

USE THE LEFT AND RIGHT ARROW KEYS TO CONTROL THE REIMU CHARACTER. THIS CAN BE USED TO MOVE FORWARD OR BACKWARDS IN THE MAP. YOU MUST MAKE SURE YOU DO NOT MOVE TOO FAR BACK OR ELSE YOU WILL COLLIDE WITH THE BACK WALL AND LOSE A LIFE.

USE THE UP ARROW KEYS TO MAKE THE REIMU CHARACTER JUMP. THIS CAN BE USED TO CLEAR LARGE DISTANCES, OR TO AVOID OBSTACLES THAT COULD LEAD TO A LIFE LOSS.





USE THE SPACE BAR TO SHOOT THE FINAL BOSS AT THE END OF THE MAP.



AVOID SPIKES AND WATER AS THEY WILL CAUSE YOU TO LOSE A LIFE, AND THEN PROVIDE A SHORT PERIOD OF INVINCIBILITY.



LASTLY THERE ARE POWER UPS THAT WHEN OBTAINED CAN PROVIDE ADDITIONAL LIVES AS WELL AS JUMP BOOSTS.

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THE GOAL IS TO AVOID ALL OBSTACLES IN THE MAP AND REACH THE FINAL BOSS. THIS BOSS WILL THEN HAVE TO BE DEFEATED IN ORDER TO WIN. GOOD LUCK, AND REMEMBER IF AT FIRST YOU DON’T SUCCEED...

