

Gameplay Features

- Physics based movement
 - Standard left thumbstick to run around, right thumbstick to rotate the camera.
 - A to jump
 - Ledge Grab if you hit an applicable edge
 - Stick to / slide down walls if you ram into a while at any point during a jump
 - Wall Jump
- Toothbrush
 - X for normal attack
 - Chain three together for a power strike
- Toothpaste
 - Y to shoot toothpaste to stun enemies
- Floss
 - B to lasso an enemy and pull them closer.
 - Can also be used to swing from hooks for platforming.

Revision #3

Created 2025-12-28 12:22:52 PST by xury

Updated 2025-12-28 12:23:32 PST by xury