

# 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!

HIGH 005376616

# YOYOZO

- + ..... UP/DOWN/LEFT/RIGHT
- A ..... UP/NEXT
- B ..... DOWN/BACK
- O ..... OPTIONS & STATS

o o o o

PRESS + TO PAGE A TO START

## CONTROLS

The opposite page shows the button mapping.

Using + with A B seems to be most comfortable.

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

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

Hold "up" to speed up the game start countdown.

Note: the Playdate crank is not used in this game.

# YOYOZO

- COLLECT STARS IN ORDER
- STRETCH & SPEED TO SCORE
- MAINTAIN COMBO FOR BONUS
- BALL GETS BIGGER & HEAVIER

PRESS + TO PAGE @ TO START

## 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")



## PLANNING

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*.



1188 003566652 x010  
04600 + 04147

## 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*.



## SCORE FORMULA

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!

**(STRETCH + SPEED) × 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.



## 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.



A screenshot of the game's HUD showing a timer and score. The timer is 1:188 with a small circle icon. The score is 003566652 with a multiplier of x010. Below the score, the text '04600 + 04147' is visible.

## 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.

HIGH	005376616	sound	sfx+music
SCORE	000841981	score board	
MULTI	x012	new game	
LO	004	volume	
OK	006	home	
HI	002	screenshot	
OVER	000		
RINGS	005		
YOZO	000		
?	000		
MOVES	000000048	4:17	

## MENU

At any point you can press the menu button to see options for: *sound*, *score board*, 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.

HIGH 012890289			
SCORE	012890289	COMBO	x047
STARS	0095	SCORE/STAR	135672
MOVES	0296	SCORE/MOVE	043548
LO	OK	HI	OVER
024	051	017	003
RINGS	?	?	AVG%
017	000	000	046
PRESS <b>A</b> TO RETRY			


## SCORE BREAKDOWN

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!

HIGH 008691002		
01	087972128	ANDY
02	055109928	WRITING.INTENSIVE
03	016632395	RAE
04	008691002	MATT
05	004021314	STUBLAG
06	003814282	3798252475910459
07	002592701	SCENICROUTESOFTWARE
08	001661951	NEVEN
09	001409056	NINO
10	001349856	0304252659938652
PRESS B FOR SCORES A TO RETRY		
CHANGE YOUR NAME AT PLAY.DATE		

## SCORE BOARD

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 B 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/](http://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*.

## BEST SCORES

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## HAIKU

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.....

.....

## GLOSSARY

### 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!*



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## 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!