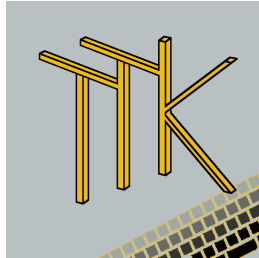


Hero Climb

Presented by Tappa Tappa Keyboard



Objective





Climb as far as you can without dying

Health





You start off with 5 hearts, equivalent to 100 hp. Each Quarter heart represents 5 hp.

Pickups




Coins can be spent at the shop. Their value is displayed below.

Pickup	Name	Value
	Copper Coin	1
	Silver Coin	5
	Gold Coin	10
	Heart Pickup	15-35 hp

Controls





Action	Keyboard	Mobile
Jump	Space	
Movement	WASD	
Interact (open a shop)	F	Tap Screen
Attack	Left Click	
Ability	Right Click	

Playable Classes





Name		Description	Special Ability
Fighter		Strong Melee, Slow Movement, High Health	Dash that can break wooden crates
Rogue		Quick Movement, Average Health	Climbs Pipes
Wizard		Lower than average health, Average movement	Ranged Fireball Attack

Shop

Tap or Press F while hovering over the shop to open the menu. The price varies between classes and difficulties, and will increase when you purchase one.

	Description
	Increase Damage
	Increase Movement Speed
	Completely Heal Self
	Increase Max Health

Enemies

Name		Description
Goblin		Moves Quick, Lunge Attack
Skeleton		Ranged Attack
Slime		Slow Movement, Splits on Death
Zombie		Average Melee