

# UP, UP AND AWAY!

towards a corner to the left in the tunnel

into a right hand corner towards one of the bridges

under a bridge

towards the next

to the

# UP UP AND AWAY!

An orangutan named Gilgamesh is kidnapped and becomes the mascot of a rich British man. Due to human exploitation, natural gas pushes the land upwards, causing it to crack and leaving pieces floating in the sky.

Gilgamesh constructs a new type of hot air balloon that could be powered by the gas and saves as many followers as he can to search for a new country. They find a piece of floating land, build a small town, and face issues of land control.

The Orangutan King proposes a racing tournament every four years for the chance to take control of the new kingdom. Aspirants compete to build the fastest hot air balloon and navigate through obstacles and weather conditions.

## THE PIECES OF FLOATING LAND

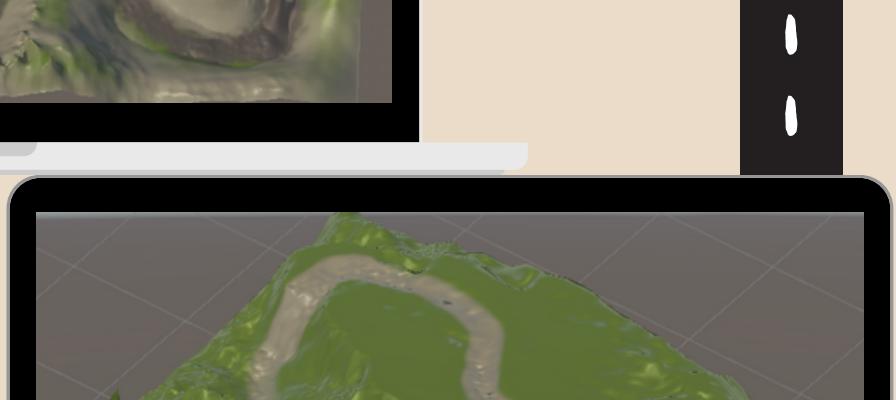
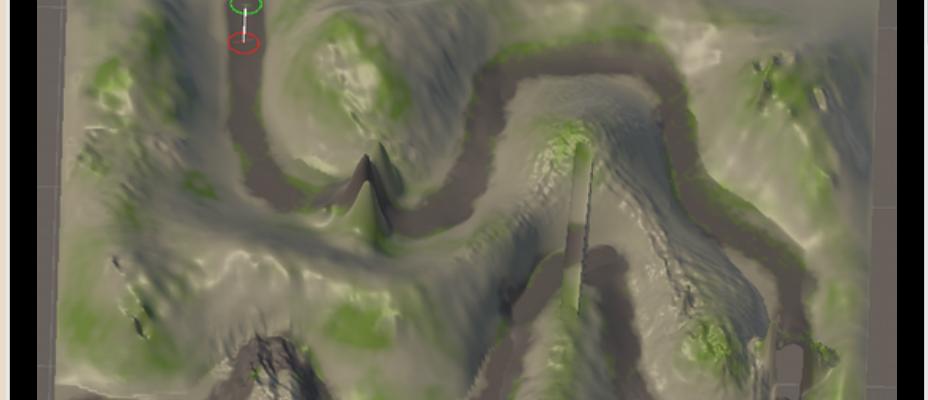
WITH EACH OBSTACLE THEY OVERCOME, THEY STRENGTHEN THEIR RESOLVE AND FORGE A PATH TOWARDS A BRIGHTER FUTURE.

# BALLOONS

LIKE THE WINDS THAT CARRY THEIR HOT AIR BALLOONS,  
THE PEOPLE OF THE FLOATING LAND ARE PROPELLED  
BY A SENSE OF LIMITLESS POSSIBILITY.

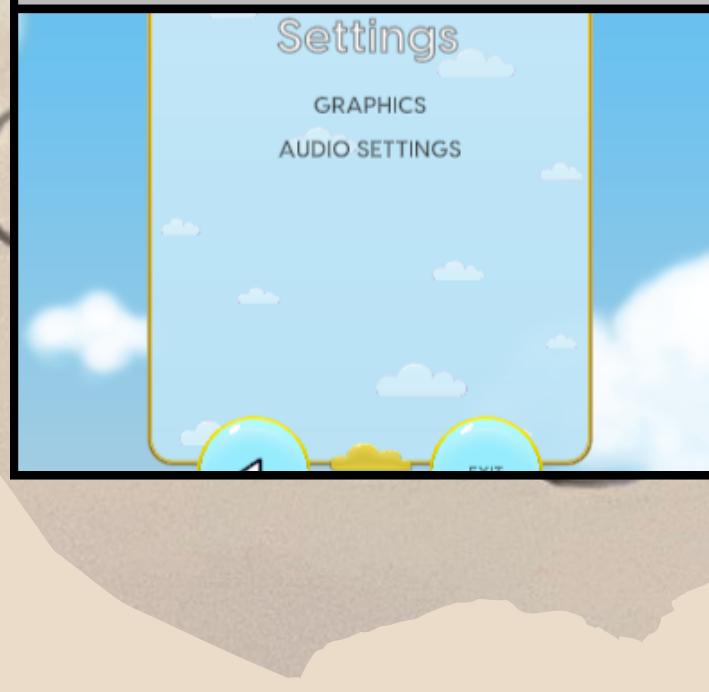
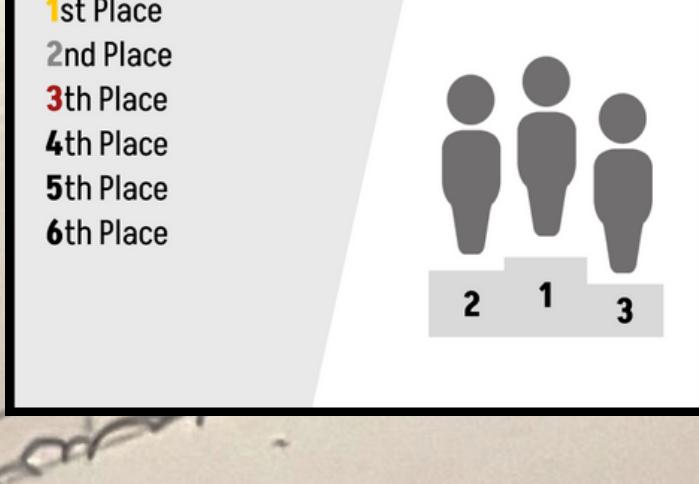
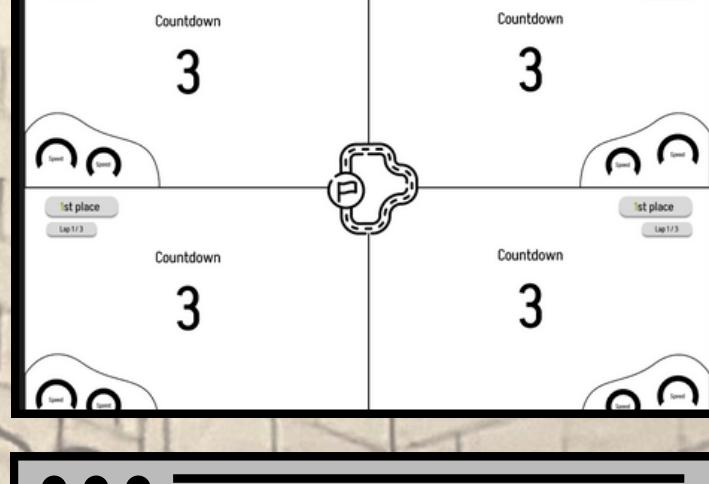
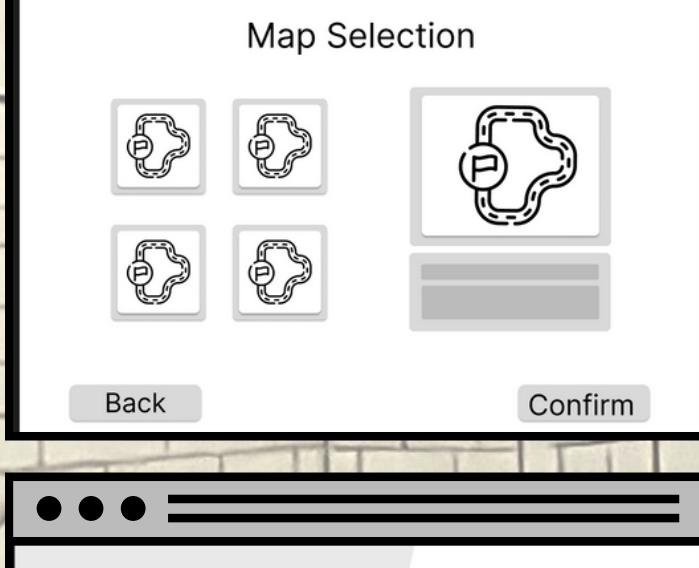
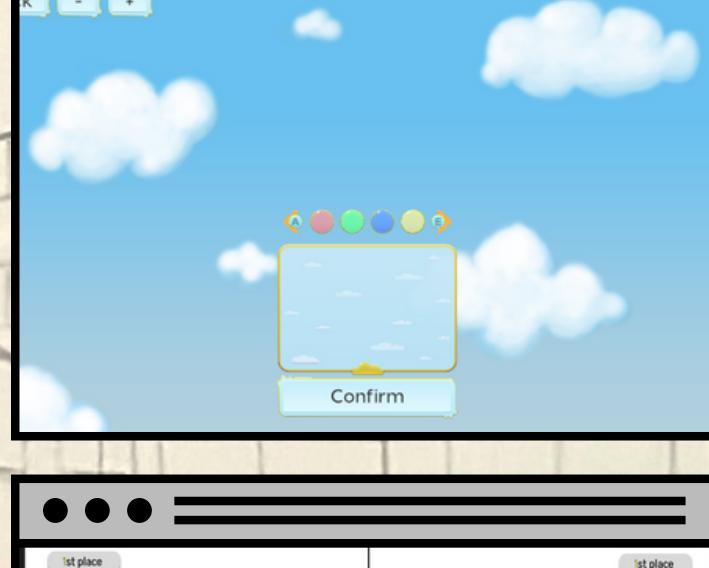
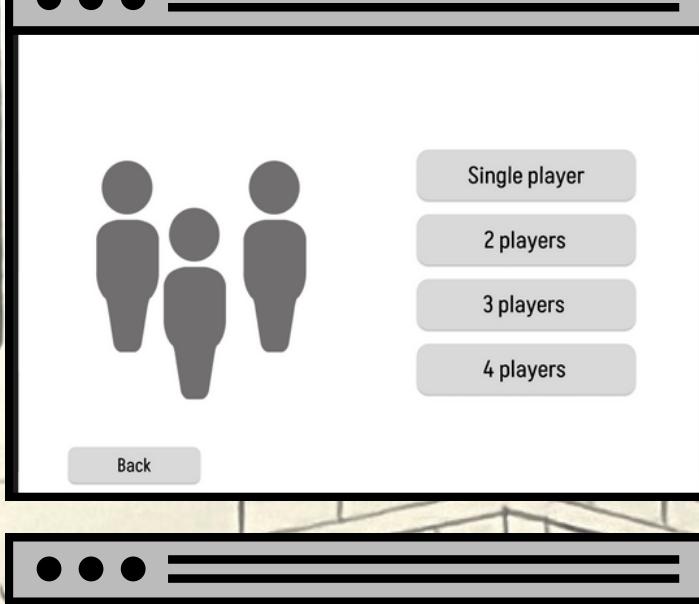
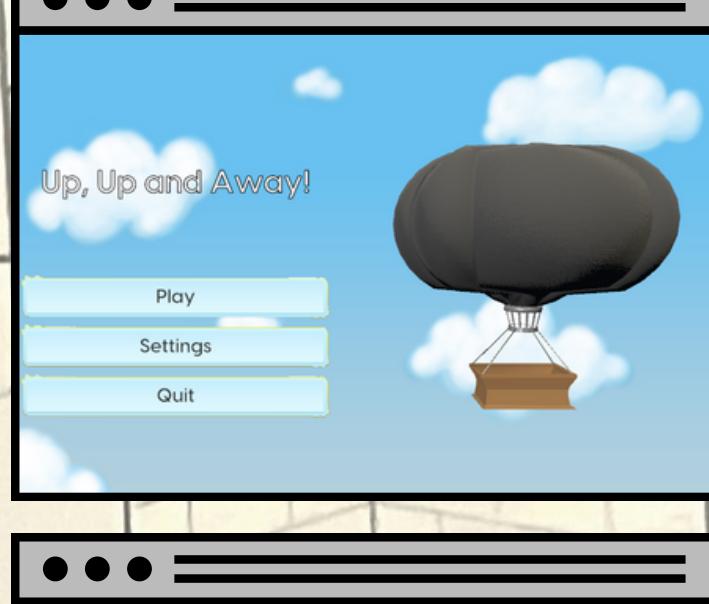
# GAME TRACK

SEE THE TRACKS



# GAME ELEMENTS

## SOME UI ELEMENTS



BUTTEN

## CREDITS

**Game studio: Potato studios**

**Producer: Joey Visbeen**

**Lead Programmer: Clément Saunier**

**Programmer: Ayrton Cadeau**

**Programmer: Brian Bel**

**Lead Artist: Esmeralda Gasanz Arias**

**Artist: Changhao Li**

**Artist: Eva van der Kroft**

**Artist: Parwesh Soekhoe**

**Artist: Roël Francees**



**Potato Studios**