Re:Pink

This is a user guide for the game Re:Pink which includes the controls (and objective) of the game(s)

------Motorshow------

o WASD keys are used to control the player movement

o Spacebar makes the player jump

o Minigames can be accessed by pressing Z while near the respective minigame booth (See Minigames for more details)

o Each car has its own stats seen by the UI in front of them when close to it

o Press Z near the car to select it

o Press Z near the TV to test drive the selected car on rainbow road

o Esc key is to bring up the pause screen (see Pause screen for more details)

------Test Drive------

o The W key is used to make the car acclerate foward

o The S key is to reverse

o The A and D keys are to turn left and right respectively

o Esc key is to bring up the pause screen (see Pause screen for more details)

------Pause Screen------

o The pause screen is accessed by the Esc button in the showroom and testdrive.

o The pause screen cursor can be controled by the Mouse and click the Left Mouse Button.

o The current car selected will be shown at the bottom.

o Clicking on resume will resume the game.

o Clicking on Highscores will bring up the highscore menu.

o Clicking on exit will close the game.

o When in test drive mode, clicking on return to showroom will return the player to the showroom.

------Minigames------

o Minigames can be accessed by pressing Z while near the respective minigame booth in the motorshow area

o The booth with a car jumping through a wall is Flappy Car.

o The booth with a car driving on a road is Car Surfers.

------Flappy Car------

~Main Menu

o Flappy car's main menu can be navigated by using the Up and Down arrow keys and Enter.

o The selected car and its stats can also be seen in the Car Selection Menu where you can press 1 to 4 to select a car,

each car has its own stats,

Weight (how fast it falls),

Floatiness (how fast it rises),

and Speed (maxmium speed it can move horizontally).

o The top 5 highest socres can be seen in the Highscore menu.

o Controls can also be seen in the controls menu.

~Playing

o The objective is to get as many points as possible by flying through walls

o Spacebar makes the car rise.

- Powerups

o Powerups will spawn randomly when playing, collect them to gain a special effect!

o The powerup crate with a broken wall will allow you to break 1 wall by pressing Enter.

o The powerup crate with a stopwatch will slow down the game for awhile.

o The powerup crate with +100 on it will give you an additonal 100 points

O The powerup crate with a ? on it will a random powerup chosen from above

o After hitting a wall the car will crash and a game over screen will appear, press Enter to return to the main menu

------Car Surfers------

~Playing

o The objective is obtain as many points as possible, the futher the player drives the more points are gained!

o The player loses when they crash into a boulder.

o Player can control their car by pressing the A and D keys to move left and right respestivly.

o Player can active their nitro boost by pressing Spacebar to go faster and deflect boulders for awhile when you have 100 nitro.

~Death Menu

o After losing a menu will appear, the cursor can be controled by the Mouse and click the Left Mouse Button

o The top 5 highest scores will be displayed on the death menu