GAME BOY COLOR

A TOWN WITH A RIVER

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this booklet for future reference.

Please note that the 'Game Boy©' name is mentioned to demonstrate console compatibility. All trademarks are the property of their respective owners.

This game can be played on Game Boy Color©, Game Boy Advance©, Super Game Boy©, Analogue Pocket©, or in a web browser. **This game is not licensed by Nintendo©.**

THE STORY - UH OH!

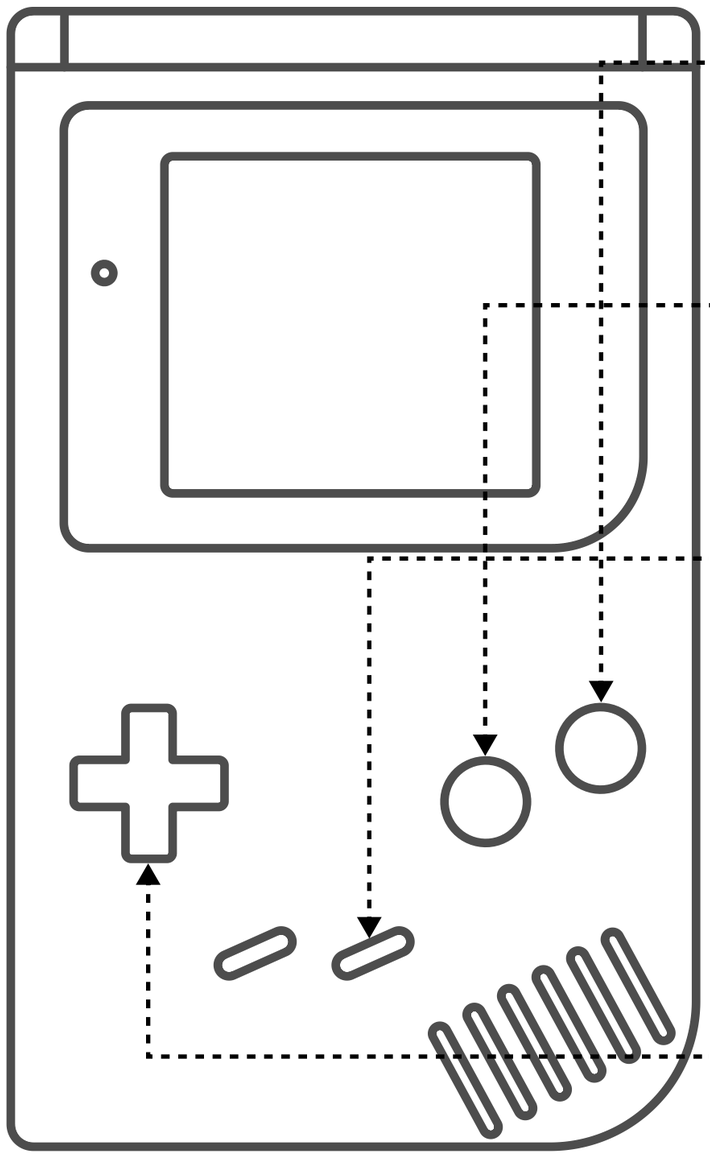
On the biggest day of the year, the Mayor's hand slips sending the Key to the City to the bottom of the town's prized lake!

In this simple, story driven RPG, embark on simple fetch quests, missions, and jumping puzzles just like the old days of GB games!

Find the key and save the town!

And remember! Everything happens for a reason! Everything will be alright!

CONTROLS



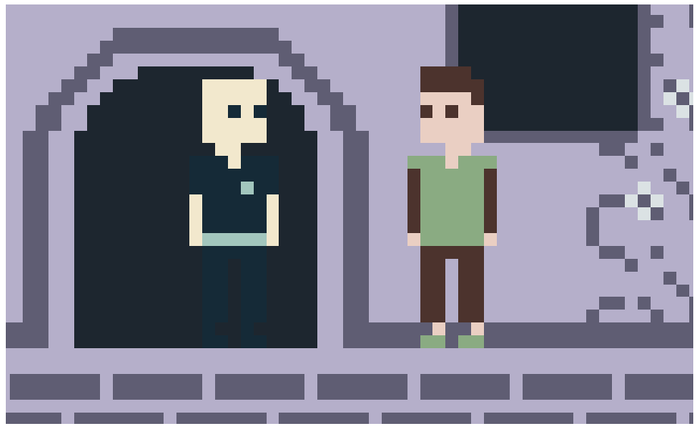
A Button/Z
Jump & Interact

B Button/X
Run

Start Button
Start Game

Control Pad/WASD/Arrow Keys
Move, Enter Doors (Up/W), Enter Sewers (Down/S)

TIPS



Help the town!

Run favors for the townsfolk in classic RPG style!

Meet the villagers!

The town has some lovely people living in it who would love to meet you! Maybe you could even meet their pets!

Everything Will Be alright!

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CREDITS

Game, Story, and Art by
Lumen

Additional Sprites By
MaterialFuture's GameBoy Assets and Sprites (https://materialfuture.itch.io/)
Pixel Creation's 100 RPG Furniture Sprites (pixelcreations.itch.io)
Kemono's Sewer Tiles (opengameart.org/users/kemono)
KnoblePersona's Steampunk Level Tileset Mega Pack (opengameart.org/users/knoblepersona)

GameBoy Manual Template By
Soully (https://soully.itch.io/)

Want to see more by Lumen?

Check out https://lumen-git.github.io/ for more!

CREDITS

Music by

Title theme & End - The Gang’s All Here by DeerTears (github.com/DeerTears)
Overworld - In The Town by krümel
Clock Tower - Compression by krümel
Sewers - Villains of Hiphop by krümel

Developed using

GBStudio

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