



All carrots are mine!

-당근 다 내꺼!-

Rationale



For those who like rabbit characters, I wanted to make a game with rabbits as the main character and carrots, which rabbits like.

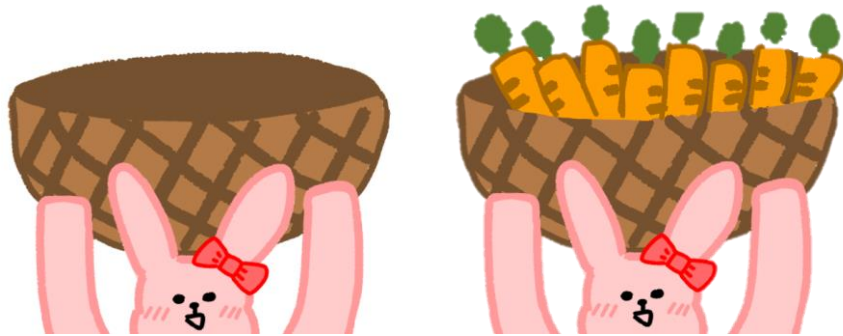


A number of new elements have been added to the simple game for added fun.



I drew cute pictures for a simple game and added the pleasure of viewing the screen that fits the game theme.

Tutorial



<rabbit hole>

Move the player to get a carrot falling from the sky!

If you get a carrot, the basket will be full. (200 points)
When the basket is full, press the space bar to empty the carrot basket in the rabbit hole.

Get carrots to avoid interference from other rabbits and empty the basket five times! (1,000 points)

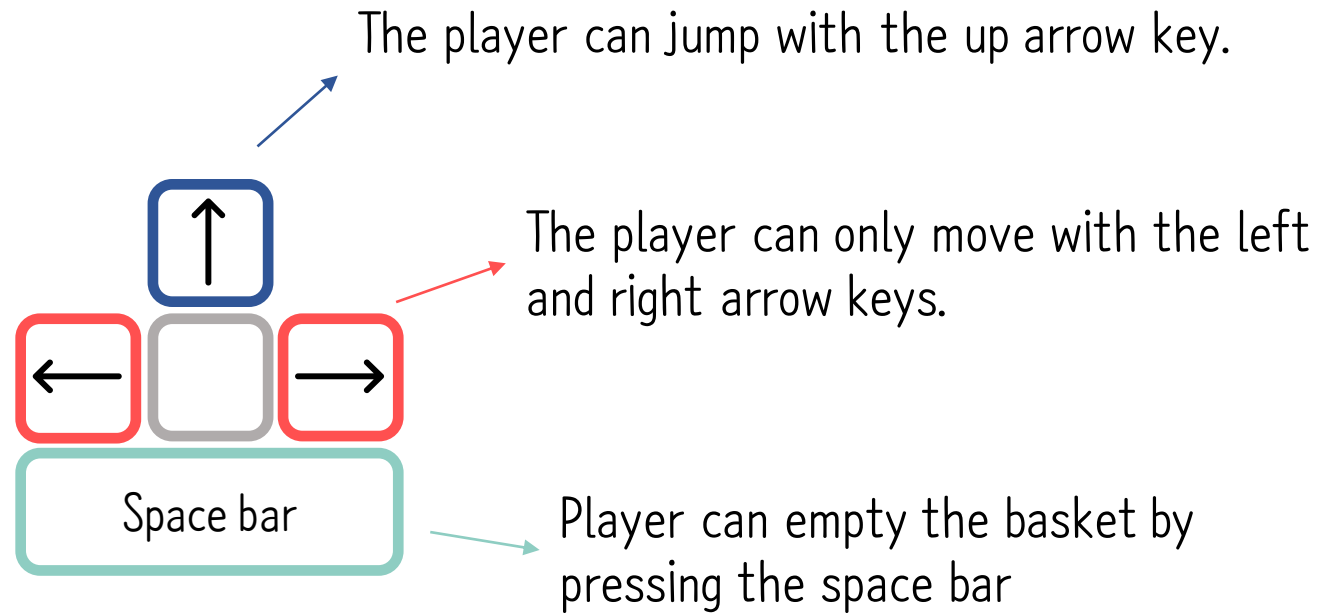
〈Gameplay screen〉



Player and controls



<Player>



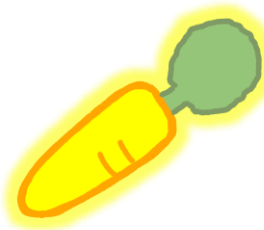
Objects falling from the sky



+ 10 point



+ 30 point



+ 100 point



- 10 point



Speed up

※The higher the point, the faster it falls.

Enemies



<disturbing rabbit>

Leave a stone under your feet.
If you step on stone, the player will fall. You can't get carrots while you fall.



<stealing rabbit>

If it touches, take all the carrots you collected.
You can avoid it by jumping.

〈Ending scene〉

The rabbit has become carrot rich!

