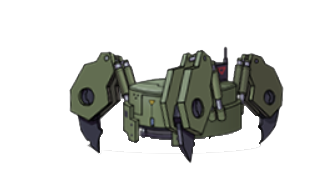
This is a platformer shooting game.

Platformer part:

* You control your character’s horizontal movement by ‘a’ and ‘d’, and ‘w’ to jump
* The character can stand on platforms. Black platforms are normal platforms. Blue platforms are ice platforms, the character slip on them, and they can be destroyed by 3 hits from projectiles.
* Your goal is to go down as far as possible. You want to hurry because your character dies when the red line-of-death (aka deadline) gets her.
  + The red line will move faster and faster as time goes on

Enemies:



* These are stationary enemies. If the character cross the red line coming from their sides she takes 50 dmg. Destroying them gives you 4 additional ammo



* These are self-destroying bots. They will seek the character and explode on her, dealing 25 dmg
* Your character dies when HP goes to 0, because “people die if they are killed” (Shirou Emiya).

Weapons:

* Main Weapon (SMG)
  + Left click to fire SMG towards your cursor. Press and hold for full-auto fire.
  + Bullets will ricochet on sides and platforms, and fall due to gravity
  + They can ricochet a maximum of 3 times
  + Bullet hits deal 100% base dmg to enemies.
  + Arc of fire of SMG is only +- 30 degrees. A warning will appear when your aim is outside of the arc, and you cannot fire.
* Grenade Launcher
  + Right click and hold to fire a grenade, releasing it will detonate the grenade.
  + Grenades will explode into 20 shrapnel when detonated, each dealing 70% base dmg. Explosion itself does not deal dmg.
  + Since the grenade is RC fuzzed, they don’t detonate when hitting enemy directly. But getting hit by a half-pound projectile is going to hurt (deals 200% base dmg)
  + Grenades are slower but has a bigger arc of fire.
  + Hint: they are effective at killing bots
* Both your SMG and Grenade launcher have ammo limit. Grenade ammos are not regeneratable.

Character (Stats upgrades):

* Click the Character button on main menu to access
* You can upgrade or downgrade stats by clicking + or -. The actual value is shown next to the character
* Each level of enhancement will cost 1 Research Points (RP). RP is gained by setting new best score records by the formula Total RP = min (best score / 600, 12)
* Total RP cannot exceed 12
  + Yes, this means that you can not max out all stats. So choose your loadout strategically
* Best score and enhancements are automatically saved to local.