

# Joust 2.0 Player Manual

## How to play:

The aim of the game is to be the player with the highest score, this is achieved by eliminating the other player and gaining points in the process. You both start off down on the bottom platform and you have to manoeuvre your knight riding a flying bird to hit the other player and be higher up than they are, swiftly ending the exchange with you victorious! Jousts involve a collision between both players and the game will check which player is the highest and award this player the winner of the joust. Challenge your friends to a duel to settle your disputes once and for all. Happy Jousting.

## Movement:

With the aim of the game being to manoeuvre your player to eliminate the other player movement is a key part of Joust 2.0. For this reason movement has been kept simple and to the point. There is a left and right key that you tap to start moving in that direction and you tap again to go faster. Building up speed with the high ground could give you the advantage that you need to get the edge over your enemy and eliminate them once and for all.

Player 1 controls	Key
Move left	A
Move right	D
Flap (To fly)	R

Player 2 controls	Key
Move left	J
Move right	L
Flap (To fly)	P

## Tips:

Having trouble getting the best of your friends? Try these tips to improve your chances of winning.

- Get the high ground – If you are holding the air above your enemy then you have the advantage over them. It is much easier to win a joust if you start the battle with the high ground.
- Move quickly – Once you have the high ground you want to hold out by moving quickly across the screen and don't worry, if you go off the edge of the screen you end up on the other side.
- Bounce along the top of the screen – Slightly more luck based if you encounter another player doing the same this tactic will help to give you an edge over the competition, but beware, it doesn't work every time, so try at your own risk.