

# TOWERROLLING



A game by Davioware & Quazi

## Main Menu



Upon starting the game, you will be greeted with the main menu screen which presents multiple options.

Use the -Left- and -Right- keys to move the selector, and the -Jump- key to select an option, You can alternatively navigate this screen using the mouse and left clicks.

## Settings

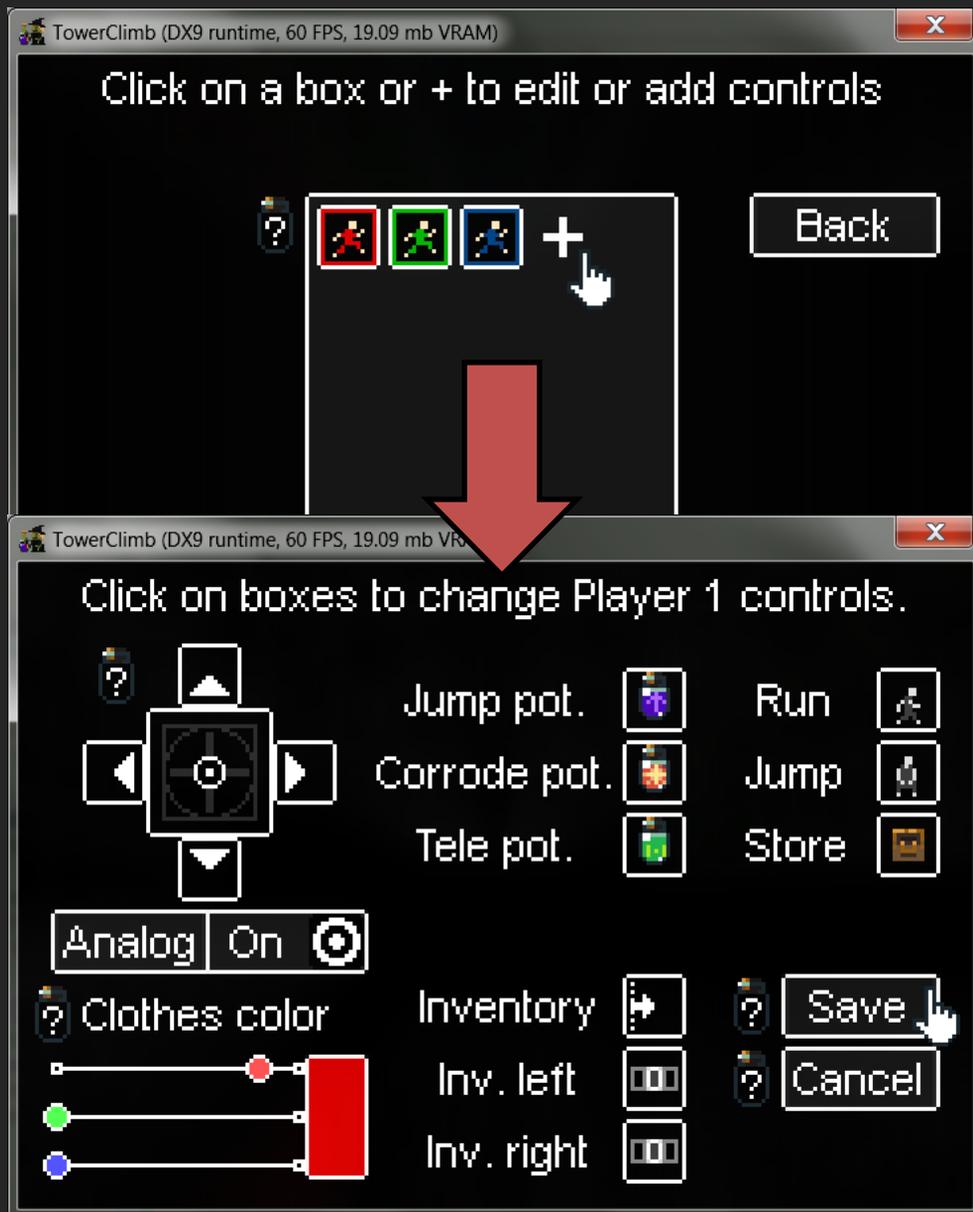


The settings menu is where you can adjust all the games options for display/control/graphics/multiplayer. For a detailed description of each option click on the (?) jar icons.

(Certain options will enable/disable/block out others, as well as modify the available resolution choices, as compatibilities with the settings and or resolutions must be met)

This screen must be navigated using the mouse and left clicks.

## Controls



Custom controls (and gamepads) can be set through the controls section of the settings menu. Clicking on one of the “men” icons will allow you to edit that player's controls, and clicking the “+” will allow you to add a new player's control setup. Again, clicking the (?) jar icons will give you more info.

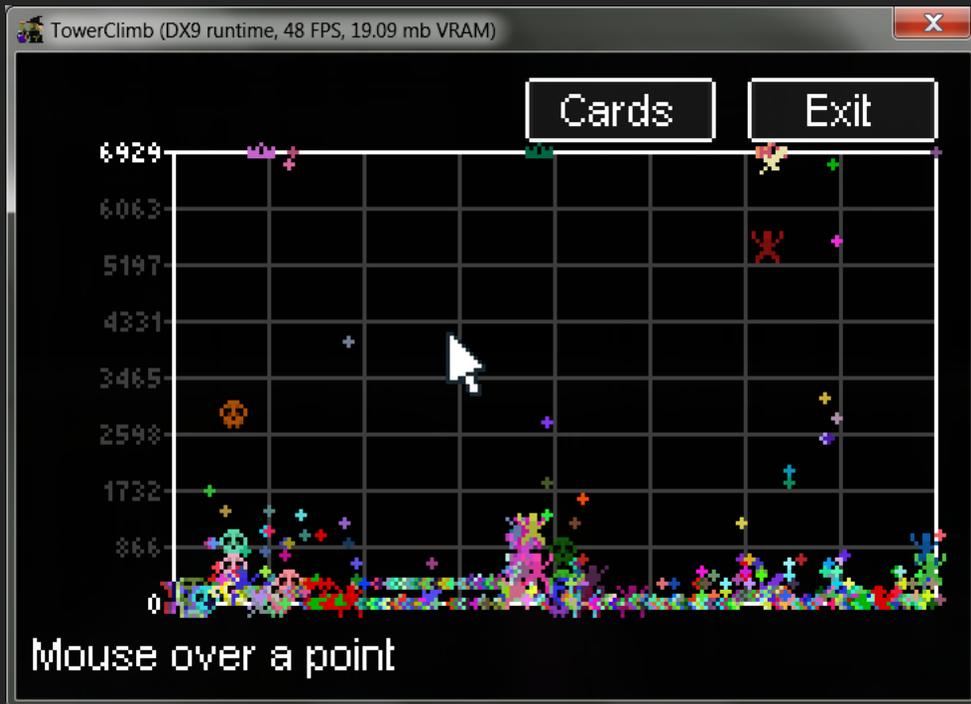
The editor will guide you through the process.

## Recommended Keyboard Controls

When you set up your controls, these are the defaults recommended for a QWERTY keyboard.

<i>Left :</i>	<b>-Left arrow-</b>
<i>Right :</i>	<b>-Right arrow-</b>
<i>Up :</i>	<b>-Up arrow-</b>
<i>Down :</i>	<b>-Down arrow-</b>
<i>Jump :</i>	<b>-X-</b>
<i>Run :</i>	<b>-Shift-</b>
<i>Jump potion :</i>	<b>-A-</b>
<i>Corrode potion :</i>	<b>-S-</b>
<i>Teleport potion :</i>	<b>-D-</b>
<i>Cycle right :</i>	<b>-Ctrl-</b>
<i>Cycle left :</i>	<b>-Space-</b>
<i>Store / Retrieve :</i>	<b>-C-</b>
<i>Open inventory :</i>	<b>-W-</b>

## Log – Graph



In the Log you may view all your past deaths playing the game. You can also access the “Cards” section of the log, which is covered on the next page.

Each dot represents the climber who died, how high they got, and the colour of his clothes. Selecting the dot will give you more information on the climber, such as their name, how high they got exactly, the way they died, and a screenshot of the death itself. You can navigate using the mouse+LMB, zoom in with the wheel, and scroll by click dragging with the mouse wheel.

## Log – Cards



The “Cards” section of the log is where you can view all the different unique “Death Cards” you’ve acquired by playing. There’s a lot of ways to die, and a ton of brutal close ups! Cards are only revealed once you’ve died a certain way.

Some cards are more difficult than others to acquire, and it can take a lot of searching to “die” every single way. It’s cool to view how many times/% you’ve succumb to various hazards, and the gold/silver/bronze ribbons on cards denote the ones you’ve died the 1<sup>st</sup>/2<sup>nd</sup>/3<sup>rd</sup> most to.

## New Game



Before you start your adventure, you must choose who will undertake it! Additionally, if you find any items lying around, placing them in the light will change the game mode.

Move the players around with -Run-, -Up-, -Down-, -Left- and -Right-. Each climber is controlled by one of the set up control schemes. Move them into the light to start the game with all the illuminated players. TowerClimb supports up to 25 simultaneous players. You may start the game with any or all of them.



## Walking

Don't forget!

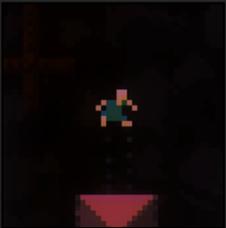
Use the -Left- and -Right- keys to walk.



## Running

Running is faster than walking

Hold the -Run- key while walking to run.



## Jumping

An essential action.

Press the -Jump- key while on the ground.

*Jump height is reduced while running, but running jumps will move you farther horizontally.*



## Climbing

All walls are climbable when close to them.

Hold -Up- or -Down- while also holding in the direction of a wall to climb it. -Jump- can be held to maintain your current position on the wall, otherwise you'll slide!



## Jump potions

Jump potions will allow you to do mid air jumps.

-Jump potion- key to drink one.

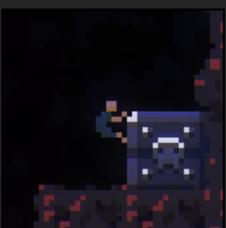
*You can drink more than one at a time, the effect will stack.*



## Jumper's Aura

When filled with Jumper's aura, mid air jumps are possible.

Press -Jump- while in the air to use this ability.



## Ledges

Ledges are grabbed simply by moving close enough.

-Jump- can be pressed while holding a ledge to climb up quickly.





## Climbing

Most ceiling surfaces can be grabbed while close enough. Hold **-Up-** while touching a ceiling to hold on, use the **-Left-** and **-Right-** keys to move while holding the ceiling.



## Items

Some items can be picked up.

Press **-Run-** while over an item to pick it up.



## Items

Items can also be thrown in multiple directions

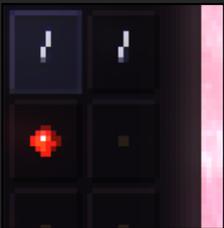
Release **-Run-** while holding an item to throw it in whichever direction was being held.



## Items

Items can be placed in, and retrieved from, the Inventory.

While holding an item, press the **-Store-** key to store/retrieve.



## Items

The current item slot in the inventory can be cycled.

Press the **-Cycle right-** or **-Cycle left-** keys to cycle slots.

*You can press **-Open inventory-** to open and view the inventory (shared in multiplayer).*



## Corrode Potions

Corrode potions can be thrown in multiple directions.

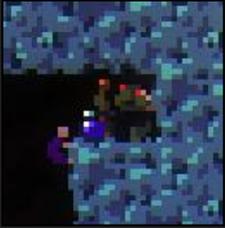
Press the **-Corrode potion-** key to throw a corrode potion in whichever direction was being held.



## Teleport Potions

Teleport potions allow you to freeze midair and teleport.  
Press and Hold -Teleport potion- to drink a teleport potion.

Move the teleportation reticule with the movement keys,  
Release -Teleport potion- to teleport.



## Witch's Shop

You will happen upon these mysterious shopkeepers.  
Press the Action Key (-Up- key) to speak with her.



## Menus / Shops

Items and Actions can be selected and purchased/chosen.  
Use -Up- and -Down- to navigate these menus, and -Jump- to select an item from the list. Move left or right to exit the menu.



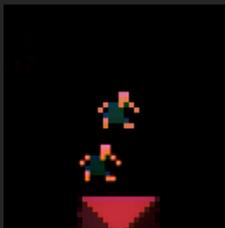
## Doors

Climb higher through the tower.  
Press the Action Key (-Up- key) to open them.



## Swords & Other Items

Some items are used in unique ways, swords for example swing when the -Jump- key is held for a period  
Try experimenting with throwing items and various inputs.



## Precision Jumping

Holding the jump key will allow you to vary jump height precisely through the amount of time the jump key is held.  
Always on as of V1.2.

# TOWEROLINE

