

AVNR

“you just never know what's gonna happen next!”

Created by flipside games



What is AVNR?

Avnr or “a very normal rpg” is about three kids named “liam bond” “john magpie” and “Valentines tulip” being tasked by two people from the future to save the world by the hands of an evil ruler and his army of burritos

over the course of the game you collect magical Orbs or MGP and fight wacky enemies like:

- a passive aggressive tree
- a literal globe
- a traumatized plastic bottle
- a burrito
- a GRASS that explodes
- a conspiracy theorist
- the irs
- a depressed sign
- OH GOD IT BURNS, PLEASE STOPP**
- 😭😭😭😭😭😭..
- average civilian
- homework soldiers
- market fire
- and more!

and much MUCH MORE!

INSPIRATION

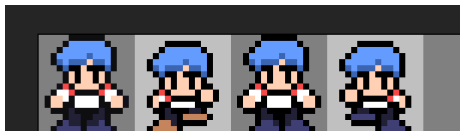
where do I even start?? The game's art style is inspired by "Final Fantasy" on the nes and dragon's quest!...or dragon warrior if you live in the US.



the game's humor is also inspired by earthbound, and wansapanataym, a hella weird filipino show. I remember kid me always being scared of that one mouthless episode where a kid LITERALLY has their mouth removed by a fairy for being too picky. it's weird!

GENRE

if it wasn't obvious already, its an RPG! a turn based one with a surrealist humor...i think



PLATFORMS

As of right now, flipside games is planning to release the game for free on Gamejolt, steam Newgrounds and itch.io!

the programs we use to code, make music and art are:

- UNITY for the programming
- PIXILART and aseprite for the sprites
- Ultraabox and fl studios for the music

GAME OVERVIEW

“Panic Mechanic”

Every battle, the player only has a 10 second chance to pick a move, items, etc.
if the player hasn't finish their turn yet when the time is over, their turn get skipped

they can extend the time by Using the “Defend button” not only will their defense increase but will also temporarily extend the time by 5 seconds next turn! I wanted this game to be more skill based than luck base, so no rng BS!

“the 5 second rule mechanic”

if one of your party member faints you have 5 seconds to either heal to revive it or attack as a last ditch attempt, the party member who fainted also gets their attack stats raised temporarily



CREDITS

Programmers

devcat

xmc

Music composer

fowluh

yesno

Writer and storyboarder

yesno

pixel artist

chip

yesno

Kiku

END OF PAGE

Thanks for reading! If you're interested to collab and want to help, Dm me at discord @yesno_thing! again, thanks for reading!

.-lot's of love, yesno

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