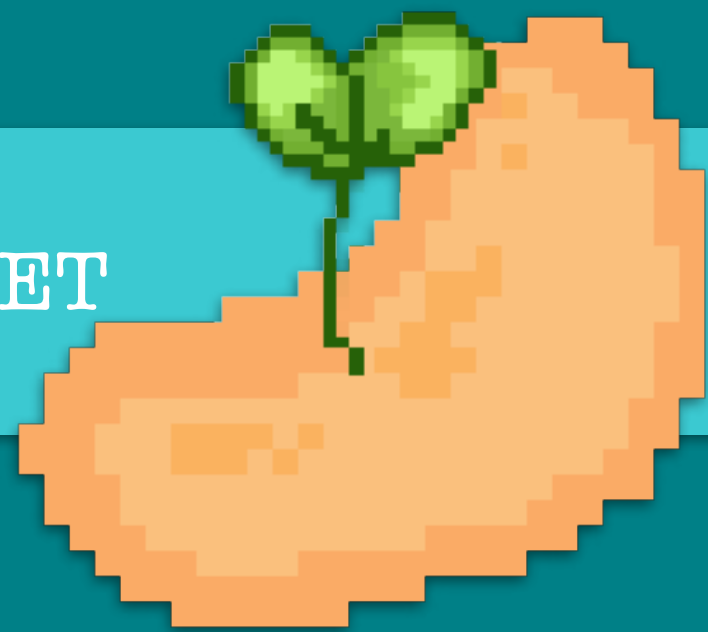


Angry Bean

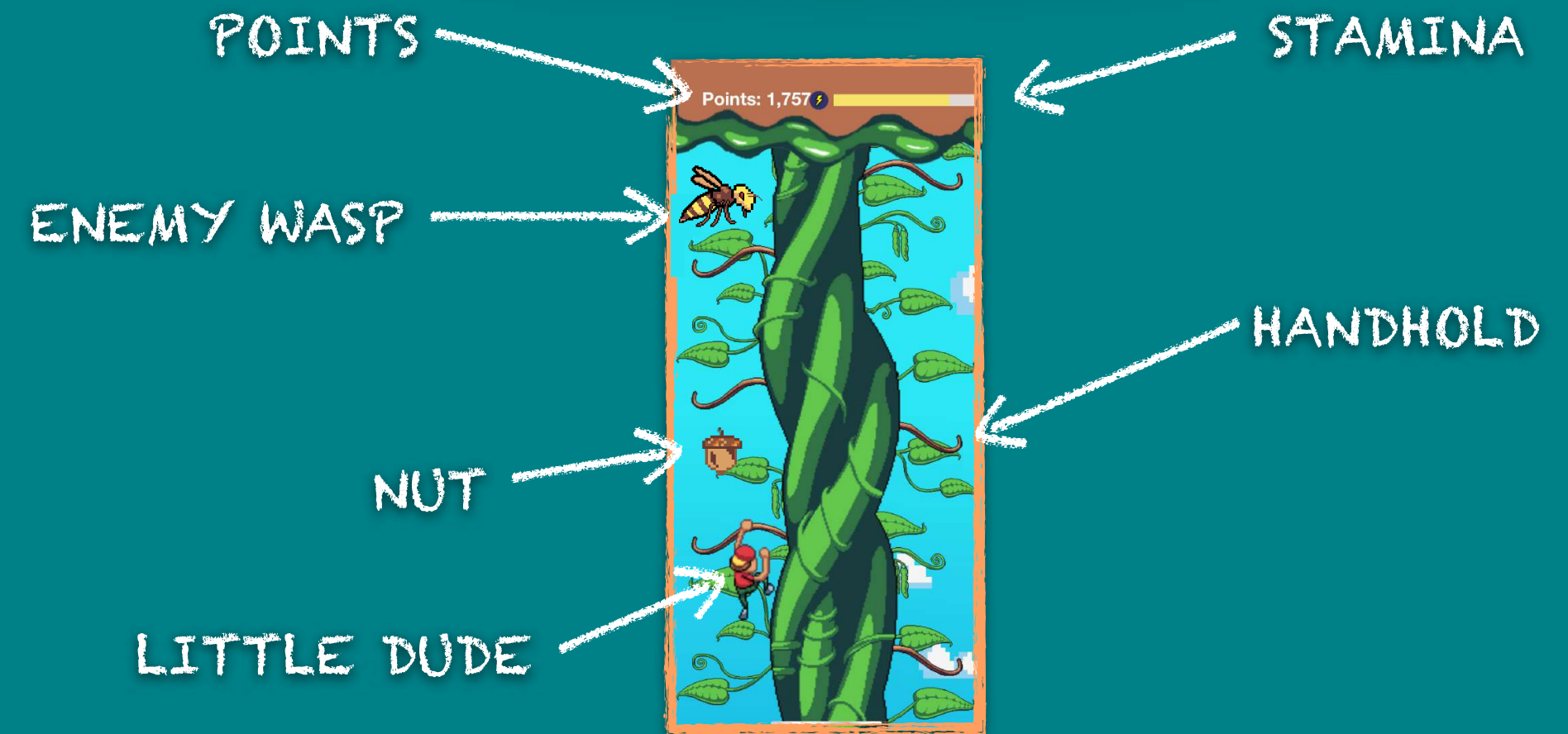
INSTRUCTION BOOKLET



ODD or EVEN

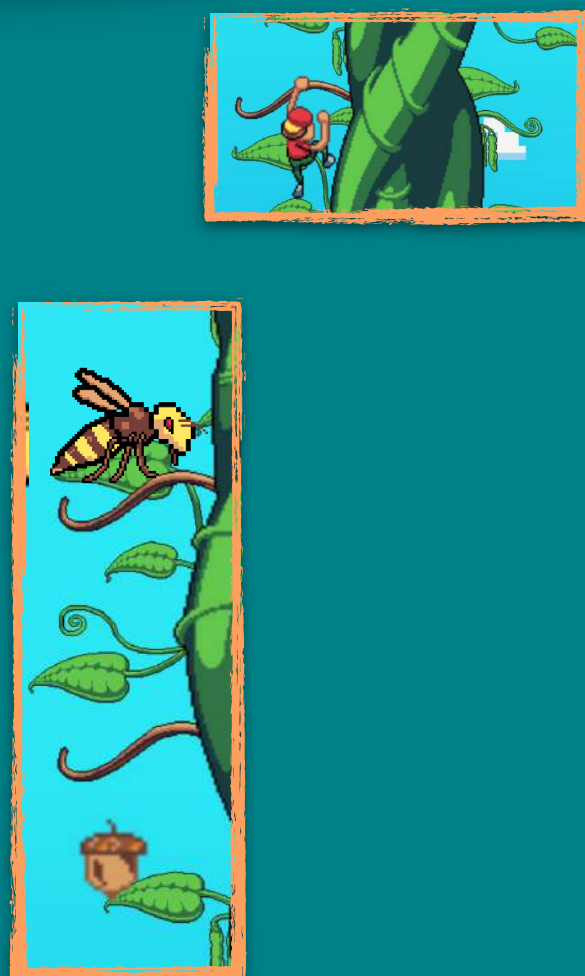


Game Layout Screen



How to play

The game mechanics are very basically: you have just to tap on a row to jump on it...that's it! It would not be easy to reach the top of the tree so watch out for the obstacles when jumping. You have also to watch your stamina level which decreases every jump you do. Of course, we have thought about everything so you can recover your stamina by eating cookies. Just a last tip before you start playing, the first rule for a good jumper: NEVER JUMP TOO HIGH()



ODD or EVEN



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Story

Once upon a time...there was a little dude who wanted to help his family survive, but one day he heard about a giant tree far from home with the most glorious and sparkling treasure on top of it. So he decided to leave his family and travel to the tree to climb it, came back to his village, and became a hero; when he arrived at his destination, he found this very tall green tower and started his adventure.



Odd or Even Team

This game is made by Piero Chianese and Luca Perrotti both Game Developers, our goal is to create a fun and challenging experience for gamers trying always to create something different and engaging.



Characters

The main character of the game is the mysterious little dude, who we always will see from the back, a very talented climber. He has a lot of strengths (such as powerful arms and courage but of course also some weaknesses: he is afraid of wasps and has a serious allergy to...nuts.



Game Elements

HANDHOLD

Use it to jump



CONSUMABLE

Use it to recover your stamina



ENEMIES

Avoid them to not die

