

TOSUSM Canceled Build overview

This is a overview of the **TOSUSM Canceled Build**

**REMINDER: JUST BECAUSE
TOSUSM IS CANCELED, IT
DOESN'T MEAN THAT YOU CAN
USE ASSETS, MUSIC, ETC
FROM IT**

0: Main Menu & Intro

The game will open up to a intro with centered text, after the intro the main menu shows up with 5 options:

- Play
- Options
- Socials
- Cheat Codes
- Credits

Play will bring you to character select with Peppino, Noise and Ruby. Selecting one of them will start up the Good Ol' United Community level

Options will bring you to the normal Pizza Tower options, nothing that special.

Socials will bring you to an outdated socials menu

Cheat Codes will bring you to a codes menu with one working code which is “**04.22.2024**”, which loads up an unfinished version of Snick's Gameshow

Credits will show you a very simple scrolling credits scene, it's quite outdated though.

1: Good Ol' United Community

When selecting a character in the **Main Menu**, it will load up (as mentioned before) Good Ol' United Community level.

The titlecard made by **Ham** will appear (Pretty good art, to be honest).

You can skip the titlecard with your jump button.

After the titlecard, you will hear the **Good Ol' United Community theme** made by **target** (Good music lol), but more importantly.

The rankings aren't set (auto S rank), there is no lapping room to your left, music loops weirdly, seeming unfinished, etc.

Just look for everything else for yourself.

2: Leftover cheats

There are leftover keybinds with debug functions

There are 10 functions:

F1 will switch you to **THESE** characters in **THIS** order:

- Peppino
- Ruby
- Car (FROM GARN47!11!1!)

F2 will teleport you to the custom tower area that connects to the normal tower for TOSUSM.

This lets you play normal levels, access & change mod options, change pets with a pet dresser, an unfinished stronghold event level and more!

F3 will restart the level you are playing, if your not in a level them it will load the last level you played.

F4 will spawn john pillar and start pizza time, this also shows you the unseen john pillar design for GOUC when you are in GOUC.

F5 will open just the normal Pizza Tower debug menu.

F6 adds a 1 lap to lapping variable, made to test lap 3 & 4.

F7 creates 35 clones that will follow you, they are weird, try it out.

F8 deletes all the clones mentioned in the F7 function

F9 toggles “showcollisions”, it will only update correctly when entering a new room

F10 will activate the super star from the Super Mario series. It buffs your superjump and mach run, makes you invincible, etc.

3: More info later

I will add more info later, but for now. Bye!