Rambit

Manual

Summary

1. Opening

When launching the game an introduction screen will open, after that the opening scene with the history of the game will run. At the end of the opening scene the game menu will open. Note: to skip the opening scenes just press *Enter* on the keyboard.

2. Menu

On the screen menu you can choose the option through the keyboard buttons.

With the arrow keys (*up* and *down*) you change the keyboard to the desired option and then click the *Enter* key (or the *Space* key) to open the chosen option.

2.1. Iniciar Jogo
This is where the game starts, after clicking this option you must select a stage to be played. To learn how to play see Section 3.3.

2.2. Instruções
It's a short screen of this manual (but it is written in portuguese), which you will see the action buttons to control the Rambit (main character). To exit the screen instruction press the *Esc* key.

2.3. Resolução
Here you can change the game resolution. This is an important option, because if the game is too slow you can decrease the resolution to decrease slowly. To choose the resolution simply select the desired resolution and click the Enter key (or the Space key) keyboard. After the resolution selected when you open the game again the default resolution will be the last you used.

2.4. Sair do Jogo
Exit the game.

3. The Game

3.1. History
Humans are increasingly abusing and destroying the planet, deforesting, polluting the environment and killing animals. That's why *Gaia* the Earth goddess of nature asked help for animals to find a way to stop humans.
Rambit, a rabbit different from the others, was the one who tried to do something. He decided to use a weapon made by humans to prevent them from destroying the planet, and that's where the story begins.

3.2 Objective

When you start a stage you will control Rambit (for details see [Section 3.3](#)). The goal is to stay alive to the end of stage, but this is not so simple because several enemies appear to eliminate you.

3.3 Controlling Rambit

The controls are fairly simple like any other 2D *side-scrooler*.

Movement: to move the character you use the *arrows* (forward and back) of the keyboard.
Jump: to jump press the *Space* key. Hold the button to make the character jump taller.
Shoot: to shoot press the *A* key.
Pause: to pause the game press the *P* key. To unpause press *P* again.
Back: to go back a screen press the *Esc* key.