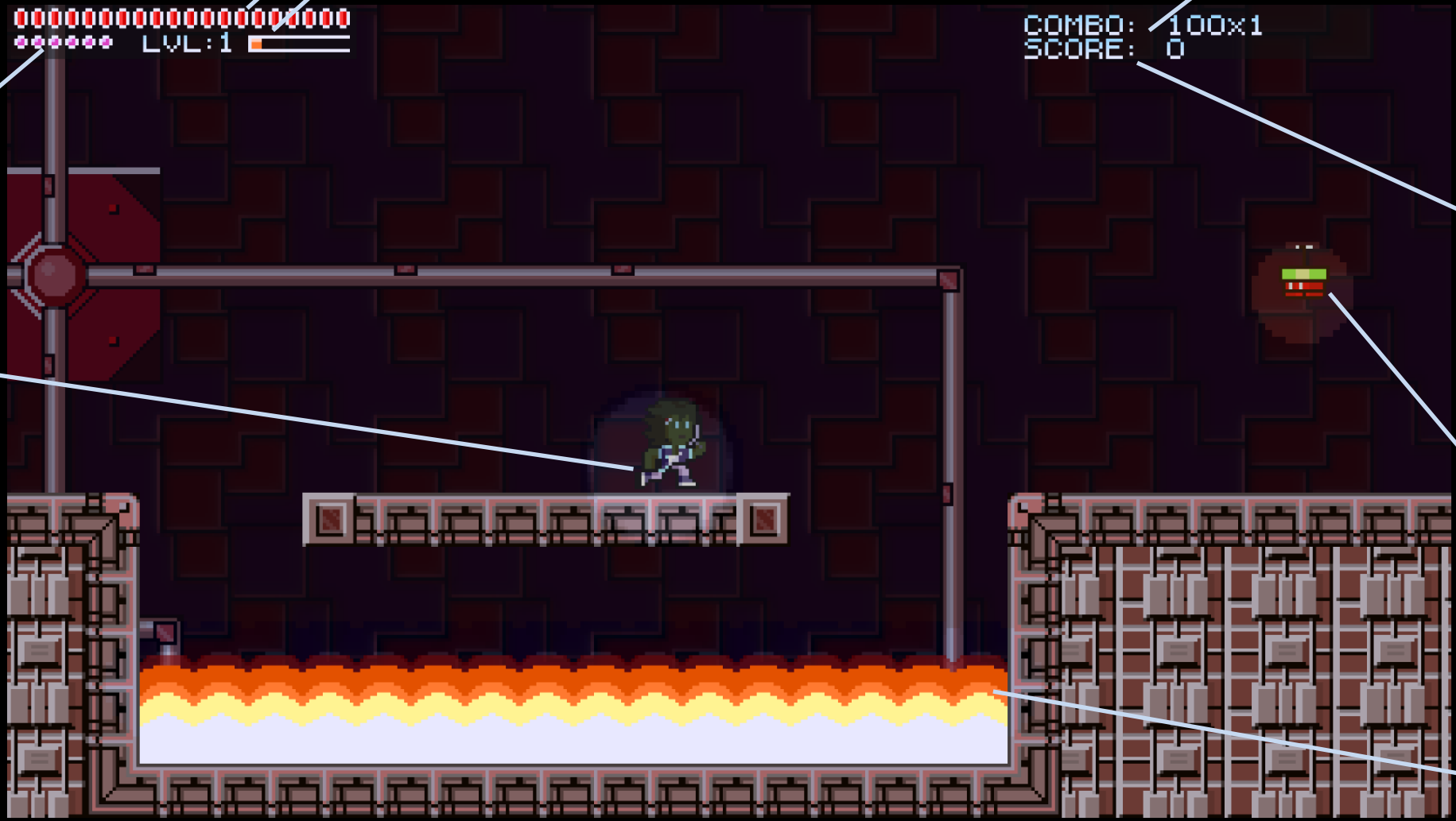
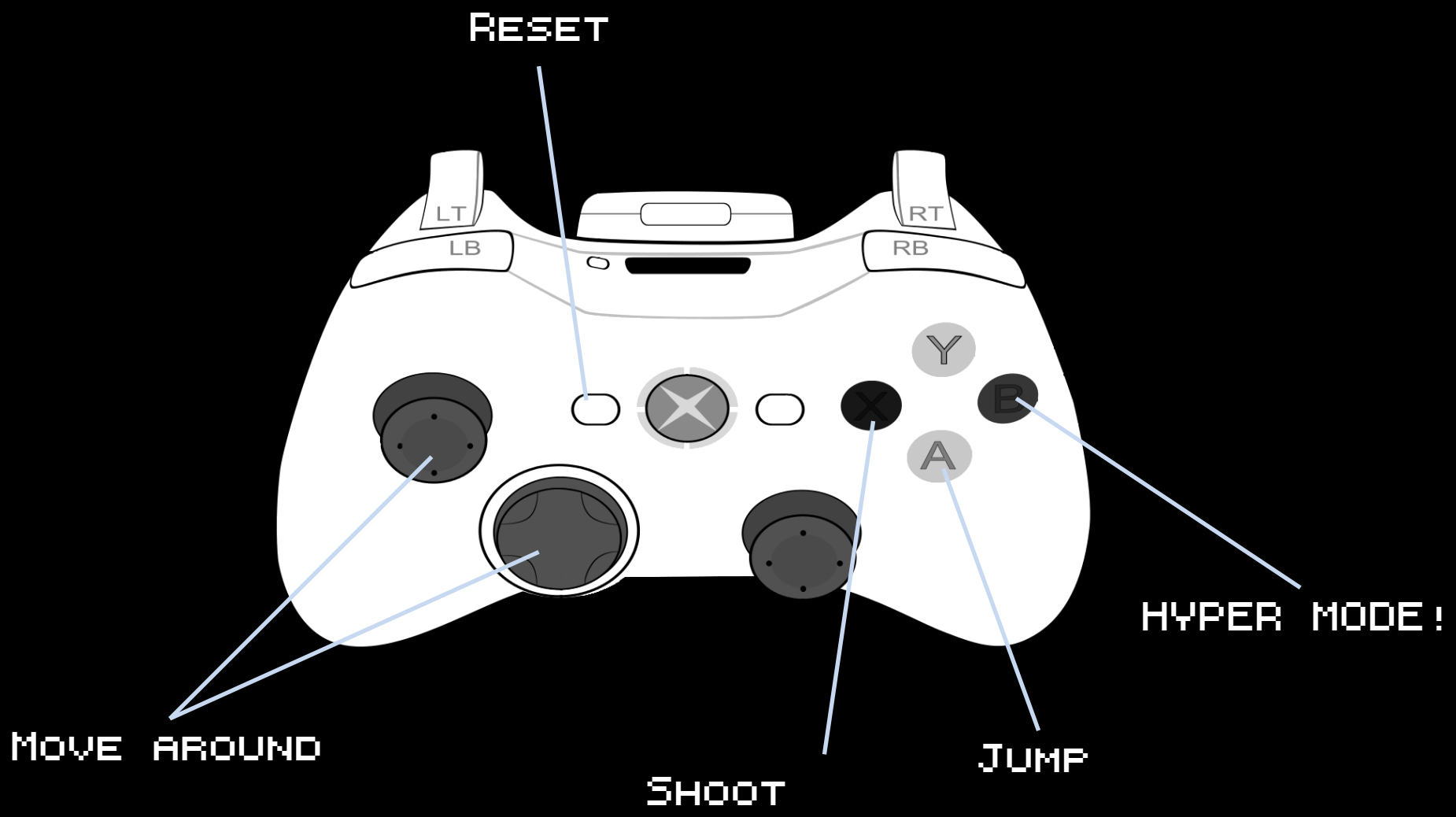
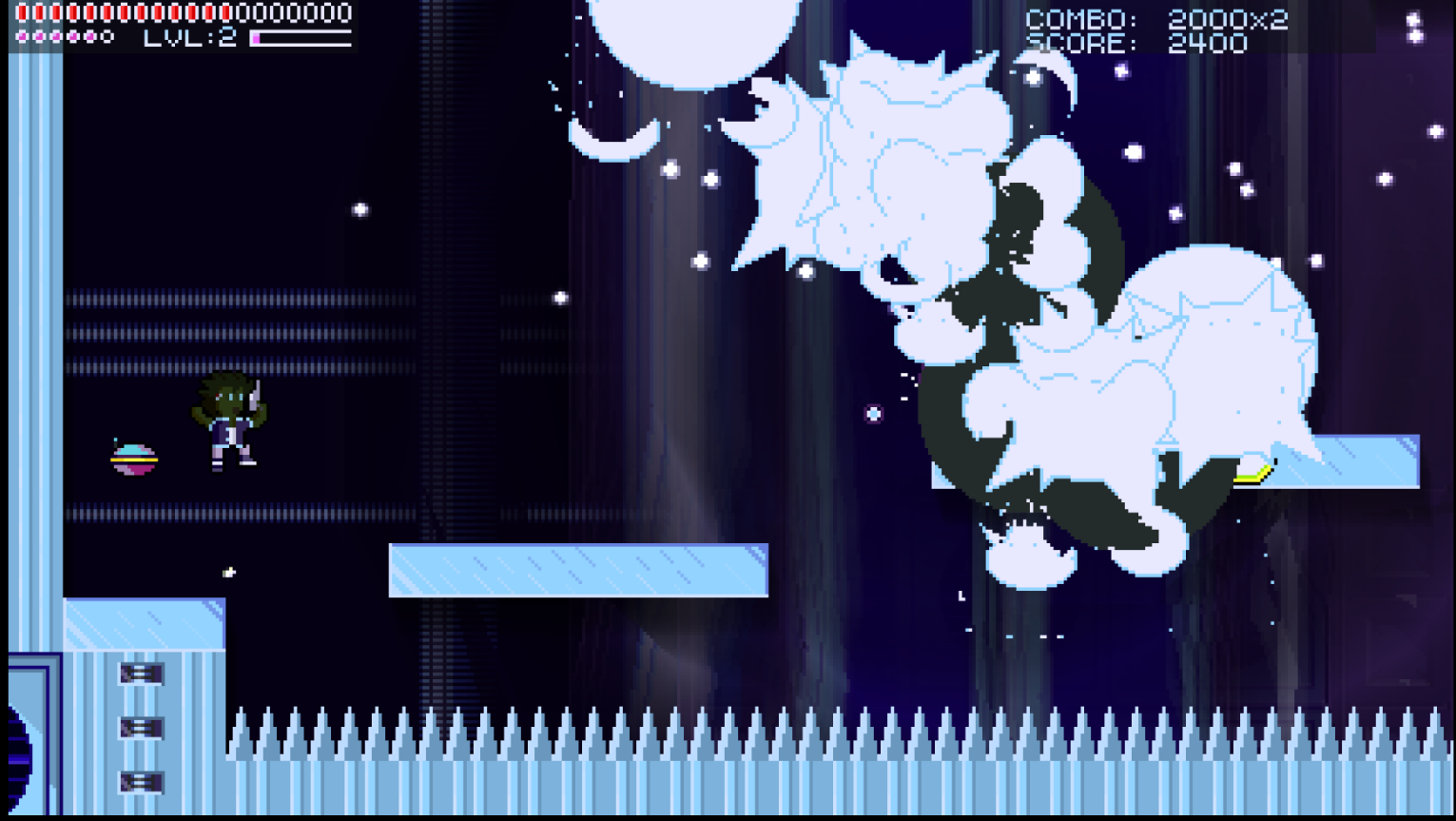


MANUAL



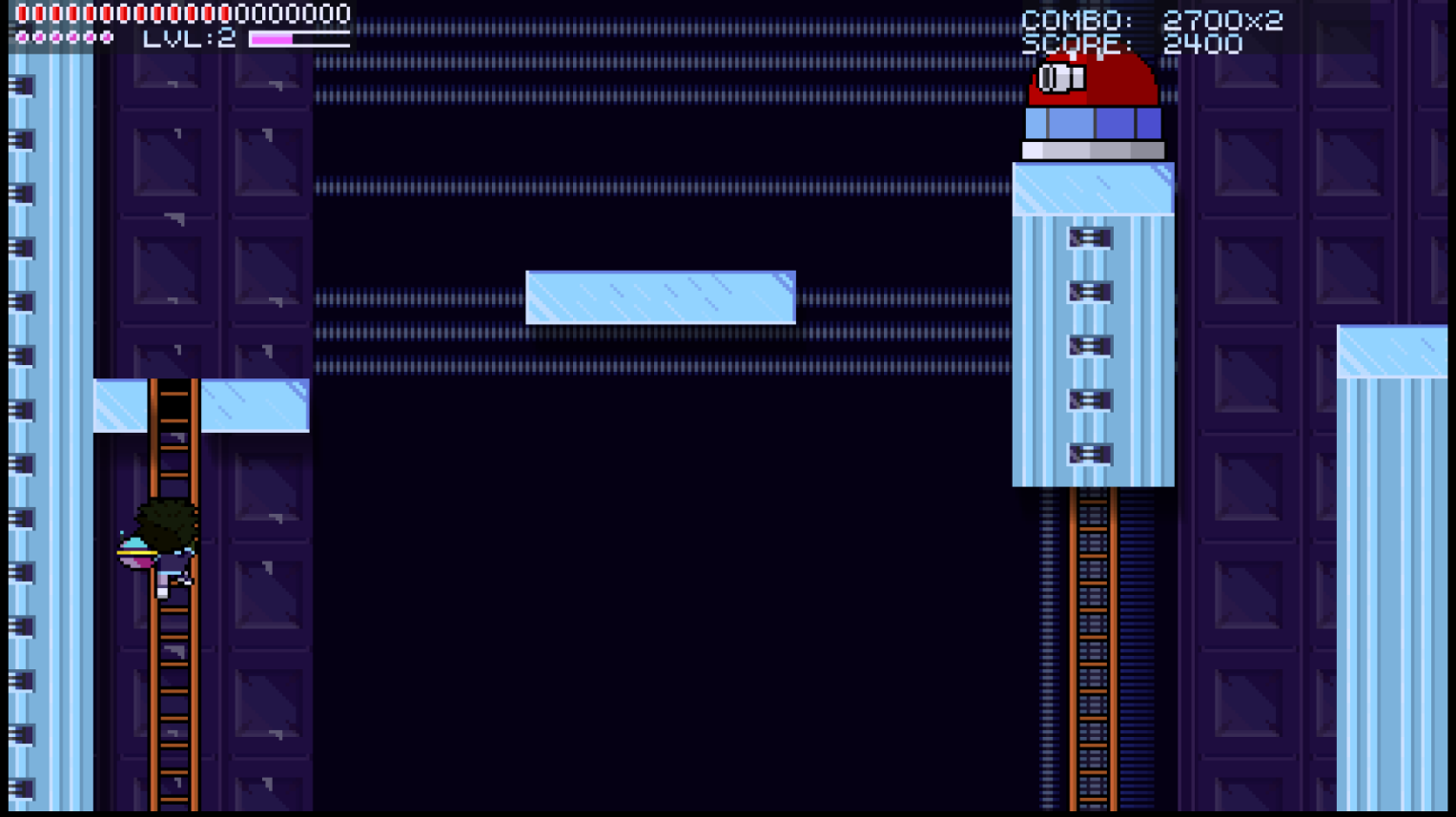
1: HP (DON'T LET THEM RUN OUT!)
2: AMMUNITION(TO SHOOT THINGS!)
3: EXPERIENCE BAR AND LEVEL
4: CURRENT COMBO + MULTIPLIER
5: CURRENT SCORE
6: YOU!
7: AN ENEMY!
8: FIRE!(DON'T FALL INTO IT!)


RESET
LT
RT
LB
RB
Y
B
X
A
HYPER MODE!
MOVE AROUND
SHOOT
JUMP



SCORE IS EARNED BY FINISHING STAGES AND DESTROYING ENEMIES

AS LONG AS YOU DON'T GET HIT, YOUR SCORE WILL GET ADDED TO YOUR COMBO

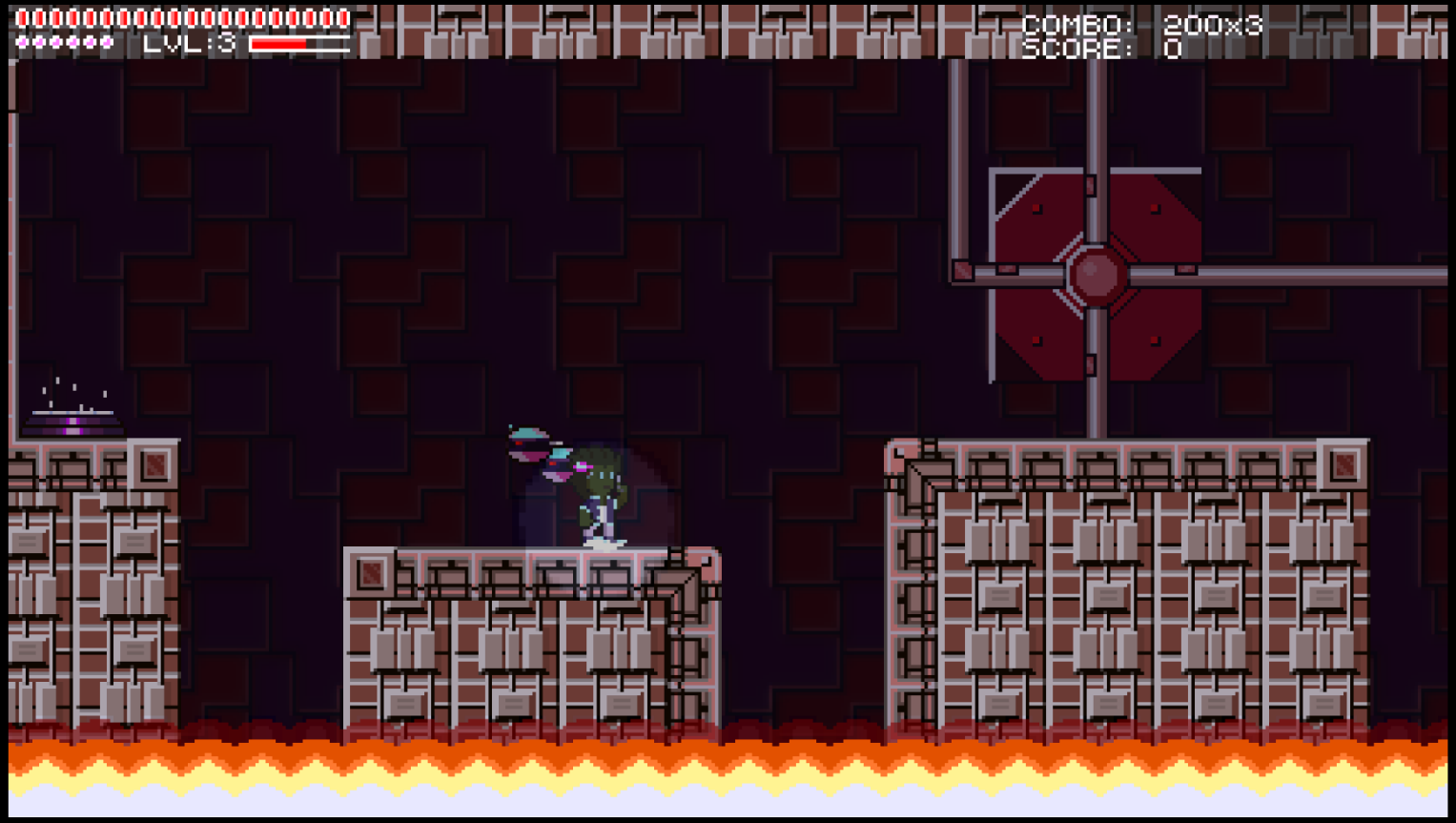


Destroying enemies also gives experience points

Gain enough Experience points and you'll gain a level

Levels give you access to upgrades and multiply your current combo!

But be careful: Getting hit means losing all of your levels



YOU CAN CASH-IN YOUR LEVELS BY ACTIVATING HYPER-MODE

IN HYPER-MODE YOU HAVE UNLIMITED AMMO AND YOUR DAMAGE IS DOUBLED

IT ALSO ENDS YOUR CURRENT COMBO, BUT YOUR SCORE GETS MULTIPLIED BY THE NUMBER OF LEVELS YOU HAD.

TO TOP IT ALL OFF, YOU ALSO RECEIVE HEALTH.
THE HIGHER YOUR LEVEL, THE MORE HEALING YOU'LL RECEIVE

(ADVANCED)

SLIDING/DASHING:

YOU CAN INITIATE A SLIDE, BY PRESSING DOWN + JUMP WHILE IN THE AIR.

THIS WILL IMMEDIATLY INTERRUPT YOUR CURRENT JUMP AND WILL MAKE YOU MOVE REALLY FAST.

AS SOON AS YOU HIT THE GROUND.

IF YOU TIME IT CORRECTLY, YOU CAN CARRY YOUR MOMENTUM FROM A SLIDE INTO JUMP

USE YOUR SLIDE, IF YOU WANT TO TRAVERSE A LEVEL QUICKLY/WANT TO ATTEMPT VERY LONG JUMPS

SLIDING IS NOT NECCESSARY TO PLAY THIS GAME. IT'S PURELY THERE FOR PEOPLE WHO ARE SEEKING TO ADD AN ADDITIONAL CHALLENGE TO THEIR EXPERIENCE