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Instructions

The hero's flashlight is controlled by the mouse's position in the main view window. Left clicking will launch the Glub, and it will home in on the spot that you're aiming at. The longer the Glub is in the air, the faster it flies and it gets harder to control, so you must periodically return the Glub to your side by right clicking.

Chompbats continually spawn into the world and try to devour you. They lack any form of natural locomotion, so they float toward you on giant balloons. Fortunately, if your Glub flies through a Chompbat's balloon, it will pop and you will be safe! Unfortunately, if your Glub hits the Chompbat itself, it will be stunned for a few seconds and then return to you, costing you valuable popping time. Remember, the longer the Glub is airborne, the more likely you are to accidentally crash into a Chompbat because it becomes harder to control.

The game ends when a Chompbat reaches your character.

Quick Controls

Left Click launches your Glub if it is not airborne.
Right Click recalls your Glub if it is airborne.
The flashlight is directly controlled by moving the mouse around.
The Glub flies toward what you have illuminated with your flashlight.

P toggles between paused and unpaused
R resets the game at any time
Q immediately quits the game.