



Welcome to the Empress of Gold game manual.
This document will cover how to play the early access version of the game.

For best results, play the game in full screen mode.

Controls:

A,D = move left & right

W,S = climb up & down / drop down from holding an edge 

Space = jump

Ctrl & Mouse 1 = use sword

Alt & Mouse 2 = throw shuriken (infinite)



H = hide extras

C = temporary block

Esc = access menu

When you start playing, you will notice various transparent cubes and rectangles (extras).

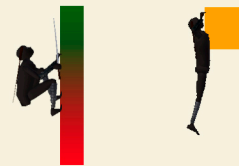
Here's what they mean;

Small green cubes - Enemy soldier way-point.

Large green cubes - End of level indicator.

Orange - Edge of wall indicator.

Red/green - Wall climb indicator.



These can be hidden, or visible by pressing 'H'.

Along the way, there are health prayers to pick up, and keys to unlock level sections. There is a level code system implemented.

Every cut-scene will reveal the code. For example, 90430.

The main menu:

Begin – Start a new game.

Load – Load a level using a code.

Quit – Exits the game.

Tips, and glitches:

If the player gets stuck in the ground, try crouching and then standing back up.

Or run into the nearest object to get out of the floor.

The large snake doesn't take damage. Kill the guard behind the snake to win.

