

CHAMBARA

I.

Overview:

Hide, seek, and *strike*! Chambara is a stylish, local multiplayer stealth-game with an art style that lets you hide in plain sight.

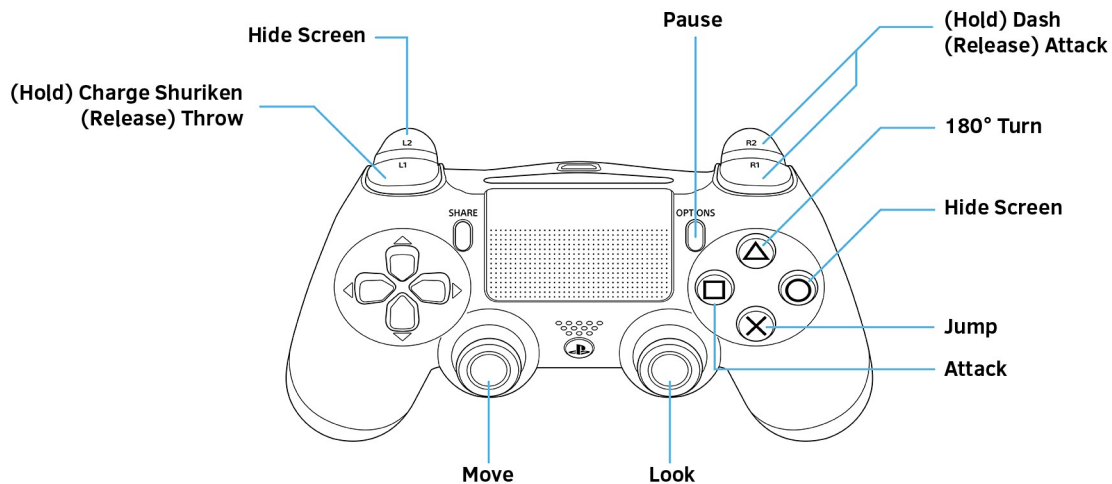
A. Core Gameplay and Objectives:

Chambara features two and four-player competitive matches. In 1v1 matches, the objective is to deplete the opponent's hearts before they deplete yours. 2v2 matches are team-based, and the objective is to be the first team to reach ten KOs.

b. Tutorial:

In tutorial mode, players are gradually introduced to the controls via on-screen prompts; perform the actions indicated by the prompts to progress. Once the player has learned all controls, scarecrows spawn in the stage's hiding spots. Destroy the scarecrows by attacking them to complete the tutorial.

II. Controls:



III. Menu Flow:

a. Title Screen:

This is the screen you will see when you first start up the game. There are five options. Select one to proceed.

1. **Arcade**: Customize a playlist of up to ten matches. Prepare game settings.
2. **Instant**: Instantly start a two- or four-player match, depending on the number of controllers connected.

3. **Settings:** Adjust the in-game settings.
4. **Tutorial:** Select a stage to play the tutorial mode.
5. **Credits:** View the game's credits.

b. Stage Select:

Access the stage select screen by selecting Arcade or Tutorial from the Main Menu. You can choose the stage(s) and stage colors you wish to play. For Arcade, you can choose up to ten stages to play in a playlist, and advance to the player select screen when ready.

c. Player Select:

All connected players will be shown in the middle in green. Players wishing to participate in the game should move their marker to either the left or right side of the screen to select their respective side. When the requirements for starting a match are met (equal players on both sides*), "Ready" will appear at the bottom of the screen. Pressing the "A" button at this point will open the Modifier Select screen.

*Exception: The tutorial can be played single-player.

d. Modifier Select:

Each player has three cosmetic slots: hat, weapon, and feather burst. Players can select their modifiers by navigating to the row they wish to change and using the left stick to move left or right. When players are satisfied, they should press the "A" button to confirm their selection, and when everyone has confirmed, the match will begin.

V. App-specific error messages:

- **[PLAYER] has disconnected:** This message appears and pauses the current match because the named player has logged out or disconnected their controller. The message will remain unless the named player reconnects to resume the match or a different player presses the "Menu" button to return to the Main Menu.
- **You need 2 or 4 players to play Chambara:** This message appears when a player tries to start an instant match with one or three controllers connected. Players can only start an instant match with two or four controllers connected.

VI. Settings:

- **Include in Random:** Toggle which stages are to be included in the random pool. A checked box indicates that the stage is currently included.
- **Feathers:** Toggle feather bursts on KOs on or off.
- **Master:** Use the slider to adjust volume for music and sound effects overall.
- **Music:** Use the slider to adjust music volume
- **SFX:** Use the slider to adjust sound effects volume

VII. Contact Information:

Game Website: <http://chambaragame.com/>

For questions, comments, concerns, inquiries, or jokes, please contact us at info@chambaragame.com.