

ROUNDABOUT

INSTRUCTIONS MANUAL



ALL YOU NEED TO
KNOW TO SURVIVE
IN THIS
ROUNDABOUT!



THIS GAME IS AN ENTRY FOR BYTE-OFF VI

RUNAROUND

QUACKER ISLAND: RUNAROUND


A BRAVE DUCK, ARMED WITH WAFFLES,
RACES TO HELP HIS FRIENDS.
COLLECT ITEMS, DODGE HAZARDS, AND
SOLVE PROBLEMS. ADVENTURE, CHAOS,
CORN, AND WAFFLES AWAIT!

RUNAROUND IS NOT YOUR TYPICAL
RACING GAME. REALLY...

- +10 COLLECTIBLES
- 4 UNIQUE TRACKS
- 8 DUCKY-TUNES
- JUKEBOX
- AND LOTS OF FUN!



SCAN THE QR CODE
AND PLAY RUNAROUND NOW!



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ART & EDITING

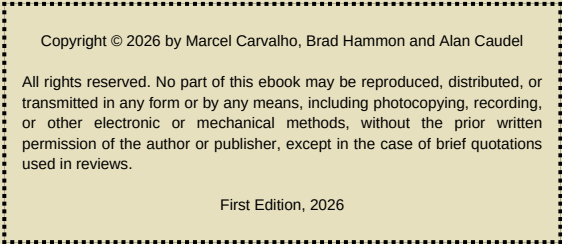
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First Edition, 2026





DISCLAIMER

THIS GAME MAY CAUSE PLAYERS TO
IGNORE THE FINISH LINE AND
INSTEAD WANDER ACROSS TRACKS
COLLECTING WAFFLES AND
RUN AROUND IN CIRCLES



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DO NOT READ THIS WHILE DRIVING!



THE STORY

OUR HERO, A DETERMINED DUCK ARMED WITH WAFFLES OR WHATEVER HE CAN THROW, STOPS BY HIS OLD FRIENDS AT THEIR CAFE.

TO KEEP HIM OUT OF THE WAY, THEY DECIDED TO GIVE HIM A "DUMMY WATCH" SO THEY CAN GIVE HIM TASKS WITHOUT DEALING WITH HIS CLUMSY CHAOS

NOW IT'S UP TO OUR FEATHERED RUNNER TO EXPLORE THE ISLAND, HELP HIS FRIENDS, AND EAT AS MUCH CORN AS HE CAN FIT IN HIS BEAK



AFTER ALL, THE RACE
CAN WAIT. A GOOD CUP
OF COFFEE CANNOT!

BICHON

CHARACTERS

DUMMMY DUCK, THE DUCK

HE MAY NOT BE SMART, BUT HE'S ALWAYS WILLING TO HELP HIS FRIENDS. HIS FAVORITE FOOD IS CORN, SO TRY TO GET ALL YOU CAN FIND.



BICHON, THE BARISTA

A SMALL WHITE DOG WHO RUNS THE COFFEE SHOP NEAR THE RACE ROUTE. SOMETIMES SUPPLIES GO MISSING ALONG THE TRACK, AND BRAVE RUNNERS ARE NEEDED TO RETRIEVE THEM.

FOO-FOO, THE DOG

A YELLOW DOG WHO IS DUMMMY DUCK'S FRIEND. HE'S USUALLY VERY NICE, BUT HE MIGHT GET TIRED AND CRANKY IF HE DOESN'T HAVE COFFEE.



CHARACTERS

LIL' RED

HE IS A SMALL, FAST-TALKING TOMATO WITH A BIG ATTITUDE AND AN EVEN BIGGER TENDENCY TO GET HIMSELF INTO TROUBLE. HE'S SCRAPPY, IMPULSIVE, AND SOMEHOW ALWAYS SURVIVES CHAOS BY LUCK (AND A LITTLE BIT OF CHARM).




BEASTRO


BEASTRO IS A TOWERING CREATURE WITH A MYSTERIOUS PAST AND A SURPRISING TALENT FOR MAKING THE BEST COFFEE EVER. DESPITE HIS INTIMIDATING LOOK, HE KEEPS THINGS RUNNING IN THE BACKGROUND OF THE CAFE



GETTING STARTED



RUN ALONG THE TRACKS
WITH EYES OPENED!
INSTEAD OF RACING TO
THE FINISH LINE, YOU
MAY **COMPLETE SMALL**
TASKS BY COLLECTING
ITEMS SCATTERED
ACROSS THE LEVELS
AND DELIVER THE
REQUESTED ITEMS

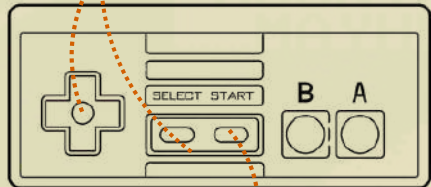
IS THIS MY
"DUMMY WATCH"!? 

CONTROLS

LEVEL SELECTION SCREEN



MOVE ACROSS
LEVELS



SELECT LEVEL
TO PLAY

CONTROLS

LEVEL SELECTION SCREEN

PRAIRIE
PANIC



EACH STAR
MEANS YOU
COMPLETED A
MISSION, 3
MISSIONS PER
LEVEL

FREEWAY
EDEN70

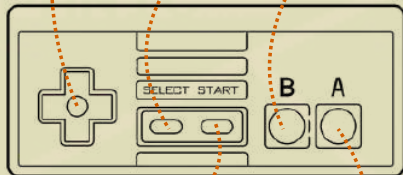
CONTROLS

LEVEL SCREEN

MOVE DUMMY
DUCK

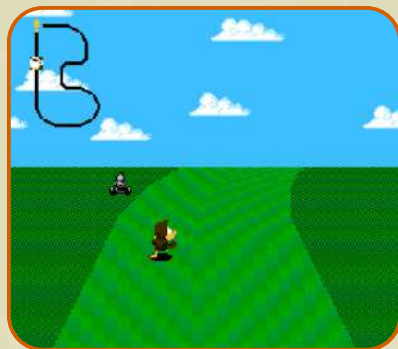
PRESS TO FIRE
PROJECTILES

OPENS PHONE
SCREEN



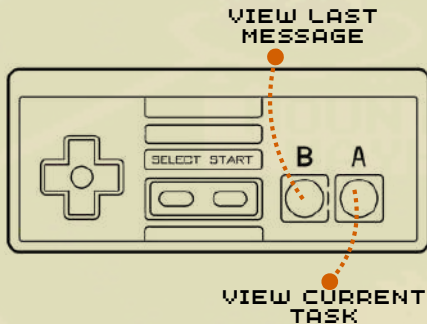
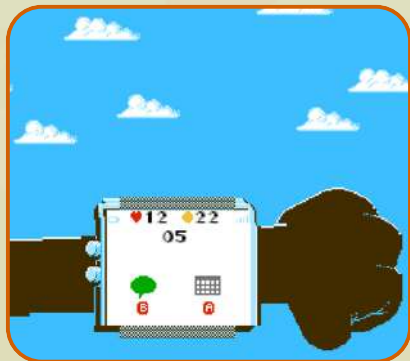
RESUME OR
EXIT TO LEVEL
SELECTION

HOLD TO RUN



CONTROLS

PHONE SCREEN



TIP: THE GAME DOES NOT PAUSE WHEN YOU OPEN YOUR PHONE. BE CAREFUL!

FOO FOO

CONTROLS

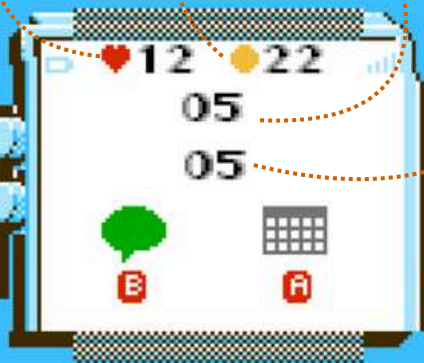
PHONE SCREEN

LIFE

AMMO

REMAINING
ITEMS

TIME
LEFT



COLLECTIBLES

COMMON

RESTORES
HEALTH



CORN



WAFFLE



RECHARGE
AMMO

NOTE: YOU CAN ALSO SHOOT CANS AND
CONES, BUT IN THE RIGHT MISSION!

PINEOAK

COLLECTIBLES

TASK RELATED



MILK JUG



SYRUP



COFFEE BEANS



CAN



ICE CRYSTAL



PIZZA BOX



BOTTLE



CONE



PILED CONES

HAZARDS

THEY WILL HURT YOU!



RACER



BUSH



ROCK



OIL PUDDLE



CUSTOMER



BARRICADE



TIRES



POTHOLE



PEDESTRIAN



SAND CASTLE



SNOWMAN



ICE PATH



ICE ROCK



BEACH CHAIR

WALKTHROUGH

COASTAL CHAOS



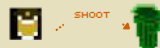
WATCH OUT!



FIRST COLLECT 5 PIECES OF GARBAGE AND THROW THEM INTO THE TRASH



THEN THROW 5 CANS INTO RECYCLING BINS WITHIN 180 S.

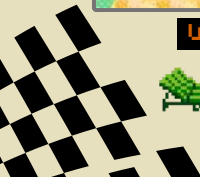


FINALLY GET LIL' RED ATTENTION BY THROWING WAFFLES AT HIM.



FUN FACT: THERE IS ACTUALLY NO GREEN COLOR IN THE PALLET. THE GRASS GETS ITS COLOR BY MIXING YELLOW AND BLUE.

SCINESTIST



WALKTHROUGH

MOUNTAIN MAYHEM



FIRST COLLECT
5 ICE CRYSTALS AND
THEN DELIVER ALL OF
THEM TO BICHON



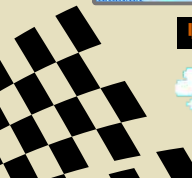
THEN PROCEED TO
THROW 5 SNOWBALLS
AT SNOWMEN WITHIN
180 S.



FINALLY YOU MUST
OUTLAST BICHON IN A
SNOWBALL FIGHT.



WATCH OUT!

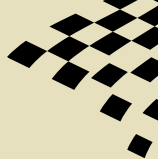


FUN FACT: IN EARLY TESTINGS,
ELDRITCH SNOWMANS WOULD APPEAR
AND KILL THE PLAYER... 5 A.M CODING!

SCINESTIST

WALKTHROUGH

FREENZY FREEWAY



WATCH OUT!



FIRST COLLECT 5 TRAFFIC CONES AND THEN PILE THEM NEXT TO THE TRAFFIC LIGHT.



THROUGH



THEN GET THE CONES AGAIN, YOU DUMMY! THEY WERE IMPORTANT TO COVER 5 POTHOLES BEFORE THE TIME IS UP!

FINALLY, FILL BEASTRO'S TAIL PIPE FULL OF WAFFLES.



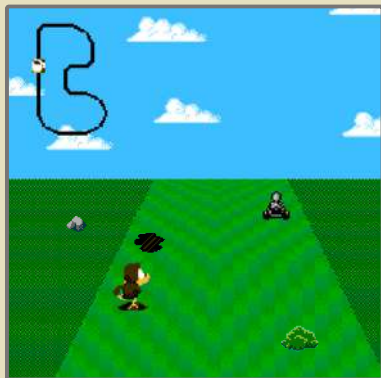
FUN FACT: THE MISSION TEXT FOR THE BOSS FIGHT WAS INSPIRED BY THE 1972 SONG "HIGHWAY STAR" BY THE ENGLISH ROCK BAND DEEP PURPLE

DUMMY DUCK



WALKTHROUGH

PRAERIE PANIC



FIRST COLLECT 5
CAFE SUPPLIES AND
THEN DELIVER ALL OF
THEM TO BICHON



THEN COLLECT COFFE
CUPS AND DELIVER
THEM TO 5 CUSTOMERS.



FINALLY HELP FOO-
FOO TO RECOVER ITS
CAR CONTROL... BY
SHOOTING IT!



WATCH OUT!



FUN FACT: THE MUSIC IN THIS LEVEL
IS HEAVILY INSPIRED BY YOKO KANNO
AND THE SEATBELTS' "TANK!"

PINEOAK



WALKTHROUGH



LEVAL
DUNN!

JUKEBOX

8 EXCLUSIVE
TRACKS
ACCESSIBLE
DIRECTLY FROM
THE GAME MENU!

OR HERE



CREDITS

THE TEAM

ALAN CAUDEL
DUMMYDUCK

ART, CONCEPT,
CHARACTERS

BRAD HAMMOND
SCINESTIST

PROGRAMMING,
GAME DESIGN

MARCEL CARVALHO
PINEOAK

MUSIC,
SOUND EFFECTS

WE HOPE YOU GUYS ENJOY IT
BECAUSE THIS GAME COST SEVERAL
MUGS OF COFFEE AND ENERGY DRINKS!

THE TEAM



CREDITS

SPECIAL THANKS

ADAM1A1

KELLY AND LUCY

CUTTERCROSS

LAWRENCE CALAFANGE

KEVIN81

FERNANDO EMBOABA

JBVRDAB

THE NEW 8-BIT HEROES

FAMILY, FRIENDS AND

THE NESMAKER COMMUNITY!



EXTRAS

MEMORY GAME



PRINT N'
PLAY



EXTRAS

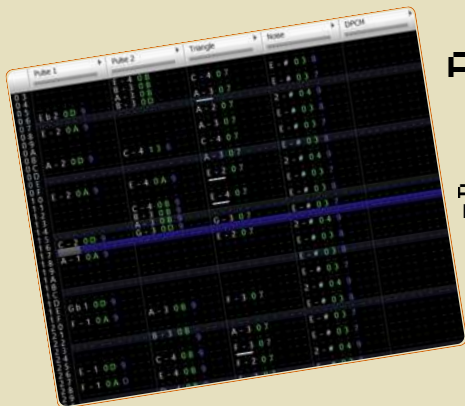
SOUNDTRACK FILES

ALL TRACKS AND
EFFECTS FOR
FREE!

AVAILABLE IN ALL SORTS OF
FORMATS, SUCH AS WAV, NSF
AND FAMITRACKER.

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DOWNLOAD





EXTRAS

UNUSED ENDING QUOTES

"I HAVE 0 PROGRAMMING
SPACE!"

"THIS IS THE GOOD ENDING!"


"DUMMY DUCK MAY NOT BE THE
BEST RACER, BUT HE
DEFINITELY HELPED HIS
FRIENDS!"

"TURNS OUT THERE WAS A RACE
GOING ON AFTER ALL, AND
DUMMY FORGOT!"

THE WINNER IS...

RUN AROUND AND FIND OUT!

(NO PEEKING HERE HAHA)



IN CASE YOU HAVEN'T PLAYED



SEE YOU, DUCK BOY!