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A Team WASD Production,

# Sappy Land

## User Manual

### Key Map

<i>Key</i>	<i>Function</i>
Left	Move Left
Right	Move Right
Up	Enter Door
M	Open Character Menu
Q, W, E, R, A, S, D, F	Action Keys (Attack/Special Attack)
Space	Jump
P	Pause
Shift	Dash

### Backstory

*On a normal day like any other, you receive an Emergency comlink message from The President of Earth. The Mad Scientist, Professor Rosseforp, has stolen the 13 Elemental Gems and is attempting to fuse them into a black hole. You rush to the briefing, but your little brother has overheard to communicate and heads in the opposite direction to stop Professor Rosseforp. But it's too late! Before you can react Rosseforp has succeeded at his plan and the world is sucked into a black hole, but not before the singularity of the black hole has merged the world with some crappy drawings your brother was carrying on him. Now, you must explore this strange world and find a way to undo what Rosseforp has done.*

## Description

Sappy Land is a 3D platformer like you've never seen! Using a revolutionary new art style reminiscent of cel-shading, Sappy Land jumps out with character and expression like no game has ever done before. With robust and challenging action/platform gameplay, hilariously memorable bosses, a host of evil forces, and almost 40 Elemental Powers, Sappy Land will have you dreaming of a sequel. Hailed as “The best thing that's happened to Game Maker since last week”, Sappy Land is poised to take the independent games scene by storm.

Seize your chance to save the world from the Evil Professor Rosseforp and his Robot Army by collecting the 13 Elemental Gems from more than a dozen diverse and rich climates and restore Earth to it's natural state. But don't stop there, thirty “Stat Potions” are scattered throughout the world waiting to make you the strongest, fastest, toughest, or smartest person on the planet! Become the Hero!

## How To Play

### Start

You begin your adventure in the village of Seattle, standing outside the President's house. First you should familiarize yourself with moving using the arrow keys and jumping with the space bar. Talk to the villagers for additional tips.

### Attacking and Abilities

When you first set out all 8 of your action keys (Q,W,E,R,A,S,D,F) perform your normal attack. As you recover each Elemental Gem it will grant you one of three powers. After you choose your ability, press the M key to open your Character Menu. Active abilities like Knockback, Blizzard and Reflection need to bound to a key. Click the ability then click the desired Action Key to assign the ability to a button. Passive abilities can be turned on or off and don't require an Action Key binding. Combo Abilities like High Jump, Dash and Wall Jump have their own unique key combinations. Check to see what they are on the Character Menu.

All abilities use mana when they're activated. Your mana will only regenerate for 30 seconds after you kill a monster, so be sure to use it wisely.

### Stat Potions

If you find one of the hidden stat potions scattered across the planet you can open the Character Menu to assign a stat point to one of your stats. **Strength** increases your damage, the more you have,

the faster things die. **Vitality** increases your maximum health and how long you remain immune after being hit; not the flashiest of Stats, but you won't regret investing in Vitality when you wade knee deep in lava and don't even blink. **Agility** makes you run faster, jump higher and swing your sword more furiously; with superhuman Agility sometimes you'll forget you're not flying. **Intelligence** increases your maximum mana, the rate you regenerate mana, and decreases your casting time; with a Blizzard in one hand and a Blaze in the other you'll be an unrelenting rain of destruction.

## **The Taxi**

If you see a Taxi sign you can stop and hail your favorite cab driver. He'll allow you to save the game or travel to another Taxi sign that you've already visited. Make sure you visit the Taxi sign before you leave the level so you don't have to find your way back.