



IDYLLESCENT GUIDE BOOK

Teaching You Step by Step How to Master the Game

This is a guide book catered to players for the game *Idyllescent*. Reading takes time, and so does learning the game.

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Thank you for playing the game and studying further about Indonesia!

Enjoy!

TABLE OF CONTENTS

Cover1

Table of Contents2

Main Menu3

Pregame Screen4

Gameplay 5-6

How to Play the Game7

Available Controls8

Contributions8

Elaborate List of Utilized Game Materials9

Islands List10

Closure11


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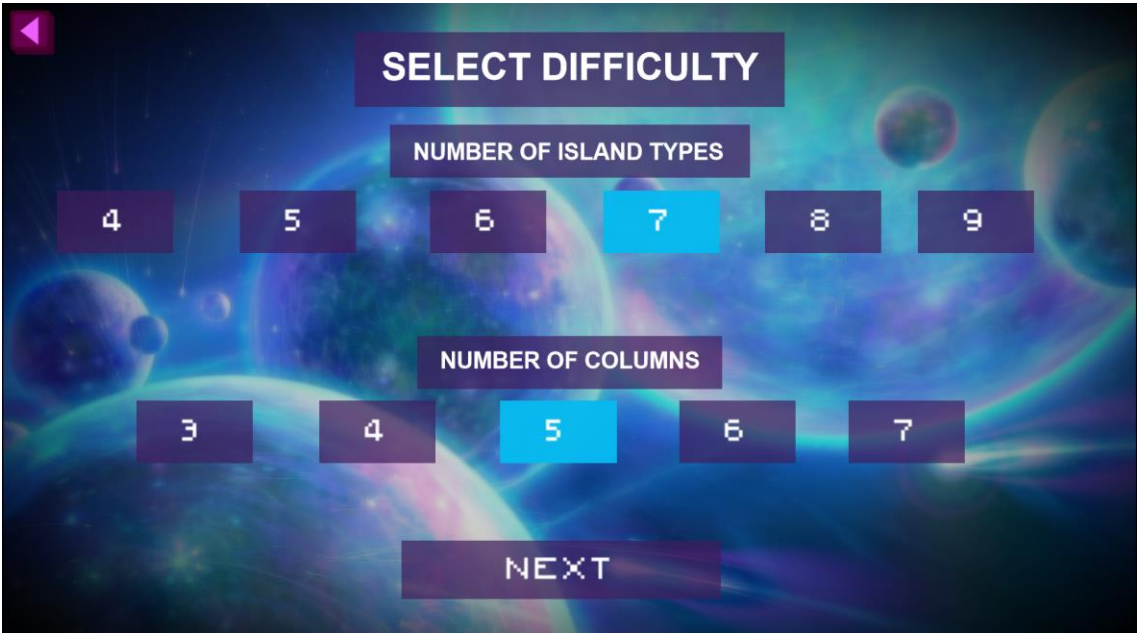
A screenshot of the game’s main menu

When players first start the game, they will be greeted with this screen. A piece of music will be playing in the background to eliminate the unsettling silence.

This is the **main menu screen**, from where they can access all sections of the game. On this screen, they are able to:

- adjust the  **settings**, where the music and sound effects of the game can be turned on or off according to the player’s preference, by clicking the configuration button (blue button next to the cross button on the rightmost top of the screen)
- open the **pregame screen** by clicking the play button
- view the **help section**, which will briefly teach players how to play the game
- unfold the **about section**, which will display the names of the developers involved in this project and how to contact them
- summon the **resources page** consisting of references to where some of the game materials are extracted, including graphical components and audio
- close the game by clicking on the red button on the rightmost top of the screen

PREGAME SCREEN

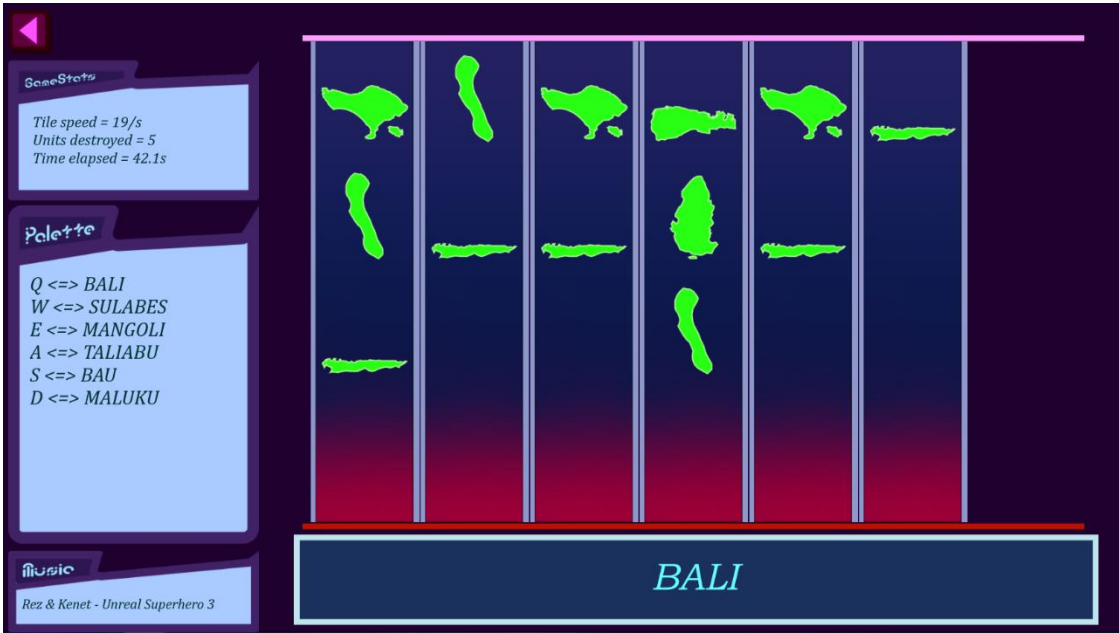


A screenshot of the game’s pregame screen

The moment players click the play button on the **main menu**, they will be redirected to this screen. This is the **pregame screen**, in which they can modify the difficulty of the game to their likings. On this screen, they are able change it either by:

- increasing or decreasing the number of island types present in the next game. The difficulty of the game scales up with this value.
- increasing or decreasing the number of columns present in the following game. The difficulty of the game scales up with this value.
- initiate the game by pressing the “next” button.
- return to the main menu by pressing the back button on the leftmost top of the screen. Adjustments are reset to default value (4 island types and 3 columns) whenever players leave this screen.

GAMEPLAY



A screenshot of the game's main gameplay demonstration

After players have finished deciding their desired difficulty, they can proceed to this screen. This is the **main gameplay screen**, where players' wits are tested by the stimulating challenges they have chosen to face. On this screen, they are encouraged to play the game with absolute focus and extend beyond their current capabilities. Once the game starts, it can be cancelled, but not paused to prevent cheating.

On this screen, there are 10 essential components:

1. **Islands**, or sometimes mentioned as **tiles**, **boxes**, **blocks**, or **units**, are the dropping entities that fall from the pink line to the red line beneath the columns. Each of them has a specific name listed on the palette yet scrambled among other names. For the names of the islands, kindly allude to [page 10](#).
2. **Columns**, or sometimes called as **tunnels**, are the multicolored boxes that connect the pink line with the red line. Islands descend through these columns.
3. **Pink line** is the pink line just above the columns. This is where islands spawn in all the columns at the same time. At first, generated islands are invisible due to the wall but will be progressively exposed as they crawl downward.

4. **Red line** is the red line just under the columns, acting like a *game over* line due to its nature. When an island reaches this line, the game is over, and the game's final results will be shown.
5. **Target bar** is the blue bar under the red line. At the beginning of this screen, this bar will refer to no name on the palette. Players may press keyboard keys according to the palette to induce the name change in the target bar. Only after that are players allowed to proceed to select a column they wish.
6. **Game stats bar** is the one on the left half of the screen displaying the game's current tile speed, the number of units destroyed by the player, and how long the game has elapsed. Some of these values will be redisplayed later on the game's final results box when the player loses.
7. **Palette** is the big bar just between the game stats bar and the music bar. This bar is the most important asset of the game. When a game starts, a number of islands will be randomly chosen, scrambled, and put to the palette alongside their corresponding keys. Only islands with their names listed on the palette will drop from the pink line. Selecting a name on the palette will alter the text in the target bar depending on the selected name.
8. **Music bar**, looming on the leftmost bottom of the screen, is one of the least important aspects of the game. It only displays the name of the song being played at the game's current state.
9. **Back button** is the button on the leftmost top of the screen that allows players to quit the game and immediately return to main menu at will. It is wise to remember that clicking this button does not pause the game.
10. **Final results box** will only be shown after the game is over, informing the players how well they have performed in that very instance of the game. There will be a score displayed in the end, calculated by mixing *the number of units destroyed; the number of columns; the number of types*; and, while not indicative of the score, *the time they spent* in that game. The higher these values are, the better their performance is.

HOW TO PLAY THE GAME

Throughout the game, islands will descend vertically from top of the columns and fall at a specific speed based on the gradually increasing tile speed (displayed on the **game stats bar**). Players should prevent them from touching the red line just underneath the columns by destroying them in advance. To destroy an island, press the key corresponding to the name of the island as shown on the **palette**, which will change the current selected name in the target bar, then select the column the island is in with the cursor. Note that, it is to your advantage that the preset pairs bond keys only on the left side of the QWERTY keyboard. However, be careful and practice extreme caution as linking an island with an incorrect name entails fatal consequences and merits an abrupt game over.

The game is over if any of the following criteria is satisfied:

1. The players link an island with an incorrect name.
2. Any of the islands touches the red line.

In terms of scoring, here is how it works:

SCORE = (number of columns + number of island types) * islands destroyed

With this formula, although players are incentivized to challenge themselves with games of higher difficulty having more columns and island types, players cruising in an easier game still have a fair chance of getting a reasonable score. Nonetheless, despite the fair system, it is even more difficult for players to achieve a score as high as that of a harder game. Therefore, players are encouraged to practice more, so they can take on harder challenges.

Demonstration Video: <https://youtu.be/VNCbVW8gZcU>

AVAILABLE CONTROLS

Only two modes of input available for this game, and both are essential to fluid operation of the game:

1. **Mouse**, to click on buttons on various screens, select columns on the gameplay screen, and move the slider on the settings screen.
2. **Keyboard**, in order to select the desired name from the palette on the gameplay screen and induce a change in the target bar. While on the gameplay screen, pressing “Esc” will have the same effect as tapping the back button. Pressing “Esc” can also close the confirmation alert.

CONTRIBUTIONS

We would like to thank everybody who has participated in the development of the game. Below is a short list crediting everybody with their valuable contribution:

Matthew Lie – the leader of the developers, worked on almost all of the game audio and visual designs (buttons, resources image, bars, islands, sliders, and many more); coded the gameplay; refined the settings section; and outsourced for non-copyrighted / free-for-use materials. He was also in charge of scrutinizing the game for bugs, putting the finishing touches on this project, and producing and editing the game demonstration video. It may not be obvious, but he sparked the idea for this game’s gameplay and name, *Idyllescent*.

George Owen – a member of the developer team and the second largest contributor to the project. He did all the pages and functions on the main menu and pregame screen, created a simple help section for the game, and did the layout linking. He also tested the game to search for hidden bugs and suggested a slew of innovative ideas during the development. One of the most notable contributions would be his excellent game recording for the demonstration video. In addition, he helped us browse the web for usable content too.

Aqsha – last but not least, the third member of the developer team. He made the visual designs for the about page, which thanks all of the contributors and the players for supporting the game. Such a heartwarming deed.

ELABORATE LIST OF UTILIZED GAME MATERIALS

Thanks to our project leader, we were able to report where the game development materials are retrieved in detail:

1. All visual objects in the game are *self-made*, **except** the font on most scenes and the background on the main menu and closely-related pages, including about, resources, pregame screen, help, and settings.

- a. Albeit self-made, the island sprites share an identical look to that in Google Maps, our only credible reference for the islands design.
- b. The font, Zoetrope BRK, is produced by Brian Kent. Albeit downloadable from *Aenigma Fonts and Games*, it is retrieved from *1001 Fonts*, a public website that collects various copyrighted and non-copyrighted fonts.

Link: <https://www.1001fonts.com/zoetrope-brk-font.html>

- c. The stunning background is retrieved from Wallhere, a website rife with wallpapers.

Link: <https://wallhere.com/en/wallpaper/1740483>

2. The sound effects and music do not solely belong to the developer team.

- a. The theme music Unreal Superhero 3, produced by the duo Rez & Kenet, is retrieved from the following link.

Link: <http://www.pouet.net/prod.php?which=3604>

- b. The sound effect “Ding” that plays when a player successfully destroys an island block is retrieved from the following link.

Link: https://www.youtube.com/channel/UCYBvIVIFY56_fY8dLdEF3-w

- c. The sound effect “Wrong” that plays when an island reaches the red line or when the player links an island with an incorrect name is retrieved from the following link:

Link: <https://www.youtube.com/user/gamingsoundfx/videos>

ISLANDS LIST

In case you are here to seek a complete list of the islands and their respective names, you have come to the right place. Updated as of June 13th, 2020.



BALI



BAU



LOMBOK



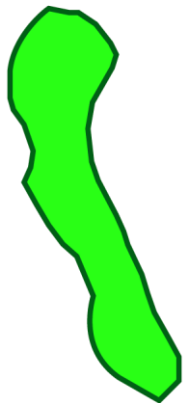
MALUKU



MANGOLI



PADAR



SULABES



SULAWESI



TALIABU



Thank you for reading!

This is the end of the guide, but will it
be the end of your voyage?

Thank You!