

Instruction Manual :::

Overview:

00. Photosensitivity Warning
01. Gameplay Features
02. Controlling The Rush Bros.
03. Single Player Mode
04. Split-Screen Offline Multiplayer Mode
05. Online Multiplayer Mode
06. Settings & Options
07. Importing Your Music
08. Future Expansions & DLC Management
09. Support & Contact Information

::::::::::::::::::::::::::::::

00. Photosensitivity Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game -- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions -- IMMEDIATELY discontinue use and consult your physician before resuming play.

::::::::::::::::::::::::::::::

01. Gameplay Features

Rush Bros. is a platforming-racing hybrid game where the players themselves can determine the rules of play on the fly. Do you want to race best out of 3? Best out of 5? Or just race once on each stage and move from one stage to the next? You're free to play the game in any order you choose.

At it's core Rush Bros. is a platforming game. You have a goal of getting from point A to point B and crossing a finish line while avoiding various threats and crossing obstacles in your way through running and jumping.

Rush Bros. movement system is based on physics and momentum, so the faster you propel yourself forward the longer your jumps will be. The idea behind this movement system is that you can choose to have highly accurate control while moving slowly but as you speed up you sacrifice control for speed. This method of control is explained in greater detail in section 02.

Rush Bros. allows you to import your own MP3s and Ogg audio files which can be played as background music. This imported music will influence on-screen graphics and effects like lense-flares and flashes, and the beat of the song will also influence how on-screen elements will flow- such as platforms raising and lowering with the beat and speakers thumping which will emit sound-waves that can knock you around.

Rush Bros. can be played by one or two players. Multiplayer can be done on the same device using 1 or 2 game controllers, keyboards, or any combination of possible input devices. You can easily adjust and edit the controls for keyboard or xbox controller before playing in any game mode. Your single player and online controls are always saved, but for same-screen split screen mode play you must adjust your controls every time to determine who is playing as which character. This is explained in more detail in section 06.

At the end of a two-player race the winner can allow the winner to also cross the finish line. This could be interpreted as cooprative-play. The winner, however, can also trigger a large button at the end of the stage. This will trigger an event which crushes or blows up the other player- resulting in an automatic victory. This is meant to be a "moral choice" for the winner- who can either allow the other player to finish the course (such as if this is their first time playing it so they can learn the layout) or the winner can celebrate their victory by destroying their opponent before they cross the finish line.

At the end of a match players can vote as to whether they want to play the same track again, move on to the next track in order, or they can both be moved back to the stage selection screen where another stage can be selected and voted on.

Rush Bros. features online multiplaeyr so users across the world can connect to each other and race over the Internet. More on this mode is discussed in section 05.

Throughout the stages you can find Power-ups which will allow you to speed yourself up, slow your opponent down, influence your opponent's controls, camera, or other aspects

which should help to give you an edge in a race online or in split screen play. Be careful, however, as your opponent can use these power ups on you too!

The Story Behind Rush Bros. is that both players assume the roles of DJs in a world where music means everything. The two are racing across various stages to earn a record deal. Beyond this is up to your imagination as the purpose of Rush Bros. is to give as much creativity to the player(s) as possible. As the tagline states: "Your Music, Your Rules, Your Way.
::::::::::::::::::::::::::::::

02. Controlling The Rush Bros.

Whether you play using a keyoard or a controller you can adjust the Rush Bros. character inputs to work with almost any form of input device or any series of buttons or keys that you wish. You can even play "left handed" using A B X and Y on a standard game controller as "Up/down/left/right" and using the D-pad inputs as your buttons. You are free to change the controsl however you like.

The game does have some pre-set defaults to make play amongst two players sharing the same keyboard or play using a controller as easy as possible:

Default Keyboard Layout 01:

Standard WASD keys are used for "Up/down/left/right while the SPACEBAR is used for Jump and Q is used for Sliding. We also suggest setting W to jump if you prefer pressing "up" to jump instead of using spacebar as your jump. E can be used to taunt your opponent.

Default Keyboard Layout 02:

This is designed to not interfere with the same keys as default Layout 01 so if two players have to share the same keyboard they can do so comfortably (Seating arrangements aside!) Note that if you are using a second keyboard you will still need to use different key inputs from your opponent as your operating system is most likely unable to tell one keyboard input from another.

The controls are: LEFT ARROW, RIGHT ARROW, DOWN ARROW for left/right and down respectivley. UP ARROW is the default JUMP while RIGHT SHIFT is used for sliding. RIGHT CTRL can also be used to taunt your opponent.

Default Controller Layout 01:

In the default Xbox-style controller layout the thumbstick can be used for LEFT/RIGHT and DOWN. A BUTTON is used for jumping. B BUTTON is used for sliding. And X BUTTON is used for taunting.

Default Controller Layout 02:

This format is the same as Layout 01 but the position of JUMP is switched. Instead of jumping by pressing A you jump by pressing UP on the control stick.

The thumbstick can be used for LEFT/RIGHT and DOWN as well as JUMP. B BUTTON is used for sliding. And X BUTTON is used for taunting.

ADDITIONAL CONTROLLER INPUTS:

Using a standard Xbox or Xbox-style controller the following inputs will also perform actions: LEFT BUMPER (also known as L1) will change the song to the PREVIOUS TRACK in the music play list. RIGHT BUMPER (R1) will change the song ot the NEXT TRACK in the music play list. LEFT TRIGGER will show/hide the music player menu, while RIGHT TRIGGER will change the play-mode of the play list swapping between "REPEAT ONE SONG", "REPEAT ALL SONGS", and "SHUFFLE PLAYLIST" These forms of playing your music will be elaborated upon in section 06.

Note: All of these functions can be performed using a computer mouse, so Keyboard users shouldn't feel too left out not having assigned keys for these specific functions.

At any time during gameplay you can bring up a menu to edit volume levels, controls, and exit to the stage selection screen or quit Rush Bros. by hitting ESCAPE on the keyboard or START on the game controller.

MOVES & COMBOS:

Your character is able to combine several moves together to perform combination moves for getting around faster. As you gain speed, however, you gain momentum and sacrifice control accuracy- so bear this in mind. Just remember: With great risk can come great reward!

LEFT / RIGHT: Pressing left or right will cause you to turn in that direction and start walking in it. Bear in mind: When sliding you will slide in the direction you are facing (Unless you are under the influence of a control-swap power-up where left and right are swapped of course.)

DOWN: This causes you to duck. You lose a lot of speed but can carefully position yourself. This can also be used like "Brakes" to slow yourself down. You can hold this button down for a few seconds and you will start to glow. This is what is called a "power jump" if you jump while you are glowing you will gain extra height in your jump (Explained below). Note: Pressing DOWN will also work when pulling a Lever.

JUMP: Your character will apply the current horizontal movement speed to a vertical ascent. Depending on how much momentum you have during this action you may have a varying degree of air control. If you jump from a standing position, for instance, you will

have a high degree of air control. If you jump while sliding, however, you will be able to get a lot more distance.

SLIDE: Sliding forces you to move at maximum horizontal move speed instantly sacrificing any control you had for a moment. You can jump while sliding to perform a "Slide jump" and cover a lot of horizontal space while jumping. Sliding is CRUCIAL to victory in a race as the speed you gain from it and the ability to slide jump will help you pass obstacles quickly. Mastering sliding can be a little tricky at first but like all controls in Rush Bros. it is designed to be easy to master with time.

TAUNT: Taunting just performs an animation. This button, however, can also be used to pull levers, just like pressing DOWN, JUMP, or SLIDE when in front of a lever.
LEVER PULLING: You will often run into a button-mashing Mini Game within Rush Bros. to open a door, spawn a ball to push around, or to perform another level-specific ation. You can pull a lever by pressing ANY BUTTON with a bound input EXCEPT for left/right. This means to pull a lever you can mash DOWN, and/or TAUNT and/or JUMP and/or SLIDE rappidly to pull the lever.

WALL JUMP: When you jump into a wall you will press yourself against it. If you jump again you can kick yourself away from the wall and keep ascending upward. Wall jumps are crucial to clearing a lot of vertical spaces in Rush Bros.

WALL JUMP - TO - WALL JUMP - You will climb up really fast if you can wall jump from a right facing wall to a left facing wall or a left facing wall to a right facing wall. This climb will be faster than when performing "climbing" explained below (Where you jump multiple times against the same wall to climb up the wall). Jumping from one wall to another is a great way to climb up long vertical shafts & it can be tricky to perform under pressure so it ads to the fun!

WALL CLIMBING - Sometimes you will need to ascend a surface but no opposing wall will be provided. In these cases you will have to "climb" the wall by holding left/right into the dfirection of the wall and jumping repeatedly. This action will cause you to climb the wall vertically a little bit with each jump. Note: This means of climbing is not as efficient as jumping from one wall to another.

SLIDE - JUMPING - One of the MOST IMPORTANT techniques for getting around quickly both verticaly and horizontally at the same time in Rush Bros. is the all-important SLIDE-JUMP. You perform this by sliding and then jumping while sliding. You can also press Jump and Slide at the same time to perform an "instant" slide-jump if such an action is needed. Once you have mastered the slide jump you will be on your way to truly mastering Rush Bros. stages in record time! Be sure to practice it alot.

SPRINGS - You will run in to a lot of springs in Rush Bros. Just jump or slide onto one and you will be propelled in a direction the spring is facing. (NOTE: Some springs are traps and are intended to kill you or misdirect you so watch out!)

KEYS & DOORS : You will often find large glowing doors which will need music-note shaped keys. You can find these keys throughout levels usually hidden somewhre which the levels path (or multiple branching paths) will lead to. Some keys will be hidden within stages to conceal alternative routes or extra power-ups or other secrets so keep an eye-out for places where keys might be hidden to unlock secret doors! When you find a key a compass appears around you which points you in the direction of the door it corresponds to. You may sometimes have to retrace your steps to find a door a key belongs to. Keys & Doors are also used several times in "non-linear" stages which don't have a set track or one "best" way to beating them. These stages allow you to come up with your own personal strategy for beating a stage to the best of your ability. Your opponent might start by going to the right, but you could be just as valid heading to the left since eventually you'll need to go right and they will need to go left. Keys & doors make this kind of stage possible.

Rush Bros.

::::::::::::::::::::::::::::::

03. Single Player Mode

When selecting "Play" from the main menu you are able to choose among 3 forms of play. When selecting "Single Player" you are essentially playing what most racing games would call a "Time Trial" Mode. You can use this mode to practice and learn the layouts of the stages to your leisure and to develop a strategy and find the perfect song to help you beat the competition online.

In this mode all power-ups are converted into double-jump and speed-up power-ups. This is done because there isn't a second player to slow down or impede the progress of.

After you have completed racing on a stage in this mode at least ONE time a "Ghost" will be recorded. This ghost is essentially a recording of every action you took to achieve a time record. You can race against this ghost to try to beat your old time and compare new and old strategies for beating a stage as quickly as possible. NOTE: Only your BEST time will be saved as a ghost recording- so if you beat your ghost in a race then that performance will be recorded and it will overwrite the old ghost. Ghost files can also be shared among friends so you can try to race against your friend's ghosts in-game and they can race against yours.

Once a stage is beaten (by crossing the finish line) the player can vote to decide one of three goals:
1. Go back to the stage selection screen to pick a new stage
2. Progress to the next stage in the list
3. Replay the same stage

::::::::::::::::::::::::::::::

04. Split-Screen Offline Multiplayer Mode

When you play Rush Bros. offline in split-screen with a friend there are a lot of control options available. You can both play on the same keyboard (or seperate keyboards) or one of you can play using a keyboard while the other uses a controller or other input device, or you can both play using controllers or other input devices. Whatever method you choose, every time you play Split-screen you will be prompted to assign your inputs for Player 1 and Player 2. You will be started with a base default of picking "Keyboard" or "Controller" and from there you will then be able to adjust the controls to your preference. These inputs will be asked each time you play but you will not have to adjust the controls in-between stages or when selecting new stages (Unless you want to) the buttons to adjust/edit controls will always be conveniently available on the stage selection screen. Additionally you can set the controls during gameplay by hitting START on a game controller or ESCAPE on a keyboard to bring up a pause menu.

The Goal of Split Screen play is up to the players to decide, but the usual gameplay rules are this: First player to the finish line wins. From there the winner can either allow the other player to "catch up" and finish as well (Such as when first learning the layout of a stage) or they can rub in the fact that they won by finishing their opponent off in an amusing way when jumping on the large button located at the end of every stage.

Once a stage is beaten the players can vote to decide one of three goals:
1. Go back to the stage selection screen to pick a new stage
2. Progress to the next stage in the list
3. Replay the same stage (for do-overs and 'best out of 3 or more' challenges)

::::::::::::::::::::::::::::::

05. Online Multiplayer Mode

When playing online you have the choice of either JOINING a game or HOSTING a game. If you JOIN a game you are shown a list of all available games currently being hosted in the world. If you HOST a game you will show up on this list and a friend or other player online can find your game and choose to join it.

You can play online in Split-Screen mode or in Full-Screen mode. Your controls will be set to the same defaults you use when playing single player mode.

When in full-screen view a picture of your opponent with an arrow will show you whether they are in front of or behind you on the screen with an arrow pointing in their direction. In split screen mode you will see them as if you were both playing in the same room together. Strategically we recommend playing with split-screen turned on but the option to play the game in full screen view will always be there for you.

NOTE: Your Music affects your stage locally and the music your opponent is listening to affects THEIR stage only on THEIR end. So if you want a "100% fair" race you can both try to race on the same soundtrack while playing similarly paced songs.

The Goal of ONLINE play is up to the players to decide, but the usual gameplay rules are this: First player to the finish line wins. From there the winner can either allow the other player to "catch up" and finish as well (Such as when first learning the layout of a stage) or they can rub in the fact that they won by finishing their opponent off in an amusing way when jumping on the large button located at the end of every stage.

Once a stage is beaten the players can vote to decide one of three goals:
1. Go back to the stage selection screen to pick a new stage
2. Progress to the next stage in the list
3. Replay the same stage (for do-overs and 'best out of 3 or more' challenges)

::::::::::::::::::::::::::::::

06. Settings & Options

From the Main Menu you can adjust several things (note: you cannot make all of these adjustments from the pause menu- though you can make some)

FROM THE MAIN MENU:

In the main menu's options menu you are able to edit your Video Settings and your Audio Settings.

Under Video Settings You can set the game's Screen Resolution and choose whether you want the picture to be full-screen or run in a window. If you choose to run the game in full screen at a lower resolution the image will stretch to fit your screen.

You can also edit the amount of on-screen "bloom" effects IE: how bright / intense the on-screen white flashes and/or color distortions appear. If you don't want too much screen noise you can set this to an absolute minimum. If you want to feel like you're in a real Rave then we suggest cranking the setting up to 11. Be warned: This setting at maximum WILL CAUSE EYE STRAIN, guaranteed if you play for a prolonged period of time! (We know some of you may see this as a good thing.)

In the Audio settings you can adjust the volume of the music and sound effects.

ON THE LEVEL SELECT SCREEN: You can edit controls & player inputs. You can also choose a stage (obviously- as that's what the screen is for) and you can customize the COLOR of your Rush Bros. character on screen.
IN GAME:

When you hit escape a "pause" menu comes up. NOTE: This does not pause ONLINE gameplay. From this menu you can go back to the game's main menu (Note: This will close out the online match you are currently racing in).

Alternativley you can choose to restart the match, or return to the level selection screen at any time.

Lastly you can edit player controls during gameplay just in case there are any last-minute changes you wanted to make to your inputs.

The Music Selection Menu can also be adjusted in the following ways:

IN GAME MUSIC MENU:

Repeat One: This setting will cause the same song to play over and over indefinetly.

Rpeat All: This will repeat all the songs in your chosen folder in order.

Shuffle: This setting will randomly pick a song from your chosen music folder. It will continue doing this indefinitely.

Volume: you can adjust the volume of the music from the music menu (However sound effects can only be managed from the main menu)

Previous / Next Track: You can also choose which track should be playing manually. Our engine is designed to be able to change in real-time as the music tracks change so the beat analysis will automatically adjust for on-screen effects as well as music-based in-game elements will change their pace to meet the new pace of the new song changed to.

::::::::::::::::::::::::::::::

07. Importing Your Music

You can import your own music into the game as long as it is in MP3 or OGG format at this time.

Simply go to "MY MUSIC" from the main menu. This will open up a folder browser which will browse through the files on your computer.

If you keep your music in your documents folder on a windows machine, for instance, you can browse to C: > Users > (Your User Name) > Documents

To select a folder full of songs just click on that folder and pick "SELECT"

A common mistake is to hit "OPEN" if you accidentally OPEN your file full of Mp3s just hit the PREV button to go back one layer so you can pick the FOLDER that has your songs in it you want to play to in-game.

Note: that if you have folders within the folder you have selected all sub-folders Music files will also be included in the playlist.

::::::::::::::::::::::::::::::::

08. Future Expansions & DLC Management

We intend to occasionally update Rush Bros. with new content including new Achievements, Stages, and other features. These can be accessed from the main menu under "Extras". The Extras menu is where you can also share your scores and Rush Bros data on Facebook and Twitter.

::::::::::::::::::::::::::::::::

09. Support & Contact Information:

If at any time you have any further questions or comments please feel free to e-mail us at: Support@myxyla.com and we will try to get back to you as soon as possible.

Thank you very much for your purchase of Rush Bros.
& Thanks for Playing!

(C) 2012 Xyla Entertainment
Last Updated November 23, 2012

Check out the Official RUSH BROS. website
to keep up on all the latest news and updates!
www.PlayRushBros.com