**Story for the Tofu Chan game  
Summary**

The story starts with Tofu deciding to go on a vacation. You get to throw a dart on a map, but in some comical way it always lands on the planet Pumpernickel.

Tofu travels to Pumpernickel and finds out that **[Evil President]** has taken over parts of the planet. The only part that hasn’t been taken over is the part where **[töbs]** roam free, because they are too powerful. The **[töbs]** don’t do anything about the **[Evil President]** because they are too busy sleeping and eating bread.

Unlike the picture of the planet Pumpernickel in the video, the planet isn’t completely brown, but is composed of different regions. The (brown) bread region is where the **[töbs]** live, and the rest is inhabited by (mainly) other creatures.

**Contents:**

1. Summary
2. Full story
3. Characters  
    -Main characters  
    -Other characters
4. Game Mechanics  
    -Encounters  
    -Mini-games
5. Regions of Pumpernickel

Full Story

**Characters**

|  |  |
| --- | --- |
| **Tofu Chan Main character and protagonist of the game****.** Gender: Male Species: Töb | **Tobcuter**    **Tofu Chan’s helper and narrator of the story.**  Species: Apple Macintosh |
| **Evil President**    **Antagonist of the game. Evil Dictator who rules over most of Pumpernickel and seized power in Tofu’s absence.**  Gender: Male Species: Töb |  |

**Game Mechanics**

**Encounters**

The main mechanic of the game is the encounters. When Tofu encounters an enemy, he will need to motivate them to join his side. There will be a motivation counter that indicates how convinced an enemy is.

|  |  |
| --- | --- |
| 0-99% | Demotivation from enemy is reduced by the percentage of the motivation bar. |
| 100-124% | The enemy is motivated to let you pass, and the encounter is won. |
| >= 125% | The enemy is motivated to join your team, and the encounter is won. |

Your moves in the game can increase (or decrease) motivation, and your goal is to increase the counter to above 100% to win. Getting the counter to 125% can be achieved by using a move that increases their motivation 25 above 100%, or by gaining an extra turn to do extra moves.

**Regions of Pumpernickel**

**Unnamed bread region** (Töbistan? Töbeville?)  
Inhabitants: Töbs  
Environment: The ground is a brown color, and all vegetation is wheat.

Other unnamed regions