

Thank you for participating in the Great Big Rescue play testing session!

Game Goal:

**You are a lifeguard.
Rescue swimmers from drowning.**

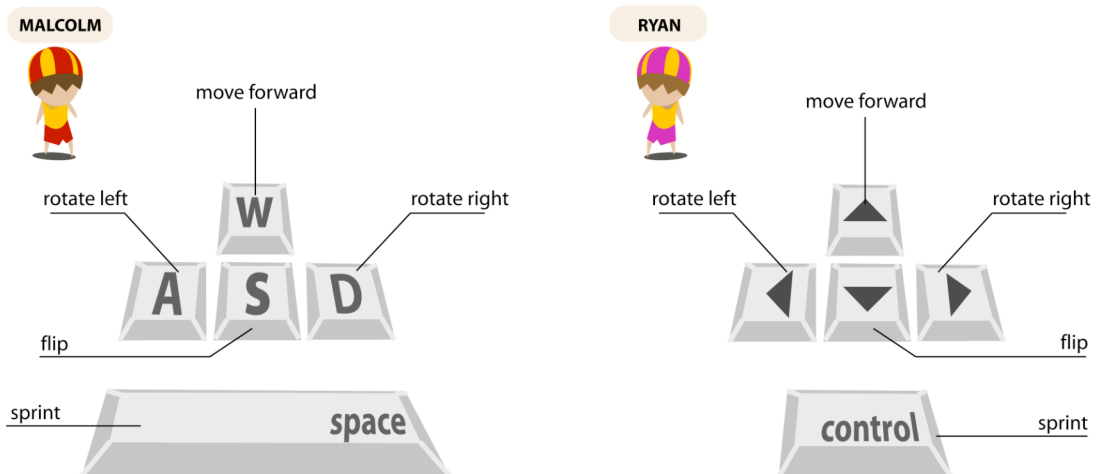
How To Play

Lifeguard

Rescue swimmers from drowning by bringing them back to the beach within the time limit.

Controls

There are 2 lifeguards, Malcom and Ryan.
Use keyboard to control.



Life



You start with 3 meat pie lives. The game is over when you have no lives left.

Bonus Life: For every 1000points you get 1 bonus life.

Time Limit

There is a time limit of 30 – 55 seconds, varying between levels. You have to save a specific number of swimmers within the time limit to proceed to the next level.

Points

Save a swimmer = 100pts

Lifeguard dead = -30pts

Abilities

Sprint ability lets the lifeguard move much faster for a specific period of time.

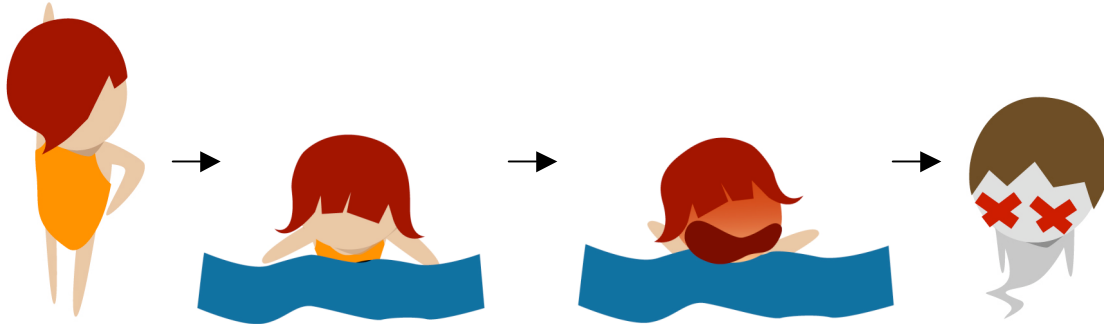
Flip ability helps you to turn backwards instantly.

Energy Bar

Ryan 100.0

This is your Energy Bar. When you sprint, you will lose energy. Save a swimmer to gain energy.

Swimmers



The swimmer can be in 4 different states

1. **Swimming:** happily swimming
2. **Struggling:** having difficulty staying afloat
3. **Drowning:** will die if not saved
4. **Dead:** dies and ghost to New Zealand

Avoid all Encounters with Marine Life



Sharks eat swimmers and lifeguards.

Blue bottle jellyfish stuns lifeguards and cause swimmers to start drowning.

Waves and currents

Currents push the swimmers, lifeguard, sharks and blue bottles around.

(* NO IMPLEMENTED YET)