CONTROLS

- Swipe up on your device to Jump
- Swipe Down on your device to Slide
  - Sliding also allows you to bash through the bashable objects
- DoubleTap on the screen to punch through bashable objects

TIPS

- Each level is 100 seconds long
- Money items are worth more as you go on
- Each level has a distance multiplier which makes your distance score increase at a faster rate as you get farther
- In the About screen, if you click the logo on the left you can type in promo codes for free stuff!
  - Try out SAVPLZ89 for free continues!
- There IS a finish, if you finish the game you can get achievements AND you get a bonus

MONEY

Points	Worth
	1
	2
	3
	4
	5
	6
	7

	8
	9
	10
	11
	12
	13
	14
	15
	20

UPGRADES

	Invincible and speed up for X amount of time	time increases by 2 seconds each time you upgrade
	Invincible for X amount of time or until hit by an enemy	time increases by 2 seconds each time you upgrade
	Money is worth 2x for X amount of time (you are vulnerable to damage still)	time increases by 2 seconds each time you upgrade
	Increased the frequency that power ups spawn in game	Spawns 3-5 seconds faster per upgrade
	A continue, SAVE ME, you will go back into the game right where you died	You are able to purchase this if you have 0 SaveMe's on the gameover screen

CHARACTERS

	Default Speed	X1 Cash
	Slower Speed	X1Cash
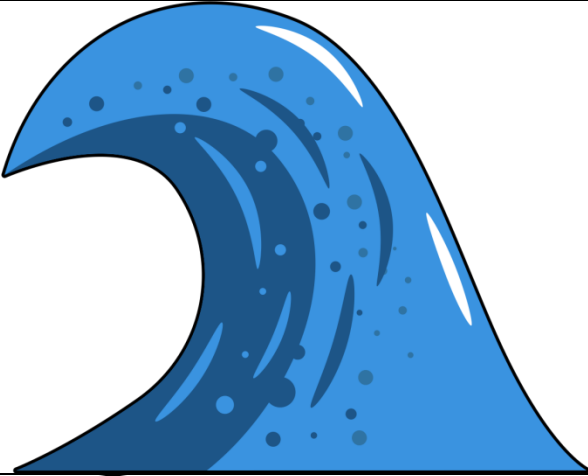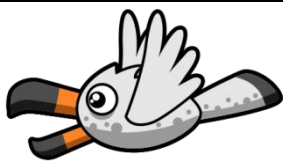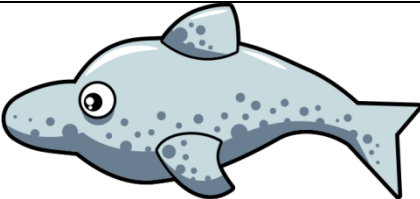
	Default Speed	X1.5 Cash
	Faster Speed	X2.5 Cash
	Fast Speed	X3 Cash
	Slowest Speed	X2 Cash
	Fastest Speed	X4 Cash

LEVELS AND ENEMIES
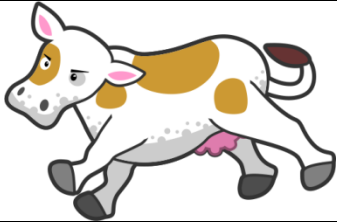
Level 01	Land Background	Land platform		01 Land Music
Increments: 1	Lvl Speed: Default			
Spawn grass1, 2, and 3 in background	Remember platform for level 2 is higher, so the runner has to be thrown up into the sky when switches to level 2 (level 2 autojump in Runner actor)			Points for level: Pennies (x1), Quarters (x2)
Obstacle	**Movement**	**Image**		**How to dodge**
Car	Horizontal			Jump Over
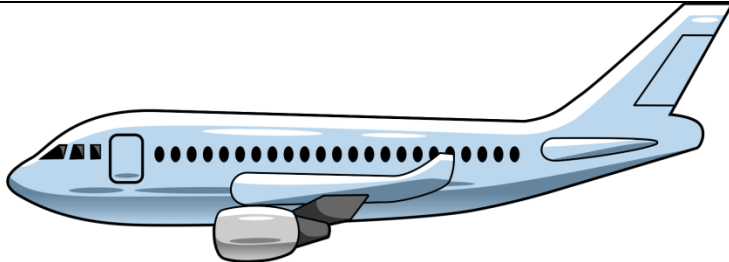
Tall rotting tree	Horizontal		Bash
Cloud	Horizontal (heights are random jump or duck)		Jump, slide, bash
tree	Horizontal		Jump

Level 02	Sea Background	Sea platform		02 Sea Music
Increments: 2	Lvl Speed: faster than lv 1			
Spawn bridge pillar in background too	Remember platform for level 2 is higher, so the runner has to be thrown up into the sky when switches to level 2 (level 2 autojump in Runner actor)			Points for level: Gold Coin (x3), Dollar Bill (x4)
Obstacle	**Movement**	**Image**		**How to dodge**
Fish	Jumps out of ocean straight into you			Bash
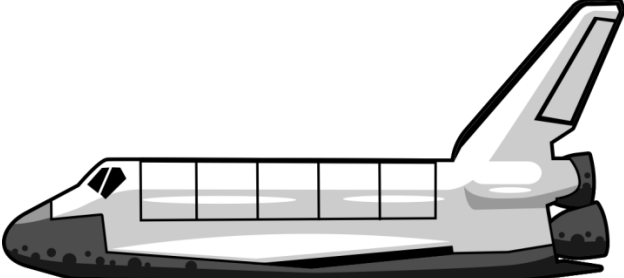
Wave	Builds up and grows, then speeds up and crashes down		Jump
Cloud	Horizontal (heights are random jump or duck)		Jump, slide, bash
Seagull	Horizontal (heights are random jump or duck)		Jump or slide
Dolphin	Jumps out of ocean over you and you will have to duck under it		Slide
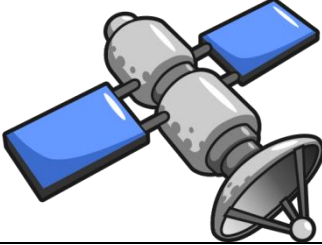
Level 03	Storm Background	Storm cloud platform		03 storm Music
Increments: 3	Lvl Speed: faster than lv2			
Spawn lightning flashes in background				Points for level: Checks (x5), Stacks (x6)
Obstacle	**Movement**	**Image**		**How to dodge**
hail	Falls from sky at you			Bash

Cow	Horizontal and rotating (heights are random jump or duck)		Jump or slide
Cloud	Horizontal (heights are random jump or duck)		Jump, slide, bash
lightning	Flashes once, flashes twice (closer to you), flashes again, then flies at you after slight delay (heights are random)		Jump or slide
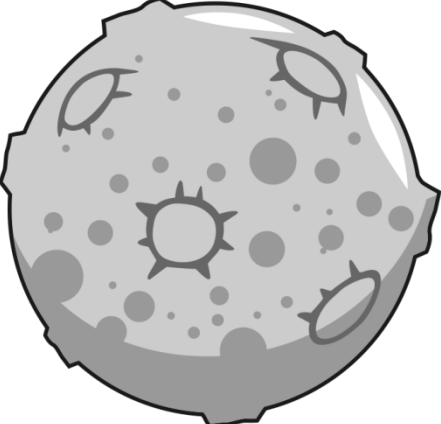
Level 04	Sky Background	Sky cloud platform		sky Music (not sure what called, see old GS to match)
Increments: 4	Lvl Speed: faster than lv3			
				Points for level: Stacks (x6), Sacks (x7)
Obstacle	**Movement**	**Image**		**How to dodge**
Plane	Horizontal (heights are random jump or duck)			Jump or slide
Cloud	Horizontal (heights are random jump or duck)			Jump, slide, bash
Seagull	Horizontal (heights are random jump or duck)			Jump or slide
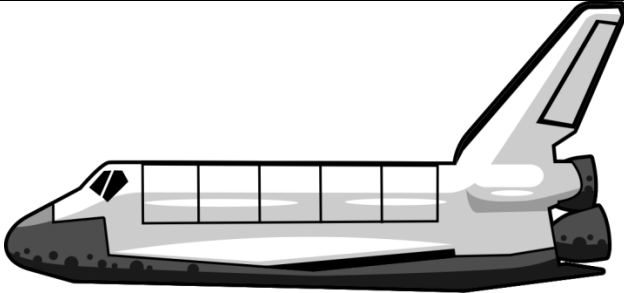
Helicopter	Goes up and down then back up, then flies at you and you have to duck under it		Slide
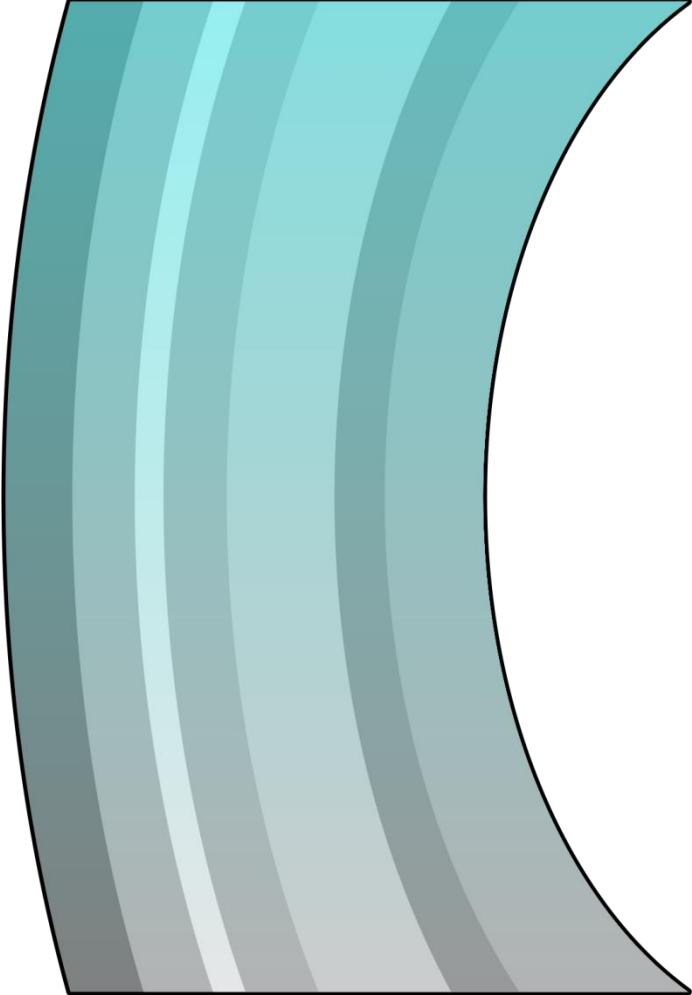
Level 05	Atmosphere Background	Atmosphere platform		Atmosphere music (see old file to match up)
Increments: 5	Lvl Speed: faster than lv4			
Spawn asteroids in background				Points for level: Sacks (x7), Case (x8)
Obstacle	**Movement**	**Image**		**How to dodge**
Tall space trash	Horizontal			Bash
Space shuttle	Horizontal (heights are random jump or duck)			Jump or slide

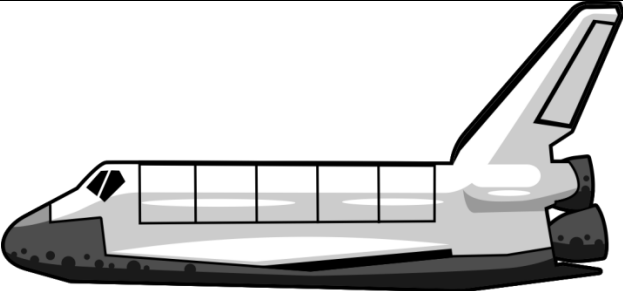| Cloud	Horizontal (heights are random jump or duck)		Jump, slide, bash
satellite	Horizontal (heights are random jump or duck)		Jump or slide
Comet	Horizontal (heights are random jump or duck)		Jump or slide
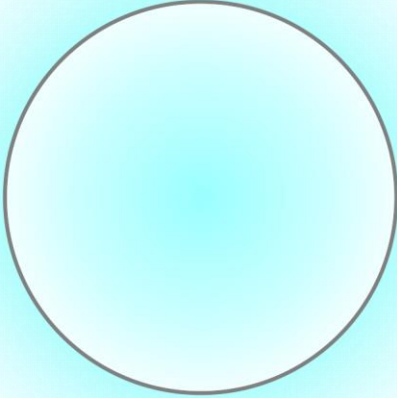
Level 06	Planet1 Background	Planet1 platform		06 Planet1 Music
Increments: 6	Lvl Speed: faster than lv5			
Spawn asteroids in background				Points for level: Suitcase (x8), Silver Bar (x9)
Obstacle	**Movement**	**Image**		**How to dodge**
Space shuttle	Horizontal (heights are random jump or duck)			Jump or slide
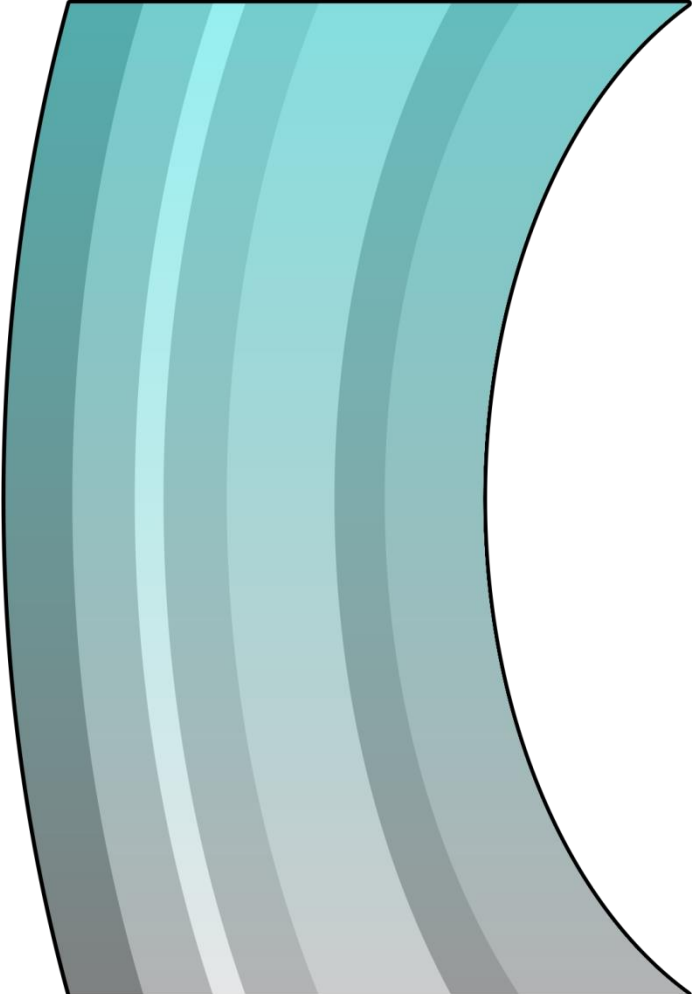
Tall cracked asteroid	Horizontal		Bash
Moon	Horizontal (heights are random jump or duck)		Jump or slide
Comet	Horizontal (heights are random jump or duck)		Jump or slide
Alien	Alien falls from sky, when it hits the platform it shoots out the alien beam, then moves towards you		Jump Over the beam
Jump over or bash the alien
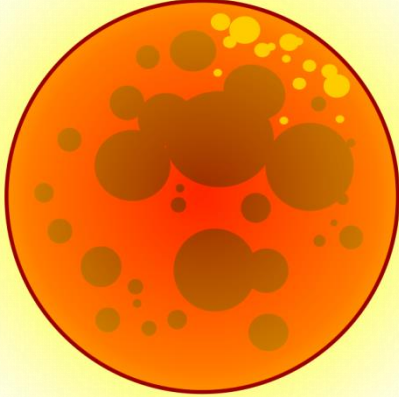
Level 07	Planet 2 Background	Planet 2 platform		07 Planet 2 Music
Increments: 7	Lvl Speed: faster than lv6			
Spawn asteroids in background				Points for level: Silver Bar (x9), Gold Bar (x10)
Obstacle	**Movement**	**Image**		**How to dodge**
Space shuttle	Horizontal (heights are random jump or duck)			Jump or slide
Tall cracked asteroid	Horizontal			Bash
hail	Falls from sky at you			Bash
Comet	Horizontal (heights are random jump or duck)			Jump or slide

| Alien | Alien falls from sky, when it hits the platform it shoots out the alien beam, then moves towards you | | Jump Over the beam
Jump over or bash the alien |
| Saturns Rings | Horizontal | | Bash |

Level 08	Galaxy Background	Galaxy platform		08 Galaxy Music
Increments: 8	Lvl Speed: faster than lv7			
				Points for level: Gold Bar (x10), Diamond (x11)
Obstacle	**Movement**	**Image**		**How to dodge**

Star	Horizontal (heights are random jump or duck)		Jump or slide
Tall cracked asteroid	Horizontal		Bash
hail	Falls from sky at you		Bash
Comet	Horizontal (heights are random jump or duck)		Jump or slide

Meteor	Meteor falls from sky, when it hits the platform it goes through the platform and off screen, but fire is spawned (5 different fire actors) which animate and move towards you		Jump over the fire, meteor will never come near contact
Saturns Rings	Horizontal		Bash

Level 09	Red Giants Background	Red Gi platform		09 Red Giants Music
Increments: 9	Lvl Speed: faster than lvl 8			
				Points for level: Diamond (x11), Safe(x12)
Obstacle	**Movement**	**Image**		**How to dodge**
Red Giant	Horizontal (heights are random jump or duck)			Jump or slide
Tall cracked asteroid	Horizontal			Bash
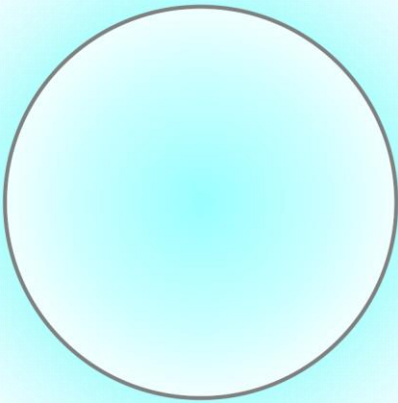
Solar Flare	Like Dolphin, spawns at bottom of the screen and shoots over your head for you to duck		Slide
Comet	Horizontal (heights are random jump or duck)		Jump or slide
Meteor	Meteor falls from sky, when it hits the platform it goes through the platform and off screen, but fire is spawned (5 different fire actors) which animate and move towards you		Jump over the fire, meteor will never come near contact

Level 10	Nebula Background	Nebula platform	10 Nebula Music
Increments: 10	Lvl Speed: faster than lvl 9		

Spawn a spinning black hole core and the lightnings as seen in the example on "to do"				Points for level: Safe (x12), Treasure (x13)

Obstacle	**Movement**	**Image**		**How to dodge**
Star	Horizontal (heights are random jump or duck)			Jump or slide
Tall cracked asteroid	Horizontal			Bash

hail	Falls from sky at you		Bash
Comet	Horizontal (heights are random jump or duck)		Jump or slide
Nebula	Horizontal, color chngs		bash
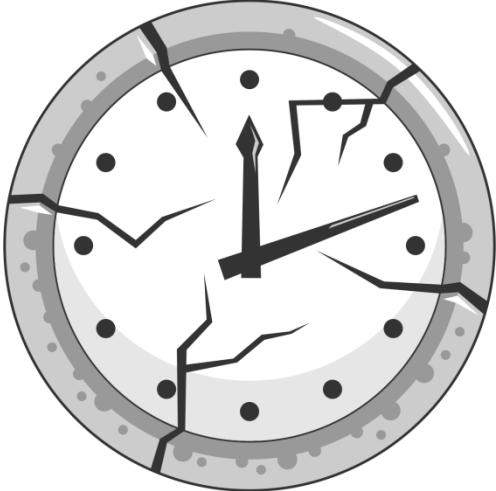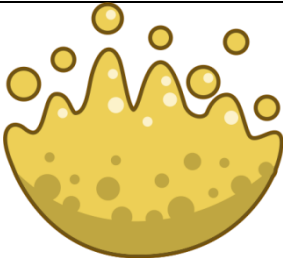
Level 11	Black Hole Background		Black Hole Music NOT YET CREATED
Increments: 11	Lvl Speed: faster than lv 10		
Spawn a spinning black hole core and the lightnings as seen in the example on "to do"			Points for level: Treasure(x13), Banks(x14)
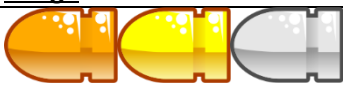
Obstacle	**Movement**	**Image**	**How to dodge**
Star	Horizontal (heights are random jump or duck)		Jump or slide
Tall cracked asteroid	Horizontal		Bash
lightning	Flashes once, flashes twice (closer to you), flashes again, then flies at you after slight delay (heights are		Jump or slide
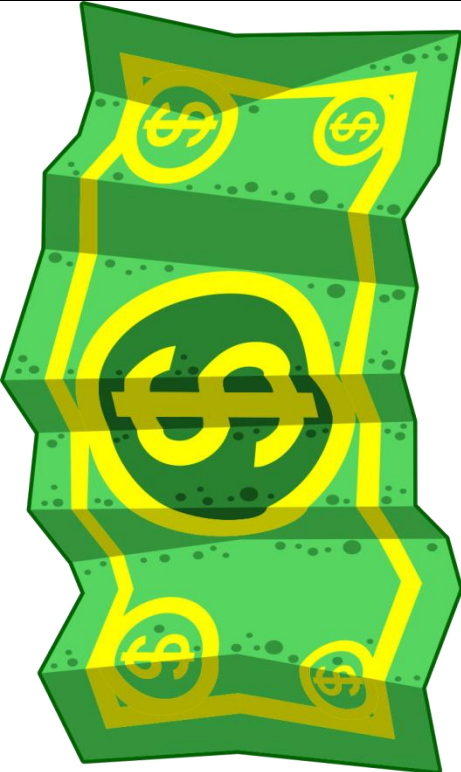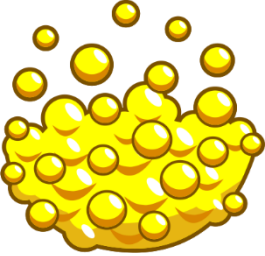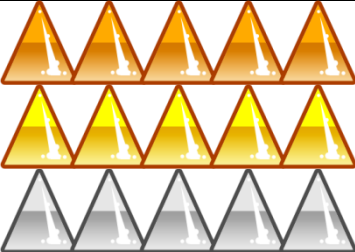
	random)		
Comet	Horizontal (heights are random jump or duck)		Jump or slide
Nebula	Horizontal, color changes		bash
Dark matter	Horizontal (heights are random jump or duck), rotates and animates		Jump or slide
Fire clocks	Horizontal (heights are random jump or duck), animates		Jump or slide

Level	Time Background	Time platform	Time Music – NOT YET

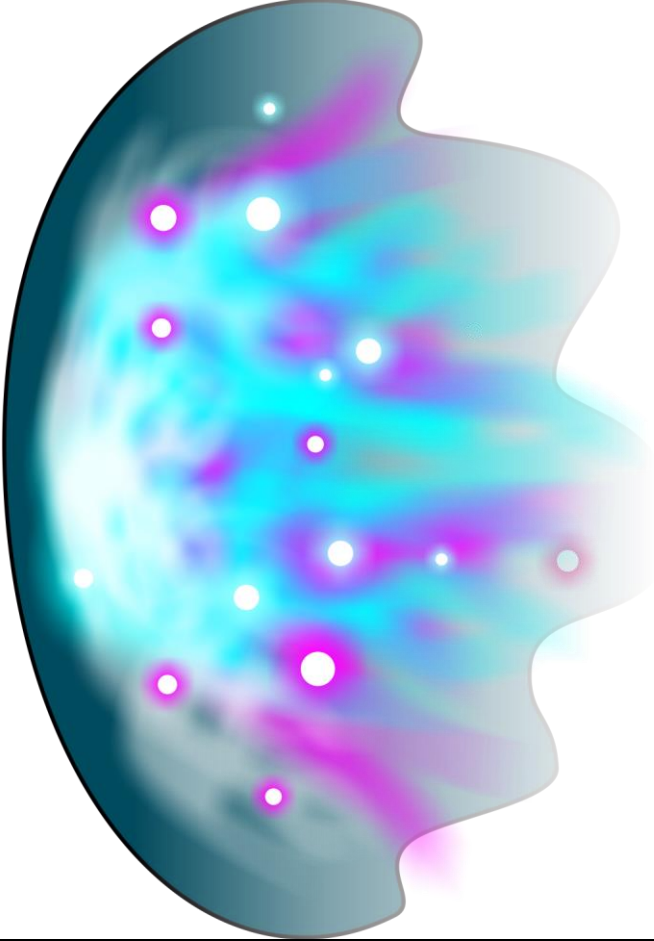| 12			CREATED
Increments: 15	Lvl Speed: faster than lvl 11		
Spawn all 10 clock hand actors having them rotate in clocks			Points for level: Watch (x15)
Obstacle	**Movement**	**Image**	**How to dodge**
Fire clocks	Horizontal (heights are random jump or duck), animates		Jump or slide
lightning	Flashes once, flashes twice (closer to you), flashes again, then flies at you after slight delay (heights are random)		Jump or slide
Meteor	Meteor falls from sky, when it hits the platform it goes through the platform and off screen, but fire is spawned (5 different fire actors) which animate and move towards you		Jump over the fire, meteor will never come near contact

Cracked Clocks	Horizontal (heights are random jump or duck)		Jump, slide, bash
Clock Hands	Horizontal (heights are random jump or duck)		Jump or slide
Falling Sand	Will fall from the sky in 3 bunches, the first and second you will slide under (the second one will be a little higher and to the right), there will then be a space and a final clump that you have to jump over		Slide under the first 2, then jump over the last

Level 13	Money Background	Money platform	Money Music NOT YET CREATED
Increments: 20	Lvl Speed: faster than lvl 12		
			Points for level: Gold Statue/trophy (x20)
Obstacle	**Movement**	**Image**	**How to dodge**
Money Bullets	Horizontal (heights are random jump or duck), colors are randomly bronze, silver, or gold		Jump or slide

Tall Money	Horizontal		Bash
Falling Coins	Will fall from the sky in 3 bunches, the first and second you will slide under (the second one will be a little higher and to the right), there will then be a space and a final clump that you have to jump over		Slide under the first 2, then jump over the last
Spikes	Horizontal, colors are randomly bronze, silver, or gold		Jump

ACHIEVEMENTS

Title	Task Display	Prize Money:
Thank You!	View the about screen	20
Vacation	Complete Earth Level	50
Calm before Storm	Complete Sea Level	100
Storm Survivor	Complete Storm Level	200
Space Man	Complete Sky Level	300
Space Expedition	Complete Atmosphere	500
Light Speed	Complete Planets 1	750

Milky Way	Complete Planets 2	1000
Big Hot Sun	Complete Galaxy Level	1500
Nebula Nightmare	Complete Red Giants	2000
Continuum	Complete Nebula Level	2500
Fourth Dimension	Complete Black Hole	3000
Bonus!	Complete Time Level	4000
Finish!	Complete the Game	5000
Upgrade!	Upgrade Any Item	100
Fully Upgraded	Fully Upgrade Any Item	1000
Total Domination	Fully Upgrade All Items	5000
Cash Out	Purchase any Character	1000
Marathon Runner	26,000 Total Distance	1000
Jumper	Jump 1000 Times	1000
Slippery	Slide 1000 Times	1000
Bulldozer	Bash 500 Obstacles	1000
Touchdown!	10,000 with footballer	5000
Weight Loss	Run 10,000 with Tito	5000
Jungle Jumper	250 Jumps with Sloth	5000
The 1%	Collect 10 Banks with CEO	5000
Penny Pincher	Collect 100 Pennies	250
Tax Return	Collect 52 Checks	250
Pirate Booty	Collect 200 Treasures	550
Jeweler	1000 Metals and Jewelry	1000
Reset!	Play 100 times	1500
Immortal	Die 1000 times	5000
Cloud Crusher	Bash 500 Clouds	1000
Dolphin Dodger	Dodge 25 Dolphins	300
Hurricane	Dodge 500 Storm Items	1000
Kamikaze	10 Deaths by Plane	1000
Time Stopper	Bash 20 Clocks	1000
Cross Country	Run 50,000	5000
Defying Physics	Run 100,000	7500
150k Away	Run 150,000	10000
200K	Run 200,000	12500
500K	Run 500,000	15000
Million Light Years	Run 1,000,000	25000
Market Man	Collect 1,000 Money	250
Salary	Collect 100,000 Money	5000
Millionaire	Collect 1,000,000 Money	25000
Frequent Finisher	Finish 10 Times	100000
Ultimate Champion	Finish with Golden Man	100000