

ROLLOVSKI

ロールオフスキー ～転がりエージェント～



Rollovski is a ball rolling game with stereoscopic stealth elements and a unique control method. Instead of directly controlling the character, the player can control separate layers of the game to roll and toss the hero around in circular rooms, and hide him from searchlights behind walls. The game is designed with two attributes of the 3DS in mind:

Circle Pad

The Circle Pad acts as if it was directly fixed to the layers: Move the pad left, and the layer moves left. Release it, and the layer immediately returns to its initial position. As the circle pad slides and does not tilt like a regular analog stick, this creates a very tactile feel as the layers slide just like the pad.

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3D SCREEN

The 3D Screen is utilized for a gameplay mechanic in which the character can jump between the different controllable layers. Combined with the controls, the 3D effect creates a direct and almost tangible connection to the game world.



Synopsis

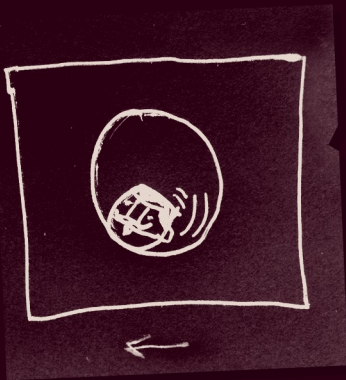
When people of the once peaceful town Circulavia mysteriously go missing, Special Tumble Agent Rollovski is immediately called upon to investigate. As his mind is as sharp as his body is round, Rollovski soon suspects a connection between the disappearances and shady scientist Amnesinov's recent purchase of the peculiar and abandoned Round Room Hotel.

But investigating the bizarre hotel will be more difficult than Rollovski expects (not only because of the amazingly impractical shapes of the rooms) – Amnesinov has equipped the bizarre hotel with all kinds of security contraptions and obstacles. Roll, infiltrate and hide to help Rollovski unravel the Circulavian mystery!

Game description

The main gameplay in Rollovski takes place on the upper screen. Levels can consist of either two or three layers. A layer consists of walls with Round Rooms. Rollovski can move between the layers by thrusting himself into Round Rooms and hide behind walls of the layer in front of him. When Rollovski is hiding, his silhouette will still be visible to the player.

Front layer
Middle layer
Back layer
Round Room

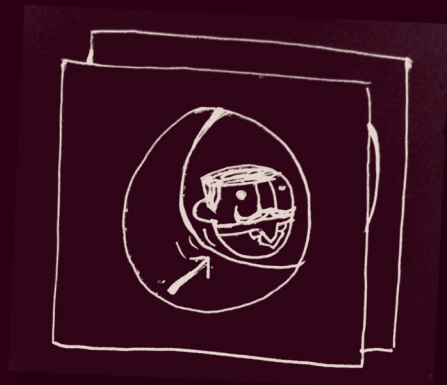


Layer Movement (Circle Pad)

Movement of the layer that Rollovski is currently situated in. When the player moves layers, Rollovski reacts to their movement and rolls and bounces in the Round Rooms as the player pushes him around.

Rollovski Thrust (A, B, X or Y)

An action that will make Rollovski switch between layers. To be able to switch layer Rollovski has to be situated either in front of a Round Room or behind a Round Room. When Rollovski is in the middle layer between two Round Rooms on three layer levels, he will always prefer to traverse inward.



Scope, structure and progression

The game is divided into four chapters, all with their own theme. Each chapter consists of 10 levels of varying sizes – Everything from just two screens in width, to levels that can scroll many screens horizontally as well as vertically. After a short introduction of the story, players reach levels through a level selection menu. The last level is a climactic boss encounter with the game's antagonist Amnesinov.

Primary objective

To complete a level Rollovski has to reach the exit. A new level is then unlocked. If players fail a certain amount of times, they can choose to skip the current level and advance to the next one.

Secondary objectives

Every level has a well hidden, or hard to reach, collectible called *Suspicious Note*. Once collected, they can be viewed in a special gallery. They will provide enjoyment for players who wish to delve deeper into the story, while not being intrusive for players who solely want to concentrate on the action filled parts of the game.

To collect them requires players to pull off moves that are only possible to make once players master the controls, feel and physics of the game. Moves like this include launching Rollovski in perfect arcs between spotlights, or tossing him from one hole in the first layer to the third layer without ever touching the ground.

To further enthuse this type of advanced “skill play”, clear times are saved on every playthrough of a level. By using quick reflexes and pulling off neat moves, players can not only traverse levels quicker, they can also reach shortcuts to ultimately beat their own clear times. Players can also beat the three staff times that are included for every level. These are presented as mini-scoreboards on each corresponding level on the level selection screen, and can also be populated by clear times from players met via StreetPass.

Fail condition

If Rollovski gets noticed or caught, the level is reset, and players have to start from the beginning of the level.

Suspicious Notes

Haunted by his loss of memory, Amnesinov have left notes all around the Round Room Hotel to remind himself of his purposes and plans. Through few sentences and doodles, players will learn the backstory of Amnesinov's scheme to kidnap citizens of Circulavia, steal their memories and make them his own with the help of his latest creation the Memento-Transmitter.

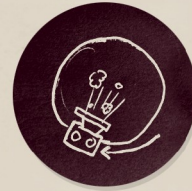
Obstacles and contraptions

Throughout the game, new obstacles and contraptions are introduced. Some will result in Rollovski getting caught or noticed by interacting with them, while others provide indirect danger.



Spotlights

Can traverse freely in the gameworld as if they were projected from the view of the player. They can move in different speeds, but always move in patterns that players will have to observe to avoid. Spotlights can also scale up and down, wrap around the play field while some stand completely still. No matter what layer Rollovski is situated in at the moment, Spotlights can notice him. However, if Rollovski is hidden behind a wall, he will remain unnoticed.



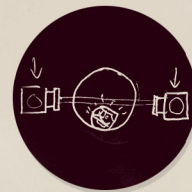
Rail-Vacuum

Guards and circulates in a set pattern around a single Round Room. They can circulate both clockwise and counter-clockwise, have different speeds, turn on and off and change direction. If Rollovski comes in direct contact with a Rail-Vacuum in the same layer, he will be caught. Round Rooms can have more than one Rail-Vacuum attached to them.



Listen-Bot

Flying bots that can move freely around in set patterns in the front layer much like Spotlights. Listen-Bots remain inactive until they detect a noise. Once active, they light up a searchlight attached to themselves and seek up the source of the noise. Their light can notice Rollovski in any layer, unless he is hidden behind a wall. Noise that triggers Listen-Bots include rolling and bouncing near them, and rolling over objects specifically designed to make noise, such as bells. If a Listen-Bot fails to notice Rollovski, they return to their inactive state after a certain amount of time.



Laser-Linebot

Always come in pairs. Between them are a thin laser line that will detect Rollovski's presence if he crosses it. Laser-Linebots moves on walls and can only notice Rollovski if he is situated in the same layer as the laser.

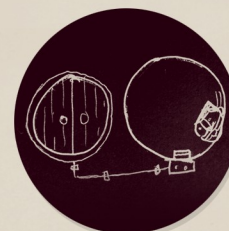


Bouncers

Trampoline-like contraptions that are attached to the borders of Round Rooms. When Rollovski touches a Bouncer, it will send him flying in the direction they are pointing. In their basic form they are static, but on some levels they move in circles around Round Rooms.

Doors and buttons

Some Round Rooms are obstructed by a door so that Rollovski cannot traverse to it. To open these, Rollovski must find a button on the same level that is connected to the door. Buttons can be connected to several doors and can both open and close them.

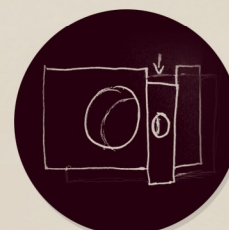


Lightswitches

When pushing a Lightswitch, all spotlights on the level will turn off for a specific amount of time.

Moving walls with Round Rooms

On some levels, part of walls with Round Rooms are carved out and move in a specific pattern. These parts can move in different speeds both horizontally and vertically and sometimes wrap around the play field.



Summary



Move the environment with a unique control method to toss Rollovski around. Use the Circle Pad as a direct link between you and the layers of the Round Room Hotel.



Stereoscopic stealth gameplay. Switch layers and hide behind walls in 3D to avoid getting caught!



One button gameplay means everyone can play, while skilled players can learn techniques to reach collectibles and return to levels to clear them faster.