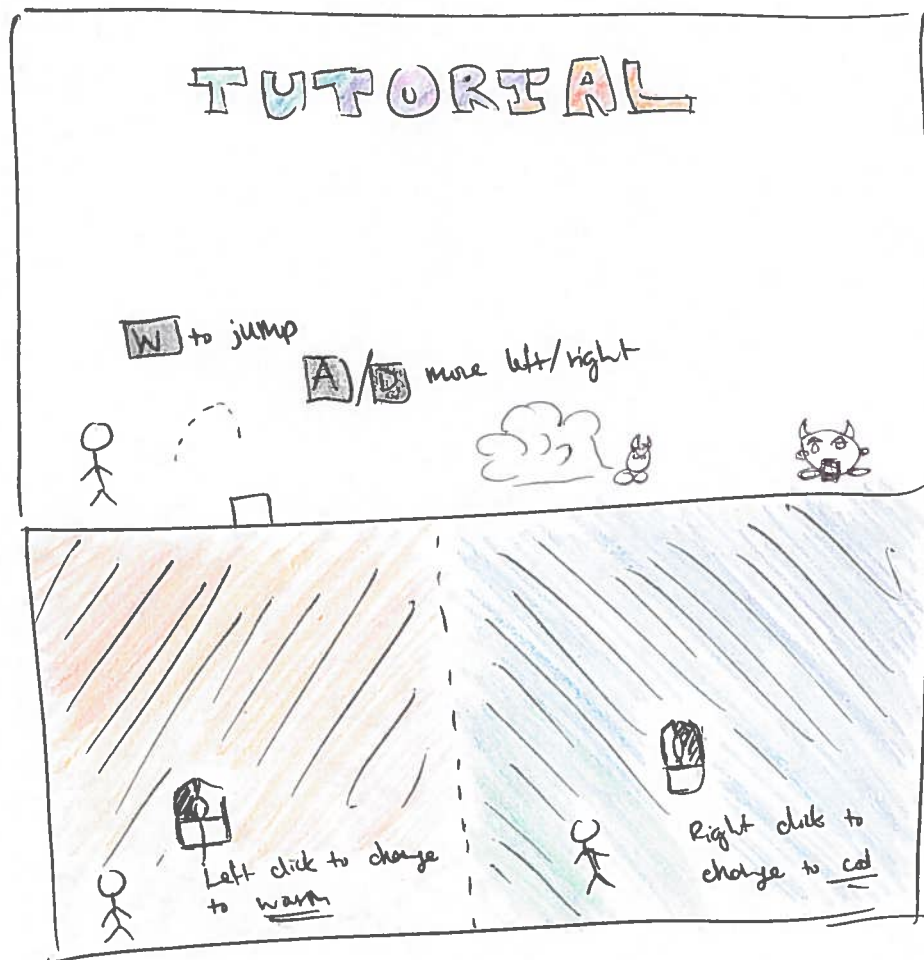
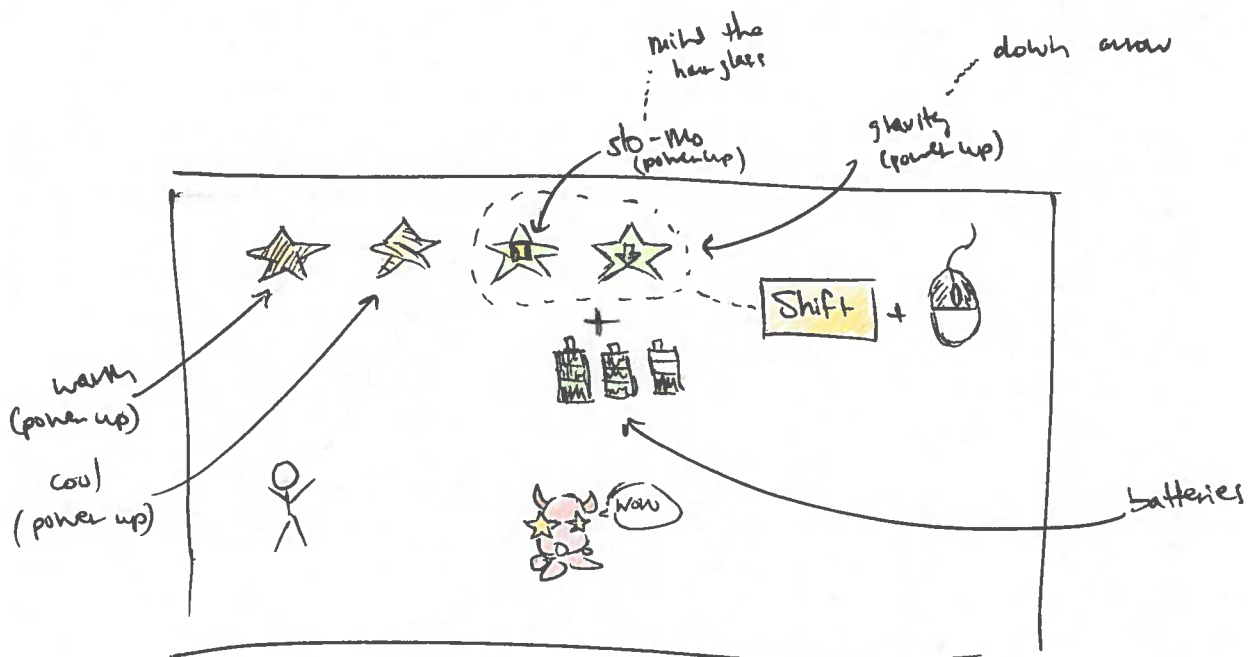


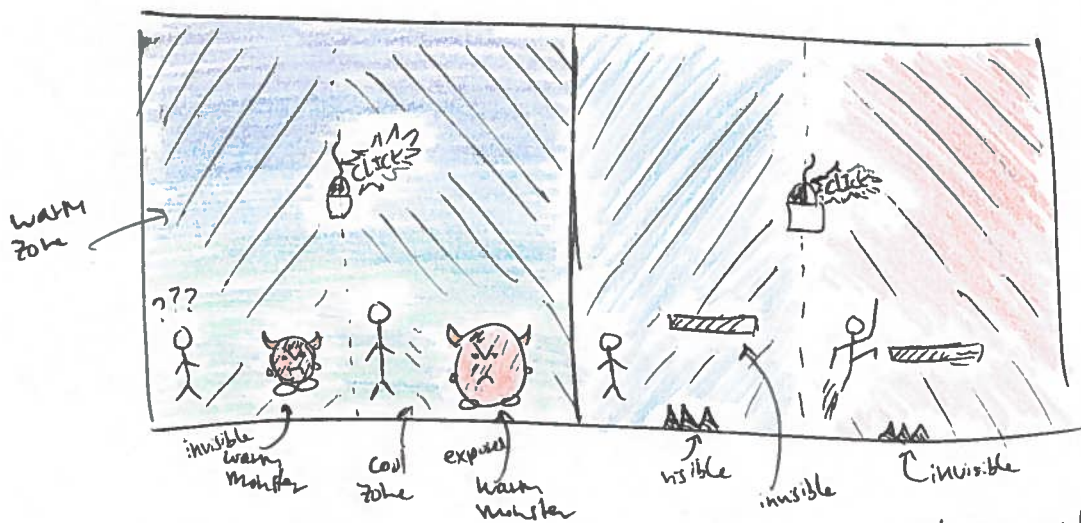
- hitting an obstacle like a spike or monster will kill you in one hit.
- ~~similar~~ dying makes you restart the level
- if you die 3 times, restarts whole game
- multiple worlds, each looks very different
- save points between worlds
- changing the time of day, changes what monsters you can see



- character moves using W+A+D
- collect power-ups along the way that will allow player to change time of day ~~season~~ as a result changes color of the background
- filters change what obstacles you can see

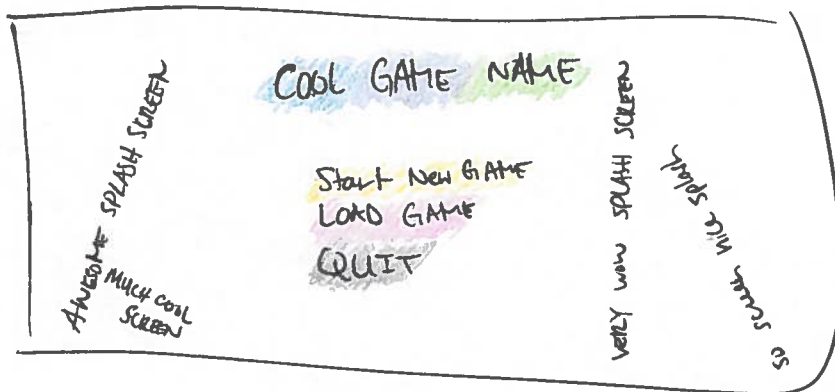


- some of the powerups are limited by time .aka. the amount of batteries you have
- there's WARM, COOL and SLO-MO, GRAVITY
 - WARM and COOL use left ~~and~~ right click respectively
 - SLO-MO and GRAVITY use Shift plus left ~~and~~ right click respectively

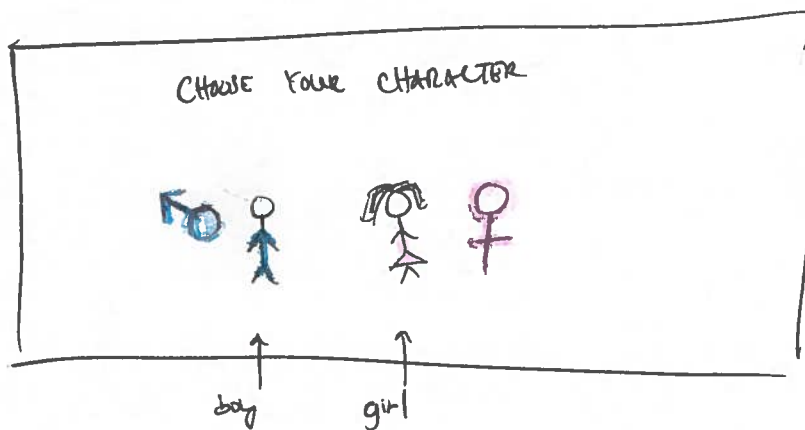


- use powerups to expose monsters to properly avoid them.
- this applies to other obstacles too!!!
- invisible monsters (monsters in general) will make noises to indicate their presence

Intro Screen:

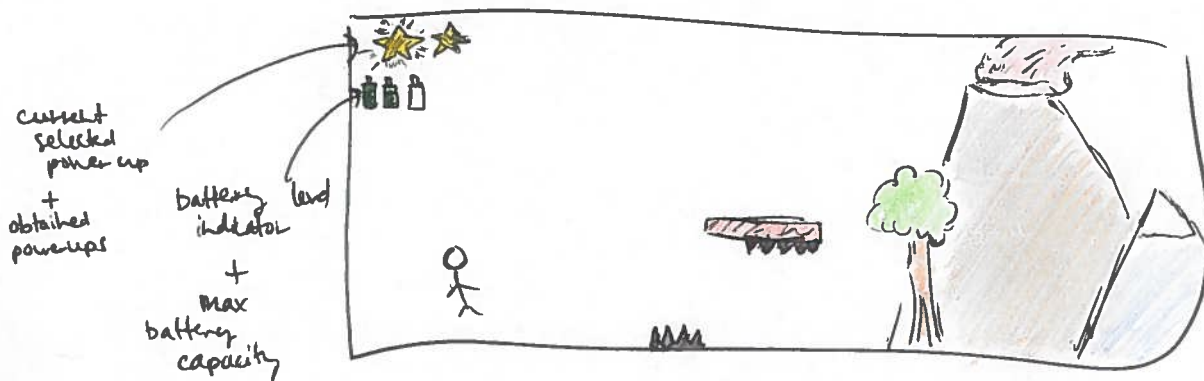


Post-Intro (Start New Game):



- after character selection, character not chosen is kidnapped by mysterious villains.
- work your way through levels, pass obstacles and monsters, and save the other character.

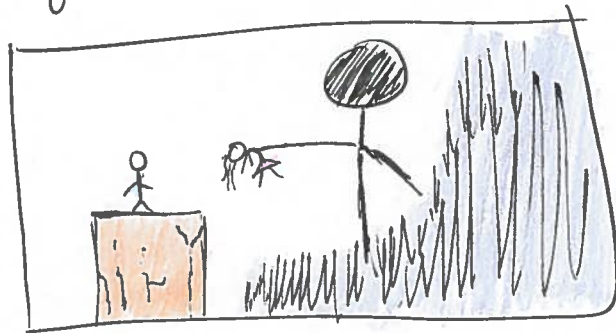
HUD:



Level Achievement:



Ending Scene:



- the villain has been you (visually color opposite)
- the game, the world you've been playing is how you see yourself.
- the how of the story -
- but the other character is the person you've trapped in your fantasy to play along
- at the end of the story, the game bops back to the beginning, because you essentially stole your significant other from yourself