

TURN THE OTHER CHICK

a Pacifist Jam entry from CJ Gladback.

A cooperative running game, featuring baby bird siblings learning to work together to go fast and fly to safety.

Story:

Open on delicious, juicy berries glistening on their bramble in the sun.

The Smol bird is about to step out to grab some for themself, when their parent pulls them back and lectures them while Tol looks on.

They cannot get the berries until they can fly, or they'll be in danger from cats.

So Smol gathers materials to build support wings for themself, but Tol stumbles upon their work.

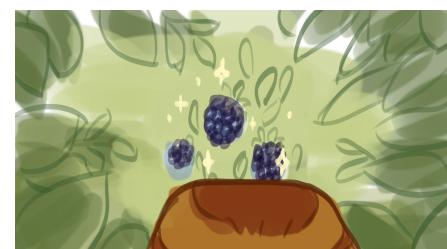
Tol is about to tattle when a loop of the rope from the DIY wings closes their beak.

In the ensuing tussle, both birds get entangled in the rope; each has a wing extension held in their wing and is using it to ineffectually bop the other.

A silhouette rises behind them, large with two pointed ears.

Smol and Tol take their wings and run.

(Their parent, carrying two bunches of berries hung from their upraised wings, is confused to find the chicks gone.)



Gameplay:

The chicks naturally accelerate as they run, along their combined forward axis.

The aim is to avoid obstacles and terrain that would slow them down, in order to continue accelerating until they have sufficient speed for takeoff.

For our tutorial level, the chicks have their wing extenders and don't have to reach as high a speed to take off.

They land in progressively alarming environments, crashing and losing their wing extenders immediately and needing to keep running.

Tracks become more constrained, including narrow paths with obstacles in the middle. To avoid these, the chicks can pull apart from each other for a limited time before springing back together with the elasticity of the ropes around them.

As levels progress, they lose the downy baby feathers around them; the final level they wind through a maze-like track in which they have to time their crossings of open areas to avoid a cat's attention. And then they're home.

Controls:

Potentially two-player but optimized for one, with two hands on either side of the spacebar controlling the two birds.

Each can independently move left and right. When one decelerate, the two-bird unit as a consequence turns that way.

Jumping pulls both birds into the air, with longer hang time the faster they're going.

