OBRA



INSTRUCTION BOOKLET

INTRODUCTION

OBRA

Thank you so much for buying our game!
We truly hope you enjoy it.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game.

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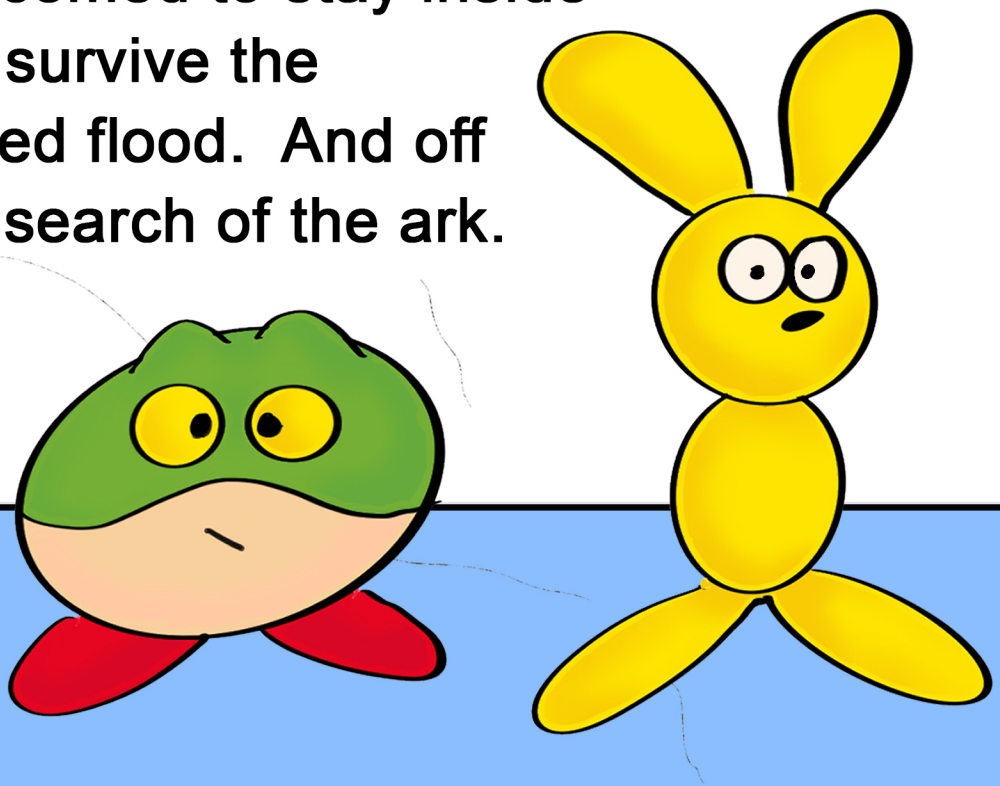
STORY

OBRA

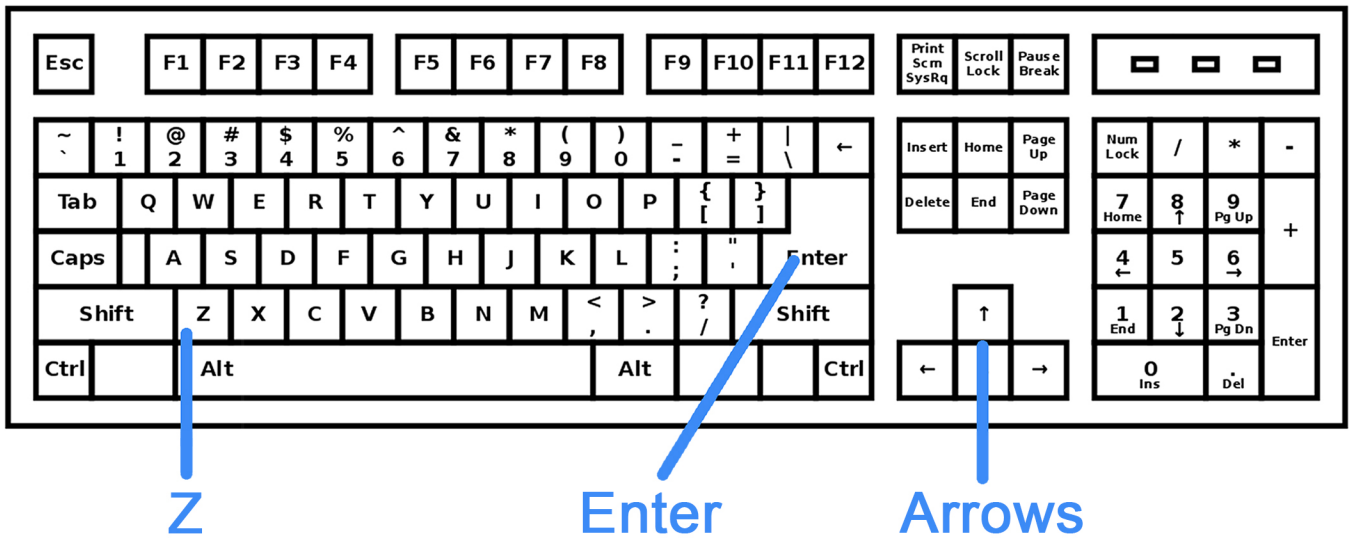
You wouldn't expect a toad and a rabbit to be the best of friends, but nevertheless, these ones are, all the same. The two were the best of friends, and very much enjoyed helping out around their communities. You could say they were good souls. Therefor, when it came time for the world to be reset via a huge flood, a voice came upon them to warn them of its coming. It informed them that they should want to find a large ark on which they'd be welcomed to stay inside of in order to survive the aforementioned flood. And off they went, in search of the ark.



CONTROLS

OBRA

Keyboard Controls:



Arrows

Title Screen
- Changes game difficulty.

Level Select Screen
- Changes selected level.

In-Game
- Moves the player.

Z

Level Select Screen
- Enters selected level.

In-Game
- Makes player jump.

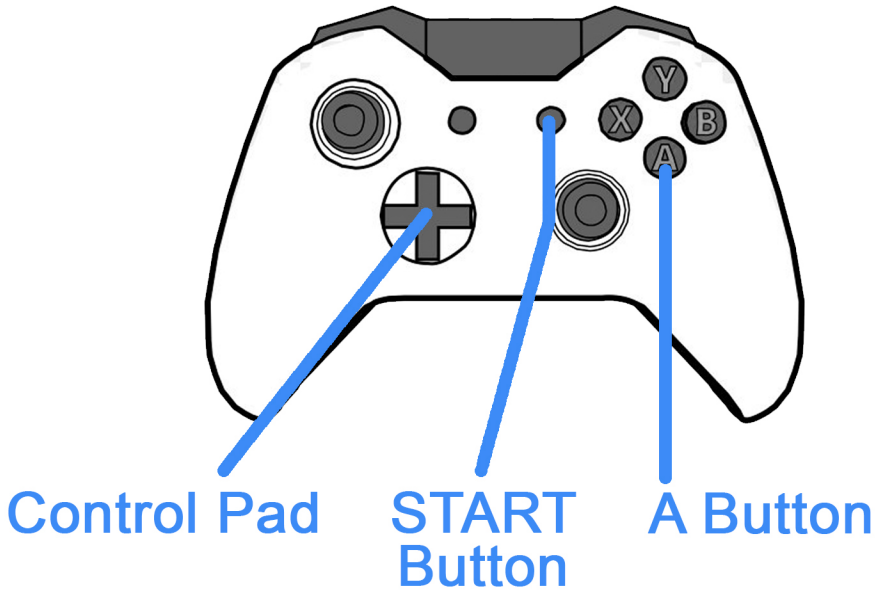
Enter

- Starts the game.
- Pauses the game.

CONTROLS

OBRA

Gamepad Controls:



Control Pad

Title Screen
- Changes game difficulty.

Level Select Screen
- Changes selected level.

In-Game
- Moves the player.

START Button

- Starts the game.
- Pauses the game.

A Button

Level Select Screen
- Enters selected level.

In-Game
- Makes player jump.

PLAYING THE GAME

OBRA



Run the game and you will find the intro cutscene. After that comes the Title Screen. Press left or right on either the keyboard arrow or the gamepad's control pad to switch diffcuty modes. When you are ready with your selection, press either Enter or the START Button to start the game.

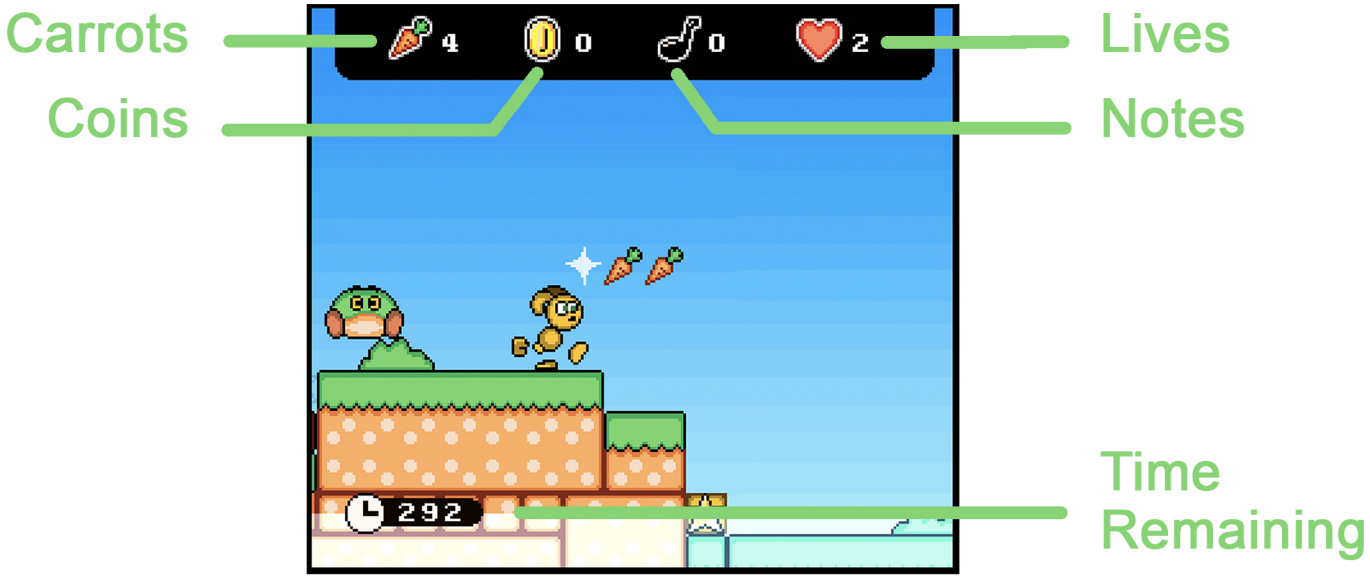
MAP SCREEN



On the map screen you can press the arrows or control pad left or right to navigate around. When on the stage you want to enter, press Z or the A Button. You must beat the stages in order, but you

can revisit the ones you've beaten to find any collectables you might've missed the first time around (except for bosses, which you can only finish once.)

ACTION SCREEN



This is where the action happens. Avoid enemies scattered throughout the terrain, but make sure to collect carrots, starts, coins, music notes, and more! They may help you on your journey. To clear a stage, find the obscured GOAL sign at the end and fly into it to reveal it. Only then can you move on.

LOSING LIVES

When you lose all of your lives, your game is over.

You lose one life:

- When you are touched by an enemy and have zero carrots or shields.

- When you fall into a hole. -When you do not reach the goal before the timer reaches zero.

- When you get touched by an enemy with hard mode enabled.

If you have a shield and get touched by an enemy you will lose that shield.

ITEMS



Grab 50 stars and you'll earn an extra life.



Gather coins to spend in the item shop.



Gather carrots to protect your hide against enemies.



Collect music notes to enter bonus areas.



Collect rabbit coins for a better chance at the good ending.

BLOCKS

Throughout the stage you will encounter blocks with stars on them. Jump at them from above or below to activate them. They will usually give you a star or a coin. Sometimes they give you hearts which give you extra lives. If you find a blue star block, make sure to hit it, as it will give you a special shield to help you on your quest.

SHIELDS



The fire shield will protect you against flames, fireballs, and lava.



The ice shield will stop you from slipping on ice and will protect you from certain frozen obsticles.



The air shield will prevent you from slowing down while underwater.

Make sure to not get hit while you have a shield or else you'll lose it! You can buy more from the shop

CHECKPOINTS

You will find one or two **checkpoint rings** at different points throughout the stages. Touching them will save your place in the level, so that if you lose a life you will respawn at that point. If you lost track of your froggy friend, he will respawn here, as well.
A blurry **GOAL** sign awaits you at the end of the level. Fly into it to reveal it and end the stage.

BOSS

A mean ole' jack rabbit wants to stop Bunny and Toad from completing their mission. He is jealous of them and wants them to stay left behind with him. You must make sure he doesn't prevent you from reaching your desination!

BONUS STAGES

There are a few bonus rooms you can enter, given you have enough music notes. Here you can win extra lives. Act quick, though, as you've not time to spare.

SHOP

At the shop, you can buy a variety of items and goodies. Here are the items available along with their prices:

- Fire shield .....25 COINS
- Ice shield ..... 25 COINS
- Air shield .....25 COINS
- Heart (extra life) .....10 COINS

SPECIAL MOVES

OBRA

BASIC OPERATIONS

Movement

Use the arrow keys or control pad to move left or right. Hold left or right to run in that direction.



Jumping



Press Z or the A Button to jump. Froggy will jump with you.

SPECIAL MOVES

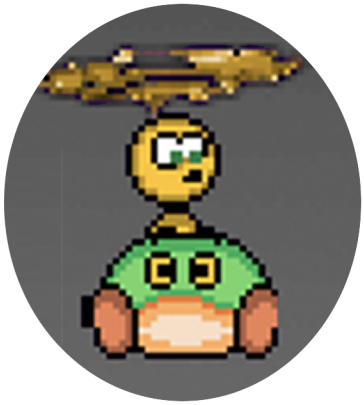
Rolling



Hold the up arrow key or Up button on the control pad while landing onto little toad to mount him. He will start rolling. You can press Z or A to jump off of him and send him rolling ahead of you.

Flying

Hold the up arrow key and press Z or hold the Up button on the control pad and press the A button to shoot up into the air.



Hold Z or the A button while falling to hover slowly to the ground. Use this to glide over large gaps.

You can also defeat some enemies by flying up into them from bellow.

While riding froggy, boost into the air to take him with you. From there you can press Z or the A Button to throw him at enemies.

TUNNELS

Press the down arrow key or the Down button on the control pad to go down rabbit tunnels. They will transport you to new locations.

Make sure to get to know all of these controls well, as mastery will make playing the game much easier!

CHARACTERS

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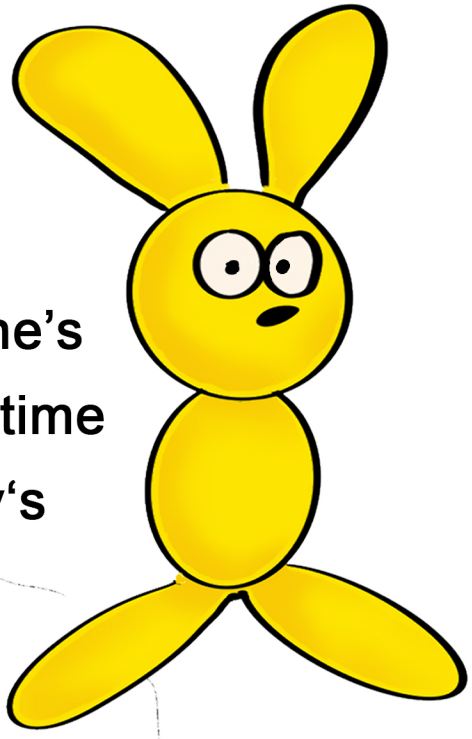
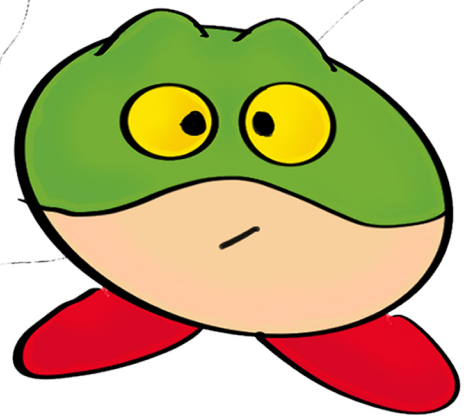
BUNNY RABBIT



This little guy loves tending to his carrot garden. it's his main source of food, but he makes sure to share with everyone at the rabbit village! When he's now growing his crops, he's spending time with his best friend, Toad. With Bunny's ability to twirl his ears and fly and Toad's powerful roll, the two are one unstoppable force.

TOAD



Toad's the strong silent type. He loves to eat flies, but enjoys the occasional carrot. He's very strong, and can knock out rows of enemies like a bowling ball. He can even walk on spikes! This is one round dude you don't want to mess with.

CHARACTERS

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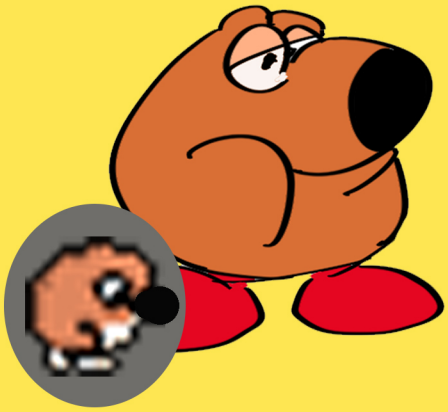
JACK RABBIT



MOLEBERT



BATTY BOY



FLYERS



DRAGGY


OBRA