

1. Description

The game takes place in a field where the protagonist “Dango” is left alone in a world with apparently the size of your screen. This apocalyptic world has fallen to chaos due to clones of the great *Exodia* and *Blue-eyes white dragon*. Dango in his pink fluffy rage is able to convert part of his energy into apparently an unlimited amount of shuriken. Will this pink dumpling be able to save the world of the malevolent *Exodia* and *Blue-eyes white dragon*?

Copyright © 2017 Lorenzo B. Bulosan

All Rights Reserved

2. System Requirements

Compulsory Software: Python 3.4 and Pygame for python 3.4

	Minimum	Recommended
CPU Speed	1.5 Ghz	2.7 Ghz
RAM	2 GB	4 GB
Storage	6 MB	6MB
Graphics	Intel GMA 4500	Intel HD Graphics 3000
Screen Resolution	1900 x 900	1920 x 1080


3.1 Launching Game

To start the game, you must locate “Main.py” on the folder and right click on it

Choose “Edit with IDLE” or your IDE

Press (F5) and a game menu should appear (might be behind an opened window).

Should the game not start locate the “Run” option and then run the module.



```
File Edit Format Run Options Windows Help
import pygame, sys , random ,MENU
import classes, display_text
from respawn import process
from time import sleep
```

3.2 Dying in the game

The game window closes when the protagonist ‘Dango’ dies.

You will be redirected to the main menu but the enemies will be moving and continue spawning.

You can select to play again from the menu but there’s a possibility it will close instantly as a monster will hit you.

To avoid this, you can close the window and Launch the game again (see section 3.1)

4. About the Author

Lorenzo Bulosan Bulosan founded his company **BULOSAN** LTD at the end of his sophomore year where he was based in London at the time as a student and game hobbyist at home. He has developed **DANGO ON THE RUN** as his first game.

Disclaimer

All images are from Google and rights belongs to their respective authors.

Content is for “making girlfriend happy” purposes

Game program can be modified but there is no ‘Restore to default buttons’ not because author is not able to do it but to encourage the originality of the code.