

Instruction Booklet

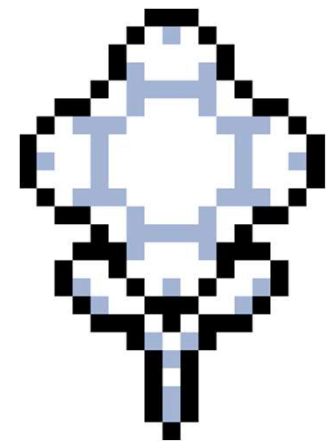
Li! RPH

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Story

Deep within the Marigold Meadows held the Radiant Lily, a mythical herb capable of dispelling any ailment. Upon finding it, Lyra and her familiars Lepus, Felis, and Columba venture through the land of Florian to escort the herb to the kingdom of Clerica. Many foes are drawn to the Lily, but none are a match for Lyra's harp and her animal friends.



Basic Controls

Keyboard

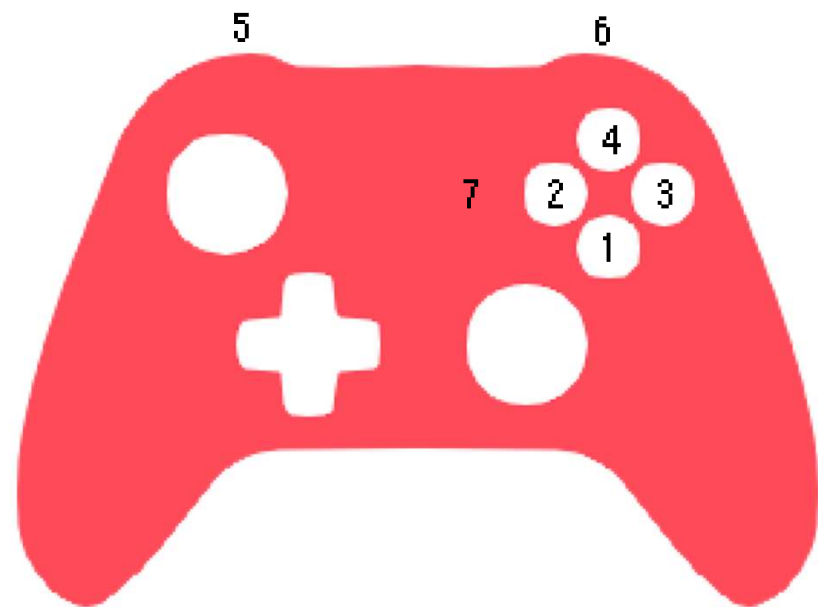
- X: Jump / Confirm
- Z: Attack / Back
- C: Run
- A: Call
- S: Left Swap
- R: Right Swap
- Enter: Pause

Basic Controls

Controller

- 1: Jump / Confirm
- 2: Attack / Back
- 3: Run *
- 4: Call
- 5: Left Swap
- 6: Right Swap
- 7: Pause

* The Run can also be performed by pressing the Left or Right Trigger.

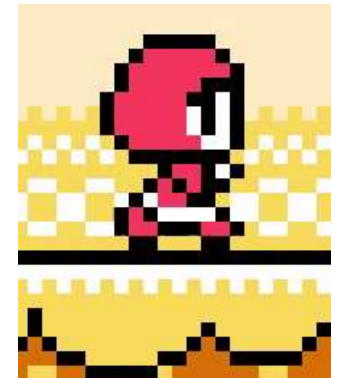


Moves

Run (Double tap forward or backward): Lyra enters a run state that is faster than her usual walk speed. Running and then jumping can cross larger gaps compared a regular jump.

Spin Jump (Up + Jump / Down + Jump): Jumps higher than usual and deals light damage to enemies. Ignores contact damage from enemies.

Dive (Down + Jump while in the air): Quickly moves downwards and passes through contact damage from enemies. Land on slopes to quickly slide down. Can also be done by double tapping Down while in the air.



Moves II

Dive Jump (Down + Jump after Diving on a slope): Leaps across greater distances at top speed. Perform a second jump after landing to conserve momentum.

Power Cut (Keep the Attack button held down after an attack): Gathers up energy to release an attack with more range and damage. Charge is lost upon getting hit.



Familiars

Using a **Call** (also done with **Up + Attack**) expends **Muse Points (MP)** to cast ranged attacks with Lyra's familiars. **MP** can be refilled by landing melee damage with Lyra's harp or her Spin Jump. Use **Left Swap** and **Right Swap** to switch between these moves.

Lepus: Travels upward in an arc. Deals 3 damage.

Felis: Travels forward across the ground. Deals 2 damage.

Columba: Flies in a circle as a pair. Deals 4 damage over time.



Scoring

Higher ranks in **Li'l Red** are determined by the following criteria:

- Clearing the stage within **3 minutes**.
- Defeating at least **two-thirds** of the enemies in a level and avoiding damage which would lower the combo count.
- Avoiding Retries which would greatly lower the rank.

Hard mode adds a **15% increase** to the total score, while **Easy mode** reduces the score by **15%**.

- **Hard mode** speeds up enemies, increases damage, and raises the damage of spikes.
- **Easy mode** slows down enemies, lowers damage, and lowers the damage of spikes.

Clear Time	01:50.00
Combo	108
Damage	0
Retry	0
Difficulty	Normal
Score	68200
	S+



Filters

Li'l Red features 15 different color palettes that vary up the aesthetic of the experience for repeat playthroughs. Switch between these by using the **Filter** options from the Main Menu's **Settings** page.



Soundfont
Filter

Modern
Default

