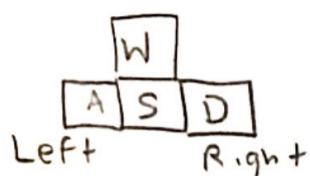


Movement

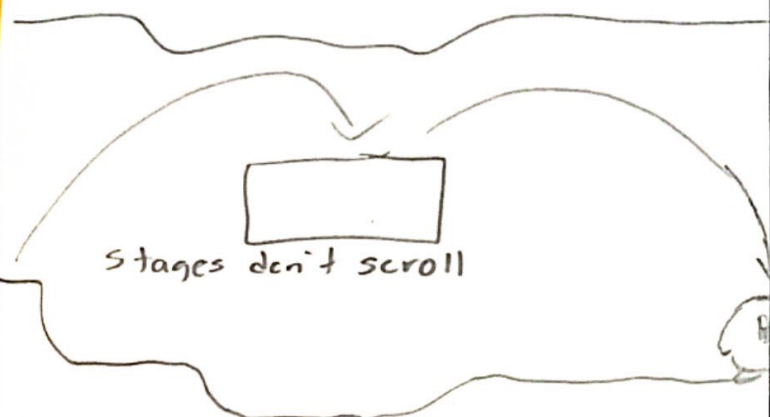
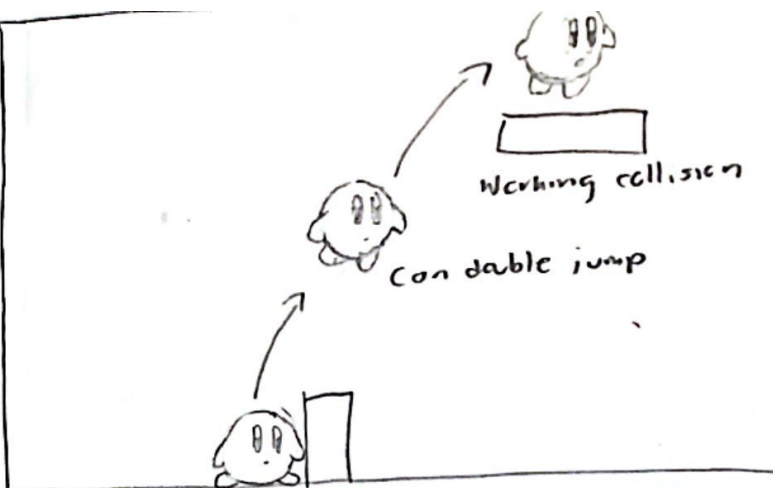


Pause [P] Reset [R] Step [X]
Show boxes [B]

Jump
Space

Shoot
Enter

(and more!)



Instead, moving off the screen moves to a new area

Objects

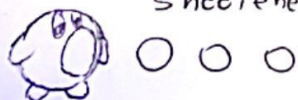
- Basic tile
- △ Slope
- ▭ Moving platform
- Water/lava → you die! ☹
- ▽ Spine-death and more to come!

Entities

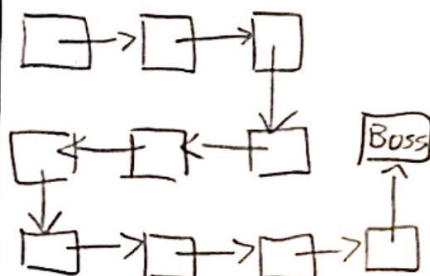
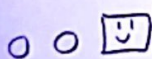
- Bounces off walls
- Some kinda generic ground enemy
- Some kinda generic flying enemy etc.

Everything that touches you kills you

Shoot enemies with up to 5 projectiles at once



Save point (shoot to save location)



Make it to the end
Instant death ☹