

SISYPHUS

Game Manual

Squiggly Starfruit Studios

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The Story

As the story goes, a man named Sisyphus must struggle with the eternal and fruitless task of rolling a giant boulder up the top of a hill.

Unfortunately for everyone, all that rock-rolling really did a number on his head, causing him to finally snap. So now he's out for revenge.

His objective? Reach the Temple of the Gods at the top of Mount Olympus, and smash his rock directly into Zeus' face. And anyone else that gets in his way will also get the rock.

Oh, and a few forces interested in watching the world burn also gave him a few powerups. He can now manipulate his rock's energy and momentum to become a human slingshot of destruction.



Objective

Get Sisyphus to the goal, using checkpoints to progress.





Smash enemies with your rock along the way.

Navigate platforms and avoid the obstacles.



Rocky Relationship

Sisyphus is permanently chained to the rock.
(He tried running away far too many times.)

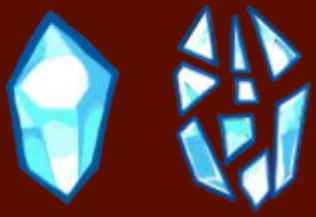
Sisyphus must maneuver the rock to clear each level, but he can’t let the rock pull him down to his doom!!



Freeze and Launch

The rock unfreezes when the timer runs out or when Sisyphus launches the rock again.





The rock's freeze and launch recharge when Sisyphus lands on a surface or touches a wall.

The rock's aura appears whenever Sisyphus can launch the rock.



Enemies

Phoenix

Phoenixes fly around a certain area, chase Sisyphus, and shoot fireballs at him from above.





Death Cap

Death Caps patrol an area and release clouds of deadly spores when Sisyphus or the rock get too close.

Flaming Skulls

Flaming Skulls stick to surfaces, move back and forth or around platforms, and are unkillable.

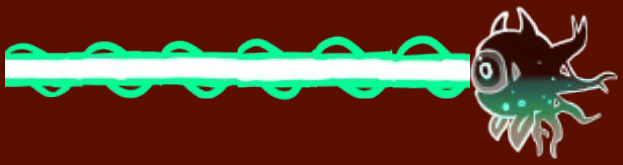


Objects



Fire

It’s game over when Sisyphus comes into contact with fire, but his trusty rock is immune.



Beam

Beams shoot a beam of light that instantly kills Sisyphus on contact.

Seer Station

Use the seer station to pan the camera around the level before traversing it with Sisyphus.



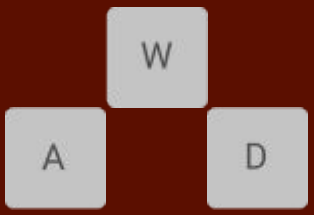
Checkpoint

Use checkpoints to save progress! Upon activating a checkpoint, Sisyphus will respawn there upon death.



Controls

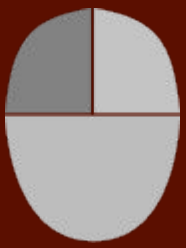
WASD to move Sisyphus and stick him to the wall



Space to freeze/unfreeze the rock



Drag and release the mouse to launch the rock

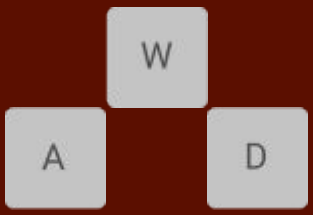


Controls

E to interact with the Seer Stations, **SHIFT** to increase camera speed



WASD to move binoculars while using the Seer Station



ESCAPE to pause the game



F11 to make the game full-screen on Windows or the **maximize** button on top-left corner on Mac



Credits

Designers

- Cecil Kim
- Sharon Li
- Donovan Robinson (External Member)

Programmers

- Benjamin Carson
- Evan Johnson
- Jessica Lu
- Riya Jaggi
- Xiaohan Yu
- Zachary Schecter

Third party libraries

- GDXAI



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Credits

Third party sound assets

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Third party sound assets

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