

# 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 (trigger special animation)
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.
- Totem Powers:
  - Drift – Dash and deal damage, invincible while dashing
  - Ember – Fireball projectile

- Pulse – Area burst
  - Gravity – Pull enemies inward
  - Mending – Heal 1 HP
  - 1up – Extra life
- 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

## Folder Structure (Executable Build)

To Ash Again/

```

├── To Ash Again.exe
├── _internal/
├── assets/
│   ├── backgrounds/
│   ├── powers/
│   └── sprites/

```

## 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+

## 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 exit acts.

## 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):

- Hops every 5 seconds
- Shoots 3 projectiles between jumps

Phase 2 (HP ≤ 3):

- Faster jumps (every 2 seconds)
- Only 1 projectile per hop
- Uses alternate attack sprites

Tips:

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

## Known Issues & Future Work

- [ ] Add spike traps
- [ ] Fix edge-case collision bugs
- [ ] Improve projectile hitboxes
- [ ] Add ambient sounds/music
- [ ] Final polish for visual README

## 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

This game is a personal project.

Licensing information coming soon.

Feel free to fork, explore, and reach out if you'd like to collaborate.