

Game Overview

Tilt a hamster in a glass ball along floating roads. Control momentum, time crossings and crank machines to reach the flag.

Yibo Wang

Play Demo ↗

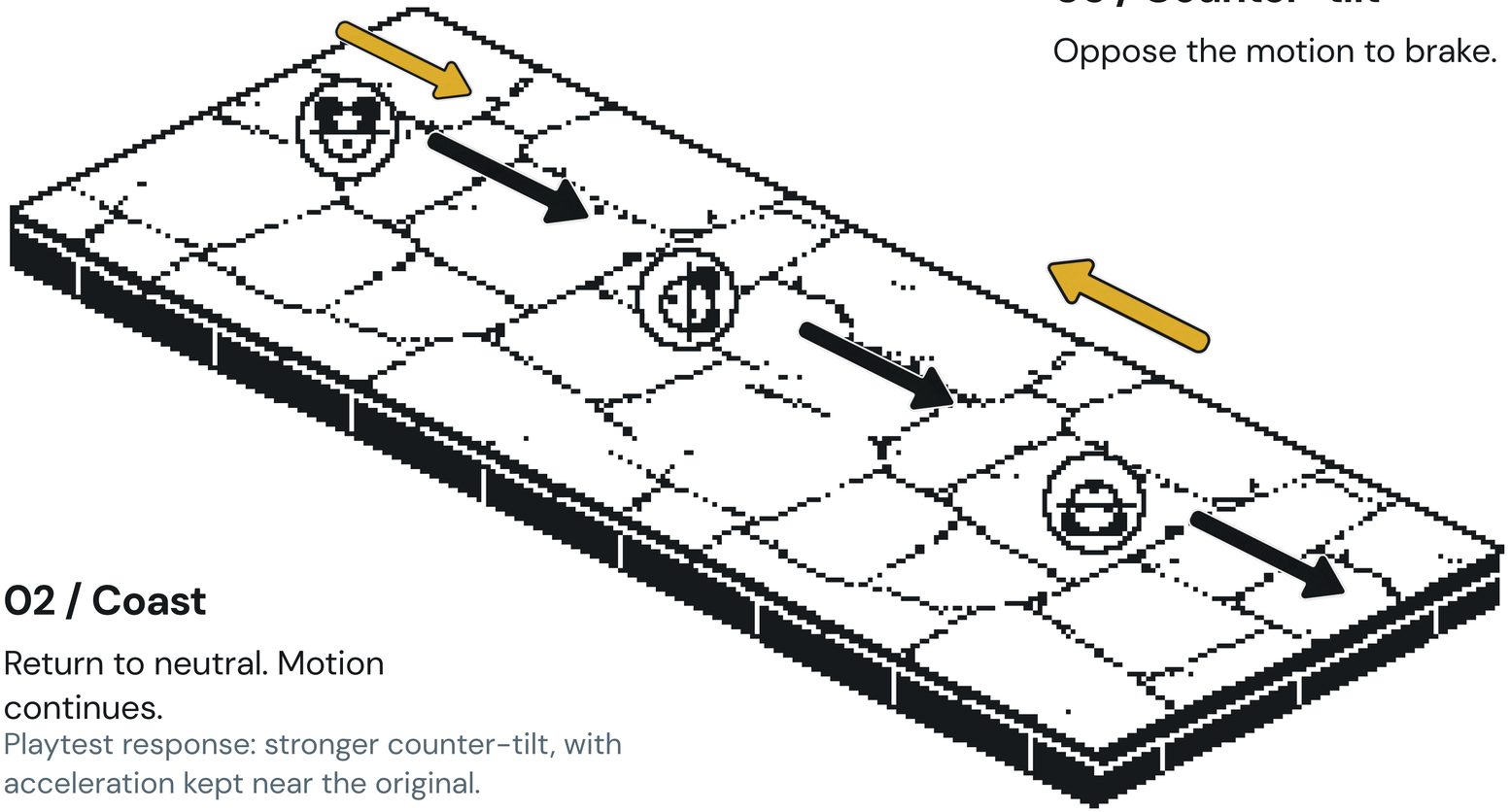
Watch gameplay + controls (2:59)

Push. Coast. Counter-tilt.

Tilt adds acceleration; neutral keeps momentum. Schematic road study.

01 / Nudge

A small tilt starts the roll.



02 / Coast

Return to neutral. Motion continues.

Playtest response: stronger counter-tilt, with acceleration kept near the original.

03 / Counter-tilt

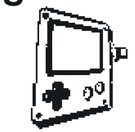
Oppose the motion to brake.

applied force

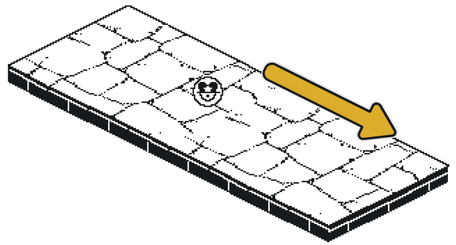
current motion

Recenter your grip

Same right tilt. Two mappings.

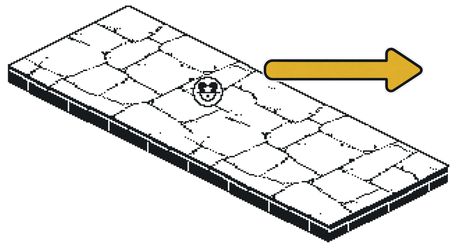


ROAD · default



Along the road’s diagonal axis

SCREEN · optional

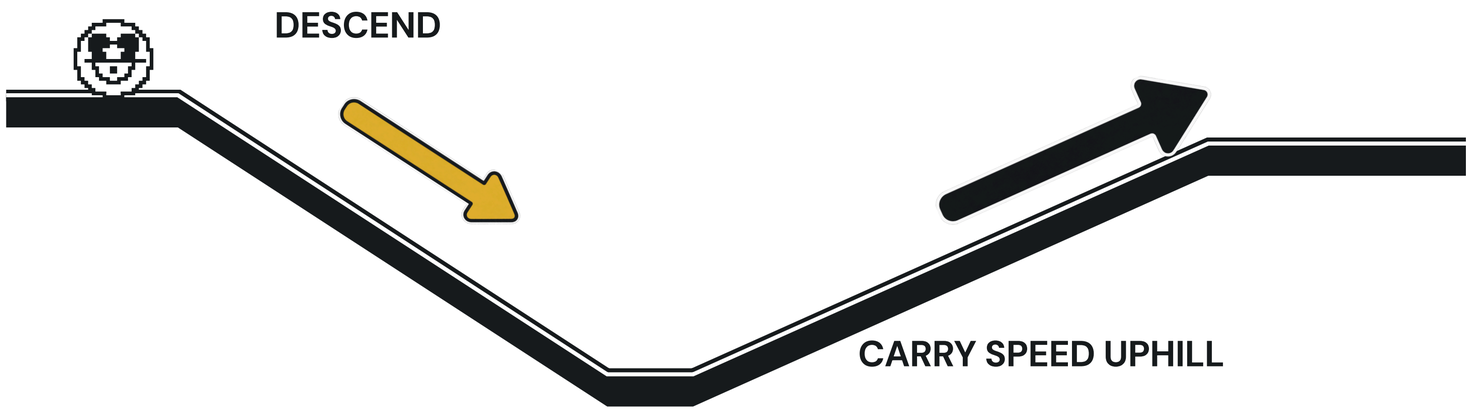


Toward screen-right

Let the road change the decision.

Gravity keeps acting when the player stops tilting. Side profiles of current courses; scales differ.

03 / MOMENTUM VALLEY



Commit before the low point.

Braking too early gives up the opposite climb.

Neutral is not a brake.

02 / DOWNHILL



Speed arrives from the slope.

04 / BRAKE BEND



A low exit still needs room to turn.

One crank. Eight ways to reshape the route.

Dock slowly to LOCK. Crank operates; B releases. Leave the zone to redock. Schematic states.

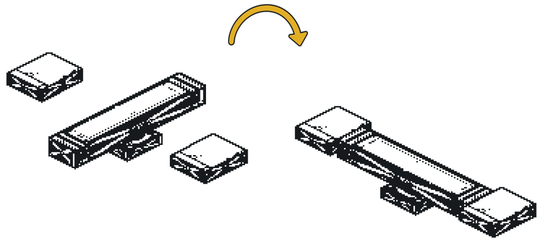
LOCKED **Crank to operate**

B **release**

UNLOCKED

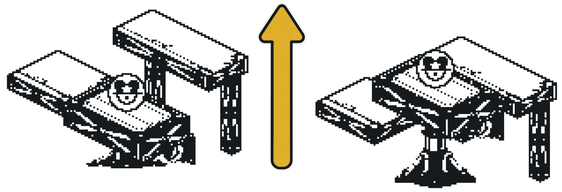
GO WAIT **Exit signals**

TURN FROM SHORE



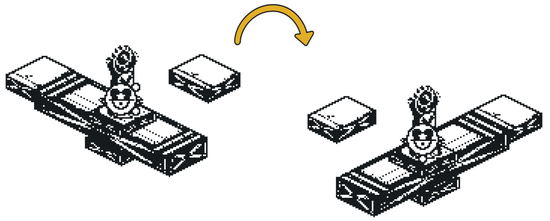
Rotate freely. Follow GO.

CHANGE HEIGHT



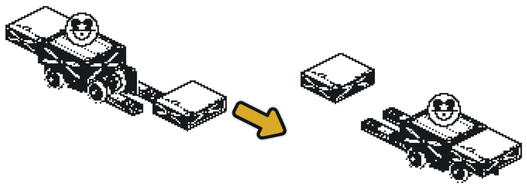
Ride to the matching ledge.

TURN ONBOARD



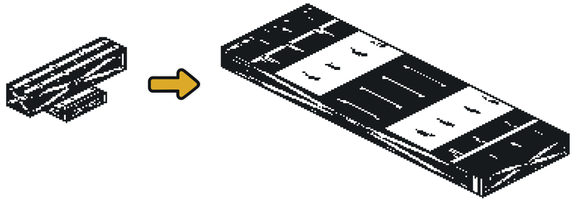
Board first; turn with the deck.

MOVE ALONG A RAIL



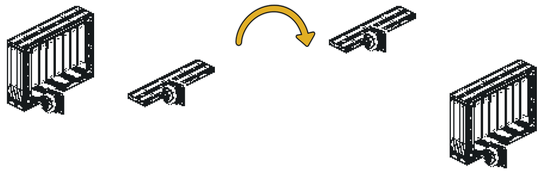
Crank to the far bank.

EXTEND THE ROAD



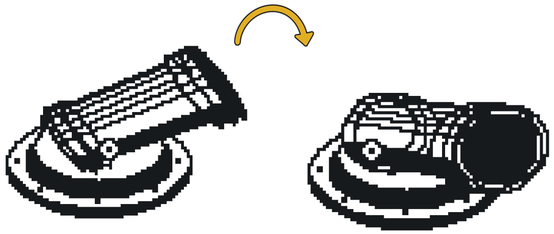
Build a passable crossing.

SWAP THE LANES



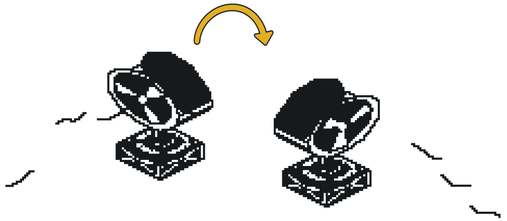
One opens as the other closes.

AIM THE CANNON



A **fire** B **exit**

DIRECT THE WIND



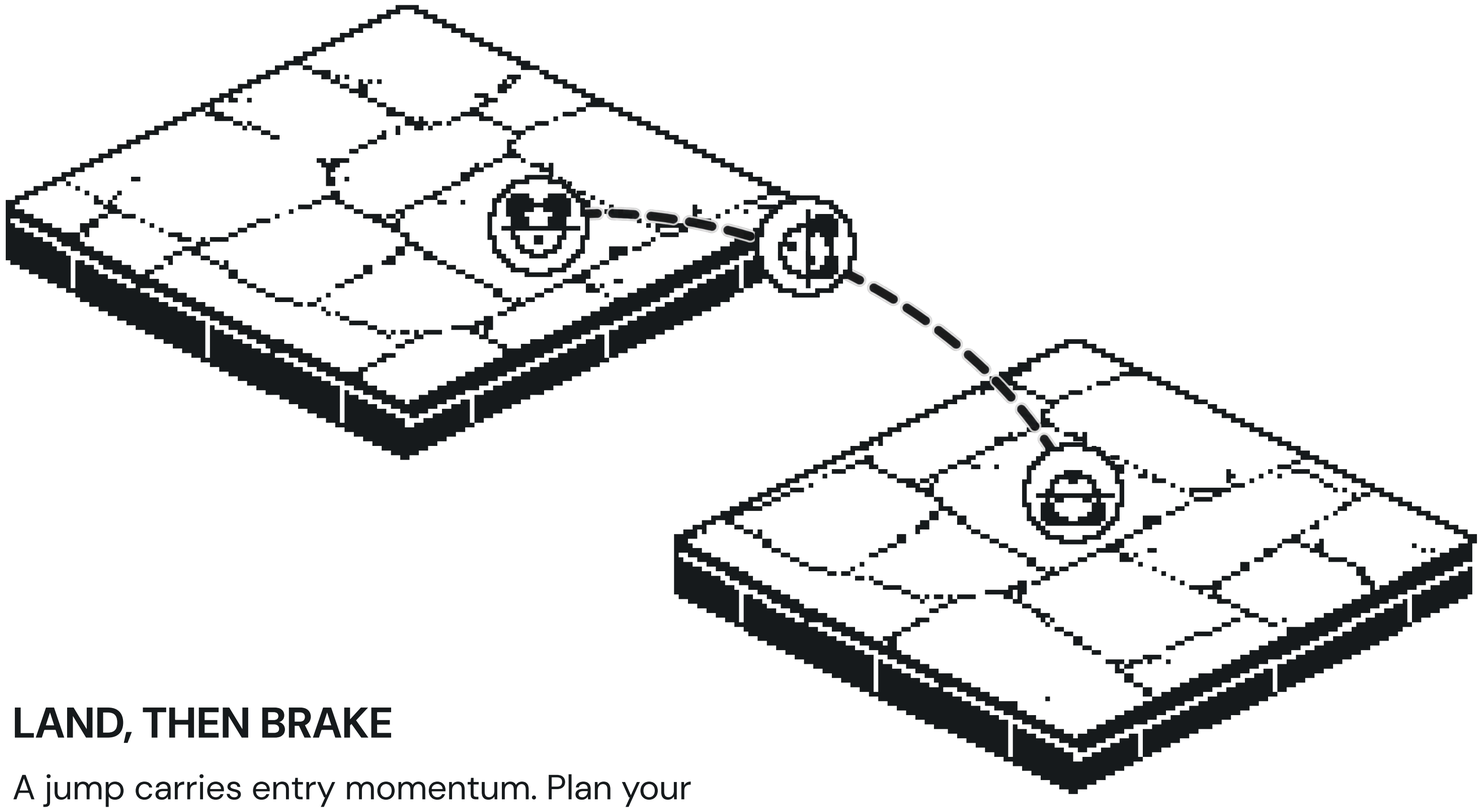
Aim uphill to supply the push.

Leave the road. Keep the momentum.

Jump unlocks at Course 05: lift quickly normal to the screen, or press A.

A jump alternative

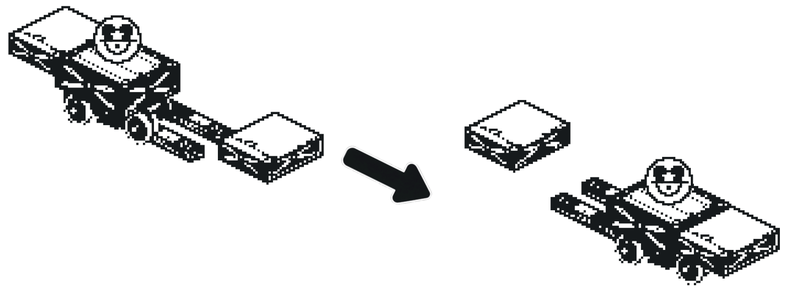




LAND, THEN BRAKE

A jump carries entry momentum. Plan your landing before takeoff.

AUTO FERRY



Board. Ride. Leave.

A timed shuttle moves without crank input.

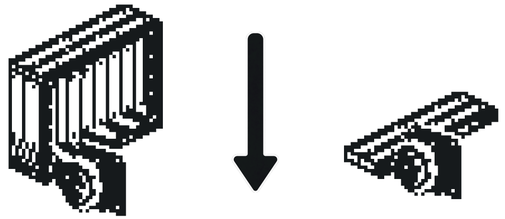
Carried by the deck ≠ rolling on the deck.

Schematic motion study. The three ball poses show successive moments.

Time the opening. Commit to the crossing.

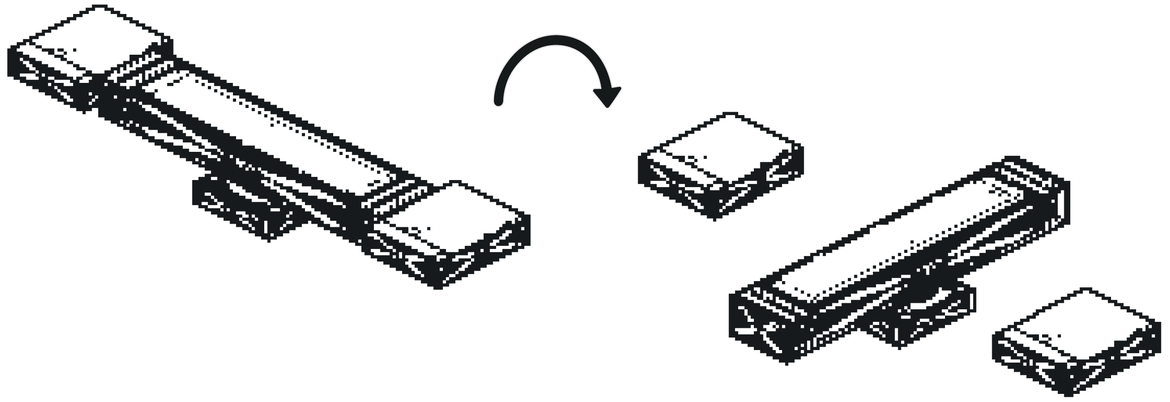
These machines move on their own. Read the phase before entering.

RETRACTING GATE



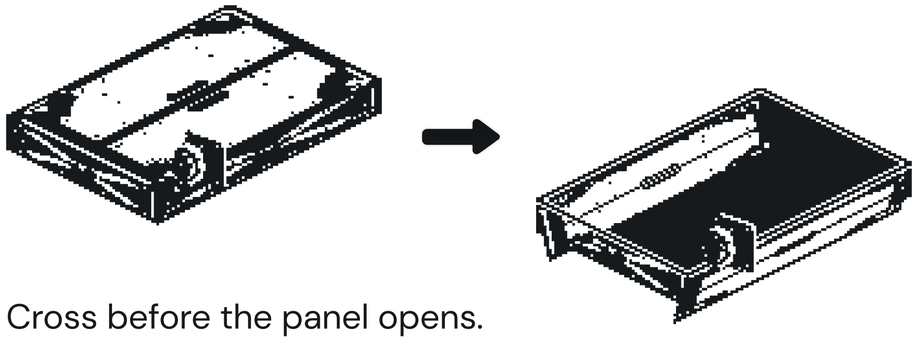
Wait for the barrier to lower.

AUTOMATIC TURNING DECK



The connection keeps turning. Choose when to leave.

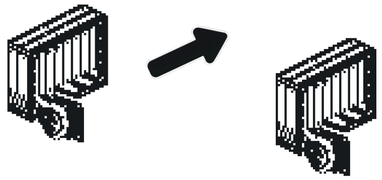
VANISHING FLOOR



Cross before the panel opens.

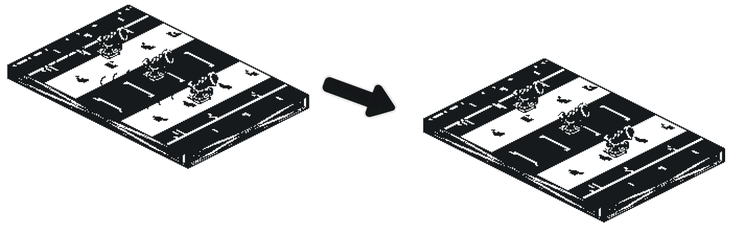
SIDE SWEEP

A moving wall pushes; it never carries.



STEAM WINDOW

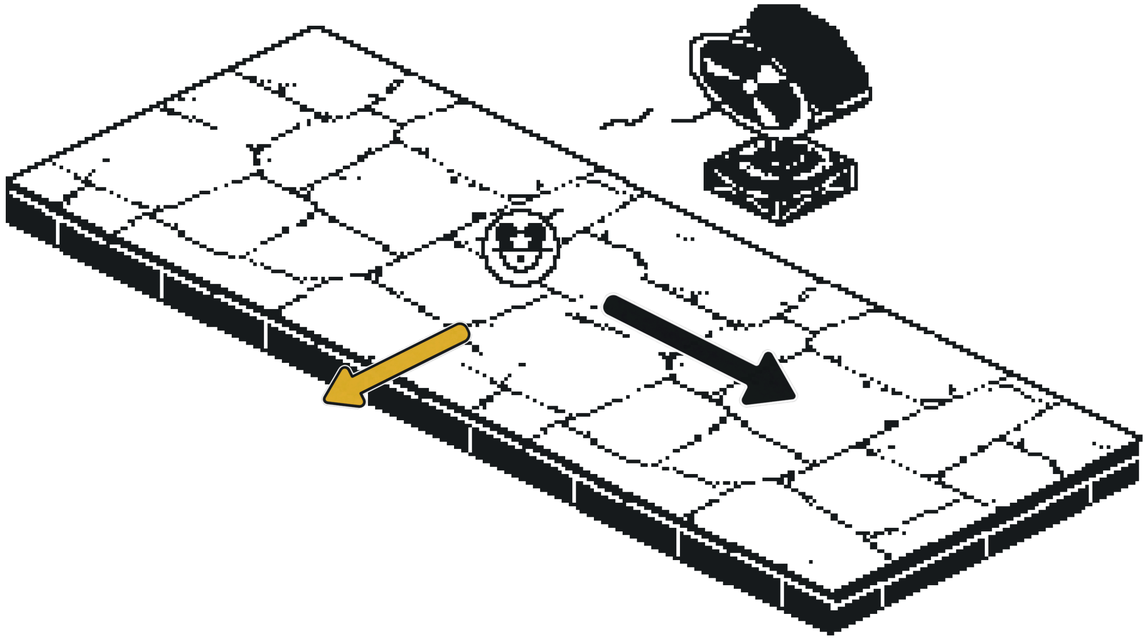
Cross the calm phase, or jump the jet.



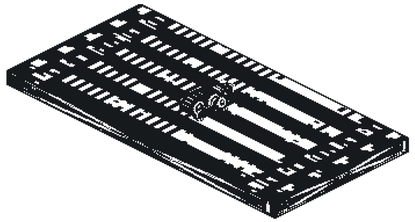
Hold a line against the world.

Wind, attraction, moving surfaces and contact each change motion in a different way.

CROSSWIND



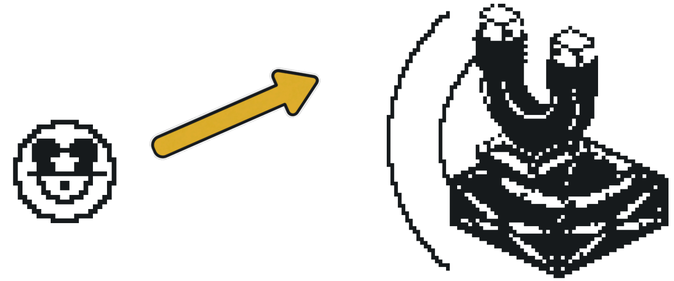
Wind spans the road. Counter-tilt to hold your route.



BELT / Grounded drift

Counter-tilt or jump clear.

MAGNET



A pull toward the source, stronger nearby.

RING / Contact rebound

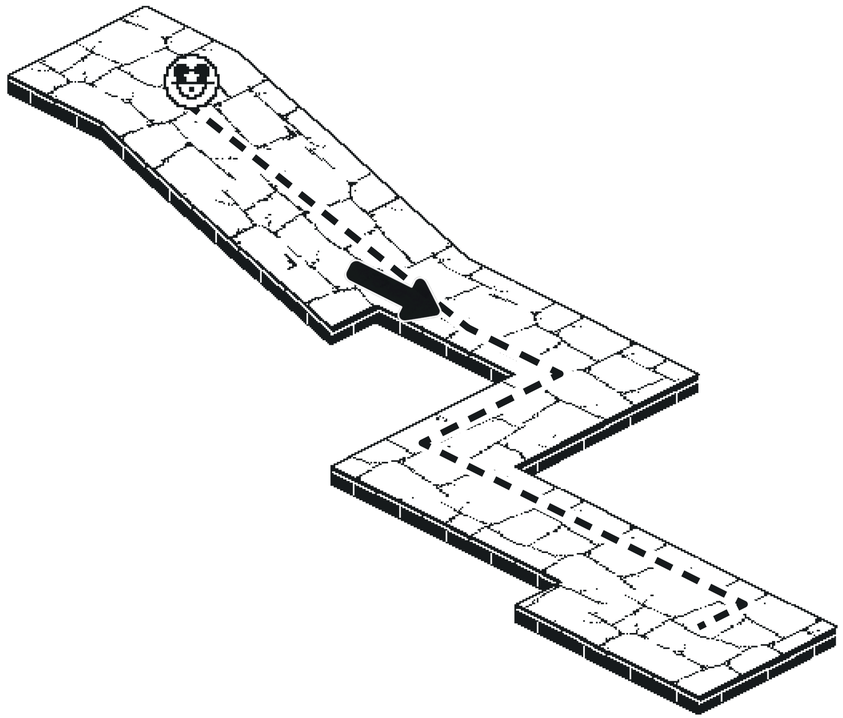


Sidewall hit → outward rebound + pulse.

Learn small. Combine later.

A short first encounter → mixed practice → four full-mechanism expeditions.

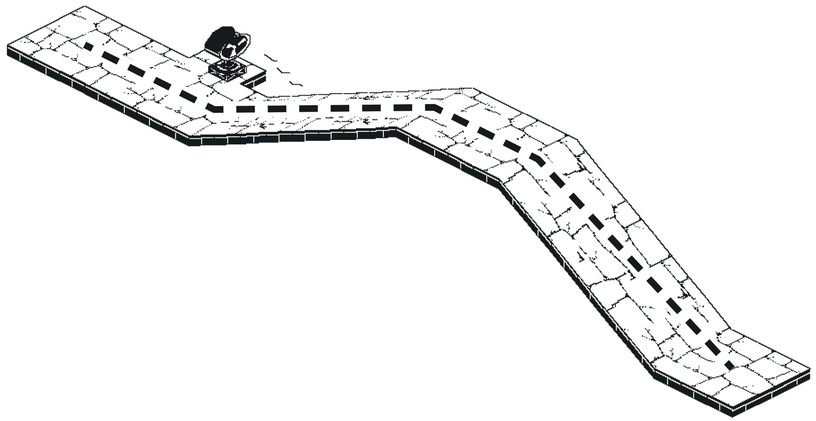
04 / BRAKE BEND



Brake before the corner.

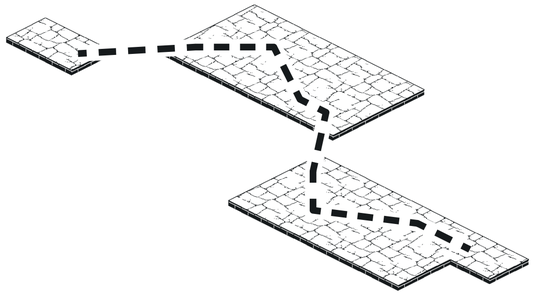
The descent changes the turning point.

34 / WIND WORKSHOP



Make the climb possible.

51 / OFF-AXIS LANDINGS



Land with room to brake.

Free select: Settings · hold A+B 3 s · Menu → Level select.
Current geometry; illustrative routes, not playtest traces. Course 51: excerpt.

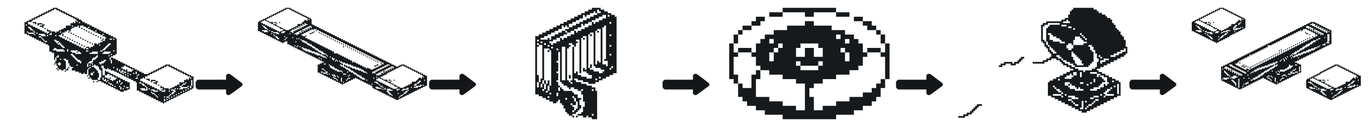
Change the opening. Change the rhythm.

Four final expeditions revisit every mechanism, with different entry sequences and longer recovery chains.

50 / SKY ODYSSEY

21 sections · 20 checkpoints

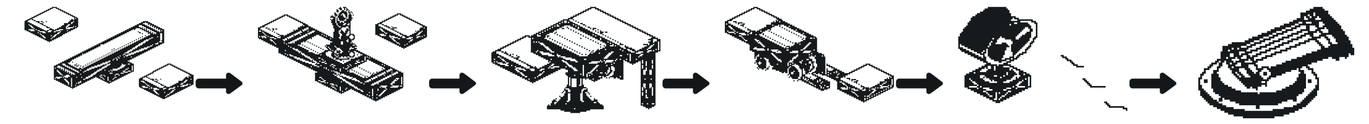
Read moving space first.



51 / GRAND EXPEDITION

23 sections · 22 checkpoints

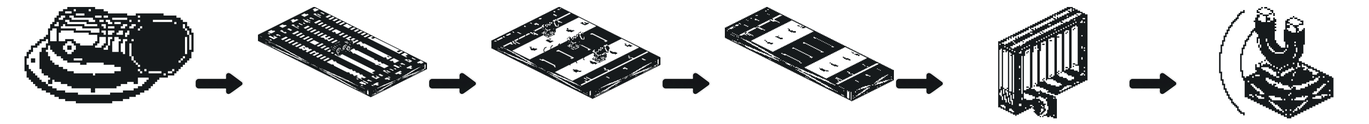
Operate the route before flight.



52 / MASTER CROSSING

25 sections · 24 checkpoints

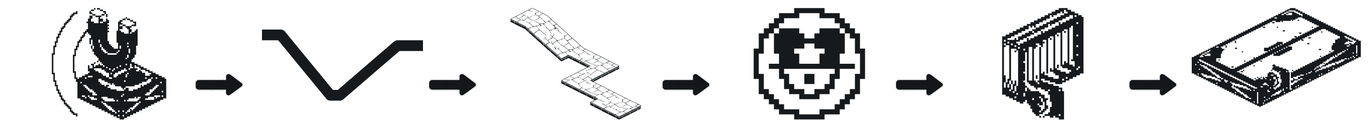
Land, then resist and redirect.



53 / HOMEWARD VOYAGE

28 sections · 27 checkpoints

Recover terrain skills under pressure.

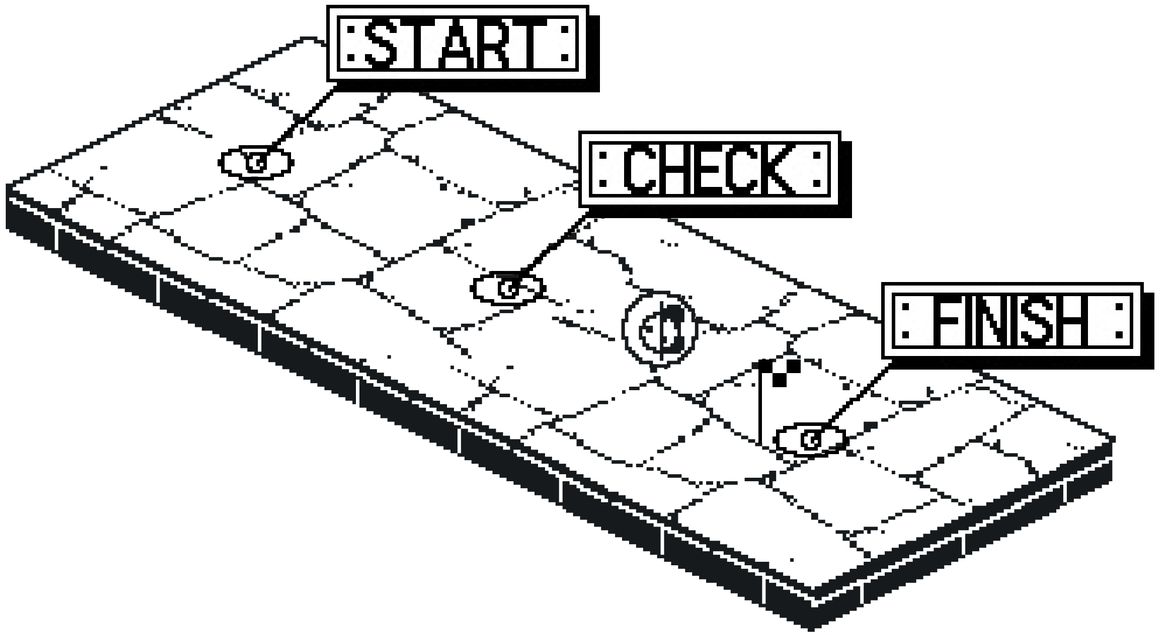


Opening six sections only — reading order, not a physical map. Each expedition continues beyond this excerpt.

Point to the place. Show the move.

Real world-space signs and first-use lessons. Road arrangement shown schematically.

Finish unlocks the next course.

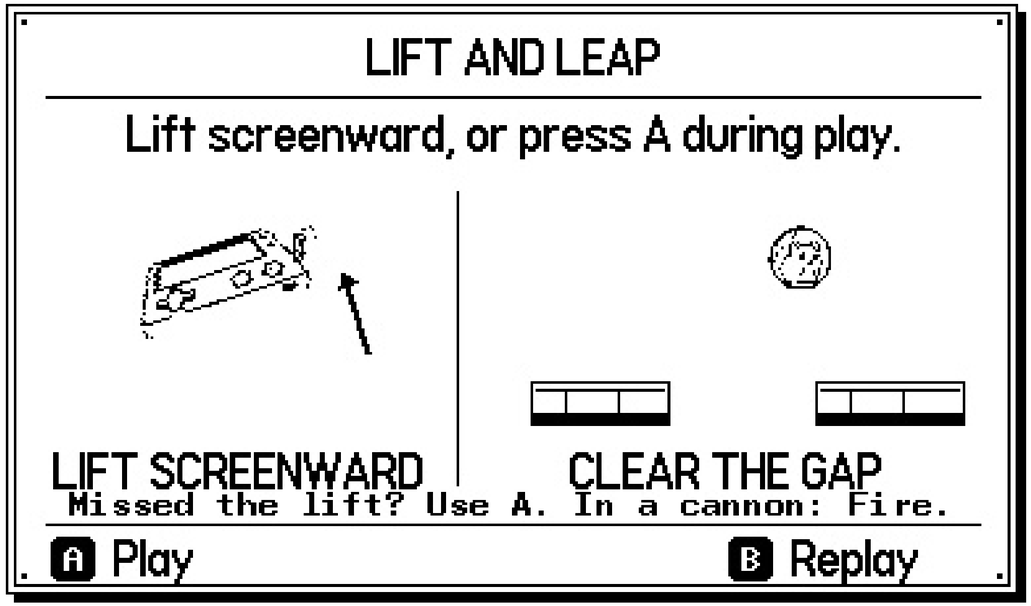


Raised labels identify pads; A retries at CHECK.



Force · jump readiness · speed · time · falls

TEACH AT FIRST USE



The device and outcome animate together.
Help replays the current lesson.

- **Map: route**
- **Help: replay**
- **Recenter: grip**
- **Go: route notes**

Yibo Wang · Design & direction. AI-assisted code and selected art. Synthesized audio. Panic SDK.
Setup: SquidGodDev's playdate-template. Play v0.12.12 ↗