

The Gizzle Wap and the Strange Red Tree



Introduction

Deep in the J'Thainian forest, in the clearing where the Zazzle Flies play a Strange Red Tree took root over night. It made an unsettling hum and gave off a noxious odor poisoning many of the flies.

Camy, the strongest of his brood sought help from the defender of the woods, a small bouncing creature known as the Gizzle Wap. He would know what to do.

The Gizzle Wap's solution was simple: Remove the Strange Red Tree. But there was another problem. Coinciding with the appearance of the red tree came the Myrmica a race of mindless insects that feed upon the inhabitants of the forest. Even worse the Myrmica never come alone. They serve the Invicta. Unlike the Myrmica, the Invicta are cunning and tenacious. They will not be satisfied until they control the entire forest or see it's destruction.

The tree is most certainly their machination.

The plan to remove the tree and defeat the Invicta was not as simple. The only creatures strong enough to pull the tree out of the ground are the Pegsi. The Gizzle Wap would attract the Pegsi to the clearing with cloud fruit and convince them to remove the Red Tree. Once the tree has been removed, the Invicta's magic will be weakened and their lair should be revealed. The final step will to confront the Invicta.

How to Play

You control the Gizzle Wap and Camy the Zazzle Fly. Travel through the J'Thainian woods collecting Cloud Fruit, returning occasionally to the Zazzle clearing to drop off your fruit. Along the way you will need to fight off the swarms of Myrmica, by using Camy to fight and defend against their attacks. Once you collect enough fruit you will see the Pegsi pull the tree from the ground. Now you will need to seek out the Invicta. Look for anything out of place a tree branch, rock, stone. Once you find it, the Invicta's lair will be revealed. Enter to confront him. There are 7 Invicta, each one gets progressively harder. There are two kinds of Invicta, a first stage insect, typically called the Invicta Minor and a second stage known as the Invicta Prime.

Controls

Use the Joystick to move the Gizzle Wap left and right.

Push the joystick up to make him jump

Pull the Joystick down to eat a cloud fruit to heal.

Press and hold the fire button to use the Zazzle Fly as a shield.

He will appear directly in front of the Gizzle Wap.

Press and hold the fire button and pull down and the Zazzle Fly will appear below the Gizzle Wap.

Press and hold the fire button and push up will send the Zazzle Fly into the trees.

Enemies:



Myrmica Ant type-The foot soldiers of the Invica. They crawl across the ground and leap to attack you.



Myrmica Crab type- They are a bit slower than the ant, but they are able to climb trees and like to drop on you from above.



Corrupted Thesbe- A vicious wasp that attacks from above and spits acid. Once a sworn Enemy of the Myrmica, they have since been turned by the Invica to do their bidding.



Invicta Minor-First stage of the Invicta Brood. They fly and attack you from above. There are 6 brother who are hidden in the woods.



Invicta Prime- Second Stage of the Invicta. A most fearsome creature who attacks from above and almost exclusively feeds on the blood of others. They are sneaky and elusive, biding their time to attack.



Friends



The Gizzle Wap - A small bouncing creature about the size of a basketball. Sometime he is mistaken for a round bunny.



The Zazzle Fly- Also known as a Lightning Moth. They Glow and flicker with a natural electrical energy. They are quite capable of defending themselves, but they do not fly very well without guidance.



The Pegsi-A small Pegasus with butterfly wings. They are very strong and love eating Cloud Fruit.



Humming Duck-And odd hovering duck capable of great bursts of speed. Many of them have been captured by the Myrmica.

Other Objects

The Strange Red Tree-Appeared overnight in the Zazzle Clearing. It made the Zazzle Flies sick and oddly has no shadow.

Cloud Fruit-A very Light Floating Fruit that grows in the forest. It gives the Pegsi their strength and can heal the Gizzle Wap. You can only hold 3 at a time.

Strategies

Send the Zazzle Fly up into the trees to kill creatures attacking from above. Get used to the fly's diagonal flight pattern. You can control his flight by moving the Gizzle Wap left and right and by jumping.

When enemies are near you, you may use the fly as a shield. There is a possibility that the enemy can still hit you from above and below but it's sometimes a better option than trying to shoot your enemies at close range.

Master the jump drop for killing creatures below you. This takes some skill and timing. You want to time your jump so you are directly above your enemy. Then Hold the button in and pull down on the joystick. If done correctly, the Zazzle fly will be between you and the enemy and will kill the monster when the Gizzle Wap drops down on him.

Use your fruit wisely and have some back up before facing the Invica.

