YOYOZO

A GAME BY MATT SEPHTON
You control a space yoyo—a small ring-shaped spaceship that is attached to a larger ball by an elastic beam. By moving the ring you stretch the elastic and can gracefully guide the ball in a cosmic ballet.

Your task? Grab the stars, one by one, in order. Easy. And there’s more! Once you get the hang of things, you’ll uncover additional layers of depth in the gameplay and scoring systems. In no time at all you’ll be pulling off fancy moves at high speed—pro style! To reach the top of the leaderboard you’ll need speed, skill, and strategy.

Are you ready to become the ultimate YOYOZO pilot? The stars are waiting, and it’s your time to shine!
CONTROLS

The opposite page shows the button mapping.

Using ✳️ with Ⓗ巴菲 seems to be most comfortable.

When not in a game the巴菲 button can be used to go back to the title screen.

At the title screen, after a score has been set,巴菲 will toggle between: title, stats, and score board.

Hold “up” to speed up the game start countdown.

Note: the Playdåte crank is not used in this game.
GOAL

The aim of the game is to collect the stars in order. That’s it! Of course, once you get into the swing of things the game will reveal additional depth.

As you get the hang of the controls, you’ll soon notice that you can swing the ball around with high accuracy. You’ll see that you don’t need to approach the stars from above or below, but can swing right through them.

YOYOZO is a portmanteau of yoyo (the toy) and yozora (a Japanese word meaning “night sky”)
Once you are collecting stars from any direction, you’ll realise that the next targets are visibly different to each other so you can plan your route through the three targets currently on screen. Pulling off such a planned route is one of the most satisfying aspects of playing YOYOZO well!

Planning your route isn’t just about feeling good, or showing off, it’s about getting a higher score. You see, there are various factors that influence the score.

Let’s go through them...
STRETCH

This is the length of the beam connecting the player and the ball. The longer this is at the moment a star is collected the higher your score will be. Stretch is shown in the bottom bar.

The beam gets narrower as it stretches and flickers slightly when it is overextended. Stretching too far for too long will break the beam resulting in game over.

The amount of stretch at the moment of pickup is shown in two places: at the location of the star as a percentage, and on the bottom bar as a rating: LO (below 20%), OK (20% to 80%), HI (above 80%), and OVER (over 100%, overextended).

The line on the bottom bar is equivalent to the percentage shown—they’re just two ways of displaying the same information: one in the player’s gaze and the other in a fixed location.

Higher numbers mean higher scores.
SPEED

This is equivalent to the length of the combo meter, the line shown under the current score.

The quicker you pick up the next star the higher your score will be. Each time you pick up a star before the combo meter has run out your COMBO will increase.

COMBO

This is the total number of stars obtained in quick succession. The number is shown in the top right of the screen. This is a reward for playing well.

The longer you play well, the higher you can build your COMBO, and the higher you'll score. If the combo meter runs out then your COMBO count is reset. Yikes!

Each star pickup restores a small amount of the combo meter, so even if it drops low you can still play well and build it back up. It's a bit of a juggling act to keep all aspects of the game in harmony.
The basic scoring formula is shown below. However, there are some visual clues that appear in-game to indicate other things that affect the scoring formula. These are detailed later in the manual, but committed high score chasers might enjoy searching for them!

\[(\text{STRETCH} + \text{SPEED}) \times \text{COMBO}\]

Oh, and watch out! As your score increases the size and weight of the ball also increases. This changes the feel of the controls, making it trickier to manoeuvre as you progress.
SCORE

This is shown in the centre top of the screen. Beneath it is the combo meter. And beneath that appears the score breakdown for the most recent star pickup: STRETCH + SPEED. As we’ve already seen, this subtotal will be multiplied by the COMBO count.

GAME OVER

To recap, there are two ways a game can end: firstly if you overextend the beam for too long it will break, and secondly when you run out of time.

TIMER

This is shown in the top left of the screen. Each star pickup restores a small amount of time, but the timer will always trend towards zero.

It’s the only inevitability in YOYOZO, and life in general: time is limited! Make the most of it.
At any point you can press the menu button to see options for: sound, scoreboard, and new game. On this screen you’ll also see some score information.

- Whilst you’re in-game it will show score info for the current, in-progress game.

- Whilst on the title screen it will show aggregate score information—your “bests”—as well as how many games you’ve played, and how many moves (control inputs) you’ve made over all those games.
At the end of each game you'll see a **breakdown of your score** for that game. On this screen you'll also see a “tracer” **replay of the path your ball took**. This screen shows more information than the menu score display.

It shows **score-per-star** and **score-per-move**, as well as **avg%** per star pickup. You can **use these numbers to judge how effective your play was in the last game**. Higher scores per star/move mean you’re playing in a more optimally, and higher avg% per pickup means that you’re taking advantage of the risk/reward balance—all of which are what you want to aim for!
When you set a new personal best score, it will be submitted to the online score board. You’ll see a small icon 🔄 in the bottom right corner of the screen when this is happening.

The score board is updated on game launch and along with every new score submission.

You can see the current standing of the scoreboard by pressing Ⓓ on the title screen to toggle between the logo, the score breakdown, and the online score board.

Tip: change your name at play.date/account/
ADVANCED TECHNIQUES

- Move to where the ball is going, not where it’s been
- Plan ahead (you’ll get better at doing this over time)
- Try to move the ball on a trajectory that passes through multiple stars
- Use the walls to your advantage by bouncing off them strategically
- Maximise all factors of the score formula
- Keep your eye out for visual clues as to how you might increase your score even more
- Most of all—have fun!
**SOUND**

Choose between SFX+MUSIC, SFX only, MUSIC only.

The music on the title screen changes subtly over time. Try playing two instances of it at once and listen to how the melody weaves in and out of itself. The in-game music features dynamic BPM, so it's tempo increases along with your score, up to a point.

The sound effects are also dynamic depending on your actions and the game state, from the wobble of the beam to the pickup chimes. Additionally, sounds are panned left/right relative to the ball position.

**CUSTOM MUSIC**

You can override the built-in music with an audio file of your own. You'll need to encode it in Playdate format, which can be done using the Playdate SDK.

Once you have created a suitable audio file you should name it music.pda, connect your Playdate, and copy the file to:

USB:/Playdate/Data/com.gingerbeardman.yoyozo

Tip: if you need help try the Playdate Squad Discord.
BALLS-UP
The moment when the ball increases in size and weight. Happens regularly as your score increases.

COMBO
The total number of stars collected in quick succession. Maintaining this will mean your score increases exponentially as you play.

EMOJI
After you pass the 50M points score threshold, all explosions are shaped like emoji rather than random starbursts. How many can you spot? See any Moai?

MOVES
This is essentially a count of button presses you've made whilst playing the game.

OVEREXTENDED
This is how much longer than 100% the beam is stretched. Exploiting the extra points available from this scoring technique is the ultimate risk/reward challenge on your way to high scores.

PLAYDATE
The cute console with a crank on which you can play YOYOZO and many other fun games.
RINGS (aka SPIN)
This is activated by doing a 360° loop around the ball, or swinging the ball so it loops around you. The game tracks this as the player and ball move, and resets the count on a change in rotation direction.

There's a visual clue when this is activated. Any stars collected whilst it is active are worth double points and show as a percentage followed by a ! mark.

SPEED
Think of this as the time since the last pickup, shown as the length of the combo meter line located under the score. Collecting stars quickly to keep the bar as long as possible is a key to high scores.

STRETCH
This is how long the beam is at the point you pickup a star. Overextending means that stretch can go higher than 100% so it is a key element of high scores.

YOZILLION
This is how YOYOZO players refer to 100M points.

YOZILLIONAIRE
Any player that has registered a score of more than 100M on the online score board. Welcome to the club!

YOZO
This is any star collected after game over, as you fall off screen, and any points received still count!
CREDITS
A game by Matt Sephton.
With music by Jamie Hamshere.

THANKS
• CANO-Lab
• Playdate Squad Testers

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IN THE VAST EXPANSE,
A STAR COLLECTOR GATHERS...
CELESTIAL JEWELS

AMIDST STELLAR STREAMS,
PERFORMING COSMIC BALLET;
GRAVITY’S SWEET PULL!