemy, and feather came from a desire to express resilience, duality, and the magic of rooftop dreams.

Thank you for playing — I hope you find yourself in the ashes too.

Credits

Developed by Hasan Bukhari

President, Student Poets Association @ Southern Miss

To Ash Again was built as a love letter to resilience, duality, and Karachi rooftops.

License

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