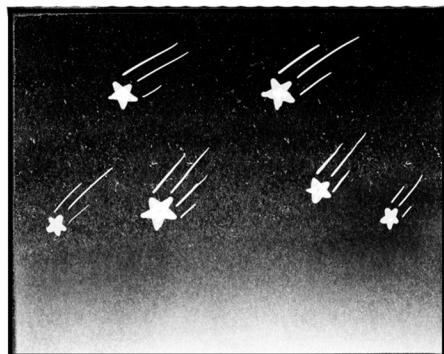


STAR CATCHER MECHANICS

A PLOT

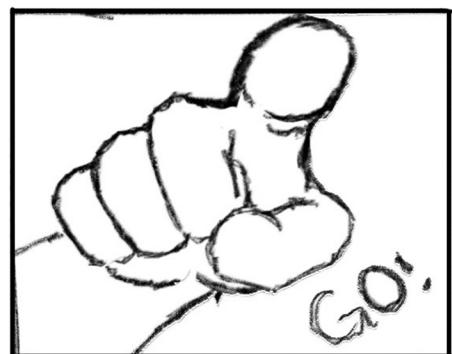
The Stars are falling



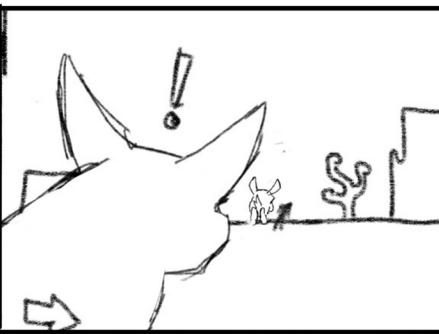
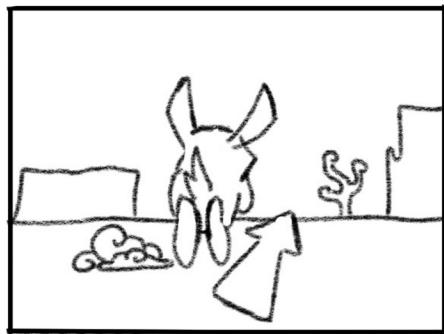
You must retreive the stars



Go! Retreive the Stars



Rabbit goes...



A mysterious foe..



THE STORY (in Short)

One night the stars in the sky begin to fall. The God (unambiguous as player never sees his face), sends his servant, the rabbit to retreive the falling and fallen stars. It is unclear why the stars are falling but as the rabbit races off into the night, we see the face of the wolf looking off angerilly, suggesting that he is the one behind it all.

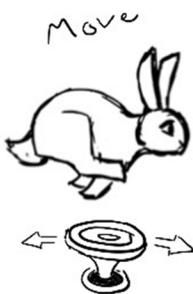
FEATURES

- * The Hero
- * Three Kinds of Stars to collect. White, Red, Blue
- * Enemies - Four Kinds (maybe more), Wolf, Scorpion, Dragonfly, Lizard
- * Areas, Chase Area & Exploration Area
- * Music Differences

THE HERO - RABBIT (or whatever)

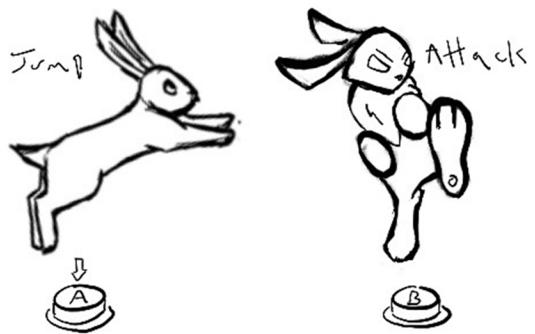
The Hero's job is to collect stars and get to the end of the level while fending off monsters and traversing obstacles.

MOVE - Horizontal (Movement allows the rabbit to move along)



RUN - Double Tap Horizontal (activates running)

JUMP - A Button (hero hops into the air twice its height)



KICK - B Button (no game is complete without some way of fighting back)

Notes:

Because Rodayne was concerned with using the Black God as a character, I decided to play with julias idea replacing the Black God with a rabbit.