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Celestina Instructions Manual

## User Interface:

* You can start the game, quit or choose a level by clicking on the corresponding buttons.
* If at any time during a level, the player wants to go back or to the main menu, they may click the “go back” button that each level has. From the main menu they can also quit the game.

## Game play:

* Use the left and right arrow keys to move the player character horizontally and the space bar button to give it vertical velocity. The player is only allowed to jump when it is on the ground and will fall down because of gravity.
* The player may also gain some horizontal movement while in the air.

## Object Interaction:

There are 2 main type of obstacles:

* Fire balls and spikes. Both of these objects will send the character to the start of the level if the character collides with them. Fire balls are able to move while spikes will always remain in place.

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Harmless objects:

* Ice balls and trampolines are harmless, but the player must use them at times to get to certain areas.
* Landing on a trampoline will give players a big jump while jumping on ice balls give players just a small bounce. Ice balls are able to move while trampolines will remain in place.

Chart

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Safe zones:

* Platforms in the air can be of any color and size and will remain in place.
* Flags mark the end of the level and once the player reaches a flag, the level is completed.

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Switches:

* Switches will turn ice balls into fire balls and vice versa if the player collides with the switch.

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Strawberries

* One collectible strawberry is available in each level. They are not necessary to beat the level, but they show that the player has worked harder to get to collect the strawberry.

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