

REST IN PIECES

Game Manual

Rest In Pieces

**Jon Madden
Stefan Hacker
Yusuke 'Snow' Osada**



A Game by This is Not a Team

Members:
Stefan Hacker
Jon Madden
Yusuke 'Snow' Osada

ABOUT THE GAME

Rest in Pieces is a platform adventure game where you help Max, a down-on-his-luck soul, return from the dead and reassemble his body in order to be granted access to Heaven. There are 3 separate levels depicting Max's struggle against damnation: the Underworld, the Graveyard where he was buried, and a chaotic city hotel where Max's salvation awaits in the form of his prom date. As Max progresses out of death and back into the land of the living, he reassembles body parts in order to overcome challenges and regain his vitality. These body parts were scattered as a result of Max's unfortunate death at the hands (or paws, rather) of a pack of wild raccoons, and the player will have to overcome demons, zombies, and policemen in order to find all of the pieces that will unlock Max's salvation from the hell of virginity.

HOW TO PLAY

1. Use the Arrow Keys to move, including the Up button to jump or climb up some tall structures
2. Press Z to launch Max's head to the left
3. Press X to launch Max's head to the right
4. Press Space to Punch
5. Keep an eye on Max's health bar in the upper left – if it empties Max will have to start the level over again

Note: While Max's head is in flight he cannot jump as high

THE STORY SO FAR

The game opens with a short cinematic of Max Reason traveling to the pearly gates. Max encounters Jesus and Darwin who inform him that only those who have contributed to the evolution of the human race (i.e. had sex) are granted access to heaven. As Max had been on his way to his Senior Prom where he was assured, after the dance, a hotel room with his prom-date he is quite upset as, unfortunately, he was killed just after the dance and before he could get laid. Darwin remarks that Max might have a chance if only he

could find his body again, but sadly it is no longer in one piece. Max desperately wants to get into heaven, and so journeys forth on his last adventure on earth.

Max Reason finds himself in the underworld of the dead, populated solely by skeletal beings, who, like Max, exist in limbo. After many challenges involving character control, fighting enemies (in funny ways), and minor puzzles Max makes his way to the graveyard.

The graveyard Zombies show only cursory interest in Max. Still, a few occasionally grab or pursue him. However, Max must fight the zombies to gain access to the well guarded streets of suburbia. Here Max must make his way to the hotel while avoiding attention. Cautious neighbors call the cops on each other incessantly and criminals exploit the mayhem caused by the local undead. While in suburbia you must find enough of your body to appear 'normal' to eventually enter the hotel.

Once inside the hotel you may *seem* normal, but that doesn't mean you aren't still the enemy! Squads of rule enforcers patrol the halls, determined that all post-prom activity be strictly platonic. Outwit or combat bellboys to the room where your prom date awaits, and, ultimately, enter heaven.