

# THE RIVER

## -----GAMEPLAY GUIDE-----

Version - 1.00

**2008 ZekeGames**

*Coded entirely by SunnyKatt. All sprites, sounds, music and other game files are the sole property of ZekeGames.*

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## -----STORY-----

You are a caveman; one who is named Grr. Grr was raised by gorillas. Gorillas are extremely afraid of water, and wont even touch it (they get their water the body needs from fruits). Grr was raised by gorillas, and so he is also afraid of water. Very, very afraid. To the point where his heart actually spasms when his body connects with the pure form of the liquid.

Grr is also obsessed with shiny things. Specifically orange, floating, shiny rocks. He HAS to get that rock. And he will do anything to get it. Including facing his biggest fear. In order to get around the water to get to this big, orange, shiny rock of his, he needs to make the water flow out of his way so he can get to it. The water is coming from "Evil fruit"; purple fruit that are so saturated with water, it pours out of them. Using his clubs, he can throw them and break rocks that will help get rid this water in whatever way possible so he can get to the fruit.

## -----KEYMAPPING-----

**W** - Jump

**A** - Left

**D** - Right

**Left click** - hurl a club toward cursor. (It will fall with gravity!)

**Right click** - throw fire club toward cursor.

**F2** - Switch to FullScreen Mode.

**S** - If in the Main Menu, Saves a player profile. Type in the name and it will be saved to the folder that The River.exe is in. Player profiles save the levels you unlocked, highscores etc. Good stuff.

**L** - If in the Main Menu, Loads a player profile. Type in the name and it will be saved to the folder that The River.exe is in. (can also be used to load a custom map)

**ESC** - if not in the main menu, brings you there. If in the main menu, quits the game. Pressing the X button in the game window will quit the game also, but will ask you first.

## -----GAMEPLAY-----

**THE HUD:** At the top of the screen there is a bar that shows your health, the number of clubs Grr has (both regular and fire), the game time in seconds, and the current score. In The River, the lower the score, the better. So don't be happy when your score goes up by running through a waterfall and almost dying, and don't be sad when you get a green fruit and your score is in the negative numbers. Negative scores = good!

At the bottom of the selection screen, it will show you the player score; AKA the score of all the levels added together. Use this when comparing with other players.

### **So, what will raise your score?**

- Getting hit by water.
- Time; getting a level done fast helps your score.
- Throwing Clubs
- Breaking Rocks (minimally impacts score, breaking a ton is normal)

### **What will lower your score?**

- Finishing health - the higher, the more points are subtracted.
- Finishing amount of clubs - each one is multiplied by ten, and then that final number is subtracted from your score!
- Green Fruit - Subtracts 1000 points from your score! A must if trying to beat highscores.

The first time you play through this game, you probably won't be caring about scores, but about finishing levels. Every level you finish will unlock the next one. Later on, you will want to go back and try and get low scores by getting the green fruit and constantly trying to find the best way to solve something. Of course, there is always more than one way to solve every level. It's all up to you.

### **Throwing clubs**

So, you throw clubs to break the rocks. The River/Lake/Waterfall etc. is confined to these rocks, so you can trap, drain, splash, re-direct, or whatever else you can think of to the water by breaking them rocks! This helps a ton, because it lets you get to the Orange Fruit Safely! Be careful, if you throw a club into the water, it splashes! After you throw a club, you lose it. You need to pick it back up later. You always start with more than one club, so you don't need to hunt down every club you throw (unless you are going for a record low score). However, if you have no clubs at all, you can't break any rocks until you get some!

# GAMEPLAY OBJECTS

There are certain gameplay objects that you need to familiarize yourself with:

## RED FRUIT:

A floating red circle. Heals you by calming Grr down.

## GREEN FRUIT:

A floating green circle. Boosts your score. Absolutely a must if trying to beat highscores. Cheers Grr up.

## PURPLE FRUIT:

The things that spawn the water. They stare at you and shrink/grow slightly at will. Creepy.

## ORANGE ROCK:

A big floating orange circle. The finish line, get this and you win the level, unlocking another!

## WATER PARTICLE:

A little blue circle that flows with other ones. Don't touch. They hurt you and raise your score.

## BOULDER:

A brown, large, bumpy rock. These fall with gravity and are good for cutting off streams. But it will kill you if it lands on you, so stand back!

## CLUB:

A brown stick on the ground. Pick one up and you have another club!

## FIRE CLUB:

Like a regular club, but red. When you throw one, there is no gravity, and the explosion is BIG!

**BROWN WALL:**

Small brown square. A regular breakable wall.

**GRAY WALL:**

Small Gray Square. These walls are rare, but cannot be broken by any of Grr's clubs.

To help you, the first two levels have blue tutorial boxes that hint what to do. After that, there is no help.

## THE MAP EDITOR:

Eventually after you get ridiculously low scores on all the levels after playing the game for a long time, you might want to make your own levels! So click on map editor in the main menu. When you open it up, you see a ton of brown walls. This is so you don't have to place them yourself. Right click to delete anything, so right click and drag to make pathways and cut your way through the map.

ALL CUSTOM MADE MAPS WILL HAVE JUST SKY BACKGROUNDS!!!  
You don't get to have the nice tiled canyons etc of the single player maps.

Here are the buttons you press to make stuff happen in the map editor.

1

This places the starting position of the player. You could have more than one so the player controls two Grr's, but it may have glitchy/undesireable effects. (AKA it hasn't been tested)

2

This places brown walls. (Incase you messed up)

3

This places gray walls.

4

This places green fruit.

5

This places red fruit.

6

This places the orange stone.

7

This places purple fruit; where the water comes from. (Its ok if you have more than one!)

8

This is a fire club!

S

This saves your map! You won't be able to work on it later; it saves it as a level. Then, on the main menu when you go to load a profile, type the name of the map and it works also! Now anybody can play your level and they can't modify it. See the end of the guide for how to distribute these.

ESC

This brings you to the main menu, and doesn't save your progress.

# TROUBLESHOOTING/EXTRAS

First, troubleshooting.

Q: GAH! IT LAGS!!!

A: This shouldn't be a problem on more modern pc's; however on older pc's (or ones with a single processor and less than a gig of ram) this can be a problem. This game is stressing on your ram rather than your video card because of calculating the river particles. To get a better framerate, try

Setting the color depth on your pc to 16.

Setting the resolution on your pc to 800 x 600 and playing in fullscreen.

Getting more ram.

Q: Unexpected Error! What's that mean!!!

A: I hate this; it's a glitch some computers get because they are incompatible with the game. It's not because of the coding, but nobody really knows exactly what causes this.

TRY:

Increasing your page usage space.

All the steps for question one.

Re-download.

AFTER you do all this, please report this error and your system specs to ZekeGames Forums. (Link is down farther)



## **Now the extra stuff!**

So, now that you played it, you may want to join up (for free) at ZekeGames Forums. The URL is

<http://www.createforum.com/zekegamesforum/index.php?mforum=zekegamesforum>

However, Google search ZekeGames and you can find it faster that way.

Report Glitches, Highscores/Lowscores (whatever you call them), your custom maps that you want to share with the world etc. to ZekeGames Forums. We'd love to see you there!

## **END OF GAME GUIDE -**

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THE RIVER IS THE CREATION OF ZEKEGAMES

YOU CAN REDISTRIBUTE THE RIVER ONLY IF IT IS UNCHANGED  
AND CREATION CREDIT IS GIVEN TO ZEKEGAMES. YOU MAY  
NOT SELL THE RIVER.

Programming: SunnyKatt

Graphics: SunnyKatt

Music and Sound: SunnyKatt and Aeviaan

Level Design: SunnyKatt and Aeviaan

MADE FOR THE 2008 ANCIENT CIVILIZATIONS CONTEST AT  
YOYO GAMES! GO THERE AND RATE THIS GAME!!!