

# 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, 7<sup>th</sup> 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, 6<sup>th</sup> Lagoon turned supervillain. James was the 6<sup>th</sup> Lagoon, but after losing 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's worldview, deforming his programming and leading him to become the 7<sup>th</sup> Lagoon. He has unsealed himself to reason with his son and try to set his plan back on track; he sometimes (semi-affectionally) refers to Exceedra as a "baby dragon". 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.

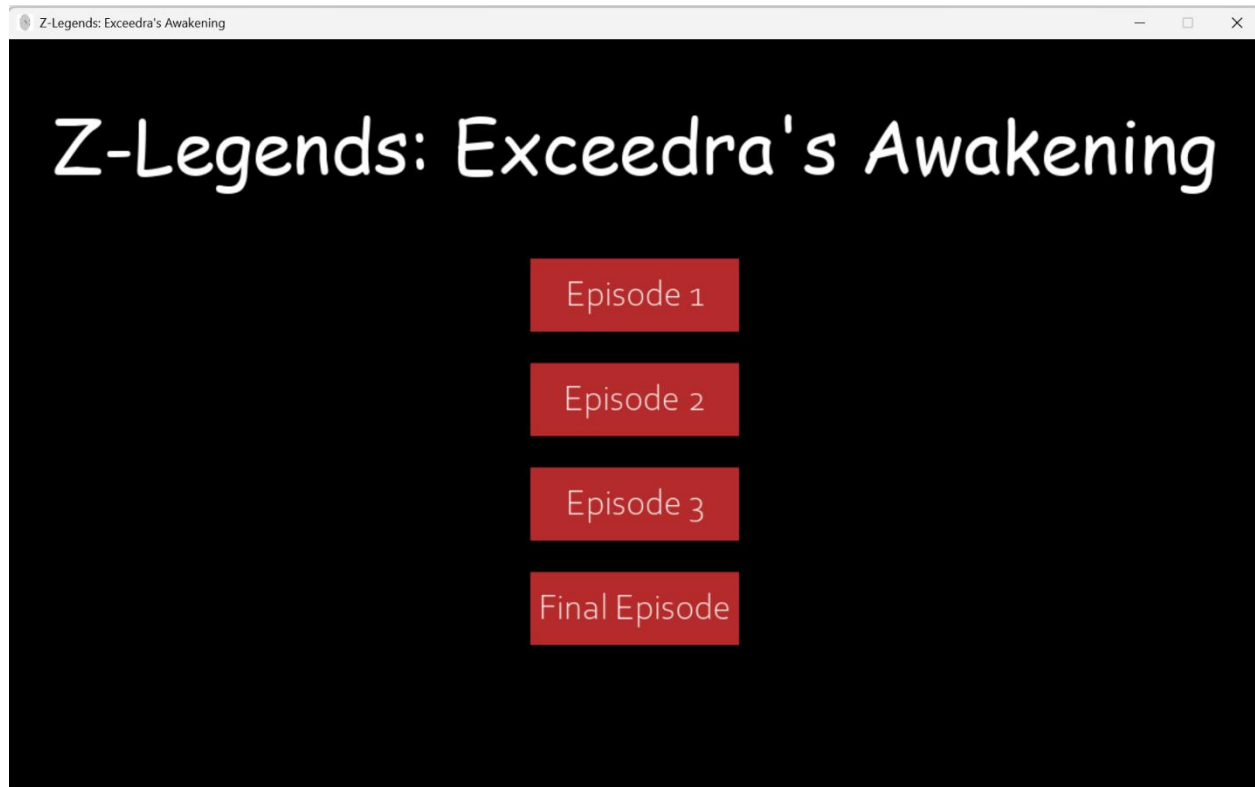
Junia: James's mom. Thing is, James was born Jem Lafleur, but learned from God later that his soul was switched at birth and that he is actually a Zaggar from Macerei, a very distant planet. (short version of a very long and complicated story). Junia knows that James (and now Exceedra) are Lagoons, but none of them have ever bothered to try to explain to her that they are actually Zaggars, 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 6<sup>th</sup> 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 can save what is left of his pride (note: by now, his teammates have all left him due to getting beat up too many times).

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, making them his 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.

**You should now know all the lore necessary to understanding this game's story. Look forward to figuring out how the rest of the characters are connected to some of the above ones!**

## Setup:



*Menu screen when you've reached the Final Episode*

The game has 4 episodes (only Episode 1 is currently released). 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.

**This game does not save your progress! Find a 1-2h time period to 100% the game (meaning beating the story and the 2 extra modes). 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 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! Some opponents are definitely weaker than your playable ones, but throughout the story you will encounter some power gaps that will make battles difficult.

### *Key Info and Commands:*

#### **Battles stats and moves**

Health: How much life points a character possesses

Attack: Character's attack power capabilities (stats)

Attack Potential: Character's skill, cleverness and battle experience combined into one stat, which represents how able they are to land a hit on their opponent despite being in a difficult position

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)

Q (or X the game window): Exit

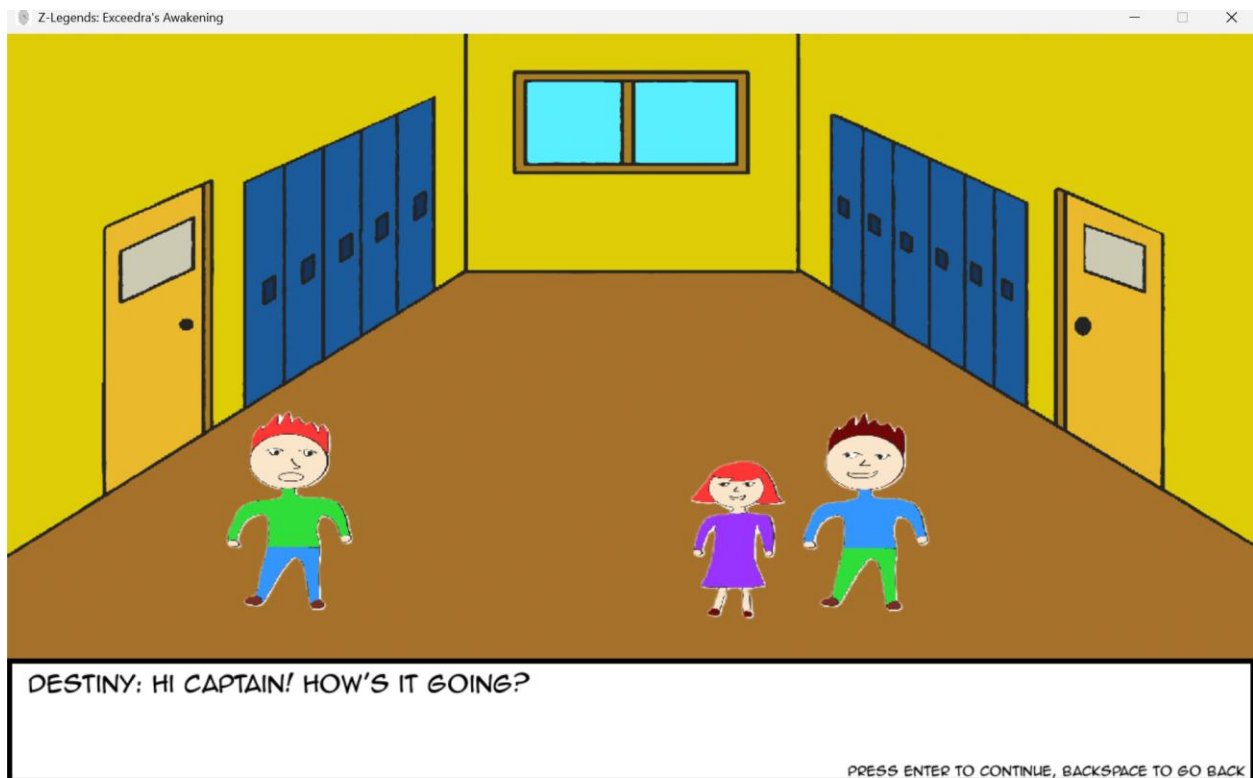
Backspace: Clear characters pickings (Custom Battle character picking)

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

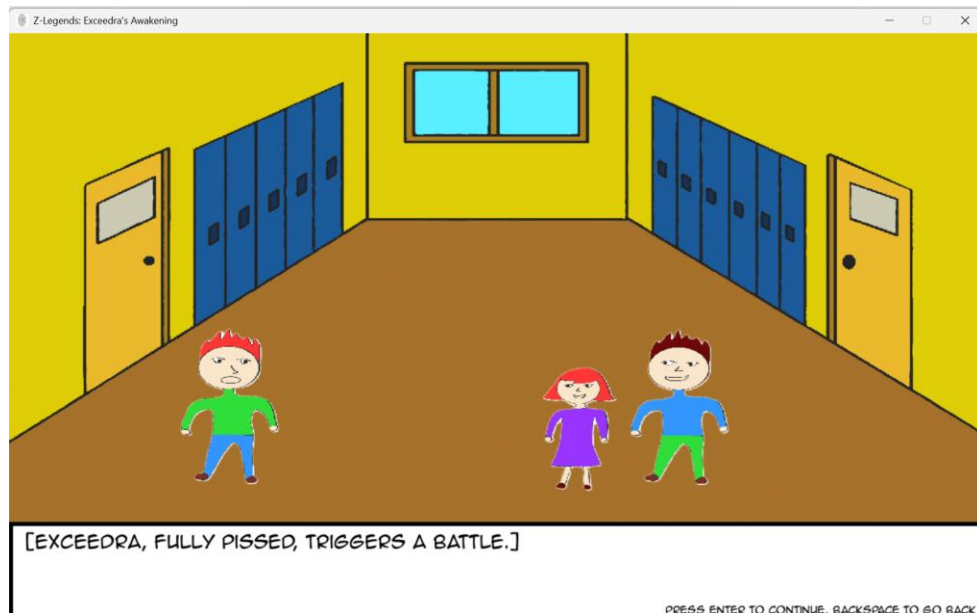
### *Actual detailed instructions on how to play:*

The teal Play button on Spyder is how you run the python program to play the game. This game is composed of story scenes and battle scenes.

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



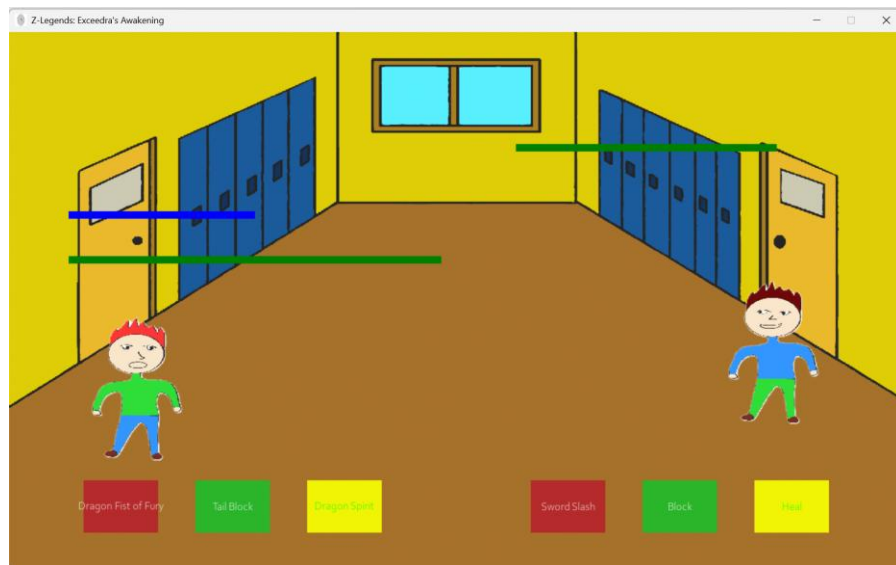
Eventually, the story will reach a line which will trigger a battle.



*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 (recovery moves use no energy so they will always keep their colour).



*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; Hydranoid did GUARD
Exceedra did ATTACK; Hydranoid did RECOVER
Exceedra did ATTACK; Hydranoid did GUARD
Exceedra did ATTACK; Hydranoid did ATTACK, but Hydranoid landed damage!
Exceedra did ATTACK; Hydranoid did ATTACK, but Exceedra landed damage!
Exceedra did RECOVER; Hydranoid did RECOVER
Exceedra did ATTACK; Hydranoid did ATTACK, but Exceedra landed damage!
You won! Wanna try again with new or same characters, or stop for now?
```

*A summary of a possible Episode 1, Scene 2 battle on Spyder*

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

```
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*

## 2 vs 1

2 vs 1 have 2 characters you control against 1 opponent. You can switch between your fighters with the S button. It works the same way as a 1 vs 1 (described in the section above), except you get to use 2 characters!

To note:

- When one of your fighters has no more energy, it will keep this status even if you switch to the other. (so you have to recover your energy if you lose all of it!)
- When one of your fighters loses all their HP, the game will automatically switch to the other, and you can no longer return to the fighter that was defeated

## 3 vs 1

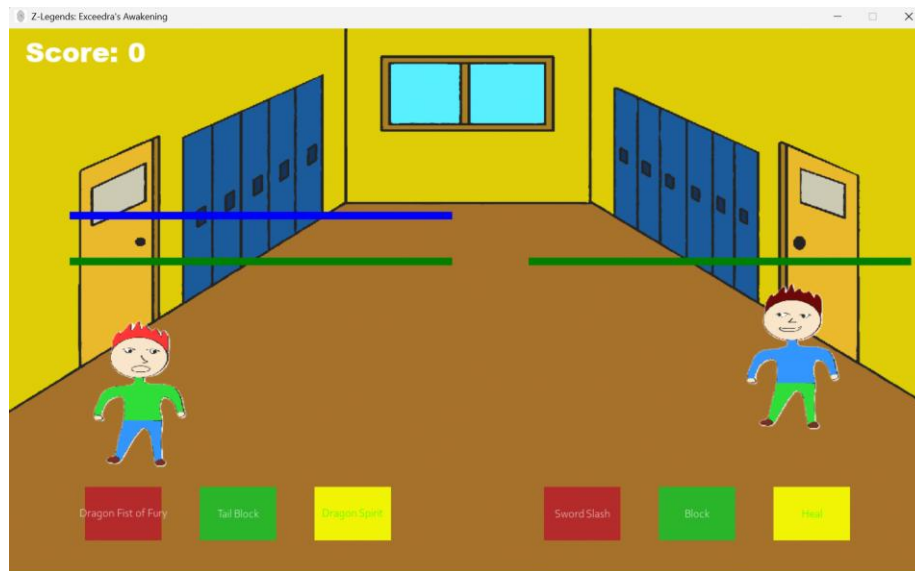
3 vs 1 are the same format as the above 2 types, but you get to use 3 characters to defeat 1 opponent. This is actually only used once in the story... for the final boss! But currently (V1.3), you can try it out in Custom Battle mode! You press A to switch to character 1, S to switch to character 2, D to switch to character 3. Furthermore, with character 3, the background also switches (in the story, the final battle takes place in 2 different locations at the same time), but once you return to characters 1 or 2 the first background returns.

To note:

- Same as 2 vs 1 notes
  - o Specifically for note #2 in 2 vs 1, there is a set order the game follows when switching characters after one is defeated (e.g. if character 1 is out, goes to character 2, then it's the same as a 2 vs 1 where after the next is out, the game switches to the last fighter)

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

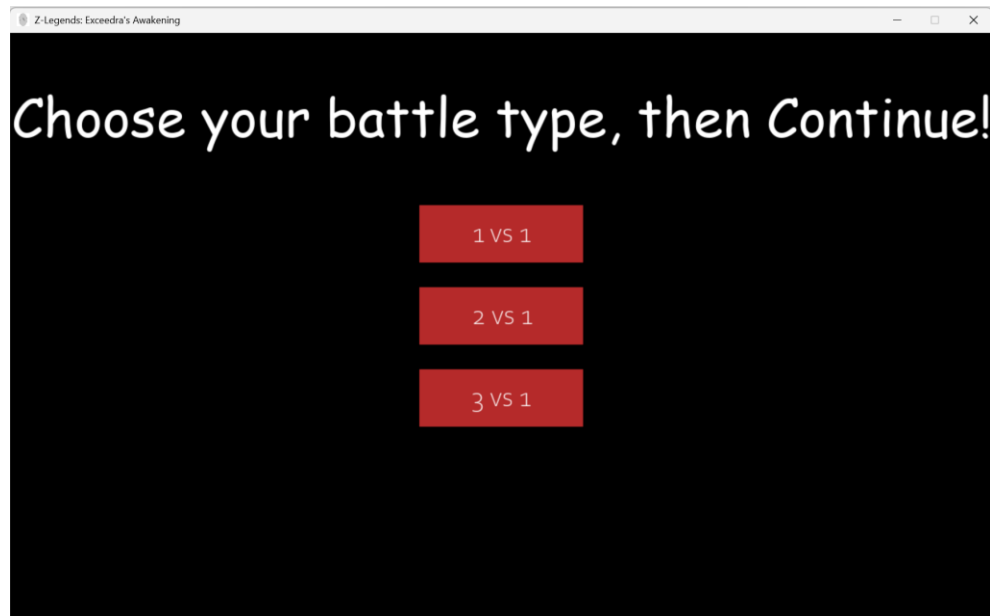
In **Boss Rush**, you play through all the battles in the story one after another, with no character resets. This means that after every battle, your character will not have their health or energy reset; they keep their health and energy from the end of the previous battle. The more battles you win, 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 get to decide the conditions of your battle: type, characters, background and music.

First, you must pick your battle type.

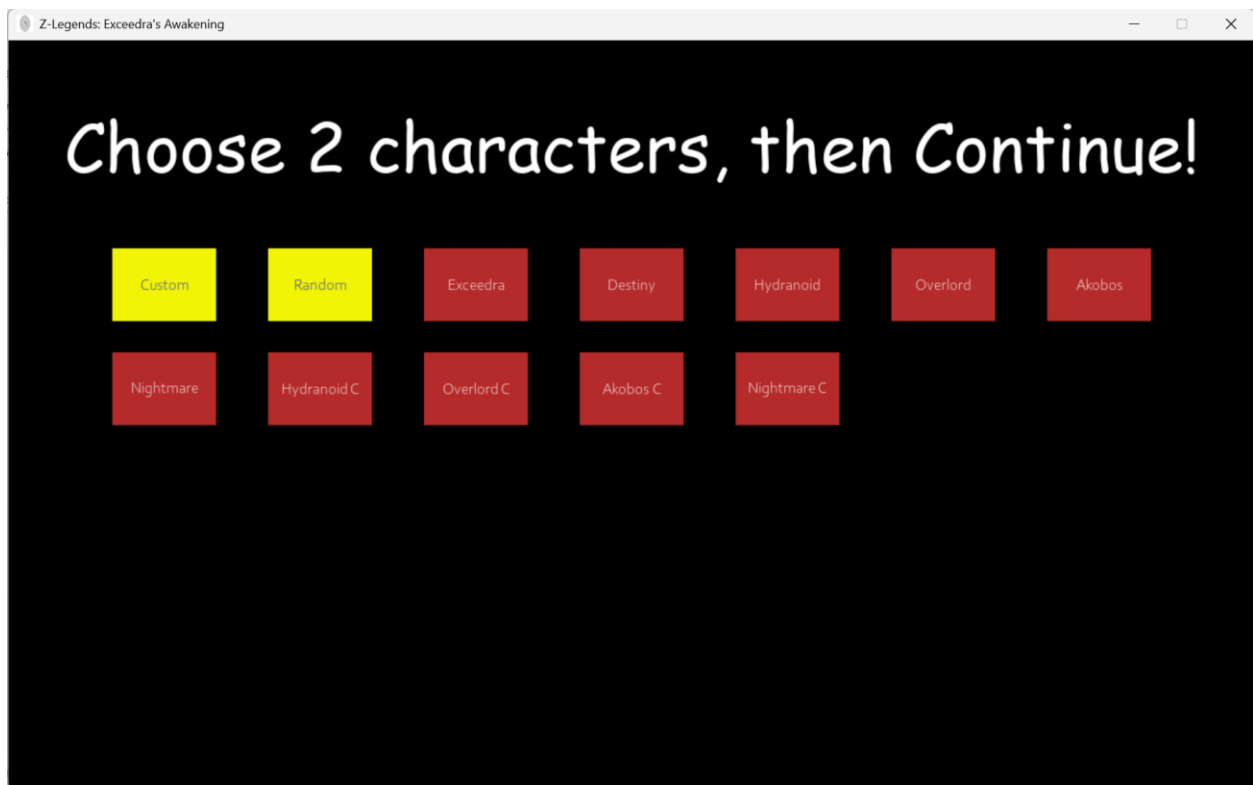


*The screen to pick your battle type. Once you select one, you must press the Continue! button to move on.*



Once you have selected your battle type, you must pick your fighters on screen. If you are unsatisfied with your picks, press Backspace to repick; if you accidentally entered this screen and/or want to try something else, press 1 to return to the main menu (same goes for any of the screen while picking your options for your custom battle!). This is the right time to mention that V1.3 has added Custom and Random characters to the lot! As for the C characters, they stand for canon, which means they have their lore-accurate amount of energy; the non C versions have too much energy to make sure they do not run out of it and sometimes to make them harder to beat. In full honesty, to make some opponents beatable in the story, the C versions are used rather than the normal energy-overloaded versions (who are meant to be slightly harder to much harder).

Random character is... a random character from the red options available. Custom character though, is a process... You will get prompts on the console to enter the name, stats, moves and sprite of the character you want to create.



*The screen to pick your characters in 1 vs 1*

```
Enter your character's name: Pikachu
Enter a number between 50 and 200 for health: 100
Enter a number between 30 and 150 for energy: 100
Enter a number between 15 and 35 for attack potential: 20
Enter the name of your desired Attack move: Dark Lightning
Enter the name of your desired Guard move: Flame Armor
Enter the name of your desired Recover move: Power of Love
Enter the name of your character's sprite: Junia_pic
```

*Example of custom character setup*

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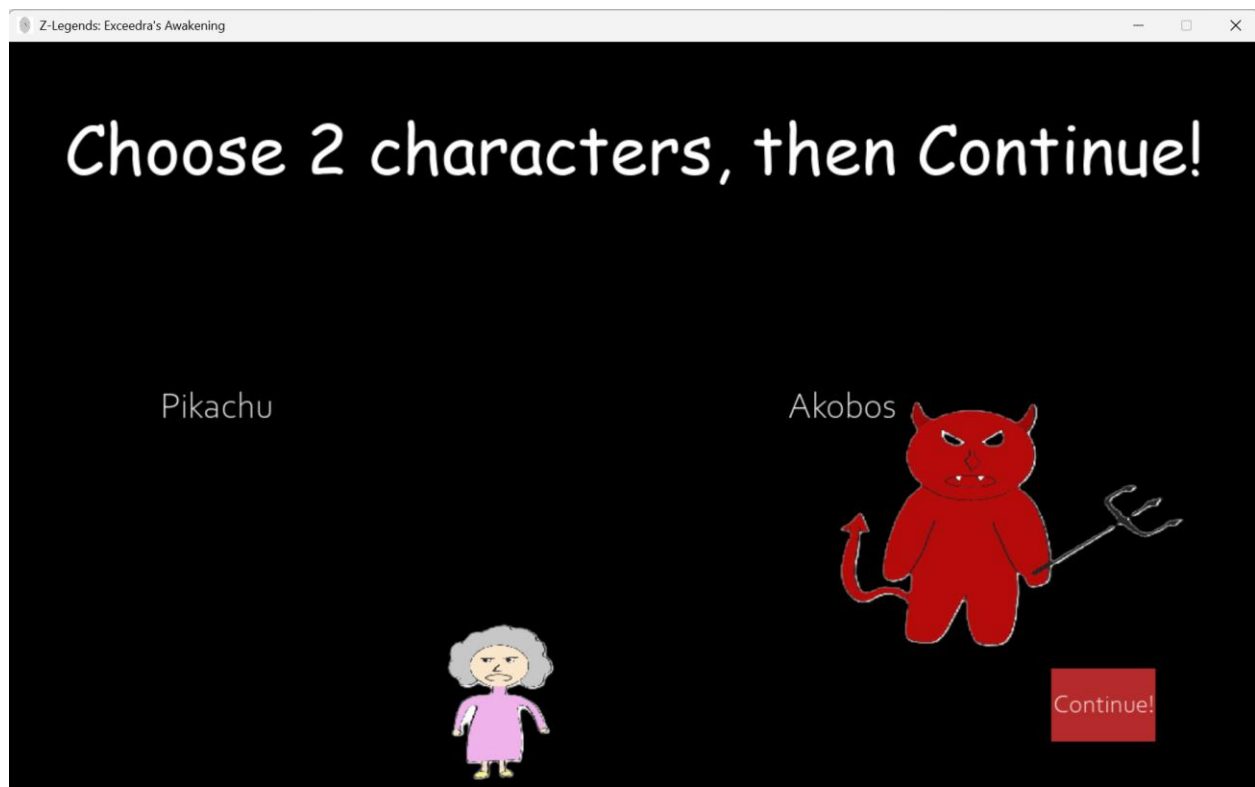
## Custom Character Creation Guide

If at any point during the creation process, you mess up, just enter mumbo jumbo for the rest of the lines, and the whole process will restart on its own (you have to try again until you create a valid character).

1. Name: Enter any name you want
2. Health, Energy, Attack Potential: Enter a number in the range (inclusive)
3. Attack Moves: *Type the name of the move, not the variable name! List of names+description is below*
  - a. Dragon Fist of Fury: Exceedra's main attack. He focuses all of his power into his right fist, the visible energy surrounding his fist taking the form of a dragon head, then punches his opponent. Think of it has Gon Freeccs' Jajanken in Hunter X Hunter, but the ball of light is instead the head of a dragon, and the energy charges up instantly, so Exceedra can use this punch repeatedly.
  - b. Sword Slash: Hydranoid's main attack. He slashes his sword. For those of you worried his sword is easily breakable... it's made of a very durable alien alloy – can handle itself against anything.
  - c. Trident of Demise: Akobos' main attack. He attacks with his demon trident.
  - d. Mental Plague: Nightmare's main attack. He plunges his opponent in a nightmare; the overloaded of stress, fear and confusion severely traumatizes the opponent, causing mental (which translates to physical) damage.
  - e. Time Pulse: Destiny's main attack. She charges up temporal energy and rapidly unleashes it in a pulse.
  - f. Dark En: The Overlord's main attack. Imagine En (from Hunter X Hunter), but instead of Nen it's pure darkness. Dark En is an En made of darkness, which the Overlord is able to manipulate to his will (e.g. like the Fourth Kazekage's Iron Sand in Naruto). If he is close enough to his opponent, they are within in his En range, and so he activates his En, unleashing the darkness, which he can manipulate into weapons (mainly spikes) to damage his opponent. Canonically very hard to dodge and very powerful, but in this game, it's blockable.
  - g. Dark Missile: Overlord Soul's main attack. He turns pure darkness (which he can manipulate) into missiles, which he launches at his opponent.
  - h. Dark Lightning: One of Dark Exceedra's attacks. He uses black lightning (blue lightning turned black due to his anger) to attack his opponent.

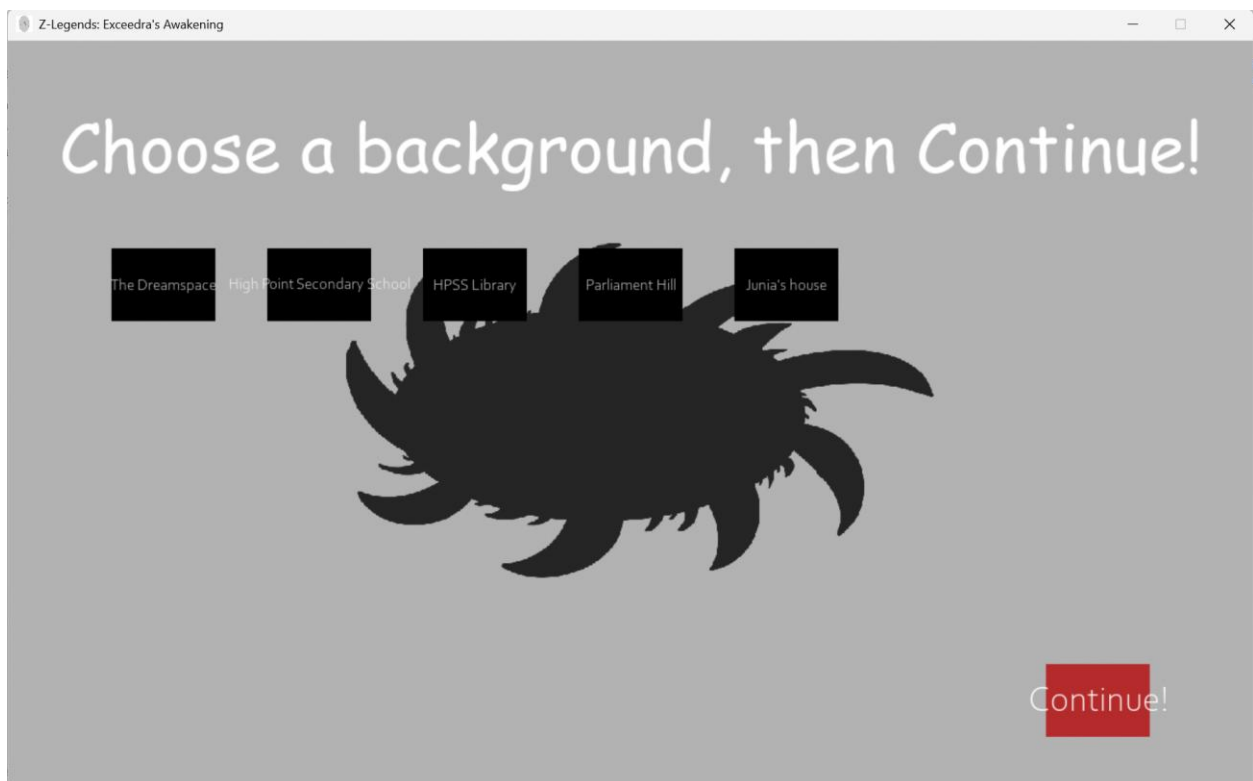
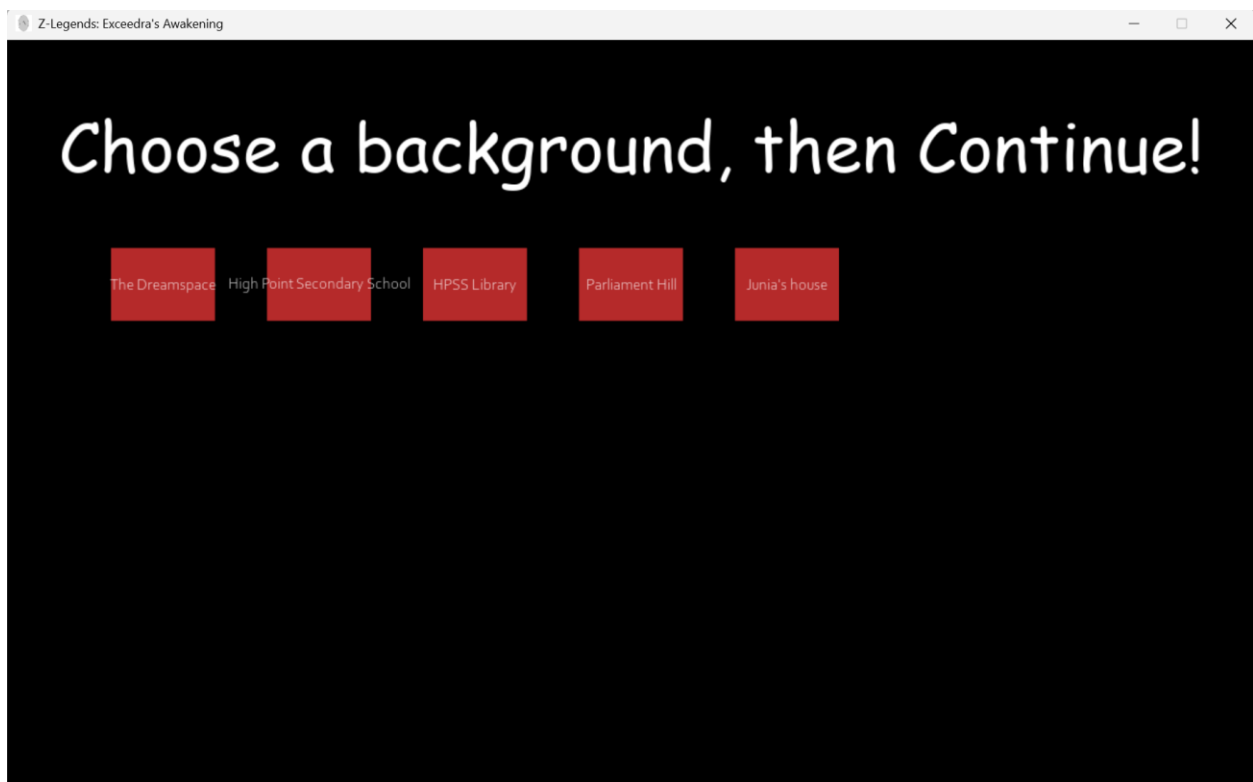
- i. Dark Blast: One of Dark Exceedra's attacks, and Oroborus Termina's main attack. Think of it as Shadow the Hedgehog's Chaos Blast, but with pure darkness instead of chaos energy.
  - j. Surprise Attack: Kyra's main attack. Having telekinetic and psychic abilities, she quickly teleports around her opponent, easily being able to surprise attack them.
  - k. Lightsaber Attack: The Hunter's main attack. He has a lightsaber, and he uses it well... Almost like a certain Jedi, just more aggressive...
  - l. Galaxy Barrage: Exceedra's second attack. He quickly (and I mean very quickly, like in the span of a second) barrages his opponent with hits.
  - m. Jab-Cross: The basic 2 punch combo.
  - n. Distorsion Break: The Guardian AI's first attack. It corrupts the dream world environment to attack all those within it.
  - o. Cyber Barrage: The AI's second attack. It unleashes a bunch of laser beams on the opponent.
  - p. Blaze Blitz: The Fire Monster's main attack. A Pokémon's Flare Blitz attack, just bigger and stronger and faster – and no recoil!
  - q. Subzero Spear: The Ice Monster's main attack. From its frosty breath, it makes a long ice spear which it uses to attack its enemy.
4. Guard Moves: *Type the name of the move, not the variable name! List of names+description is below*
- a. Tail Block: Exceedra can sprout 4 tails, which he uses to block his opponent.
  - b. Block: The classic block (arms raised to protect your chest or face).
  - c. Dream Trapped: Nightmare traps his opponent in a nightmare so they can't attack.
  - d. Time Stop: Destiny stops time, preventing/stopping her opponent's attack.
  - e. Black Shield: A shield made of pure darkness.
  - f. Spiky Shield: Darkness spikes sprout out of Overlord Soul's body, preventing anything from damaging him.
  - g. Teleport: Kyra teleports before someone can hit her.
  - h. Energy Shield: The Hunter carries an energy shield with him, which is good for stopping any attack.
  - i. Focus Block: Exceedra focuses, and being able to sense his opponent's attack, easily dodges it
  - j. Firewall: The AI summons a physical firewall to block incoming attacks
  - k. Flame Armor: The Fire Monster covers itself in another layer of flames to stop incoming attacks
  - l. Ice Amor: The Ice Monster covers itself in another layer of ice to stop incoming attacks.
5. Recover Moves: *Type the name of the move, not the variable name! List of names+description is below*
- a. Dragon Spirit: Exceedra focuses to regain his energy, digging deep within himself to find the courage and strength to continue the fight
  - b. Heal: The classic regeneration
  - c. Demon Blood: Akobos cools down for a second, and as demon blood is very rich in platelets, cells and nutrients, he's able to heal his wounds pretty quickly
  - d. Dream Eater: Like the Pokémon move, when an opponent is in a nightmare, Nightmare sucks on their despair to fuel himself
  - e. Centered: Destiny takes a moment to focus before launching herself in the fight

- f. Shadow Bath: The Overlord and his other forms activate their Dark En and absorb its darkness to recover
  - g. Spirit of Vengeance: Dark Exceedra is in a bad mood... and that's what fuels him.
  - h. Psychopower: Kyra's psychic powers heal her.
  - i. Hunter's Way: The Hunter is very dedicated to his missions. He remembers his objective and musters up his bounty hunter spirit to finish the fight!
  - j. Power of Love: Abby is motivated by her love for her friends to keep fighting
  - k. Self Repair: Being an all powerful AI, it easily repairs itself
  - l. Beast Mode: The Monsters go beserk for a little while, recovering their health and energy
6. Sprites: *Type the variable name of the picture!!!!!!!!!!!!!! Keep in mind that by V1.3, not all pictures are available. The variable names are:*
- a. Exceedra1\_pic, Exceedra4\_pic, Hydranoid\_pic, Overlord\_pic, Destiny\_pic, Akobos\_pic, Grace\_pic, Ken\_pic, Finlay\_pic, Junia\_pic, Nightmare\_pic
- 



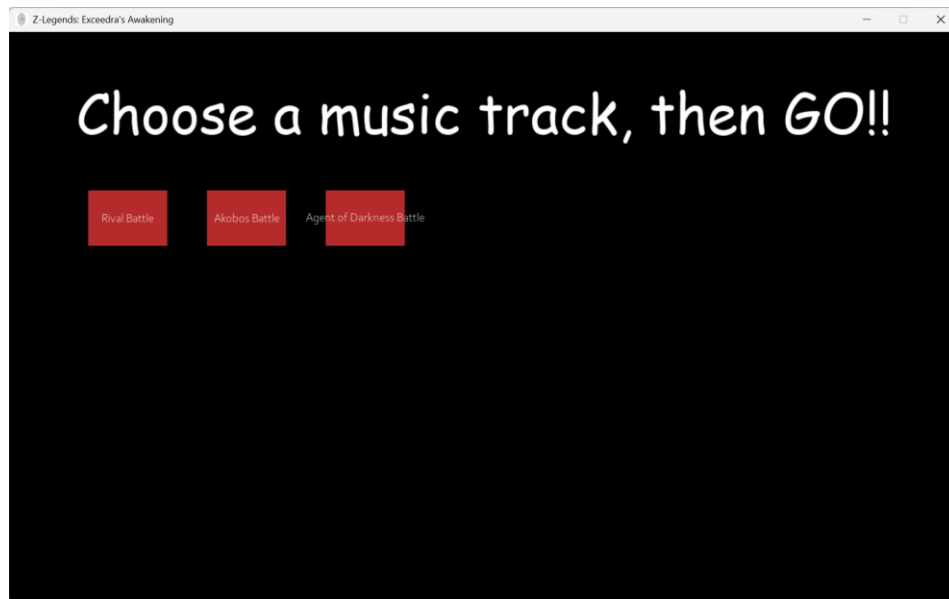
*Once both of your characters are selected, they will appear on the page along with the Continue! button. This is how you check that your custom character looks right.*

Once you've picked your characters, press the Continue! button to move on to choosing your background.

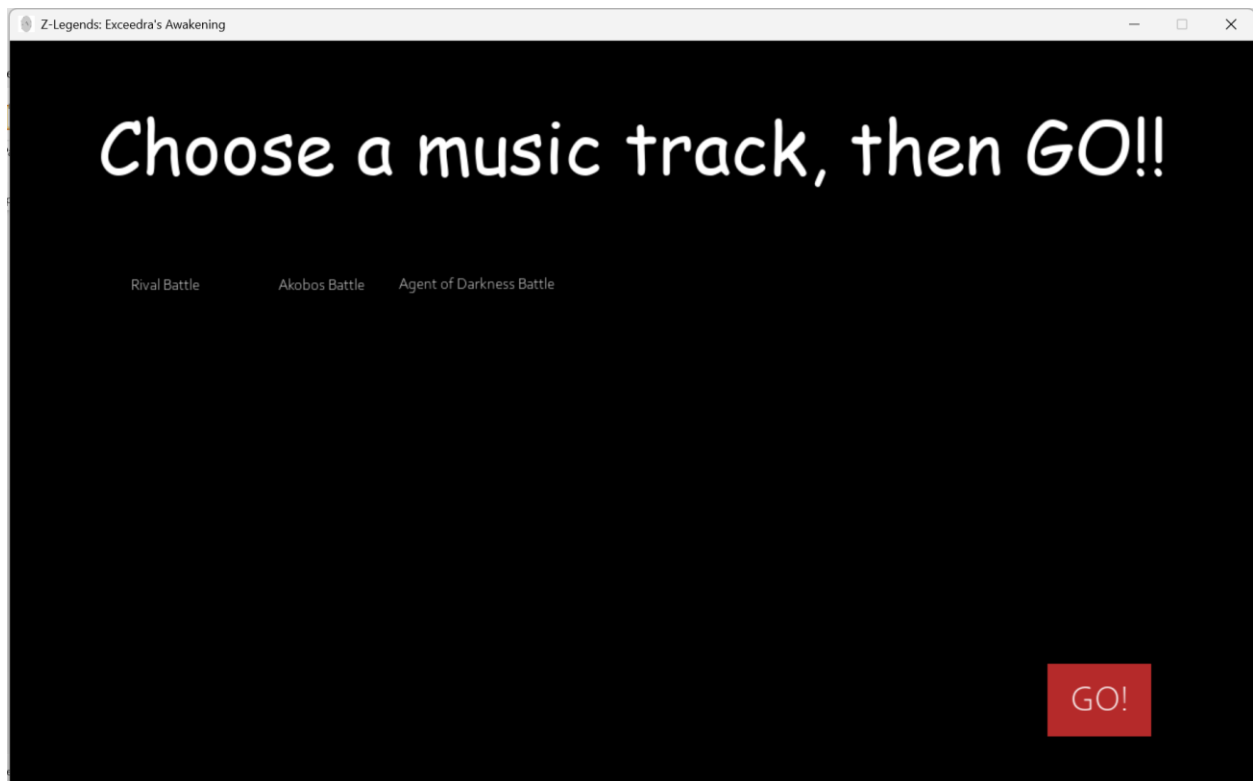


*Click on a button to select your background. Your choice will replace the black background, and you can continue with the Continue! button.*

Once you have your background, in the same way as usual, press the button to select your music, then GO! to start the battle.



*Music select screen. Only battle music is available.*



*Time to press GO! so you can start your custom battle!*

Simply have fun with your favourite characters and test out a bunch of different oppositions! The process is the same for 2 vs 1 and 3 vs 1, with the minor difference in 3 vs 1 that you must select 2 backgrounds, and once both are selected, they appear side-by-side (each one takes up half of the screen).

GOOD LUCK AND HAVE FUN!!!