

KUNSAI!

Control sheet

** FIELD AREA **

The control sheet is presented as a series of horizontal rows, each representing a different action. Each row includes a text label, a button icon, and a small illustration of the character performing the action. The background features a faint illustration of a large, pink, fluffy creature.

- SWIM (KEEP DEPTH)**: A white cross button icon and an illustration of the character swimming underwater.
- MOVE**: A white cross button icon and an illustration of the character moving left and right on a platform.
- SIT DOWN (SLIDE DOWN)**: A white cross button icon and an illustration of the character sitting on a ledge.
- OPEN THE INVENTORY**: A white cross button icon and a menu icon, with an illustration of the inventory screen.
- GO DOWN**: A white cross button icon and a green circle button icon, with an illustration of the character jumping down.
- ACTION**: A blue circle with an 'X' button icon and an illustration of the character performing an action on a plant.
- JUMP**: A green circle button icon and an illustration of the character jumping.
- MEAL WITH NPC**: A white cross button icon and an illustration of the character eating a meal with another character.
- PULL UP (ON STALK)**: A white cross button icon and a blue circle with an 'X' button icon, with an illustration of the character pulling up a stalk.
- EMIT SKILL!!**: A white cross button icon and a blue circle with an 'X' button icon, with an illustration of the character emitting a skill.
- THROW**: A white cross button icon and a blue circle with an 'X' button icon, with an illustration of the character throwing an object.
- SOWING SEEDS (WITH [seed] IN HAND)**: A white cross button icon and a blue circle with an 'X' button icon, with an illustration of the character sowing seeds.
- CANCEL (WHEN [pink circle] ACT)**: A green circle button icon and a pink circle icon, with an illustration of the character canceling an action.

KUNSAI

Item sheet



Effect when raised



Effect when eaten

BEET



Wake up
a sleeping NPC



[VITALITY]

Increases maximum life

FENNEL



Open or close
the door.



[AGILITY]

Action is faster

PARSNIP



Will make the
wind blow upward
& forward



[VELOCITY]

Move faster

POTATO



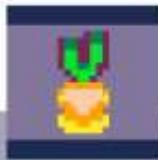
Makes bouncing blocks
appear at
player's feet



[JUMPING]

Jumps are higher

LOTUS



Move quickly to
another area



[SWIMMING]

Swim better

BRUSSELS



Pile the blocks
from the ground
for scaffolding.



[CLIMBING]

Stronger on uphill

GARLIC



Takes no damage from
enemies for a while



[WARINESS]

It makes it easier
to notice signs

KUWAIT



Can look around
the area.



[CAPACITY]

The number that can carry
things increases