

GAME DESIGN DOCUMENT

CROSSY ROAD



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GAME ANALYSIS

Crossy Road is a mobile game developed by Hipster Whale. The concept of the game stems from the joke “Why did the chicken cross the road?”, although it is also described as “endless Frogger” due to its similarities with the eponymous game released by Konami in 1981. In addition, it draws influences from other games, such as FEZ , Flappy Bird , Skylanders , Subway Surfers , Temple Run and Tiny Wings.

MISSION STATEMENT

The player’s main objective in **Crossy Road** is to guide a mascot around obstacles such as rivers , trees , boulders and moving vehicles and advance as many steps as possible toward the upper-right corner of the screen without dying. The player controls the mascot by swiping the screen in the corresponding direction to move the mascot accordingly or tapping the screen to make the mascot take one step forward.

GENRE

The **Crossy Road** is 2D Arcade Endless runner with the name and concept of the game playing on the age old joke "Why did the chicken cross the road?.

PLATFORMS

The Platforms where you can play **Crossy Road** are Android, iOS and Windows Phone.

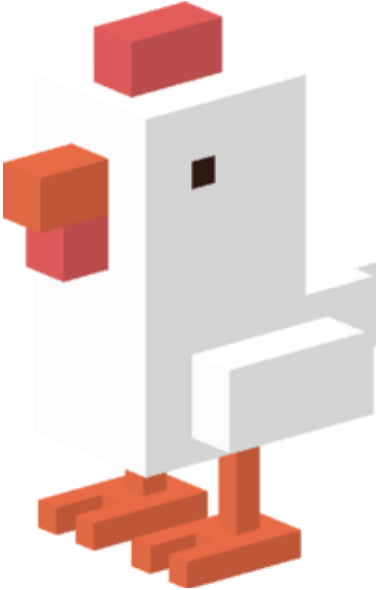
TARGET AUDIENCE

This game is aimed for mainly any age , just not under age of 6.

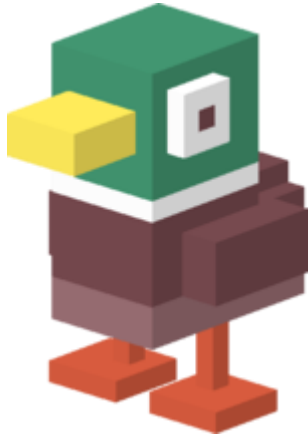
This game is great to spend your time while you are going to home from work with public transport for example.

STORYLINE & CHARACTERS

The objective of Crossy Road is to move a character through an endless path of obstacles as as possible without dying. By default , the character is a chicken that must cross a series of busy roads , rivers , and active train tracks , but there are hundreds of other characters , and depending on the character the environment around also changes , with the obstacles varying. For example, when playing as the Astronaut , the environment is space and obstacles include asteroids.

Character	Description	Characteristics
CHICKEN 	The Chicken is the primary mascot and a playable character in Crossy Road . It is the default character of the game that the player will receive upon opening the app for the first time.	Upon game play, the terrain will be the normal grasslands . The only enemy being the Eagle , who will pick up the player if they idle for too long. When hit by a car or a train , feathers will fly into the air from the Chicken. It will also occasionally cluck when walking, and when dying (eg. When it hits a car.).

MALLARD



The Mallard is modeled off of the male variant of the real-life mallard, one of the most common breeds of **duck**. They are distinctive for their green head and brown body, which is represented on the in-game **mascot**. Mallard also possesses a yellow bill, orange webbed feet, and a white collar, similar to that of the real-life animal.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Mallard. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. It quacks at certain times when hopping.

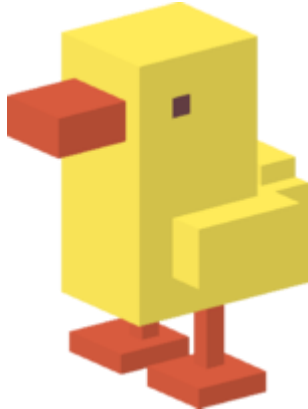
UNIHORSE



The Unihorse looks like a typical unicorn, which is a mythical animal that resembles a horse with a single horn projecting from its forehead often related with rainbows. However, the Unihorse has a white coat and a unicorn horn. Its mane and tail are black. The Unihorse has a small shaded part in its back, resembling a saddle in the form of a light purple birthmark.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Unihorse. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. The Unihorse leaves a rainbow trail behind it as it moves. However, the rainbow trail will disappear as it goes on.

BABY DUCK



The Baby Duck has a similar appearance to a duckling. Its structure is very similar to it as well. However, its size is approximately similar to the Mallard. It has essentially yellow plumage and an orange bill and feet.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Baby Duck. Trees and boulders appear as obstacles and the only enemy being the [Eagle](#), who will pick the player up if they idle for too long. Like many mascots, Baby Duck does not have any special characteristics. However, it makes quack noises when walking, similar to the [Mallard](#). He does not spray confetti like other babies.

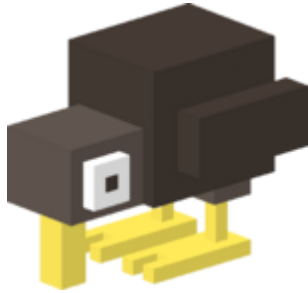
EMO GOOSE



The Emo Goose, as the name suggests, is a goose with long black hair on one side and dripping eye-liner to create the appearance of tears. He has a white body with dark white stripes on his neck. He has orange feet.

While using this [mascot](#), it dramatically rains to cope with the "emo" theme. The Emo Goose occasionally will make a whining or groaning sound as it hops through the game, and can be seen crying. Before [Version 1.2.6](#), the sky would turn to a darker blue color. It now stays as a light blue color.

KIWI



The Kiwi is a dark brown bird who appears to be hunched over, or pecking at the ground. It has yellow feet and a yellow beak. It is based on the real-life bird of the same name, which is a flightless bird with hair-like feathers, and a long, curved beak. It has a brown body and a light gray head.

Similar to many other [mascots](#), the default [grasslands](#) serve as the landscape. [Boulders](#) and [trees](#) appear as obstacles. The [Eagle](#) is the only enemy. During game play numerous appearances of the [Fluffy Sheep](#) appear in the field, serving as an obstacle. As a Kiwi approaches a sheep it looks like it is quivering leading to the deduction that the creators are alluding to the stereotypical joke about New Zealanders (aka Kiwis) and their "relationship" with sheep.

POOPY PIGEON



Poopy Pigeon looks like the real life [rock pigeon](#). It has a grey head and a lighter grey body. Its wings are striped with grey and a darker shade of grey. It also has orange feet.

Similar to most of the standard [mascots](#), the [grasslands](#) serve as the terrain for the Poopy Pigeon. [Trees](#) and [boulders](#) appear as obstacles and the only enemy being the [Eagle](#), who will pick the player up if they idle for too long. Poopy Pigeon occasionally leaves bird poop in its path. There all different sizes and shapes.

GIDDY GOAT



Giddy Goat has a cream coloured body, a brown head and legs, and dark brown hooves, face, and ears. He also has white horns that come out of the back of his head. He also has a brown goatee.

Similar to most of the standard **mascots**, the **grasslands** serve as the terrain for the Giddy Goat. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. Although it has no exclusive physical features, the Giddy Goat will occasionally bleat while running through the game.

FLUFFY SHEEP



The Fluffy Sheep has a similar appearance to a real-life sheep, which is a domestic creature with **wool** covering up its body. It is modeled off of the female variant, which has no horns and has cream-coloured **wool**. The Fluffy Sheep's legs and face are shades of brown.

Similar to most of the standard **mascots**, the **grasslands** serve as the terrain for the Fluffy Sheep. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. Although it has no exclusive physical features, the Fluffy Sheep will occasionally bleat while running through the game.

BLACK SHEEP



The Black Sheep is the brown counterpart of **Fluffy Sheep**. The Black Sheep is made up of different shades of brown resembling a sheep with brown wool, head and feet, despite it's name.

Similar to most of the standard **mascots**, the **grasslands** serve as the terrain for the Black Sheep. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. The Black Sheep has no impact or modification on the standard game play features, with the only addition being the **mascot's** frequently low, guttural bleats.

COW



The Cow is supposed to look like a female cow. She has a tan body and a brown head. She also has a brown spot on her back, short horns, and an udder.

Similar to most of the standard **mascots**, the **grasslands** serve as the terrain for the Cow. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. The Cow has no impact or modification on the standard gameplay features, with the only addition being the **mascot's** occasional mooing sounds.

MAD BULL



The Mad Bull is modelled off of a realistic bull. Similar to a bull, it has a dark brown head, a light brown body. It has white horns, brown legs and relatively big eyes, showing that it's mad.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Mad Bull. Trees and boulders appear as obstacles

BIG FAT PIG



As the name suggests, the Big Fat Pig appears as a pink overweight pig, with a darker patch on its back and muddy feet. It also has a large snout, tusks and it's tongue sticks out. It somewhat resembles the [Piggy Bank](#).

Similar to most of the standard mascots, the grasslands serve as the terrain for the Big Fat Pig. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long resulting in a game over. Like many mascots, the Big Fat Pig does not have any exclusive characteristics, but it can make a variety of squealing and oinking noises during game play.

THOROUGHBRED



The Thoroughbred is modeled off of the typical Thoroughbred horse, a pure breed horse originating from English mares and Arab stallions and is often used as a race horse. In the game, the Thoroughbred is a brown horse, with a darker mane.

Similar to most of the standard mascots, the **grasslands** serve as the terrain for Thoroughbred. **Trees** and **boulders** appear as **obstacles** and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. It makes a whinny sound during gameplay.

MARMALADE DOG



Marmalade Dog, as the name suggests, appears as a dog with a marmalade-colored coat and a tan-colored underbelly. Unlike the **Scruffy Dog**, the Marmalade Dog does not have a collar and its mouth is slightly open.

Upon game play, the landscape will be **grasslands**, in which **trees** and **boulders** appear as obstacles, which can be fatal if the player gets stuck between them. The **eagle** appears as an enemy, which can pick the player up if they idle for too long. The Marmalade Dog has no exclusive characteristics physically. However, like all of the other dogs, the Marmalade Dog does occasionally bark during game play.

PEW DIE PUG



Pew Die Pug looks like PewDiePie's pet pug, Maya. She has a beige colored body, paws, tail, and has a brown mask across her face and ears.

Similar to most of the standard mascots, the grasslands serve as the terrain for Pew Die Pug. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. Like many mascots, Pew Die Pug has no exclusive characteristics. Like other dogs, it occasionally barks while walking.

DOGE



Doge resembles the internet meme it is based off, with a large face, ochre coat and a tan underbelly. It has an erect tail. Its breed is a Shiba Inu. Doge's original owner is that guy that goes wow!

Like most mascots, the [grasslands](#) serve as the terrain. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. Doge has the ability to make random phrases appear on the screen, as seen in the memes. These phrases use bad grammar in a jargon tone, appear in bright neon colors, such as red, blue, green, yellow, and purple, and are in the Comic Sans font.

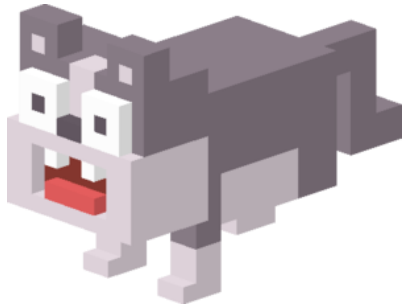
WOLF



The Wolf has a gray coat with a lighter underbelly and a raised tail. The Wolf also has luminous green eyes. The Wolf's mouth is open and its teeth can also be seen.

When playing as the Wolf, the theme switches to nighttime, similar to that of the [Ghost](#) or the [Grave Digger](#). The Wolf's eyes also glow, emitting light so that there is a clearer view.

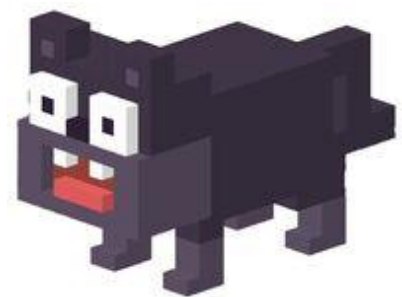
LUCKY CAT



Lucky Cat is a three-legged, pinkish-gray cat with a pale muzzle, paws, and belly. It has wide eyes and an open mouth, showing its two large front teeth and red tongue.

. The Lucky Cat has no special features. However, like all other cats, it will make vocal sounds, and meow. It should be noted that the Lucky Cat can be used to unlock [Matt Hall](#). The player must select Lucky Cat and achieve a "Great Score", at least 85% away from your highest score.

UNLUCKY CAT



The Unlucky Cat looks similar to the [Lucky Cat](#), but it has all four paws. The Unlucky Cat has black fur, which is said to bring bad luck. It also has a pale chest and paws. Its mouth is wide open, showing its two big, two front teeth and a bright red tongue.

The Unlucky Cat has no exclusive characteristics, the terrain being the standard [grasslands](#) and there are [trees](#) and [boulders](#) serving as obstacles. The [eagle](#) is the only enemy, who will capture you if you idle for too long. During the run, the Unlucky Cat meows randomly as you progress.

TABBY CAT



The Tabby Cat looks similar to the [Unlucky Cat](#) but it has orange-brown fur, with thick, rectangular tabby stripes, hence why it's called Tabby cat. The Tabby Cat has a pale orange muzzle, chest, and paws.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Tabby Cat. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. Like many mascots, the Tabby Cat has no exclusive characteristics. Like other cats, it occasionally meows when walking and goldfish are scattered around the map. Tabby Cat can pick them up.

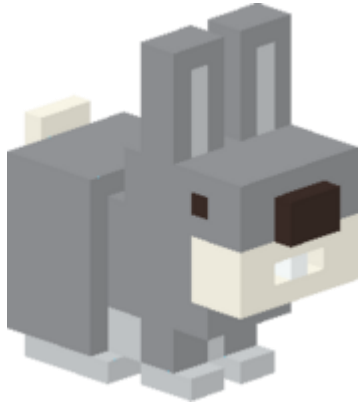
BROWN BUNNY



The Brown Bunny resembles a rabbit with a brown pelt. It has big ears and a big black nose. It has a pale underbelly, paws, and muzzle. It has a similar appearance to the [Lovely Bunny](#), only differing in color.

Like many other mascots, the [grasslands](#) are present during gameplay. [Trees](#), [boulders](#), [rivers](#) all appear as obstacles in the run. Like all the other bunnies, it has no environmental/physical characteristics. But like all the other bunnies, it makes very small noises as it runs through the game.

GREY BUNNY



The Grey Bunny is based off a real life rabbit, with gray fur, large ears and a brown nose. Its feet are a paler shade of grey and its tail is white.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Grey Bunny. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. Like all the other bunnies, it has no unique physical features. However, it does make unique sounds that are also made by the other bunnies.

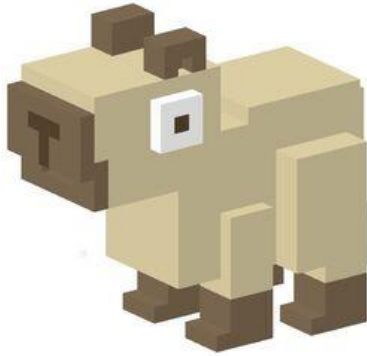
LOVELY BUNNY



The lovely bunny is a pink bunny with hearts floating around it. Upon death, the hearts crack.

Like many other mascots, the [grasslands](#) are present as the terrain during game play. [Trees](#), [boulders](#), [rivers](#) all appear as obstacles in the run and the main enemy is the [Eagle](#), who will pick you up if you idle for too long. Like all the other bunnies, it has no environmental/physical characteristics. But like all the other bunnies, it makes quiet noises as it runs through the game.

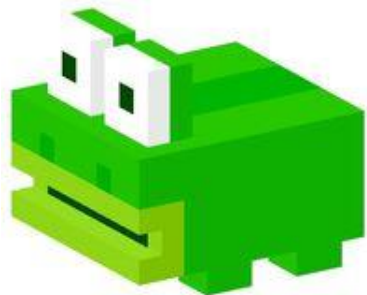
CAPYBARA



The Capybara is meant to resemble the realistic capybara, which is a long-legged semi-aquatic South American animal that looks a bit like a big guinea pig. In the game, it looks like a bear with creamy fur, a brown muzzle, ears and paws.

During game play, the landscape turns into the standard **Grasslands** and **trees** and **boulders** will appear as obstacles with the only enemy being the **Eagle**, who will pick you up if you idle for too long resulting in a game over. It has no exclusive characteristics physically. However, it makes grunting noises in the run.

TREE FROG



The Tree Frog has an identical build/anatomy structure to the other frogs. However, it has green skin, much like a realistic tree frog. Its lips are pale green and and it has a dark green stripe on its back.

Despite the name, the terrain the player will travel in would be the standard **grasslands**, where **trees**, **boulders** and **rivers** will appear as obstacles. The only enemy being the **eagle**. While it has no exclusive physical or environmental characteristics, it makes vocal sounds, similar to croaking while it travels.

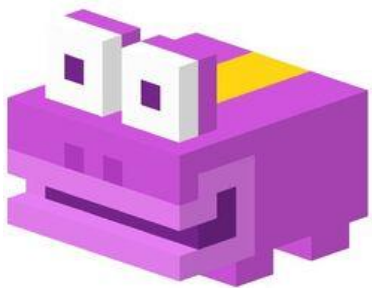
SWAMP FROG



The Swamp Frog has an identical build/anatomy structure to the other Frogs. Its skin is turquoise blue, and a yellow dorsal stripe running along its back. The swamp frog's lips are teal (light blue-green).

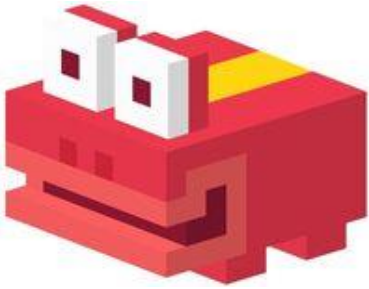

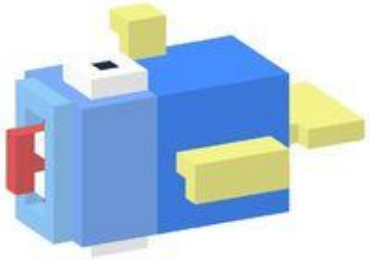
Despite its name, there is no swamp terrain present during gameplay. Instead, like many other mascots, the **grasslands** are present during gameplay. **Trees**, **boulders**, **rivers** all appear as obstacles in the run. Like all the other frogs, it has no environmental/physical characteristics. But like all the other frogs, it makes croaking noises as it runs through the game.

DESERT FROG



The Desert Frog has an identical build and anatomy structure to the other frogs, such as the **Tree Frog**. Its skin is somewhat a reddish-hot pink color, with a yellow stripe running through the middle of it. Its lips are a light pink color.

In contrast to its name, the terrain the player will be playing in would be the standard **grasslands**, where **trees**, **boulders** and **rivers** will appear as obstacles. The only enemy would be the **eagle**. Although it has no physical characteristics, it has vocal characteristics, where it croaks while it travels through the game.

<h2>JUNGLE FROG</h2> 	<p>The Jungle Frog has a similar structure to the other frogs. Its skin is red, and it has a yellow dorsal stripe running along its back. The Jungle Frog's lips are pale red.</p>	<p>Despite its name, there is no jungle terrain present during game play. Similar to most of the standard mascots, the grasslands serve as the terrain for the Jungle frog. Trees and boulders appear as obstacles, and the only enemy is the eagle, who will pick the player up if they are idle for too long.</p>
<h2>PENGUIN</h2> 	<p>The penguin bears resemblance to a real penguin. It only differs in its purplish feathers and white underbelly. It has yellow feet and a yellow beak. It also has white eyes with purple pupils.</p>	<p>Upon playing as the Penguin, the terrain turns into a snowy land. The normal trees are replaced with spruce trees, and the river becomes iced over. On the snow, there sometimes will be snowmen as decoration. When the penguin is not moving, the Eagle will serve as the enemy.</p>
<h2>FLOPPY FISH</h2> 	<p>The Floppy Fish has a base of different shades of blue with yellow fins, and a yellow tail. It also sticks its tongue out. Notably, it is turned sideways.</p>	<p>The Floppy Fish moves by flopping and changing an angle as it moves forwards. Notably, there are water droplets that come out of it, to represent that it's wet. It cannot swim despite being a fish.</p>

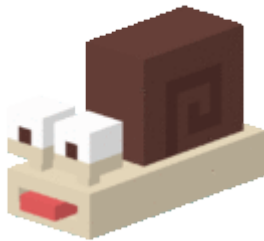
FAST TORTOISE



The Fast Tortoise is based on a real-life tortoise, with a green head and feet, pale underbelly and brown shell. Its tongue sticks out and its teeth are also visible.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Fast Tortoise. Trees and boulders appear as obstacles and the only enemy being the eagle, who will pick the player up if they idle for too long. Like many mascots, the Fast Tortoise has no exclusive characteristics.

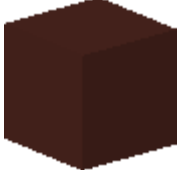
SWIFT SNAIL



The Swift Snail is a cream-colored snail with a brown shell and a black swirl on it. Its mouth is slightly open with its tongue sticking out and its eyes are slightly closed.

The Swift Snail slides along the ground instead of hopping and it leaves a trail of green slime wherever it goes. This trail will fade away eventually during the run, however this happens very slowly and the player might not notice. If the Swift Snail collides with a vehicle, the trail will follow it too.

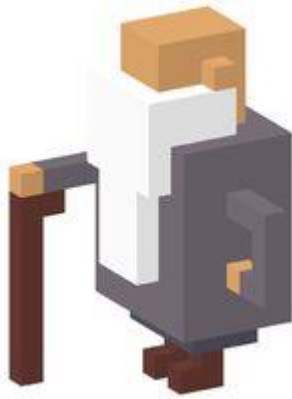
FLEA



The Flea is a single black/brown cube, meant to represent the real life bug that usually infests wild animals.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Flea. When it moves, it bounces high into the air, making a high-pitched "boing" sound as it does.

CRAZY OL' BEN



Crazy Ol' Ben looks like a stereotypical old man with a long white beard and gray clothes. He is bald has brown shoes, while carrying a brown cane. Crazy Ol' Ben also has one of his hands on his hip.

After a few steps, Crazy Ol' Ben will insult **cars** and ramble incoherently. He makes random screaming noises and talks in gibberish, as a reference to the "Crazy" part of his name. Upon death, he will make a grunting noise. This doesn't apply if he drowns.

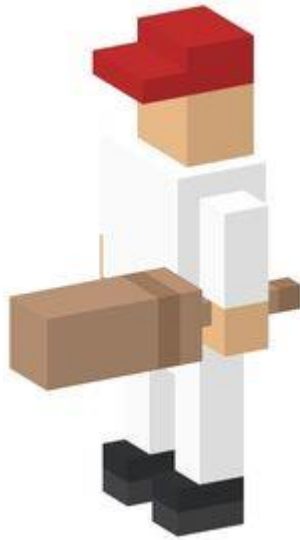
CELEBRITY



The Celebrity is a woman with blonde hair and rather pale skin. She is wearing a pink shirt, a purple skirt with a white belt and tall pink boots. The celebrity is holding a black purse in her right hand.

When playing as the Celebrity, the **Paparazzi** will appear as obstacles, they will be taking photos of her when the player is nearby. When she dies and the game ends, money will fly out of her purse.

HOT SHOT



The Hot Shot appears as as a man wearing a red baseball cap, a white baseball uniform and black shoes with grey bottoms. In his hand he holds a brown bat.

Periodically during the run, a baseball will fly out from a top corner of your screen. The hot shot will rotate to the left and hit the baseball with his bat. Applauding will begin afterwards. The ball will fly back to the place it came from or to the opposite corner.

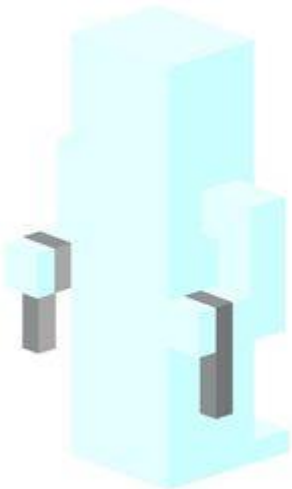
BALLER



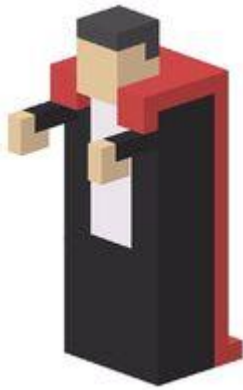
The Baller appears to be an African American basketball player with dark brown hair, a yellow Tank top blue shorts, and white shoes. He is always dribbling an orange basket ball as he walks.

When playing as the Baller, there will be a basketball. He will dribble the basketball all the time, and when he dies, he will drop the basketball and it will bounce away from him. The basketball makes a bouncing noise when dribbled.

<h2>MAD WIZARD</h2> 	<p>The Mad Wizard has tan skin with dull, purple robes and a purple wizard hat. He has a white beard and a brown staff that can burn trees.</p>	<p>The Mad Wizard occasionally zaps trees with his staff, charring them. Upon gameplay, a white cube will be seen spinning on the staff.</p>
<h2>THE DARK LORD</h2> 	<p>The Dark Lord is a humanoid character in a black cloak. His head is completely dark while inside the cloak. The only parts of him that are visible are his hands.</p>	<p>When playing as The Dark Lord, the background is faded red and trees will become Burnt Trees, creating an apocalyptic landscape, the few non burnt trees get burnt as The Dark Lord hops towards them. Fire particles come out from behind The Dark Lord.</p>
<h2>GRAVE DIGGER</h2> 	<p>The Grave Digger appears to be a man with a maroon shirt with darker, barely visible stripes, black hair, blue pants, a beanie, and a lantern in his hand. Typically, he carries a brown shovel, used for grave digging.</p>	<p>When playing as the Grave Digger, the grasslands terrain is dimmed to a dark blue color, signifying night. The Grave Digger carries a luminous lantern so that the player can get a better view of the landscape and obstacles. However, the view is nowhere near as clear as it is during the day, causing game play to be harder. All boulders are replaced with gravestones. Throughout game play the player rarely encounters a ghost that</p>

		<p>makes a chilling noise for a few seconds before it disappears again, making it a non-interactive enemy. The Grave Digger can walk through the Ghost without harm or obstruction.</p>
<p>GHOST</p> 	<p>The ghost was a greenish creature that glows during the night, wearing shackles on its wrists. However, as of the UK & Ireland Update, the greenish tone is now replaced by a bluish-white color. Like all the other humanoid mascots, it does not have a face.</p>	<p>When playing as Ghost, the scene is darkened to a darkish gray color to indicate night-time. The Ghost is luminous, its body illuminates the night so that the player can get a better view of the landscape, and obstacles. However, the view isn't as excellent as the others, so some players might find it very difficult to play in. Boulders will become gravestones and the player can occasionally encounter a shivering Grave Digger.</p>

VAMPIRE



This mascot resembles a stereotypical image of a vampire with a long red cape with dark clothes underneath and black hair. At certain points during the run, the vampire turns into a small bat with red eyes.

Upon game play, the **grasslands** are dimmed to a dark blue color, signifying night, with bats often flying overhead. The vampire occasionally turns into a bat and flies, and after a while, he turns back into the vampire, and he will laugh evilly, as to represent triumph. When in bat form, you can see the bat's shadow, also the bat can't fly over any **obstacles**.

FRANKENSTEIN



He appears to be a monster with green skin and brown hair, who is wearing grey clothes and has darker ears. In game, however he becomes black and white instead of showing up in his natural color, to resemble an old film.

He is extraordinary because the screen turns black and white when playing as him, as if it was a movie in the 1800s, which will make it hard to see when **trains** or the lights of a **Police Car** are coming. Occasionally, lightning will flash in the screen and thunder will boom in the background. He growls randomly and makes random noises.

ZOMBIE



The Zombie is an undead character modeled off of a typical zombie. It is designed to match typical zombie stereotypes and is portrayed by the use of green skin, brown clothes, tan sock, and there is a bit of clothing which is torn away.

Zombie will change the time to dawn/dusk, with the lighting making it seem like an apocalyptic environment. During the run, the Zombie makes growling, and strange "burping" noises frequently. Upon death, its head falls off and bounces away like the [baller's](#) basketball. Its head will alleviate over water if it passes it.

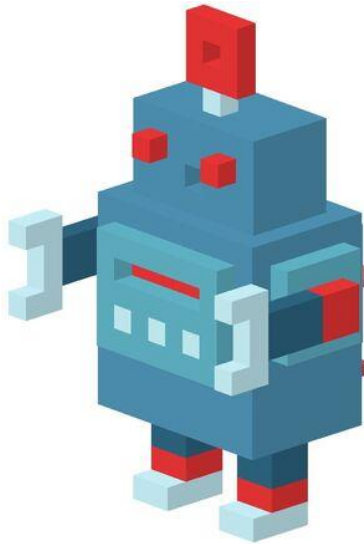
SPECIMEN 115



Specimen 115's appearance seems to be based off the green alien trope. He is essentially a neon, apple-green creature. He has very tiny arms, a very big head with an antenna on it. He also has very big eyes, two large front teeth and small light green feet.

When playing as Specimen 115 some [cows](#) appear as non-interactive obstacles, which will be abducted by other instances of Specimen 115 when the player is near one.

RUSTY ROBOT



The Rusty Robot resembles a stereotypical toy robot. It has a blue body with red extras like eyes and a screw up top. Also, unlike its name, it isn't very rusty.

When it moves, it creates a robot-like sound. When the player takes a jump forward, the robot releases sparks, which fly in any direction. Upon death, it explodes and black particles (pixel blocks) may be seen around it, going out from the robot's body.

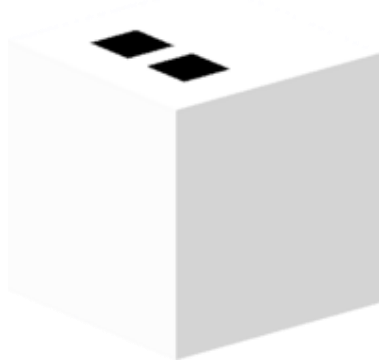
ANDROID ROBOT



The Android Robot is designed to resemble the iconic mascot of the Android OS. It is a light green chartreuse robot with a colossal body, a wide head, white neck, small antennae, and beady, white eyes.

The Android Robot adds a unique **theme**. Sweets such as lollipops and doughnuts appear as obstacles, and the **rivers** appear to be made of chocolate. Other obstacles include ice creams and cakes. The **grasslands** are replaced with snow.

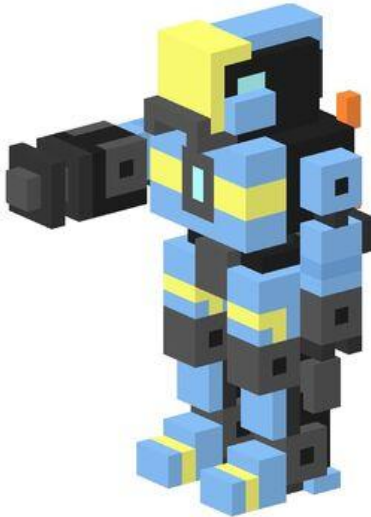
FORGET-ME-NOT



Forget-Me-Not is based on an indie game that designer Matt Hall played, called *Forget-Me-Not*. It is a white cube with two black eyes on the top of its body.

When playing as Forget-Me-Not, pink flowers (which are fairly rare, though not as rare as coins), like those in the original *Forget-Me-Not* game, can be found on the map. Collecting more than ten of the flowers will cause the screen to flash a different colour after picking each one up and will cause a strange noise. After picking up 20, a ghost will appear on the screen and will stay there until the player gets killed. While it is on the screen, it begins floating without direction around the screen and producing swirly sounds, as if to distract the player or obscure the mascot. Once 30 are picked up, a bright yellow flash will appear, accompanied by a strange sound (much like what happens when 10 pieces are picked up).

EPOCH



Epoch is modelled off the main character from the game *Epoch*. It is a blue, greyish robot with a black hand gun and yellow highlights.

. Epoch will occasionally shoot straight ahead of it, which burns trees and blackens cars and trucks. The sound of gunfire accompanies the firing of Epoch's gun. It will not do this until the run starts, and will play a reloading sound before quickly shooting again. Even though it shoots trees and obstacles, they are still an obstacle and can not be walked through. Epoch cannot incinerate rocks or trains.

HIPSTER WHALE



This mascot was designed to resemble a blue whale, with added hipster-associated accessories. The Hipster Whale is geared with black glasses, a brown newsboy cap and features a brown mustache and goatee. In addition, he possesses a camera and a cup of coffee; he also has a dark blue heart on the left side of his body.

The Hipster Whale produces water spouts when it travels along the terrain, similar to the spouts that [Nessie](#) gives out when they move. This makes a fishy-water sound, similar to the [Floppy Fish](#). Randomly, Hipster Whale will also take a picture with his camera, triggering the flash.

CHRISTMAS UPDATE 2014

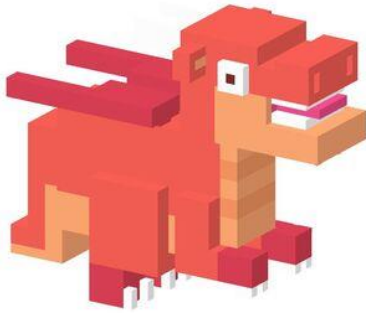
FESTIVE CHICKEN



Festive Chicken is almost identical in appearance to its regular counterpart **Chicken**, with the appearance of a white chicken, with orange feet and bill, and square black eyes. The only difference is that the Festive Chicken wears a red and white Santa hat over its crest.

When playing as Festive Chicken, the normal playing field is now covered in **snow** and the roads appear to be iced over, similar to **Penguin's** effect. However, there are additional spruce trees. This gives the playing field a "wintery" feel to it.

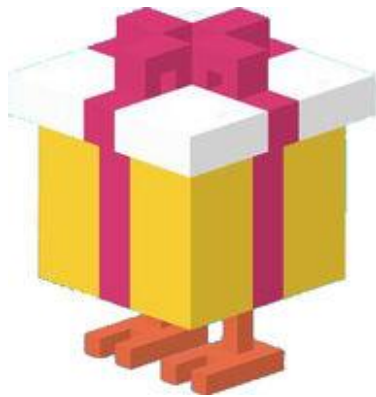
DRAGON



This mascot is based on the stereotypical representation of a mythical monster called the Dragon. The Dragon's look is based on the dragons in Chinese legends. The Dragon's back appears a light shade of red, along with the limbs. Its feet and hands are a darker shade of red, and its belly appears a light orange. The wings on its back are the same color as its hands and feet.

The Dragon occasionally breaths fire, which can burn trees and vehicles. These obstacles will, however, remain solid and will not allow the player to pass through them. On the other hand, a **Train** will not be able to be burnt from the Dragon's fiery breath.

GIFTY

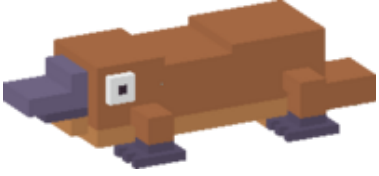
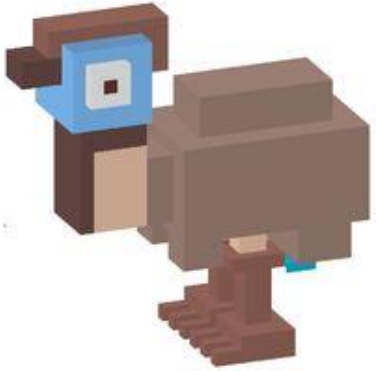


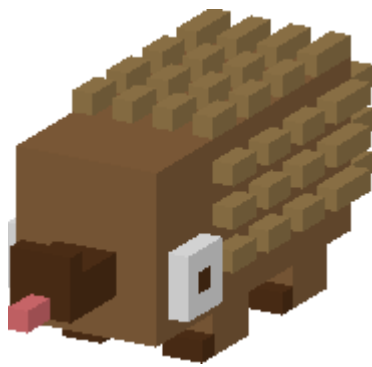
Gifty is a yellow present with a white lid and a magenta bow. It also seems to have a **Chicken** inside, as it shares the same feet and would explain some of the characteristics.

Upon gameplay, the landscape will be the standard **grasslands**. **Trees** and **boulders** appear as obstacles and the **eagle** appears as an enemy. When Gifty walks, its feet are animate and they move, giving the illusion of running. His footsteps make a thumping sound. Upon death, Gifty lets out an explosion of coloured confetti.

AUSTRALIAN UPDATE

<p>KANGAROO</p> 	<p>The Kangaroo is based on a real kangaroo, which is an Australian marsupial that feeds on plants. It is mostly light brown, with a paler belly and darker brown feet and paws, it has its tongue sticking out and has wide-open eyes on its side.</p>	<p>The Drop Bear and the eagle also appear as enemies. If the Kangaroo or any other Australian mascot gets close to the Drop Bear, they will die and thus, ending the run. The eagle will snatch the Kangaroo if it stays idle for too long. During the run, the Kangaroo travels by jumping extra high.</p>
<p>PLATYPUS</p>	<p>The appearance of the Platypus is based on that of a real platypus. The</p>	<p>When playing as the Platypus, the grasslands are replaced with water, it</p>

	<p>Platypus has shades of brown feathers with a brown tail and it also has a blue-gray beak and similarly coloured feet.</p>	<p>makes a slapping sound when hopping, and the Crocodiles are present as enemies. If the Platypus, or any other Australian mascot gets close to the Crocodile, they will die and thus, ending the run. But if you die from a drop bear he won't die but it would be good if you don't have drop bear.</p>
<p>EMU</p> 	<p>The Emu is based on the real life animal, called a emu, which is an Australian flightless bird that resembles an ostrich. It has shaggy brown-gray plumage, a long neck, blue bare skin on the head and neck. It has brown feathers on its head. Its feet and beak are brown in color, with the color of its beak being darker than its feet.</p>	<p>When playing as the Emu, the Grasslands are replaced by the Desert. The Drop Bear also appears as an enemy. Simultaneously, the rivers contain crocodiles that will only kill the player if they step on their heads. Notably, the Emu, along with all the Australian animals, can be used to unlock the Drop Bear. While moving along you can hear hopping noises.</p>
<p>ECHIDNA</p>	<p>In reality, the echidna is an egg-laying Australian</p>	<p>When playing as the Echidna, the Grasslands are</p>



animal with a spiny back, a long snout and claws. The Echidna's body is brown with tan spines on it. It has a long mouth with a long tongue sticking out that makes it capable of catching ants. It is also known as a spiny anteater in real life. It also has its eyes on the side of it, rather than being in the front part of the mascot.

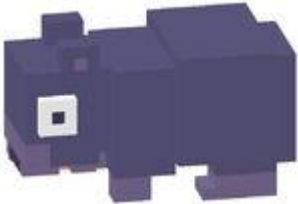
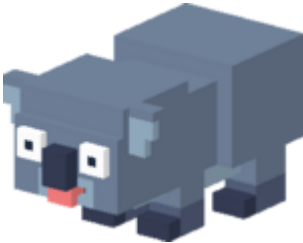
replaced by the **Desert**. As such the **Drop Bear**, **Eagle** and **Crocodile** will all be present. Also, there will be tiles with ants moving around as groups, which can be eaten by the Echidna using its tongue if the Echidna is facing that spot and will make a slurping noise.

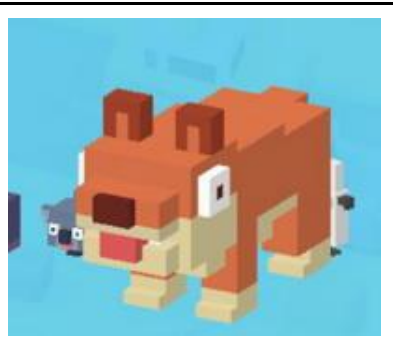


KOOKABURRA

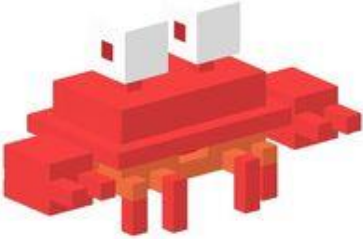


The appearance of the Kookaburra is based on the real Australian animal also called Kookaburra (a massive Australian kingfisher). It has a brown and white body with a grey beak. It is actually quite small compared to the other mascots.

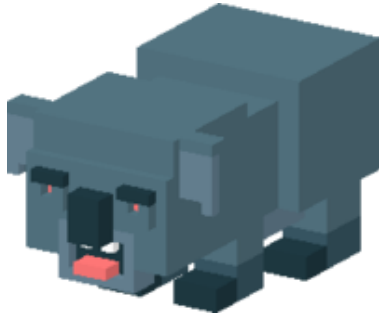
When playing as the Kookaburra, the normal **Grasslands** are replaced by the Australian **Desert** theme. The Kookaburra adds no additional features to the landscape, however the Kookaburra will occasionally screech and make a cackling sound, somewhat imitating the noise of a real Kookaburra. The **Drop Bear** also appears as an enemy. Notably, using it or any other Australian mascot, you can unlock the Drop Bear.

WOMBAT 	<p>The Wombat is a purple looking, bulky creature with paler paws and muzzle. In reality, the wombat is a burrow-plant eating Australian marsupial that resembles a small bear with short legs. Originally, it's coat would've been more of a reddish color (see Gallery below), but this was changed for a few unknown reasons.</p>	<p>When playing as the Wombat, the grasslands are replaced by the desert. While playing as the Wombat you can hear sounds like sticks being stepped on. The Drop Bear also appears as an enemy. Simultaneously, the rivers contain crocodiles that can kill if the player steps on their heads.</p>
KOALA 	<p>The Koala resembles a real life koala, its coat is essentially a blue-gray color, it is occupied with a darker nose and claws. It has a similar appearance to the Drop Bear. However, its eyes are larger and it is paler in color.</p>	<p>When playing as the Koala, the Grasslands are replaced by the Desert. The Drop Bear and the Eagle also appear as enemies. The Crocodile can also be seen in rivers and also serve as an enemy.</p>
DINGO	<p>This mascot resembles a dingo in real life, which is an Australian wild or half-domesticated dog with a</p>	<p>When playing as the Dingo, the Grasslands are replaced by the Desert. Also, as the Dingo is part of the</p>

	<p>sandy colored coat. It has an orange pelt, a pale sandy-yellow underbelly, and a short tail. It has a brown nose and dark brown ears.</p>	<p>Australian update, the Drop Bear appears as an enemy and so does the Crocodile. The Dingo gives off a short gruff bark.</p>
<p>COCKATOO</p> 	<p>The Cockatoo bears resemblance to a real life "sulphur-crested" cockatoo. It has whitish blue feathers, blue eyes, black feet with two black claws, a black beak and a yellow crown.</p>	<p>As with any Australian mascot, the terrain changes to an Australian theme, the grasslands are replaced by the desert, with the Drop Bear serving as an enemy. In addition to this, it is also common to see large flocks of Cockatoos flying overhead, which serve as a unique aesthetic feature in the setting. While it is walking, the Cockatoo will occasionally screech and it screams in shock when it dies.</p>
<p>DISCO ZOO</p> 	<p>Disco Zoo is modelled off of the app icon for the game <i>Disco Zoo</i>. It is a light purple elephant with a large head, short trunk, stubby legs and tusks.</p>	<p>During a player's run as the Disco Zoo, a selection of animal mascots will appear as obstacles. At random points during the run, the theme will go dark and a disco ball will appear at the top of your screen, and the</p>

		<p>animal obstacles will begin to 'dance' (jump up and down on the spot). This is most possibly based off the ability to hold a disco party in the game <i>Disco Zoo</i>.</p>
<p>CRAB</p> 	<p>The Crab bears a resemblance to a red crab. It has 8 red legs, two red pinchers and a rounded red shell for a body. Unlike a real crab, it's eyes are coming out of the top of its shell always looking to the side, rather than from the front. The Crab also has red pupils.</p>	<p>Similar to most of the mascots, the grasslands serve as the terrain for the Crab. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. The Crab walks sideways and makes random clicking noises as it walks.</p>

DROP BEAR



The Drop Bear is modeled off a fictitious Australian marsupial with the same name. It closely resembles the **Koala**, but with a dark blue-gray body, larger head and ears, wider open mouth, and small red eyes.

While playing as the Drop Bear, the surrounding terrain will be Australian-themed, with **grasslands** being replaced with **deserts** and with the enemies being the **Eagle** and the **Crocodile**. Interestingly, the Drop Bear itself doesn't appear as an enemy and it will roar at random. However, the Eagle and Crocodiles are still present and pose a threat to the player.

ANDY SUM



Andy Sum is a male human with black hair flopped over one side of his face. He wears a blue jacket, a white T-shirt with a grey stripe, grey trousers and black shoes. It is assumed that this mascot is meant to look like Andy Sum himself.

When playing as Andy Sum, the player will remain facing forward, except that he will occasionally spin 360° when jumping and twirl. He also leaves a red trail behind him which disappears as you hop on.

BEN WEATHERALL



The mascot Ben Weatherall resembles **Ben Weatherall** in real life, as he has brown hair, and a beard. He also wears a grey hoodie, a black shirt, light blue jeans and dark blue shoes.

When playing as Ben Weatherall, large, colorful blocks of all sizes, will appear all over the screen. Upon death, Ben Weatherall will make colorful blocks appear, scattering the nearby lanes. He also makes a chirp-like sound when walking. Ben Weatherall created his own mascot sound effects with two Korg Monotron synths.

MATT HALL




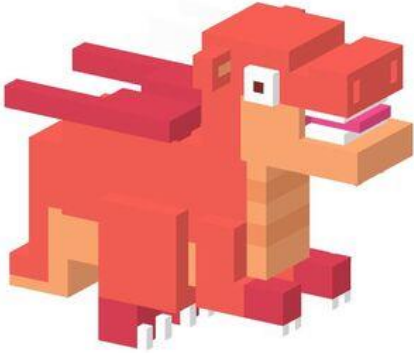

Matt Hall appears as a human with brown hair, wearing a buttoned blue jacket, a light blue shirt, dark blue trousers, and brown shoes. On his right side, his hand is placed on his hip.

While playing as Matt Hall, the weather appears to be a light drizzle. Instances of the **Fluffy Sheep** and **Kangaroo** will appear as obstacles. The Kangaroos' and the Sheep's gazes will correspond and follow the player according to the player's location. When the player approaches within 2 square units of a sheep, the sheep will bleat and start

		shivering for an instant.
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CHINESE NEW YEAR UPDATE

FORTUNE CHICKEN	The Fortune Chicken is almost identical in appearance to its regular counterpart, the Chicken . However, it differs in its wearing of a red and yellow chinese outfit. In Chinese, its shirt is called a “礼服”	When playing as Fortune Chicken, the normal playing field is now covered in snow and the roads appear to be iced over, similar to Penguin's effect. This gives the playing field a feeling of
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	<p>which is what the Chinese wear during the holidays.</p>	<p>the winter season.</p>
<p>DRAGON</p> 	<p>This mascot is based on the stereotypical representation of a mythical monster called the Dragon. The Dragon's look is based on the dragons in Chinese legends. The Dragon's back appears a light shade of red, along with the limbs. Its feet and hands are a darker shade of red, and its belly appears a light orange.</p>	<p>The Dragon occasionally breaths fire, which can burn trees and vehicles. These obstacles will, however, remain solid and will not allow the player to pass through them. On the other hand, a Train will not be able to be burnt from the Dragon's fiery breath.</p>
<p>XI</p> 	<p>Xi is a blue monster, with a large white horn, red nose and a yellow hat. White claws are also present on the hands and feet. It is meant to resemble the monster "Xi", in Chinese legends.</p>	<p>When playing as Xi, the normal playing field is covered in Snow and the roads appear to be iced over, similar to Penguin's effect. This gives the playing field a "winter-y" feel to it.</p>

CAI SHEN



Cai Shen's name is often invoked during the Chinese New Year celebrations, hence the addition of this character in the Chinese New Year update. The character itself resembles a small humanoid with a large beard and a red and gold gown, donning an intricate royal-looking hat with gold.




When holding down on the screen as if to prepare a jump, Cai Shen will begin to spin in a clockwise rotation for a period of time. The character itself plays on the Chinese New Year map, occasionally yelling "恭喜發財 (Gong Xi Fa Cai)", meaning "I wish you good fortune" in Chinese. If he nearly gets crushed by a truck or car, he will yell "过分!" which means "Idiot!" or "哎呦啊!" meaning "Oh, lord!".

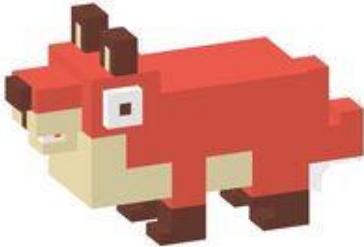

UK & IRELAND UPDATE



#THE DRESS

#TheDress is based off the [internet meme](#), which features a dress that some people see as blue and black and others see as white and gold. It appears as a woman with brown hair

At the start of each run the #TheDress will be either wearing a black and blue dress or a white and gold dress. The color of the dress alternates at the start of

	<p>wearing a striped dress. She has black shoes.</p>	<p>each run.</p>
<p>BUTTERFLY</p> 	<p>The Butterfly is modeled off of a typical butterfly. it appears to be a small butterfly with orange, L-shaped wings and a brown body. The inside of the wings are a yellow-orange tone.</p>	<p>Similar to all the UK and Ireland mascots, there is a chance for the environment to drizzle. The normal grasslands are replaced by the UK & Ireland Terrain. While moving it flies slightly above the air. However, it will not be able to go past obstacles. The Butterfly flaps its wings randomly while it's idle and whenever it lands, it will stop flying and will land on what it is on top of.</p>
<p>BADGER</p> 	<p>The Badger appears similar to that of a badger in real-life. It has a greyish body, brown feet and a brown face, with the distinctive white stripe running down the middle of it. He also looks very close in position</p>	<p>While, playing as the badger, environment changes to dark-lighting with a greenish yellow aura around the Badger for light. The badger also occasionally makes soft grunting sounds. The sounds are sporadic and difficult to</p>

	and size to the wombat .	hear.
FOX 	<p>The Fox appears to be a real-life fox; the most common species in the UK. It has a cream colored belly, with dark brown ears, and a nose. It also has a red back and tail and dark brown feet.</p>	<p>Upon game play, the UK terrain will displace the standard grasslands. And the only animal enemy is the Eagle, who will pick you up if you idle for too long. The Fox has no added effects, not even any sound, and only hopping sounds can be heard. Like all of the other English mascots, there are clovers scattered around the map.</p>
SQUIRREL 	<p>The Squirrel's appearance resembles that of a real-life squirrel; a type of rodent found in UK and American forests. Similar to its real counterpart, it is essentially brown, it has a dark brown bushy tail and a pale underbelly, with light brown feet, ears, and a darker brown nose. It also has white buckteeth.</p>	<p>Acorns can be found littering Grasslands. Collecting these will cause the Squirrel to pick it up. The Squirrel will hold the first acorn in its hands, and each acorn picked up after that will slowly cause a pyramid of acorns to form on top of its head (see video below). When the run ends, the Squirrel will squeal and drop all of its acorns onto</p>

		the floor, which will disappear in a second.
QUEEN'S GUARD 	<p>The Queen's Guard is based off of realistic royal guards in the UK. He has a big black hat, a red and white torso with yellow buttons, red, dark red, and light brown sleeves, light brown pants, and dark brown shoes.</p>	<p>He makes a banging sound when he moves and when he is killed, like the sound made after banging a drumstick on a drum set cymbal. Also, there will be three leaf clovers and rarely, four leaf clovers that litter the area that can be collected. If you collect the a four leaf clover you will unlock the Leprechaun.</p>
BOBBY 	<p>Bobby appears to be a plump, stereotypical English police woman with a blue suit and hat, brown hair, dark black boots and a white shirt (underneath her suit).</p>	<p>During game play, the grasslands are replaced by the UK terrain, and as with all the other UK and Ireland mascots, there is a slight chance of rain when the run starts. Bobby will also blow her whistle during the run.</p>

PIPER



The Piper appears to be based off of the real-life Scottish bagpiper (a person who plays the bagpipes). The Piper, along with his brown bagpipes, also has a red kilt, blue shirt, black hat, and long brown hair.


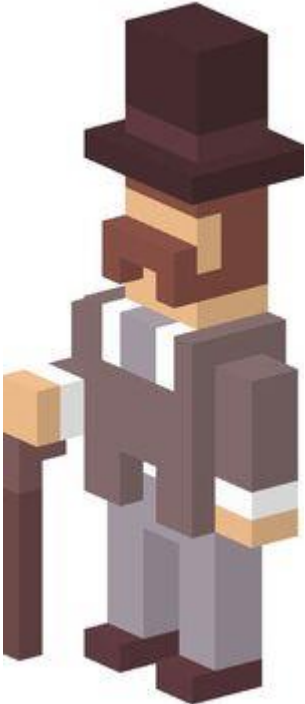
The Piper plays "[Scotland the Brave](#)" with his bagpipes throughout a run until he gets killed. During the run, the [grasslands](#) are replaced by the UK terrain, and clovers will scatter around the map. There is a slight chance of rain at the start of a run. A four leaf clover must be found to unlock the [Leprechaun](#). The Piper is able to find the [Phone Box](#) in a [Clearing](#) and [Nessie](#) in a [River](#).


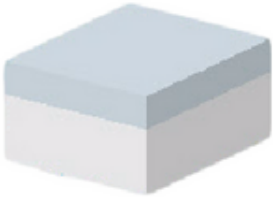
FANCY LADY







The Fancy Lady has brown hair with a bun in it. She also wears a black top hat, blue scarf, dark tan shirt, and a long tan skirt. Her counterpart is supposedly Fancy Gent.

The grasslands serve as the terrain for the Fancy Lady. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. The environment changes to an old-time kind with ragtime music ("The Entertainer" by Scott Joplin) playing during the run. Her characteristics are like the Fancy Gent.

		When killed, the music speeds up to a flourish finale.
LLAMA 	<p>The cream-colored llama is in the front and the brown-colored llama is in the back, making the brown one the easiest to lose during a run in one lane of grassland surrounded by Roads.</p>	<p>If the cream llama gets blocked by an obstacle and attempts to move forwards/sideways, the brown llama will freely move forwards/sideways and therefore it's possible for both llamas to be in the same lane. Note that the brown llama cannot collect coins.</p>
FANCY GENT 	<p>The Fancy Gent appears to look like a posh, stereotypical English man. He has brown hair, a brown beard and rather pale skin. He wears a fancy grey suit, pants, brown shoes, a top grey hat and has a brown walking stick/cane. His counterpart is supposedly Fancy Lady.</p>	<p>The grasslands serve as the terrain for the Fancy Gent. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. During the run the environment changes to a sepia tone with ragtime music ("The Entertainer" by Scott Joplin) playing during the run. His characteristics are like the Fancy Lady. When killed, the music speeds up to a flourish finale.</p>

SCHOOLGIRL 	<p>The Schoolgirl appears to be based on a stereotypical image of a schoolgirl, as she is wearing a formal set of school uniform: consisting of a gray shirt, a red tie, white collar, dark gray coat and a typical formal stripy green skirt with brown socks and gray shoes.</p>	<p>Like other UK & Ireland mascots, the Schoolgirl causes British terrain to appear when playing as her.</p>
FISH'N CHIPS 	<p>Fish 'N Chips appears to be the typical dish of fried fish with chips, wrapped in a togo box served at takeaway fish and chips restaurants and fish bars in the UK. It resembles a wrapped fish and chips package, that opens up when jumping to reveal the orange fish portion and spilling chips (see Gallery).</p>	<p>Whenever Fish 'N Chips moves, chips will scatter around the character, and a shuffling sound is heard. When it is hit by a vehicle, the togo box wrapping will separate into two pieces, releasing the fish and also chips, which will scatter across the screen and dissapear shortly after.</p>
CHIMNEY SWEEP	<p>He is wearing a grey cap, red scarf and a grey jacket, trousers and shirt. He has</p>	<p>. There is a slight chance of rain at the start of the run. The Chimney Sweep is one</p>



	<p>brown hair and brown shoes. He also holds a brush that would've been used for chimney sweeping.</p>	<p>of the mascots who move their legs while moving to create a running illusion. He also causes small ash particles to spawn when he moves, these ash particles probably represent dust.</p>
<p>PHONE BOX</p> 	<p>The Phone Box is based off of the traditional telephone boxes found in many parts of the UK used for calling by many people. They are tall red phone booths with small window-like holes with a dark brown base.</p>	<p>Like all of the UK & Ireland mascots, it traverses in the UK & Ireland Terrain. There is a slight chance of rain at the start of the run.</p>
<p>NESSIE</p> 	<p>Nessie resembles the Loch Ness Monster, hence the name Nessie. Nessie is essentially bluish-purple, with a white stomach and neck. Her anatomy structure somewhat resembles a dinosaur, which caused the fandom to suspect that it replaced the dinosaur.</p>	<p>Nessie occasionally makes noises; as she travels along the terrain, there will be a splashing sound, similar to the splashing sounds made by the Hipster Whale, as well as the Floppy Fish. During the run, Nessie may also turn her head from side to side. When Nessie hops, she will also splash out little droplets of water.</p>



LEPRECHAUN 	<p>The Leprechaun is based off the creature of Irish folklore with the same name. It is short with a green hat, green torso with a brown belt and golden belt buckle, green pants, brown shoes, an orange beard and orange hair.</p>	<p>The Leprechaun will make incomprehensible sounds like "Babadabada" occasionally and when killed, he will yell as if in agony. He will also make Rainbows appear, littering the area as obstacles which he can jump through. When he picks up coins, which emit white particles, he will make triumph noises.</p>

MICRO UPDATE

FRAMED	<p>Framed is basically dressed in a black suit with a black suitcase to match the theme. When the player plays as him the player will</p>	<p>The background is a pale/pink noir styled theme. All the obstacles and cars are converted into a color that matches the scene. The</p>
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	<p>notice that his arms and legs move back and forth, like the Chimney Sweep.</p>	<p>cars are purple/blue, the boulders and birds are solid ebony or black, and the eagle is pure white. The scene is accompanied by jazzy music playing in the background. In the non playable area, there are skyscrapers that come into view, but can not be stopped by in anyway.</p>
<p>BAG IT</p> 	<p>Bag It! is essentially a blue milk carton with a few white bits on it. It has human-like eyes with red irises. Like real milk cartons, it has a cap on its "forehead" and an anthropomorphic (human-like) mouth, making it resemble a human by the slightest.</p>	<p>The grasslands serve as the landscape for Bag It!. When Bag It! travels through the landscape, puddles of milk will trail behind it. The longer you stay on one spot, the bigger the milk puddle gets. When it dies, milk explodes from the mascot, causing big puddles of milk pooling around the death area.</p>
<p>ROCKY</p>	<p>Rocky is a boy with auburn hair, a dark blue shirt with a red vest and a white undershirt. He has blue pants and gray shoes with a white shoe bottom. Rocky was formerly known as Archie and he was known to be a humanoid boy with</p>	<p>When playing as Rocky, letter boxes and collectible hamburgers will randomly appear in the landscape as the player processes. The letterboxes are opened but can be closed if Rocky stands next to it, (1 square unit away, either diagonally</p>



	<p>orange hair wearing a navy blue T-shirt with the letter "R" on it. He had blue jeans and brown shoes.</p>	<p>or horizontally) on the side with the flag. The letterbox makes a scraping noise when closed. To unlock the secret mascot Ace the player needs to collect 50 hamburgers across many runs. Good luck!</p>
<p>ACE</p> 	<p>Prior to being changed to Ace, Jughead was a humanoid in a yellow shirt with a white letter S printed on the front of it. He also wore a gray crown with a white line and red dot on it, orange shoes, blue jeans, and he always kept his hands in his pocket, just like the real Jughead from Archie comics.</p>	<p>Ace has similar characteristics to all of the humanoid mascots. The terrain the player plays in is the grassland. The only thing that makes him special is because at the moment of his death, he blows up to twice his size, then he explodes. However, this was actually a glitch and was patched as of the Korean Update. Now when the player dies, his red cap falls off and you will hear a ringing noise. If he happens to die in the water, his cap will levitate over the spot.</p>
<p>MICHAEL BOOM</p>	<p>Michael Boom wears a brown coat and a grey undershirt. He also has long blonde hair, blue pants, and dark brown shoes. He is holding a detonator with a golden handle in his hand. His facial expression looks</p>	<p>The Crossy Road logo changes into a "Hipster Whale presents A Michael Boom film Crossy Road" logo (See gallery for image), which also changes the wording. When playing as him, shadows of fighter jets can be seen and swooshing</p>

	<p>like a grimace.</p>	<p>sounds can be heard in the background. Numerous miniature explosions will randomly hit Trees and bushes, turning them black if they are struck.</p>
<p>RUGBY PLAYER</p> 	<p>The Rugby Player looks like a generic rugby player in real life. He wears long red socks, rugby boots, a red shirt and white shorts. He has brown hair and appears to be holding a white rugby ball in his left hand.</p>	<p>Like most of the British mascots, the Rugby Player changes the setting into the UK terrain. The Rugby Player traverses, it is occupied by grunts and leaves behind a continuous trail of yellow daffodils.</p>

KOREAN UPDATE

<p>SEOUL CHICKEN</p>	<p>The Seoul Chicken (서울 치킨 in Korean) resembles the Chicken wearing Korean women's 한복 (Traditional clothing). Its structure resembles the Chicken, underneath its</p>	<p>When playing as the Seoul Chicken, Korean obstacles appear during gameplay. The Crossy Road logo translates into a Korean logo. Sometimes, she does a 세배 (traditional Korean</p>
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	<p>clothes and accessories.</p>	<p>bow).</p>
<p>K-DRAMA ACTOR</p> 	<p>The K-Drama Actor (한류스타 in Korean) resembles a Korean Drama actor. He has dark brown hair and he wears black glasses, a grey suit with a grey under suit and a white collar with a blue tie. He also has gray pants and black shoes.</p>	<p>There are different kinds of fans. For example, there is a fan who waves a "Hi" sign at the player. There are also fans who wave signs with a star on it. There are also fans that jump up and down with excitement. Most of the paparazzi look identical to each other - all of them wear red, and have black hair. Death will not stop their actions.</p>
<p>JINDO</p> 	<p>Jindo (진돗개 in Korean) is a dog with a shade of white and grey fur. It also has a brown nose, brown eyes, a tan tail tip and it has its pink tongue sticking out.</p>	<p>During gameplay, the terrain will be the Korean setting, with unique Korean obstacles and vehicles. The Crossy Road logo will be displayed in Korean. Occasionally, Jindo makes barking noises.</p>

KIMCHI 	Kimchi (김치 in Korean) resembles the realistic Korean national dish, a dish consisting of spicy pickled cabbage. The in-game Kimchi has a white plate, and orange/red being the spicy sauce and green being the pickled cabbage content inside it.	When the player plays as Kimchi, Korean obstacles appear during gameplay. The Crossy Road logo translates into a Korean logo.
SEONBI 	Seonbi (선비 in Korean) is a Korean Humanoid Mascot clothed with men's hanbok (traditional Korean clothing) which includes a blue thawb, a black hat and black shoes.	Upon game play, the terrain for Seonbi in which Seonbi walks on a Korean-styled terrain, with skyscrapers and other obstacles alongside Korean cars and other vehicles. When the player moves, there will be purple books and white papers flying upon Seonbi. Upon death there will be lots of white papers and purple books scattered across the screen, as if he dropped them.

TKD MASTER



The Taekwondo Master (태관도 사범 in Korean) is a humanoid that is wearing a white taekwondo robe (도복) that has a black belt and black collar. He has black hair and is also bare footed.

Upon gameplay, the normal **grasslands** become the Korean landscape. Taekwondo Master constantly produces "hurr" sounds, and at the same time, he is training by punching when walking. Also, before the game, instead of "Crossy Road" popping up, it shows "Crossy Road" in Korean. He occasionally yells "kihap" and other things.

KOREAN BBQ



The Korean BBQ is Korean fried **pork belly**, called **화로구이** in Korean, and other side dishes cooking on top of a black grill. The grill itself is positioned upon a brown wooden board.

As part of the Korean update, upon gameplay, the terrain will be the Korean landscape, with Korean obstacles and vehicles. Smoke trails from the barbecue and the top shifts with every jump. Sizzling can be heard throughout the run. Upon death, its contents will scatter across the nearby lanes and food vanishes after a few seconds.

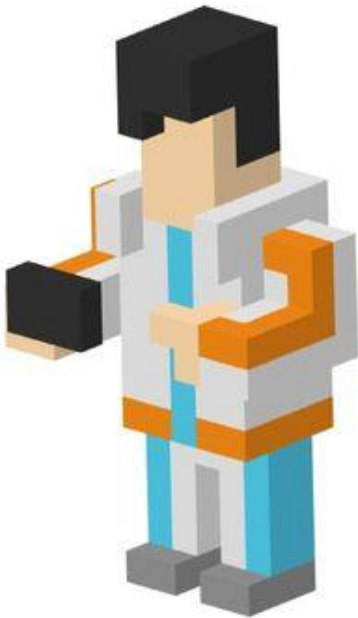
KOREAN DRUMMER



The Korean Drummer looks a lot like the drummers in Korea. In the game, the Korean Drummer is a male human with a Korean-styled outfit and he is equipped with a hand drum. He has a black shirt on with white pants and butter cream shoes.

When the player plays as the Korean Drummer, Korean obstacles appear during gameplay. The Crossy Road logo translates into a Korean logo. The Korean Drummer makes a crashing cymbal sound when traversing.

PRO GAMER

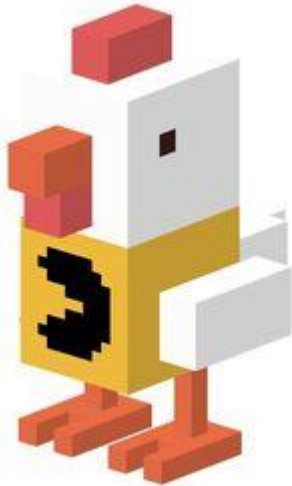


The Pro Gamer (프로게이머 in Korean) is holding a small Game controller. He has black emo hair and he wears an orange, white, and blue jacket with orange and white sleeves with a grey beakfas on the back. He also wears white and blue pants along with grey shoes.

While playing as the Pro Gamer, you can hear a Korean commentator in-game. Occasionally, a swarm of pink creatures might pass randomly and quickly, killing the mascot if interfered with. Also, an actions per minute (APM) counter is shown underneath the score. You can also hear background noise of the audience cheering. When the player dies the commentator sometimes will shout "GG" (Good Game).

PRE PAC-MAN UPDATE

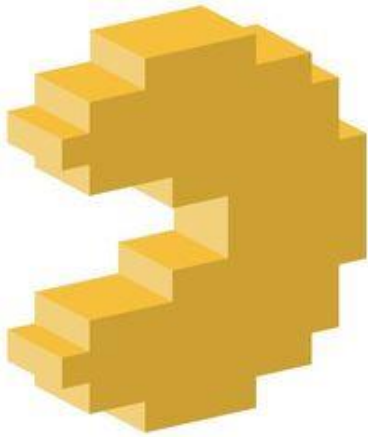
PAC-CHICKEN



The Pac-Chicken looks like its regular counterpart, the **Chicken**. It resembles a female chicken with white feathers, a red comb, an orange bill, and orange feet. It is wearing a yellow shirt with a black Pac-Man symbol on it.

During game play, the Pac-Chicken travels through a unique Pac-Man terrain. The terrain consists of black lands, obstacles with glowing edges and vehicles with a strange glow on their edges. The edge's colour changes throughout the game. There are white dots the player can collect, but unlike **Pac-Man**, these do not score any points. Also, it appears that when playing as this character, police cars are replaced with Pac-Man himself. (Getting killed by this "police car" unlocks Blinky.) As with Pac-Man, the **eagle** is replaced with a rendition of the kill screen from the original Pac-Man game.

PAC-MAN



Pac-Man resembles a 3D version of the famous arcade character. He is a flat bright yellow circle with a opening at one end to resemble a mouth.

Pac-Man introduces an entirely new theme. Everything is black except for outlines that change color throughout the run. The game begins with the starting tune from Pac-Man. The game is not scored by how many steps forward you do, but by how many Pac-Dots you eat. The cars are replaced by ghosts. Eating a Power Pellet causes the ghosts to turn blue and can be eaten.

BLINKY



Blinky resembles the red ghost from Pac-Man, it has the same structure as [Pinky](#), [Inky](#) and [Clyde](#). Unlike the other ghosts, is bright red in color. In addition, it has blue eyes.

During gameplay, Blinky will make the original ghost sounds in pac man, but its audio is very short. Blinky will not encounter other ghosts, but black cars with colorful outlines. When blinky dies, (in certain ways), his body will fall apart and his eyes will "move left and right, then run into the " IDLE" enemy glitch.

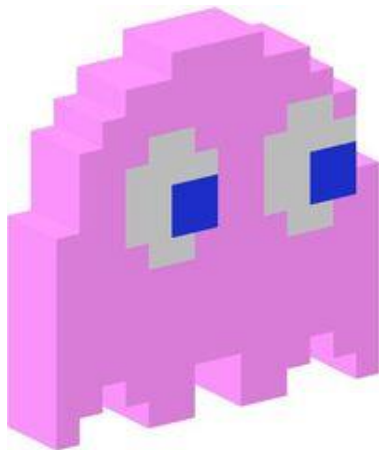
INKY



Inky is a blue ghost from PAC-Man, similar in appearance to Pinky, Blinky, and Clyde. It is bright blue with blue eyes.

During gameplay, Inky travels through a unique Pac-Man land, with dark grass, obstacles with different color glowing edges and different color glowing vehicles, trains and rails. The color always changes during gameplay. When he dies, his eyes fall off and run into a glitch at the bottom of the screen. Also as he moves, his eyes look in the direction he is moving.

PINKY




Pinky is a pink ghost from PAC-Man, similar in appearance to [Blinky](#), [Inky](#) and [Clyde](#). It is bright pink in color with blue eyes.

During game play, Pinky travels through a unique Pac-Man land, with dark grass, obstacles with different color glowing edges and different color glowing vehicles. The color always changes during game play. When it dies, its eyes fall off and run into a glitch at the bottom of the screen.

CLYDE

Clyde is an orange ghost from PAC-Man, similar in

During game play, Clyde travels through an unique

	<p>appearance to Inky, Pinky and Blinky. They are bright orange with blue eyes.</p>	<p>Pac-Man land, with dark grass, obstacles with different color glowing edges and different color glowing vehicles. The color always changes during game play. When he dies, his eyes fall off and run into a glitch at the bottom of the screen.</p>
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HALLOWEEN UPDATE

SKELETON



The Skeleton looks like a simply structured human skeleton with black eyes, and black lines to resemble the ribs.

Halloween terrain is present during gameplay, which has orange grass, black trees, and an orange river. The sound of bones rattling can be heard whenever the mascot makes a step forwards. The skeleton also has animate legs and arms that move to give an illusion of running. Also whenever the Skeleton takes a step in any direction, it's head seperates from its body the reattaches. It's not very noticable but when you really concentrate you'll notice it!

WITCH



The Witch has green skin, long grey hair, and a witch outfit that consists of a black robe, a purple dress, a black witch hat and black shoes. The Witch is slightly hunched over and holds her arms out in front of her.

Playing as the Witch causes the setting to turn into a Halloween theme. The Halloween theme causes **Trees** to turn into dead variants. The boulders become pumpkins, the river turns into a dark orange color and the **Birds** are replaced with bats.

SCAREDY CAT



Scaredy Cat looks somewhat similar to the **Unlucky Cat**, sharing the same black pelt and pale belly. However, in contrast to the Unlucky Cat, it has an arched back, and has piercing yellow eyes, giving it the appearance of being in a perpetual state of fright; hence the name "Scaredy Cat".

Playing as the Scaredy Cat changes the setting into a Halloween theme; this changes the grass into a dark orange color, all trees become bare and dead, and multiple Halloween obstacles are present during gameplay. Along with its usual hopping, it is occupied by hissing and screeching sounds.

MUMMY



The Mummy appears to be a humanoid with bandages wrapped around it, and it is a dusty-whitish color. The mummy holds its arms out in front of him.

Playing as the Mummy causes the setting to turn into Halloween. The **Trees** are bare, the **Rivers** are orange, the **boulders** are replaced by pumpkins, and the grass turns orange. The Mummy moves its legs during the run, giving it an illusion of running. The Mummy makes typical “mummy” noises such as strangled breathing and “raargh”.



PUMPKIN



The Pumpkin resembles a jack o' lantern in real life. Its shape is a cuboid pumpkin, it has a luminous carved face and a greenish-brown stem.

The setting for this mascot changes into the Halloween theme. The Pumpkin spills out colourful candy when it hops forward. the pumpkin sometimes makes a squishing sound when it moves.

MONUMENT VALLEY , LAND SLIDERS AND SHOOTY SKIES UPDATE

<p>QW33G00RPS</p> 	<p>The Qw33goorpps is a purple alien with tentacles, snail like eyes, a long, exposed tongue, and a green and gray ray gun.</p>	<p>At the start of every run, the player will find a smoking plane wreckage. Occasionally throughout the run, there are mid-air dog-fights flying overhead. He makes random alien-like gurgles and grunts.</p>
<p>HOOTY</p> 	<p>Hooty is a miniature brown owl with huge black glasses holding a cup of coffee.</p>	<p>Upon game play, the terrain will be the normal grasslands, with the only enemy being the Eagle, who will pick up the player if they idle for too long. At the start of every run, the player will find a smoking plane wreckage to the right. Occasionally throughout the run, there will be a flyby of two aircraft engaged in a dogfight and flatscreen TVs scattered around. Hooty makes various hooting sounds and will occasionally slurp from his coffee cup.</p>

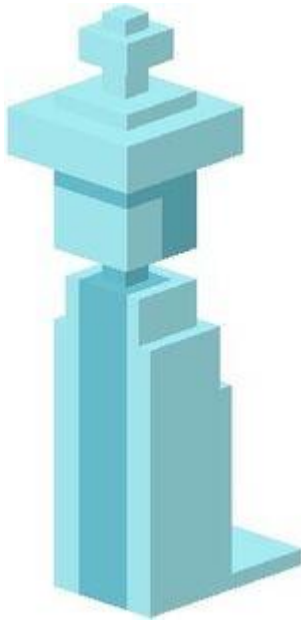
A CROW



A Crow's appearance resembles its appearance in [Monument Valley](#)—a black bird with a conical head, big eyes, conical body and thin legs.

As a Monument Valley character, playing as A Crow will also cause the top block of the Totem from Monument Valley to randomly appear floating down a river. Riding on the Totem while playing as A Crow is one of two ways to unlock [The Totem](#).

THE STORYTELLER



The Storyteller's appearance resembles their appearance in Monument Valley—a light blue humanoid with dark blue hair, wearing a light blue crown-like hat and matching full-length robes.

While playing as The Storyteller, the map will change to a Monument Valley-esque setting. Among other things, obstacles such as [trees](#) and [boulders](#) are replaced by monuments and ruins, [trains](#) become fast-moving blocks of concrete and [rivers](#) are now populated by floating pillars instead of logs. Pressure plates will also appear at random spots on the map—stepping onto one will raise or lower some of the ruins on the map.

THE TOTEM

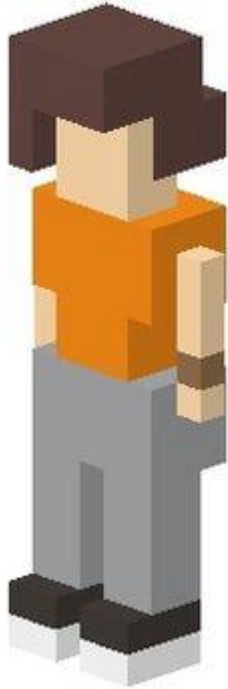


The Totem's appearance resembles its appearance in Monument Valley—a pole four yellow blocks high, with each block having some blue lines carved into them, and the topmost block featuring two additional large white circles on the sides with a dark-coloured dot in the middle of each one, resembling "eyes".

The Totem is sentient and retains some of the personality and characteristics its Monument Valley origin has. It slides along the ground and across spaced surfaces like lilypads and floating pillars, leaving a small dust trail as it slides, and occasionally hops on the spot if the player does not move it for a while. When it is hit by an enemy or falls into a river, it falls apart into its component blocks in a similar fashion to its origin's unfortunate predicament in Monument Valley: Forgotten Shores.

FITNESS UPDATE

RUNNER



The Runner has dark brown hair, she is also wearing a orange vest, gray pants and black running shoes. She appears to be wearing a stopwatch on her left arm.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Runner. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. She will make high pitched grunts as she jumps.

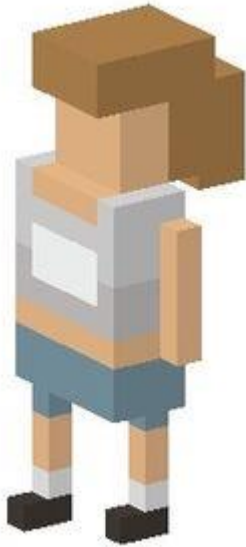
CYCLIST



The Cyclist has brown hair wearing a gray cap with a black strap, an orange shirt, black pants and black shoes. He is riding a red and black bike.

Similar to most of the standard mascots, the grasslands serve as the terrain for the Cyclist. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. The Cyclist leaves a short grey trail behind it as it moves. The trail only appears as the Cyclist moves; it will vanish if it stops moving.

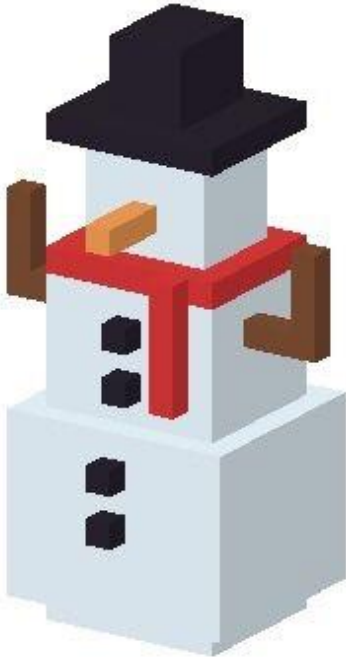

HURDLER



The Hurdler has long brown hair, a gray top that reveals her stomach, baggy grayish-blueish pants and black shoes with white socks.

Similar to most of the standard mascots, the **grasslands** serve as the terrain for the Hurdler. Trees and boulders appear as obstacles and the only enemy being the **eagle**, who will pick the player up if they idle for too long. The only difference is that hurdles will appear randomly as obstacles that she will jump over if she gets near to them. She makes panting noises with every hop.

CHRISTMAS UPDATE 2015

SNOWMAN 	<p>The Snowman consists of 3 white snow pieces, the bottom, the body and the head. The snowman has a black top hat, a red scarf, four pieces of coal on its body as buttons, a carrot for a nose and brown sticks pointing up as arms.</p>	<p>The logs are also replaced by broken-looking ice blocks. Each square unit it traverses, it is occupied by a high-pitched squealing or grunting noise, and an animation of its hat bouncing slightly off of its head, with its arms stretching sideways. Upon death, it drops snow and its nose falls off, followed by a grunting noise.</p>
PUDDING 	<p>Pudding is a square white plate of a small chocolate pudding with white sauce on top. Berries and leaves decorate the plate, to give it a festive look.</p>	<p>When playing as Pudding, the normal playing field is now covered in snow and the roads appear to be iced over, similar to Penguin's effect. This gives the playing field a feeling of the winter season. The only difference is presents and what seem to be small snow mounds will litter the ground.</p>

REINDEER



Much like its real life counterpart, the Reindeer has light brown fur, and two dark brown antlers protruding from its forehead. It also has a dark brown nose. Its build is very similar to that of the [Gazelle](#).

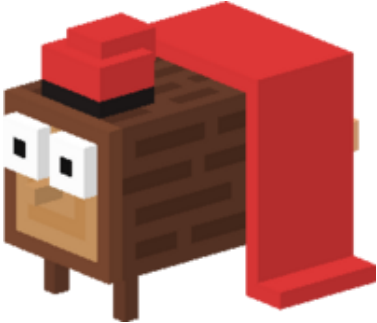

When playing as Reindeer, the normal playing field is now covered in [snow](#) and the roads appear to be iced over, similar to [Penguin's](#) effect. This gives the playing field a feeling of the winter season. The only difference is the presence of presents and what seems to be small snow mounds which litter the ground.

ELF



The Elf appears to be a short humanoid with brown hair wearing a red Christmas hat with the traditional white puff at the end. He is also wearing a green shirt that has a brown belt with a yellow buckle and he is wearing brown shoes with red and white striped socks.

While playing as the Elf, Christmas presents will scatter the island and [Logs](#) will appear as ice blocks. He also moves his legs while progressing, making the illusion of him running. [Trees](#) and [boulders](#) will be covered in snow. As the Elf runs across he makes a chattering noise, as he dies after getting hit he makes a yelp like noise.

<p>TIO DE NADAL</p> 	<p>Much like Tió de Nadal in Catalan mythology, Tió de Nadal is a log with sticks for legs, with a small red hat. It even has a three dimensional nose, and a red blanket, like the logs in the tradition.</p>	<p>Like all of the holiday-themed characters, Tió de Nadal changes the setting to a winter terrain. The grass appears to be covered in white snow, the regular trees are replaced by spruce trees, and the boulders are replaced by mounds of presents. During the run, it frequently leaves a trail of candy behind it as it travels.</p>
<p>BIRTHDAY KID</p> 	<p>Birthday Kid has a gold crown and long brown hair in a ponytail and a pink necklace.</p>	<p>The normal grasslands will appear while playing as Birthday Kid. Initially stationary fireworks and Balloons litter the playing field, if the player approaches within 2 square units of them, the fireworks will go off and explode into many sprinkles/the balloons will fly away into the air. The Birthday Kid waves arms during gameplay.</p>
<p>GRABLIN</p>	<p>The Grablin has red skin, a tail, and purple hair with</p>	<p>t can be found in the "Friends of Crossy" section</p>



white horns. It wears an olive garment torn in places, and carries a yellow bone. Its mouth is open, showing its white teeth.

of characters. Rather than the usual [grasslands](#), Grablin's setting is similar to the Halloween themed grasslands but without the pumpkins. At the top center of your screen, other Crossy Road characters appear on a grass block with their name and a level number next to them. As you move Grablin, the characters on the block have their HP meter drain until they get squashed and replaced with another character. The levels can vary. A common misconception is that the higher the number, the more jumps it takes to squash that character. Instead, the damage required to kill each mob is set independently of what level it is, and instead works off the formula $hp=x+3$, where x is the number of mobs already killed, e.g. the second monster will always have 4 hp. In the game [Clicker Heroes](#), it grabs things (hence the name Grablin).

PURPLE BLOOD



The most simple explanation. Appearance of blood cell but with the purple color

The Purple Bloop turns the Crossy Road game into a [Clicker Heroes](#) game, just like the [Grablin](#) character. A Crossy Road mascot will appear and after start up the game, the first mascot will always be a Level 1 [Chicken](#). When tapping, it not only moves the Purple Bloop forward but also drains the HP meter. Once the health bar reaches zero it will show another mascot.

YETI

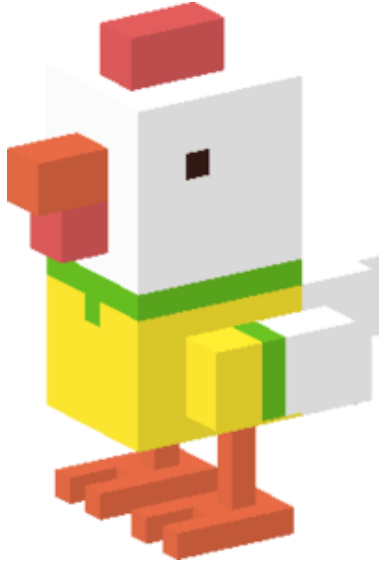


The Yeti is taller and bigger than most mascots. It is a very pale light blue in color, except for the patches around its hands, feet, ears, and face, which are a light navy. Its mouth shows white teeth.

When playing as Yeti, the normal field is covered in [snow](#) and the roads appear to be iced over, similar to the [Penguin](#)'s effect. This gives the playing field a feeling of the winter season. Occasionally, the Yeti will throw snowballs at various things, including the ground. The snowball travels 6 square units before plummeting to the floor. Any cars and trees that come into contact with the snowballs will become coated in snow.

BRAZIL UPDATE

BRAZIL CHICKEN



The Brazil Chicken appears to be almost identical to its other chicken counterparts. It has white feathers, and an orange beak and legs. However, unlike the other chickens, it also possesses a yellow jersey with a green outline. Furthermore, it is depicted with a football underneath its foot on the app icon.

If the player selects the Brazilian Chicken as their character, the terrain turns into the Brazilian city. Also, small white fútballs (soccer balls) will appear on the terrain, which running into causes them to move away as if they were kicked. The player can kick the same ball several times if they manage to chase it down, but once it enters water, it will disappear.

FLAG BEARER



It has light brown skin and dark hair that is pulled back behind a light green headdress. She wears a long green dress with fringe on the end and a white belt around her waist. She holds a green flag with a yellow/blue design (the stylized flag of Brazil) and white pole attached to it.

When playing as the Flag Bearer, green and yellow paper poppers will explode near her frequently. The music in the background is the national anthem of Brazil, the "Hino Nacional Brasileiro."

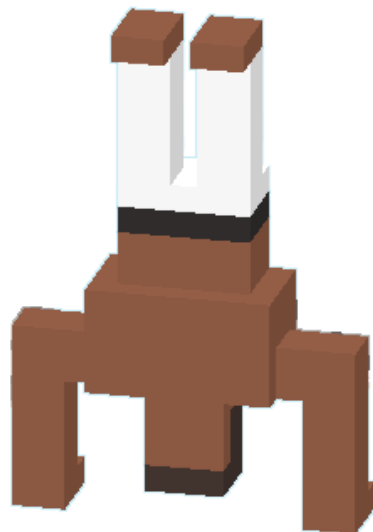
CARNAVAL



The Carnival is a feminine humanoid figure with a carnival-style orange and yellow hat. Her outfit is orange and yellow and she is wearing boots.

The setting for this mascot is a Brazilian city. However, the time turns into night, as if to represent a carnival in Brazil. Random colorful fireworks explode, giving a sparkling effect on the screen. There will be frequent dancers in the terrain, these people are obstacles and will not move from their spot, and cannot be passed through. The mascot waves her arms even if she's still during gameplay.

CAPOEIRA



Capoeira is a tanned male humanoid with dark brown hair wearing a pair of white pants with a dark grey belt. In his pose on the mascot selection screen, Capoeira is doing a handstand.

Capoeira starts every run doing a handstand. Whenever he moves, he will change his pose and usually flip or spin, sometimes grunting as he does. As a result, Capoeira never usually stays in the same pose between steps.

JAGUAR



The Jaguar's model is somewhat similar to the [Tabby Cat](#). However, the mascots have different textures. Much like its real life counterpart, it has orange and black spotted fur. It also has a paler muzzle and its jaws reveal front teeth and a reddish tongue.

The Jaguar's setting changes into the Brazilian theme, which has palm trees replacing the regular trees and skyscrapers on the field where it is unplayable. The Jaguar is unique from the other Brazilian characters because his setting is the only one that can switch from day to night. There are multiple [Capybara](#) around, their behavior varies depending on the time. During the day, they will flee from the character if approached directly adjacent to them. At night, the Jaguar's eyes will glow, and the Capybara will stand shaking and will not flee. If the character stands on their spot, the capybara will get squashed. If the character dies in the night, it will still continue to be night. The same applies for day.

BLUE MACAW



The Blue Macaw flaps its wings and makes constant squawking noises every hop, it makes a "feint cry" when it dies in any way. It uses Brazil terrain.

The Blue Macaw appears to be based off a Hayacinth Macaw, it has blue plumage, a yellow eye ring, and yellow feet. Its tail is long, and its beak is black in color.

MARMOSET



Marmoset has a long grey and black tail. He has a black body, with the under and front being grey. His legs are black, and feet are grey.

Playing as the Marmoset causes the setting to turn into a Brazilian city theme.

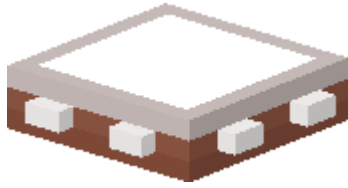
FOOTBALL PLAYER



The Football Player has the same Jersey that the Brazil Chicken has. The Football Player also has short blue shorts and red shoes.

Balls and goals appear during game play. The player kicks the ball when hopped on. There are cheers in the background. Mascot is in sporty.

PANDERIO



This mascot's appearance is based off its real life counterpart, which is a hand frame drum popular in Brazil. It is white and brown in color.

Like all other Brazilian mascots, the setting for the Pandeiro is a Brazilian city. For every square unit this mascot travels, musical notes come out of this mascot and it plays a sound.

TOUCAN



The Toucan is based off a real life Toucan, however the most famous species of toucan is black and white while this toucan is mainly purple, with an orange and yellow beak and orange feet.

Collectable fruits scatter around the map, in specific peaches. The overall map changes to the Rio de Janeiro map and the little white birds blue, maybe in a nod to the movie Rio. the movie rio from rio brazil during gameplay toucan . toucan is bird rare + blue wacaw

TOURIST



The Tourist is a round man with green shorts and a tan line where a tank top was. He wears a white hat and black sunglasses.

The Tourist changes the setting into the Brazilian terrain. In addition to the terrain change, many collectible coconut waters can be found in the grass. While these have no gameplay effects, it can unlock **Coconut Water** if 5 or more are collected during one round.

MANED WOLF



With an appearance similar to **Dingo**, the Maned Wolf has a similar color scheme, with a black snout that reveals its teeth, most of its fur color orange, its ears a darker shade of orange, its underbelly, tail, and the part under the snout are cream-colored. Its eyes are placed at the sides.

Playing as the Maned Wolf changes the setting into the Brazilian terrain. It barks occasionally, sometimes with a little howl.

COCONUT WATER



Coconut Water appears as a carved-out coconut with an orange slice on the side. Inside the coconut is a white straw. During gameplay, there will be liquid inside. The liquid inside may come in lime green, yellow, pink or red.

The liquid inside the coconut will refill itself and change color after jumping.

DISNEY UPDATE

MICKY MOUSE CHICKEN



The Mickey Mouse Costume Chicken looked identical to its original counterpart, the [Chicken](#). However, it also wears what appears to be a Mickey Mouse ears hat.

The setting of the Mickey Mouse Costume Chicken was the standard [grasslands](#). Like all other chickens, an animation of fallen feathers displays when this mascot dies. This mascot makes clucking sounds frequently as it moves through the game.



EASTER BUNNY



Unlike the other bunny mascots, Easter Bunny stands with two legs. It has two standing white bunny ears, a pink nose, a white tail, an open mouth, revealing its buck tooth and marks below the eyes. It also wears a blue collar with a yellow tag attached to it. Although its skin is mostly white, there are noticeable shades of pink and blue.

When playing as Easter Bunny, water is changed into chocolate. There are also some candies which spawn smaller bunnies who follow the player's mascot. Player can block other mascots on objects to lose them. One of the mascots can kill another by jumping on it. When the Easter Bunny is next to a large carrot, a chomping sound is played and the carrot has a bite out of it.

EASTER UPDATE

<p>DADDY</p> 	<p>Kid with black hair, peach skin, a long-sleeved white</p>	<p>The standard grasslands are changed into a modified version of the Korean landscape. Several 'Floating Islands'^[1] will appear shaped as letters of the latin alphabet, sometimes spelling "DAD," "KID" and "PSY." These letters have the texture of a dance floor and are surrounded by dancers either on the floor or on a lily pad. When the character lands on one of the dance pads, one of three electro beats will play, the dance floor will light up, and the static people will start to dance.</p>
<p>NEW YEAR'S DOLL</p> 	<p>The New Year's Doll color scheme is based on the Chinese New Year. It has a red vest (red being a lucky color in the Chinese New Year), black hair rolled up in two buns, white skin with red cheeks, and it is dragging a lantern behind it. During gameplay, the lantern spits out red and yellow</p>	<p>Additionally, with the New Year's Doll the counter in the top left corner of the screen is replaced with a stopwatch. The stopwatch will count in second intervals and will stop when the player dies or catches the Chinese Monster.</p>

	confetti.	
FIRE MONKEY 	<p>The Fire Monkey looks like a typical monkey but with a bigger head. Its hair is brown with peach skin and feet with a darker shade of brown. It also has its mouth open, revealing the red insides of its mouth and has noticeable red marks near the eyes. During gameplay, the tip of its tail is on fire.</p>	<p>Like the Christmas-themed and Chinese New Year-themed mascots, Fire Monkey plays in a snowy terrain. It makes various monkey sounds as it hops. It also leaves an orange trail behind which, similar to Unihorse and the Andy Sum mascot, disappears as it hops on. And there are sometimes little red papers with a Japanese symbol on them.</p>
CHINESE MONSTER 	<p>Chinese Monster is most likely based on a depiction of the Nian, a mythological Chinese creature that is said to appear in spring to devour humans, especially children.</p>	<p>Plays on a Chinese New Year map; appears as an obstacle when playing as New Year's Doll; as an obstacle, cannot drown or be destroyed by anything except contact with New Year's Doll</p>

SCRUFFY DOG



Scruffy Dog appears as a dog with a wenge-colored coat and a beaver-colored underbelly. Its nose is brown and it wears a red collar with a yellow bell under its neck. It also sticks out its tongue.

Scruffy Dog has no exclusive characteristics. Like many other standard mascots, the grasslands are present as the landscape during gameplay. The **trees** and **boulders** are scattered on the plain as obstacles. The eagle appears as an enemy, which can pick the player up if they idle for too long. Scruffy dog does occasionally bark when walking.

ARCTIC UPDATE

PUFFIN



Puffin looks quite similar to a [penguin](#). it has a beige underbelly, orange beak and flippers and a gray back. It is also shorter than a penguin.




Like other arctic mascots, it has a snowy terrain and snow-covered trees and cars. Puffin makes a sound like stepping in sand when playing, and lifts its wings as it takes a step.

LOST PENGUIN



The Lost Penguin bears resemblance to the [Penguin](#), but it is primarily black with a white belly and a yellow beak, collar, feet and a patch of feathers near its eyes.the lost penguin is faces yellow

The Lost Penguin turns the setting into a snowy terrain. If there is enough space in the snowy land, it will slide on its belly by itself, making this mascot challenging to use. If the Lost Penguin stands still for too long or retreats too far, the [eagle](#) will snatch it. the lost penguin abilides belly by slippery penguin

<h2>ARCTIC HARE</h2> 	<p>The Arctic Hare appears to be a white rabbit with dark brown ear tips and nose.</p>	
<h2>ARCTIC FOX</h2> 	<p>The Arctic Fox is white on its legs, tail, most of its head and its body. It has a black nose, and grey ears. Its tail sticks straight out behind it and has a slight downward dip.</p>	<p>While playing as the Arctic Fox, the map will be littered with birds. Playing as this character will make "scaring birds" missions much easier, as you will quickly be able to find birds.</p>
<h2>LEMMING</h2> 	<p>The Lemming is a small mascot with brown and mocha skin. The tip of its feet are a dark shade of brown, its eyes at the sides, two little ears on top of its head, a black nose, an open mouth, and a little tail at the back.</p>	<p>Like the other Arctic and snow-themed mascots, the Lemming plays in a snowy terrain. While hopping, it will often squeak and at times, a pack of squeaking Lemmings may pass on a road with cars.</p>

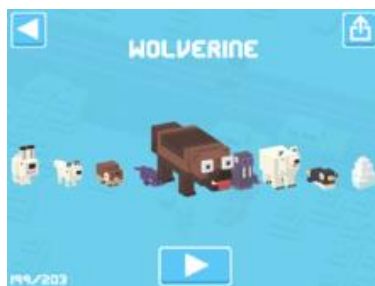
NARWHAL



The Narwhal resembles the real-life narwhal, an aquatic creature. The body is dark purple all over with a light purple belly. It has a small open mouth with two teeth and a purple horn protruding from its head. The Narwhal also has flippers.

Horses surround it and shiver when close. When played close to midnight, it can pickup bacon.

WOLVERINE



The wolverine is based on the real life animal, called the wolverine. It is a medium sized wolf-like creature a brown splotch on top of its body and the same color brown underneath and on its paws. A lighter brown is the base color. It has a short, stubby tail and white teeth and a pinkish tongue sticking out.

Like the other arctic animals, the Wolverine plays on a snowy-arctic terrain. It can eat red meat while playing as this character. Nothing happens if you eat a lot of the red meat, but if you die in the water as all characters, you will unlock the iceberg.

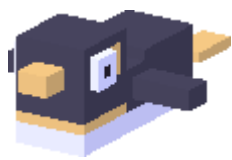
POLAR BEAR



The Polar Bear is a light-cream color with cream colored feet. It has three black claws on each foot and a black nose. The insides of its ears are also black. The Polar Bear has typical Crossy Road eyes; a white square with a black dot in the middle. The mouth is open and is pink on the inside.

he Polar Bear has its own entirely new game mode. A pop-up screen will show at the beginning of each round, showing the amount of packages the player has collected and the reward. The packages come in a lot of different shapes, but are all white and blue.

SLIPPY PENGUIN



Slippy Penguin looks just like the [Lost Penguin](#) while standing; but when lying on its belly, its wings are spread and its feet are held high.

Slippy Penguin introduces a new game mode unique to only itself. In the mode, it starts with the Slippy Penguin standing, and when tapped to play, it lies on its belly and starts gliding. It uses the same controls to make it go in any direction.

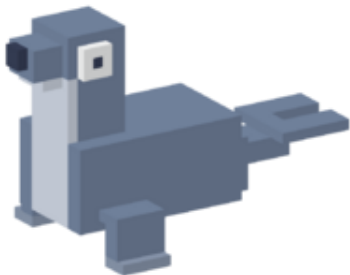
ICEBERG



The Iceberg is white and light blue ice blocks pounded together. It is smaller compared to the other **obstacles** found in the terrain.

Like the other Arctic mascots and snow-themed mascots, the Iceberg plays in the snowy terrain. During gameplay, as it hops around, the terrain shakes lightly and bits of ice are ejected in the air. At times, twinkling sounds can be heard when it stops hopping. When the Iceberg is hit by a vehicle, the mascot is not displayed as flattened, only bits of ice remain.


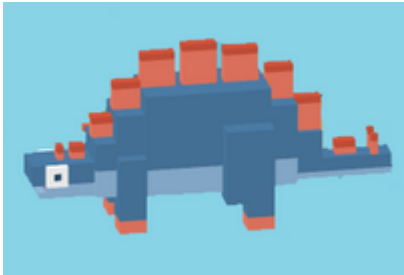

SEAL

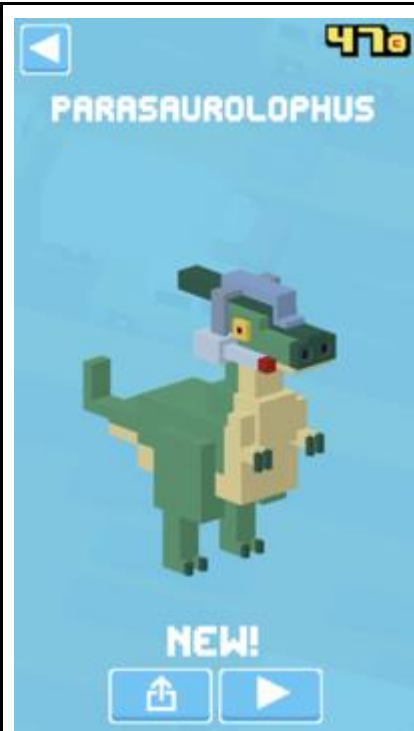


The Seal has bluish-grey skin. Its eyes are on the sides, a white stripe on its chest, a black nose, two buck teeth, fore flippers on the ground, and long hind flippers behind it. The Seal makes a few different realistic seal-sounds as it moves.

Like the other Arctic mascots and snow-themed mascots, the Seal plays in the snowy terrain. During gameplay, a red ball may appear. The player may choose to get it or not. If they choose to get it, the Seal will play with it by bouncing the ball on its nose. Either randomly or upon death, the ball will drop and bounce away.

DINOSAUR UPDATE

<h2>DINOSAUR CHICKEN</h2> 	<p>The Dinosaur Chicken shares an identical form as the Chicken, but wears what appears to be a dinosaur green dinosaur costume, with yellow spikes on its back.</p>	<p>If the Dinosaur Chicken is selected, the setting turns into a prehistoric time period where Dinosaurs roamed the Planet. This replaces cars with other running dinosaurs on a muddy track that distinguishes itself from grasslands. Train tracks are replaced by a muddy trail with Dinosaurs running past between intervals.</p>
<h2>STEGOSAURUS</h2> 	<p>He is a blue dinosaur with orange spikes.</p>	<p><i>Coming Soon</i></p>
<h2>THESAURUS</h2> 	<p>The Thesaurus resembles a blue dinosaur with a book in its arms. It has a paler underbelly and yellow eyes. It also wears a monocle.</p>	<p>The Thesaurus changes the setting into the Dinosaur Terrain. Each step it takes will cause random words to appear on the screen, sometimes words synonymous to the action it does. Occasionally it will spout words like the doge.</p>
<h2>PARASAUROLOPHUS</h2>	<p>Resembles a dinosaur with two turrets attached to each side of it's head.and walks on</p>	<p>Parasaurolophus fires bullets from the turrets on its head. Much like</p>



two legs and front legs standing up like thesaurus and T.Rex and I teal color above and yellowish brown underneath.

Epoch and **Dragon**, Parasaurolophus burns **obstacles**. It also burns the dinosaurs that are in the place of vehicles. Parasaurolophus has two enemies. The **crocodile** will eat Parasaurolophus when the mascot lands on its head. If Parasaurolophus is idle for too long, the **pterodactyl** will snatch it.

ARCHAEOPTERYX



The Archaeopteryx has a dark blue back, a cream colored chest and orange feet. It is a small dinosaur with wing like arms and a long tail.

When playing as Archeopteryx you are in the dinosaur terrain. It flaps it's wings every so often and makes various chattering and cooing sounds.

T-REX



T. rex is a large bipedal dinosaur with a purple ventral and paler purple dorsal. He carries his weight quite far in front of his feet, so be careful. You may not be as far along as it appears because of his weight distribution, so you may be unexpectedly run over.

he terrain is the [Dinosaur Terrain](#) but sometimes SUVs (in a nod to *Jurassic Park*) appear, escaping when the player comes too near. Sometimes the SUV will try to escape in the direction of T. Rex, and he *may* be able to jump on it and crush it. Sometimes T. Rex also roars so loud that the screen shakes violently.

PALEONTOLOGIST



The Paleontologist is a dark-skinned humanoid with dark brown hair and sandy-colored clothes. She is wearing a hat, belt, and dark green boots. The Paleontologist is equipped with a pickaxe and a brush.

The Paleontologist changes the setting into a prehistoric time when dinosaurs roamed the world. On the map, there are different fossil pieces that scatter around the grasslands. Picking one up will cause them to say, "Hm..." Occasionally, the Paleontologist will say the phrase, "I'm sure it's here somewhere".

TRICERATOPS



Triceratops features are the horns thrill and beak that doesn't look like a parrots beak actually. The colors on the triceratops are dark purple on the body and yellow on the eyes

Coming Soon

DILOPHOSAURUS



The Dilophosaurus has the shape of its real life counterpart. It has green skin, dark green spikes on its spine and a pair of rounded dark green crests on its forehead. Its chest is a lighter shade of green than its main body.

Playing as the Dilophosaurus changes the setting into a prehistoric time period with dinosaurs replacing cars. The Dilophosaurus occasionally emits growling-like sounds and appears to spit acid in front of it.

PACHYCEPHALOSA- URUS



The Pachycephalosaur has overall green skin, with darker green stripes, red spikes, and a light green underbelly. It also has a long tail, yellow eyes, two short forearms, two hind legs, black claws, and a large brown and light green head.

Like all the other Dinosaur mascots, the Pachycephalosaur plays in a Dinosaur/Primitive terrain. Enemies in this terrain include the [Pterodactyl](#), [Crocodiles](#), Dinosaurs on the "road", and fellow Pachycephalosaur. It makes stomping noises every time it hops.

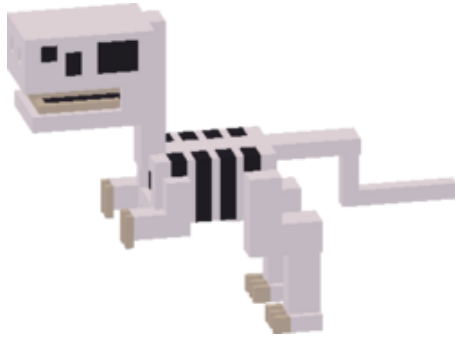
UNEXPECTED SHREW



The Unexpected Shrew is a very tiny brown shrew with protruding front teeth. And a big sissy tail. It is a small mole like animal that scurries forward with a coward like fashion. It is a reference to the Ice Age squirrel Scrat

The Unexpected Shrew has the prehistoric terrain. Large sponge-like obstacles appear on the screen(perhaps cheese or egg) and if the shrew approaches the obstacle it will disappear in a cloud of bubbles and send the shrew back a space, as if it has been eaten. After ingesting 5 obstacles the shrew can't eat any more and walks through the obstacles.

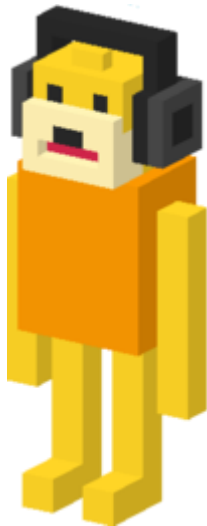
BONES



Bones resembles the skeleton of a carnivorous dinosaur.

Bones' setting turns into a terrain where dinosaurs roamed the Earth. Each step it takes will cause it to rattle and shake. When it dies, its skull falls off and it shatters into pieces.



FLAT ERIC



Flat Eric resembles its real life counterpart, with a yellow head, legs, and arms, pale muzzle and an orange body. It wears large earphones and has a protruding bump on his head. Its head is flat, like its real life counterpart, who had a car run over his head once.

Flat Eric doesn't change the setting from its normal look, but loud music ("End of the World" by Mr. Oizo) plays in the background when this mascot is selected. The trees, rail lights, and cars shake from side to side, giving the illusion of them dancing with the music. Along with this, Flat Eric also nods to the music.

KATAMARI AND HALLOWEEN UPDATE 2016

<h2>KATAMARI CHICKEN</h2> 	<p>Katamari Chicken has a similar appearance to the Prince of All Cosmos, with the same green suit, elongated head, and headdress, but with a larger yellow and red antennae. Katamari Chicken is currently grouped in the Katamari section with the other Katamari mascots.</p>	<p>Katamari Chicken moves with a hopping motion, and periodically makes a clucking sound. As with all Katamari mascots, Katamari Chicken must avoid both cars and cattle on the roads.</p>
<h2>THE PRINCE OF ALL COSMOS</h2> 	<p>The Prince of All Cosmos wears a green shirt and purple pants. When the Prince moves, he bends his legs alternately, and coloured confetti is released. As with all Katamari mascots, the Prince has a hammer-shaped head.</p>	<p>The Prince of All Cosmos has a Katamari ball that the player can use to pick up objects. When the Prince picks up an object, a shaft of colour shoots into the air. Picking up 12 objects and dying after will unlock the Princess of All Cosmos.</p>

THE PRINCESS OF ALL COSMOS



The Princess of All Cosmos wears a white dress with pink & green trim, and a pink belt. She also has the same Katamari Ball as [The Prince of All Cosmos](#). As with all Katamari mascots, the Princess has a hammer-shaped head.

Like the Prince of All Cosmos, the Princess of All Cosmos carries a Katamari ball that absorbs objects around her. The more objects collected the bigger the ball becomes. As with all the Katamari mascots, there is a mix of cars and cattle to avoid on the roads.

THE QUEEN OF ALL COSMOS



The Queen of all Cosmos wears a pink frilly dress which widens as she hops. The Queen has blonde hair and wears white gloves.


As The Queen of All Cosmos progresses she leaves a trail of heart shaped cookies behind her. These cookies disappear as she continues to move forwards.

THE KING OF ALL COSMOS

The King of All Cosmos has grey skin, black hair and beard, a blue jacket and brownish pants with a gold belt. He also has a white collar and gold crown.

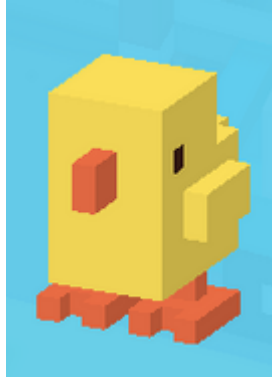
When moving, the sound of a record being scratched can be heard over the music. The King of All Cosmos can also send rainbow lines forward which turn any object in front of them rainbow-coloured. A bonus feature is that on the run start screen, he can be seen posing lazily on the grass.

		
<p>SCARY MOVIE</p> 	<p>Scary Movie holds a machete.</p>	<p>While playing, the Grasslands become a Halloween themed landscape, and every jump has tension-filled music. Upon death a Psycho-like theme is played.</p>
<p>CANDY CORN</p>	<p>Candy Corn resembles the real candy of the same name that is typically eaten around Halloween. Candy Corn is a small rectangle pointing</p>	<p>While playing as Candy Corn, the Grasslands turn Halloween-themed. Candy Corn leaves a high-pitched "boing"</p>

	<p>upwards that has 3 layers, the top one being white, the middle being orange and the last one being yellow.</p>	<p>noise as it moves.</p>
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2 YEAR ANNIVERSARY

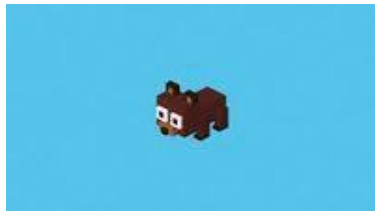
BABY CHICKEN	<p>The Baby Chicken is based on the Chicken, but as a</p>	<p>Similar to most of the standard mascots, the</p>
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baby. It has yellow feathers, with orange feet and a orange beak. It has 2 black eyes.

grasslands serve as the terrain for the Baby Chicken. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long. When it dies, it pops into confetti.

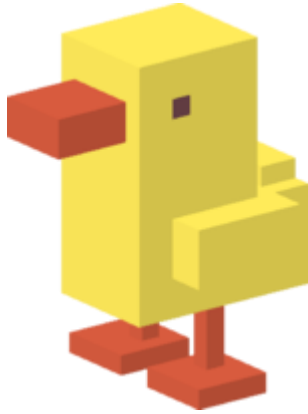
BABY BEAR



The baby bear is based on a real life baby grizzly bear. It's a small bear with a brown fur coat and a black nose, with some light brown parts in it's ears and behind it's nose. It is standing on 4 legs.

Similar to most of the standard mascots, the **grasslands** serve as the terrain for the Baby Bear. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. It makes baby bear noises at certain times when hopping.

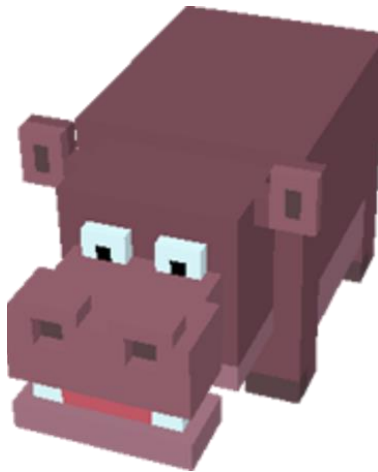
BABY DUCK



The Baby Duck has a similar appearance to a duckling. Its structure is very similar to it as well. However, its size is approximately similar to the **Mallard**. It has essentially yellow plumage and an orange bill and feet.

Similar to most of the standard **mascots**, the **grasslands** serve as the terrain for the Baby Duck. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long. Like many **mascots**, Baby Duck does not have any special characteristics.

BABY HIPPO



The Baby Hippo is a dark purple hippo with a light blue underside. It also has its mouth open.

The Baby Hippo doesn't make the standard noise of a hippo other than just making the noise of a squeaking toy.

KITTEN



The Kitten, as stated above, is a miniature version of the lucky cat, except that it has all 4 legs. It has a pinkish-grey coat with a pale muzzle. I has a red tongue that is sticking out of its mouth.

The Kitten uses the grassland that most of the original cast use. When killed, the Kitten explodes with confetti.

LUNAR NEW YEAR 2017

THE THREE DEITIES



Coming Soon

The Three Deities is a pretty unique mascot. The first thing that you will notice is that Chinese music is being played in the run. Once the run has been started, the game will select a random deity. to change your deity, you need to collect a certain artifact. Unlike most charatcers, when one of the three deities die, instead of being squished by a moving vehicle, they turn into a puff of smoke and disappear.

SERENGETI UPDATE

BEST IN SHOW



Best in Show is an old man holding a dog on a leash. He wears a suit and black shoes and has an award ribbon pinned to his suit.

When Best in Show walks, occaisionally, the dog barks.

CAT LADY



Cat Lady is an old lady with three cats on her. One on her back, one on her head and one that she is carrying. She wears a pink robe and slippers, as well as light blue pants. She keeps her hair in a bun at the back of her head.

When Cat Lady walks, every once in a while a cat appears and looks at her. When the cats look at the cat lady they shiver. She will just do nothing.

OCTOGENARIAN



Octogenarian has grey hair in a bun, a pink long-sleeved top, magenta leggings, and grey shoes

Octogenarian flips while running and has the same voice as [Runner](#). An Octogenarian is a person that is ages 80-89.

SPEEDY SLOTH



The Speedy Sloth has a sloth like appearance, with brown fur and white like hands and feet and a stumpy tail. The sloth seems to be sleeping while laying on the ground. It has a dark brown colour surrounding its eyes with a light brown nose. It seems to be laying down while being played.

Similar to most of the standard mascots, the **grasslands** serve as the terrain for the Speedy Sloth. **Trees** and **boulders** appear as obstacles and the only enemy being the **Eagle**, who will pick the player up if they idle for too long.

RHINO



The Rhino is a playable mascot in **Crossy Road**. It is part of The Savannah Update

Rhino can be unlocked from the **Prize Machine** for 100 **Coins**, or you can purchase it for \$0.99.

LION



The Lion mascot resembles a typical male lion with a light brown body and a bushy darker brown mane.

The Lion thumps as he moves in a hopping motion. The Lion makes a deep-throated growl fairly regularly when he moves. When the Lion dies, he makes a longer strangled growling sound.

AFRICAN TERMITE



It is shown with an orange body, with black pincers.

WARTHOG



The Warthog appearance resembles that of the real life wild boar. It has some brown hair going to it's back. It also has 2 pig-like ears. It's got a big nose, and 2 horns. It has a furry tail, and brown-black pig-like feet and makes a warthog sound.

The Savanna serves as the terrain for the Warthog. Like all the other Savanna characters, the vehicles on the roads are jeeps with tourists in touring jeeps taking photos with flashes. Sometimes the player encounters a [Meerkat](#). When the player approaches it, it begins to tremble and whimpers, as if frightened.

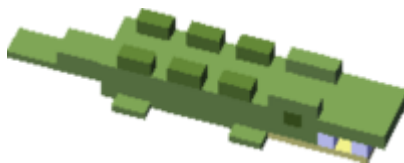
MEERKAT



The meerkat is brown, with darker brown stripes across its back. It has dark brown ears, feet and nose.

Usually, the Meerkat squeaks throughout the run. Also, it encounters a Warthog, which begins to tremble, as if frightened.


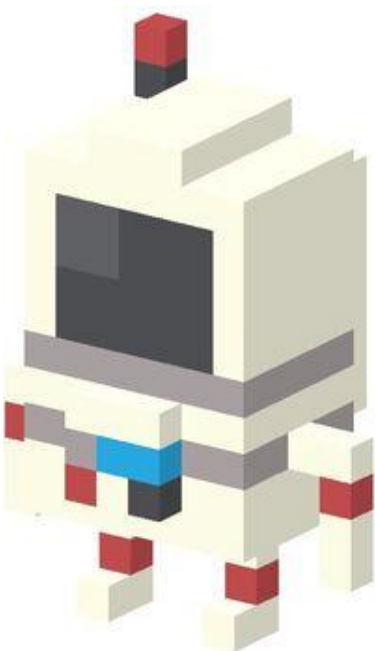
CROCODILE

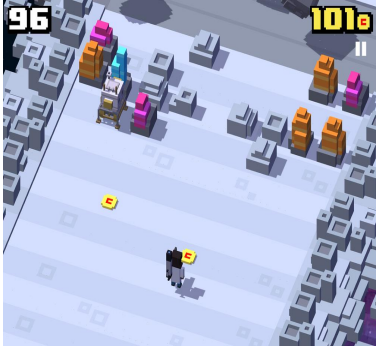




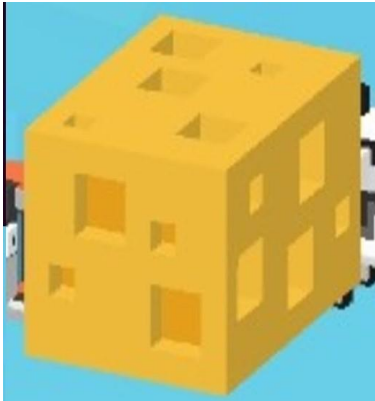

Crocodiles look similar to real crocodiles. Their whole body is green and they have 2 visible teeth. The crocodiles have six spikes on their backs. They appear in the Prehistoric terrain too, a little bit more brownish.



Crocodiles consist of three parts; the tail, the body, and the head. Crocodiles can be used as [logs](#), by jumping on the back or the tail but if the player jumps onto the head of the crocodile, it will eat them, ending the run.

SPACE UPDATE

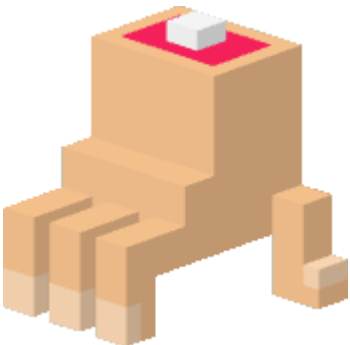

<p>SPACE CHICKEN</p>  <p>The image shows a pixelated chicken character in a white space suit with a red helmet, floating in a blue space environment. The text 'SPACE CHICKEN' is written in a pixelated font above the character.</p>	<p>The Space Chicken appears in space wearing an astronaut helmet.</p>	<p>With space chicken you will get space terrain and obstacles like asteroids.</p>
<p>ASTRONAUT</p>  <p>The image shows a pixelated humanoid character in a white and red space suit with a black and white helmet, standing on a grey surface.</p>	<p>Astronaut resembles a humanoid that is trained to travel through a spacecraft. It has a white and red astronaut suit with a black and white helmet.</p>	<p>Astronaut traverses in the standard grasslands with the only enemy being the Eagle, who will pick you up if you idle for too long, resulting in a game over. Astronaut has an unique way of traveling, it slides instead of hops and, similar to Turny and Queen's Guard, it stays in the same position regardless of which direction. It also makes radioed sounds.</p>
<p>ASTRONOMER</p>	<p>Astronomer appears with game gun with black space cap.</p>	<p>Astronomer says many phrases while running,</p>



		<p>including:</p> <ul style="list-style-type: none"> • "What are you looking for?" • "Awesome" • "That was fun" • "Bingo!" • "Interesting" • "Yay!" • "Will this work?" • "Roger" • "Right" • "Great job!"
<p>ROVER</p> 	<p>The Rover is shaped like a space rover, with 4 wheels, 2 solar panels on the side and 2 grabber arms at the front. the wheels are black, the main body is light grey and other attachments are light grey.</p>	<p><i>It emits mechanical noises when played with</i></p>
<p>SPACE DOG</p>	<p>Space dog is a light Grey dog with dark Grey ears wearing an orange space suit with a black belt and black and blue collar.</p>	<p><i>Like all the other space mascots, it plays in a space terrain. Obstacles include moon craters, buggies and spaceships. Cars are replaced by asteroids.</i></p>

		
<p>MOON CHEESE</p> 	<p>It's a yellow rectangular cheese with darkish yellow holes.</p>	<p>The moon cheese comes with space terrain and obstacles.</p>
<p>ROBOT DOG</p> 	<p>The Robot Dog is a white robot in the form of a dog. It does not look like any of the other dog characters in the game.</p>	<p>Robot Dog is mainly white with gray trim around where the legs meet the body, as well as where the wheels connect to the legs, the bottom of its chest, and its jaw. Its ears have blue on the inside but are mainly black, along with the stripe across its blue eyes, its nose, and its wheels that act as feet.</p>
<p>SPACE WALKER</p>	<p>The Space Walker is a man with dark skin, wearing a ponytail, black shoes, a white hat, suit, and gloves. At times, the white top</p>	<p>Like all the other space mascots, the Space Walker plays in the space terrain. When selected, pop music starts playing and has lights</p>

	<p>changes into a multicolor top.</p>	<p>that change the color of the terrain.</p>
<p>MOON ROCK</p> 	<p>The moon rock resembles an extraterrestrial rock with holes on the surface.</p>	<p>The moon rock appears with space terrain and space obstacles like asteroids.</p>

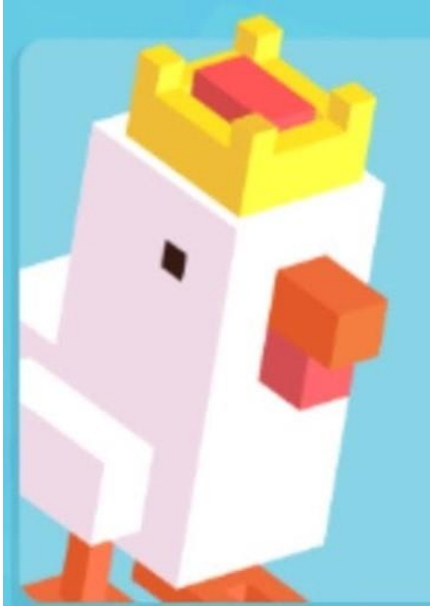


HALLOWEEN UPDATE 2017

<p>THE HAND</p> 	<p>The Hand's appearance is presumably influenced by "the hand" from the movie "Adam's family", except the mascot is clearly a severed hand, unlike the movie prototype.</p>	<p>The Hand emits a sinister laugh every time it finds a .</p>
<p>GINGERBREAD</p>	<p>The Gingerbread Man is a playable mascot in Crossy</p>	<p>he Gingerbread Man is small and jumps as he moves. Like</p>

	<p>Road. It was added in the Halloween Update 2017. He is currently found with the Spooky mascots.</p>	<p>the nursery rhyme, he sounds like he is being chased. He makes fearful gasping and heavy breathing sounds as he moves. He has two small black eyes and his mouth, shirt cuffs, and pant cuffs are white.</p>
<p>CLOWN</p> 	<p>The clown has a red hat with a yellow band on it, and pink hair underneath. His face is painted white and has a red nose. For the suit, he has a yellow part on the left and a red part on the right. The suit has green bows and green buttons, along with blue sleeves.</p>	<p>When playing as the clown, the terrain is the normal grasslands with trees and rocks as the normal obstacles. Before starting a run, a clown car is parked and clowns tumble out from the side facing us. When the Clown mascot emerges, he exits the car from the other side</p>

3 YEAR ANNIVERSARY UPDATE

<p>BIRTHDAY CHICKEN</p>	<p>It wears a crown, but its body is identical to the original chicken with white feathers, orange beak and feet, red wattle and black eyes.</p>	<p>Similar to most of the mascots, the grasslands serve as the terrain for the Birthday Chicken. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long.</p>
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<p>POOPY PARTY PIDGEON</p> 	<p>Poopy party pidgeon is pidgeon with grey and white feathering.</p>	<p>The Poopy Party Pidgeon is a secret mascot in Crossy Road. It cannot be obtained by the prize machine but by geting 100 tokens.</p>
<p>CUPCAKE</p> 	<p>The Cupcake is based on a real life cupcake. It seems to be a 2 layered vanilla cupcake with icing or cream in the middle, with pink frosting on top, red sprinkles and 1 white candle.</p>	<p>Similar to most of the standard mascots, the grasslands serve as the terrain for the Cupcake. Trees and boulders appear as obstacles and the only enemy being the Eagle, who will pick the player up if they idle for too long.</p>

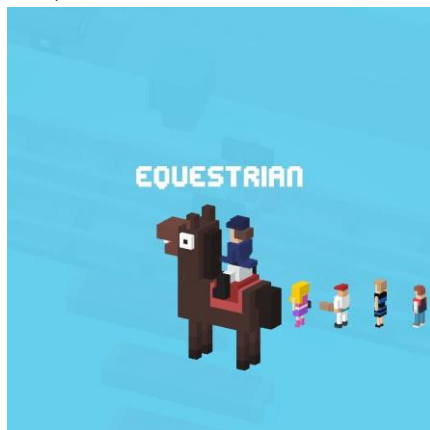
PINATA



Its structure is similar to the multi-colored structure of the [Dingo](#).

When playing with this mascot the field bops up and down with birthday boxes, people and confetti. When killed, there is the sound of kids cheering.

EQUESTRIAN



The Equestrian mascot features a female rider on a horse. The rider wears a dark blue jacket and cap with white jodhpurs and black boots. She sits on a brown horse with a black mane and tail. The red saddle pad is placed under a saddle which is dark red.

There are hurdles in the game and whenever the horse jumps over one, there is a clapping noise in the background.

RUBBER CHICKEN

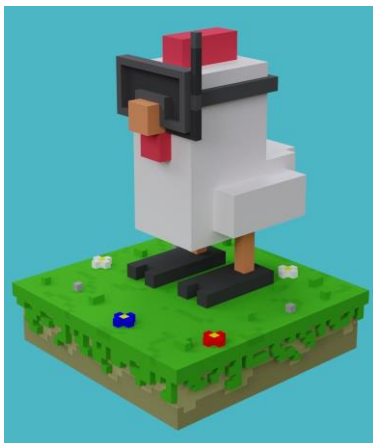


The Rubber Chicken looks like a rubber chicken toy.

The Rubber Chicken makes rubber chicken sounds when he jumps, these sounds seem to be preset and melodic.




OCEAN UPDATE



SCUBA CHICKEN



Scuba Chicken resembles the original [Chicken](#). Scuba Chicken has white feathers, orange feet and beak, and a red comb. Scuba Chicken wears a black snorkel and flippers, and a grey diving mask and strap.

As with all Ocean mascots, Scuba Chicken moves across the terrain of the ocean floor, leaving a trail of fleeting bubbles. Like its regular counterpart, Scuba Chicken occasionally clucks while hopping. When it dies, it squawks and sprays one last set of bubbles.

<h2>SEAHORSE</h2> 	<p>Seahorse is a simplified version of a real seahorse, with a horselike head, squarish body, and a curly tail. Seahorse has a brown eye, yellow head, body, and tail, with a darker yellow coronet and dorsal fin. Seahorse is very thin and flat when viewed from the front or back.</p>	<p>Like all Ocean mascots, Seahorse moves across the floor of the Ocean terrain leaving a fleeting trail of bubbles. Like its real counterpart, Seahorse floats and swims horizontally, while holding its body vertically upright. When Seahorse swims, its tail stretches back.</p>
<h2>NUDIBRANCH</h2> 	<p>The Nudibranch mascot is based on the Black Nudibranch, which is a type of oceanic sea slug. It has a black body with a turquoise marginal line, black rhinophores (antennae) on its head, and turquoise tail prongs at the rear. The Nudibranch mascot also has orange eyes.</p>	<p>The Nudibranch mascot appears to swim. It flattens itself as it glides and its rhinophores and prongs stand up. When standing still, its body is higher and the rhinophores and prongs are bent. As it moves, the Nudibranch makes a squishy noise and clicking sounds.</p>
<h2>DIVER</h2> 	<p>The Diver has a humanoid appearance, resembling a scuba diver with snorkel, air tank, flippers, and wetsuit. The Diver's hair is big, maybe representing the floating hair of a real diver under the water.</p>	<p>The Diver has brown hair, a black & orange snorkel, yellow mask, yellow air tank, green wetsuit top, green flippers, blue wetsuit pants, and a black belt. The Diver hops, rather than swims, through the Ocean terrain, and leaves a fleeting trail of bubbles behind it.</p>

SKELETON PIRATE 	<p>The Skeleton Pirate is a skeleton with only one leg and black eyes. He wears a brown & black hat, an open maroon jacket with yellow trim, and a single black boot. He has no pants on.</p>	<p>Like all Ocean mascots, the Skeleton Pirate moves across the floor of the Ocean terrain and leaves a fleeting trail of bubbles. He hops as he moves. His hat rises up then returns to his head with each hop.</p>
NAUTILUS 	<p>It has many legs and a shell behind it.</p>	<p>It is one of the ocean mascots and pushes its legs backwards while walking.</p>
OCTOPUS	<p>It is a blue octopus with rectangular pupils and green suckers. It even wears a brown shirt.</p>	<p>It comes with ocean terrain and ocean obstacles.</p>



STARFISH
no image available

Starfish has five arms.

Starfish is one of the ocean mascots and it turns its body while it walks.

SEA SPONGE





It looks like a square

It is one of the ocean mascots and squishes itself while walking. It is similar to the [Flea](#).


MERLADY

Merlady has dark skin with long dark brown hair, with a gold crown on her head, and

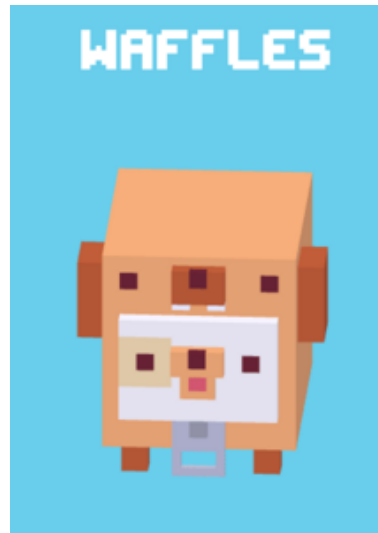
While playing as the Merlady, there will be princes with rings trying to

	<p>a link tail like a mermaid. She also wears a gold bracelet on her left hand. Weirdly, she is topless.</p>	<p>propose to Merlady scattered on the map. If you get close to them they will turn into frogs and float up to the surface. Merlady makes a disapproving noise when she transforms the princes.</p>
<p>ANGLERFISH</p> 	<p>The Anglerfish resembles a real anglerfish. The mascot has two bottom teeth on a protruding jaw, orange fins and tongue, white dots for eyes, and a lighted lure.</p>	<p>The Anglerfish is part of the Ocean Update. Like all the Ocean mascots, the Anglerfish traverses the bottom of the Ocean terrain accompanied by a fairly constant watery bubble background noise.</p>

PIFFLE UPDATE

<p>PIFFLE</p> 	<p>Piffle is a young boy with fair skin and cute features. He wears a cream cat onesie, with whiskers sticking out of the sides.</p>	<p>Travels in the same pastel and cartoonish terrain as the other Piffle mascots. The trains change to crate-like objects. One noticeable characteristic is Piffle can sometimes cause Piffle Balls to fly around and disappear. He often mews during gameplay, and yowls when dying.</p>
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WAFFLES



Waffles is a white dog with a tan splotch on his right eye. He wears a light brown dog onesie, with dark brown ears and muzzle. His legs are dark brown too.

Like all the **Piffle** characters, he travels in a pastel and candy-themed map. There are also different items lying around which are needed to unlock **Pineapple** and **Piffle Ball**. It occasionally barks and yaps during gameplay. When it dies, it also makes a sound like tuned howling.



PINEAPPLE



The Pineapple resembles a real-life one, except that it has a face on it.

The Pineapple does nothing whatsoever, but when it loses, it makes a noise similar to when you collect a little thing in the Piffle terrain using any mascot.

PAY ONLY MASCOTS

<p>PIGGY BANK</p> 	<p>The Piggy Bank looks similar to the Big Fat Pig, but has a few differences. For example, the Piggy Bank is more of a dark pink colored mascot than the Big Fat Pig. It also has smaller eyes, and noticeably the legs are slightly shorter as well.</p>	<p>The Piggy Bank is the first character to be unlocked only through purchase. When unlocked, 1000 additional coins will be obtained for the player to use. During runs, special red coins will appear, along with the normal coins.</p>
<p>PSY</p> 	<p>Psy (싸이 in Korean) is based on his look in <i>Gangnam Style</i> (강남 스타일), where he has black hair and he wears black glasses along with a light blue shirt, white undershirt, black tuxedo, black pants, a bow tie, grey shoes, and white socks.</p>	<p>Psy unlocks Dance Mode, which is unique only to him. The Dance Mode has its own unique theme and score counting (see below). In Dance Mode, the player needs to follow a black dance floor as they traverse the game's tricky terrain, which lights up when the player is on it.</p>

BASHY BEAVER



Bashy Beaver is a beaver with brown fur, long teeth and white eyes.

Bashy Beaver will gnaw on the wood if the trees are in front of the beaver. Keep eating fish to make Bashy Beaver run faster. Rocks and boulders can't be gnawed through and will block his way.

GAMEPLAY

Overview of gameplay

The gameplay is very simple and straightforward. To move forward, you have to tap on your screen and to move to the left or right, you have to swipe with your finger. Every time you move forward, a counter will track how far you get, and on your way, you can collect some golden coins.

Player experience

As the gameplay is pretty simple, Crossy Roads is still random difficult. Some passages of the game can be easy, and some could be more difficult, which creates an overall good gameplay experience. If you want to have a more significant overview, you can also turn your phone, so you can see more of what happens on the roads.

Not only do you get an excellent gameplay experience, the design and color inside the game also look freaking good. The blocky style gives the game a unique style and makes it very charming, only by looking at it.

Game objectives & Rewards

The objective of Crossy Road is to move a character through an endless path of obstacles as far as possible without dying.

The rewards come when you complete different tasks in the game so you get coins from them and when you have 100 coins you can go to the store and get a character from the automat.

Gameplay Mechanics

Character Attributes

Character	Movement Abilities / Actions available
Anyone from possible characters in Crossy Road	Player can move forward, backward , left and right by touching with just one finger on touch screen

Game Modes

Game Mode	The objective of Crossy Road is to move a character through an endless path of obstacles as far as possible without dying.
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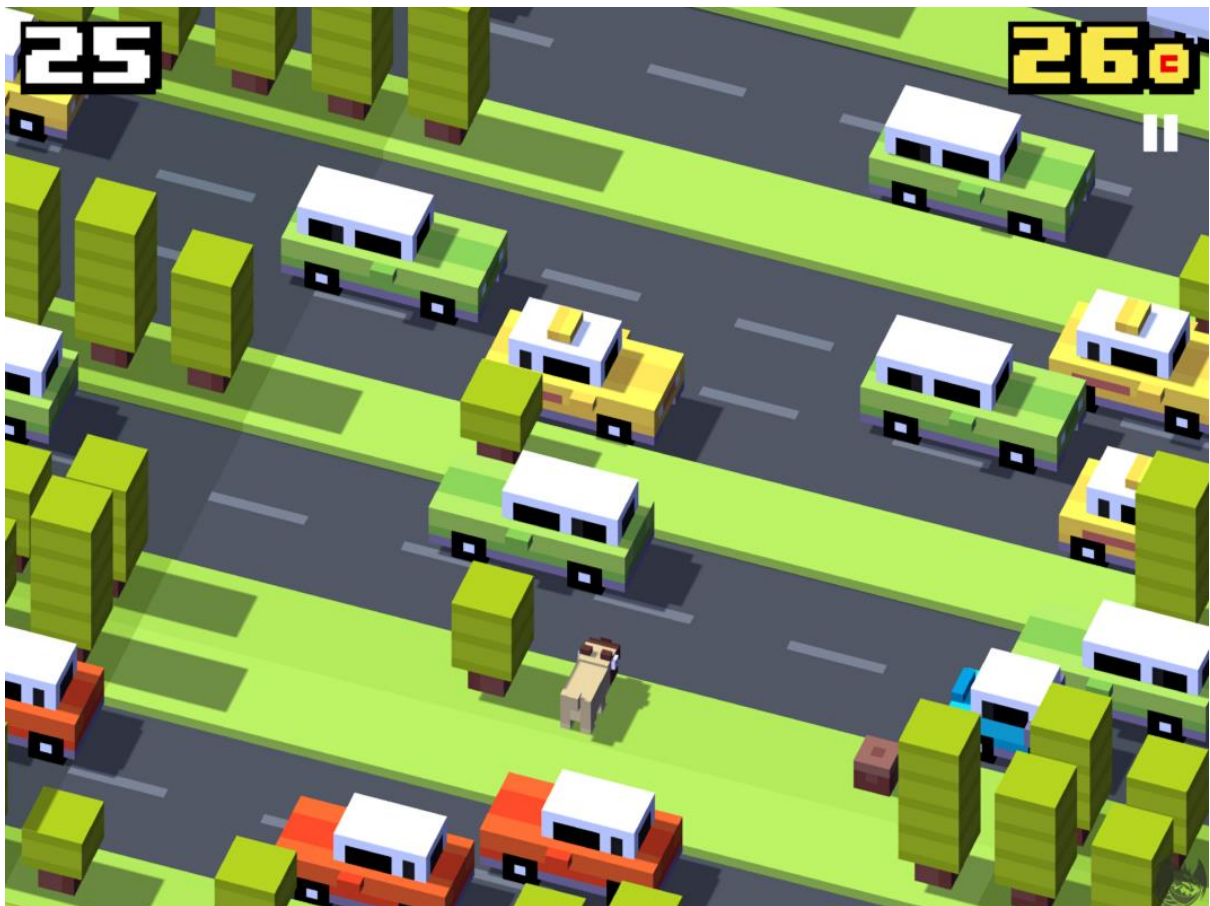
Scoring System

Stars / score	Scoring System is based on every step you take, your score increases by one.
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LEVEL DESIGN

Level design in crossy road is changing with characters.

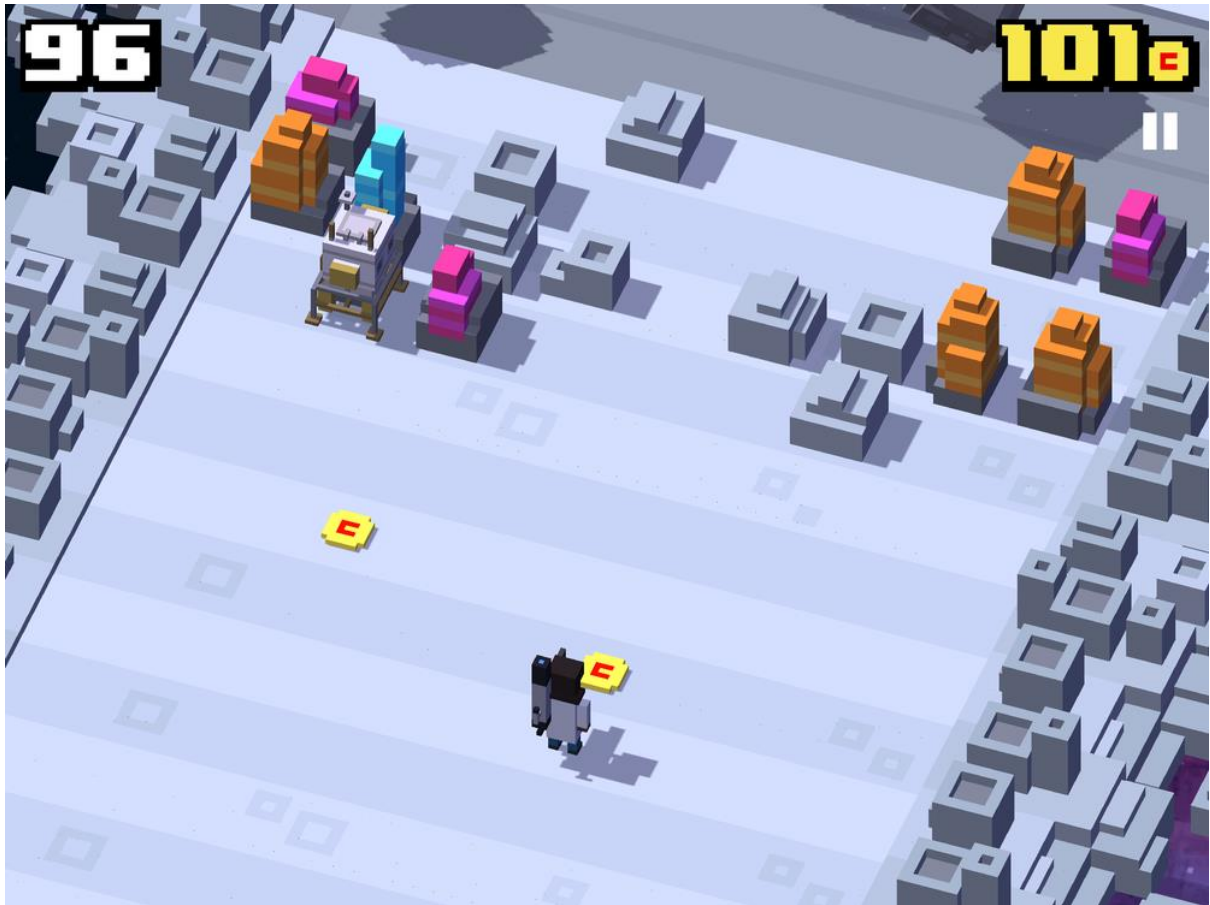
Design of levels is 3D pixel art.



Different level design with different characters



Scuba chicken (ocean)



Astronomer (Space update)

Control scheme

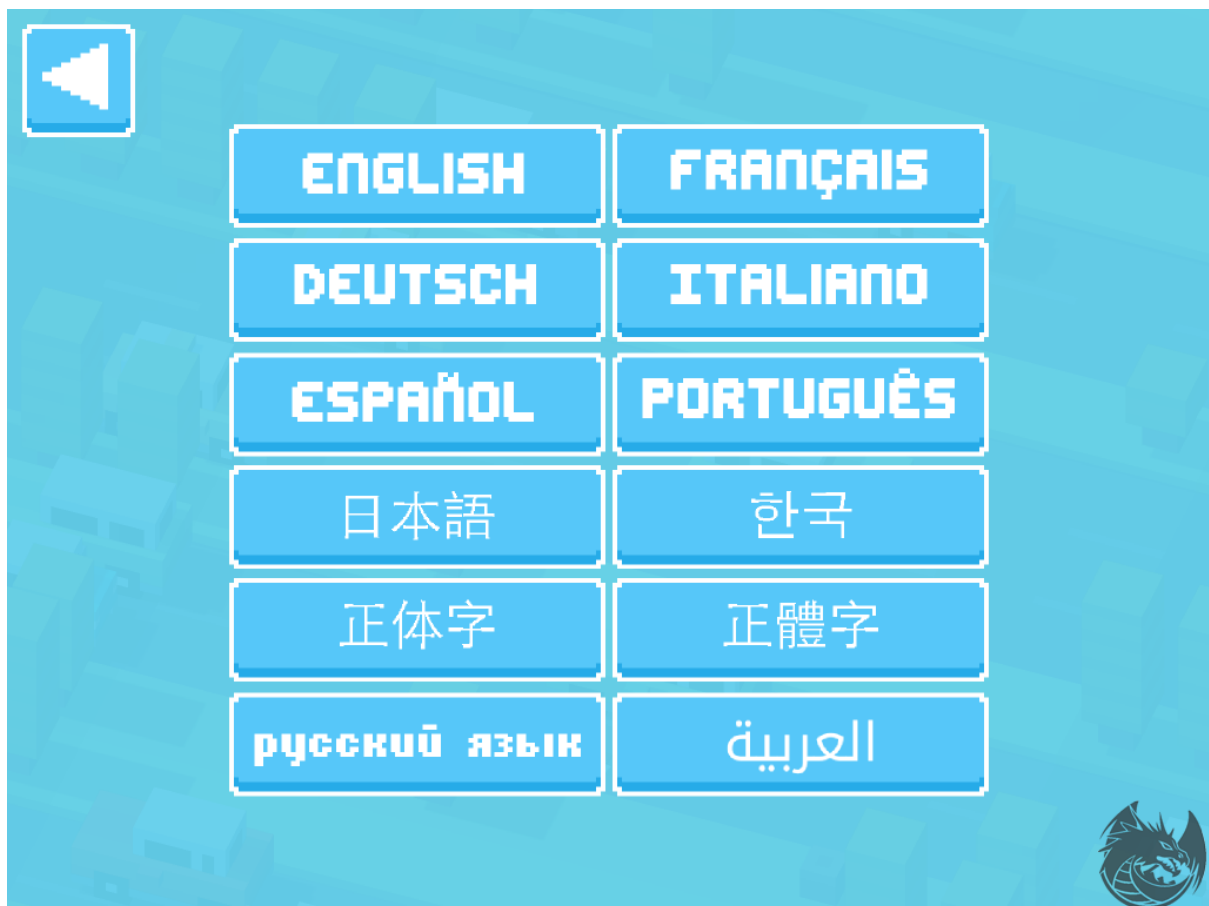
Player can go forward, backward, left and right.

Only thing to do to move is to touch the touchscreen with finger and player will jump to desired position.

Game Aesthetics and User Interface

Game is looking like 3d pixel art, there are many colors and the main key for game looking so good is simplicity.

User Interface is simple and simply beautiful.



Scedule & Tasks

Development phase

Tasks	Task Lead	Start	End	%Complete
Design	Matt Turetzky	02/9/14	05/11/14	90
Storyline	Andy Sum	02/9/14	05/11/14	60
Level Mechanics	Matt Hall	20/9/14	28/10/14	75
Art	Matt Turetzky	14/9/14	05/11/14	95
Level Design	Matt Turetzky	06/9/14	02/11/14	80
UI	Giselle Rosman	05/09/14	05/11/14	70
Engineering	Ben Weatherall	02/9/14	27/10/14	90
Production Pipeline	Giselle Rosman	10/9/14	01/11/14	70
Prototypes	Matt Hall	11/10/14	05/11/14	80
Audio	Giselle Rosman	28/10/14	05/11/14	75
Sound Design	Giselle Rosman	28/10/14	05/11/14	75
Milestone Game	Andy Sum	15/9/14	27/10/14	90
Play Features & Music	Giselle Rosman	28/10/14	3/11/14	90

Testing Phase

Test Plan	Matt Hall	25/10/14	02/11/14	100
Beta Testing	Ben Weatherhall	25/10/14	02/11/14	100
Milestone: QA Testing	Andy Sum	26/10/14	03/11/14	100

Deploying Phase

“Go Live Plans”	Giselle Rosman	01/11/14	04/11/14	100
Milestone: Ready for Usage	Giselle Rosman	02/11/14	01/11/14	80