Controls

Supported Input Devices include:

- Controller (Partial, WIP)
- Keyboard (Full, recommended)

Menu:

- Move cursor, toggle options - WASD / arrows
- Make selection - Enter, Ctrl, Spacebar
- Quit Game - Esc

Gameplay:

- Move player - WASD / arrows
- Jump - Spacebar
- Attack, Talk - Ctrl / X
- Run - Shift (Hold)
- Pause - Enter, Esc

Other controls detailed in-game as powerups are acquired.

Demo includes:

- 2 x "Fever Jungle" Stages
- 2 x "Dinocide Valley" (Desert) Stages
- 1 x "Cathode-Ray Tunnels" (Cave) Stage

Additional Notes:

- Sound Settings are currently not implemented.
- To change the Display mode, you must exit your current game and re-enter the Options menu. (Flicker can be toggled at any time.)