



# ELASTICRITTERS!™



STEAM®

INSTRUCTION BOOKLET



# PRECAUTION INFORMATION

READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAYS VIDEO GAMES

## PHOTOSENSITIVE SEIZURES

### ⚠ Warning

A small number of people may experience seizures or blackouts triggered by flashing lights, patterns, or bright visuals in video games. If you or anyone in your family has a history of epilepsy or seizures, consult a doctor before playing.

Should you experience dizziness, altered vision, muscle twitching, or any involuntary movement, stop immediately and seek medical advice.

**To help reduce the likelihood of a seizure:**

1. Adjust screen brightness and contrast to comfortable levels.
2. Play in a well-lit environment.
3. Maintain an appropriate distance from the screen.
4. Take regular breaks (e.g., every 30 to 60 minutes).
5. Discontinue play if you experience any symptoms.

## REPETITIVE STRAIN & DISCOMFORT

### ⚠ Warning

Extended gaming sessions may cause discomfort or injuries such as tendinitis, carpal tunnel syndrome, dry eyes, or skin irritation.

**To prevent these issues:**

1. Take a 10 to 15 minute break every hour, even if you don't think you need it.
2. If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
3. If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**Disclaimer:**

By playing this game, you acknowledge that you have read and understood these safety guidelines. Should you experience any prolonged or concerning symptoms, stop immediately and consult a medical professional. Your well-being is our priority—please enjoy the game responsibly.

Recommended for ages 10 and over.

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### A special message from Yooreekaa Games

Thank you for purchasing Elasticritters!™ We appreciate your support and hope you have an elastically exciting time bouncing through every challenge. Master your momentum, stretch your skills, and spring into a world full of elastic fun.

# ★ GETTING STARTED

## System requirements

Ensure your PC meets the following requirements for optimal performance.

### **Minimum System Requirements:**

**OS:** Windows 10/11 (64-bit)  
**Processor:** Intel Core i3 (or AMD equivalent)  
**Memory:** 4GB RAM  
**Graphics:** NVIDIA GeForce GTX 650 / AMD Radeon R7 250 or better  
**DirectX:** Version 11  
**Storage:** 250MB available space  
**Sound Card:** DirectX-compatible

### **Recommended System Requirements:**

**OS:** Windows 10/11 (64-bit)  
**Processor:** Intel Core i5 (or AMD equivalent)  
**Memory:** 8GB RAM  
**Graphics:** NVIDIA GeForce GTX 1050 Ti / AMD Radeon RX 560 or better  
**DirectX:** Version 11  
**Storage:** 250MB available space  
**Sound Card:** DirectX-compatible

## Controller recommendation

For the best gameplay experience, we strongly recommend using a game controller with two analog sticks. While keyboard and mouse controls are available, a gamepad provides more intuitive movement and control.

## Launching the game

To start playing, follow these steps:

1. Ensure Steam is installed and running. If you don't have Steam, download it from [store.steampowered.com](http://store.steampowered.com) and create an account.
2. Locate the game in your Steam Library.
3. Open Steam and go to the Library tab.
4. Select **Elasticcritters!**™ from your game list.
5. Click "Play." This will launch the game and bring you to the starting screen.

# READY, SET BOUNCE!

Step into the vibrant world of Elasticcritters!™ Here, you'll meet bouncy, fuzzy critters—adorable, round beings with a boundless supply of energy. These critters get around in a unique way: by bouncing! Their soft, elastic bodies are perfectly suited for soaring through the air to navigate wild, obstacle-packed courses.

While you might master the basics, don't get comfortable, because the adventure gets bouncier and more exciting as you go. Moving platforms, sneaky traps, and prickly spikes are ready to trip you up at every turn. You'll need perfect timing to clear impossible gaps, stretch past challenging barriers, and bounce your way to victory.

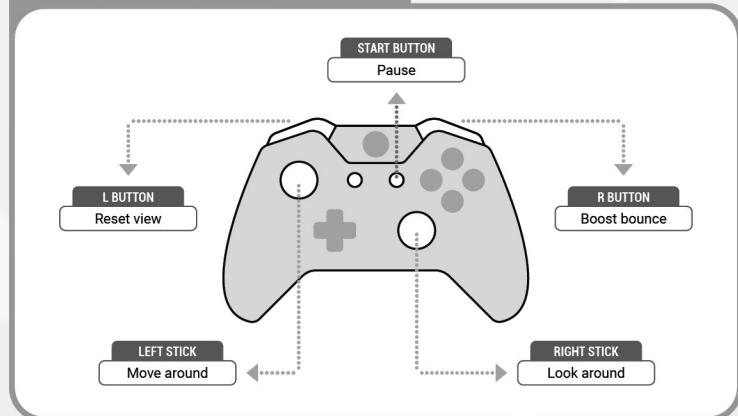
Are you ready to show off your elastic moves?

# ★ CONTROLS

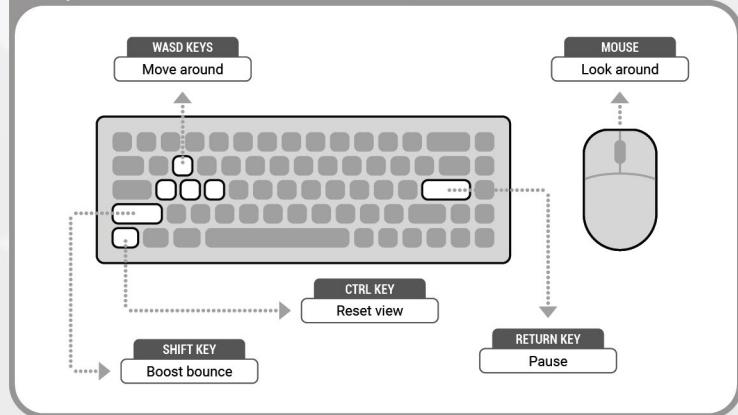
Elasticcritters!™ is a one- or two-player game playable with either a keyboard and mouse or a game controller with dual analog sticks.

## Critter controls

### Game controller actions



### Keyboard & mouse actions



## Action details

### Move around

Shifts the critters's movement direction mid-air or on the ground, influencing where it lands after bouncing.

### Look around

Adjusts the camera to help plan bounces, landings, and navigate tricky areas with better visibility.

### Boost bounce

Enhances the height of a bounce, allowing the player to reach higher platforms or clear obstacles.

*Please note:*

To activate, the player must hit the ground while holding the button down, and the meter must be fully charged up. Also, the player cannot boost bounce while in a recovery state.

### Reset view

Instantly repositions the camera to its default angle, making it easier to regain orientation.

### Pause

Freezes gameplay and opens the pause menu, allowing the player to restart the stage, adjust settings, or take a break.

## Menu controls

### Game Controller

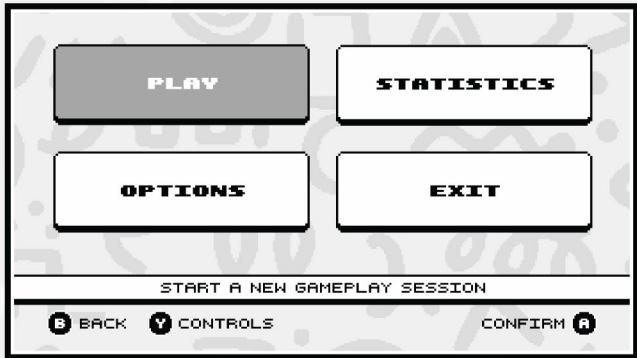
START BUTTON	Start the game
LEFT STICK	Navigate the menu
COMMAND BUTTON 1	Confirm the menu selection/continue to next screen
COMMAND BUTTON 2	Cancel the menu selection/return to previous screen
COMMAND BUTTON 3	Confirm the alternative menu selection
COMMAND BUTTON 4	Confirm the alternative menu selection

### Keyboard & Mouse

RETURN KEY	Start the game
WASD KEYS / MOUSE	Navigate the menu
E KEY / LEFT MOUSE CLICK	Confirm the menu selection/continue to next screen
R KEY	Cancel the menu selection/return to previous screen
T KEY	Confirm the alternative menu selection
Y KEY	Confirm the alternative menu selection

# ★ MAIN MENU

Upon entering the Main Menu, you'll have four key options: Play to start a new gameplay session, Statistics to view your performance, Options to adjust the game settings, or Exit to quit and return to the desktop.



## Main Menu details

### Play

Begin your journey with Single Player Mode or select Versus Mode for competitive play. Test your skills in solo challenges or take on others in thrilling matchups.

### Statistics

Track your overall game progress and view detailed gameplay metrics, including play time, Versus Mode statistics, and other fun stats to analyze your performance.

### Options

Save or load your progress in the game. Personalize control settings, adjust audio and video options, and view the credits for information about the developer.

### Exit

Close the game and return to the desktop. Don't forget to save your progress to avoid losing any unsaved data before exiting the game.

# ★ OPTIONS

There are four main option categories. Select items by navigating the Options Menu and choose a setting category you would like to change. You can explore different settings to customize your experience. *Note: Settings can also be adjusted during the game.*



## Option Menu details

### Save/Load Settings

AUTO SAVE	Enable or disable the auto save feature
SAVE GAME	Save your game progress
LOAD GAME	Load your game progress (will reset the game)
CLEAR GAME DATA	Clear all saved progress and settings (will reset the game)

### Control Settings

PLAYER 1 CONTROLS	Adjust gameplay control settings for Player 1
PLAYER 2 CONTROLS	Adjust gameplay control settings for Player 2

### Audio Settings

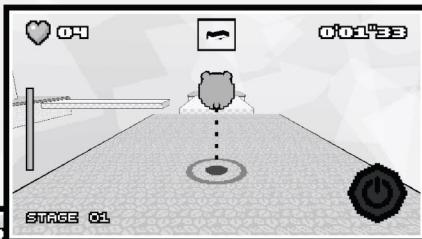
MUSIC VOLUME	Adjust the music volume
SFX VOLUME	Adjust the SFX volume

### Video Settings

WINDOW RESOLUTION	Adjust the windowed view resolution
FULLSCREEN	Enable or disable fullscreen view
VSYNC	Enable or disable vertical synchronization
FRAME RATE	Adjust the target frame rate

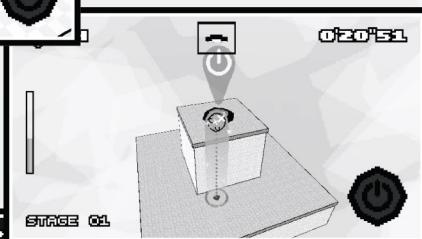
# ★ GAMEPLAY BASICS

Playing is easy! You can move your bouncing critter around the stage in any direction you like.



Looking around helps to see what's in your path before you move.

Use boost bounces to easily reach high places or distant platforms!



If your critter falls over the edge you will lose one life. Lose all 5 lives and you will fail the stage.

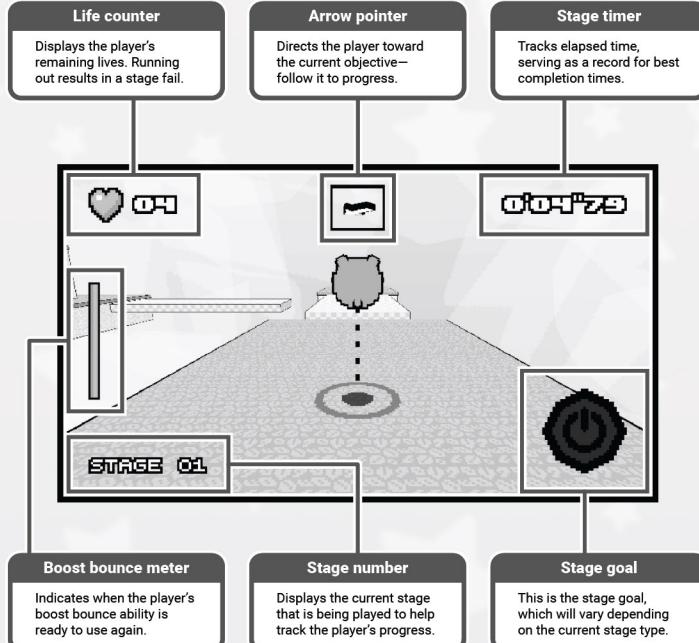


Complete the stage goal and finish strong to achieve a high ranking!



# ★ HEADS-UP DISPLAY

## Gameplay screen information



## Pause Menu information



The Pause Menu provides quick access to essential gameplay options. Restart the current stage, adjust settings, or return to the Main Menu. Navigate through the options to make changes or continue playing effortlessly.

# ★ STAGE TYPES

There are three stage types: Power, Rush, and Collect—each with its own unique goal.



POWER



RUSH

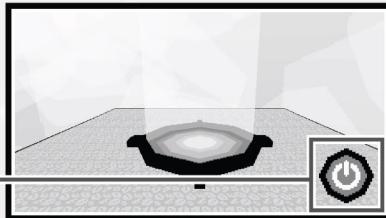


COLLECT

## Power Stage

To complete a power stage, you must first hit the electricity button to enable power and then bounce onto the power pad. Use the power indicator to verify the power status.

Power indicator



## Rush Stage

To complete a rush stage you must reach the finish line before time expires. Obtain varying time bonuses to extend the timer. Use the rush timer to track the time remaining.

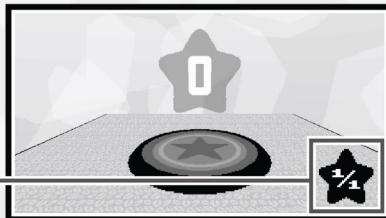
Rush timer



## Collect Stage

To complete a collect stage, you must collect all the stars scattered throughout the stage and return to the star base. Use the star counter to track collection progress.

Star counter



# ★ OBJECTS AND HAZARDS

As you progress through the journey, you'll come across all sorts of fun and exciting objects as well as challenging and sometimes sneaky hazards! Some of these will assist you and make your path easier, while others may slow you down or test your skills. Be observant, stay sharp, and try to use everything you encounter to your advantage!



FANS

Hop into a fan's airstream and you'll be blown in the direction it faces, so use them carefully!



BOOST PADS

Bounce on a boost pad and feel the rush of speed—just hold on tight, you won't have control for long!



BREAKABLE BLOCKS

Bounce on a breakable block and watch it shatter beneath you, leaving no second chance to land again!



SPIKES

Hitting spikes sends you flying in a random direction, so be cautious and avoid these unpredictable hazards.



PORTALS

Bounce into a portal and zip through space—one moment you're here, the next you're somewhere completely new.



PLUS/MINUS BLOCKS

Bounce on a plus block and all minus blocks will become solid, and vice versa—use them strategically!



SHOCK EMITTERS

Approach shock emitters with caution; they emit a dangerous ring of energy when you're close enough.



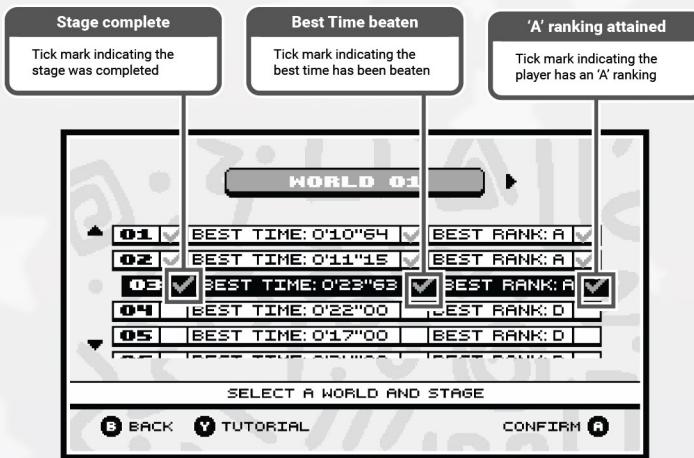
CURSED BLOCKS

Step carefully on cursed blocks! Your controls reverse—up becomes down and left becomes right.

# ★ SCORING SYSTEM

## Stage completion

On the Stage Select screen, tick marks are used to track your overall progress. To earn the first tick, simply complete the stage. The second tick is awarded for beating the stage's best time, while the third and final tick is earned by achieving an 'A' rank. Aim to earn all three ticks for each stage to unlock an exciting new game type.



## Determining stage rankings

In Elasticcritters!™, your stage rank is determined by two main factors: completion time and number of fall outs.

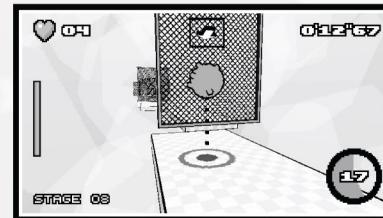
**1. Completion time:** Faster completion results in a better rank. Completing the stage quicker than the target time boosts your rank, while slower times lower it.

**2. Fall outs:** Fewer fall outs lead to a better rank. Each fall out will reduce your score, while avoiding them will contribute to a higher rank.

Your overall rank is a combination of these two factors, with the highest rank being earned by completing the stage quickly and without any fall outs. Improving your time or minimizing fall outs will help you achieve an 'A' ranking for the stage.

# ★ OTHER GAME MECHANICS

## Barrier obstacles



Barriers are objects that obstruct your path. Some are stationary, while others move or rotate, requiring you to carefully time your movements to get through them safely. These obstacles are designed to challenge your reflexes and strategic thinking, so be prepared to master your timing.

## Respawn system

If your critter takes a tumble off the stage, don't worry! It'll instantly reappear at the last safe spot you reached.

What's a safe spot? It's any platform with a bright-colored top. Think of these as your checkpoints. The moment your critter lands on one, it becomes your new safe place, ensuring you're always ready to bounce back into the action.

## Guided view segments

Guided View Segments lock the camera in a fixed position when your critter lands on a specially marked platform, disabling any further camera rotation. Depending on the icon, the gameplay switches to either a sideward view mode or a downward view mode, which alters your movement controls accordingly.



### SINGLE DIRECTION

The camera shifts and locks to a sideward view, while changing player control to two dimensional directional movement. Represented by a single direction arrow icon.



### MULTI DIRECTION

The camera shifts and locks to a downward view, while retaining player control to three dimensional directional movement. Represented by a multi direction arrow icon.

# ★ VERSUS MODE

Versus Mode supports up to two players. You can unlock additional Versus Mode stages by completing stages in Single Mode. There are two types of Versus Mode events: Race, where players compete to reach the finish line first, and Flag, where players must capture and hold the flag for a total of two minutes.



## Setting up a match

### Select a Critter

Each player can select their favourite critter they want to face off with. Unlock more critters by completing stages in Single Mode to expand your choices.

### Select an Event

Select an event to play: Race for a fast-paced challenge to the finish line, or Flag to capture the flag and outsmart your opponent!

### Select a World

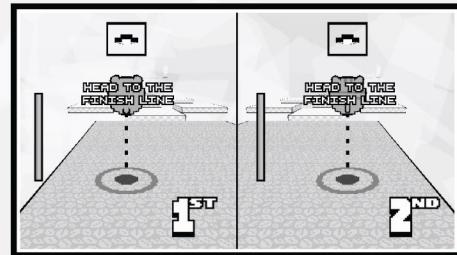
Select a world for the matchup. Each world has a unique difficulty scale, with easier or tougher challenges depending on the one you choose.

### Select a Stage

Select a stage within the world. Each stage has its own layout and difficulty, adding variety and new challenges to every match.

## Race event - how to play

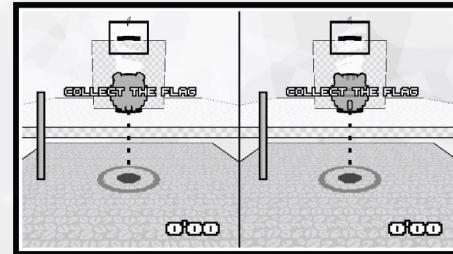
Speed and cunning collide as you race to the finish! Use your agility to dodge obstacles, bump your rival out of the way, and take advantage of open shortcuts. Every twist and turn brings you closer to victory—if you can stay ahead.



### Race rules

1. The first player to reach the finish line wins
2. Bump your rival out of the way to get ahead
3. Keep an eye out for shortcuts during the race

## Flag event - how to play



Hold the flag for 2 minutes to win, but your rival will stop at nothing to steal it. Bump into them to take control, but watch out—falling out will cost you valuable time and the flag. Strategy and timing are key as you juggle speed and control to claim victory.

### Flag rules

1. Hold the flag for a total of 2 minutes to win
2. Bump into your rival to steal the flag
3. Fall out of bounds and you will drop the flag
4. Time penalties are applied for falling out
5. Agility is reduced when holding the flag
6. A time multiplier is applied when on a flag pad

# ★ THE CRITTERS



## Juke

Juke's a big, squishy bear who loves to bounce, especially when there's food nearby. He's quick on his feet, though he prefers to enjoy the moment over rushing. His bounces are as steady as his appetite.



## Soco

Soco looks graceful but has a knack for causing chaos with every bounce. She loves a challenge and never misses a chance to show off, especially when there's something shiny to chase.



## Plim

Plim is small but full of energy, bouncing around with no real plan other than to keep moving. When he's not bouncing, he's searching for tasty snacks, preferably sunflower seeds.



## Goji

Goji may have a scary roar, but he's friendly at heart. His bounces shake the ground, but he's all about fun, even if his giant tail causes a bit of mayhem.

**And more critters to unlock...**



# ★ GAMEPLAY TIPS

## Master momentum

Your movement is all about timing and control. Use light, well-timed taps on the movement controls to guide your critter without oversteering. Overcorrecting can throw you off course quickly. To slow down or shift direction more precisely, tap the opposite direction of your current movement to push against your momentum and stabilize.

## Learn the bounce rhythm

Your critter's bounce follows a consistent rhythm—learn it. Understanding how high you rise, how fast you fall, and how long you're airborne is key to moving with control. Sync your movement with the bounce pattern to time landings, cross platforms smoothly, and avoid overshooting. Rushing without timing can easily throw you off course, but moving in rhythm keeps you in control.

## Shadow / depth guide

Keep an eye on the shadow beneath your critter—it's your best reference for where you'll land. Watching the shadow helps you judge distance and platform positions more accurately, especially in areas with verticality or narrow landings.

For even more precision, enable the depth guide. A visible line and marker will appear, providing vital visual cues to enhance your depth perception and make those tricky jumps a breeze. You can enable/disable this feature from the in-game options menu.

## Work the camera

Use the free rotating camera to your advantage. Before moving forward, take a moment to look around and plan your approach. Adjusting the angle can reveal hidden hazards, track moving platforms, or make it easier to traverse narrow or hard-to-see pathways that aren't visible from your current perspective.

## Explore the tutorial

New to the game or need a refresher? The in-game tutorial covers the core controls and mechanics in a clear, hands-on way. It's the best place to start if you want to understand how to play before diving into the main stages. You can access the tutorial from the Stage Select screen.

# ★ CREDITS

## Planning

Yooreekaa Games

## Design

Yooreekaa Games

## Programming

Yooreekaa Games

## Special Thanks

All family and friends

## Game Engine

Unity Technologies

## External Support

### Music

MakeGameMusic, Abstraction Music

### Sound Effects

Subspace Audio, Coffee Bat, Beatscribe, MintoDog, Dizzy Crow, NicoleMariet, Mosh

### Graphics

Piiixel, Withlvtina, Khurasan

### Tools

OpenAI, Guavaman Enterprises, GuardingPearSoftware, Chris Nolet, Nullsave

# ★ LEGAL INFO

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## ★ NOTES

Handwriting practice lines for note-taking.

Handwriting practice lines for note-taking.