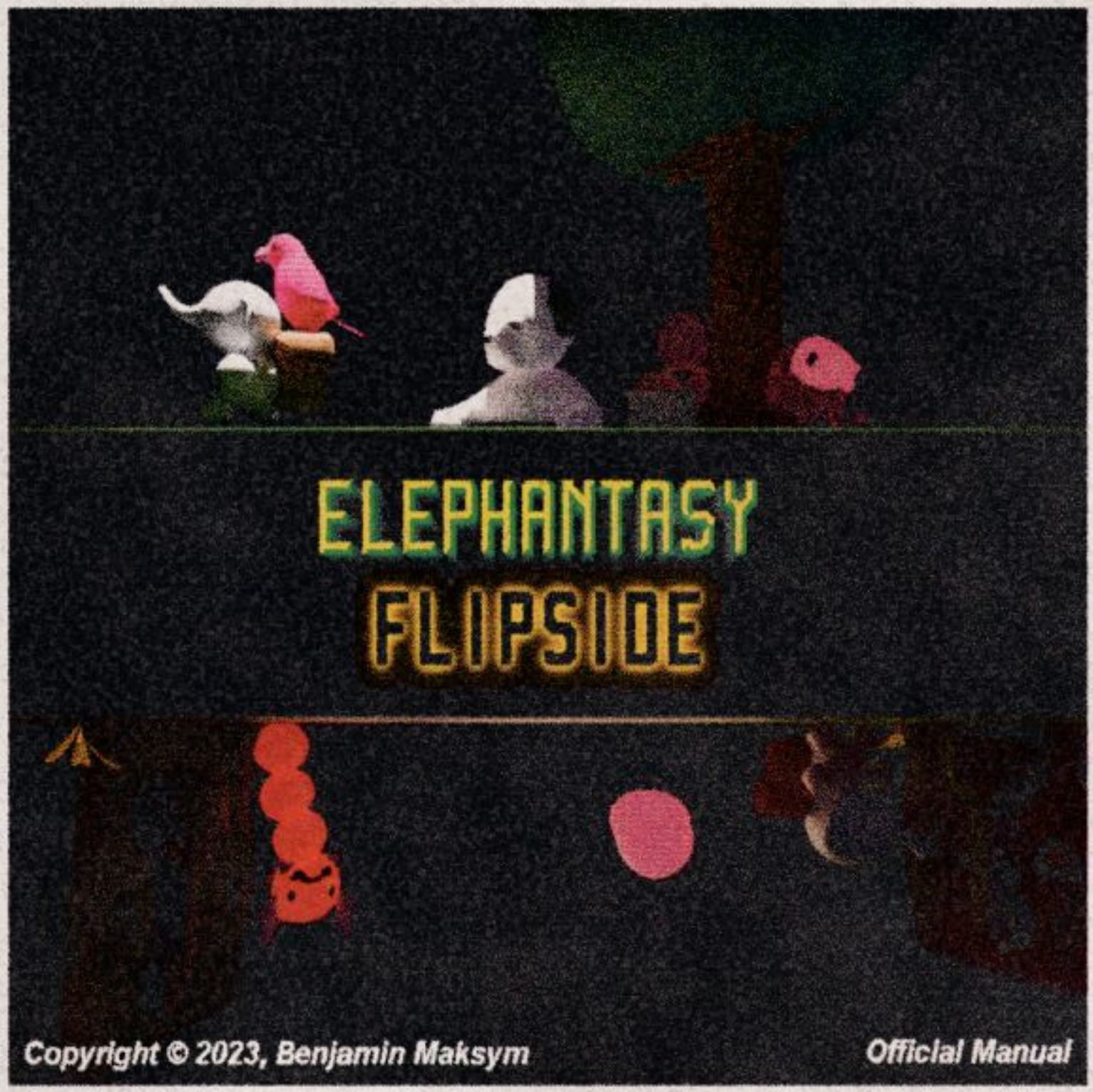

ELEPHANTASY
FLIPSIDE
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Official Manual

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The Story So Far...

In *Elephantasy Flipside*, you play as a small elephant named Belle. She's no slouch when it comes to adventure; in fact, a few years ago, she starred in another game, called *Elephantasy*! Since then, Belle and her new friend Polnareff the Parrot have been traveling the world, collecting rare gems, and generally having a grand old time.

However, adventuring *is* hard work, and everyone needs a vacation sometimes, even elephants! And so, Belle and Polnareff headed for lands unknown, hoping to find a nice spot to relax for a while! What could possibly go wrong?



Cast of Characters:

Belle the Elephant:

The titular elephant of *Elephantasy*, Belle is always eager to explore and collect things that she finds. In her first adventure, Belle was even smaller than she is now, meaning that she couldn't jump very high, or lift things very easily. Of course, after a few years of wandering the globe, she's much more athletic!

However, Belle can also be a bit gullible, and often lets her willingness to help others get the best of her. It's a good thing she has *you* to watch her back!



Polnareff the Parrot:

Originally an antagonist in Belle's first adventure, Polnareff has quickly become one of Belle's most trusted allies! He can normally be seen carrying the little elephant from place to place, soaring through the air with the greatest of ease! In *Elephantasy Flipside*, you can either signal for him to carry you back to a preset location, or use a handy *Warp Whistle* to travel between points of interest!



There may be even more ways this cunning companion can help you on your adventure, so keep an eye out!

Cast of Characters:

Ludos the Lighthouse Keeper:

A new face in this game, Ludos maintains a lighthouse on the island where Belle and Polnareff are vacationing. He's pretty old, but also pretty wise, and he knows the island like the back of his hand–er, paw! If you're lost or confused, he may be able to give you a hint or two!



"Death" the Ruler of the Underworld:

This strange creature is known as "Death." They rule over the Underworld from their Palace at its center. If you can make a deal with them, they might let you borrow some of their magical *Items*. For the Ruler of the Underworld, they sure do look funny! Maybe they're more intimidating once you get to know them...?



Cast of Characters:

Other Creatures:



Orps are strange round creatures found in the Underworld. They used to act as guards for Death in ages past, though now they just seem to wander around out of habit. Some of them have deadly spikes, so watch out!

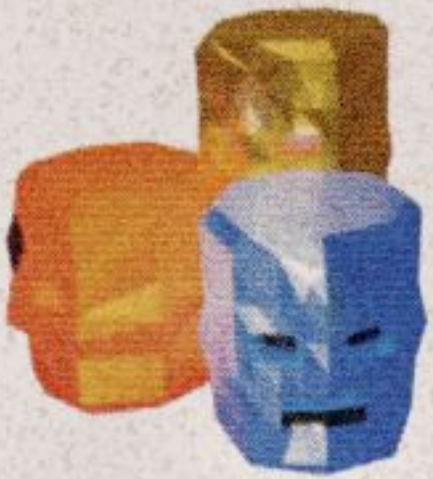


Moles can be found all across the Overworld, and the island is no exception! Unlike real moles, the ones in *Elephantasy Flipside* are social creatures, generally burrowing and living together. Some moles are also accomplished botanists!



Zozo Birds are large flightless birds native to the island where Belle and Polnareff are vacationing. They like to sleep in strange places. Despite being unable to fly, they *can* swim quite well! The lack of natural predators in their ecosystem allows them to fill many previously empty ecological niches.

Golems are artificial lifeforms, found mainly in areas with extreme climates. While it's common knowledge that polar bears create golems from ice in the Overworld, the origins of the Underworld golems remain a mystery! The coolest golem ever created, *Goldman*, will challenge anyone willing to contests of speed!



How to Play:

***Elephantasy Flipside* can be a tricky game to master, so here's a list of the game's controls to get you started!**

BASIC GAMEPLAY	
WASD or D-PAD/Joysticks	Move Belle around the world
SPACEBAR or A-Button	Prompt Belle to Jump
E or B-Button	Use Primary Equipped item
Q or X-Button	Use Secondary Equipped item
TAB or Y-Button	Open Inventory
ESC or ≡ Button	Open Pause Menu

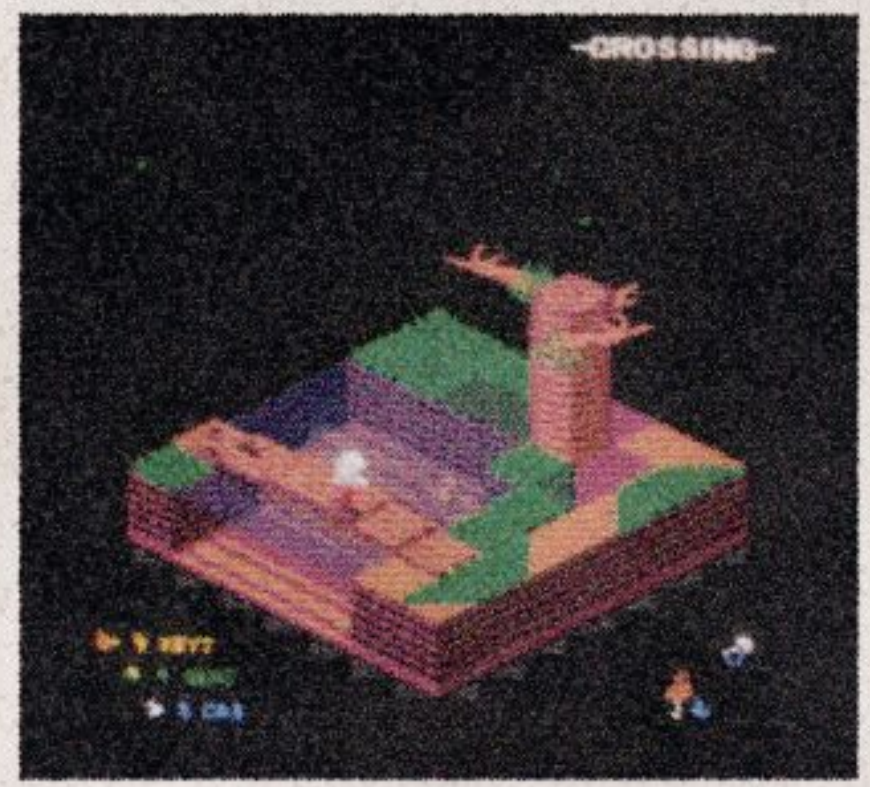
NAVIGATING MENU	
W/S or D-PAD/Joysticks	Select Option
E or B-Button / Q or X-Button	Confirm Option
ESC or ≡ Button	Close Menu & Unpause

NAVIGATING INVENTORY	
WASD or D-PAD/Joysticks	Select Item
E or B-Button / Q or X-Button	Equip Item to the Relevant Button
SPACEBAR or A-Button	Swap to Map View
TAB or Y-Button	Close Inventory

MAP SCREEN	
W/S or D-PAD Up/Down	Scroll Map Vertically
A/D or D-PAD Left/Right	Change Map Mode from Viewing 3D World to Viewing Current Slice
SPACEBAR or A-Button	Return to Inventory
TAB or Y-Button	Close Map

How to Play:

In *Elephantasy Flipside*, you move around the world through many distinct rooms. To go between rooms, move Belle off of the edge of the visible play area. This will automatically take you to the room directly adjacent. If you're unsure whether you can move between rooms at a room edge, look for gray arrows on the ground; these indicate a valid room transition. Falling down or jumping up from one room can also lead to others. In short, if someplace seems suspicious, try to see if there's something next door!



Falling into bottomless pits, spikes, or magma will cause Belle to perish and reappear a few moments later. Most of the time, she'll reappear in the same room, wherever she first entered from. In some cases however, (such as when in a room with exits over magma, or after drowning underwater) she will go back to the last *valid* room she was in. Proper planning and knowledge of your environment can help avoid any unwanted setbacks from this!



How to Play:



Sometimes, while traveling the world, you may stumble across golden barriers that bock your path. These barriers can easily be unlocked with any *Key* you might find lying around. Be careful though; there are some areas in the game where *Keys* are in short supply! Thinking ahead is crucial in these situations!

Scattered across both the Overworld and Underworld are strange pillars, emblazoned with the image of a soaring bird. When stood upon, these pillars will sink into the ground, marking them as a valid warp point. When using your *Warp Whistle*, Polnareff can carry you between these points in sequence, from the first discovered to the last.



If you press the button to use an *Item* without having one equipped, Polnareff will also come to carry you out of trouble, even without the *Warp Whistle*. In these cases, he will take you to just one of two specific places: the beach where you start the game, or Death's palace in the Underworld.

Items and How to Use Them:

Several *Items* can be used to traverse the world of *Elephantasy Flipside*, and even more can be collected within it! The following is a list of such *Items*, with brief descriptions of their use.

Wonderful Boots		These *Boots* can be used to run extremely fast. They also allow Belle to jump off of walls, with precise timing. When upgraded, they provide passive immunity to movement hazards, such as ice and/or conveyor belts.
Ring of Strength		This *Ring* allows Belle to lift and throw certain objects. Using the *Ring* while on top of an object will let Belle lift it. Then, pressing the button again will place the object beneath her, or throw it if Belle is moving. When upgraded, it allows Belle to carry two objects at a time.

Magnifying Lens		This *Lens* can be used to shrink at will, making the user smaller and lighter. When upgraded, it shows any adjacent unvisited rooms on the Map screen.
Magic Wand		This *Wand* can be used to make objects float in midair. Simply face an object and, once lined up, press the button. When upgraded, objects will float until you cancel the effect; otherwise they will eventually fall.
Bag of Herbs		This *Bag* contains a number of useful *Herbs*, which have many different effects when used. It also allows you to collect *Herbs* found in the world to replenish your supply. When upgraded, your maximum *Herb* capacity is increased by 3.

Items and How to Use Them:

Book of Runes		This *Book* allows you to partially translate Underworld runes automatically. When upgraded, it instead provides a full translation. This *Item* works passively, even without being equipped.
Giant Air Bubble		This *Bubble* allows Belle to breathe underwater indefinitely. Simply enter water without jumping to sink down below. When upgraded, it also improves Belle's mobility underwater. This *Item* works passively, even without being equipped.
Warp Whistle		This *Whistle* allows for fast travel between points of interest. Use it to call Polnareff, then jump to grab onto him before he flies away! Hold the jump button until you're where you want to be, then release it to fall.

Golden Needle		A strange *Needle*. Allows travel between the Overworld and Underworld.
Death's Key		A magical *Key* that resembles a skull. Has unlimited uses.
Old Radio		An old *Radio*. Changes the background music, but only in the Overworld.
???'s Sword		A simple *Sword*. Belle doesn't know how to use it. Someone must have lost this!

Items and How to Use Them:

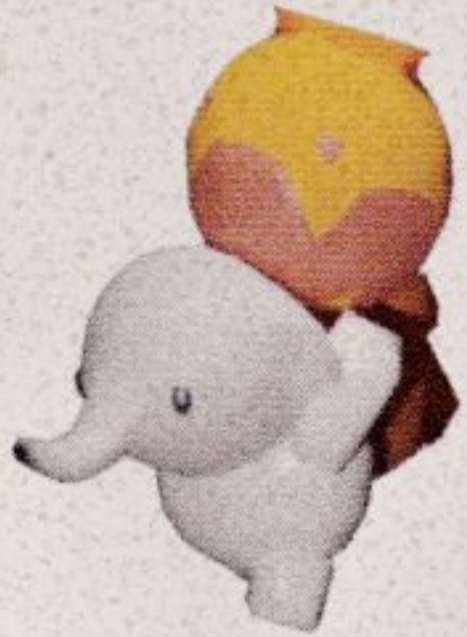
Red Herb		Used with the *Bag of Herbs*. Causes temporary invincibility. Lasts until Belle leaves the room.
Blue Herb		Used with the *Bag of Herbs*. Boosts jump height. Lasts until Belle leaves the room.
Yellow Herb		Used with the *Bag of Herbs*. Freezes time. Lasts until Belle leaves the room.
Green Herb		Used with the *Bag of Herbs*. Clones any objects in the room when used. *Does not regrow after being picked.*

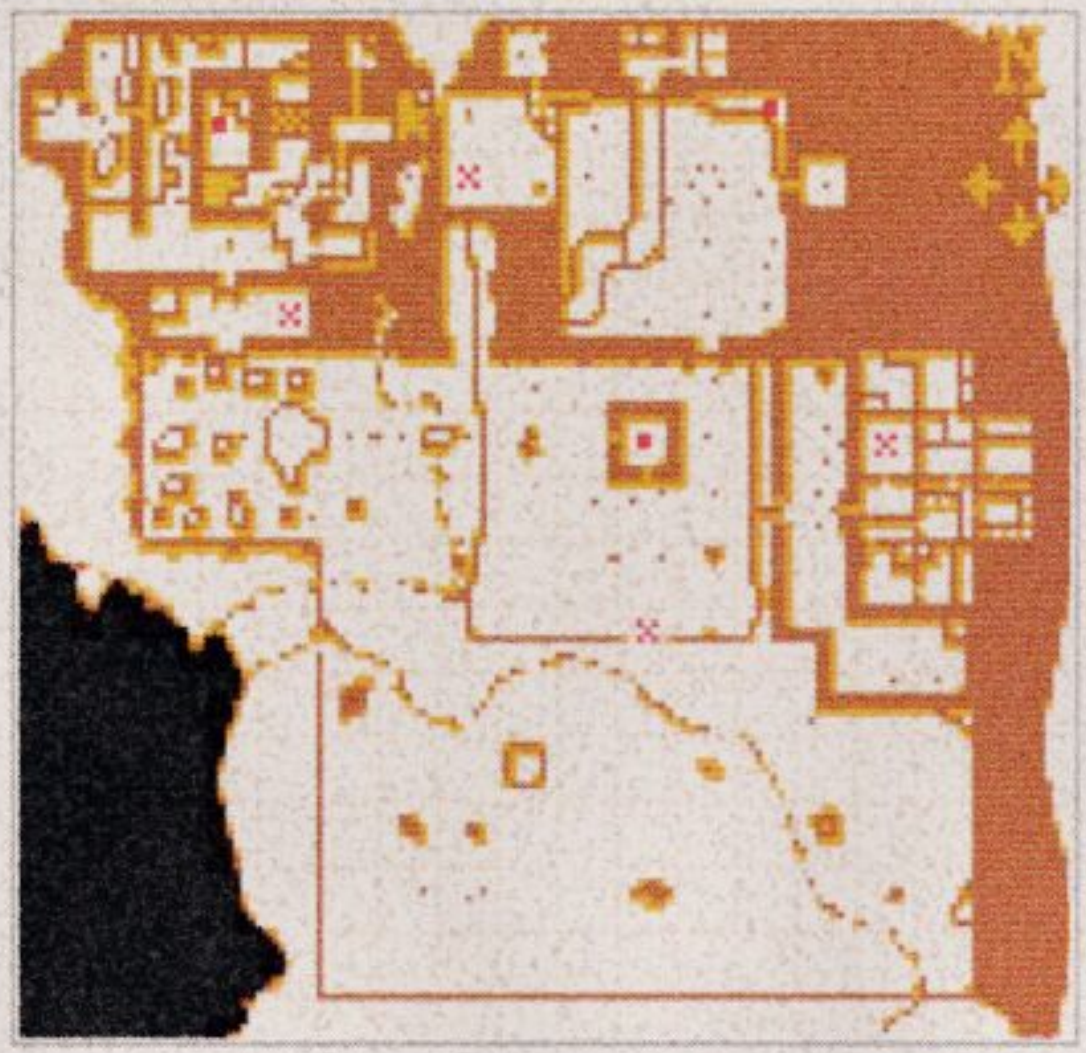
Gems		Shiny green *Gems*. An *Elephantasy* staple. Someone must want them! Mainly found in the Overworld.
Ore Chunks		Chunks of blue *Ore*. Can be used to upgrade *Items*. Mainly found in the Underworld.
Keys		Golden *Keys*. Very fragile, breaking after one use each.
Lost Souls		Ghosts lost in the Underworld. There are 7 in total: *Mimi*, *Duke*, *Rocky*, *Font*, *Carlisle*, *Vigo*, and *Delphis*. If Belle rescues them, she'll be able to carry more *Items* at once.

The Overworld and Underworld:

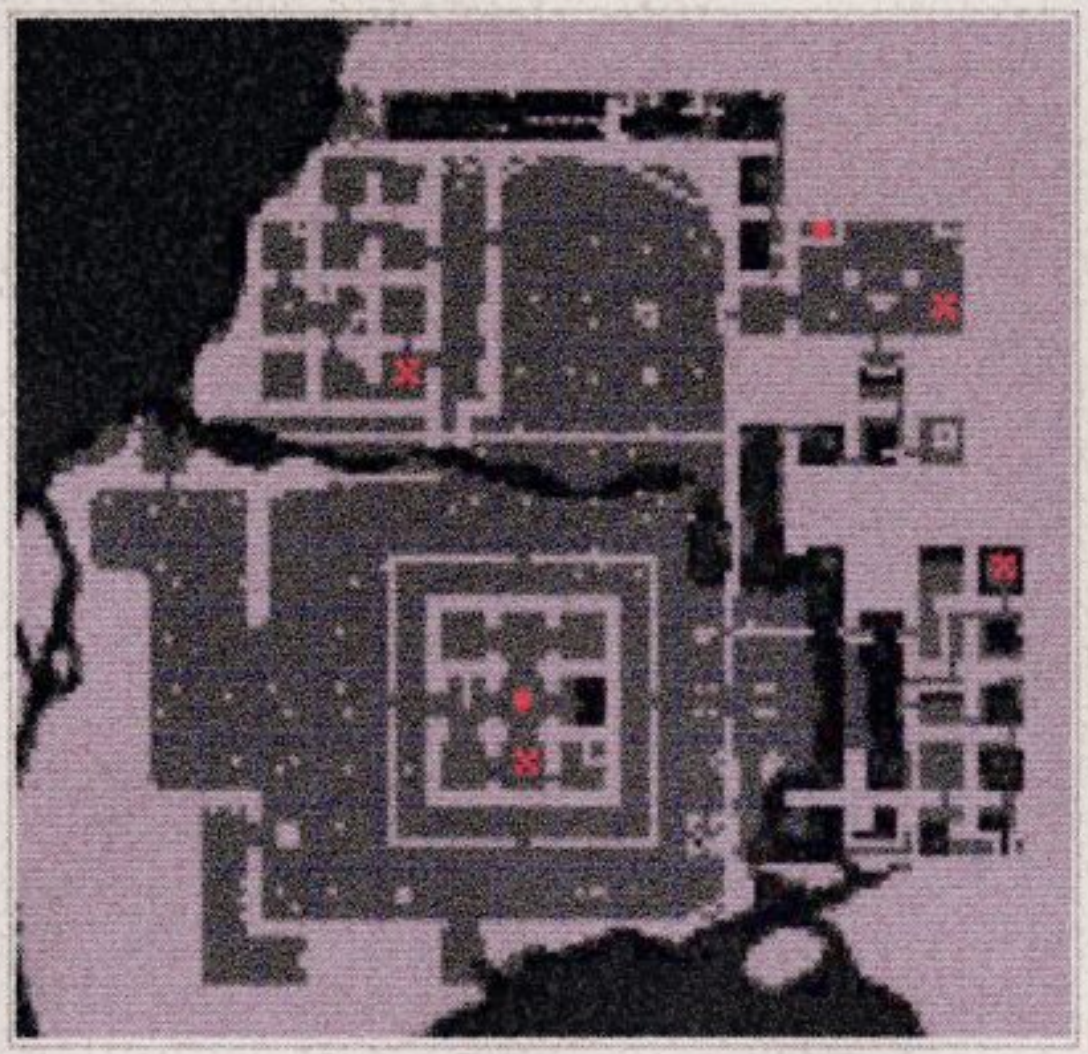
The world of *Elephantasy Flipside* is split into two parts: the Overworld, and the Underworld. While mostly separate, they are also connected in certain places. Traversing both realms is the key to your success in the game!

The following are basic maps of both the Overworld and the Underworld. While incomplete, they may still help to point you toward areas of interest!





The Overworld



The Underworld

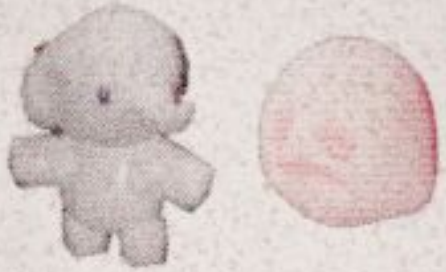
Final Thoughts:

Elephantasy Flipside has been over a year in the making, and I'm very happy to have it, at the time of writing this, almost finished. I think it is my most ambitious title to date; it isn't perfect, but I still think it will be something that people enjoy. I hope you enjoy it too!

While this manual is meant to help new players get started, it doesn't give away every secret that is tucked away in the game. Strange creatures and characters can be found all over, and mysteries lie around every corner! And with 50 Gems, 50 Keys, and 30 pieces of Ore to collect within the game's world, you'll be able to collect to your heart's content.

Of course, if you'd rather, you can always choose to relax instead! I know I will. In fact, if you leave the game idling for a while, Belle might even take a nap! Personally, I think it's a good idea to let her rest every so often. She deserves it!

Thank you again for your interest in my game. I had a wonderful time making it, and it is my sincere wish that you have a wonderful time playing it.



- Linker / Benjamin Maksym, 2023