

KOOPii



**Game Play
instructions**

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STORY

Pii is a respectful inhabitant of Naturalia, a town of creatures who live in peace with nature. One day he falls into the ruins of an ancient tech-based civilization. There he finds Koo, the last survivor of that civilization who wants to rectify his errors. What happened with that civilization?

BEFORE PLAYING

• Requirements

To play Koopii it is mandatory to have installed XNA 4.0, KINECT SDK and WPF 4.0

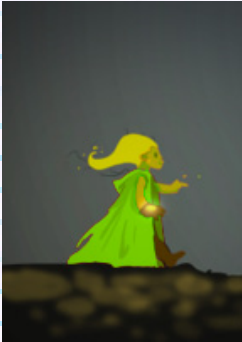
You can play either using a Xbox 360 Game Pad or the Keyboard.

A minimum resolution of 1680x1050 and nvidia GeForce 9800 GTX

• Setting the Kinect

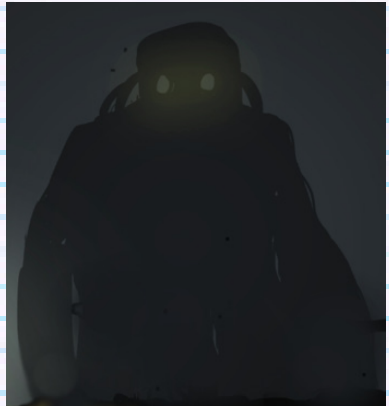
It's important to connect and set up Kinect before starting the game.

CHARACTERS



Pii curious and awakened
minded creature who

Koo tech minded, he is
trapped in the space-time
with an ethereal form.



CONTROLS

Pi1 (GamePod/Keyboard)

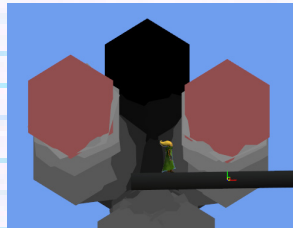
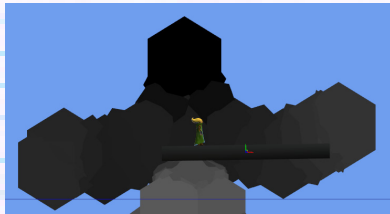
Move left (A) /
right (D)



Jump (W)

Koo (Kinect)

Each part of Koo is coloured depending on proximity. To interact with the elements you have to "grab them". To grab just extend your arms and red will indicate you are in grabbing mode.



Start to play

Work together in order to reach and reactivate all the life makers.

Koo can interact with environment elements but as Koo has an ethereal form, Pii is needed to reactivate life makers.

take care of Pii

If Pii is damaged his energy decreases and he will turn a bit more dark. Watch out and avoid losing all energy or you will have to repeat the level. To recover energy rest or place Koo's hands to recover it even faster.



ELEMENTS

There are a lot of tech elements spread over the levels to help Pii advance to his destiny.

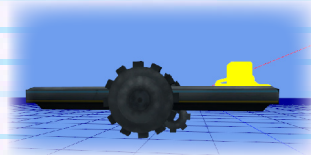
Basic concepts

A box is placed near each element. These boxes indicate its status:

- black : disabled element.
- blue: enabled element

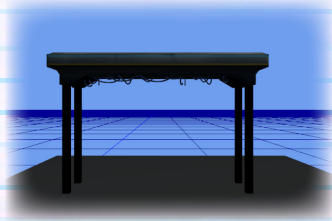


- yellow: Koo is interacting with the element



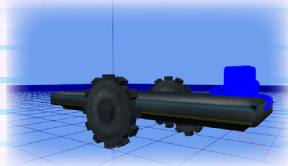
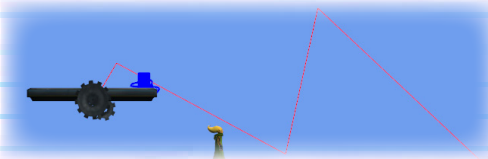
- Static Platforms

These were built to allow people stand up and reach places without accessibility.



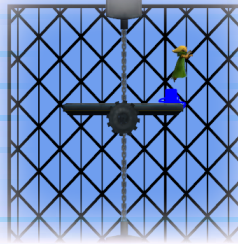
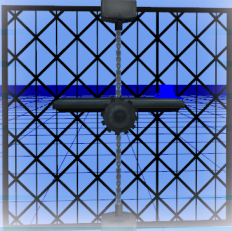
- On rail platforms

Platforms that follow a rail. Make Koo grab them to stop one and jump on it.



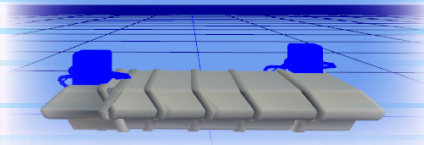
Free platforms

Koo can move them everywhere on the grid.



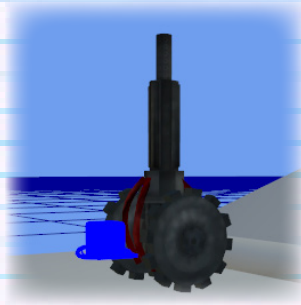
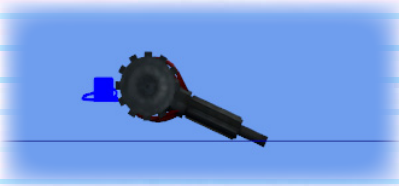
Morphic platform

Stretchable platforms, Koo can make them longer by touching the extremes.



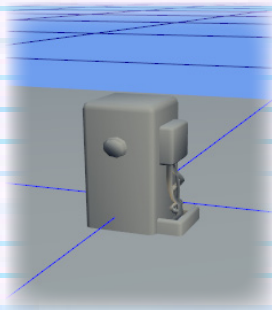
• Cannon

These elements are harmful, stay away of their bullets and if you can't make Koo help you: if he grabs it he can change where it aims with the other hand.

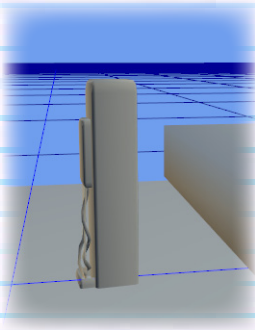


• Buttons

If you find a button try touching it to enable disabled elements. Some of the buttons have a timer so be aware.



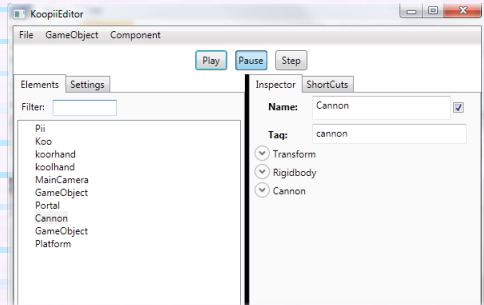
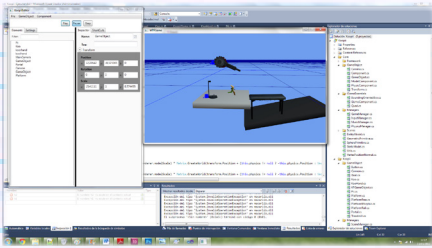
• Life maker



Koo and Pii want to reactivate this ancient mechanisms to return life and rescue Koo's civilization. In order to enable it both Pii and Koo (both hands) must be touching them.

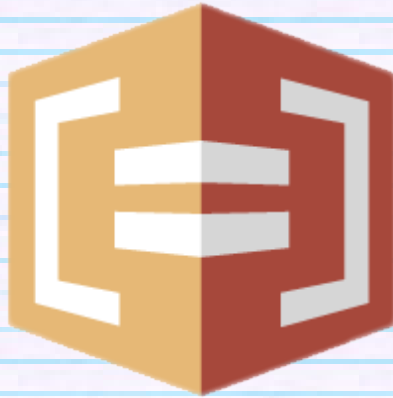
EDITOR

We have built our own engine using different technologies. An editor is available to make your own levels. You will find instructions in the editorreadme.pdf file.



CONTACT

If you find a bug or want to contact us don't hesitate to send an email to hitthere@team-iso.com



team·iso

CREDITS

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Thanks

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Technologies

