

This game adopts low text design, so a manual is attached to explain the UI function and operation comparison, to help players enjoy the game more smoothly

You can use a mouse, keyboard, or gamepad to play this game (gamepad is recommended)

Menu Screen



1. Portal: Enter the level to start the adventure
2. Level selection: Switch level
3. Region selection: Switch regions
4. Props/Synthesis: Store props and synthesize props
5. Information board: Operation map/Team List/Thanks list
6. Exit: Close the game
7. Dress up: Switch skin

Operate

Up/Down/Left/Right

Keyboard: W/S/A/D or ↑/↓/←/→

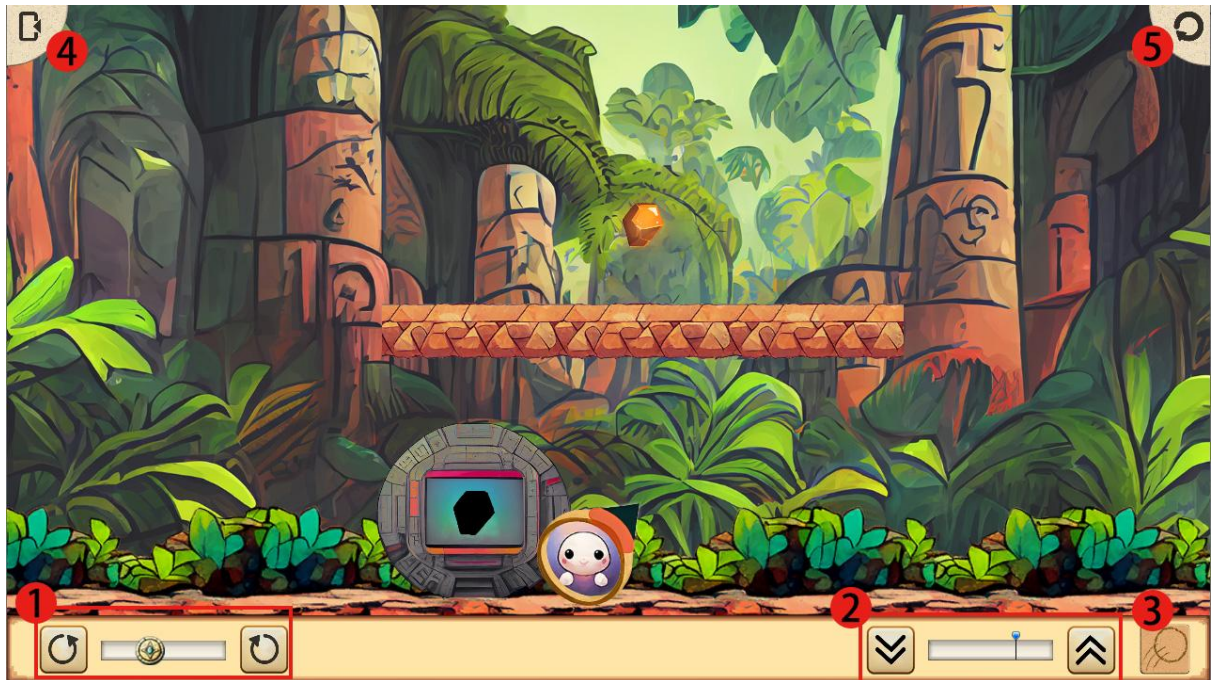
Gamepad (XBox): 

Confirm

Keyboard: Enter

Gamepad (XBox): A

Level Interface



1. Launch angle

Keyboard: A/D or ←/→

Gamepad (XBox): 

2. Launch strength

Keyboard: W/S or ↑/↓

Gamepad (XBox):  / 

3. Focus energy/Emit (press/release)

Keyboard: space

Gamepad (XBox): A

4. Leave level

Keyboard: Esc

Gamepad (XBox): X

5. Restart

Gamepad (XBox): B