

Amber's Journey Home

1. The Story

Amber the kangaroo was sleeping in her bed one night when, suddenly, a strange warp-door appeared in her room. She only barely had time to wake up by the time a dragoness had snatched her pendant from the night table. Amber quickly jumped into the magical door before it vanished.

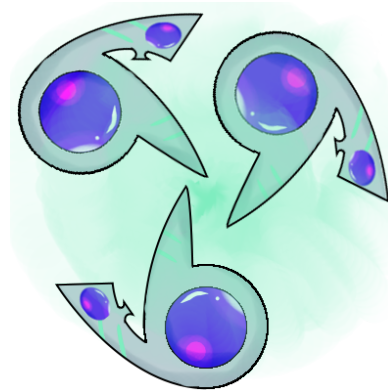
On the other side of the portal, she found herself facing the dragoness in front of the opening of a cave, at the edge of a forest. The dragoness was not impressed by Amber's appearance. Her name was Isabelle and she explained that she needed the pendant to perform a magical enchantment. Amber was only getting in the way. As the dragoness began to breathe fire at Amber, a shot rang, stunning her. The knight told her to take the pendant and follow him, Amber quickly snatched it and ran off.

After getting far into the forest, the knight later introduced himself as Sir Phillip. He gave her directions on how to get to a magical portal which would take her home. The journey was going to be very long.

2. Introduction

Amber's Journey home is a platform game, the player must pass a series of stages by finding the portal marked by the symbol on the right.

The most common way to travel through the stages will be by inflating Amber with water or helium. Helium will make her float much higher and water will make her heavy enough to break through certain kinds of floors. The stages will be filled with hard to reach places.



3. The menu

After clicking on the title screen, you will be asked to write your name. Your name will be used to save your progress. Capital letters are not the same as small letters, so watch out how you spell your name.

Once you have written your name, you will see a menu with several buttons. Here's the list of them.

Play game: This will bring you to the main game

Options: This will let you change settings in the game.

Extras: This will bring you to a gallery with concept art and the cutscenes of the game.

Credits: This brings you to the list of the people who helped make this project.

Clear Game: This will erase everything you have saved under this name. **Watch out: You can't recover the lost data.**

Title: This will bring you back to the title screen. Use it to open another savefile.

4. The game



4.1 The screen

On the top left corner you will see three bars. These measure the different attributes of the character.

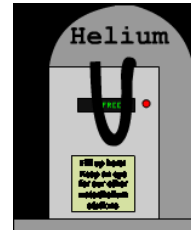
- * **Helium/Water:** This measures how much helium or water the character has.
- * **Weight:** This measures how heavy the character is. To break a platform, your weight must be higher than the number marked on it.
- * **Magic:** Magic can be used to throw spells later on in the game.

On the top right corner you will see a map of the area around you. This map is not accurate and is only used to get a vague idea of what's around you.

- * The **red square** represents the character.
- * **Blue squares** represent normal surfaces, like the ground or walls.
- * **Red zig-zags** represent spikes. Avoid touching them.
- * **Yellow horizontal lines** represent breakable platforms.
- * Short **brown lines** represent moving platforms.
- * **Grey squares** represent water or helium stations.
- * **Green squares** represent other items, including magic spells and the end of the stage.
- * If you see a **red triangle** on the top left corner of the map, search the stage carefully. You might find a new magic spell.

4.2 The stage elements

Helium/Water Stations: You can fill Amber with Helium or water by pressing W. You can also make her deflate by pressing S.



Doors: Doors will bring you to other parts of the stage. Press W next to a door to go through it.

Numbered platforms: If you see a platform with a number on it, you might be able to break it by standing on it with enough **weight**. Remember you weigh more when you are falling than when you are standing.



Un-numbered platforms: If you see a platform with no number on it. It will break 3 seconds after you touch it.

Moving platforms: A moving platform will go either vertically or horizontally. You can use them to get to places.



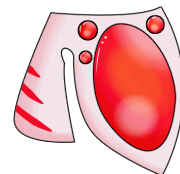
Spikes/Hazards: Spikes come in all shapes. They appear on the floors and ceilings. If you touch them, you will end up in the last checkpoint you touched.

Timed spikes: Some spikes might appear and disappear at regular intervals. You can go through them while they are not there.

Hint Boxes: Pressing W near one of these will let you see a hint about the area.



Checkpoints: If you see a red balloon, you'll be able to save your position in the stage. Then, if you lose, you will return to it.



Magic Spells: There are 5 magic spells in total, hidden in some of the stages. They each have a unique shape. You'll know that a stage has one if you see a red triangle next to the map.

The goal: Touching the goal symbol will end the game and let you move on to the next stage.

4.3 The controls

You can change the controls in the options menu, but these are the default ones

Move left	A
Move right	D
Inflate (While next to a station)	W
Hint (While next to a HINT box)	W
Go through a door	W
Deflate (While next to a station)	S
Jump	J
Run	Hold K while moving.
Magic spell	L
Pause	Space bar