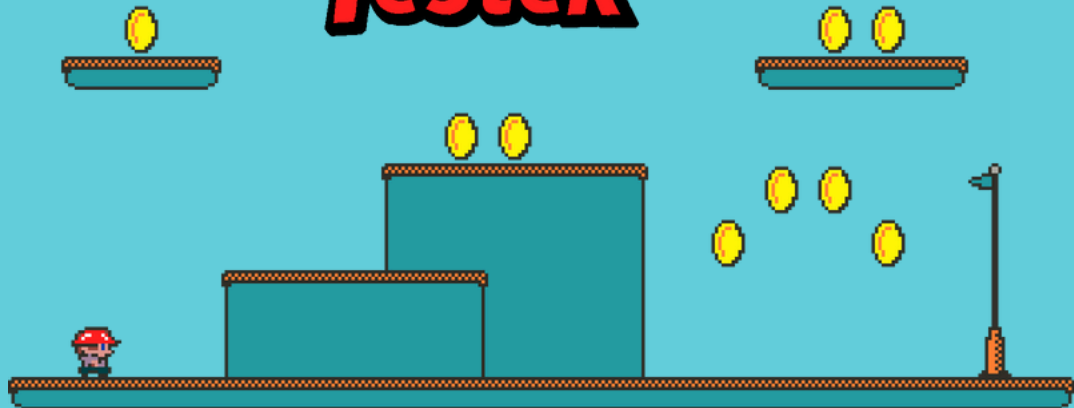


Super Beta Tester





SUPER BETA TESTER

You work as a **Beta Tester** at **Mega Industries** platform development division.

Your sole **purpose in life** is to find the optimal way through the company's platformer games.

This valuable information will be used to make their games even harder - because the harder the game is, the more the customers will **have to pay** to get to the next level.



MAIN MENU

TUTORIAL - There are 5 introduction levels available in the main menu.

PLAY GAME - Start the main game levels

YOUR LEVELS - Your own levels

SCOREBOARDS - The global scoreboard for the main game levels

EDITOR - Open up the in-game editor



Level selection screen



CRANK

Unfold the crank to get into **Crank-mode** and playback in **any speed**.



HOW THE GAME WORKS

Control the player by placing **Action-blocks**.

Place them by **holding B** and pressing one of the **D-pad** directions. (**Cycle** to get to the next block in the selected direction)

Remove block by pressing **B**.

Press **A** to toggle between **Edit mode** and **Run mode**.

! Tip! **Hold A** to fast forward

FAST FORWARD

To speed up playback on long levels you can **hold A** to fast forward thru the level.

FUTURE STARTPOINTS

When fast-forward isn't enough you can use **future startpoints**.

Place the selector on an action block and **hold B and press A** to set a indicator.

Start playback and the game will start from that point.



Future startpoints

ACTION-BLOCKS

The **square bottom** shaped blocks **only** work **from the ground**.



Walk Right - walk at set speed
(*walk-speed to the right = 2*)



Walk Left - walk at set speed
(*walk-speed to the left = 2*)



Jump - low jump upwards
(*jump-speed = 3.5*)



High jump - high jump upwards
(*jump-speed = 5*)



Nudge right - small change
(*speed to the right +1*)



Nudge left - small change
(*speed to the left +1*)



Nudge up - small change
(*upward speed +1*)



Nudge down - small change
(*downward speed +1*)



Pause - slow down
(*speed/2*)

SCORING

COINS - Each coin gives you **100p**

ENEMIES - Each eliminated enemy is **50p**

ACTION BLOCKS - Each block costs **-5p**

END FLAG - Each pixel up on the flagpole is **1p**

TIME - Each second you lose **-1p**

You get **1 star** for reaching the flag.

2 and 3 stars are based on each level's settings.

The global **leaderboard** is based on the sum of all **total scores** in the current game.



! Tip! You can place square bottom actions on edges.

TUTORIAL LEVELS

Jump - Place a JUMP-action by pressing **B and UP** below the left arrow. You could also place a JUMP-action **before the flag** to get even **more points**.

High jump - Use a JUMP-block to get past the HIGH JUMP (Press B and UP twice). Turn back with a LEFT-block and pick the coin on the platform.

Pause - Reach the top most coin by making a HIGH JUMP and use the PAUSE to slow down in the air.

Nudge - The NUDGE-blocks change your speed in the air. Try to steer the player to the left side of the gap.

Enemies - Stomp enemies on the head and they disappear.

Spikes - Avoid the spikes and the cactus.

Coin-up - Try to hit the coin-ups as many times as you could.



To **select** a menu option press button **A**.

The **multi-choice** for **actions** is **changed** with **A** and **selected** by pressing **B**.

MENU

main menu - to go to main menu

actions >

- clear - **clear all** action blocks
- load - **load** stored **actions** (if any)
- save - **save** current placement of **actions**
- lastrun - load your **last** run **actions**
- hiscore - **load hiscore** actions (if any)
- gif - save a **gif-image** with current actions

(stored in *Data/tv.osterberg.beta/images/*)

save & edit* - save actions and go to editor

** Option only available if you come from the **editor***

THE EDITOR

Super Beta Tester includes a complete level editor.

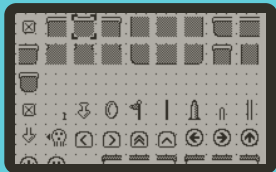
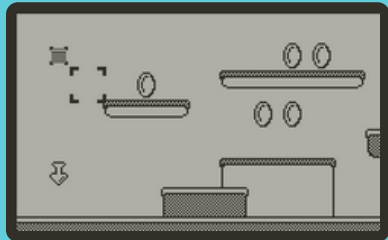
A level consists of 3 layers.

Background - only for looks

Tiles - always blocking

Objects - everything else, like coins, enemies, flag, start, spikes and passable platforms.

A level needs to have a start, a flag, a filename and at least one coin.



Tile selection




Start position



Pickable **coin**



Enemy

 *Enemy blocker makes enemies turn around*



Block tile

Block action placement

THE EDITOR - KEYS

Press **B** to access the **tile selection** page.

Long press B to switch to the **Remove** tile.

Hold B and press **UP** or **DOWN** to switch between layers.

By holding **B** and pressing **LEFT** and **RIGHT** you can select **next/previous** tile.

Press **B** and **A** to reach **additional settings**.

THE EDITOR - TILE EDITOR

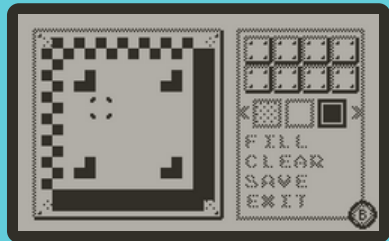
To access the Tile Editor, **hold A-button** for one second in the **Tile selector**.

Draw using the **A-button**.

Hold B-button to access the right panel. Select color with **LEFT/RIGHT** and select Action with **UP/DOWN**.

To reset a tile, **hold the B-button** for one second in the **Tile selector**.

You can modify most tiles, but not add new tiles.
Modified tiles are only **saved** in the **level file**.



Hold B to access the right side.



To **select** a menu option press button **A**.

The **multi-choice** for **file** is **changed** with **A** and **selected** by pressing **B**.

THE EDITOR - MENU

main menu - to go to main menu

file >

- new - starts a new level
- load - go to loading screen
- save - save current level

save & run - save level and go to game

When you go **from game, to** the **editor**, your actions are **automatically saved**, but when you return to the game you have to **manually load** the actions via the menu (actions - load).

THE EDITOR - SAVE

To save your level, press the menu-button and select **save & run** or **file - save**.

The **SETTINGS** for each level is

Filename - Set the name of the level file

Width - Set the width of the level

Star 2 - Score needed for 2 stars

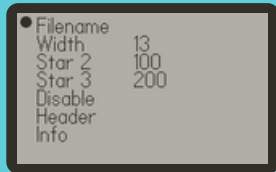
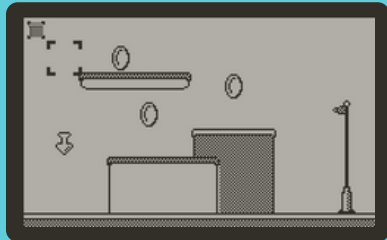
Star 3 - Score needed for 3 stars

Disable - Write ids (1-9) of action blocks to disable them

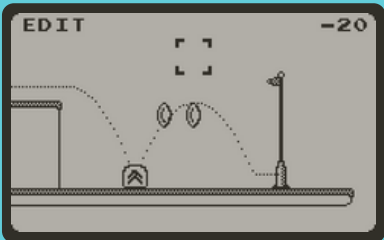
Name - Name of level

Info - Description of level

Panlock - Prevents panning on levels of width 13



Settings page (press B+A)



THE EDITOR - SHARING

If you want to share your level you can find them in the folder:

[Data/tv.osterberg.beta/courses/](https://data.tv.osterberg.beta/courses/)

Feel free to visit the official Discord for Super Beta Tester and share your level there.

<https://discord.gg/mBV2RAVaXs>

If you want to contribute to a new expansion of levels, feel free to send your level to

beta@osterberg.tv.



Super Beta Tester
(playdate)

Discord channel

SETTINGS

Game settings

Disable tutorial - Opens up the game without completing tutorial levels.

Autoload last run - Automatically load the last run when starting game.

Swap keys - Swaps A and B in the game.

Tracking - Show tracking points behind player

Editor settings

Show all tiles - Shows all available tiles in the editor.

General settings

Sound - Select sound off, only sound effects or all sounds (including music).

Show score in list - Replace starts in level-list with actual score.

Reset score - Resets all scores.

Reset actions - Resets all stores actions.

CHANGE-LOG

1.0 First public release - July 2024

- Complete game with 30 levels

1.1 Fix for scoreboards - July 2024

- Fix for updating scoreboards correctly

1.2 New levels and blocks - August 2024

- 3 new level packs from Ogremor
- Added coin-ups
- Spikes added
- Multiple new tiles and background-tiles

1.3 Tile editor and future startpoints - September 2024

- Tile editor
- Future startpoints
- Settings menu

CREDITS AND CONTACT

Coding and idea by Erik Österberg

Music and sound by Murray Mackay.

Extra levels by Ogramor

You can reach me at the official discord at
<https://discord.gg/mBV2RAVaXs>
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