

RHYTHM GAME

Impossible bottles is a rhythm game with a twist.

Players must hit the right beat at the right time to collect oil traces and perform actions in the lab.

Through this process, the robots build up internal energy.

They must release their energy into the lab to convert the collected oil into green energy.

If the player misses a beat, oil leaks into the lab and the energy built up in the robot is lost.

If all green energy is depleted and the robot has no internal energy, the game is over.

While every movement should be triggered on the beat, releasing robot energy can be performed at any time.

The longer the player stores their robot energy without releasing it, the higher their potential score becomes, but a single miss and all stored energy is lost.

This twist combines the rhythmic input of music games with the combo mechanics of skateboarding games, to challenge players to strategize their playstyle to collect maximum high scores.











RHYTHM GAME

Impossible bottles is a rhythm game with a twist.

Players must hit the right beat at the right time to collect oil traces and perform actions in the lab.

Through this process, the robots build up internal energy.

They must release their energy into the lab to convert the collected oil into green energy.

If the player misses a beat, oil leaks into the lab and the energy built up in the robot is lost.

If all green energy is depleted and the robot has no internal energy, the game is over.

While every movement should be triggered on the beat, releasing robot energy can be performed at any time.

The longer the player stores their robot energy without releasing it, the higher their potential score becomes, but a single miss and all stored energy is lost.

This twist combines the rhythmic input of music games with the combo mechanics of skateboarding games, to challenge players to strategize their playstyle to collect maximum high scores.



POWER-UPS

Some robots have special abilities in the form of power-ups.

There are currently four power-ups that are gradually unlocked from level to level.

These power-ups can then be applied to any robot that the player has already unlocked, increasing the replayability of each level.