

- The Picture Book -

Arrow keys to turn pages. Esc to exit.

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- OPTIONS & APP CONTROLS -

- Modes -

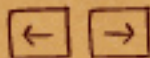
Accessible mode: - Recommended!

In accessible mode Walker will automatically walk. The game was designed with this in mind, so I urge you to give this mode a try. It takes less effort actually!

D-pad mode:

In d-pad mode Little Walker doesn't walk on his own... Blasphemy!

***In both modes you can turn around with the arrow keys!**



   = 1x, 2x, and Fullscreen

 /  = Volume control

 = Toggle air-breaks

 = Title Screen

 ^{x2} = Exit

- Controls -

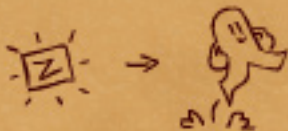
You can change your buttons with Ctrl+Y

There is one button that is needed. It probably looks like this:



With your button, you can:

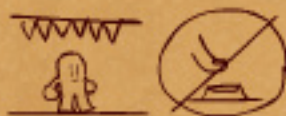
-JUMP (very important)



-Jump HIGHER (hold)



-Talk to things by touching them and, you guessed it! pressing that button!



(Now would not be a good time, unless you find it funny.)
(You sick jerk)

←Enter = Pause





Health Nuggets

appear over your head when you lose or gain one. You'll have to remember the amount. All part of the game, sally!

Hint: If you hit 0 don't give up!



Ghosts
turn you around.

ADVANCED NINJA MOVES

- press the button against a wall to wall-kick.
- When you're falling, hold the button to slow the fall.
- Short, but long:
Press the button once quickly to jump, and then hold it on the second press to do a short but long jump.



- Story Time -

So once upon a time there was a land. A land of nonsense far far away... or maybe it was close to home, anyway, there lived many tiny insignificant creatures. They spent their time dawdling about, hugging, and collecting shiny things.



Walker here is one of those creatures.

He enjoys nothing more than a nice walk in the sun.

One day, however, he grew restless.

Wondering if this was all life really had to offer,
he decided to walk farther than he had ever walked before...
SO BEGINS THE JOURNEY, of one naked little orange guy.

- ITEMS & SUCH -

Heart



Ah yes, a classic among classics.
What can I say, it works.
+1 to your nugget meter, even
though it isn't a nugget, go figure.

Unoforce



It's a gold freakin' triange, what,
you think they have a copyright
on gold triangles? Makes you
invincible for a while.

Keys



The perfect thing
for tying your shoelaces.

A rock



Makes you heavy, like
growing up, game dev,
break-ups, etc



The Boxheads say
stuff, you gotta get
a little physical with 'em.



These are the folks
of the land. Talk to them
if you want, or, y'know,
whatever.



You should collect these. Because.

Note: The game saves when you get these, and when you move to a new area.

BAD GUY TIME!

CREEPS



chocolate + peep = creep

*They are slow and
predictable. Getting hit
by one is embarrassing.*

STEVE



*These guys have major anxiety issues.
When no one is watching
they drink water.
They'll jump to avoid you.*

Dopplehoppers



They jump when you jump. Truly dastardly.

Skitters



They give me the jitters.

Pretty self-explanatory.

I think... maybe...

not at all? oh well.

Pengu-Pengu



*These guys are actually friendly characters,
but they can accidentally get you with their beak...
so they're on the list!*



*I almost forgot
about this boot!
It does something,
you'll figure it out.*



*The most off-model
enemy yet! They don't
have fins, so they get around
by farting. Their puffy lips
are a delicacy.*

Fly-balls



*Nothin' to do
with baseball,
Sorry.*



Jelly-Jelly

UGUUU~ KAWAII!

Here's a hint:

The tentacles are
the dangerous part.



Snark

They're a sassy bunch,
but fear not,
they have weak noses.

STAR-fish



They wear rad
glasses, but instantly
lose them when they
start spinning.

Snurchin



If you wanna go
to a wicked party.
Hit these guys up.
They're crazy at
parties.

Ranger Whitey

*He hates everyone
and wants you
outta his sight*



Carl or Philip



(couldn't decide, you'll see him)



BiteySnakeHeads

*Sassier than a snark!
But with a similar weakness.
...ok I mean identical weakness.*



Desert Lotus

*Aliens left from thousands
of years ago. Whoa.*



???

watchout

Catnaps or "Striker Zulo" in Japan



*They say if you stare
into their open eyes you'll
be trapped in the shadow
dimension for all eternity.
I mean, wait what?*





Razor-Crested Twit

They fly in sinewaves!

Bwahahaha~

*Although their bums
are prone to exploding.*

Carapace



~~*every 3 1/2 moon cycles they
shed their exoskeleton.
They feast on tree nectar,
and lay their eggs behind
dragons horns so twits
can't get them.*~~

*I begrudgingly admit these guys
also throw pretty crazy parties.*

Baby Dulagons

*Their tiny pathetic
arms are hilarious.*

*You can't even see
the other one because
it's behind it's enormous
head. Also, their
hide is tough,
two-whole-hits
tough!*



Axe-hulls



They were born regular villagers, but sadly, defected to the dark side. There may or may not be something deeper to their backstory... probably not though.

Sleepy/Anger Poofs



They'll put you to sleep, or blow you off the edge, respectively.



Traps and terrain

*will get in your way as well, so watch out!
...or don't, see if I care, gosh...*



SPOLILERS!

MAP OF THE LAND

a really bad one

