PANIC OF THE APES

Quick Reference Guide

OBJECTIVE

Collect bananas to score points! First player to win 3 rounds wins the game. Each round lasts 2-3 minutes (configurable).

KEYBOARD CONTROLS

Player	Move	Throw/Shoot	Interact	Eat	Dodge	Melee
P1	`W A S D`	`SPACE`	`E`	`Q`	`L-SHIFT`	`R`
P2	`↑ ↓ ← →`	`R-CTRL`	`R-SHIFT`	`ENTER`	`.`	`/`
P3	`I J K L`	`U`	`O`	`P`	`H`	`N`
P4	`NUM 8 4 5 6`	`NUM 0`	`NUM .`	`NUM +`	`NUM -`	`NUM ENTER`

GAMEPAD CONTROLS

Default mapping (SNES/Nintendo style):

- **Left Stick / D-Pad:** Move
- `A Button` - Throw/Shoot
- `B Button` - Melee Attack
- `X Button` - Interact (chests, trees)
- `Y Button` - Eat Banana
- `Left Bumper` - Eat Banana
- `Right Bumper` - Dodge Roll
- `Right Trigger` - Melee Attack
- `START` - Pause

Note: Controls can be customized in the Options menu.

ACTIONS

- **Move:** Use directional keys/stick to move your ape
- **Throw/Shoot:** Throw bananas at enemies or shoot Rifle if you have one
- **Interact:** Shake banana trees or open chests
- **Eat Banana:** Consume a banana to gain a speed boost
- **Dodge Roll:** Perform a quick roll that grants brief invincibility and can deflect projectiles
- **Melee Attack:** Swing to hit nearby enemies and deflect incoming bananas
- **Pause:** Pause the game (any player can pause)

GAMEPLAY MECHANICS

Bananas

- Collect bananas to score points
- Eating a banana gives you a temporary speed boost
- Bananas spawn on the ground and drop from banana trees
- When knocked out, you drop 5 bananas

Banana Trees

- Shake trees to make bananas drop
- Trees replenish slowly - don't camp one tree!
- Bananas spawn on the opposite side of where you're shaking

Chests

- Open chests to get power-ups: Shield, Rifle, Keys, Speed Boost
- Locked chests require a key (found in regular chests)
- Chests respawn throughout the round

Power-Ups

- **Shield:** Grants invincibility for 10 seconds (flashes 3 times before expiring)
- **Rifle:** Contains 10 shots - powerful ranged weapon
- **Key:** Unlocks locked chests
- **Speed Boost:** Temporary movement speed increase
- **Mega Banana:** Counts as 5 bananas + grants shield and speed boost

Combat

- Thrown bananas can knock out players
- Melee attacks can deflect incoming bananas back at enemies
- Dodge roll grants brief invincibility and can deflect projectiles
- Shield blocks all damage while active
- When knocked out, you respawn at a random spawn point with 5 bananas

ROUND EVENTS

> **0:00 - 1:00:** Normal gameplay

> **1:00 (60s remaining):** Earthquake begins - screen shakes

> **0:57 (57s remaining):** Lavaballs start falling from the sky

> **0:15 (15s remaining):** Lavaball frequency increases

> **0:00:** Round ends - player(s) with most bananas win the round

STRATEGY TIPS

> - Shake banana trees to collect bananas, but they replenish slowly!
> - Keys unlock locked chests - look for them in regular chests!
> - Use the dodge roll to avoid or deflect projectiles!
> - Melee attacks can deflect incoming bananas back at your enemies!
> - The Rifle contains 10 shots! Use them wisely!
> - Watch the minimap to track other players and seek out the points leader!
> - It's more difficult to hit a moving target, don't get caught off guard shaking trees!
> - Speed buffs from eating bananas help you chase or escape enemies!
> - First to win 3 rounds wins the game - collect bananas to score points!

VICTORY CONDITIONS

- First player to win **3 rounds** wins the match
- Each round: Player(s) with the most bananas at the end wins
- Ties result in multiple winners for that round

SETTINGS & OPTIONS

- Customize controls in the Options menu
- Adjust music and SFX volume
- Change round duration (2, 2.5, or 3 minutes)
- Configure player count (1-4 players)
- Add CPU opponents
