

\$Operation:\$ TRICK-OR-TREAT



Game Manual

table of contents:

controls... 2

User Interface... 3

Story... 4

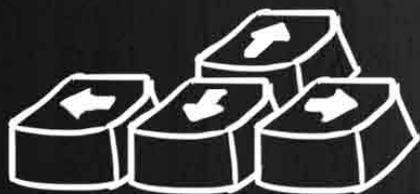
character Bios... 5

Walkthrough... 6

Afterword... 9



controls:



Arrow Keys -
Movement (LS)



Shift Key -
Hold for Dash (A)



Z/Enter -
confirm/talk/check (X)



X/ESC -
cancel/Menu (B)

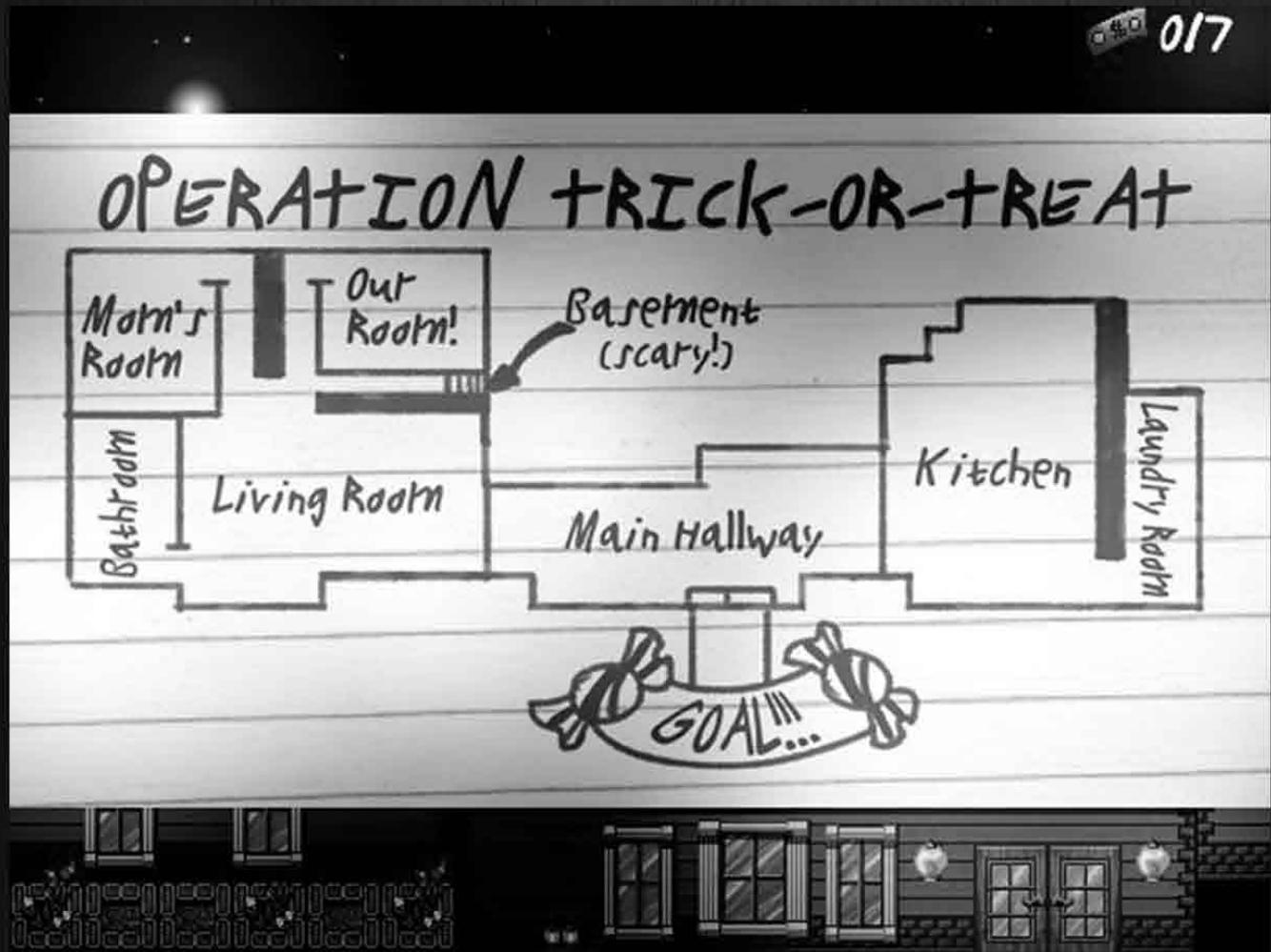


D -
Hold for Map (RB)



XBox 360 controller (Wired)

User Interface:



Map-

the map is useful to find your way around the house. Press and hold D (or RB on Xbox controller) to view.

Dollar Counter-

Displays how much money you have currently collected. Updates as you find money, and is always located in the top right of the UI.



Story:

The Story So Far-

Paula and her two children have just moved to a new house recently, and it is Halloween Night. The family's adored father has been held up from moving yet by work.

Kaitlin and Miguel, Paula's children, want to go trick-or-treating. However, their mother will not allow them to go until they have a proper dinner that isn't just candy.

Since Paula's debit card isn't working, and she has no cash- it's up to the three family members to find enough money to order a pizza from Perfecto's Pizza.

Will Kaitlin and Miguel be able to help their mother find the money in time to be allowed to go trick-or-treating? Or is this Halloween full of tricks?

Character Bios:

Paula (Mom)-

the loving mother of the family. She refuses to share her age with anyone. She enjoys tea, reading, and working on her blog... for reading, of course!

Kaitlin-

Kaitlin is the older of the two siblings in the family. She is 12, and enjoys reading, tea, and wants to be a pilot. She's a bit sarcastic, but means well.

Miguel-

the younger of the two siblings in the family. He's 10, and enjoys video games, food, and art. Kind of a goofball kid.

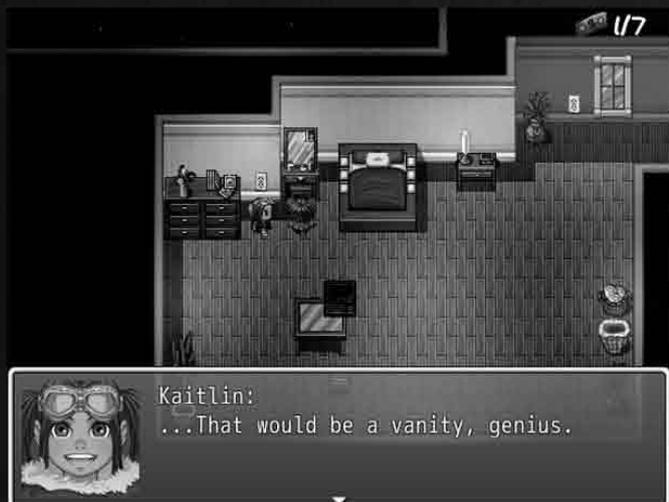
Dad-

the father of the family. He hasn't arrived at the house yet because of work obligations delaying his move. He enjoys movies, and works as a video editor. He can also be a bit... oblivious.

Walkthrough:



Mooning over Money
*check behind the painting to the left of the black and white painting of a flower. Afterwards, head left to the living room to talk to mom.



You're so Vain
*check the vanity in mom's room. Lookin' good! Afterwards, talk to mom in the living room.



Dirty Laundry-ing
*Pick up all 3 pieces of clothing from the bathroom. Afterwards, take all of it to the laundry room to sort.

Walkthrough:

Sort It Out

*Once in the laundry room, it's time to sort!
Light clothes go in the smallest basket in the bottom-right. Dark clothes go in the basket by the washer.



Flowering Green

*Time to check the kitchen table! Examine the kitchen table from either the right or left side to proceed.
Afterwards, share your findings with mom.



You've Got the Power

*Time to check your room! Look for a box that is in front of CDs. Push it to the right or left by using confirm from either side, and then examine the CDs.



Walkthrough:



Who Ya Gonna Ask?
*Head to the laundry room, and talk to mom... since you're all out of ideas on where to look for money.



Light in the Dark
*After talking to mom, you score the flashlight! check the basement- into the dark you go. Examine the center of the middle shelf.



It's Pizza Time!
*Head back to mom in the laundry room. It may be a good time to check out something nice in the living room before doing so...

Afterword:

A Word to those playing-

First off, thank you so much for playing my very first released game/RPG Maker game. It means A LOT to me!

This game came into being when I wanted to enter a contest at the RPGM Pavilion on a whim. As to why, the idea came to me when there was a call for more entries, and the concept of some kind of scavenging game came to mind.

Kaitlin and Miguel came about from the RPG Maker VXA character creator from trying to find some Halloween-type character options.

The rest? Well, as it so happens, I have a wonderful little sister. Sarcastic, but pretty great. I think Miguel is more my type of personality... yeah, way, way more. That goofy kid with video games.

Anyways, sorry for it to be such a short game- this was developed in a very short time period. I hope to do a lot more in my future games. The first one is the hardest, right?

Anyways, thanks again to everyone who has been there to support my zany antics- my friends, my family, my girlfriend- I couldn't have done this without them to inspire me and keep my sense of humor.

til next time we meet!
Ashley Rodriguez (Fayorei)

9 

check out the game dev blog if you're
into that!

Entranse Studios
<http://entransestudios.tumblr.com>

