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Tadpole INTERACTIVE

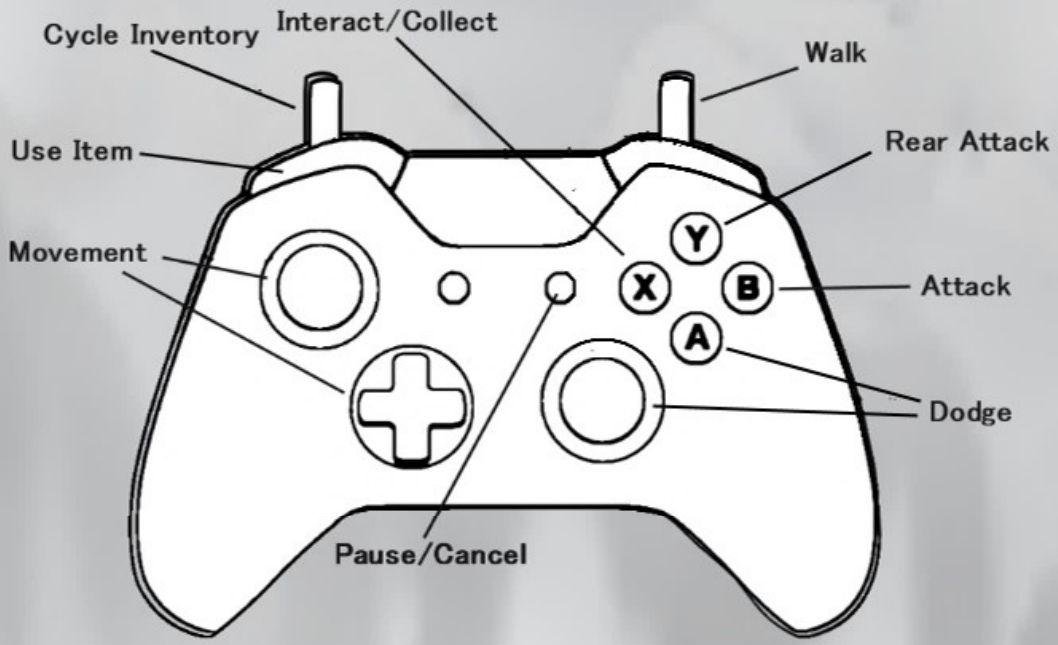
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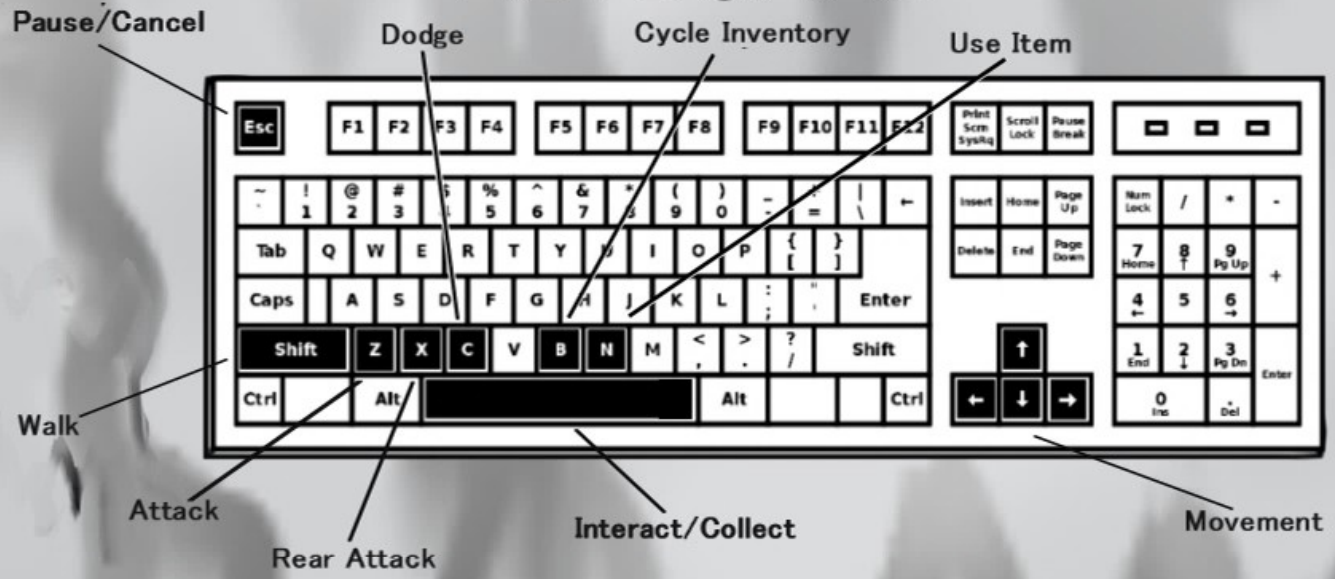

They were merely saving her for an appetizer....
Alas, poor Dora....
Having spent the morning afflicted with an overnight case of the flu, this innocuous 7-year old had barely recovered into the preliminary phase of the afternoon only to be plunged into the confines of a waking nightmare. Her nemesis: a malevolent horde of giant mutant snails from outer space!
With their morning's activities encompassed with consuming the majority of the city's inhabitants, these ravenous creatures currently scrounge the outskirts and suburbs in search of leftovers.
Little Dora Ditze will certainly make for a satisfying, if unsubstantial, meal.

Controls

XBOX CONTROLLER



KEYBOARD



Starting Up

After double-clicking on the relevant program icon, you will be presented with a series of introductory cutscenes outlining developer information and the beginning of "SNAILS". To forego the third cinematic, simply hold down the 'ESC' key.

Main Menu

Use the directional keys/buttons to vertically navigate your way through the available options and press the 'attack' button to expedite the desired selection. You can immediately cancel out of any previously selected sub-menu either by pressing the 'START' button or 'ESC' key.

New Game



Click this option to start the game from the very beginning. Upon choosing this option, the user will be prompted to select an appropriate difficulty setting, in addition to whether he/she desires hints to be displayed during the course of the game. Once all the desired parameters have been set, simply select the "START GAME" option to proceed.

Load Game

Gameplay can be initiated from any level that has been previously played if the user so desires. Again, options are presented as to preferred difficulty setting that the player wishes to assume during play. Once ready, you may select the "PROCEED" option to, uh....proceed, and 'SNAILS' will do the rest.

In the event that no levels have been previously completed, selecting "load level" from the menu will return a message indicating the status of this option as currently void.

Options

From this particular sub-menu, "sound" and "music" settings can be engaged or disabled, depending on the user's preference.

Display Controls

Select this option to view all applicable keys and buttons for both keyboard and controller in conjuntion with their corresponding actions.

No options are currently planned or available to allow the user to customize controls. (sorry.)

Quit

Take a wild guess.

Gameplay

Dora begins each level from her designated starting position, from which she is tasked with battling her way through hordes of carnivorous monsters en-route to the finishing area. Items for restoring health (in the form of chocolate chip cookies) are scattered throughout each level and can be utilized to the player's discretion. Additionally, some levels feature locked doors and/or gates, which require specific keys in order to be traversed. Upon completion of each level, the player will receive recognition in terms of both monsters killed and amount of time elapsed before being prompted to continue to the next stage.

HUD



Health Bar

Watch this meter carefully, for it is the sole means of assessing the integrity Dora's literal livelihood. Once the red runs out, *alles kaputt!*

Eating cookies can restore much of that which you have already lost, but chow down sparingly, as such pasteries are in limited supply. It's best to heal only in the event that your health bar has been significantly depleted.

Dora herself can sustain a maximum of five hits before dying, at which point she'll make for some decent feeding on behalf of her hungry assailants.

Life Indicator

Each "death" denotes timely reduction of the applied integer at this particular quadrant of the screen, and once the number falls to zero, it's game over.

Dora begins each game with a total of five lives at her disposal. This number can be increased in the event that you stumble upon "extra life" collectibles hiding in obscure portions of certain levels, but this is a rare occurance, to be sure. And thus, you should come to rely on your normal survival instincts for sustaining the integrity of this number as best you can.

Inventory

This corner of the screen denotes the types of items in your possession and, if applicable, the number of each.

The "CYCLE INVENTORY" key/button alternates the type of object currently selected, and "USE ITEM" will expedite its applied usage, within reason. Food, for instance, can be consumed at any time in order to restore health, while keys can only be operated within reasonable proximity to the items which they are designated to unlock.

Combat

Unlike action games which stress singular show-downs between individual combatants, fighting in "SNAILS" is intended to emphasize the player's ability to divvy up a combination of frontal attacks, evasive maneuvers, and knock-back assaults when beset upon a multitude of enemies, which, trust me, is bound to occur on numerous occasions. While some games offer adversaries which are content to lay-back while another engages the player, the mutated extra-terrestrial denizens of "SNAILS" apply no such standards of fairplay, and will not hesitate to gang-up on you from multiple angles, simultaneously. Thus, the player must learn to adopt certain survival strategies in order to wither through this ordeal, alive.

Kicking

Dora's basic offensive manuever consists of a wild, sustained combo attack, in which she flips around, hammering her foes with her feet from a multitude of postures, piling on piles of damage in rapid succession. Individually, this repetitious attack, once connected, is sufficient to negate any opportunities for the damaged snail to retaliate. However, this situation becomes a bit more complicated when other monsters elect to join the fray, which is where the benefit alternate attacks and manuevers come into play.



Rear Attack

Dora also has an alternate attack at her disposal, in which she patters her foes with a rapid backwards kick, perfect for knocking back adversaries who sneak up from behind.

Additionally, this attack can be administered whilst simultaneously engaging another foe in a frontal assault, providing an effective means for maintaining your combo and crippling the assailant immediately in front of you, while fending off attacks from behind.

At higher difficulty settings, the effect of this knock-back manuever is less efficient, and you'll probably need to employ it more rapidly in order to survive.

Special Move

The so-called "straddle kick" manuever can be triggered with a simple control combination, which varies depending on whether you're utilizing the keyboard or controller.



Straddle Kick

KEYBOARD

'Z'+⇦ ⇨

XBOX CONTROLLER

Ⓑ+⇦⇧

Once properly executed, Dora leaps into the air with a spread attack that damages and temporarily knocks back any foes accosting her from her left and right flanks. Naturally, this manuever is vital to prolonging your lifespan when engaging hordes of enemies, so learn to employ it frequently when "stuck in a crowd", so to speak.

As previously stated with respect to the variable efficiency of rear attacks, the effect of the straddle-kick manuever is subject to limitations proportional to the difficulty level involved, so always be wary.

Dodging

Although Dora is quick and resourceful, her physical stature ranks that of flimsy gelatin by comparison to the armoured and powerful monstrosities looking to eat her, so the prospect of blocking attacks is completely out of the question. She is, however, more than capable of dodging her way out of a sticky situation, executing wild rolls and cartwheels as a means of evading incoming blows.

To expedite such evasive procedures, simply hold down the "dodge" key/button in conjunction with directional keys signifying your intended direction. When utilizing the XBOX controller, the above process can be discarded in favor of simply tilting the right stick in the desired direction.

Note, however, that evasive manuevers can only be performed to the rear and sideways, not forwards.

Notwithstanding the obvious benefits of eluding the oncoming jaws of a hungry snail, dodging manuevers are especially effective when attempting to avoid incoming projectiles. Needless to say, such rapid manuevers can serve additional purposes as well, such as quickly jockeying for position or diving your way through a crowd of enemies.

As a certain racist stereotype from a classic 80's film once observed: "Best block: no be there."

Doors

Unlocked doors can be opened simply by pressing the "INTERRACT" button. In the event that a door or gate is locked, attempts at the previous course of action will relay a message indicating the type of key needed to proceed through this obstacle.

Note that the unlocking procedure can only be performed by selecting the appropriate key in your inventory and hitting the "USE ITEM" button. Simply pressing "INTERACT" will not be sufficient to expedite this process, regardless of whether or not the right key is currently in your possession.

Movement

"SNAILS" utilizes so-called "tank controls" for the basis of movement, in which case Dora's motions are oriented strictly in accordance to whichever direction she is currently facing, rather than utilizing movements dictated with respect to the camera's Y-axis.

Pressing left or right on the keyboard or controller rotates Dora in the indicated direction, which she can do while either in the process of running/walking or in a stationary position. Forward motion via the keys or left analogue stick causes her to run forward, while running backwards is naturally accomplished with directional feedback at the opposing angle.

While running is a fast and efficient means of covering distance, occasions may arise in which the player wishes to fine-tune their motions to a greater level of precision, such as in the act of positioning oneself in order to acquire an item. This is where walking motion comes in handy, which can be undertaken by simply holding down the 'WALK' button in conjunction with the appropriate forward or backward key presses and/or stick motion.

Death & Resurrection

It's a dangerous world out there, and Dora's pathetically frail anatomy can sustain only so much abuse before giving out.



Each game begins with a total of 5 lives at your disposal, and an accumulation of five hits will spell your demise.

Naturally, the ability to resurrect oneself is dependent on the number of remaining lives at the player's disposal. Simply press the 'ATTACK' key/button to resume play from your current position and with a fresh sheet of health. However, if your life indicator is at zero, prepare to give a hearty welcome to the "game over" screen and then the main menu.

Collectibles

During the course of "SNAILS", the player will have the opportunity to acquire numerous items which serve a vareity of purposes. Each object can be collected by pressing the "INTERACT" key/button within the general proximity of its location, and those which classify as inventory items can be selected via the "CYCLE ITEMS" key, and operated on demand with the "USE" button.

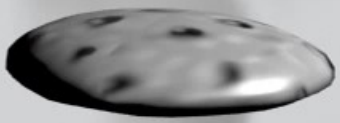
The types of items that you encounter during the course of the game divide into one of three categories.

Keys



Occasionally, you will encounter a locked door or two, which is where the self-explanatory usefulness of keys comes in.*(who woulda thought, huh?)* Needless to say, each key is beholden only to a certain type of lock, so be mindful of the message accompanying their acquisition.

Cookies



Dora loves chocolate chip cookies. And they love her. Simply ingesting one of these scrumptuous pasteries will immediately restore a considerable portion of lost health.

Ankh



Given the frailty and uncertainty of life, one can hardly be faulted for having too many.

These "extra life" signifiers are extremely rare and tend to exist in obscure areas, but their importance cannot be overstated, as the acquisition of each represents a welcome addition to Dora's dwindling supply of second chances.

Hints

While playing "SNAILS", the player has the option to receive various "tips" in the form of short text snippets, which are randomly displayed at various intervals throughout the game. Such messages can relay brief advice in relation to various techniques or strategies, or otherwise provide information which may benefit the player during the game.

Hints can be disabled and/or re-engaged at any time during play via options presented within the 'Pause' menu.

Pause Menu

The player can freeze the game at any time, simply by hitting the 'ESC' key or "START" button.



During this phase, a limited number of options presented to the user allow them to toggle the "hints" settings "off" or "on", or otherwise enable them to exit out of the game entirely, at which point they will be returned to the main menu. To un-pause the game, simply select the "RESUME GAME" option at the center, or press the designated "PAUSE" key/button to continue.

The extent of the game's automatic save features are confined to the levels that you have previously reached, so don't "quit" unless you mean it.

Cinematics

"SNAILS" features a number of pre-rendered cutscenes, which are relayed to the player at pivotal moments during the game. A certain variety of these cinematics are intended to highlight critical circumstances, while others relay events relevant to the game's storyline.



Lengthier cutscenes can be discontinued by holding down the "ESC" key, but you'll be obligated to grin and bear the shorter ones, no matter what.

Completing Levels

At the end of each stage, you will be greeted with the obligatory "LEVEL COMPLETED" screen, signifying your readily apparent accomplishment over having survived the preceding sector in one piece.



In addition to the designated number of the kevek involved, you'll receive statistical feedback in the form of comperative figures weighing the number of kills tabulated against the total quantity of monsters encountered. A further assessment displays the amount of time elapsed between the start of the level and its completion.

Although there is no predesignated "par" figure or any kind of reward for hasty level completion, do bear in mind that excessive figures on the time scale may ultimately bode a certain level of "mockery", if you will.

Difficulty

Difficulty settings determine numerous aspects of the game, from the number of monsters encountered to the effectiveness of Dora's attacks. Naturally, lower skill settings tend to yield scenarios in which snails are presented in small numbers and require fewer hits to destroy, while high levels of difficulty breed enemy classes which are fast, aggressive and far more difficult to defeat.

The suitability of either skill level is naturally proportionate to the player's own proficiency.

Easy

At this setting, monsters yield minimal amounts of speed and aggression, can sustain only moderate levels of damage before dying, and are distributed in relatively small numbers. Meanwhile, Dora's knockback manuevers incapacitate enemies at the highest duration, while enemy projectiles, traveling at the lowest velocity, are extremely easy to avoid.

In many ways, "EASY" mode can be considered the equivalent of a borderline-"practice setting", and is therefore only recommended for players who are having trouble adjusting to the game's mechanics.

Normal

The default setting. Levels feature sensible numbers of enemies, which them selves can absorb moderate amounts of damage before dying. Snail attacks occur with relative infrequency but are still quite deadly, while monster and projectile speeds are sufficiently quick to be reasonably challenging.

Still, be prepared for some sticky situations every now and then, and remember that some predicaments will require more ingenuity than others.

Hard

Enemies are fast, ruthless, and infest levels in numerous quantities. Not only can monsters at this setting withstand more considerable punishment, but are also far less susceptible to the stunning effects of Dora's deflection attacks. Be prepared to sidestep at a moment's notice when faced with oncoming projectiles, and be sure to divvy up your attacks rapidly, for melee-based foes will bear down on you with relentless vigor and stab or bite at you like there's no tomorrow.

Needless to say, "Hard" mode is most definitely not recommended for beginners.

The "story" thus far....

Having been racked with head-aches and persistent nauseau throughout the better part of the day, seven year-old Dora Ditze was hardly surprised when her mother's obligatory survey with a thermometer registered a temperature of 102 degrees.

Tenderly tucked in for the night with a soothing kiss on the forehead and with the company of "Hans" in her arms, Dora only half-consciously observed her mother's departure from her room before rolling over to drift off softly yet swiftly to sleep. With her eyes already closed, her limited introspection bode little more than half-hearted detection of the bizarre ethereal glow of luminscent green emanating from outside her window, an incandescent streak from a meteoritic object crashing amidst the outskirts of the distant skyline.

By morning, the lingering flu continued to pervade the integrity of her consciousness into the early afternoon, having barely registered her mother's promise to "be back around five" as the latter strode out the door for the morning shift

Sometime in the late afternoon, just as the effects of her illness began to subside, Dora was suddenly jarred awake by the fluctuations of ominous shadow seemingly originating from just outside her window, only to jerk upright to find nothing there.

Ingesting the lack of validation to her pervading sense of dread, she temporarily contemplated the preceding anomally as either the byproduct of a lingering night-mare, or perhaps simply the workings of her own imagination. Soon after, however, her solace was again interrupted, as she detected a loud, synchopated thud emitting from the front door of the house. Moving precipitously yet with overbearing curiosity, down the hallway, Dora rounded the foyer amidst the growing knocking sound with Hans in tow.

Even as she cautiously reaches for the doorknob, Dora cannot supplant the over-whelming sense of dread that accompanies her actions. Notwithstanding the loud, uncoordinated thud which eludes the patterns of a customary knock at one's door, Dora begins to feintly distinguishing a bizarre creature-like rasping noise from outside, unlike the emanations of any animal she can think of.

Something is not right....

Dora Ditze



A 1st grader at Rosenberg Elementary School, Dora has been, until today, constantly weathering the standard tedium of lectures, homework and bland routines in anticipation of a long-awaited summer vacation. Having recently turned seven last month, her demeanor has always embodied that of a frightened loner with little incentive for intiative within any kind of social spectrum. Introverted and almost painfully shy, her timid stature has afforded her but a limited circle of friends, but hardly so isolated as to eradicate any prospects for contentment.

Her favorite things in life are chocolate chip cookies, her teddy bear "Hans", and the loving relationship she shares with her affectionate yet workaholic of a mother. Like many kids her age, she still harbors the typical assortment of childhood fears and routinely cuddles with her teddy bear at night. Unfortunately, in light of recent events, the standard parental reassurance that "monsters don't exist" are bound to afford her little consolation, for obvious reasons.

Alone, frightened, and with no one to help her, Dora Ditze is now condemned to weather the impositions of a waking nightmare on her own, with only her wits and petty lack of strength to call upon as means to survive. Despite her inncocuous appearance, Dora's affinity for survival instincts are not to be underestimated, particularly in the event that she has been backed into a corner.

Enemies

Snails come in all manner of shapes, sizes, demeanors, and dispositions. Tactics and means of attack often vary between enemy types, and frequently these variations merit different strategic approaches on behalf of the player.



Snails

Your standard, melee-based grunt of an adversary, the bahaviors and characterstics of the basic snail are pretty straightforward. Preditably, they slither forth without a second thought and attempt to consume chunks out of

your flesh with nasty, oversized teeth. With an affinity for attacking in numbers, these slugs can withstand massive amounts of punishment before going down and will always seek to exploit Dora's unguarded flanks.

Therefore, it becomes necessary to master regular implementations of rear attacks and the straddle kick when surrounded by these suckers. They may not be too bright, but their brute strength and aggression can easily overpower Dora's resourcefulness and agility.

Spitting Snails



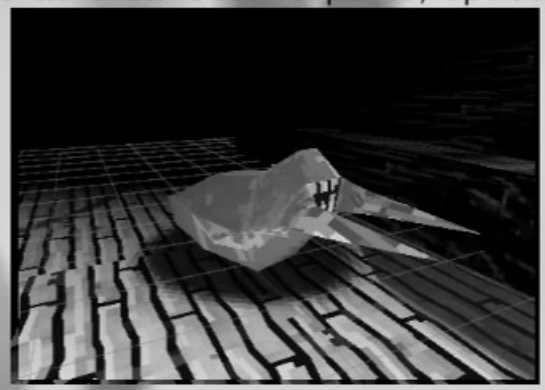
The perpetual "archers" of the group, these blue-colored monstrosities ludge massive shells around with excesses of lethal venom inside. and spew burning acidic projectiles at their prey from a distance.

Although deadly and imposing from afar, these massive snails are relatively weak up-close, and will quickly succumb to Dora's standard flurry of kicks with relative ease. So, close the distance as rapidly as you can, dodging every step of the way.

Also, consider the benefits of so-called "meat shields" when applicable. In other words, try using other adversaries as cover while under fire from a distance. Although acidic material won't harm other snails, this tactical approach can at least temporarily keep projectiles from getting to you.

Speedy Snails

Wild and vicious, these squirming little oxymorons zip around at hyperactive velocities before growing to full size to impale their victims with sharp appendages. Although small and physically unable to tolerate as much damage as their counterparts, speedy snails more than compensate for these areas of difficiency with their unpredictability and aggression.



What's more, these little pricks harbor an affinity for hit-and-run attacks and can prove quite difficult to target, as a result.

When confronting a multitude of these suckers, the most adviseable tactic is simply to "go crazy"; dodge and kick like mad.

Unknown

There may be another variation or two of this bizarre extraterrestrial breed as of yet undisclosed. Who knows? It's up to you to find out, and only time and perseverence will tell.

Various Survival Tips

The world of "SNAILS" is a dangerous place, and certain techniques are more conducive toward prolonging survival than others. Thus, here are a few pointers to call upon in the event that you find yourself having a rough time.

- ***Employ "rear attack" frequently when surrounded by enemies.***
- ***When accosted by spitting snails from afar, try using other enemies as cover.***
- ***Remember that you are never "stuck in a corner"; you can always dodge your way out a crowd.***
- ***When combatting multiple speedy snails, the most advisable strategy is simply to "go crazy"; dodge and kick like mad.***
- ***Remember that "rear attack" can be employed simultaneously with a sustained frontal combo against other snails.***
- ***The "straddle kick" manuever is always an effective means of fending off attack from the sides, and a vital component to resort to when surrounded.***

Credits

Design, graphics, programming, cinematics, sound, and music: *Jesse Hamm*

Various voice-overs: *Jesse Hamm*
Anita Web Weaver
Nora Fisher

Manual: *Jesse Hamm*

Made with UNITY 4.7.2 Personal Edition

AVI Player with Playmaker Actions created by SHUU GAMES

Released by TADPOLE INTERACTIVE (2018)



For more information on current and upcoming releases, visit www.tadpoleinteractive.com

Questions, comments, or concerns? Contact me at jesse@tadpoleinteractive.com

Appendix

Classified U.S. Defense Department Correspondence Regarding Incoming Celestial Bodies

DOD CLASSIFIED MEMO

To: National Security Administration Analysis Team(NSAAT)

From: DOD Independent Assessments Committee (IAC)

Re: Anaylsis and Conclusion [illegible] Approaching Interstellar Bodies

TOP SECRET

Previous radar reports have determined that current [illegible] inbound objects appear to be divided into two formations, with respective ETAs currently projected at approx. 16 hours apart. At present, tracking has confirmed the initial group to be comprised of at least 1300 objects, with the secondary formation consisteing of just over 200.

In addition to their separation, the placement and behaviors demonstrated by the contents of each formation reveal distinctive characteristics which are of particular interest to this committee.

Currently, the positioning of objects within the first formation seems largely disorganized, having thus far demonstrated no differentiation in terms of either direction or velocity. Meanwhile, inbounds in the second group appear to be placed at consistent intervals relative to each other, and previous course adjustments have already been recorded, potentially indicative of autonomous control.

Initial speculation by this committee classified the nature of the first group as being projectiles, aimed at population centers and sites of strategic importance. However, this theory has since been discarded because impending points of impact have been determined to be largely randomized and incoordinated.

It is therefore the conclusion of this committee that we are actively witnessing an example of the Heidelberg Scenario (cf. Attached document 3-C).

Document 3-C

Possible Methods & Manner of Alien Invasions

by Richard Heidelberg Document 3-C

Scientists have long speculated about the possible forms and scenarios that might ensue during an alien invasion. Most of these the theories revolve around the notion that such an invasion would largely be dependent upon usage of conventional weapons to destroy human population and infa-structure. However, these reports disregard the amount of environmental pollution that would occur in such scenarios. The long-term effect on the eco-system would likely render the planet uninhabitable, due to high levels of smog and soot released into the atmosphere, and thus countermanding the ostensible objectives of the non-terrestrial entities to appropriate the planet for themselves.

A more efficient means of eradicating human inhabitants, while preserving Earth's ecology, would involve the preliminary dispersal of carnivorous organisms across a wide spectrum of the globe. Such creatures would likely be physically strong and aggressive but composed of little intelligence, making them easy to dispose of when no longer needed.

Once properly dispersed, the organisms would proceed to dispose of human inhabitants through primitive means, most likely by impaling or ingesting their prey. If the distributed population of these creatures is reasonably high, they should be able to accomplish their task within a matter of hours-before the arrival of alien vessels.

Perceivably, the means by which the extra-terrestrial civilization would dispose of their more primitive counterparts would likely be accomplished through the use of genetically-implemented "kill switches". Current geneti-cists have already devised similar methodologies as a means of containing the proliferation of genetically-engineered organisms. The trigger for such mechanisms typically involves the detecting certain changes in the organ-ism's immediate surroundings.

Similarly, alien vessels are likely to emit unique forms of energy which can be detected from within certain distances and programmed to precipitate a predetermined set of biological instructions. This recognition triggers the imbedded genetic seqeuence and causes the organism to die.



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