







*GameBook*  
**GameBook**  
alpha v 0.1




# Game Features

## ● GamebookStory :




- ✓ - chapter 1 : THE SEWER (130 pages)
-  - chapter 2 : TORTURE CHAMBER (about 130 pages)
-  - chapter 3 : THE FIRST FLOOR (about 130 pages)
-  - chapter 4 : THE CHAMBER OF PRIESTS (about 130 pages)
-  - chapter 5 : THE ALTAR OF OGROSH (about 130 pages)

**650 pages total of Awesome Story**




## ● Engine :

- ✓ - can add infinite pages by editor
- ✓ - can add infinite chapter by editor
- ✓ - can add infinite heroes by editor
- ✓ - can add infinite illustration by editor
- ✓ - can add infinite monster by editor
- ✓ - can add infinite item by editor
- ✓ - inventory system X heroes, monsters, etc.
- ✓ - combat system dice
-  - experience system
-  - hunger system
-  - sleep system
- ✓ - work on iPad/iPhone/iPod



## ● Languages :

-  - Italian (we're checking for errors)
-  - English (in traslation)
-  - Can add infinite languages

## ● Graphics :

- ✓ - **bitmap awesome style.**
- ✓ - **11 monster x 4 level difficulty**
- ✓ - **8 heroes + some Unlockable**
- ✓ - **1920 weapons combination, with rarity, quality etc. + UNIQUE ITEM.**
- ✓ - different attack **FIRE, POISON, ICE MELEE, DRAIN LIFE** etc.
-  - monster animation (some complete, some in working)
-  - heroes animation (some complete, some in working)
-  - more than **50 Illustrations with unique style** (some complete, some in working)

## ● Sounds :

-  - **5 atmosfere track** (combat, relax, suspance, normal, run)
-  - the sound changes from page to page ( in working )



\*in working.



\*work complete.



# Main Menu



Start the story mode game. (Start the GameBook Story)

Start the quick battle game. (Fast battle, Player vs Player or Cpu Vs Player)

Open Achievement Menu. (A list of the awards you have collected in the game)

Open Illustrations Menu. (A list of pictures you've unlocked in the game)

Go to Options. (Language, Music on/off, Credits)

Go to : <http://www.la-boite.it/moffee>



# StoryMode



Click on the book to confirm selection

Click on the arrows to choose the chapter

Click on X to go back to main menu

If the icon has a padlock on it, you must first complete the previous chapter.



# Gamebook page



- **Do action.** (Look, attack, search, move, etc.)
- **Go to sleep :**
  - When you click the icon launches a die that determines if the rest is successful or if you are attacked while sleeping
  - Every time you rest your hunger increases.
  - If hunger is high you can not relax and you may die.
- **Eat Food** (the number of food you have in bag is expressed by the number in red square)
- **Open Inventory** (See page 05)
- **Go to Pause Menu :**
  - Leave Game (go to main menu)
  - New Game (reset all data of the chapter. heroes, pages, inventory, etc.)
  - Music On/Off
  - Continue (go back to the page)
- **Page number**
- **Life Point HP**
- **Illustration**



# Inventory

**TANIBUS**  
SHAMAN, BONEMAUL HERO

EXP : 0000000  
HP : 75/75  
CRIT : 70

SPECIAL : CHAINLIGHTING  
A CHAIN LIGHTING THAT DOES 15

15

UNIQUE TANIBUS ANCESTOR ROD  
ITEM USABLE  
SLOT: RIGHT HAND, CD: 3 TURNS  
+9 HEALING POWER  
+9 MELEE DAMAGE

0 9 0 0 9 0 0

- Your backpack (One click look description, double click equip).
- Quest item (Keys, clues, map : Double click to see it. **Under construction**).
- Weapon description (Images, name, features, icon features).
- Character body slot (Head,chest,right hand, left hand, foot).
- Special Description (Character special attack description).
- Character portrait.
- Character description (Experience, life point, percentage of critical).
- Go back.



# Combat



- Your life point (HP).
- Red square meter (3 = bust).
- Yellow circle meter (3 = special).
- Blue triangle meter (n = n damage).
- Enemy life point (HP).
- Your Character portrait.
- Enemy Character portrait.
- Dice 8 (4 blue triangle, 3 red square, 1 yellow circle).

- Pause menu (leave game, music on off, continue).
- Item buttons (if the weapon is "active" you can use it in the battle. See page 07).
- Action Button draggable (Drag left roll dice, drag right pass turn. If you have collected N triangles and you pass, you release N damage on enemy).



# Weapon in combat

The screenshot shows a game interface for a weapon. At the top is a pixelated image of a red and yellow staff. Below it is the name 'UNIQUE TANIBUS ANCESTOR ROD'. Underneath is a purple box containing the text: 'ITEM USABLE', 'SLOT: RIGHT HAND, CD: 3 TURNS', '+9 HEALING POWER', and '+9 MELEE DAMAGE'. Below this is a status bar with icons for health (0), mana (9), another resource (0), fire (0), a staff icon (9), a shield icon (0), and a skull icon (0). At the bottom are two buttons: a red one with a white skull and crossbones, and a green one with a white checkmark. Colored lines connect these elements to a legend on the right.

- Weapon image.
- Weapon name.
- Weapon description.
- Weapon icon description.
- Do Action.
- Back.







# Special

## GREATER HEALING POTION

A SPECIAL RED MIXTURE THAT RESTORE YOU TO FULL LIFE

AFTER IT YOU WILL PASS.

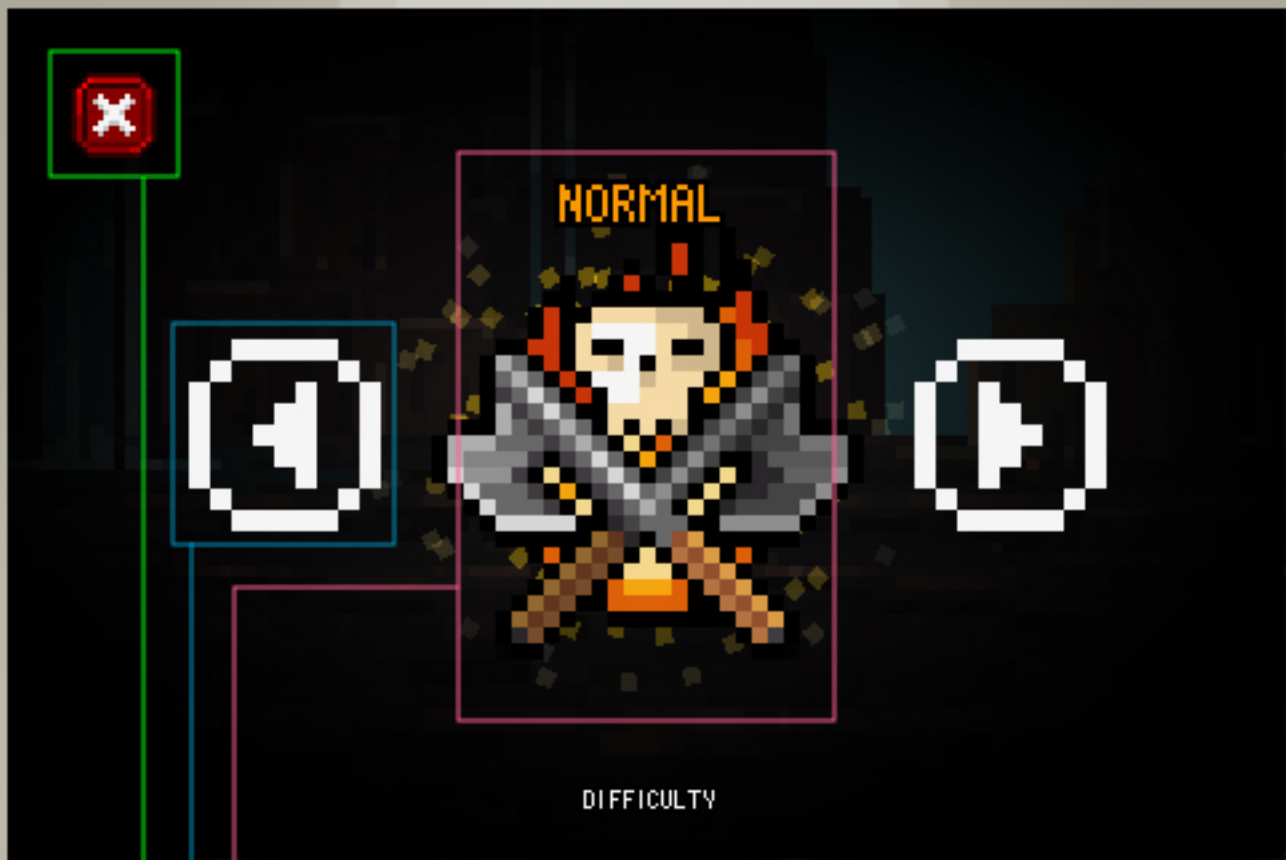
● Special Description



- You have 2 choose:
  - 1) drink a potion (full life)
  - 2) use you hero personal special attack (changes according to the hero: fire, drain life, ice, poison, wind, etc.).



# Quickbattle



Click on the icon to go next

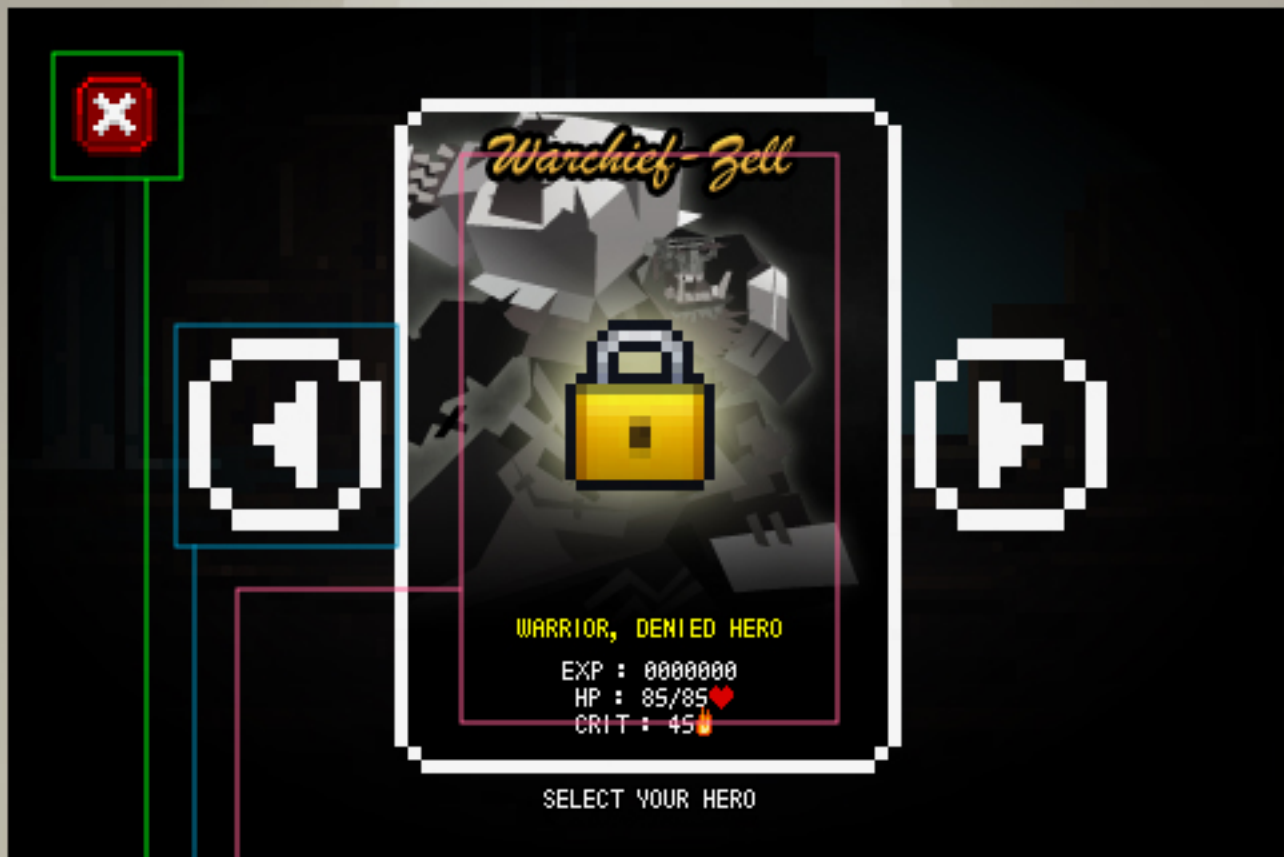
Click on the arrows to choose the difficulty

Click on X to go back to main menu

- You can choose to play:
  - 1) Player vs CPU
  - 2) Player vs Player (in the same device)(**Under construction**).
- You can choose 4 level of difficulty (easy, normal, hard, inferno).



# Quickbattle



Click on the icon to confirm selection

Click on the arrows to choose the hero

Click on X to go back to choose difficulty

- If the portrait has a padlock on it, you must first unlock it by complete some achievement.



# Achievements

**Click on X to go back to main menu**

**Achievement title**  
Achievement description, achievement description, achievement description, achievement description, achievement description, achievement

**10**

**Achievement title**  
Achievement description, achievement description, achievement description, achievement description, achievement description, achievement

**10**

**Achievement title**  
Achievement description, achievement description, achievement description, achievement description, achievement description, achievement

**10**

**Achievement score**  
**Achievement description**  
**Achievement icon**

● There are many achievements to unlock in the game. **This feature is under construction**



# Illustrations



Locked illustration

Click on unlocked illustration to see it.

Click on X to go back to main menu

- There are many Illustrations to unlock in the game. **This feature is under construction**



# Bestiary



**EARTH  
ELEMENTAL**



**BLOOD  
ELEMENTAL**



**ICE  
ELEMENTAL**



**MAGMA  
ELEMENTAL**

- The animation is under construction.



**UNDEAD**



**UNDEAD  
SERGENT**



**UNDEAD  
CAPTAIN**



**UNDEAD  
GENERAL**

- The animation is under construction.



**CENTAUR**



**CENTAUR  
TREE'S ADEPT**



**CENTAUR TREE'S  
GUARDIAN**



**CENTAUR  
DEMIGOD**

- The animation is COMPLETE.



# Bestiary



BOAR



GREY BOAR



FIRE BOAR



WHITE BOAR

● The animation is under construction.



ORC GRUNT



ORC  
BANDMASTER

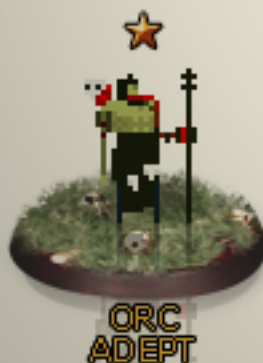


ORC CHIEF

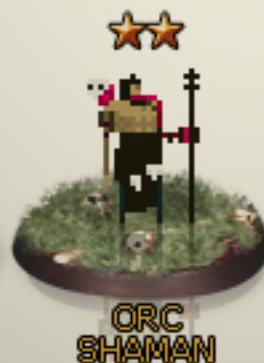


ORC  
WARCHIEF

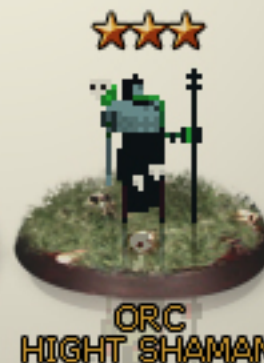
● The animation is COMPLETE.



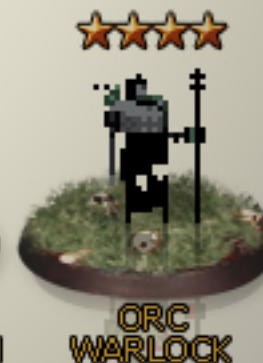
ORC  
ADEPT



ORC  
SHAMAN



ORC  
HIGHT SHAMAN



ORC  
WARLOCK

● The animation is COMPLETE.



# Bestiary



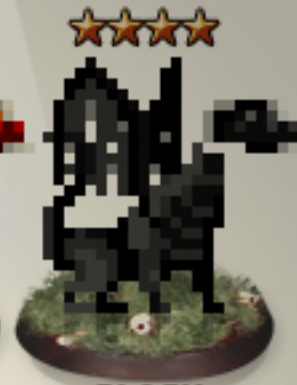
DRAKE



DRAGON



RED  
DRAGON

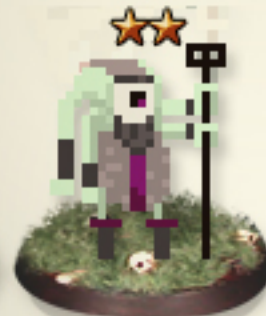


BLACK  
DRAGON

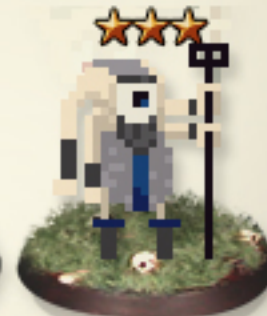
- The animation is under construction.



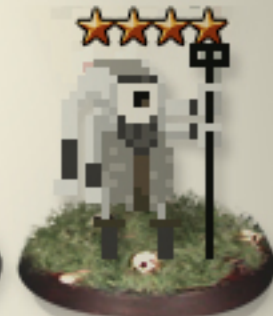
MOUNTAIN  
CYCLOP



MOUNTAIN  
CYCLOP  
SHAMAN



MOUNTAIN  
CYCLOP HIGH  
SHAMAN



MOUNTAIN  
CYCLOP  
WARCHIEF

- The animation is under construction.



RAT



BLUE RAT



FIRE RAT



POISON RAT

- The animation is under construction.





# Heroes

- Look <http://www.la-boite.it/moffee/heroes.php> to read heroes unique story.

## Undead Zell



- The animation and bitmap character is Complete.

## Tanibus



- The animation and bitmap character is Complete.



# Heroes

- Look <http://www.la-boite.it/moffee/heroes.php> to read heroes unique story.

Wharr



- The animation is under construction.

WarChief Zell



- The animation and bitmap charapter is Complete.



# Heroes

- Look <http://www.la-boite.it/moffee/heroes.php> to read heroes unique story.



- The animation is under construction.



- The animation is under construction.



# Heroes

- Look <http://www.la-boite.it/moffee/heroes.php> to read heroes unique story.



Moffee



Zahurr



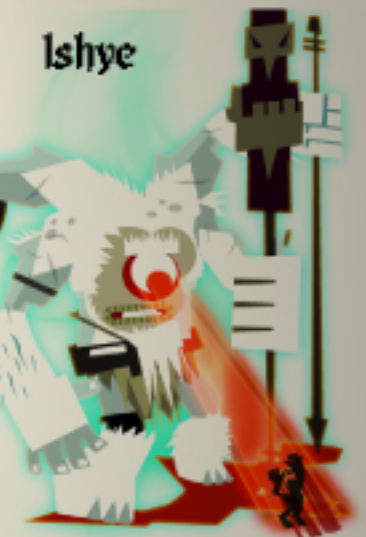
Ishye



Niex



Burr



Keld



Leack



Dr.Skelrt

- other heroes under construction.

