

JELLY BEAT

The mysterious world of jellyfish'

GAMERS MANUAL

Groep 6
Nanne Aben
Alexander Dirkzwager
Sherida Halatoe
Niels Hansum
Ian van Kempen
Olaf Schüsler

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I. Controls

XBOX CONTROLS



LIST OF CONTROLS

RSB/LSB: The world view gives a overview of the game field from birds eye perspective, while the nodeview is a first person perspective from the node the player is located at.

LTS: Lets the player control through his/her link. forward moves the player forward, back backward, while left and right let the player move left or right on the same level in the link.

RTS: Is used to look around the game world.

D-pad: When in world view, the player can zoom in and out.

X/RT: When the player hovers over a loose impulse with the cursor and presses the X-button, a link between his/her current node and the targeted node is created.

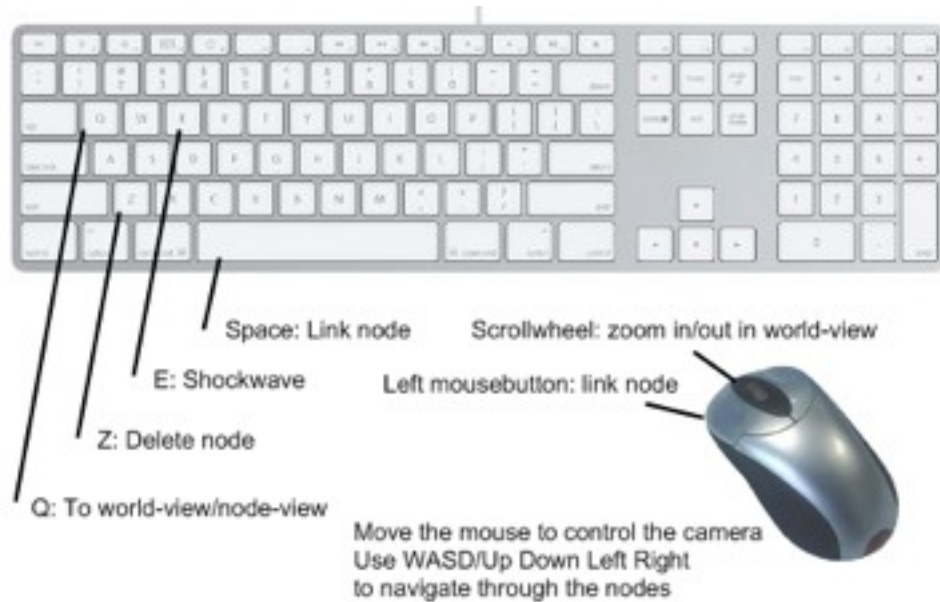
Y: If a certain part of the link is useless, or hopelessly in danger, the player can set these impulses free

B: If an electrode passes the current node, while the B-button is pressed, the node emits a shock wave, destroying every enemy in the vicinity.

Start: Pauses the game.

WINDOWS CONTROLS

Jelly Beat can be controlled both by the keyboard/mouse and the gamepad in Windows. For the gamepad controls, please refer to the “Xbox Controls”.



LIST OF CONTROLS

Space/LMB: When the player hovers over a loose impulse with the cursor and presses the space bar, a link between his/her current node and the targeted node is created.

W-A-S-D: Lets the player control through his/her link. W moves the player forward, S backward, while A and D let the player move left or right on the same level in the link.

E: If an electrode passes the current node, while the E-key is pressed, the node emits a shock wave, destroying every enemy in the vicinity.

Z: If a certain part of the link is useless, or hopelessly in danger, the player can set these impulses free by pressing the Z-key.

Q: The world view gives a overview of the game field from birds eye perspective, while the nodeview is a first person perspective from the node the player is located at. The player can switch between these views with the Q-key.

Scroll: When in world view, the player can zoom in and out, using the scroll wheel on the mouse.

2. Background

STORY

In the wondrous world of Jelly Beat a mad scientist has created a drug that lets you hear the effect. For every new impulse you get, you hear more things. The more impulses you get, the better your trip is, but, like everywhere, you also have the risk of getting a bad trip. When you are cut off from your impulses, or you are too high to aim for other impulses, you die from the drug.

But there is one ray of sunlight glimmering at the horizon. There is one final impulse, better than all the other. This impulse will let you stay in this world and enjoy the drugs permanently. You can even defeat the risk of being cut off from your impulses. When your impulses are in danger, you can use your ever flowing energy to defeat every possible threat that encounters you.

All because of a new product brought to you by the Parasol Company.

(This company can not be held responsible for any permanent damage)

PURPOSE

The purpose of this game is that the player links nodes. This can be done by shooting electrodes to other nodes, floating around in space. An electrode will flow to that node, and continue its path until the last node in your link. Every node added, will add a specific sound to your song.

There are also enemies floating around in the world, trying to make the linking as hard as possible. There are three kinds of enemies, each with a unique strategy. The player has to keep in mind that the longer the chain the harder it is to keep it safe, but the shorter the chain, less beats are used in the song.

The game ends when you reach the end node, or when the player has run out of chances to link with other nodes. When you reach the end you will receive a score. In summary this game is to create a new beat by linking the nodes floating around in space.