

### Movement Input

Horizontal Movement : A and D or Left Arrow and Right Arrow

Jump and Wall Jump : Space

Dash : W

Basic Attack : Left Mouse

Skill Attack : Right Mouse

Death : X

### Note :

For wall jump and wall sliding no flip sprite implementation there, is flipped manually on the animation, and if you have graphic problem like the sprite kinda blurry or the colors is changing try to change the sprite filter mode to point and the compression to high quality.

Sorry for my bad English

Thangs for purchasing :D

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