

Z-LEGENDS: EXCEEDRA'S AWAKENING

Rulebook

Number of Players: 1 player

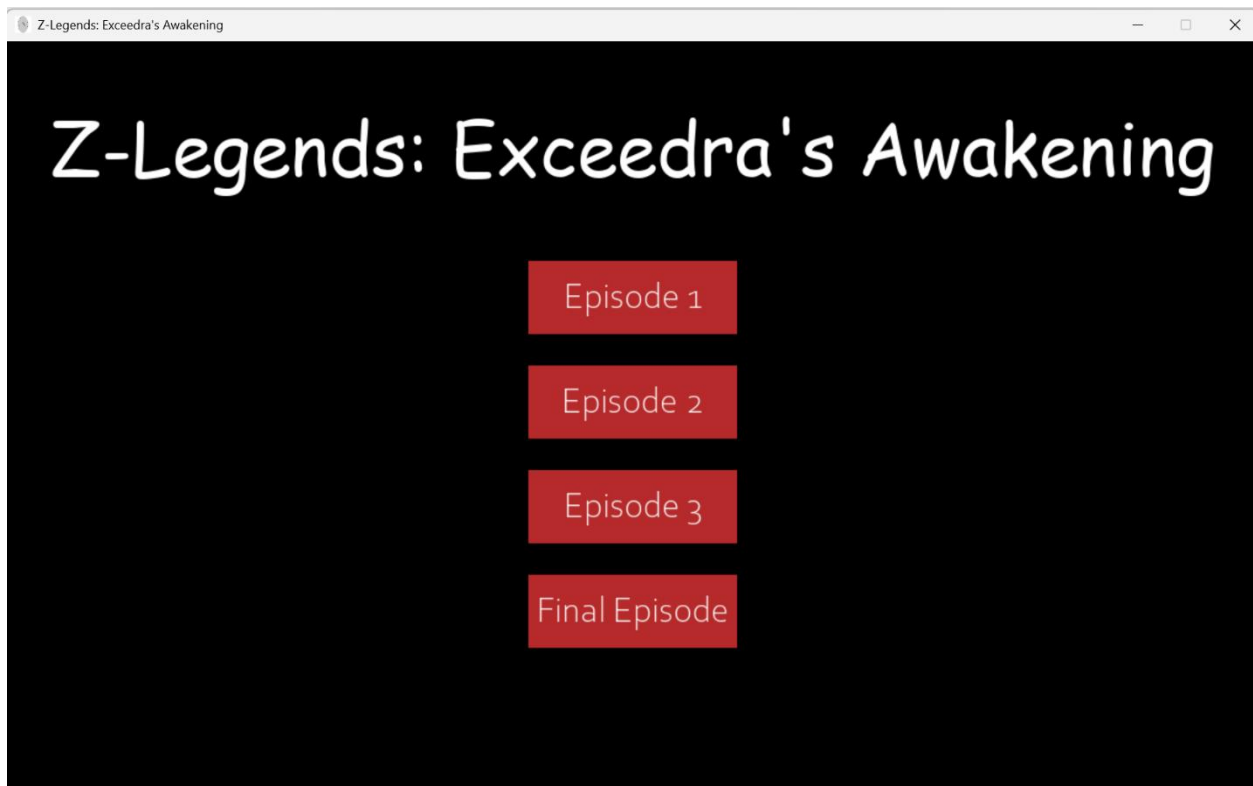
Objective:

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?

Setup:



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:
 - o 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)

O (or X the game window): Exit

Actual detailed instructions on how to play:

The game is composed of story scenes and battle scenes.

During story scenes, use Enter, Backspace, O, 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.



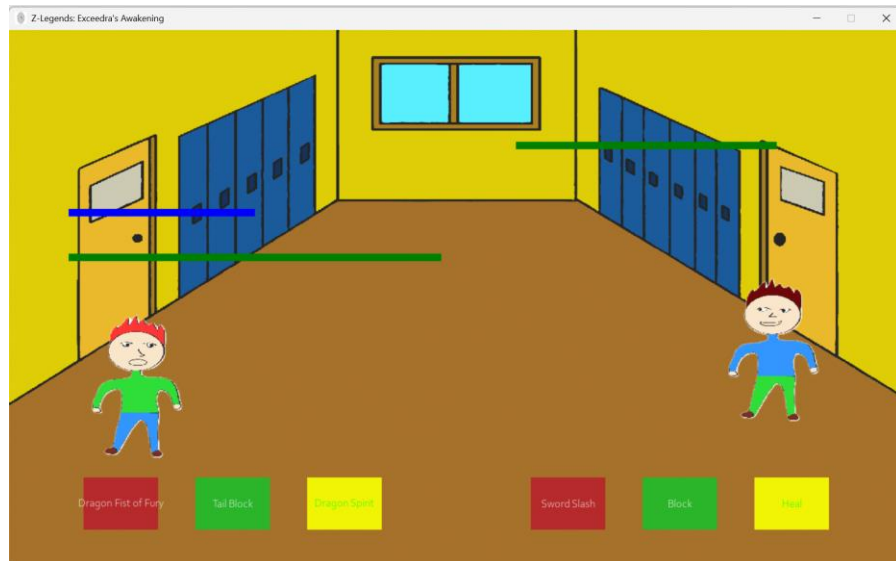
Eventually, the story will reach a line which will trigger a battle.



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 O, 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,

```
Exceedra did ATTACK; Nightmare did ATTACK  
Exceedra did ATTACK; Nightmare did ATTACK  
Exceedra did ATTACK; Nightmare did RECOVER  
Exceedra did ATTACK; Nightmare did GUARD  
Exceedra did RECOVER; Nightmare did ATTACK  
Exceedra did RECOVER; Nightmare did RECOVER  
Exceedra did ATTACK; Nightmare did ATTACK  
Exceedra did ATTACK; Nightmare did ATTACK  
Exceedra did RECOVER; Nightmare did GUARD  
Exceedra did RECOVER; Nightmare did GUARD  
Exceedra did ATTACK; Nightmare did RECOVER  
Exceedra did ATTACK; Nightmare did RECOVER
```

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.

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In [3]: runfile('C:/Users/bijou/test/projects/CHE120-Game-Project/  
True_Z_Legends.py', wdir='C:/Users/bijou/test/projects/CHE120-Game-  
Project')  
Nuh-Uh! Use your own moves (or Recover if that's the situation you're  
in!)
```

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

GOOD LUCK AND HAVE FUN!!!