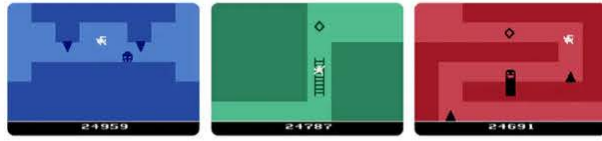


GAMEPLAY

Oh no! Leap, the dog, has begun wandering towards the Dark Realm, and if he ventures too far, he'll never find his way back! It's up to Mr. Run and Jump to race through six colorful worlds, bound over obstacles, dodge deadly enemies, and save his best friend before it's too late!

The object of the game is to guide Mr. Run and Jump through the Realms of Color and Luminescence to try to catch up with Leap before he gets lost forever in the Dark Realm. There are six Realms you will navigate through in order to achieve this goal, each of which is represented by a different primary color. Be careful though! The Realms become more dangerous as the game progresses.

Each realm is broken up into a series of rooms. Running to either the left or right edge of the screen will move Mr. Run and Jump between rooms. Within the final room of each Realm is a ladder that you can ascend in order to progress to the next Realm. These ladders are one way exits, you cannot return to previous Realms.



Monsters and other hazards populate the Realms of Color and Luminescence, making them a challenge to navigate through.

Mr. Run and Jump is only able to run, jump, and climb ladders; he cannot attack, enemies can only be dodged. There are five enemy types featured in Mr. Run and Jump: Spikes, Skullkin, Polyhedra, Crush'ems, and Bobs (see "Characters" for more info).

Each enemy type behaves differently, so be sure to observe each one carefully before you proceed! Colliding with an enemy at any time will stop Mr. Run and Jump dead in his tracks.

During this state, you may press the red button on your controller to reset Mr. Run and Jump back to the first room of the current Realm. There is no limit to how many times you can do this.

SCORING

The scoring system in Mr. Run and Jump is unique in that you begin the game with the highest possible score of 25,000 points.

For every second you spend playing the game you will lose 1 point from your total. Every time Mr. Run and Jump collides with an enemy, you will lose 100 points from your total. Your ultimate score is determined by how many points you have remaining once you reach the final screen of the game.

CONTROLS

Start Game: Press the red button while on the title screen.

Horizontal Movement: Tilt the joystick left or right to move Mr. Run and Jump in the corresponding direction.

Jump: Press the red button while Mr. Run and Jump is either grounded or climbing on a ladder.

Grab Ladders: Tilt the joystick up while any part of Mr. Run and Jump is touching a ladder.

Ladder Movement: Tilt the joystick in any direction after grabbing onto a ladder. Ladder movement is constrained to the bounds of the ladder.

Respawn: Press the red button any time after Mr. Run and Jump has made contact with an enemy.

CHARACTERS



MR. RUN AND JUMP

An acrobat and an adventurer, filled with boundless energy to both run and jump! He spends his days wandering the Realms of Color and Luminescence, exploring their many crevices and helping those he meets along the way. Though his home is filled with many perils, Mr. Run and Jump can rely on his enthusiastic spirit to carry him through adversity!



LEAP

A newcomer to the Realms of Color and Luminescence. Where he came from and where he's going is anyone's guess. One thing is certain: the Realms are a vast and dangerous land. Leap may be a lucky dog, but without a friend to help, he's bound to get lost within the infinite desolation of the Dark Realm!



BOBS

Don't let their smiling faces fool you! Behind every Bob's friendly veneer ticks a soulless, machine-like heart. Bobs know not of compassion, they know not of love or fear, they only understand a ceaseless compulsion to move up and down as if they are pistons in a horrifying contraption.



CRUSH'EMS

Though it's not commonly believed, Crush'ems were once inanimate fragments of the terrain. After suffering an eternity of shame and indignance due to being perpetually stepped on, the Crush'ems willed themselves to life so they may finally stamp out those who showed them so little respect for so long.



POLYHEDRA

Although they are often mistaken for ordinary crystals, the Polyhedra origins are far from terrestrial, having descended from the stars some eons ago. Their coordinated motions appear too deliberate to be a naturally occurring phenomenon, yet they seem to lack sapience of any description. Many suspect the Polyhedra follow the will of an intelligent frequency only they can attune to. Their purpose in the Realms is unclear.



SKULLIN

These were once members of a mighty civilization that conquered stars and spanned the cosmos. For reasons long since forgotten, Skullkin have been stripped of both their bodies and their sanity, thereby relegating them to their current primitive form. A common fixture in the Realms, Skullkin are savage hunters and fiercely territorial. Thankfully, they rarely venture beyond the perimeter of their usual stalking grounds.