

# REINDEER STORY



Thank you for downloading **Reindeer Story**'s Prototype. This document is the manual for Reindeer Story. It covers most of the basic mechanics, and will be updated alongside development.

Please use it as a reference to understand mechanics. More relevant story information will be added as the full game is developed.

## CURRENT DEVELOPMENT

At the date of writing the currently available version of Reindeer Story is the prototype. This game was developed in **Gamemaker Studio 2**.

**Reindeer Story Prototype** is a 1-hour stand-alone adventure featuring top-down platforming, turn based combat with a real action element of the Battle Zone, Timed Hits and Z-Skills.

**Reindeer Story** will be a more expansive Adventure with a prologue and 6 chapters of gameplay. Keep up to date on social media for information of when it will release!

Reindeer Story is planned to be a 2D Adventure RPG! Run, Jump and Battle through a prologue and **6 chapters** of this Wintery Epic! Fight foes in turn-based battles with a real-time element, dodge enemies' attacks in the Battle Zone and retaliate with Z-Skills!

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# CHARACTERS

## LUX



**"Don't underestimate me! Let's Attack!"**

Lux is a Deer with an urge to prove himself a hero!

With a magical nose which colour reflects his mood he's an open book! His tendency to exaggerate and oversell his accomplishments lead to few taking him seriously. His greatest treasure is the medal he wears on his collar, gifted by Santa.

## ROBIN



**"You just have to apply yourself. The other elves always ask me to help."**

Robin is a meticulous bird-like Cuckoo Elf who works in Santa's Workshop. Lux's best friend she's smart and sharp. She's always focused on goals and always takes on others burdens, but often putting the world on her shoulders! She can tend to be dismissive of other's ideas.

## WENDIGO



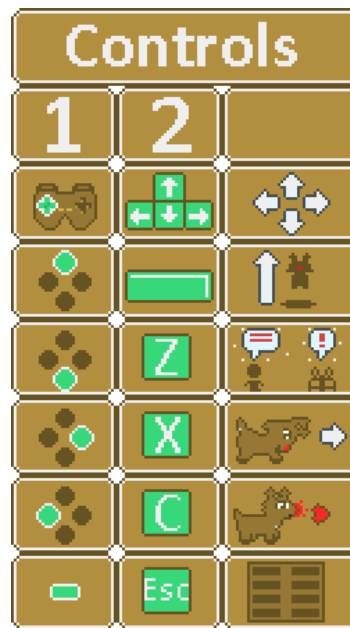
**"Hey! My pursuit of power is benevolent, Antlers!"**

The son of the Abominable Snowman. He lives on Mount Faire Steppe where he trains himself in martial arts. He delights in fighting and proving himself the strongest! His fiery passion to often manifests itself a combative tone.

# CONTROLS

**Reindeer Story** can be controlled with Keyboard or Controller (Microsoft Xbox 360 controller supported at time of writing).

## BASIC CONTROLS



Button	Input	Description
Jump	<i>[Space Bar] / Top Face Button</i>	<i>Makes Lux Jump.</i>
Action	<i>[Z] / The Bottom Face Button</i>	<i>In the field interacts with various objects. In Battles/Menus is a confirm button</i>
Cancel	<i>[X] / Right Face Button</i>	<i>In the overworld hold this and move to a Horn Charge! Run fast! Break objects!</i>
Special	<i>[C]/ Left Face Button</i>	<i>Hold this and release to fire a Nose Beam! This can stun enemies, and other effects.</i>
Pause	<i>[ESC] / Start Button</i>	<i>Press the Pause Button to open the menu</i>

## ADDITIONAL CONTROLS

In addition to the basic controls there are some additional inputs mostly used for secondary purposes.

Button	Input	Description
<b>Left Shoulder</b>	<i>[U] / Left Shoulder</i>	During Scenes fast-forwards dialogue. In Battle Flees. In the Menus cycles between player characters.
<b>Right Shoulder</b>	<i>[O] / Right Shoulder</i>	In the Menus cycles between player characters.
<b>Select (WIP)</b>	N/A	Currently unused but planned to provide additional detail on the Menus in future versions

# EXPLORATION

A major game mode of Reindeer Story is **Exploration**. There are many zones to explore and things to interact with, treasures to collect, people to talk, platforms to jump and puzzles to solve!



## TREASURE

Treasure boxes can be found scattered across the land, containing various items to help the party on their quest!



The look of the presents indicates what is contained inside.

- **Purple Ribbons:** General items such as healing items, battle items, etc.
- **Yellow Ribbons:** Key Items relating to plot progression
- **Pink Box with Blue Ribbon:** Rare equipment such as weapons, armours and ability tokens.

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## COLLECTABLES

In addition to treasure various collectables exist in the environment such as coins

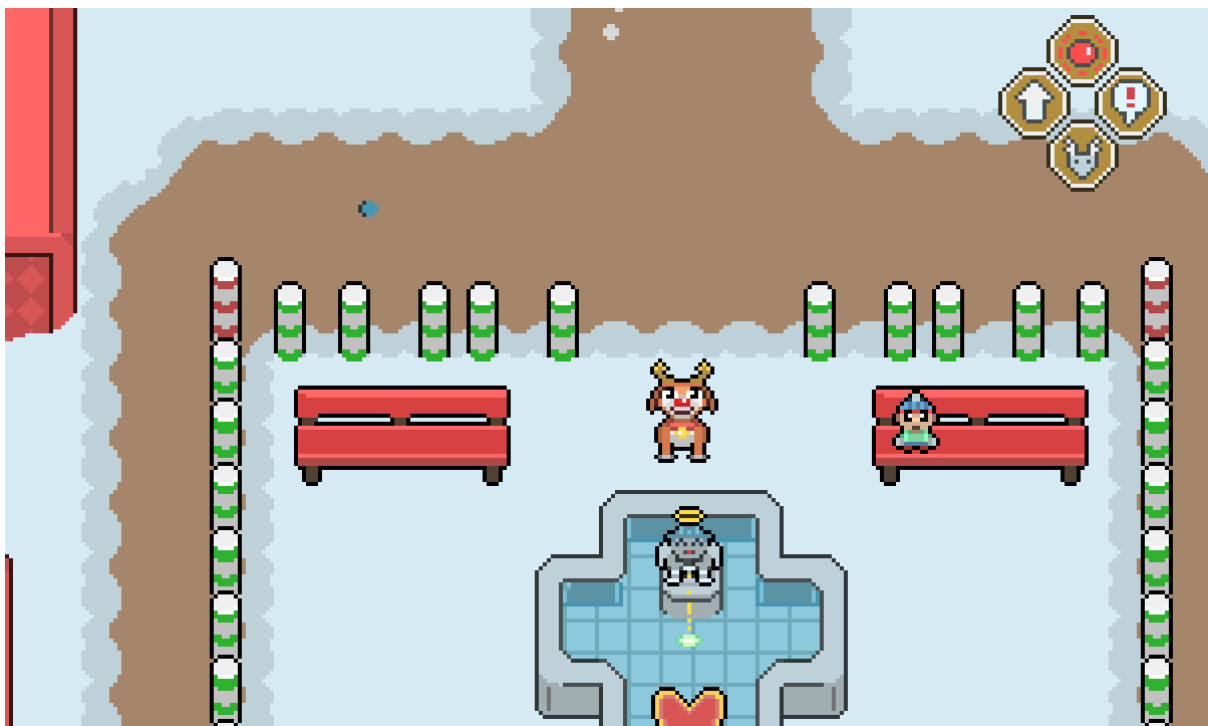
- **Coins:** The game currency, spend in shops to buy equipment and items.
- **Hearts:** These spawn in key locations; they'll fully restore your HP and Energy if collected.

## ANGELS

Scattered across the world are Minor Angels, the Cherubhim and Cherubher, in various states of peril.



Speak to them or solve a puzzle to rescue them. This rewards you with some coins, but will also have other effects in the full game.





## ADVANCED TECHNIQUES

### SPIN JUMP

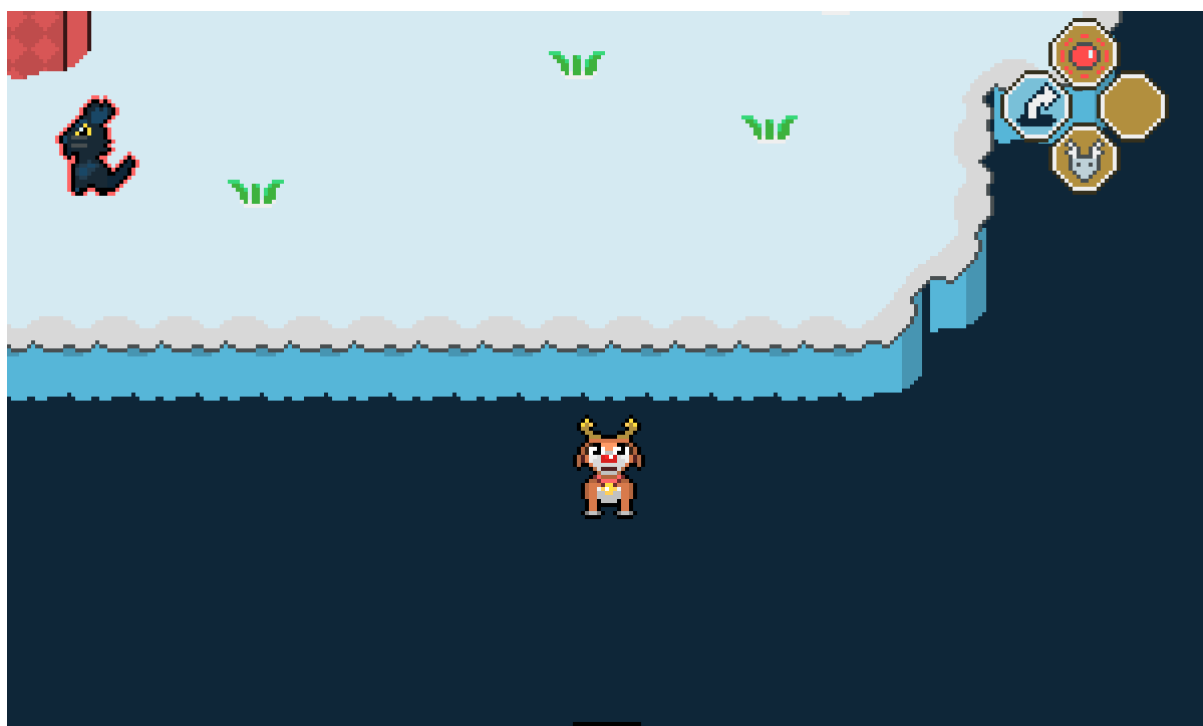
The Spin Jump can be used to jump much further distances than the standard jump.

1. Hold down the **Cancel Button** to crouch.

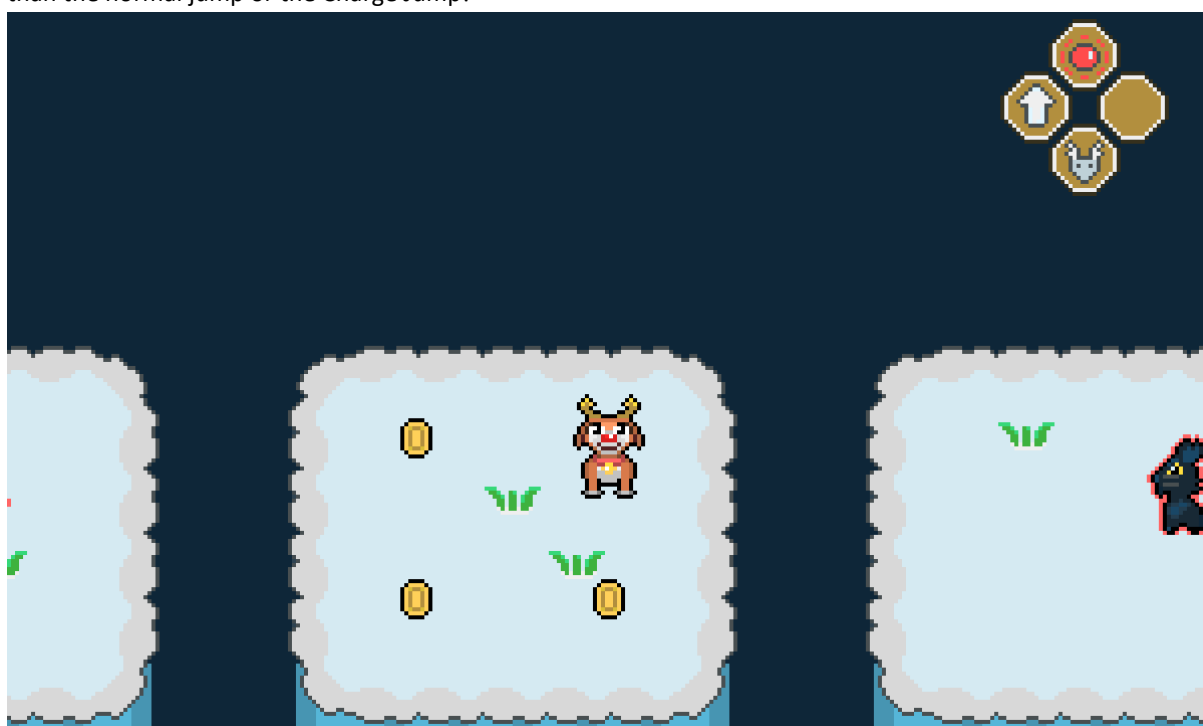


Then move in the opposite direction Lux is facing and immediately **jump** to Spin Jump. You can tell it is working as the icon for Jump will change





Keep holding the direction you want to travel! Lux will spin round as he jumps This can clear greater distances than the normal jump or the Charge Jump!



## STUN & CHARGE

Use the Special button to charge up a Nose Beam!



Release it and if it hits a foe they're stunned!



Finally charge into the stunned foe with the **Horn Charge** to make mincemeat out of them!



You can use this technique to avoid battling certain unwanted foes! However, you will not receive any EXP or Coins and the enemy will respawn the next time you re-enter the same map.

#### CHARGE JUMP

While doing a Horn Charge your speed is higher so the standard Jump will clear greater distances! This is not as far as the Spin Jump.

## SNOWMOBILE

In certain locations you can ride a Snowmobile! This supped up vehicle can move a lot faster than Lux can on his reindeer legs!



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### SNOWMOBILE CONTROLS

The snowmobile controls are quite simple but control quite differently to on foot. The Left and Right Directional buttons will turn the snowmobile. You'll need to steer the Snowmobile!

**Action Button** - N/A

**Jump Button** - Accelerates

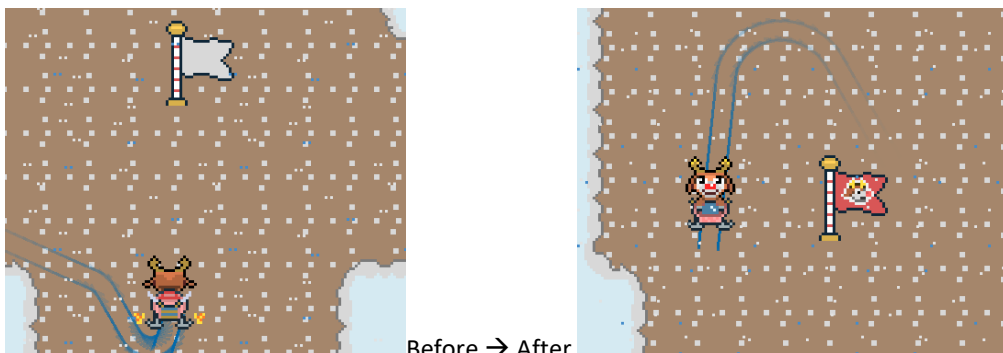
**Special Button** - (When stationary) Exit Snowmobile

**Cancel Button** - Breaks

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### CHECKPOINT FLAGS

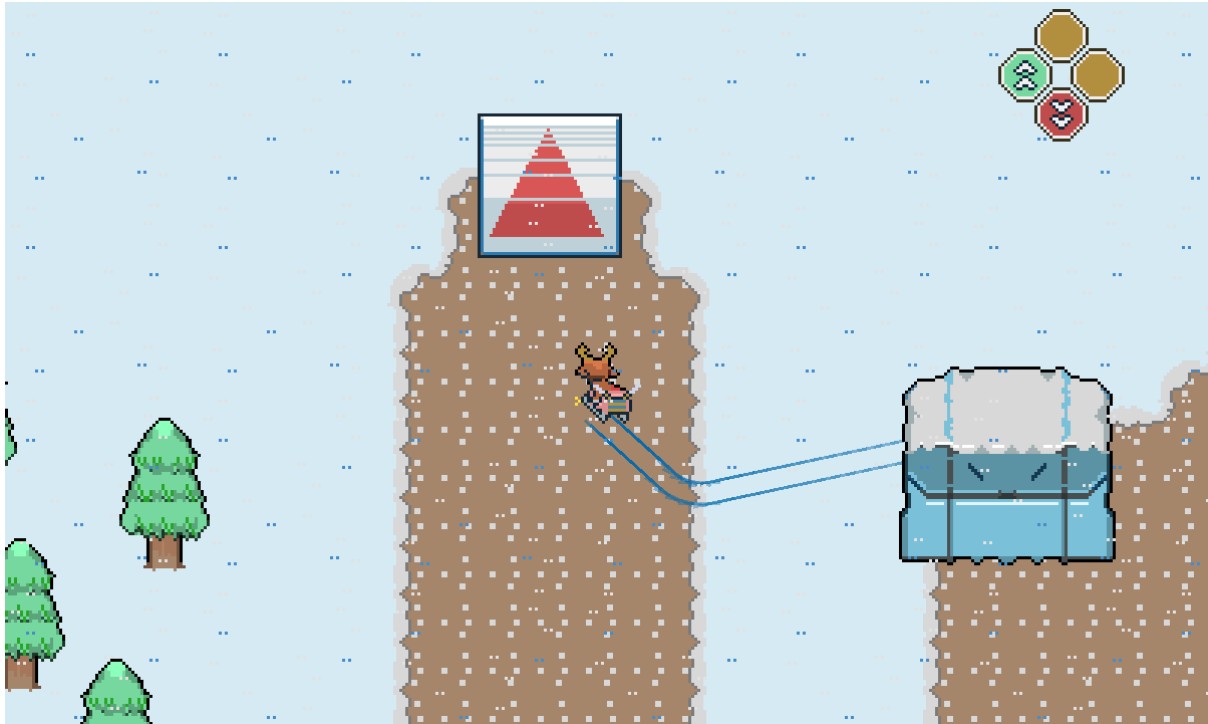
The Snowmobile Areas are quite vast if you run into a checkpoint flag it will save your position if you fall into a hole. You can also use the action button at a checkpoint to respawn the Snowmobile if you lose track of it.



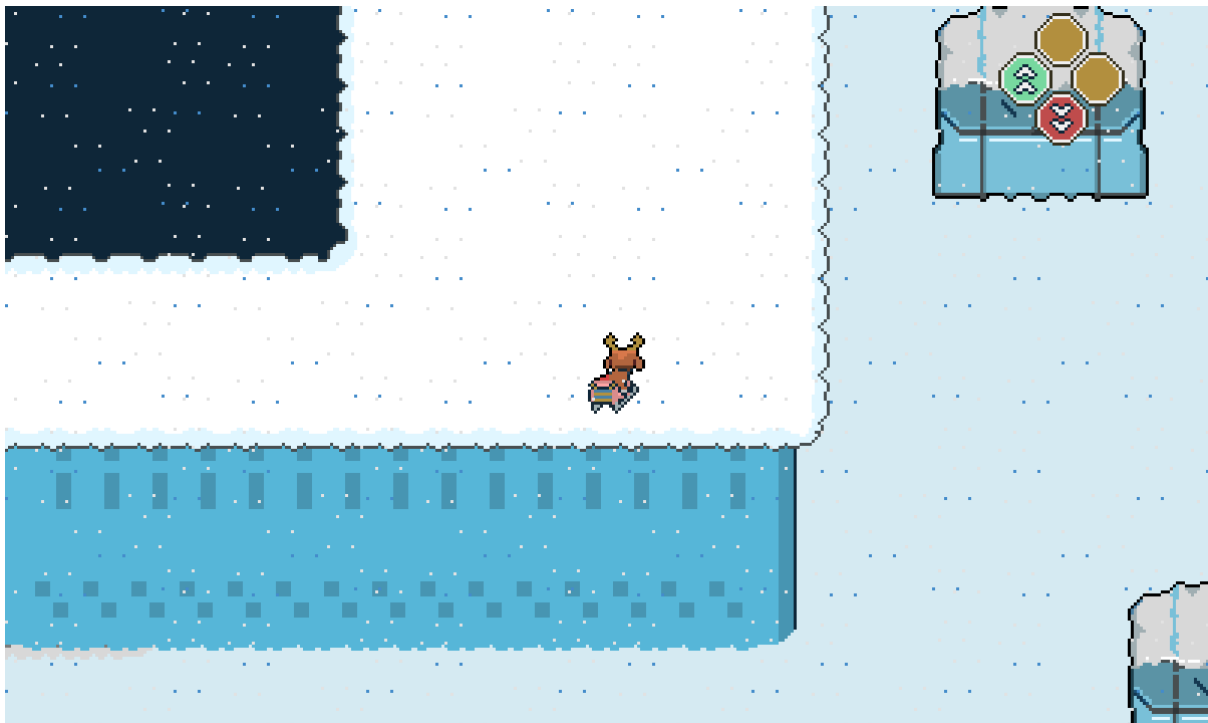
Before → After

## JUMP RAMPS

When riding a snowmobile approach jump ramps at speed for a massive jump!



The Snowmobile on a Jump Ramp can make jumps and reach platforms not possible on foot!

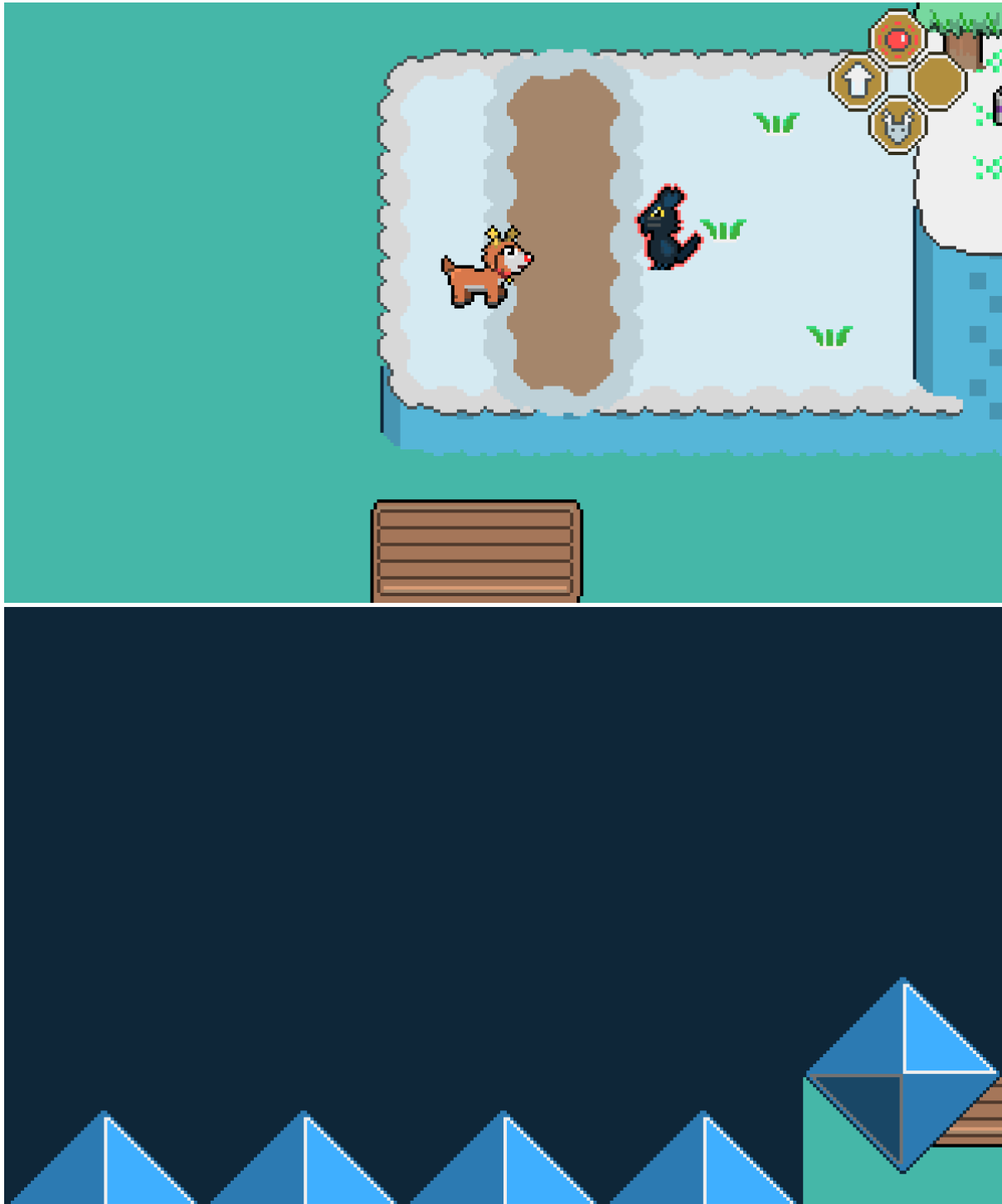


## HAZARDS

As well as platforming there will be times where there will be hazards. Cannons firing cannonballs, spiked floors, spinning blades. Avoid the Hazards or they'll cut through your HP making you weaker in battle!

## ENEMIES

It's not all friends and jumps in the World of Reindeer Story. In the Overworld exist enemies! Enemies can be identified by being cloaked in dark shadowy colour in the map! If you come into contact with an enemy a **battle** will begin!



# BATTLE

The other major game mode of Reindeer Story is **Battle**! In Battle up to three party members and 1 guest character (in the full game) participate in battle against a varying number of foes.



## BATTLE STATS

- **HP:** Health, if a characters HP is above 0, they are active. If a characters HP drops below 0, they are KO'd, heal a character above 0 to revive them.
- **EN:** Energy, used to cast spells and skills during your turn.
- **ZP:** Zone Points, represented by a green bar these are points you can use to activate Zone Attacks during the foes turn.
- **POW:** Power, this stat determines the amount of damage an attack will do.
- **CHA:** Charisma, this stat determines how likely a foe is to target a party member. It can be enhanced/reduced through certain equipment and status effects.
- **DEF:** Defence, some enemies have a defensive stat, this will reduce the damage they take.

Note: Some skills will pierce defence and a successful Timed Hit will deal a little damage to a foe even if their defence is greater than your attack power.



## FLOW OF BATTLE

A standard battle is split into phases for each Turn.

1. Start of Turn
2. Player Phase 1
3. Player Phase 2
4. Player Phase 3
5. Enemy Phase
6. End of Turn

Battle Phase	Description
Start of Turn	<i>At the start of turn various effects resolve such as status effects (e.g. poison damage).</i>
Player Phase 1 - 3	<i>The player has up to three phases depending on how many party members are. During this phase you can either use an item, use a Melee Skill, Special Skill or Run from battle</i>
Enemy Phase	<i>During the enemy phase the enemies choose a target player to bring into the <b>Battle Zone</b> and launch an attack. (See the <b>Battle Zone</b> section for more details.)</i>
End of Turn	<i>At the end of turn the target character is brought back from the Battle Zone to their original position and the battle moves to the start of the next turn.</i>

## Choosing Attacks

Choose an attack type, e.g. special and it will expand into the available attacks for that type:



A box will appear to tell you the attacks name, it's energy cost and attack power. The colour of the backing tells you it's element. Blast is a **Red Element** attack.

## Items

Selecting Item allows you to use **consumable items** from your inventory. These include healing items for your party and attack items which damage foes.



## Timed Hits

During attack windup a **small bubble** will appear next to your character. use the **Action Button** at this moment and...



Cool! This will smash the foe for 50% extra damage!



## Battle Zone

During the **Enemy Phase** when they attack, they'll bring a character into the **Battle Zone**. You'll have a set amount of time to avoid enemy attacks.



Move carefully, getting hit by a foe's attack will inflict damage!



## Z-SKILLS

During the Enemy Phase the selected character's **Z-Gauge**, the green bar next to their portrait will charge up. When this reaches a certain point, it will glow **bright green**.

If you press the **Action Button** you can spend some of the Gauge to cast a **Z-Skill**!



Z-Skills can be offensive or supportive. Robin's default Z-Skill can restore some **Energy** to your party.



## ELEMENTS

Attacks and enemies can have Colour Elements. Red, Blue or Green. Enemies will take extra damage

**Red** > **Green** > **Blue** > **Red**

You can tell an attack's element by the backing of its icon:



Hit a foe weak to that element for **double damage**!



## KO

When a character's HP is reduced to zero or below, they will be knocked out! Use a tasty healing item to bring them back above 0 HP and they'll stand back up!

If all player characters are KO'd it's game over!

## Running Away











during a character's turn hold **Left Shoulder button**. This will charge up a meter. Once full you'll escape. During certain encounters and boss battles you cannot escape.

## SKIPPING A CHARACTER

If you don't want to move with a character for whatever reason, use the **Right Shoulder Button**. It will skip to the next available character.

## STATUS EFFECTS

There are various positive and negative status effects in Reindeer Story. Be aware of the **negative** effects and make use of the **positive** effects to master the game!

Icon	Name	Description
	<b>Smelly</b>	<i>Increases the likelihood of a foe targeting a character.</i>
	<b>Taunt</b>	<i>Greatly Increases the likelihood of a foe targeting a character.</i>
	<b>Regen</b>	<i>Restores a small amount of HP at the start of each turn.</i>
	<b>Poison</b>	<i>Deals a small amount of HP damage at the start of each turn.</i>
	<b>Burn</b>	<i>Deals a moderate amount of HP damage at the start of each turn.</i>
	<b>Vulnerable</b>	<i>Increases the amount of damage taken.</i>
	<b>Power</b>	<i>Increases the power of attacks.</i>
	<b>Weakness</b>	<i>Decreases the power of attacks.</i>
	<b>Speed</b>	<i>Increases movement speed in the battle zone.</i>
	<b>Slow</b>	<i>Decreases movement speed in the battle zone.</i>

Note: certain items such as Cookies will restore **negative** status effects.

## SPIKY FOES

Certain enemies are covered in Spikes, using melee attacks will result in you taking damage instead!

## FLYING FOES

Certain enemies are floating or flying, using a melee attack or a beam attack will result in a Miss!

## ZONE ENEMIES

Certain enemies will appear in the battle zone. They may chase the player or be stationary. These will feature further into the full game

## REWARDS

When you complete a battle you're rewarded with Coins, Exp and Items!

You're also ranked on your performance E, D, C, B, A and the coveted **S-Rank** ! Win a battle in a few turns without taking much damage or dying too much and you'll gain up to **1.5x** EXP and Gold.



If you win a Battle without taking any damage you'll get a **Perfect** for 2x EXP and Gold!



# WORLD MAP

The **World Map** is the way to move between different locations in the world of Reindeer Story. Move Lux between spaces on the world map with the directional buttons and use the Action Button to enter a location.

You can also access the Menu from the World Map if you wish.



# MENU

The Menu can be accessed with the **start button** at most points during exploration or on the World Map. It is not accessible in Battle.

The top-level menu displays information including the current HP and energy of the players, in addition to the number of coins you currently have collected.



Use the directional buttons/keys to navigate the menu and the **Action Button** to Confirm and enter a Sub Menu, the **Cancel Button** can be used to exit menus.

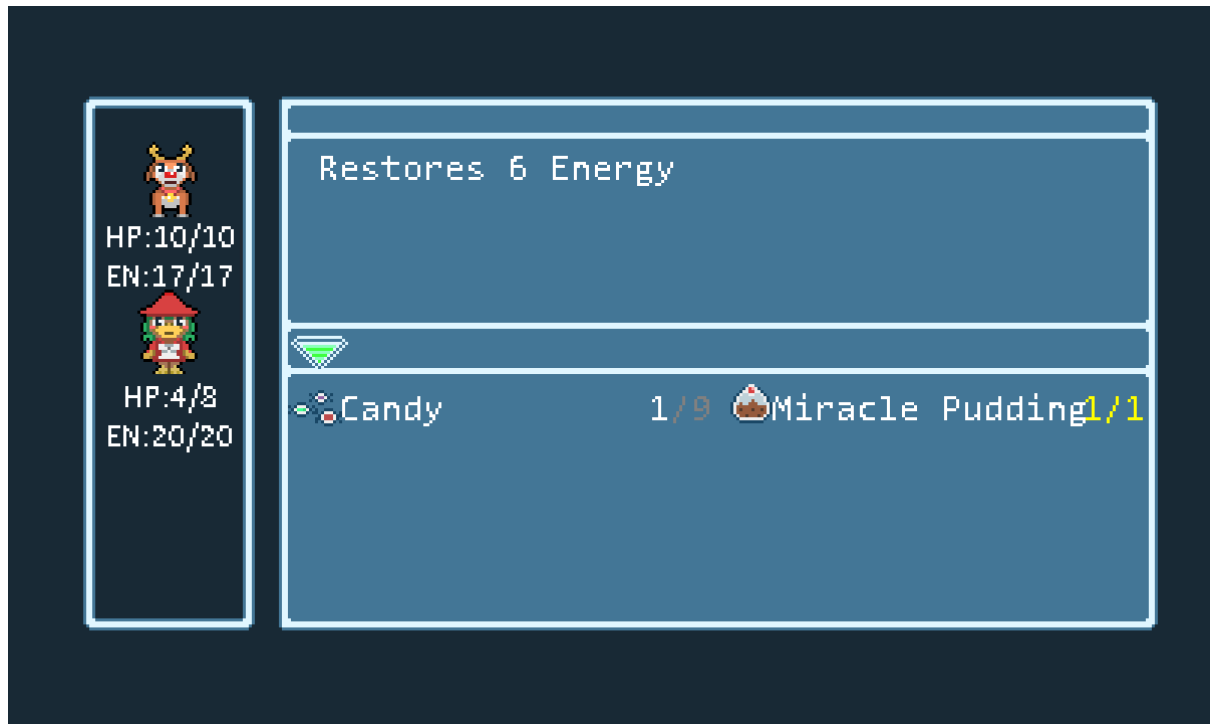
## SUB MENUS

- Item: Use consumable items to heal HP and Energy
- Status: Check the character stats
- Save: Save the game
- Help: View hints and tips on various gameplay topics and lore.
- Equip: Equip Weapons, Armour and Accessories
- Abilities: Equip skills and Stat boosts to slots in the Equipment
- Options: Allows you to change options
- Exit: Returns to Game
- Quit Game: Allows you to fully quit the game or return to the Titlescreen

The **Exit** Option doesn't access a Sub Menu, it closes the menu and returns gameplay.

## ITEM

Allows you to use consumable items to restore HP and Energy. You can also check the effects of items which can be used in Battle such as Snow Kid or Candle, or key items.



Items which can be used in the menu have white text and ones which cannot are greyed out.

Every item has a limit. e.g., you can only carry up to 9 cookies. In the full game if you find or win an item in battle that would take you over capacity it automatically gets sent to storage. Where you can retrieve it later.

## STATUS

The status screen contains a brief bio about each character and more detailed stats.



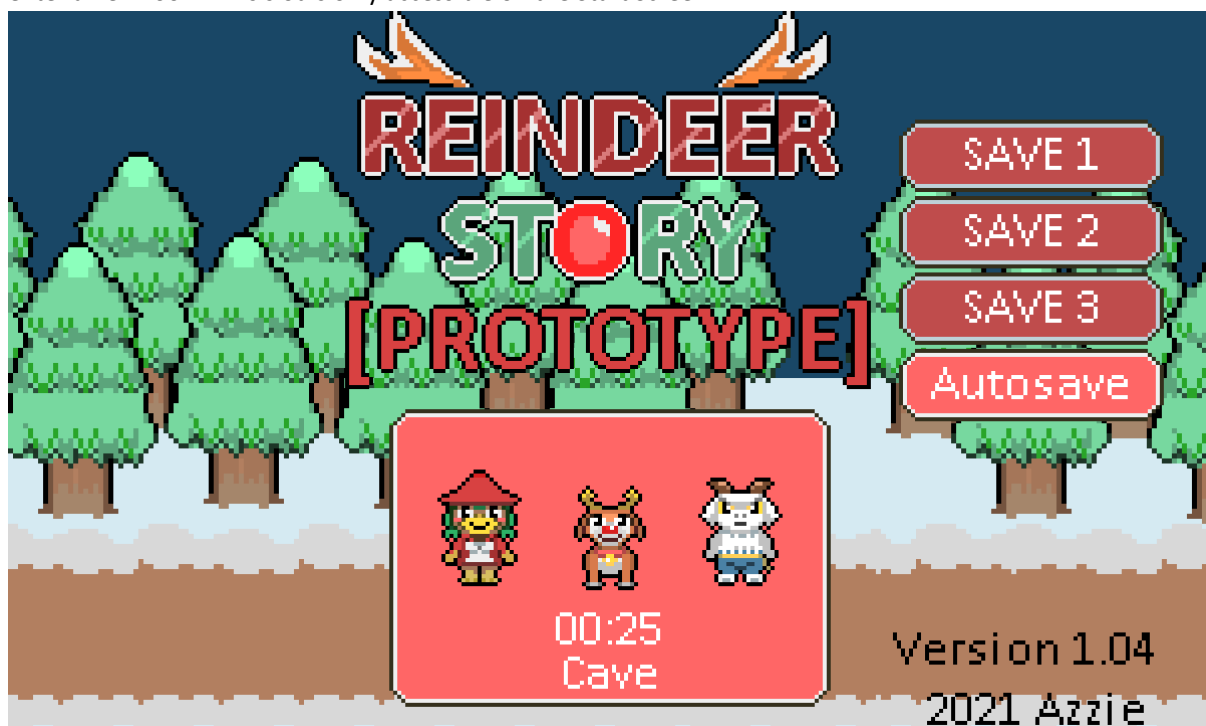
- Health Points (HP): The characters life force.
- Energy (EN): The characters energy, used to cast skills in battle
- Speed (SPD): The characters walking speed in battle.
- Charisma (TR): Target Rate, how likely a foe is to target a character.

## SAVE

On the save screen you can save your data in one of three slots.

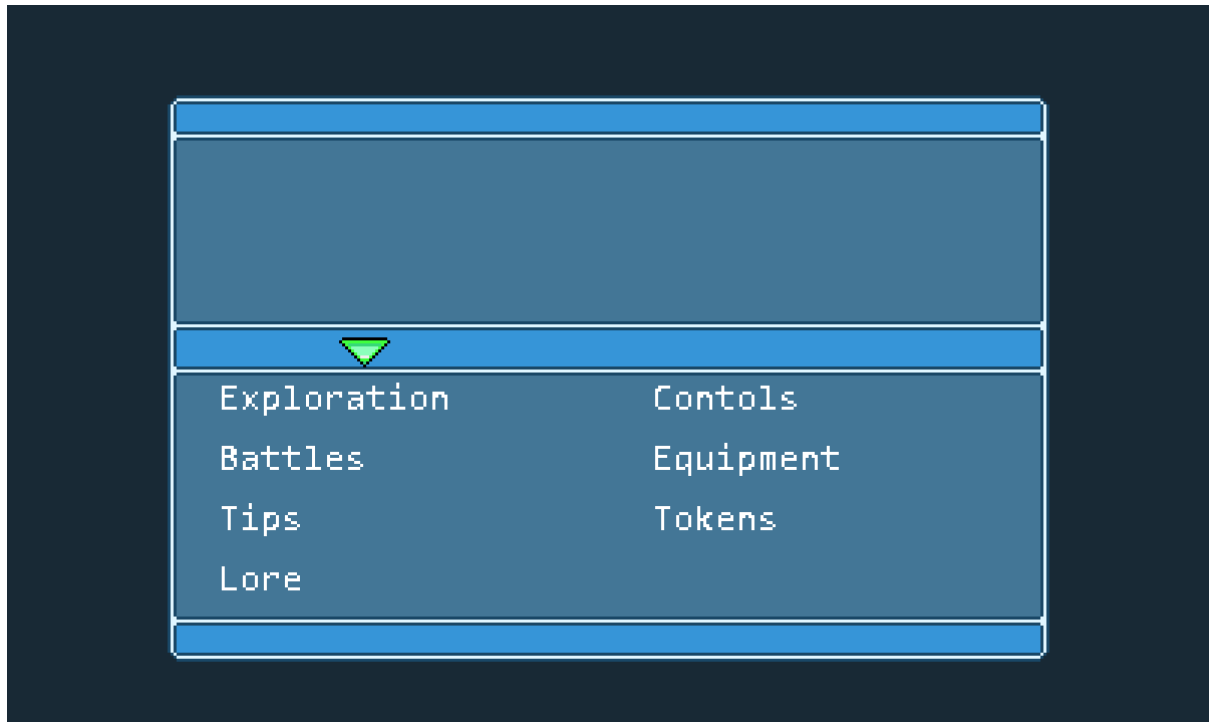


Note: Reindeer Story also features a hidden 4th Auto Save slot which is automatically saved each time you enter a new room. This slot is only accessible on the Start Screen:

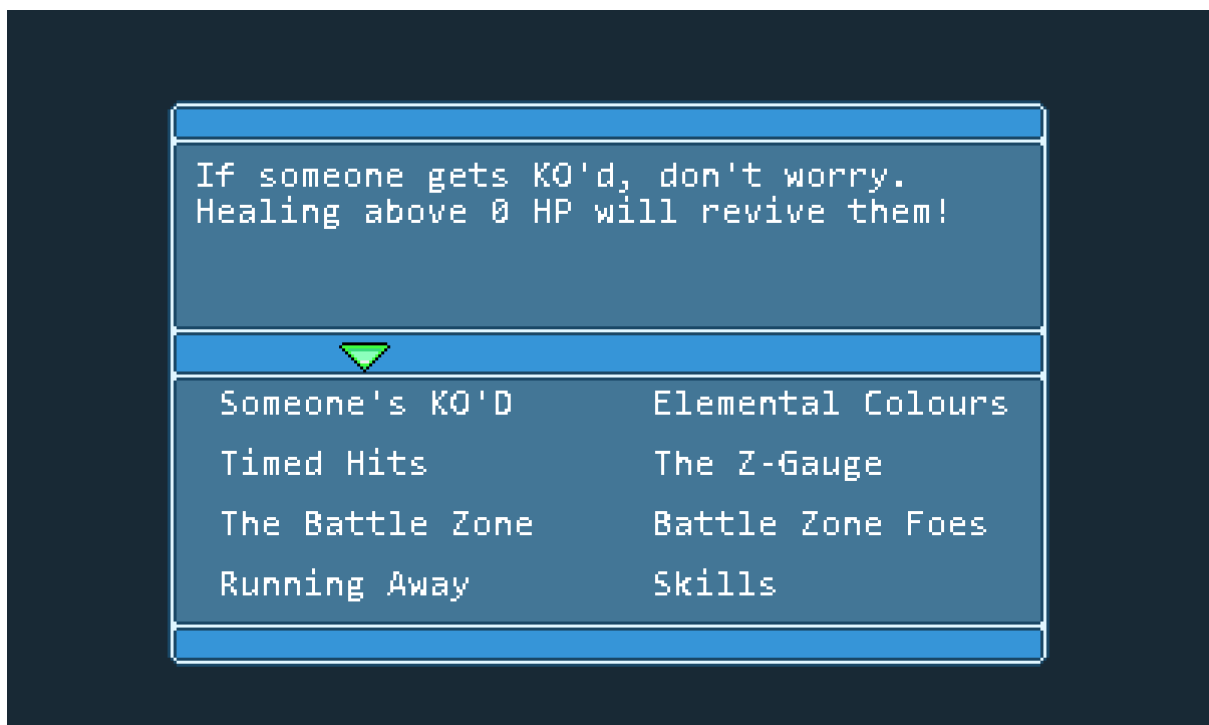


## HELP

The help screen offers brief in-game help on various elements of the gameplay and a little bit of lore.



Click on a Topic and then it will open up various sub-topics. Information on the sub-topic will provide hints:

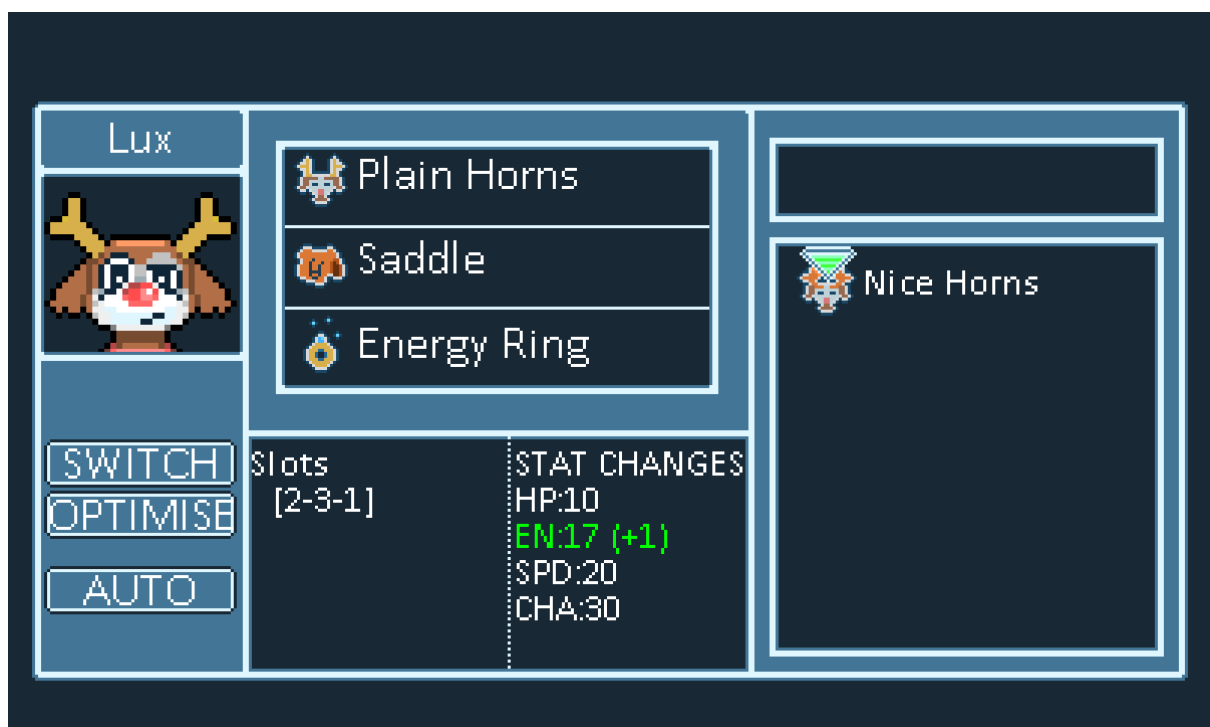


## EQUIP

Use this menu to equip **Weapons**, **Armour** and **Accessories**. Weapons and Armour are character specific e.g., Lux uses Horns and Saddles. Accessories are generally free game for all characters.

When you highlight a new piece of equipment it will tell you how it will affect your stats, green text will show an increase and red text will show a decrease!

How many slots it has (see **Abilities** for an explanation of slots) and whether there are any special effects from wearing the equipment.



## ABILITIES

Use this menu to decorate your Equipment with **tokens** to grant stat boosts or skills.

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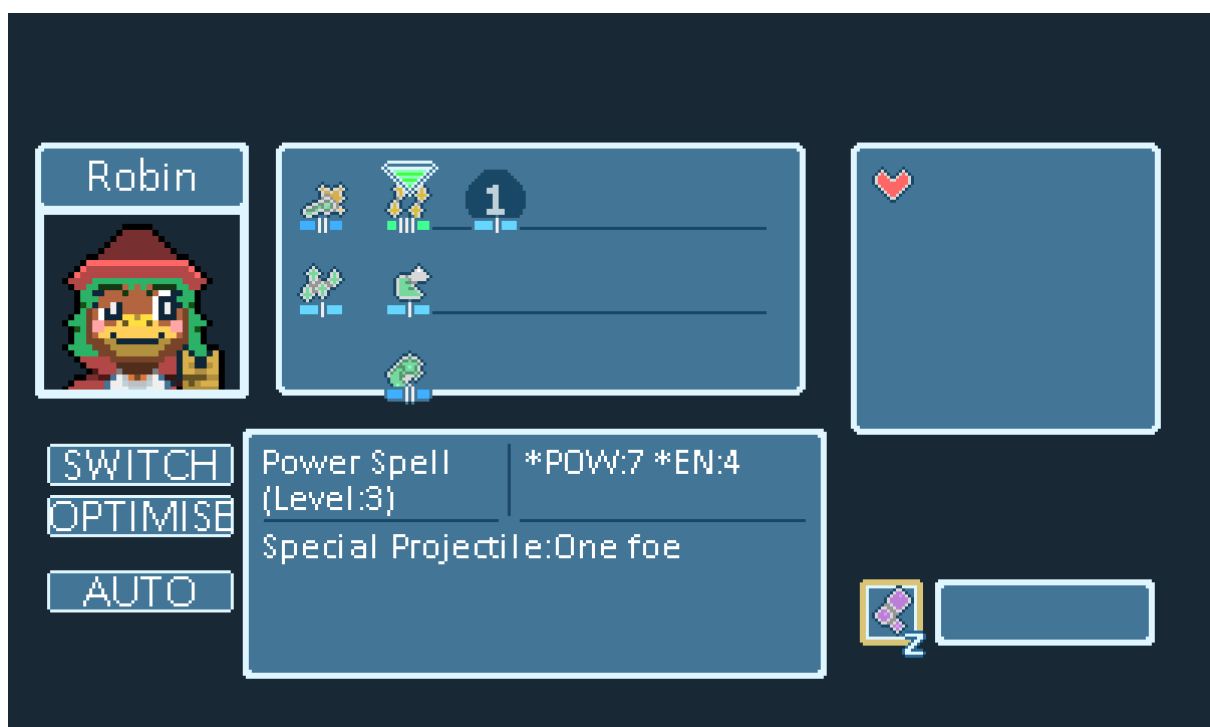
### STAT BOOSTS

Stat boost charms give fixed changes to a character's stats while they're equipped



## Skills

Skills Tokens grant moves to use during battle, how powerful they are depends on their level.



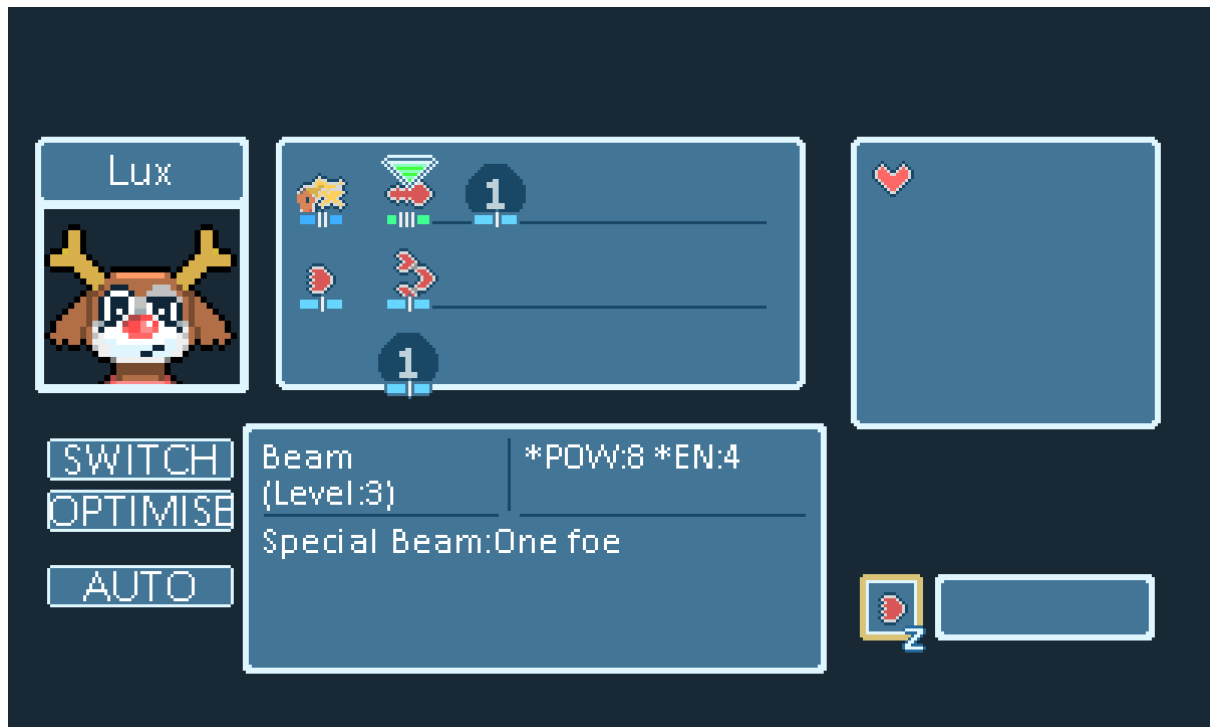
## Slots

Every piece of equipment has a number of **slots**. These can be filled with **tokens** to enhance your abilities or access new skills. **Default skills** will automatically take up the 1<sup>st</sup> slot of the Weapon and Armour



## Slot Level

Every **slot** has a **level** from 1 - 7. The higher the level the more powerful the skills become, but the more energy they may cost. Default skills will never have an energy cost but don't gain as much power from levels.



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## Z-Skills

**Zone Skills**, also known as **Z-Skills**, are special skills that can be cast during the foe's phase. **These can be also set on the abilities screen.**

These Z-skills are learned through story events or through level up, each character can only have 1 Z-Skill equipped at once.



The currently active Z-Skill appears in a golden box.

### ADDITIONAL EQUIP AND ABILITIES FEATURES

Both the equip screen and Abilities screen features three functions:

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#### SWITCH

Switch will cycle between the characters. You can also use the shoulder buttons to do this!

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#### OPTIMISE

On both the Equip and Abilities screen pressing Optimise will optimise your equipment

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#### AUTO (WIP)

At the time of writing is not implemented, but in future will automatically optimise your equipment every time you receive a new equipment or token.

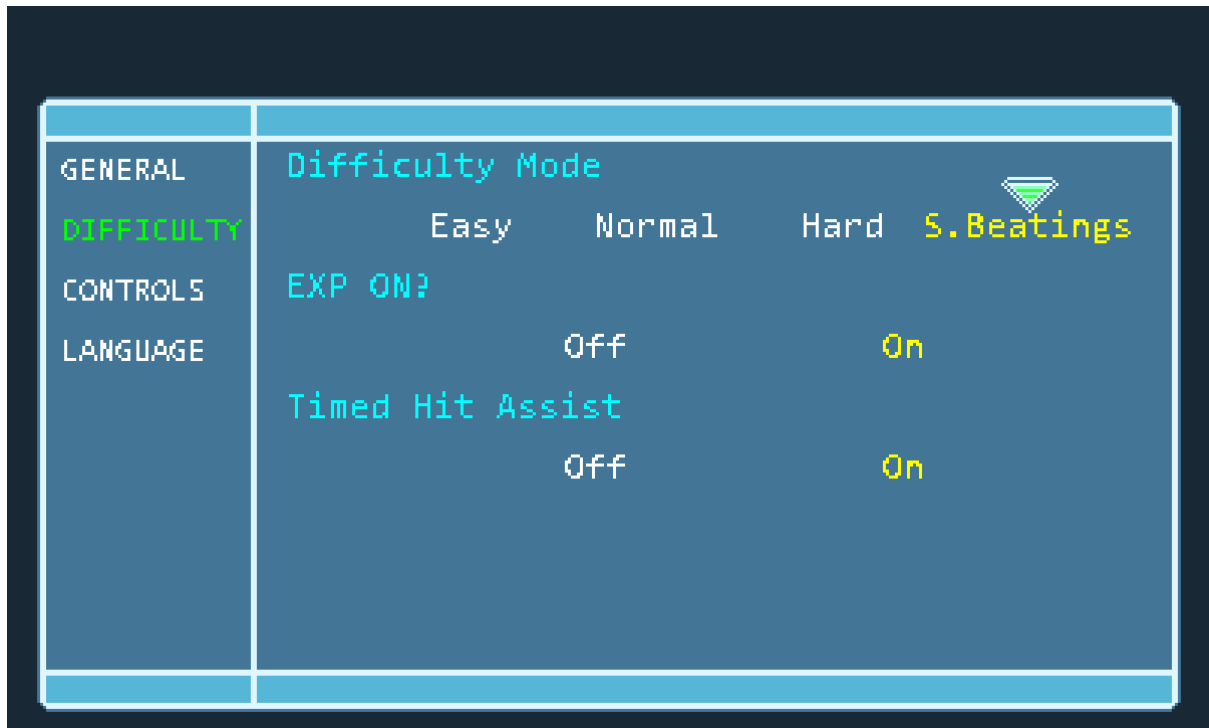
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### REMOVING ACCESSORIES & TOKENS

Pressing the **Special Button** (used for Lux's nose blasts in the overworld) can remove currently highlighted accessories on the equip screen, and tokens on the Bauble's screen. You cannot remove Weapons and Armour through this means.

## DIFFICULTY MODES

As of version 1.07 of the prototype four **Difficulty modes** have been introduced. These can be selected on the Options Screen. Along with an option to switch EXP on and Off and an Option to change whether Timed Hits Automatically active.



These impact the enemies stats and some other details. Enemy Attack Levels impact the speed of projectiles and the length of time you need to avoid them making them generally harder to dodge. The harder difficulties present a more intense challenge without drawing out battles, tougher foes but faster Z-Meter charge!

### EASY MODE

Easy mode reduces the enemy's damage and HP somewhat. For a more casual play style, combine with the timed hit assist.

- Reduce enemy HP by 10%
- Reduce the damage foes deal by 25% (rounded down)
- Reduce the level of foes attack by 1.

### NORMAL MODE

The default difficulty. This is the standard in terms of challenge

## HARD MODE

**Hard Mode** offers a moderately tougher challenge! Foes HP is slightly higher, their attacks deal more damage. However your Z-Meter charges 25% faster

- All foes HP increased by 1
- All foes HP increased by a further 10% (rounded down)
- Increase the level of foes attack by 2
- Foes attacks deal 1.25x damage (rounded down)
- Foes attacks deal 1 more damage on top!
- Player's Z-Meter charges 25% faster

## SEASONS' BEATINGS

**Season's Beatings** offers a truly intense challenge and requires mastery of the game's mechanics! It gives a slight HP and Defense Boost to all foes. Increases the strength of their attack significantly. However, your Z-Meter charges 50% faster.

- All foes HP increased by 2
- All foes HP increased by a further 20% (rounded down)
- All foes DEF increased by 1
- All foes DEF multiplied by a further 1.25 (rounded down)
- Increase the level of foes attack by 4
- Foes attacks deal 1.5x damage (rounded down)
- Foes attacks deal 2 more damage on top!
- Players Z-Meter charges 50% faster

## A WORD FROM AZZIE

*"Thank you for reading through the manual, I hope it's been informative! hope you enjoy playing Reindeer Story Prototype and it leaves you looking forward to the full Release.*

*I've put a lot of love and care into developing this game! I look forward to seeing what everyone thinks!*

*Developing a game solo can be a real challenge and can feel like a mountain to climb with no top, but careful planning, scoping and diligence can create something wonderful!*

*" – Azzie*



## CONTACT

If you've got any questions about Reindeer Story, feedback or encounter any bugs feel free to contact me at the following. (For any bugs reported, descriptions and screenshots will help!)

If you want to stream or let's play the game, that's fine! If you've got any questions just ask.

Interested in translating Reindeer Story into a different language? Get in touch as it will only require translating a number of excel spreadsheets.

Feel free to contact me via email or DM at any of the following:

<https://azzie.itch.io/reindeer-story>

<https://twitter.com/4ZZI3>

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## VERSION HISTORY

Date (DD-MM-YY)	Manual version	Reindeer Story Version	Author
05-06-22	1.0	1.05 (prototype)	Arron Sobers (Azzie)
07-03-23	1.1	1.07 (prototype)	Arron Sobers (Azzie)