

## OBJECTIVE

Achieve the highest score possible by the end of song.

- Dodge, weave and jump through the obstacles
- Collect boosts to increase your speed and score multiplier

## OBSTACLES

Make sure you dodge as many of these as possible.  
Hitting an obstacle will cause a dip in score and slow your character down.

*Remember, they come in many shapes and sizes.*

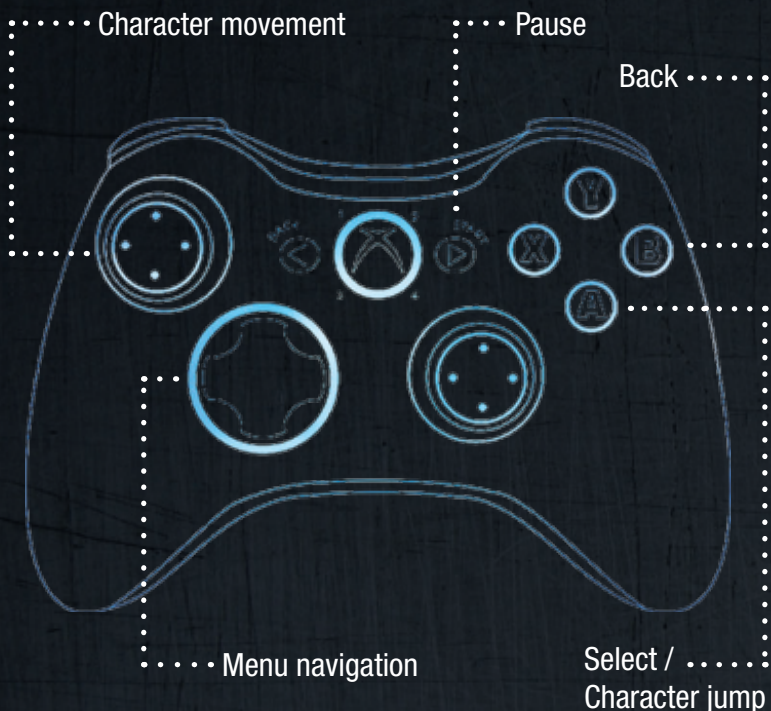


## BOOSTS AND SCORE

Your score is tracked in the top left corner of the screen. But keep your eyes on the road, you wouldn't want to miss out on any boosts!

*Remember, they're the glowing buttons on the floor.*

## CONTROLS



## CREDITS

### INSTITUTIONS:

University of Toronto & OCAD University

OCADU

FERNANDO LUIS TORRES PASCUAL  
- Character Modeler/Concept Artist

HUGH ROWLAND  
- 3D Modeler/Graphic Design

KALYN TEELING  
- Graphic Design/Concept Artist

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GUIDO AUGUSTO FARIA PEREIRA  
- Developer

PHILIPPE CÉSAR RAMOS  
- Developer/Software Engineer

TALES MARIANO  
- Developer

**SURVIVE THE OBSTACLES  
AND ENGAGE WITH THE  
RHYTHM OF THE MUSIC TO  
SURVIVE...  
AND SUCCEED IN THIS  
MUSICAL WORLD.**

**FL EE**

*a Roller Rhythm Game  
created by Team Dream Catcher*

back page - have a picture here  
maybe of the original landscape?

FRONT COVER