



# RIFTSHOT

Demo - Manual

<https://saladrollgames.github.io/Riftshot/>

**Don't just sit there  
and let the world walk  
all over you.**

**Keep moving towards  
your horizon.**

**It's the only way to  
live life without  
wasting your time.**

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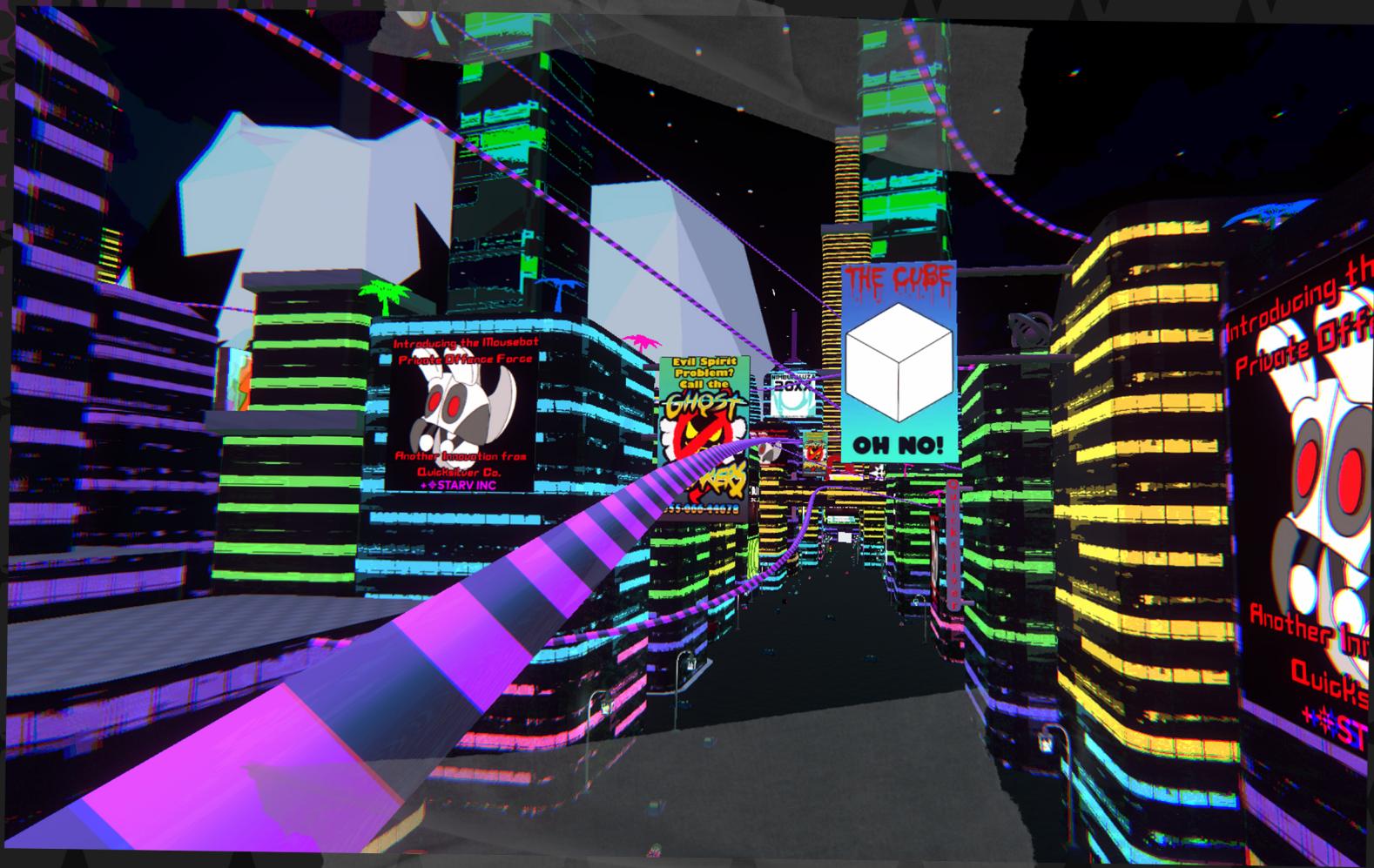
# What's the Story?

## ALONG TIME AGO...



A mysterious island named **Stargrove** appeared in the ocean. Nobody knows how it formed, due to its **shmorgasboard** of unique biomes, but top scholars believe it to be the work of the **Caretakers**, ancient cosmic beings with power over reality itself.

# A COUPLE HUNDRED YEARS AGO...



**Explorers arrived on the island, and established a thriving commercial scene. A festival was held every 3 years to commemorate the arrival and disappearance of the Stargrove Aurora, a cosmological event that forms the alluringly powerful Aurora Shards. This festival, and island, draws in all sorts of people, especially those on the fringe of society.**

# SOME TIME AGO...



**Three such outsiders, Olive, April and Violette, have arrived to celebrate and research the mysterious aurora and its shards. But greed strikes. Somno, the megalomaniacal CEO of the STARV Corporation, destroyed the festival, and has now seized control of the entire island.**

**With the island's industry under his will, Somno has now begun his greatest plan yet, to build a machine to grant him dominion over space and time. Now, the time to act has fallen upon these three companions. They must destroy Somno's plan, and save this island!**

# FIVE MINUTES AGO...



**Following the blueprints of Somno's machine,  
Olive and her crew have been lead to the  
Whipnot Woods, a weald inhabited by gigantic  
trees, the ghosts of theme park lovers, and a  
pair of pumpkin headed brothers.**

# CHARACTERS



# OLIVE

**Described as a "Shooting Star" by her friends, Olive is a mechanic who loves the thrill of a new adventure. A**

**woman of spunk, she believes in the fundamental hope of humanity and the world. When she's not crafting or going on adventures, she loves programming, making music, and believe it or not, gardening. She takes a lot of inspiration from video games, and believes they have the power to change the world.**

**Her constant foiling of Somno's schemes has earned her a reputation for being an anti-capitalist, but the truth is, she just cannot stand at the sidelines while people get hurt. This bravery has earned her both friends and foes, yet she keeps on slinging towards the next horizon. Trying to keep her in one place is difficult, but it's always worth it to go on the ride!**



# APRIL

**April is the top of the class from Snowgold University.**

**Having taught herself Rift Theory, she was already building fully functional Rift Engines at the age of 7.**

**Timid but genuine, April has been Olive's best friend since childhood, and you almost never see one without the other close by. Her mechanical skill rivals Olive's, having built the Automatic Personal Rift Launching Drone, or APRL Drone for short.**



**Her soft demeanor and unrivaled intelligence have gained her many accomplishments, but her awkward demeanor and easily scared nature often gets in the way of making a good impression, much to her chagrin.**

# VIOLETTE

**Stoic yet incredibly passionate, Violette is a deceptively strong detective, both in her work, and in her workouts. A natural-born protector, Violette does anything and everything she can to defend those closest to her, being incredibly selfless despite her reserved personality. It also doesn't hurt that she's quite strong, able to lift two people at the same time without breaking a sweat.**



**A child of the elusive Farehwind coven, Violette is unafraid to put herself into harms way, if it means she can hold onto any and all friends she makes along her way. Whether its standing between a thief and their victim, or being a shoulder to cry on, she makes life more bearable and safe for those around her.**

# SOMNO

**Somno is the CEO of the gigantic STARV Corporation - a massive firm dedicated to anything and everything magical you can think of.**

**Unfortunately, he's also a greedy slimeball who wants nothing more than to control the very things people think. He believes that some forms of magic are objectively superior to others, and wants to eradicate anything he deems "boring". This policy puts him at odds with folks like Olive, who believes that everything can bring something special to the table.**

**Over time, he grew angry and jealous at Olive, constantly foiling his schemes, and being celebrated for it as well. However, his diehard fans would still follow him to ends of the earth, a fact Somno abuses constantly.**

**His latest plan has him utilizing the mysterious Aurora Shards and the Quicksilver Robotics company to construct a machine to access the oft theorized "Jamais Vu", the origin place of all magic. Legend says that the Jamais Vu can influence both magic and thought, something that Somno is keen to capitalize on. Under his rule, there would be no creativity, no fun, and no video games with grappling guns. Do you want that to happen?**



# **DR. AZOGUE**

**Known as the "Parent of Modern Robotics", Dr. Artemis Azogue is the head of RnD at the Quicksilver Company, Stargrove's very own robotics firm. Despite their cold and calculating impression, they care very deeply for their employees, and will go to the ends of the earth to ensure their continued stability.**

**Unfortunately, this allows them to easily be taken advantage of by those with no regard for the well being of others.**

**Somno has forced Azogue into a contract, where Quicksilver will not only supply weapons of mass Olive eradication, but also draft and construct a machine to open a rift to the Jamais Vu. However, while Somno has control of the island, Azogue cannot do anything about it, as his employees are at risk, something that they cannot allow to pass.**



# **CONTROLS**

**WASD - MOVE**

**SPACE - JUMP**

**Q - PICK UP / THROW**

**LEFT CLICK - SLINGSHOT**

**RIGHT CLICK / SHIFT - FASTFALL**

**R - AUTO-TARGET**

**E - AIR TRICK / PARRY**

**T - INTERACT**

**Don't be afraid to experiment! Some moves have secret interactions with stage gimmicks!**

# NOTES:

You can grapple onto almost anything! Just keep an eye on your reticle. If it's black or has a red X on it, you won't be getting anywhere!

Keep an eye on your Combometer in the lower right. Fill it up enough, and you might just earn some bonus stickers.

Don't forget you can lock onto to enemies by holding or tapping R.

Holding forward when defeating an enemy will send you farther!

You can cancel out of slingshotting and fastfalling by jumping. This keeps your momentum!

# ABOUT THIS DEMO

This build of Riftshot is a public demo created for Halloween 2025. It represents a vertical slice of the experience I'm building, created with love for this season.

I hope you enjoy exploring, crafting combos, and peeking at this world I've been developing. Your feedback and support mean the world to me as I continue crafting this project.

While waiting, please feel free to  
[Join our Discord Server!](#)

Thank you so much for playing, and more is coming soon! You can't stop it.  
-Lettuce from Salad Roll Games

