MANUAL

Reset Storage Folder

Press (R) in title screen

How to play

Press left & right to move your character
You can Jump & Double Jump
Climb walls (hold jump button on wall)
Shoot left right up & down
Throw grenades (by switching weapons first)
Then cook the grenade by holding the shoot button
A grenade that is not cooked will explode in your face
A jewel will spawn that holds a kill you made
The player that grabs the jewel steals your kill
Cook those grenades!

Navigation

All menus are mouse controlled
At level select, scroll the mouse wheel to change levels
When selecting a character press a button on the controller to change character.

Controller Setup

A: Move Selector with arrow keys
B: Press controller button
C: Enter to Set button

Level Editor

Ctrl = tile picker
Left mouse = place tile
Right mouse = erase tile
B = choose background
C = change tilesett = place torch
R = rotate tile
H = mirror tile horizontal
V = flip tile vertical

Delete = new map
Ctrl + s = save level
L = load level
Esc = main menu

Background Editor

1 = layer middle
2 = layer near
Ctrl + mouse wheel = scroll tileset
R = rotate tile
Left mouse = place tile
Right mouse = erase tile
Shift + hold = drag tile range
Shift released = draw tile range
Shift released + right mouse = erase tile range
T = spawn torch light
E = cycle through effects
+ = add 1 to current layer effect
- =substract 1 from current layer effect
V = toggle layer visibility
Ctrl + s = save background
L = load background
Z + mousewheel = zoom in/out
C = center
Wasd = move camera
Esc = back to main menu

Feedback can be sent to

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