

tobu tobu
飛ぶ girl 飛ぶ

Contents

Introduction	2
Controls	3
Screen elements	4
Playing the game	5
Enemies	8
Hints	10

Introduction

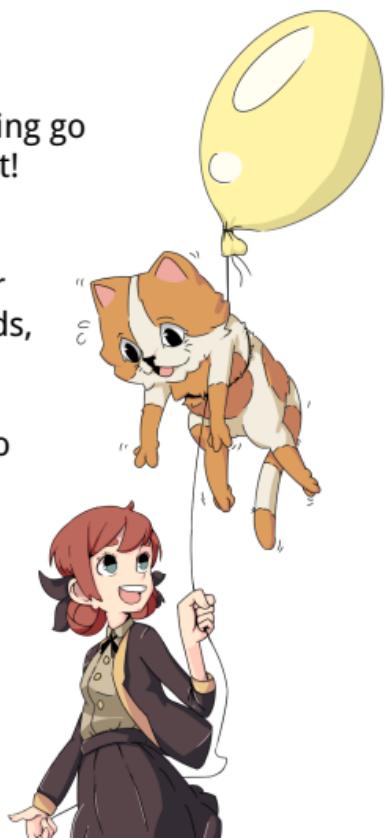
It was a lazy afternoon. On a green hillside, far away from the bustling of the big city, the girl was taking her cat for a walk. With a balloon tied to its back, the cat was greatly enjoying the brisk stroll, hovering under the lovely spring sun, when disaster suddenly struck!

Uh oh!

The girl stumbled on a rock, letting go of the balloon and her cat with it!

The girl had often come up with creative ways to pass the time, but looking at the sky seeing her cat disappear between the clouds, she realized that this time she might have gone too far!

With quick wit the girl decided to give chase lunging into the sky with only one thought: to retrieve her pet friend!



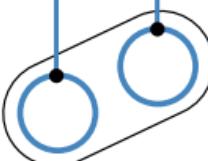
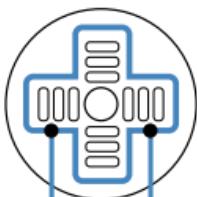
Controls

A button

Push while holding one of eight directions to dash.

B button

Hold to boost upwards.



START button

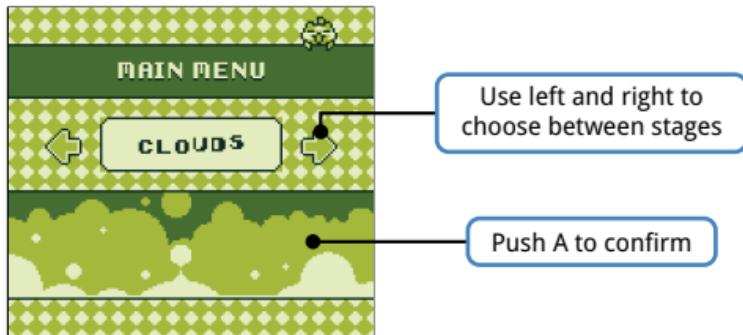
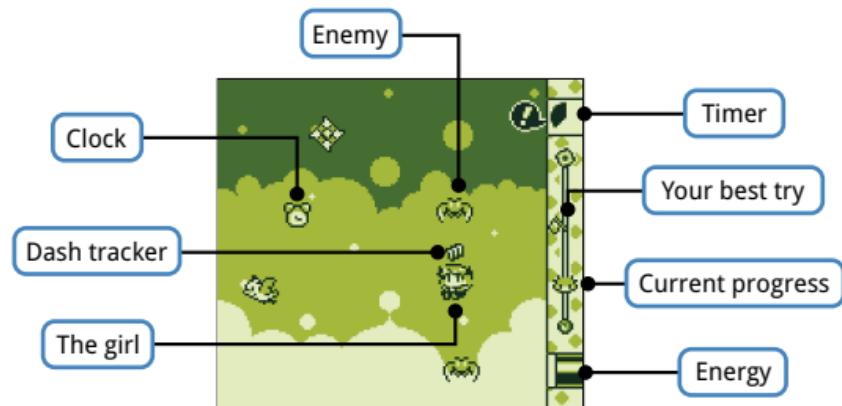
Push to take a break.

Control pad

Hold left or right to move in that direction.



Screen elements



Playing the game

Bouncing

Land on enemies to bounce off of their heads gaining height. Be careful! Some enemies are less susceptible to bouncing than others.



Dashing

Use your dash to quickly maneuver around. Keep your dash count in mind. You can only dash three times. Land on an enemy to regain dashes.

Ouch!

Be careful not to crash into enemies. Touching anything other than the top of an enemy will send you flying back home.



Playing the game

Boosting

Flap your arms to quickly travel upwards. Be careful! You can only boost for so long before running out of energy.

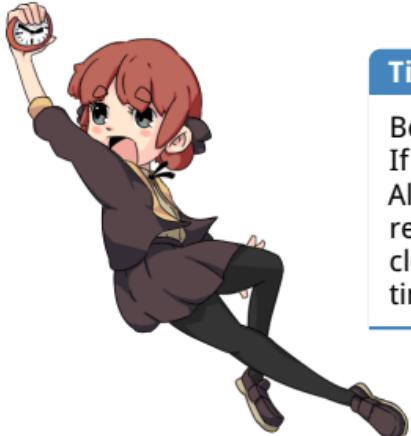


Stomping

Dash down into enemies to propel yourself upwards while sending them crashing towards the ground. Do this to regain some of your boosting energy.

The goal

Clear the level by reaching the portal at the end. Your sidebar tracker will show your current progress as well as your previous best attempt!



Time

Be careful not to run out of time! If you do the level will be over. Although it's your job is to go fast, remember to also collect the alarm clocks along your way to gain more time!

Enemies

Bat

Leisurely he spends his days hovering above various locations without a worry in his life. Who does he think he is, showing off like that?!

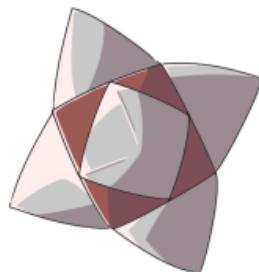


Bird

Every winter she migrates south to see her family. Still, her mother wishes she would call more often.

Spikes

Due to circumstances it has become necessary to hide various objects in the clouds to prevent unwanted flyovers.



Alien

Although it looks like these jellyfish-like creatures are flying, they are in fact just slowly falling towards the earth. Conquest might be difficult at this stage!

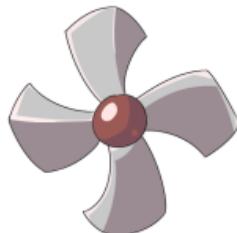


Ghost

A vagrant spirit looking to pass on to the other side. Somehow he ended up in space. Maybe he missed heaven on the way?

Blade fan

Due to large amounts of space junk one should be careful when orbiting earth!



Hints

Get movin'

Alter the length of your dash by holding the A-button. The longer you hold the button the longer you will dash.

Don't give up

Use boosting to save yourself from falling when running out of dashes. But beware, reversing your momentum takes time.

Short bursts are the key

Tap the B-button lightly during boosting for a more controlled flight.

Getting a passing grade

Reaching the goal quickly is not enough to get a great rank. Stomping on enemies along the way will also contribute towards your final score.

Credits



Game design

Simon Jonas Larsen
Lukas Erritsø Hansen

Game artwork

Lukas Erritsø Hansen

Box and manual artwork

Lukas Erritsø Hansen

Programming

Simon Jonas Larsen

Music and sound effects

potato-tan

Potato-tan logo

2Dai

Notes

