



VERSION 1.0.1 // ENGLISH

SKYBREAK PROTOCOL

GAME MANUAL

Ascent, controls, systems, levels, and cheat codes



Skybreak Protocol is a vertical cyberpunk arcade game. Each of the fourteen levels is a complete 15-floor ascent with its own scenery, music, and difficulty. Break platforms, disable drones, and reach the transmission tower.

GOAL

Reach level 14

START

3 lives

LEVELS

14 sectors

STORAGE

Local high score and settings

QUICK START



- 01 Select START ASCENT.
- 02 Move left or right below a damaged platform.
- 03 Jump and strike the platform from below.
- 04 Avoid drones or attack them with PICK.
- 05 After completing a level, upgrade ice-pick power or style.
- 06 Then start the newly unlocked next level.

MISSION

Skybreak Protocol is a vertical cyberpunk arcade game. Each of the fourteen levels is a complete 15-floor ascent with its own scenery, music, and difficulty. Break platforms, disable drones, and reach the transmission tower.

01 // ASCEND

Move left or right below a damaged platform. Jump and strike the platform from below.

02 // SURVIVE

Avoid drones or attack them with PICK.

03 // UPGRADE

After completing a level, upgrade ice-pick power or style.

MENU AND SYSTEM BUTTONS

START / TRY AGAIN

Starts a new run; choose an unlocked start level first.

CHANGELOG

Opens the changes for the current version.

DEUTSCH / ENGLISH

Switches the language of the game page.

POWER / STYLE

Selects the displayed next power or style level after a completed level.

RESUME / WEITER

Continues a paused game.

VIEW / ANSEHEN

Opens an available update; X dismisses the notice.

GOT IT / VERSTANDEN

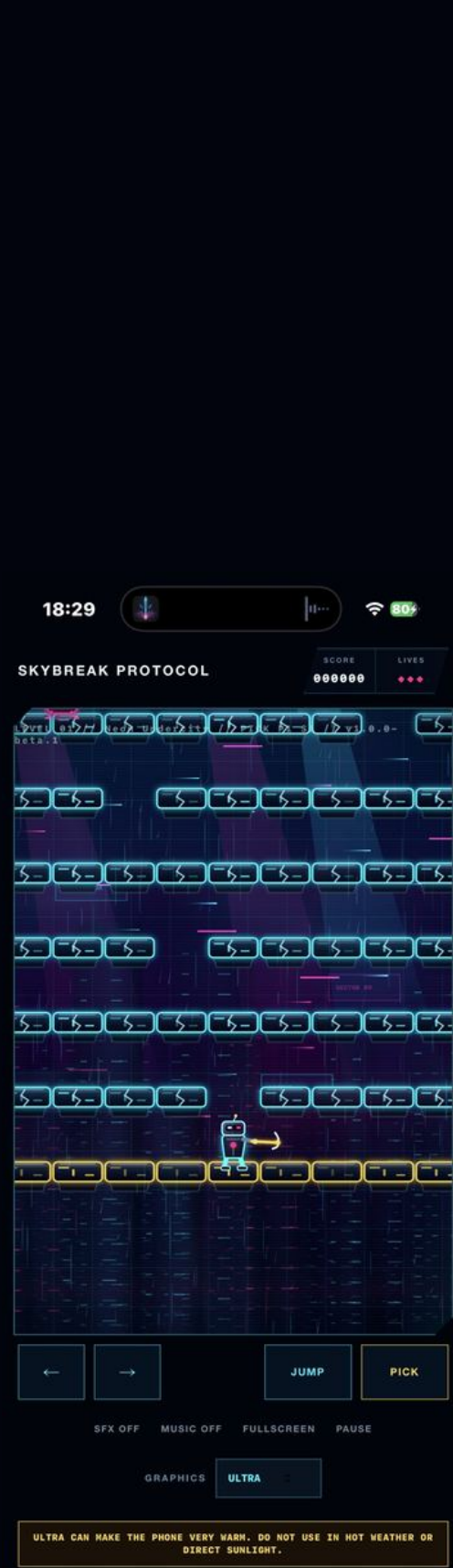
Closes the iPhone app-mode notice.

RESET LOCAL PROFILE

Deletes all local progress, unlocks, record, and settings. RESET KEYS only restores the key assignments.

CONTROLS AND BUTTONS

The mobile controls are visible in the screenshot on the left. Keyboard and touch trigger the same actions.



← / →

Move

Default A/D, configurable on desktop. Hold the touch button.

JUMP

Jump

Default Space, configurable on desktop. Strike platforms from below.

PICK

Ice pick

Default X, configurable on desktop. Attack drones and damaged modules.

SFX

Sound effects

Switch sound effects independently from music.

MUSIC

Music

Switch the soundtrack independently from SFX.

FPS ON/OFF

Performance display

Shows or hides local FPS and frame time. Desktop also shows CPU values.

FULLSCREEN

Fullscreen

Enter fullscreen; on iPhone, APP MODE explains installation.

PAUSE

Pause

Pause or resume the game. Keyboard: P or Esc.

CONTROLS AND BUTTONS

Start menu settings and desktop tools are described below.

GRAPHICS

Graphics

Select Low, Medium, High, or Ultra. Graphics, resolution, frame-rate limit, and Showcase are grouped in the start menu directly above the local-profile reset.

RESOLUTION

Resolution

iPhone 17 Pro: Ultra reaches 60 FPS at 1080p. 4K Ultra is not a 60 FPS mobile mode.

FRAME RATE LIMIT

Frame rate limit

Choose 60 FPS, up to 120 FPS, or Unlimited. Higher frame rates increase load and power use.

SHOWCASE

Desktop benchmark

Starts a 30-second showcase with an autonomous climbing robot, block destruction, and high effect budgets. The result remains entirely local.

DIFFICULTY

Difficulty

Located directly next to the start-level choice. Select Easy, Medium, or Hard; the choice carries into the next level.

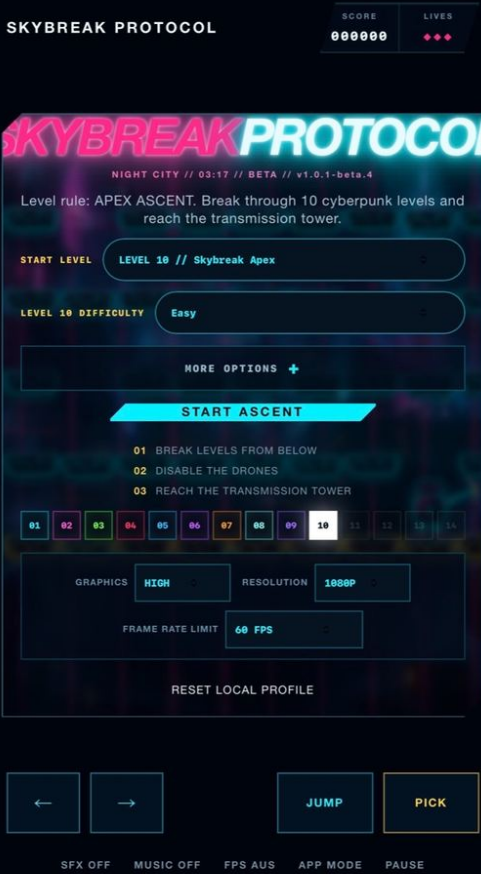
KEY BINDINGS

Desktop keys

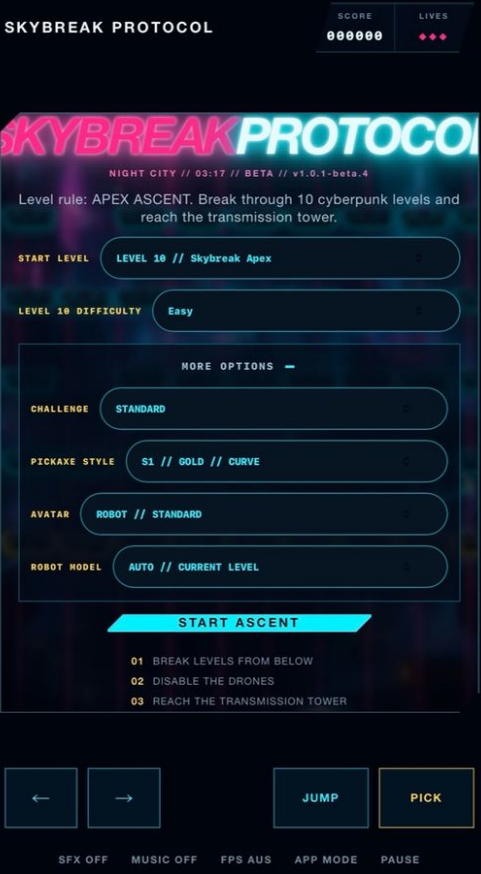
Select an action and press a new key. Reset restores A, D, SPACE, and X.

COMPACT MOBILE START MENU

The first two selectors remain visible immediately. Challenge and cosmetic choices are grouped under MORE OPTIONS; the local profile reset remains available at the end of the start menu.



COMPACT VIEW



EXPANDED OPTIONS

GAME SYSTEMS

PLATFORMS

Alongside stable and fragile modules, there are moving, icy, phase, and rift platforms. Phase blocks support the robot only while active and are marked PHASE 01 through PHASE 14: four on Easy, eight on Medium, twelve on Hard, always on separate floors. Moving routes: four, six, or eight.

ENEMIES & HAZARDS

Easy uses four patrols and one guardian in every level, Medium five patrols and two guardians, and Hard six patrols and two guardians. Shots, bombs, and walkway hazards depend only on difficulty. Only one guardian per encounter throws bombs.

CHESTS & SHIELD

Chests offer seven selectable rewards. Easy: five fixed chests. Medium: four fixed plus two roaming bonus chests after 40 percent height. Hard: two fixed plus one roaming bonus chest after 60 percent. Roaming chests grant enhanced rewards. Shield: 8 seconds and 3 hits on Easy, 6 seconds and 2 hits on Medium, 4 seconds and 1 hit on Hard.

WALLS & DOUBLE DECKS

Destructible vertical walls extend the route: two on Easy, four on Medium, and six on Hard. Double decks are distributed through the ascent; break the lower deck first, then use a second jump to break the upper deck.

OBJECTIVES & ICE PICK

Two energy cells or access switches must be activated before the level goal. Their shape visibly matches the level while their function stays the same. The ice pick dissolves enemy projectiles and breaks shields. A first hit freezes a normal enemy; the next disables it. From power 4, it briefly creates an ice bridge.

GUARDIANS & LEVELS

Each level has 15 floors, a unique fair route blueprint, scenery, boss arena, and ice-pick base model. Movement, shots, and hazards use the same values across all levels within one difficulty. The next upgrade preview follows a win.

COMPLETION & VICTORY

After every level goal, the robot shows SKYBREAK DANCE for five seconds before the upgrade or finale. The cosmetic bikini avatar instead shows a level-specific look presentation. After level 14, the tower activates; cheat runs do not change the record.

LEVELS 1 TO 5

01**Neon Undercity**

Cyan-magenta depths with service shafts, pipes, rain, and fast maglev traffic.

02**Chrome Bazaar**

Pink-mint chrome market with floating lanterns, stalls, and animated advertising.

03**Toxic Transit**

Toxic-green tunnel with structural ribs, moving train windows, and rising gas bubbles.

04**Crimson Firewall**

Red-orange security zone with pulsing data walls, firewall columns, and flying embers.

05**Azure Data Sea**

Deep-blue data sea with layered waves, bubbles, and luminous data jellyfish.

LEVELS 6 TO 10

06**Violet Reactor**

Violet energy core with rotating reactor rings, plasma arcs, and an unstable center.

07**Solar Megagrid**

Amber-red solar field with a blazing sun, heat shimmer, and moving panel arrays.

08**Ghost Network**

Pale-cyan network ruins with flickering phantom nodes, packet streams, and glitches.

09**Quantum Rift**

Purple-blue dimension with a rotating singularity, spiral arms, and warped star trails.

10**Skybreak Apex**

Bright summit above the clouds with dawn light, transmission rays, and the final tower.

LEVELS 11 TO 14

11

Inferno Foundry

Pure lava cavern with fire fountains, ash, and visible heat haze.

12

Abyssal Data Ocean

Dark ocean with manta rays, currents, and a wet platform film.

13

Stratosphere Relay

Open storm above the clouds with turbines and wind vortices.

14

Terra Core Citadel

Earth-core cavern with levitating rocks and mineral seams.

SETTINGS, AUDIO, AND OFFLINE MODE

DIFFICULTY

Easy is the onboarding mode with 8 lives, four slow patrols, one two-hit guardian, four phase blocks, and four moving routes. Medium uses five patrols, two guardians, eight phase blocks, and six moving routes. Hard uses six patrols, two guardians, twelve phase blocks, and eight moving routes. These values are identical in every level.

GRAPHICS

On an iPhone 17 Pro, Ultra reaches 60 FPS at 1080p. 4K Ultra is not a 60 FPS mobile mode. Ultra can still warm the device. Destroyed blocks use world-specific explosions in Ultra; High uses fewer fragments. In heat, sunlight, or when warm, choose Medium or Low.

FRAME RATE LIMIT

For every graphics preset, choose 60 FPS, up to 120 FPS, or Unlimited. Higher frame rates increase heat and battery use; adaptive thermal protection can reduce effects.

SHOWCASE

Desktop only: after a two-second warm-up, a 30-second showcase runs an autonomous robot with especially high effect load. The local result lists graphics preset, resolution, limit, FPS, frame time, CPU time and, when exposed by the browser, GPU time.

SAFARI 120 HZ

For Safari on a 120 Hz display: Settings, Advanced, Feature Flags; disable Prefer Page Rendering Updates near 60fps, then quit Safari fully and reopen it. Chrome and Firefox normally follow the display refresh rate.

AUDIO

Every level has its own track. Levels 1 to 10 use distinct sample-free retro-arcade arrangements. MUSIC and SFX are completely independent.

OFFLINE

Extract the release ZIP and open the starter for macOS, Windows, or Linux. All fourteen music tracks are included.

UPDATES

On startup, the game checks public GitHub releases. Only the update check needs internet; game data remains local.

UPGRADES AND PERFORMANCE DISPLAY

POWER 1 TO 10

Every power level adds 8 reach. P1-2 breaks 1, P3-4 2, P5-6 3, P7-8 4, and P9-10 5 adjacent platform modules per strike.

STYLE 1 TO 10

Gold Curve, Cyan Blade, Pink Spike, Green Curve, Orange Blade, Violet Spike, Ice Curve, Lilac Blade, White Spike, and Sun Curve. The preview names the next level.

LEVEL MODELS

Independently from the style upgrade, every level uses its own ice-pick base model, enemy and guardian form, and color world.

FPS / SHOWCASE

FPS ON/OFF toggles the live local display. The desktop Showcase provides a reproducible 30-second comparison for the selected graphics, resolution, and frame-rate limit.

RESOLUTION

720p saves performance, 1080p is the recommended Mobile Ultra mode on the tested iPhone 17 Pro. 4K is a quality and screenshot mode.

PROGRESS

Completed levels unlock locally. Choose an unlocked start level from the start menu; difficulty carries into the next level.

SECRET CHEAT CODES

Control cheats work with touch and keyboard and apply only to the current run; such a run does not update the local high score. The profile-unlock code needs no CHEAT LINK and unlocks content locally only.

- 01 Start a run.
- 02 Quickly tap or click the SP symbol at the top left five times.
- 03 After CHEAT LINK READY appears, enter the sequence within 10 seconds. The sequence itself must be completed within 7 seconds.
- 04 Activate the SP symbol five times again before using another cheat.

IMMORTAL

← → ← → JUMP PICK

Blocks hits and falls in the current level. Ends at the next level.

DOUBLE SHIELD

JUMP JUMP ← → PICK

Immediately grants two shield charges: 8 seconds on Easy, 6 on Medium, and 4 on Hard.

30-S OVERDRIVE

PICK JUMP PICK JUMP ← →

Maximum ice-pick enhancement for 30 seconds.

EXTRA LIFE

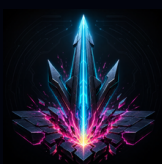
← ← → → JUMP PICK

Adds one life, up to a maximum of nine.

UNLOCK ALL

SFX OFF/ON ×2, MUSIC OFF

Switch SFX off and on twice within 5 seconds, then turn MUSIC off within 5 seconds. Permanently unlocks all levels, robot models, and the hologram avatar in the local profile only.



CHEAT RUN // LOCAL ONLY // NO HIGH-SCORE ENTRY