Z-Legends: Exceedra's Awakening

Rulebook

Number of Players: 1 player

Objective:

Get through the story as the main characters. Simply follow through the dialogue scenes and win your battles to progress through the story.

Story:

Exceedra Zagger is a hero, but he isn't happy with his life. No girlfriend, no job, no driving licence, and barely any social life, the young hero becomes increasingly envious and jealous of his friends, turning him mad to find out how they have what he so desperately wants. To make matters worse, while protecting his school, he loses his powers and his best friend. Angry, lost and desperate to escape his cruel reality, he creates a device to put himself in eternal sleep in a virtual reality where he can be happy. Can his friends bring him back to reality -- before it's too late?

Characters:

Exceedra Zagger: Main Character, Male, 17 years old, 7th Lagoon. He is Hydranoid's twin brother (those two constantly fight except when things get serious), Destiny's older brother, as well as the Overlord's "son". Exceedra is usually in a good mood and as the Lagoon, is very passionate about defending the Grand Universe (the Multiverse) against evil, though everyone besides his family don't know that he is struggling with depression.

Hydranoid Zagger: Male, 17 years old. He is Exceedra's twin brother and Destiny's older brother. He and his sister are from the Zagger homeworld, a planet called Macerei. Long story short, they came to find Exceedra and bring him back, but they ended up befriending Exceedra's class and decided to temporarily stay on Earth. He and Exceedra always fight because he always acts like Exceedra's conscience, constantly teasing him or preventing him from going head on with an improvised plan; however, when they work together, they are an amazing duo who complement each other so well... they can do anything.

Destiny Zagger: Female, 13 years old. She is Exceedra and Hydranoid's little sister, also from Macerei. Due to her brothers' quarrelsome nature, she usually ends up as the mediator between the two and sets them straight with a good slap to the face. She particularly worries deeply about Exceedra's growing depression and tries very hard to understand her brother's feelings. Unbeknownst to her brothers, she possesses time manipulation powers.

James Zagger (aka The Overlord): Male, 17 years old, 6th Lagoon turned supervilain. James Zagger was the 6th Lagoon, but after loosing his mentors and believing he will never be as great as he thought he could be, he went mad, deciding he should destroy the world and recreate it into one where he has everything he wants, and proceeded to clone his soul within his own body, crafting it into Exceedra and sealing himself deep in

their brain so that Exceedra could take control of their body – and life. His plan of having Exceedra become a heartless unstoppable warrior who would destroy the world was soon turned to dust when Exceedra met his siblings, who changed Exceedra so much it deformed his programming and led him to become the 7th Lagoon. He has unsealed himself to speak his son and try to set his plan back on track. Exceedra is preprogrammed to not trust his "father", but deep down knows that they both want the same thing – to find true love.

Grace, Ken, Finlay, Denis: Exceedra and Hydranoid's classmates and friends. Exceedra has known them for longer than Hydranoid, and is jealous of Denis (who's practically as smart as him), unbeknownst to the latter. Their class is in the school's IB program.

Junia: James's mom. Thing is, James was born Jeremy Bijoux, but learned from God later that his soul was switched at birth and that he is actually a Zagger from Macerei. Junia knows that James (and now Exceedra) are Lagoons, but none of them have ever bothered to try to explain to her that they are actually Zaggers, and not her son. Junia is very critical of her son(s)'s behaviour(s) (only because she's trying to make sure her son gets the best treatment), but this is the main thing both Exceedra and James despise about her, and they find it makes her uncaring and unsympathetic.

Akobos: Male, 20 years old, son of the Devil. Akobos was James's main rival and nemesis while the latter was the 6th Lagoon, and is now one of Exceedra's main opponents. Akobos has been trained from birth to take down the Lagoon and is the leader of his own squad who are personally under the orders of the Devil. He started off with a big ego, which was eventually destroyed by James always defeating him. These days, he is constantly getting mocked and defeated by Exceedra (or Exceedra and Hydranoid), and is desperately trying to beat them so he save his ego.

Nightmare: Unknown entity, Agent of Darkness. When he unsealed himself, the Overlord temporarily took control of Exceedra's body to contact some villains he knew and create dark servants who could carry out his orders. The group of villains he created/hired are known as the Agents of Darkness, and their main purpose is to help the Overlord set Exceedra on his intended path. Nightmare, a dark shadowy entity, is the first to manifest himself, and worsens Exceedra's nightmares hoping to engulf the young man in despair.
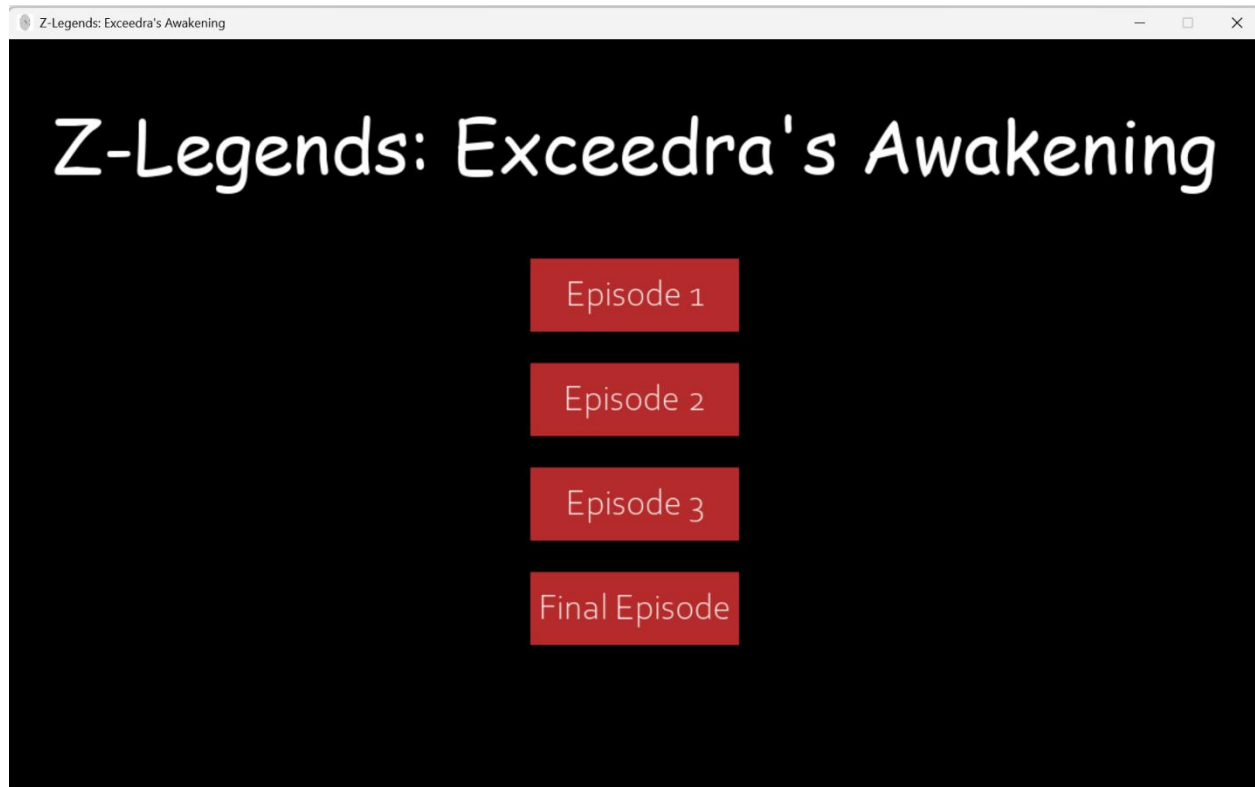
Menu screen when you've reached the Final Episode

The game has 4 episodes (only Episode 1 has been completed due to time constraints). The player starts at Episode 1 and after completing it, can access Episode 2, and so on until the Final Episode. The game has been beaten once all 4 episodes have been cleared, and episodes are free to replay once they've been completed.

It is highly recommended to play this game on a python software like Spyder with an ipython console as there are console messages printed during battles.

Battles have a Rock-Paper-Scissors-like mechanic, where a player chooses one of the 3 moves and the NPC opponent responds with another:

- Rock (Attack move) beats Scissors (Recovery Move) and inflicts damage
- Paper (Guard move) blocks Rock (Attack)
- Scissors is free recovery while Paper
- Paper-Paper tie does nothing; Scissors-Scissors tie has recovery for both, Attack-Attack tie leads to a user prompt which helps determine whose attack lands:
    - Press the Spacebar as many times as you can in one second; if the number of times you tap the spacebar plus your character's Attack Potential (a special stat unique for each character in the story) is greater than your opponent's Attack Potential, you land your move, otherwise they do

Rules:

Make wise decisions as you navigate through battles! While you are free to spam attack moves, remember that you have to consider the amount of energy you have!

Key Info and Commands:

Battles stats and moves

Health: How much life points a character possesses

Attack: Character's attack power capabilities (stats)

Guard: Character's defensive capabilities (stats)

Recovery: Character's health and energy recovery abilities

Energy: Amount of energy a character possesses to use his moves

Red Move: Attack move, which takes up energy and inflicts health damage

Green Move: Guard move, which takes up energy and protects the user from an attack

Yellow Move: Recover move, which restores health and energy

Story Scene Commands

Enter: Move to next line in dialogue (during story scenes)

Backspace: Move to previous line in dialogue (during story scenes)

Other Commands (usable at any time)

P: Pause / U: Unpause (when paused)

0 (or X the game window): Exit

Backspace: Clear characters pickings (Custom Battle character picking)

1: Return to Menu (when in Episode 2 or Custom Battle character picking)

Actual detailed instructions on how to play:

The game is composed of story scenes and battle scenes.

During story scenes, use Enter, Backspace, 0, U and P to pause/unpause, exit, or move along with the dialogue, which will show at the bottom of the game screen as text.
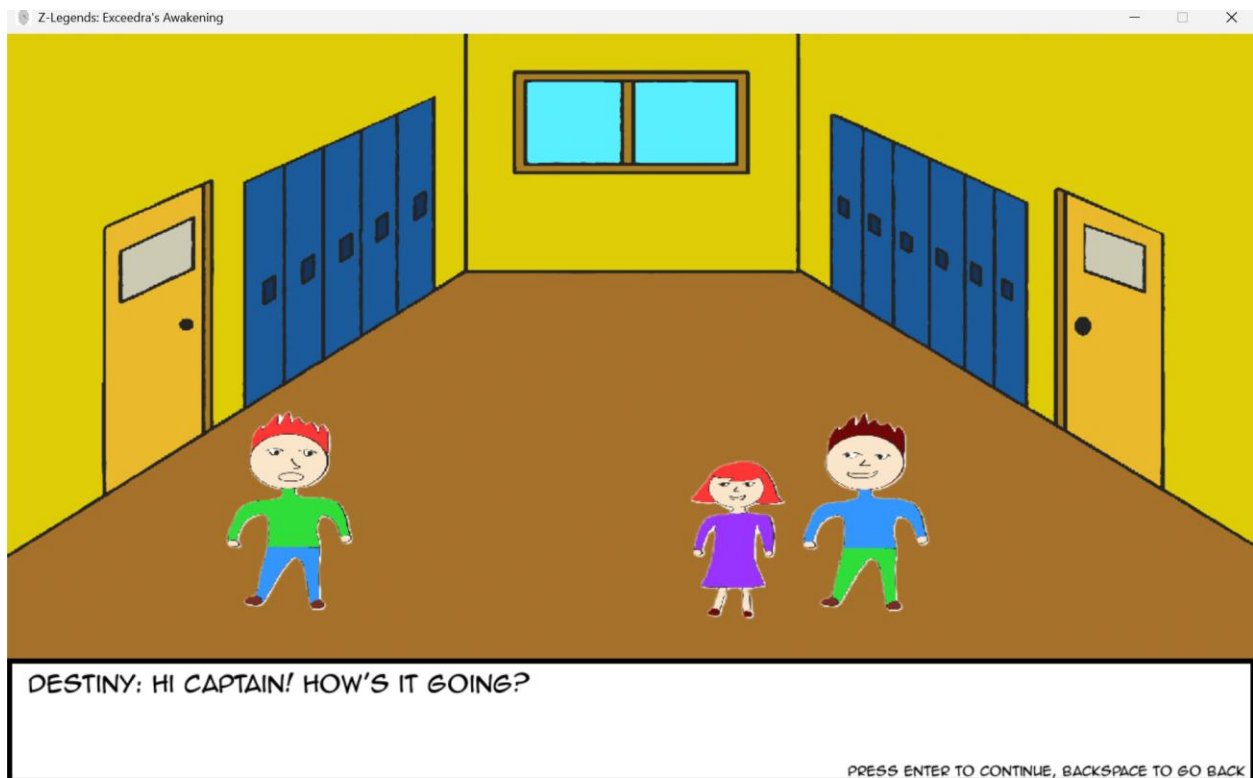
Eventually, the story will reach a line which will trigger a battle.
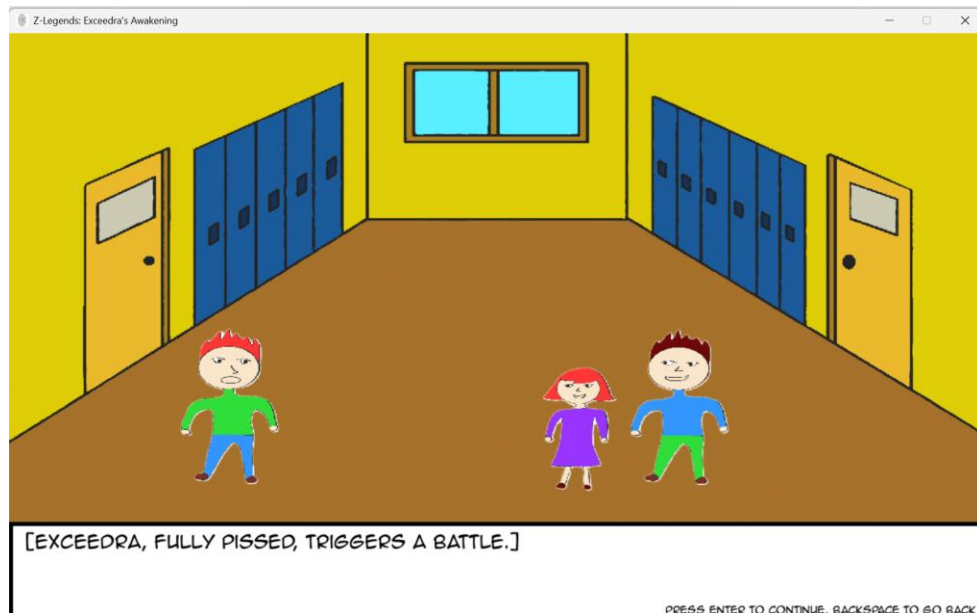
Episode 1, Scene 2 battle trigger line

During battles, your playable character (usually the main character) is at the left, and you can see his health bar and energy bar above his sprite. Your opponent is at the right. Your character's and opponent's moves with their names and colours are displayed, though don't bother clicking your opponent's moves (you'll only get a prompt not to!).

Click on your character's buttons to use moves. You can still use 0, P and U for exiting and pausing/unpausing purposes.
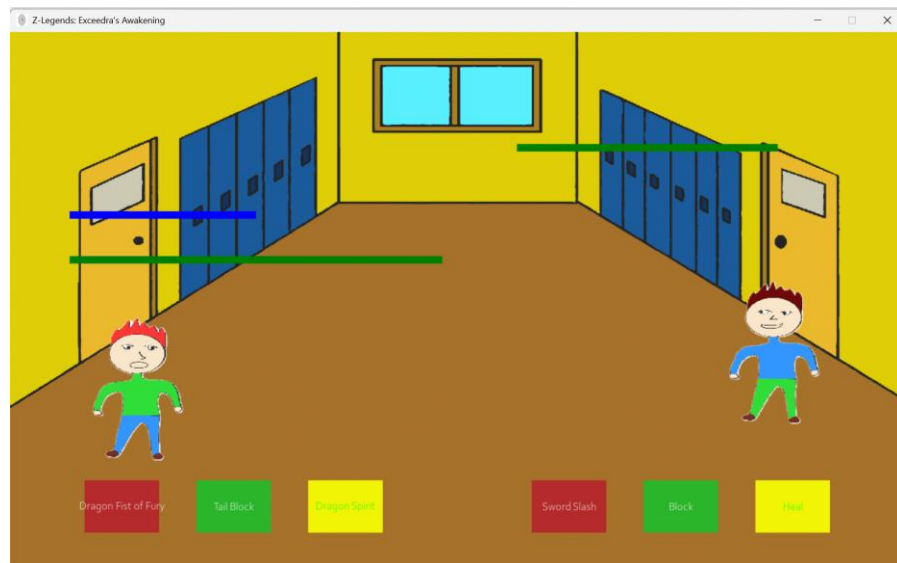
Episode 1, Scene 2 battle (Exceedra VS Hydranoid)

If you spam Attack and Guard moves, you may eventually run out of energy. The game will HEAVILY emphasize this and force you to use your Recover move until you have enough energy to use your moves again. Moves you can't use because you don't have enough energy turn black.

At this point, you must use YOUR Recover move (left yellow button)

Every turn, print statements will appear on the console to summarize what moves you and your opponent used,

A summary of a possible Episode 1, Scene 5 battle

or to tell you not to click your opponent's moves or moves you can't use because you're out of energy.

You get this when you click your opponent's moves or are out of energy

When you beat the game, you gain access to 2 extra modes: Boss Rush and Custom Battle.

In Boss Rush, you play through all the battles in the story one after another, with no character resets. This means that after every battle, your character will not have their health or energy reset; they keep their health and energy from the end of the previous battle. The more battles you win, the higher your score, so aim to get through all the battles!
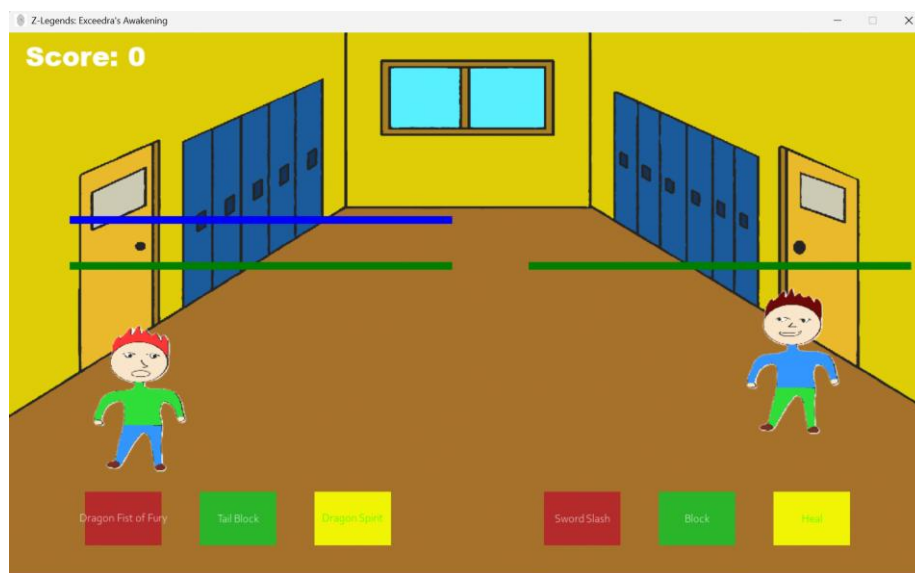

The first battle of the Boss Rush. Note that your current score is shown at the top left of the screen.

In Custom Battle, you must pick 2 characters on screen. If you are unsatisfied with your picks, press Backspace to repick. If you accidentally entered this screen or want to try something else, press 1 to return to the main menu.
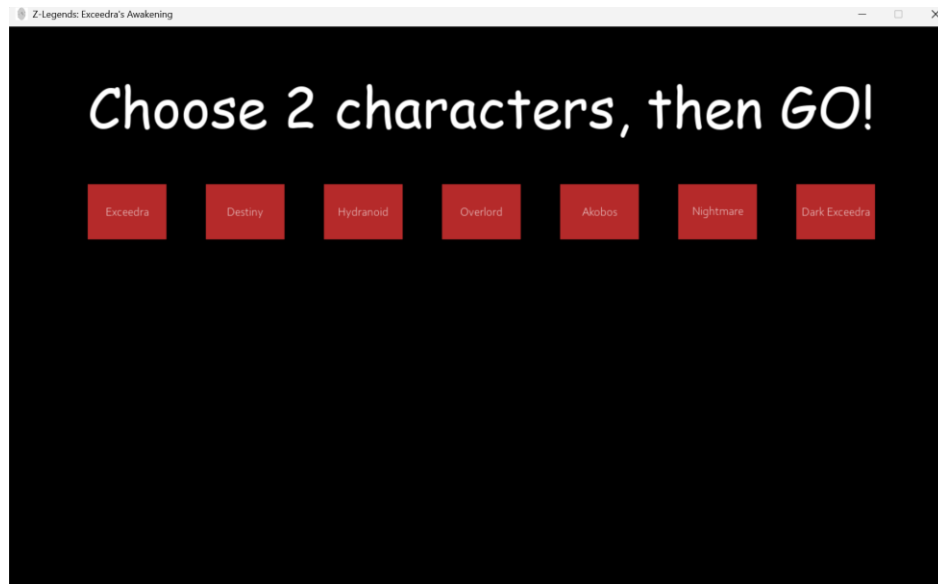
The screen to pick your characters

Once you've picked your characters, press the GO! Button to begin the battle. Simply have fun with your favourite characters and test out a bunch of different oppositions!
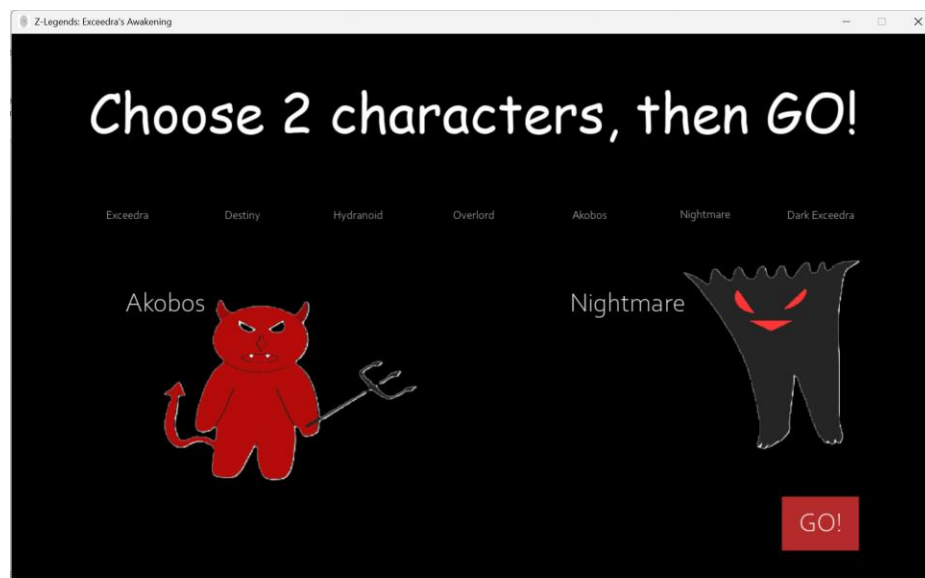
Press GO! to start the battle

GOOD LUCK AND HAVE FUN!!!