







Block Pusher Rules

Note: This game is still a work in progress, so I never implemented the tutorial or the level editor in-game as I did not have the time to, the instructions will be explained here.

Tile reference:

					
Empty tile	Normal Block	Objective Block	Objective goal	Spawn point	Player

Rules:

Objective:

- The goal of the game is to simply get the Objective blocks, to the objective goals. Once all the blocks have reached some goal you have completed the level.

Movement:

- The catch to this is that you may not move backwards, you can only move left, right, and forward, but not back. The only way to move backwards is to “teleport” back to the spawn point.
- Teleports are limited however, and you start with 1 teleport at the start of every level.
- Every time a block reaches a goal, you gain one teleport.

Controls:

- WAD or Arrow keys for movement
- C to teleport back to the start
- R to reset the level entirely
- Z to undo a move
- If you ever forget any controls, press Esc on your keyboard to see all the controls, along with options to return to the level select screen

Menu controls:

- On the main menu press the corresponding number on the left to select a choice.
- Use the left and right arrow keys on the main menu to move between levels
- Press the Space key or the Enter key to enter a level.