

D S T Q Q S S
D L M M J V S



FERRET UNDERCOVER (MOBILE, INSPIRED BY NAMELESS CAT, TOMBRAIDER)

★ CONTROLS GAMEPLAY

PIXALATE

II

<p>▲ JUMP (MID)</p> <p>▶ RUN (DOUBLE TAP)</p> <p> SCRATCH → GET IN WALL</p> <p>▲ ▼ SLAM → GET IN GROUND</p> <p>▲ + Dive in AIR</p> <p>• ▲ + + ▼ = Dive and SLAM</p>				
	<p>LAUNCH</p>	<p>LAUNCHED</p>	<p>DIVING AND POPOUT</p>	
<p>DIG IN WALL AND ROOF</p>	<p>IN GROUND: ▼ ▼</p>		<p>MORE HIGH THE SLAM</p> <p>MORE HIGH THE POPOUT</p>	

DIGGING - BY ENTERING IN A HOLE, YOU ENTER IN A TOP VIEW GAMEPLAY.

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YOU ENTER IN A HOLE AND EXPLORE THE UNDERGROUND BY DIGGING IT.