

Quick Guide

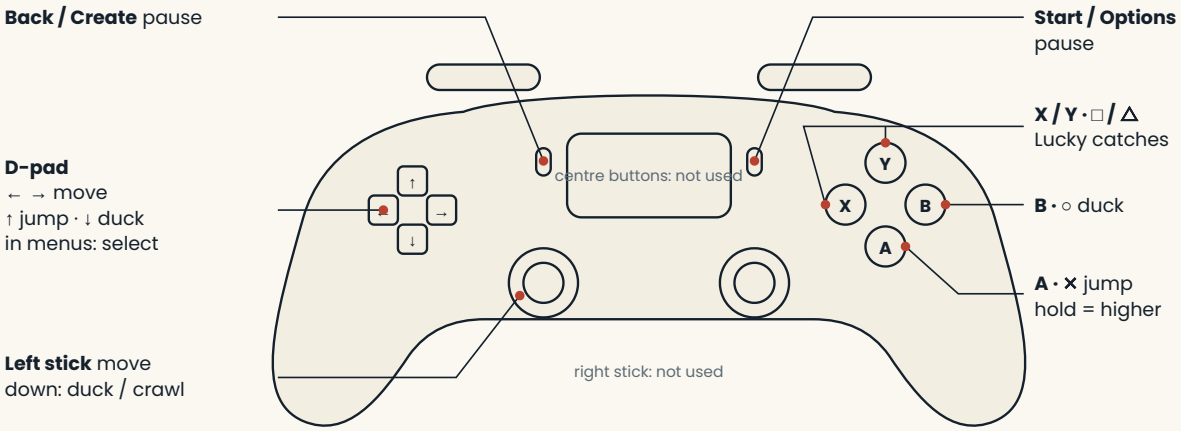
VERSION 2.7.1

Nella the Adventurer · gamepad, keyboard and Lucky's catch. Levels 1–5.

PLAY
cyberleogames.com/seikkailija-nella

Gamepad

XBOX · PLAYSTATION · MOST USB AND BLUETOOTH CONTROLLERS



The controller vibrates on hits and nearby lightning strikes (Settings → Vibration)

BUTTON	WHILE PLAYING	IN MENUS
Stick · ← →	Nella moves back and forward	moves the selection
A · ×	jump – hold it down to jump higher	confirm
B · ○ · ↓	duck – hold it down; while moving, Nella crawls	back to the menu (pause, results)
X / Y · □ / △	Lucky catches the nearest hazard	–
Start · Options	pause	resume / start

Lucky's catch

- NEW Lucky and Nella have been redrawn. When you stop, Lucky sits, lies down and finally falls asleep.
- Lucky the dachshund runs ahead and barks a warning when danger is near.
- Press the **paw button**, the L key or **X/Y** on the gamepad and Lucky catches the nearest hazard: a bat, crow, stone, frog or tumbleweed.
- With Lucky you can win back a lost heart: crawl under the fallen trunk, jump on top of it and grab the heart.
- On **Hard** Lucky does not take commands. You can also leave Lucky at home: **Companion → Without Lucky**.

Connecting a gamepad: by USB cable or Bluetooth. Open the game and press any button – the message "Gamepad connected" appears on screen.

Keyboard COMPUTER

NELLA

← → / A D	move back · forward
Space / ↑ / W	jump (hold = higher)
↓ / S	duck · crawl while moving

LUCKY

L	Lucky catches a hazard

GAME

P / Esc	pause · resume
Tab + Enter	menu buttons

Stars and hearts

★ Level cleared	★ All gems	★ No hits

Three stars within the target time = **master medal**. Stars and badges unlock new outfits in the **wardrobe**.

Easy ♥ 10 · Medium ♥ 5 · Hard ♥ 3

Levels

1 Moonlit forest	rocks, stumps and low branches
2 Autumn ridge by the lake	steep hills and rolling stones
3 Misty bog	crawl under dead pines, jump over frogs
4 Rocky gorge and waterfall	crevices, rolling boulders and bats
5 Stormy crag and ancient hillfort	lightning, crevices, tumbleweeds and crows

Touch screen PHONE · TABLET

Left thumb: BACK and FORWARD. **Right thumb:** JUMP and DUCK. The paw button is in the middle (in landscape: next to JUMP).


Back


Forward


Jump (hold = higher)


Duck (hold down)


Lucky catches


Pause (top edge)

The top edge also has sound on / off. Turn your phone sideways to see further ahead – Nella and Lucky also look bigger.

Tips

- Start with 🎓 **Practice**: a short course teaches every move.
- Jump over rocks, stumps and trunks; duck under low branches, bats and crows.
- High gems need a long jump – hold the jump button down.
- Falling into water costs a heart. Jump over a crevice just before the edge.
- On the crag a buzz and Lucky's bark warn of lightning a second before it strikes – avoid the marked spot. Its crater holds a big gem.
- The **ghost** shows your own best run (turn it off in the settings).



Made with AI
CyberLeo Games by AV Automation: conceived, designed, developed. Coded with Claude AI.

Language, saving and app

- **Language:** Suomi, Svenska or English on the title screen. Your choice is remembered; the first time, the game uses your browser's language.
- 💾 **Move save:** export your progress to a file or save code and import it on another device. An import can be undone.
- ❓ **Help** and **What's new?** on the title screen. ⛶ **Fullscreen:** exit with Esc.
- Browser menu → **Install / Add to Home screen**: the game opens as its own app and works offline.