Kenny Vs Spenny
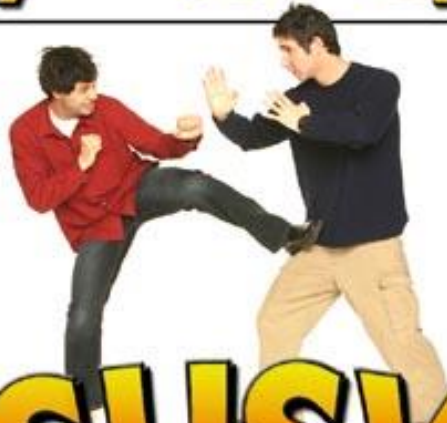
VERSUSVILLE

GAME DESIGN DOCUMENT

DC studios

BREAKTHROUGH

dream mechanics

Revision History

Version	Revision	Revised by
1.0	All game descriptions complete, all level designs and game mechanics complete. SFX, Music and animation sections completed.	Ollie Sykes and Lon Benattar
2.0	Added 8 different cart skins, humiliation screen, Trophy tower, KVS tv repair, the internet frappe, Medal system (comprising 32 medals + the trophy tower), unique Ken/Spen character skin, left hand controls throughout the game, tutorial tips toggle on/off, and all changes are highlighted green in the document. We are also waiting for the renamed games from Kenny.	Ollie Sykes and Lon Benattar
2.1	Added an "announcements" and "Contests" link to the KVS shop, removed the "Contest condo" and the "Announcement" section of the Internet Frappe. Removed the chat options from the web-site. confirmed choices of targeting cross-hair in the display options Simplified the registration page Gave additional detail on the production of the high scores web page.	Annie Bacon
2.2	Added Idle animations, the Kenny vs Spenny sides of town, locations in versusville of the different games, possibility of damage modeling and sparks on the shopping carts. Removed number of skins to respect the schedule.	Lon Benattar
2.3	Game names changed. Insults and Compliments added. Humiliations and Rewards added.	Ollie Sykes

Version	Revision	Revised by
2.4	Residence Evil: ❑ New victory parameters added ❑ Kudos meter updated ❑ Added Alarm Effects Section ❑ Added Being Captured Section ❑ Added player being "captured" through physical contact. ❑ Kenny and Spenny AI paths added to floor plan. ❑ Added Kenny and Spenny Placement section. ❑ Added Hiding section	Ollie Sykes
2.5	❑ Added New Versusville Flowchart with more detail. Redundant items removed. ❑ Removed Internet Frappe. ❑ Residence Evil: Detailed the underwear removal from a trap when Kenny or Spenny spot it. ❑ Wasteball weapons added. ❑ Waste Vial Launcher added to Wasteball. All weapons now two handed. ❑ Guts Gun added to Grave Rave. ❑ Grave Rave Throwing Meter is now called Range Meter.	Ollie Sykes
2.6	Added all voice over assets for speech and taunts.	Ollie Sykes
2.7	Added all Instruction Text and diagrams for all Lefty Game Controls.	Ollie Sykes Lon Benattar

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Table of Contents

Introduction

Kenny vs. Spenny is a comedy documentary show that pits two lifelong friends against each other in a series of outrageous real-life competitions. Premiering on CBC Television in the fall of 2003, every episode features a different competition, each one more ludicrous than the last: Who can stay awake the longest? Who can stay blindfolded the longest? Who do girls like more?

The Kenny VS Spenny videogame "Versusville" is a downloadable application in which Players build an avatar and roam the street of Versusville, a 3D environment inspired by the competitive duo.

Versusville is part virtual community, and part mutli-player game (with 3 different multiplayer competitions). There is also an exclusive single player game that can be played off line.

Components

- **Versusville:** Hub from which players access the different multi-player games and the Kenny and Spenny House.

- **Residence Evil:** Single-player tutorial in which players need to break into Kenny and Spenny's house without getting caught!

- **Wasteball:** Paintball competition using chemical waste instead of paint.

- **Kart Dart:** Hazardous and hilarious speed track where competitors speed through supermarket hallways in shopping trolleys.

- **Grave Rave:** Players throw things they find on the ground at each other in a ghastly and ghoulish battle!

Starting a Game

Users can download **Versusville** from CBC.ca (a redirect page to CBC.ca will also be provided at KENNYvsSPENNY.ca).

Registration
Before downloading the application, fans will have to register on the CBC web site. If a similar registration exists on the CBC website, it would be interesting to keep the same registration. If not, registration should include the following information:

Your CBC Log-in Information

First Name:	
Last Name:	
Username:	
Choose a Password:	
Confirm Password:	

Once downloaded, the application must be installed with the help of a classic install shield wizard (double click on the application for the wizard to start).

Building Your Avatar

Each player who competes in **Versusville** is able to design their own virtual persona.

Players have a choice of different body types to choose from and different 'skins', allowing for a large variety of player looks. Users must also choose a unique name that they will be known by.

Note that the player must always create an avatar before they can access any of the main Versusville features and play any of the games.
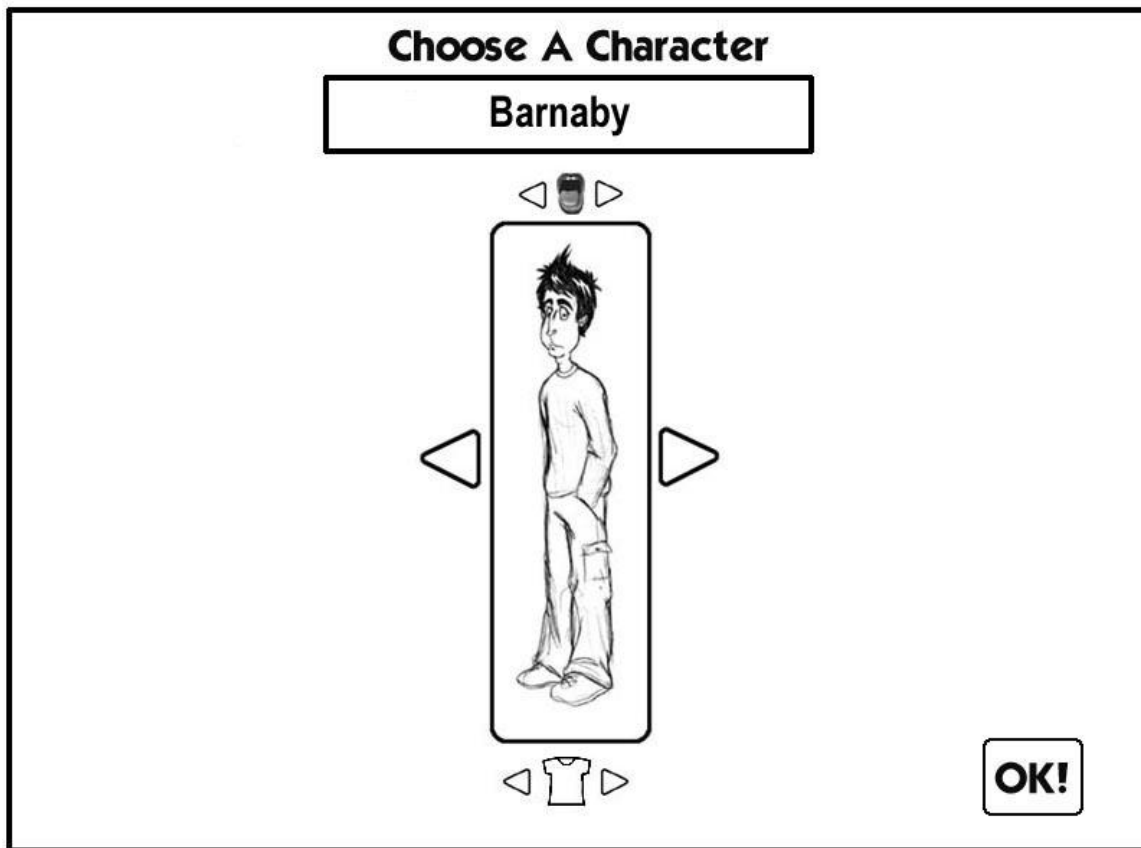
The steps they will have to follow are outlined below and all of these elements can be presented on one screen:

This artwork is for demonstration and does not in any way reflect the final artwork of the game.

Choose Character

The main frame that surrounds the character can be moved left and right by either left clicking on the left and right arrows to either side of the box or by pressing the left and right arrow keys on the keyboard. To confirm a character selection the player can press Enter on the keyboard or left click on the "OK!" button in the lower right of the screen.

Choose Skin

By left clicking on the arrows on either side of the icon underneath the Selection Frame the player can cycle through the available "skins" for that character. Each character has 4 different skins to choose from. The different skins will update in real time on the above character model, the t-shirt is solely an icon to represent the choice of clothes. The left arrow cycles forward though each skin and the right arrow cycles back. The skin selection, when it reaches the final skin will loop back around to the beginning.

Available Skins

The skins for each character will be as follows:

Kenny
Skin 1:   Jeans and T-Shirt with logo.
Skin 2:   Celencio' costume from blindfold show
Skin 3:   Navy Seals stealth suit

Spenny
Skin 1:   Jeans and T-Shirt with logo.
Skin 2:   Western sheriff
Skin 3:   American Wrestler.

Miriam 1: Brunette Woman
Skin 1:   Corrections Officer
Skin 2:   Amazon Warrior outfit.
Skin 3:   Ninja Suit

Kristen 2: Blonde Woman
Skin 1:   Meter maid
Skin 2:   Vasquez (Aliens)
Skin 3:   Lara Croft

Kenny and Spenny Exclusive Skins
Kenny and Spenny will also have their own skins exclusive to them. This will be in the same style as the two statues that are in the centre of Versusville – regal looking and golden.

Choose Voice
By left clicking on the arrows on either side of the icon underneath the Selection Frame the player can cycle through the available voices for that character. Each character has 2 different sets of voices.

Available Voices
The voices for each character are as follows:

> Kenny:
> - Voice 1: Kenny's voice.
> - Voice 2: Action movie actor voice (done by Kenny)
>
> Spenny:
> - Voice 1: Spenny's voice.
> - Voice 2: Serious older man voice (done by Spenny)
>
> Female 1:
> - Voice 1: Default female voice 1.
> - Voice 2: Warrior woman voice "Let's ROCK!" (Vasquez from Aliens)
>
> Female 2:
> - Voice 1: Default female voice.
> - Voice 2: Creepily deep voice "don't make me hurt you"

Phrases in game will be used in the following instances:

- When the character is shot at (once for every 30 seconds of play)
- When the character is selected.
- When the character is humiliating another (Taunt).
- When the character is victorious.
- When the character loses.
- When the character is in the lead.

See the table below for specifics.

Voice Over Assets

Kenny

	Character Select:	behold_my_glory

	When Played (RE)	When Played (KD)	When Played (WB / GR)	Kenny	Wrestler	Navy Seal
1	Game complete	1st Place Win	Coming 1st	behold_my_glory	behold_my glory_05	behold_my_glory_04
2	When AI sent to toilet	Trap Sprung	Taunt	bob_for_apples_02	bob_for_apples_05	bob_for_apples_03
3	NA	Trap Sprung	Frag	cat_food	cry_to_your_momma_06	cry_to_your_momma_05
4	NA	Trap Sprung	Frag	drink_undy_juice_02	eat_my_dust_05	eat_my_dust_03
5	NA	Taunt	Getting to 1st	embarassment	embarassment_04	embarassment_03
6	NA	Taunt	Taunt	lick_armpit	u_make_me_sick_05	u_make_me_sick_03
7	When AI sent to bed	Taunt	Taunt	smell_breath_02	u_suck_05	u_suck_03
8	NA	Into 1st place from 2nd	Frag	your_connection	your_connection_05	your_connection_03

Spenny

	Character Select:	hooray_for_me

	When Played (RE)	When Played (KD)	When Played (WB / GR)	Spenny	Sherrif	American Wrestler
1	When AI sent to toilet	Taunt	Taunt	bob_for_apples	bob_for_apples_03	bob_for_apples_05
2	NA	Taunt	Taunt	chomp_on_my_booger_02	chomp_on_my_booger_04	chomp_on_my_booger_03
3	NA	Taunt	Taunt	disgusted_with_u	disgusted_with_u_03	disgusted_with_u_05
4	Game complete	Into 1st place from 2nd	Getting to 1st	hard_work_pays_off	hard_work_pays_off_03	hard_work_pays_off_04
5	NA	Trap Sprung	Frag	must_b_a_kenny_fan	hooray_for_me_03	must_b_a_kenny_fan_02
6	NA	Trap Sprung	Frag	lick_my_armpit	oops_sorry_04	oops_sorry_05
7	NA	1st Place Win	Coming 1st	that_was_good	that_was_good_04	smell_my_breath_02
8	When AI sent to bed	Trap Sprung	Frag	u_need_glasses	u_need_glasses_04	u_need_glasses_05

Miriam

	Character Select:	I'm a hots

	When Played (RE)	When Played (KD)	When Played (WB / GR)	Cop	Amazon	Ninja
1	NA	Into 1st place from 2nd	Getting to 1st	I'm_a_hots	I'm_a_hots_02	I'm_a_hots_03
2	When AI sent to toilet	1st Place Win	Frag	kennys_sister	kennys_sister_03	kennys_sister_02
3	Game complete	Trap Sprung	Frag	kenny_would_b_proud_02	kenny_would_b_proud_03	kenny_would_b_proud
4	When AI sent to bed	Taunt	Taunt	na_na_taunt	na_na_taunt	na_na_taunt
5	NA	Trap Sprung	Coming 1st	not_bad_for_a_girl_03	not_bad_for_a_girl_02	not_bad_for_a_girl
6	NA	Taunt	Frag	so_lame	so_lame	so_lame
7	NA	Taunt	Taunt	u_reek	u_reek	u_reek
8	NA	Trap Sprung	Taunt	you're_a_mess_03	you're_a_mess	you're_a_mess

Kristen

	Character Select:	gorgeous_and_deadly_05

	When Played (RE)	When Played (KD)	When Played (WB / GR)	Meter Maid	Vasquez	Lara Croft
1	Game complete	1st Place Win	Frag	blondes_were_dumb	blondes_were_dumb_03	blondes_were_dumb_05
2	When AI sent to toilet	Trap Sprung	Coming 1st	gorgeous_and_deadly_04	gorgeous_and_deadly_02	gorgeous_and_deadly_05
3	When AI sent to bed	Into 1st place from 2nd	Frag	I'm_great	I'm_great_02	I'm_great_05

4	NA	Taunt	Taunt	never_date_you	never_date_you_04	never_date_you_05
5	NA	Taunt	Taunt	never_get_girl_02	never_get_girl_03	never_get_girl_04
6	NA	Taunt	Taunt	pms_img_02	pms_img	pms_img_05
7	NA	Trap Sprung	Frag	take_that_spaz_02	take_that_spaz	take_that_spaz_05
8	NA	Trap Sprung	Getting to 1st	that_was_easy_04	that_was_easy	that_was_easy_05

Name
In the field at the top of the screen the player's registered name will be displayed. The game will use the name with which they registered at CBC.

Saving the Character and Starting the Game.
Once all of these steps are complete to the player's satisfaction, and "OK" is left clicked in the bottom corner of the screen then all of the settings the player has made are saved to their "Profile". This means that the player can play with those settings again automatically next time they play. The player can change their character and its appearance by going to the "Edit Character" option in the Options Menu.

Once the profile has been saved the player is taken to Versusville Main Menu.

Menu and Versusville Controls

The controls in Versusville are done via the mouse and keyboard.

Mouse Controls

Menu and Versusville Controls
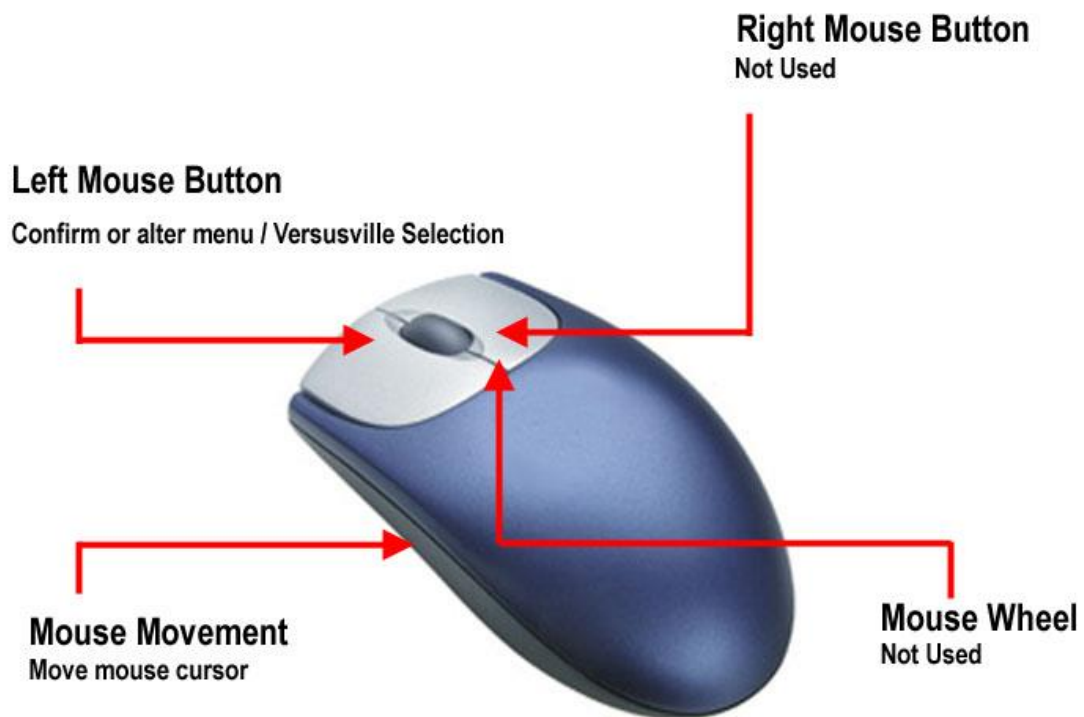
Left Mouse Button
This is used to confirm selections and alter various game parameters within the game. Left-clicking once is enough to confirm the selection, double clicking is not used throughout the game.

Right Mouse Button
Not used.

Mouse Movement
This works in exactly the same way as a mouse cursor for any other windows based application. Where the user moves the mouse, those movements will be replicated on screen.

The controls for each individual game are given with the game descriptions.

Keyboard Controls

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Versusville

This artwork is for demonstration and does not in any way reflect the final artwork of the game.

Overview:

Versusville is a warren of back alleys, seedy tenements and run-down shops. Statues of Kenny and Spenny tower and posters of the grinning duo leer down at passers-by. Shops, stores and businesses have been taken over by these two gods of competition – and every visitor is expected to bow down to them. Their presence is also constantly conveyed via audio and animated sprites; they crack jokes, challenge visitors and mock poor performance.

Versusville is split down the middle into two very different classes of neighbourhood. The split centers at the Kenny and Spenny statues, running right between the two. On the Spenny side, the streets are clean, the buildings new, signs brightly lit, an all around nice, new town. On the Kenny side, the streets are full of potholes, building decrepit and falling apart, signs rusting or blinking.

Versusville's graphical interface will be presented to visitors as a top-down, isometric view that allows players to roam across it with their mouse. All the competitions are located inside buildings or outside locations found on the map. When the player moves the mouse cursor over one of the locations, a pop-up window will appear, containing information about the game which the player can click to initiate the game session. The building or area in which the competition takes place will also light up and be displayed with its name.

Links throughout **Versusville** will also connect to the web-based components.

At a later date, additional games can be built for **Versusville** and integrated seamlessly into the map.

All of the web-based components of the game (Contests, Forums, High Score Tables) will be the responsibility of CBC. (for more information, please see **Technical Specifications**)

Versusville Locations:

The areas of Versusville are:

Residence Evil:

This is available for selection from the start of the game. This is on the Spenny side of town, and should reflect the feel of that side of town.

This is the Single Player Only tutorial. Residence Evil is a looming dark and sinister place in the centre of Versusville that is also Kenny and Spenny's home. When the player selects this they will be shown the Residence Evil Game Start Window and can launch the game and set game parameters here. See [Residence Evil](#) game section later in the document for more details.

Road to Reality:

This is available for selection from the start of the game.

This road in on the outskirts of Versusville and by highlighting it a pop-up window appears that allows the player to quit the game. They will be presented with an option to quit or continue. Quitting, after a yes/no confirmation message will return the player to Windows.

KvS TV/VCR Repair:

This is available for selection only when Residence Evil has been completed.

This is a dilapidated tv repair shop that when highlighted give the player access to the Kenny Vs Spenny website, and to special "Announcements" and "Contests" web pages. A web browser window will open separately and connect the player to the website.

Hall Of Champions:
This is available for selection only when Residence Evil has been completed.

This is a shortcut that performs the same function as KvS TV except it allows the player to connect to the CBC based High Score Tables without having to navigate the rest of the website. When highlighted a connection window will appear if needed and connect the player to the High Score section of the website.

The players own current Versusville score is displayed here for them to see also.

The Wasteball Arena
This is available for selection only when Residence Evil has been completed. This is on the Kenny side of town and should represent the dilapidated feel of that part of town.

This is a series of disused and crumbling warehouses are the venue for Wasteball…a paintball competition where the ammo is chemical waste! This is the first of the three multiplayer games and when it is highlighted the player will be shown the Wasteball Start Window. See the Wasteball section later for details.

Versus Market:
This is available for selection only when Residence Evil has been completed. This is on the Kenny side of town and should represent the seedy, crumbling aspect of Kenny's portion of town.

This is the venue for the second of the three multiplayer games. It is a crumbling and graffiti-defaced food market where the racing game Kart

Dart takes place. When it is highlighted the player will be shown the Kart Dart Start Window. See the Kart Dart section later for details.

The Losers Cemetery:

This is available for selection only when Residence Evil has been completed. This is on Kenny's side of town and should represent the crumbling, old feel of Kenny's part of town.

This creepy and sinister place is where all the competition losers are buried under a pile of shame as well as earth. This is the location for the third of the three multiplayer games Grave Rave. When it is highlighted the player will be shown the Grave Rave Start Window. See the Grave Rave section later for details.

The War Memorial

The area of Versusville that displays a player's medals. It will consist of a large cement memorial, displaying the names and scores of the player. It will also show dark outlines of other possible medals that have yet to be won.

The Case is divided into two sections, the Master medals and the Slave medals. There are 32 medals to be won in all. There are two free spots at the top of the case, where if the player succeeds in winning all the Master medals they receive the key to Versusville, and if the player receives all the Slave medals they get a bronzed pair of Kenny's underpants. The full listing of the medals available follows;

Wasteball
- o Master Medals
  - o The Contaminator
    - ▪ Sabotaged the most decontamination showers in a round.
  - o Hitman
    - ▪ Highest accuracy rating (bullets/hits).
  - o Chatterbox
    - ▪ Whoever taunted the most throughout the round.
  - o The Assistant
    - ▪ Person who steals the most kills (ie killing people who's health has been drained by other players).
  - o Pumpkin Smasher
    - ▪ Most headshots with the Tactical Chem rifle.
  - o Party Pooper
    - ▪ Killed two or more people simultaneously with a grenade.

- o Neat Freak
    - ▪ Showered in the Decon showers more than any other player.
- o Runway Model
    - ▪ Spent more time on the ceiling catwalk than any other player.

- o Slave Medals
    - o Lemming
        - ▪ Killed themselves with their own weapons the most in a round.
    - o Bed Wetter
        - ▪ Died from stepping in chemical waste puddles the most in a round.

Grave Rave
- o Master Medals
    - o Panning for Cerebellum
        - • Most headshots with a skull.
    - o Ectoplasm Expert
        - • Paralysed the most players with ectoplasm.
    - o Noggin Stuffer
        - • Most zombie guts headshots in a round.
    - o Howitzer Arm
        - • Most Powerful throw.
- o Slave Medals
    - o Crypt coward
        - • Spent most time in the crypts.
    - o Limp wrist
        - • Least powerful throws.

Kart Dart
- o Master Medals
    - o Shopping Spree
        - • Most activated traps triggered by other players.
    - o Express Checkout
        - • Fastest lap 3 laps in a row.
    - o Smooth Shopper
        - • Least contact with course obstacles.
    - o Honest Roller
        - • No Traps used against the other players, and come in first.
- o Slave Medals

- o Granny
  - Slowest racer three laps in a row.
- o Coupon Cutter
  - Least amount of points spent on traps.
- o Drunkard
  - Most crashes.

Residence Evil

- Master Medals
  - o Electrician
    - 15 or more traps deactivated.
  - o Dennis The Menace
    - Sending Kenny/Spenny to the Bathroom/Bedroom 15 or more times.
  - o Slippery Eel
    - Never caught by Kenny or Spenny.
  - o Speedy Shadow
    - Beating the players previous time, and not getting caught by Kenny or Spenny.
- Slave Medals
  - o Hamper Hamperer
    - Reloaded underwear at the hamper 15 or more times.
  - o Vandal
    - Destroyed every single camera in the house with the bat.

Option Alley

This is available for selection from the start of the game.

By highlighting this dark and seedy alleyway the player can change many of the main game options here. An options window will appear and the player will have access to the following game parameters:

- **Controls** - Allows the player to change the mouse speed and invert the Y axis. Also allows the player to toggle left handed controls. Options will be available as Trimorph permits.

- **Graphics** - Here, the player can set screen resolution, texture options, etc. - Options will be available as Trimorph permits.

- **Display** - For example: crosshair style, particle density, tips etc.-

- **Audio** - Turn sound on or off, adjust volume, etc.

- **Reset**   - Resets options to optimal values

- **Credits**   - View the credits of who was behind the game.

Forums

These are accessed via KvS TV: The forums are web based, and are divided into different sections. Players are encouraged to form clans by starting password protected forums available only to the members. These will be handled and monitored by CBC and stored on the CBC servers.

Contests

High scorers in **Versusville**, will not only enjoy the adulation of Kenny and Spenny in the cyber-world: they'll be eligible for contests and prizes – the big prize being the opportunity to meet the two fiercest competitors of all time in person!
The lucky winner will meet Kenny and Spenny and offer their own strategic advice to one of them on how to win at the next television competition.

Other such contests can be run at any time.

High Score Tables

After each competition the players scores are entered into the High Score Tables, which is an online scoring system designed to show players how they rate against other players around the world. This would be hosted by CBC, and viewable in a regular web browsing window. CBC will also provide the web page design, while DC-Studios will provide the code that links the web page to the game's high scores.

The total points the player earns for a game will be added to a bonus for their final ranking (for example, 1st place = 200 point bonus, 2nd place = 100 point bonus etc.).

The program then adds these points to the existing total of points the player has accrued in all of their Versusville games. The system also records how long the player has been playing the game, and divides the total score by this number to get an *average* score for the player. This is the number that gets uploaded to the High Score Tables.

The reason for using an average, rather than a simple total, is to differentiate between a good player who scores highly but has played for a short time, and a bad one who scores low but simply plays for longer. An averaging rating system over a very large number of games solves this problem.

All of this numerical "book-keeping" is kept hidden from the player. What they see on the High Score Tables is a horizontal bar, with a vertical line showing their current rating. If the line is in the centre of the bar the player is simply average. If they play some games, but do badly, then the line will move to the left indicating they are below average. If they do well, then the line will move to the right to show that they are improving. The player will also be able to see all the other players' ratings, to give them an idea of how they rate overall.

Insults and Compliments.

Like everything in Versusville, the High Score Tables are dominated by Kenny and Spenny's presence. They cast judgement over all the players' scores. If the player is below average, their poor performance will be commented on and phrases will appear next to their name and score. These will appear in big, suitably themed letters. These phrases will include:

- "You reek, loser"
- "You're tarded"
- "Duh, Brainiac" (sarcasm)
- "You reek"
- "Give up"
- "Pathetic"
- "Truthfully, you really suck!"

If the player is better than average then Kenny and Spenny will commend them on their performance. The following phrases are presented in the same way as the insults, along with animated stills of Kenny and Spenny looking impressed and giving the thumbs-up.

- "Does it taste good?"
- "Fargen eh"
- "Papa likes"
- "Delicious"
- "You have pleasured us"

Accessing the Multiplayer Games

Once the user selects the competition (Wasteball, Grave Rave and Kart Dart), the Start Window for that game appears. This screen will contain a short summary of the rules of the game and give the option to select multiplayer or single-player modes. If the player chooses Multiplayer, he will be given the choice of playing a private game, or a public one. The precise text and options given in these windows will be explained in the individual game descriptions.

Private games

Private games are played between friends. One player (the Host) starts a new game, and gives it a name and a password. He then gives this name and password to his friends. The friends will have to choose the name in a list of waiting matches, and join the match by entering the password. This again will be handled by CBC on their servers.

Public games

In public games, the computer automatically matches players as they arrive on the scene. One player will still have to host, and create a game with a new name. However there is no password required to join the game and anyone is free to join the fun! For this to work a Login server would be hosted by CBC.

The limit of players per game is 8 players.

Versusville Flowchart
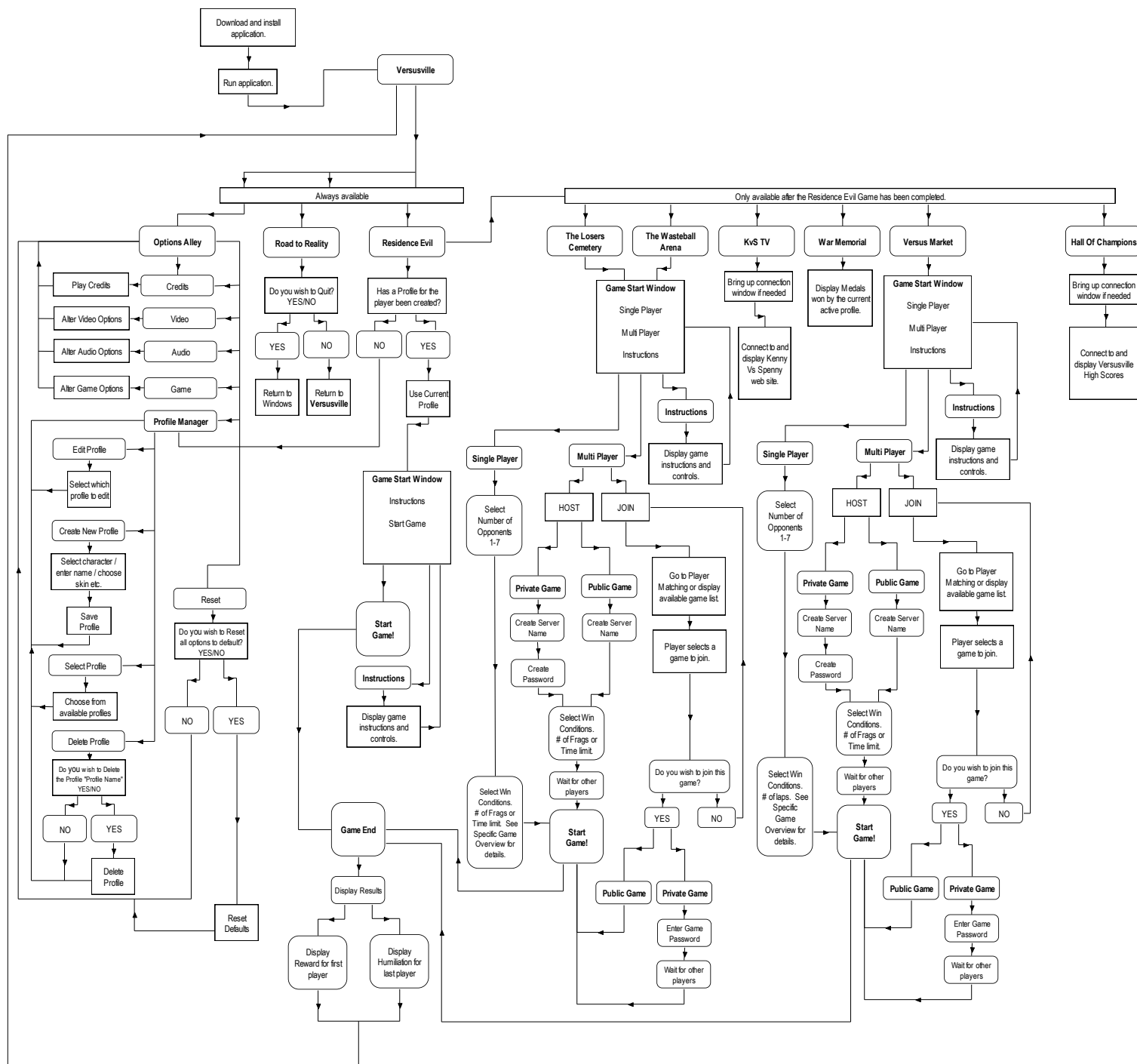
Please use the zoom function (200% or more) when viewing this flowchart in Microsoft Word.

The Games

Common Game Features

Each of the four games featured in Versusville have common themes to allow the player to get used to the way things are done around here! These will be consistent throughout the games and are as follows:

Sabotage
In the television series, sabotage plays a big part in the weekly challenges. In Versusville the same 'by any means necessary' mentality is standard modus operandi. *All* the games have an additional element of sabotage, where players can "get one over" on the other players, whether by setting traps or performing special attacks. Sabotage controls are specified in each game's description.

Taunting and Gestures
Players are also able to communicate with their opponents throughout the competitions by sending text messages and performing taunt animations. Triggered by the player by pressing a key, taunt animations allow the players online persona to pull a face, give the finger, blow a raspberry, drop their pants… pretty much anything uncivilized that will antagonize the other players and show them who has the game advantage. As soon as the player presses another control, the taunt animation stops, even if not finished. The sound, on the other hand, can continue. Taunt animations and sounds may vary from game to game but a list of taunt animations will be included with each games description.

Idle Animation
In Residence Evil, Grave Rave and Chemical Wasteball the players will have idle animations. If the player remains inactive for 30 seconds, the camera will pull out and rotate around the character. The animations will be random but will include, picking their nose, scratching their butt, burping, picking their ears, and flinging their boogers/ear wax.

Free Chat
In game to enter "Chat Mode", players must press F4. A field box will appear. Every key pressed while in chat mode will register as text instead of controls. Pressing "Enter" sends the message to everyone. When a message is sent, the chat box disappears, and the player automatically returns to the normal mode. The sent message appears as text at the top of each players screen. Whilst the player is typing the message then they can do nothing within the game world until the message is sent and text window closed.

Game View

All games can be played in 1st person or 3rd person (switch from one to the other by pressing "P" or "F2"). Some games will have a default 3rd person perspective and other will default to the 1st person view. This is written in the individual game descriptions.

In either perspective, the targeting reticule (if needed for that game) is displayed as a white cross, but can be changed in the "option" section.

In-Game Menu
The in-game menu will allow the player to quit the game, or to modify some options without having to exit from the game they are playing. It can be accessed through the ESC key. In the single player mode, it will automatically pause the game once pressed.

Once in the in-game menu, the player can press the ESC key to go return to the game at any time. However when the player is involved in a multiplayer game mode the game will not be paused but the same menu will appear.

It will show the following information:

- **Game Instructions**
  Shows the controls to use for the current game as well as short text instructions. These can be found in the individual descriptions of each game.

- **Resume**
  Exits menu and returns to game. Equivalent to pressing the ESC key to return to game.

- **Quit**
  Returns the player to Versusville after a Yes/No confirmation.

Instruction Text

This is the text that will appear on the Game Start Window of each game to tell the player how to control the game and their specific objectives.

As there are two sets of controls for both left and right handed players the text that shows what controls to use should dynamically change once the player's have selected either right or left handedness in the Options menu.

Residence Evil

Instruction Text – Initial:

NOTE: This text appears only until the player has completed Residence Evil. After that use the Instruction Text – Secondary (below) from that point onwards.

This is the only game that has two sets of text.

So…you wanna come live in Versusville do ya? We'll see about that. You think you've got what it takes rookie?

Move through the trapped house and avoid being detected by Kenny and Spenny. If they see you, you will be thrown out of the house, humiliated and scorned…for our amusement.

Disarm or avoid the traps. Use underwear to cover the mid height traps, the baseball bat for the high traps and the boots to avoid the ground traps.

Shoot Kenny and Spenny in the mouth with pills from the catapult. Then watch them go! Brown pills are laxatives. Blue pills are sleeping pills.

Watch the Kudos Meter to see Kenny and Spenny's opinion of your progress!

Your mission: Get to the attic to get the keycode then make your way to the exit in the basement!! Do this with a "Pro" rating on the Kudos Meter to win the game and become a permanent resident of Versusville!

Instruction Text Secondary:

Well done resident of Versusville!! You have proven your skill here and Kenny and Spenny salute you! The many challenges of Versusville await you.

Do you have the nerve to enter the house once more?

If right handed controls have been selected:

Controls:

Left Mouse Button	-	Fire
Right Mouse Button	-	Use
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
W	-	Move Forward
A	-	Move Back
S	-	Strafe Left
D	-	Strafe Right
Space Bar	-	Jump
Cycle Item Left	-	V

Cycle Item Right	-	B
Left Ctrl	-	Crouch
1	-	Select First Weapon
2	-	Select Second Weapon
3	-	Select Third Weapon
4	-	Select Fourth Weapon
Esc	-	Pause Game / In Game Menu

If left handed controls have been selected:

Left Mouse Button	-	Use
Right Mouse Button	-	Fire
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
Up Arrow	-	Move Forward
Down Arrow	-	Move Back
Left Arrow	-	Strafe Left
Right Arrow	-	Strafe Right
NumPad 0	-	Jump
<	-	Cycle Item Left
>	-	Cycle Item Right
Right Ctrl	-	Crouch
1	-	Select First Weapon
2	-	Select Second Weapon
3	-	Select Third Weapon
4	-	Select Fourth Weapon
Esc	-	Pause Game / In Game Menu

Wasteball

Instruction Text:

Welcome to the Wasteball Arena!   This is the most violent and desirable competitions in Versusville and YOU have been chosen to join the fight.

In the arena, fire the chemical paintball weapons to increase the other players contamination levels. Once it reaches critical they will die and you bag the points for the kill! But be warned, they're out to get you too!

Reduce your contamination levels by entering the decontamination showers around the level. But be warned, these can be sabotaged with the Vial Launcher and be set to cause even more damage!

Watch out for chemical puddles on the ground and the mutated losers around the level, they'll attack on sight!!

Are you a survivor or a sucker? Good luck…you're gonna need it.

If right handed controls have been selected:

Controls:

Left Mouse Button	-	Fire
Right Mouse Button	-	Use – Cancel Sniper Mode
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
W	-	Move Forward
A	-	Move Back
S	-	Strafe Left
D	-	Strafe Right
Space Bar	-	Jump
Left Ctrl	-	Crouch
R	-	Reload
1	-	Select First Weapon
2	-	Select Second Weapon
3	-	Select Third Weapon
4	-	Select Fourth Weapon
T	-	Trash Talk

Enter	-	Confirm Message
Right Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

If left handed controls have been selected:

Left Mouse Button	-	Use
Right Mouse Button	-	Fire
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
Up Arrow	-	Move Forward
Down Arrow	-	Move Back
Left Arrow	-	Strafe Left
Right Arrow	-	Strafe Right
NumPad 0	-	Jump
Right Ctrl	-	Crouch
NumPad Enter	-	Reload
1	-	Select First Weapon
2	-	Select Second Weapon
3	-	Select Third Weapon
4	-	Select Fourth Weapon
T	-	Trash Talk
Enter	-	Confirm Message
Left Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

Kart Dart

Instruction Text:

Welcome to the Versusville Market were insane racers go wild in the aisles! Take your Kart and race around the Market avoiding the obstacles and traps!

To set a trap, drive though it and the amount that trap costs to "arm" will be deducted from your points total. The next racer to go through the trap will activate it but you get more points than you back!

The first one through the finish is applauded and the last place will be pointed and jeered at! As it should be…

Live fast, die faster.

If right handed controls have been selected:

W	-	Accelerate
S	-	Brake
A	-	Lean Left
D	-	Lean Right
Space Bar	-	Jump
Left Ctrl	-	Crouch
T	-	Trash Talk
Enter	-	Confirm Message
Right Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

If left handed controls have been selected:

Up Arrow	-	Accelerate
Down Arrow	-	Brake
Left Arrow	-	Lean Left
Right Arrow	-	Lean Right
NumPad0	-	Jump
Right Ctrl	-	Crouch

T	-	Trash Talk
Enter	-	Confirm Message
Left Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

Grave Rave

Instruction Text

The Losers Cemetery…an eerie and sinister place and where you'll end up if you don't do the Grave Rave!

The dead walk tonight, but only for a few short feet before their rotten carcasses explode everywhere! Using your Kenny and Spenny patented Guts Gun, scoop up what remains and launch it at your opponents.

Use the launch meter to see how far the guts will go! You can also use deadly, and sticky, ectoplasm left by the resident ghosts.

Zombies, brains, guts, guns…just a normal night in Versusville!

If right handed controls have been selected:

Controls:

Left Mouse Button	-	Fire
Right Mouse Button	-	Use – Cancel Sniper Mode
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
W	-	Move Forward
A	-	Move Back
S	-	Strafe Left
D	-	Strafe Right
Space Bar	-	Jump
Left Ctrl	-	Crouch
1	-	Select First Weapon
2	-	Select Second Weapon

3	-	Select Third Weapon
4	-	Select Fourth Weapon
T	-	Trash Talk
Enter	-	Confirm Message
Right Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

If left handed controls have been selected:

Left Mouse Button	-	Use
Right Mouse Button	-	Fire
Mouse Wheel	-	Select Next / Previous Weapon
Mouse Movement	-	Look Around
Up Arrow	-	Move Forward
Down Arrow	-	Move Back
Left Arrow	-	Strafe Left
Right Arrow	-	Strafe Right
NumPad 0	-	Jump
Right Ctrl	-	Crouch
1	-	Select First Weapon
2	-	Select Second Weapon
3	-	Select Third Weapon
4	-	Select Fourth Weapon
T	-	Trash Talk
Enter	-	Confirm Message
Left Ctrl	-	Taunt
Esc	-	Pause Game / In Game Menu

Game Inventory

When the game the player is involved with has items that can be stored in your inventory the Item Boxes along the bottom of the HUD appear. As the player picks up any object, it will fill the far left box first. After this, any subsequent item that is collected fills in the next box on the right. The player can cycle through the inventory by pressing V and B to scroll left or right. As soon as an item is highlighted it is considered to be the currently selected item and can be activated by left-clicking on the mouse button.

Game Points

All of the games feature Game Points that are awarded for success and foul gamesmanship or taken for being a goody-two-shoes and a loser. These Game Points are of equal numerical value throughout the games (a task that awards 500 points in one game is equivalent to a 500 point task in another). These points are amassed as the player plays through each game and can be viewed in the Hall of Champions in Versusville.

It may also be possible to spend some of these points to unlock extra content, be allowed to download extra games that may come in the future etc.

Note that some games may also be required to display a "kill" score as well as a Competition Points Score. These games are Grave Rave and Wasteball.

The War Memorial
Depending on the player's performance in each game, they may receive a medal at the end of the round. Medals can be both good and bad, and the players can view their medals at the Memorial from the Versusville map.

Results
Every game, once finished will show a results screen. It will show the players position, the game mode, the time completed, the game score and the players overall Versusville score. Depending on the player's position in the game (aside from Residence Evil) there will be extra points awarded here. This only happens in multi player mode.

1st Place	=	+ 500 points
Other Place (not applicable with 2 players)	=	+ 200 points
Last Place	=	- 100 points.

The players are then taken to the appropriate Humiliation or Reward screen.

Humiliation and Reward

The players, as they play through the game are bound to win or lose at some point. They will need to be humiliated or rewarded accordingly.

If they win (come 1st) they will see a Reward Screen with both Kenny and Spenny appearing and congratulating the player. It will have "Congratulations" or some other, suitably Kenny Vs Spenny themed accolade. This screen is also seen by other players involved in the game.

If they come in any other place apart from first or last they will get a similar screen that again shows Kenny and Spenny making unsure murmuring noises. It will not depict the "Congratulations" banner though. This screen is not seen by other players in the game and the only text that appears shows their position (2nd, 3rd, 4th etc).

If the player comes in last, they will have to wait while the player in first place receives their winning screen. Once the other players have finished viewing their finishing screens, the player will be forced to the humiliation screen. The humiliation screen will show the player that came in last. To add to the humiliation this screen will be seen by other players involved in the game.

The humiliations and rewards are featured on the following list, each player will receive a randomly chosen one indicative of their first or last position.

Humiliations (last place):

- "Drink my undie juice."
- "You'll have to chomp my booger."
- "Bob for apples in my toilet."
- "Chow down on some cat food."
- "Lick my armpit."
- "Smell my breath."

Rewards (first place):

- "You've made me all teary eyed."
- "You are my new best friend."
- "We are now brethren."
- "I won't humiliate you."

Game Modes

Single Player:

In single player mode the user can play offline and challenge a series of 'bots' or AI players – computer controlled characters -- to the competition of their choice. For each game, the bots will be capable of performing exactly the same actions as the player. Their intelligence will be less than that of a human player, yet still provide worthy competition for their human opponent. The player can select the number of opponents (up to a total of 7) from within the appropriate Game Start Window for that game.

Multiplayer:

Multiplayer is where the real fun lies. Up to eight players can compete online against each other in real time. If the gamer has chosen 'multiplayer' they will be given the choice of being the 'Host' and starting a new game (where other people can join them) or joining a game already being hosted by another player. Once the players are assembled the host can either start the game with the default settings (by clicking on the "GO!" button) or change the options for the game (time limit, score limit etc.).

Multiplayer games are played on a peer-to-peer networking system (for details please see **Technical Specifications**).

Residence Evil

Residence Evil is a single player only game that serves as a tutorial for the players.

New arrivals to **Versusville** must first play **Residence Evil**. This game is only presented in the single-player mode and is the tutorial for all the other games. It teaches the player:

- What keyboard options allow them to move and fire (as all the games have similar mechanics)
- How to navigate through the game area
- Introduces players to the notion of competition points and sabotage

The first tutorial tip that comes on screen will have a checkbox at the bottom left, the checkbox will state "show tips", so that if the player wants they can uncheck it and play tipless.

This initial game provides the necessary 'training' to be successful in the other multiplayer games, and earns the player the title of "Citizen" of Versusville.

Game Breakdown

Default View: First Person with white cross-hair targeting reticule. Weapons can be seen in the bottom right hand corner of the screen.

Number of Players: 1

Type of Game: Succeed the mission
Race against the clock

HUD Layout:
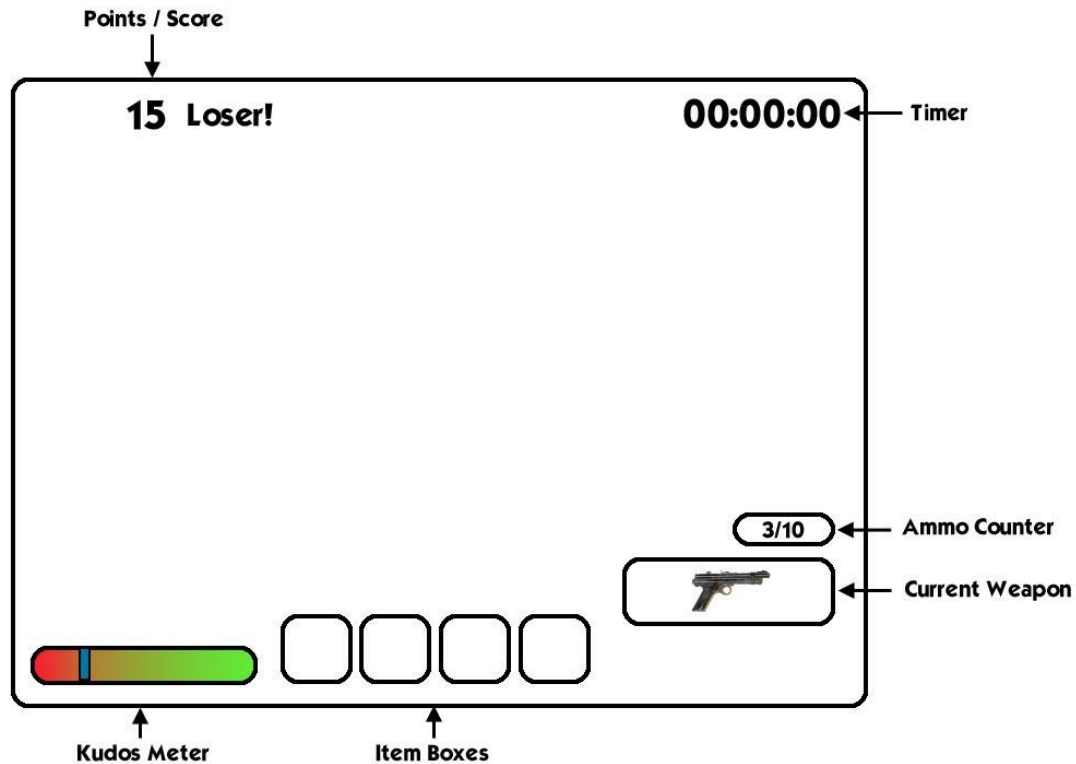
Life Meter - In this case a Kudos Meter that starts empty and fills as the player foils Kenny and Spenny through the house. It can be diminished again if the player makes errors during the game.

Ammo Counter - Shows the current amount of ammo / the held ammo available. The weapon the player holds will automatically reload when the Fire Button is pressed and the gun is empty. The number on the left will only fill up to the capacity of that weapon.

Item Boxes - These are used in this game for keys and other items and weapons.

Timer - This shows the amount of time left in the game.

Points - How many points the player has amassed so far.

Residence Evil Mouse Controls

Right Mouse Button
Use (Keys - Open Doors etc).

Left Mouse Button
Fire

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.
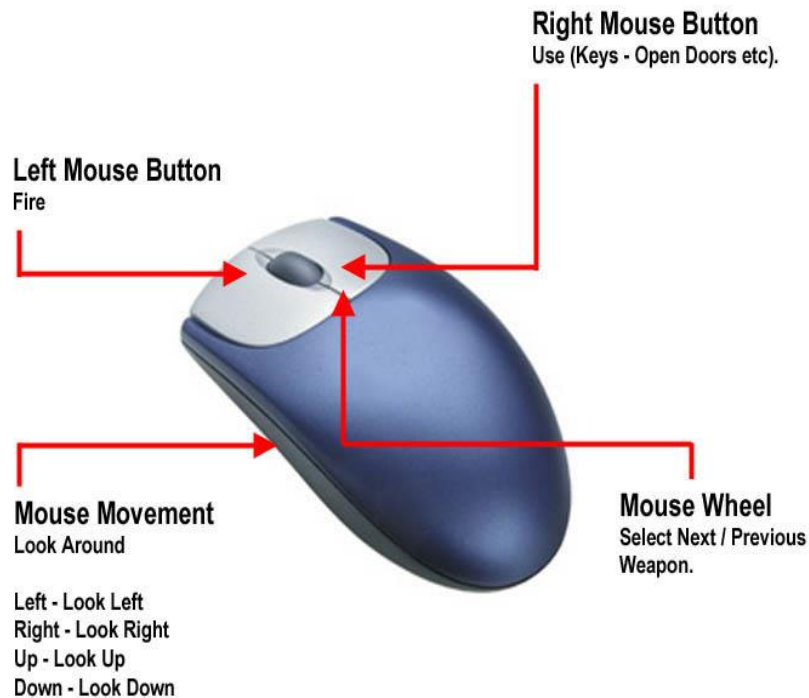
Residence Evil
Lefty Mouse Controls
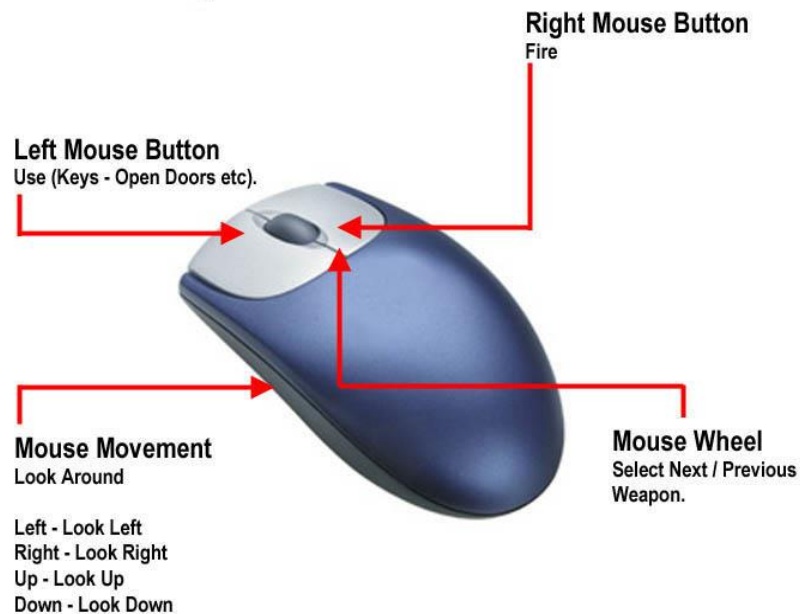
Right Mouse Button
Fire

Left Mouse Button
Use (Keys - Open Doors etc).

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.

Residence Evil Keyboard Controls

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

ESC
Pause Game (Single Player)
Call In Game Menu

Crouch
Left Ctrl

Move Character
W = Move Forward
S = Move Back
A = Strafe Left
D = Strafe Right

Cycle Item
V = Cycle Item Left
B = Cycle Item Right

Jump
Space Bar

Lefty Residence Evil Keyboard Controls

ESC
Pause Game
Call In Game Menu

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

Cycle Items
< = Cycle Item Left
> = Cycle Item Right

Crouch
Right Ctrl

Move Character
↑ = Move Forward
↓ = Move Back
←= Strafe Left
→= Strafe Right

Jump
Numpad 0
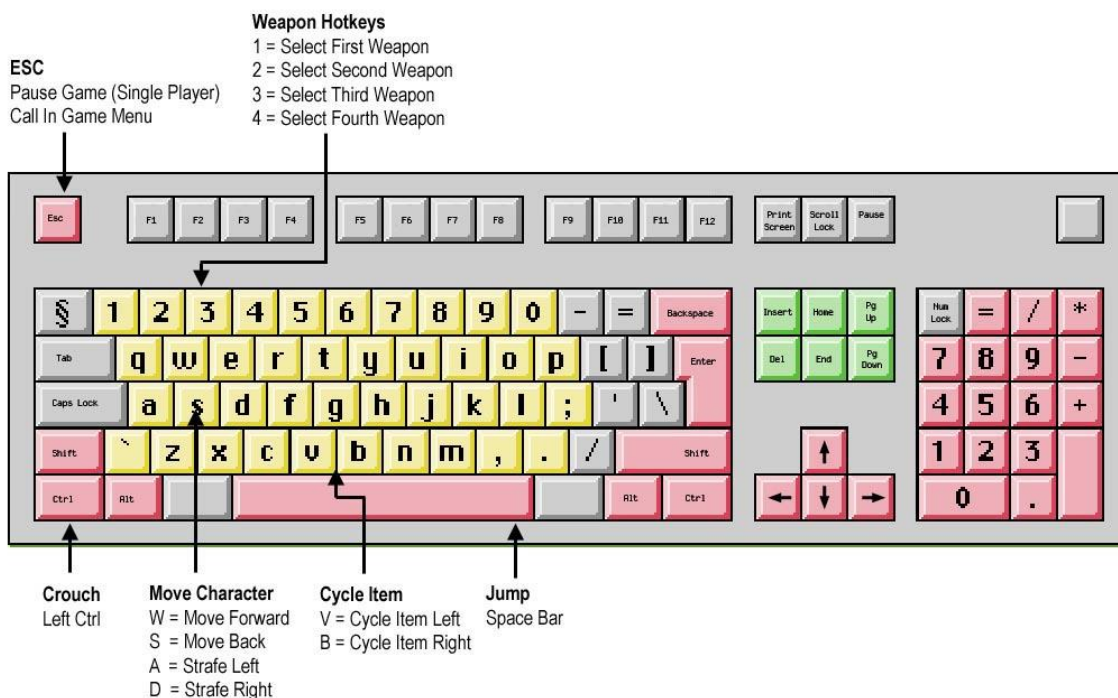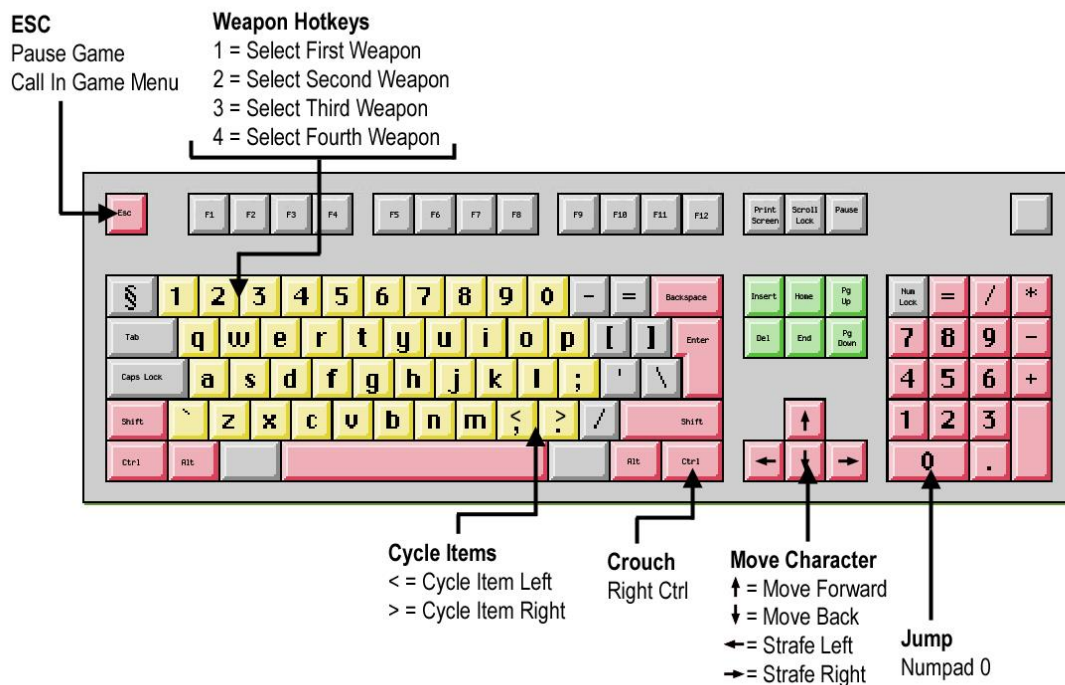
Gameplay:

Overview

This is the player's first challenge in Versusville is to be initiated and become a "Citizen" of the city. In order to do this you have to meet Kenny and Spenny's challenge of the Residence Evil!

The house is filled with cameras, motion detectors and traps. The player must try to avoid or deactivate the traps and Kenny and Spenny who roam the halls. If they do not they will suffer the consequences of being captured, humiliated and thrown out of the house!

The player cannot deactivate any trap with any object. For ceiling level objects the players can use the bat to destroy them, while the floor level traps must be avoided until the steel toed boots are found. Players can use the soiled underwear of the previous Residence Evil initiates to disarm the table level traps. The most dangerous traps are the table level variety, since Kenny and Spenny will remove the underwear that obscure the trap, and wear them on their head. Players will be able to tell when a trap has been fixed, by looking for Kenny and Spenny and searching for the skid marked headwear.

If Kenny or Spenny sees the player in the house, they throw him out the window and the player must start again. The player can always hide from the two residents in closets or under tables, or sabotage them to escape their wrath.

The objective of this game is to find the code (in the attic) to the exit of the house in the basement. This has to be done with the player scoring over 3301 points or more on the Kudos Meter (get a Pro scoring) as well.

This is done by maneuvering through the house to find the key to open the access to the attic. Once the attic has been opened the player can find the code to unlock the large vault door in the basement marked EXIT. However they will have to also find the key for the basement before they can leave. See the level map for more details.

For added replay value, a timer keeps track of the time it took the player to complete the mission.

The Kudos Meter

The game player has a competitive bar at the side of the screen called a Kudos Meter (this can be a modified Health Meter), which goes from "Loser!" to "Master".

Contact with any of the traps, setting off an alarm, or getting thrown out of the house causes a reduction of this bar, while deactivating traps, and sabotaging improves it. The bar starts in the middle. If it reaches "Loser!" the game is over, since the player is not considered worthy of Versusville citizenship. The 10 levels of the Kudos Meter are as follows:

Loser!	< 200 points
Newbie	201 – 500 points
Rookie	501 – 1000 points
Amateur	1001 – 1700 points
Competent	1701 – 2500 points
Skilled	2501 – 3300 points
Pro	3301 – 4200 points **
Warrior	4201 – 5000 points
Champion	5001 – 6000 points
Master	> 6001 points

The meter starts at the Competent level and moves up and down as the player performs certain actions. These actions and their score values will be dealt with later.

** = Player must escape and have this ranking in order to unlock any other game features as well as escape from the house.

 Taunts
There are no taunts in the tutorial game.

Traps

The traps will be at three different heights, in comparison to the player.

There are ceiling or high wall based objects that consist of the following:

Cameras: These are all fixed to the tops of walls and do not move. They are easy to sneak under and the player can also take the out with the baseball bat. They have a viewing angle of 30 degrees in any direction. They have a pulsing red light on them that turns green when the player has been detected. They will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of destroying it before the alarm sounds.

Setting this alarm off costs the player: 400 points.
Disabling this alarm awards the player: 300 points

Sensors: These are fixed to the ceiling and act in the same manner as a camera except their cone of view is pointing straight down. These can also be destroyed with the baseball bat. They have a pulsing red light on them that turns green when the player has been detected. They will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of destroying it before the alarms sound.

Setting this alarm off costs the player: 300 points.
Disabling this alarm awards the player: 200 points

There are then mid height (table top height) traps that consist of the following:

Lasers: These are visible to the player and are limited to only one or two beams that the player must navigate. They can be bypassed by throwing underwear at the laser emitter that will be mounted to the wall. The underwear will hang off the emitter and block the beam. If the player tries to destroy this with any other weapon the alarm will sound immediately. The underwear can be removed by Kenny or Spenny if they pass the area however, making the laser active again. They will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of disabling it before the alarms sound.

Setting this alarm off costs the player: 400 points.
Disabling this alarm awards the player: 300 points

Motion Sensors: These detect the movement of the player and are mounted onto walls at table-top height. They can be bypassed by crouching (as movement speed is halved when crouching) or by throwing underwear at the emitter. The underwear will hang off the emitter and disable the motion sensor. If the player tries to destroy this with any other weapon the alarm will sound immediately. The underwear can be removed by Kenny or Spenny if they pass the area however, making the sensor active again. It will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of disabling it before the alarms sound.

Setting this alarm off costs the player: 500 points.
Disabling this alarm awards the player: 300 points

Finally the floor based traps are as follows:

Blow Darts: These are set off with pressure pads on the floor. There will be one pressure pad per Blow Dart Emitter and it will be situated on the floor, in the area directly in front of where the Blow Dart is mounted. These can be bypassed by wearing the Stealth Boots. When the player is equipped with these then they do not activate the pressure pad at all and once they have passed over it, it is considered disabled. If the player tries to destroy this with any other weapon the alarm will sound immediately. It will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of disabling it before the alarms sound.

Setting this alarm off costs the player: 500 points.
Disabling this alarm awards the player: 100 points

Bear Traps: These are big, nasty, obvious traps that dot the floor throughout the house. These can be bypassed by wearing the Stealth Boots. When the player is equipped with these then they do not activate the trap at all and once they have passed over it is considered disabled. If the player tries to destroy this with any other weapon the alarm will sound immediately. It will beep for 3 seconds (one beep per second) when they detect the player before the actual alarm sounds giving the player a good chance of disabling it before the alarms sound.

Setting this alarm off costs the player: 500 points.
Disabling this alarm awards the player: 100 points

Alarm Effects

When any alarm is triggered it will cause Kenny and Spenny to immediately walk towards that spot, putting the player in danger if they do not move away quickly. They will still capture the player they remain in direct sight for 3 seconds.

All traps will reset if not deactivated within 30 seconds.

Being Captured

When Kenny or Spenny "capture" the player, after they have been humiliated) the screen fades to black and we hear the sound of the player being found and thrown from the window. The words "CAPTURED! 1000 points lost!" or "CAPTURED! – GAME OVER" if the player does not have 1000 points to lose.

See also the Kenny and Spenny section later to see how Kenny and Spenny react when they capture the player.

Hiding

The player can hide in darkened areas of the house as well as behind objects. Hiding behind objects and avoiding Kenny and Spenny's gaze is relatively straight forward. If the player is 80% covered by the object (including crouching behind it) Kenny and Spenny will not see the player until more of the player can be seen (by moving around the object etc). However the player can also hide in plain sight but in the darkness of the shadows around the house. The scale for calculating how hidden the player is, is inversely proportional to the amount of light in that area. For example if the area has 20% light then the player is 80% hidden and only has a 20% chance of being spotted by Kenny or Spenny. The player can increase their chances of hiding by crouching which adds +20% to the players hiding value.

Using Weapons and Items

For the player to use a weapon that is currently selected they simply press the fire button. If no ammunition for that weapon is available then the next weapon is selected but does NOT fire until the player presses the fire button for the second time. All weapons can be cycled with the Mouse Wheel or with the number buttons at the top of the keyboard.

To use items the player needs to select which item they wish to use and press the Right Mouse Button once to use it. Some of the items cannot be activated unless the player is in the correct place. Keys are a good example of this where the player has to use the correct key on the correct door in order for the key to activate. All items, even once used, remain in the player's inventory.

Doors and other objects within the world can be activated by walking up to them and right clicking on the mouse. If any item is currently selected that is not relevant to the selectable object in the world (for example the player stands in front of a locked door with the Stealth Boots selected) precedence will be taken by the object in the world not the currently selected item.

Underwear   Weapon 1 on hot key.
HUD shows the players hand holding a pair of dirty Y-fronts.
Reload animation – As soon as underwear is fired then the hand holding it drops out of screen and reappears with another garment ready for firing.

This dirty underwear is scattered all around the house and the player can pick it up by simply walking over it. There is no limit to the amount of underwear a player can carry. They can be thrown at any mid height trap and cover it if the player is accurate in the shot. The number of pieces of underwear the player currently carries is displayed in the ammo counter. Note that this weapon has a payload of 1 so the ammo counter should reflect this.

Baseball Bat -   Weapon 2 on hot key
HUD shows a pair of hands holding a bat.

This weapon is very useful for hitting the high level traps. By selecting it as a weapon, the player will be able to smash the ceiling based traps. Each of the traps will take around 2 hits with the bat to disable. There is obviously no ammo for this weapon so the ammo counter should display the "infinite" symbol. The swipe rate for this weapon is once per second.

Slingshot with Blue Pills
Weapon 3 on hot key
HUD shows a slingshot pulled back to its elastic limit.
Not selectable until ammo (Blue Pills) have been found.

Note that the slingshot cannot be used on it's own as it needs either the Blue Pills for ammo first. When the player has the slingshot and the blue pills the slingshot + pills will become a selectable weapon. The pills will be fired in a straight line from the end of the slingshot. This weapon is only useful against Kenny or Spenny and if the player successfully hits them in the face with a Blue Pill then the target will be sent to the nearest bedroom to sleep.

Slingshot with Brown Pills
> Weapon 4 on hot key
> HUD shows a slingshot pulled back to its elastic limit.
> Not selectable until ammo (Brown Pills) have been found.

Note that the slingshot cannot be used on it's own as it needs either the Brown Pills for ammo first. When the player has the slingshot and the brown pills the slingshot + pills will become a selectable weapon. The pills will be fired in a straight line from the end of the slingshot. This weapon is only useful against Kenny or Spenny and if the player successfully hits them in the face with a Brown Pill (laxative) then the target will be sent to the nearest toilet!!

Stealth Boots –   Item
These, once they have been selected as the active item, mask the player footsteps and make them difficult to hear. These are useful for getting past floor based traps. In order for them to be completely effective and totally mask the players footsteps then the player must crouch at the same time. If the player does not crouch there is a 30% chance that the alarm could be set off.

Keys   -   Item
Keys can be collected and added to the player's inventory just by right-clicking on them. They have to be the currently selected item and the player has to be standing in front of the door that they fit in order to activate them.

Laundry Hamper

The laundry hamper in Kenny and Spenny's house is not a nice place to visit on a normal day. But this is not a normal day. When the player comes into contact with the laundry hamper then they automatically receive 10 pairs of underwear. This can be done once every 60 seconds.

Kenny and Spenny

Kenny and Spenny wander the house looking for the player. They can perform the following actions:

- They walk slowly and stealthy, looking for the player. They have patrol routes that are defined on the map.
- They can take one piece of underwear off a mid height trap. This will immediately reset the trap and the underwear will disappear from the trap. When they encounter it they will perform a "surprised" animation before the underwear vanishes from the trap.
- In order to catch the player they need a clear line of sight for 3 seconds. As soon as they catch sight of the player and exclamation mark appears above their head and if that line of sight is maintained for 3 seconds then the player is caught!
- If they catch the player they will humiliate them (in a suitable Kenny Vs Spenny style - "Hey! Loser!! You suck like my grandma with no teeth!") and the player is reset back to the start of the house with the equipment and weapons they have already found but the traps have been reset and 1000 points will have been deducted from the players score. If the player is caught and they do not have 1000 points spare then it's Game Over).
- When they are hit successfully with a blue pill Kenny / Spenny will go to the nearest bedroom and will remain asleep for 15 seconds.
- When they are hit successfully with a brown pill Kenny / Spenny will go to the nearest bathroom and will remain on the toilet for 30 seconds.
- Kenny and Spenny will always patrol the floor that the player is currently on. They will follow the path that is illustrated in the level layouts and one of them will start from one end of the patrol route and the other start at the opposite end.
- If the player successfully sends either Kenny or Spenny to either the bathroom or the bedroom then they win 500 points.
- Kenny and Spenny will also "capture" the player if he makes direct contact with them.

Kenny and Spenny Placement

- NOTE: Kenny is the only one present in the attic.
- Kenny and Spenny are both present on 1st and 2nd floors and neither of them are present in the basement.
- Spenny WILL appear in the basement (coming down the stairs) if the player has set off an alarm. He will walk to the trap that was set off and wait there until the trap re-arms then disappear up the stairs again.

❑ The movement paths on the level map are BOTH ways. I.e. Kenny or Spenny will reach the end of their movement paths and then turn on the spot and move back down the path in the opposite direction. They will keep moving along these paths, backwards and forwards.

❑ If an alarm is activated the characters that is NEAREST to the alarm will go to investigate. The other will continue on their path. Once the alarm has been reset the investigating character will resume their movement on their respective movement path.

Winning

The player wins if they get above 3301 points (Pro Rating) AND escapes from the Exit in the basement of the house.
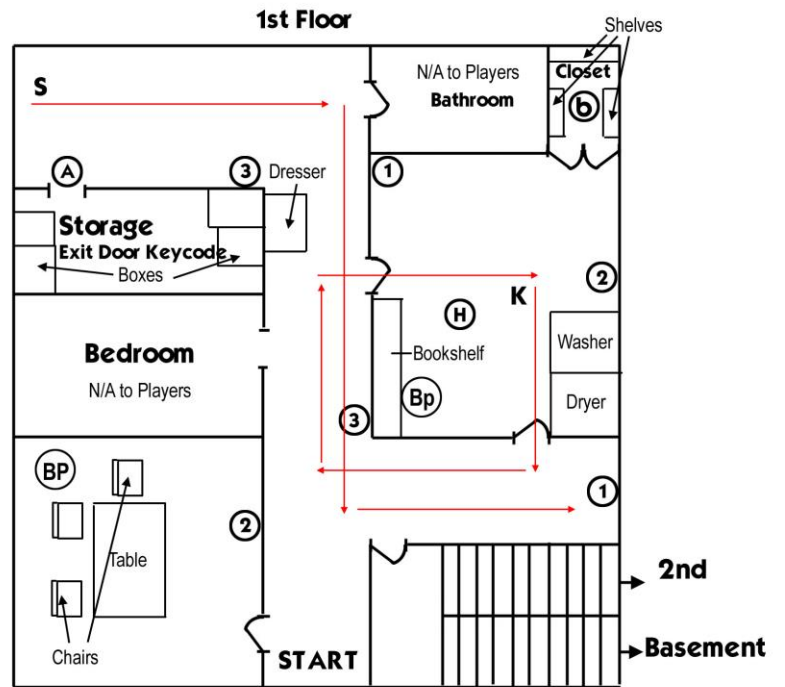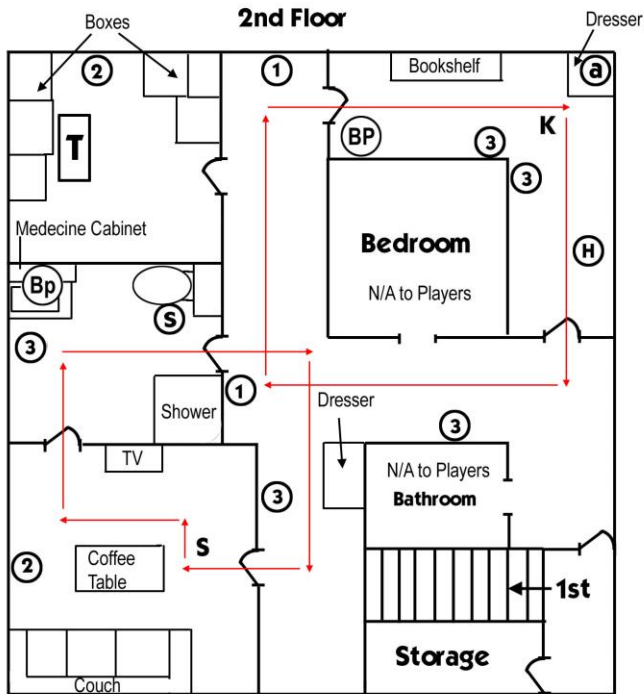
Losing

The player loses if they drop below 0 points.

Level Layout

1 = Ceiling Traps
2 = Mid-Height Traps
3 = Floor Level Traps
H = Laundry Hamper

A = Locked Door
a = Key for Locked Door A
S = Steel Boots
b = Bat

T = Trapdoor to Attic
Bp = Blue Pills
BP = Brown Pills
K = Kenny Path
S = Spenny Path

2nd Floor

1st Floor

1 = **Ceiling Traps**
2 = **Mid-Height Traps**
3 = **Floor Level Traps**

B = **Locked Door**
b = **Key for Locked Door**
T = **Trapdoor to 2nd Floor**

Bp = **Blue Pills**
BP = **Brown Pills**
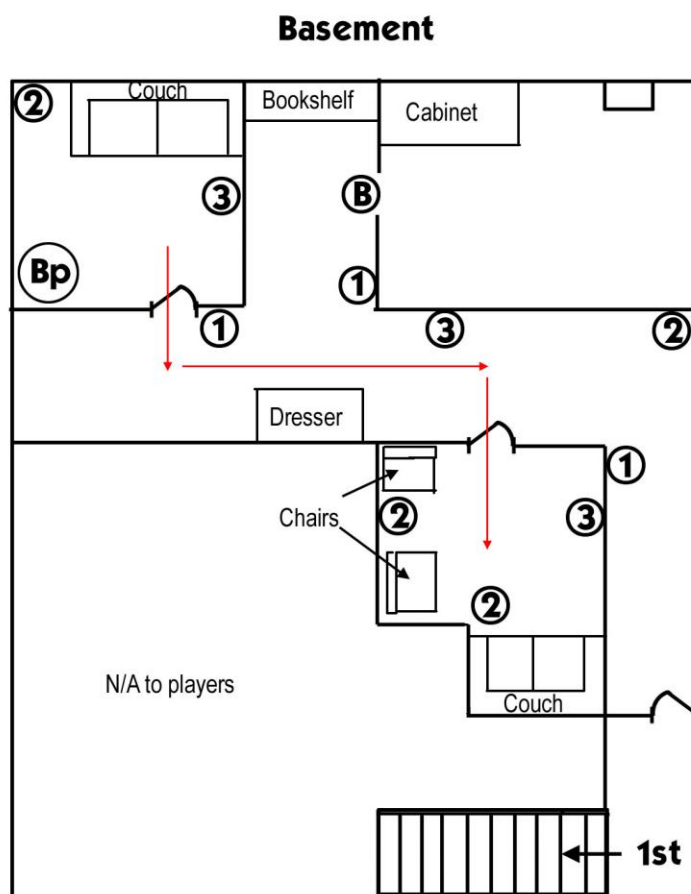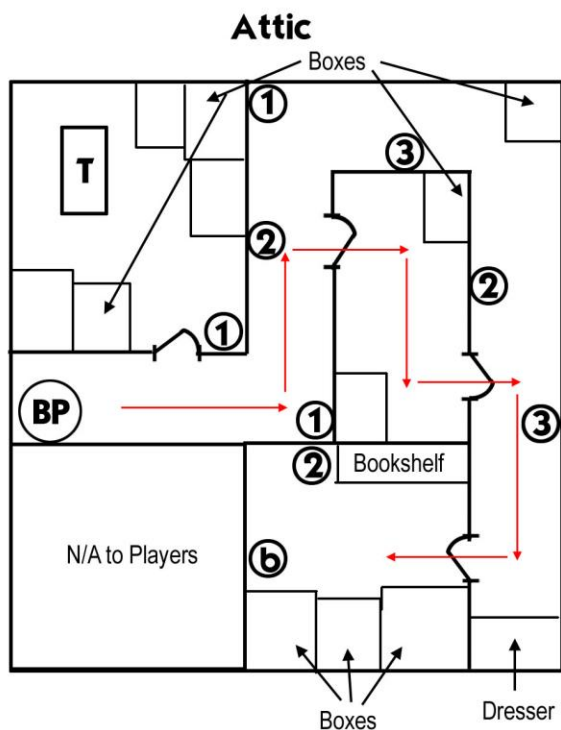
Attic

Basement

Wasteball

A disused building has been transformed into a chemical waste paintball arena, where players compete in brutal shooting matches.

This is essentially a first-person shooting game in a "paintball" style.

Game Breakdown

Default View: First Person with white cross-hair targeting reticule. Weapons can be seen in the bottom right hand corner of the screen.

Number of Players: 8 (either 1 player and 7 bots or up to 8 players multiplayer).

Type of Game: Timed Game: Choice of 5, 10 or 15 minutes.
Kill Limit Game: Choice of 5, 10, 15, 20 or 25.

HUD Layout:
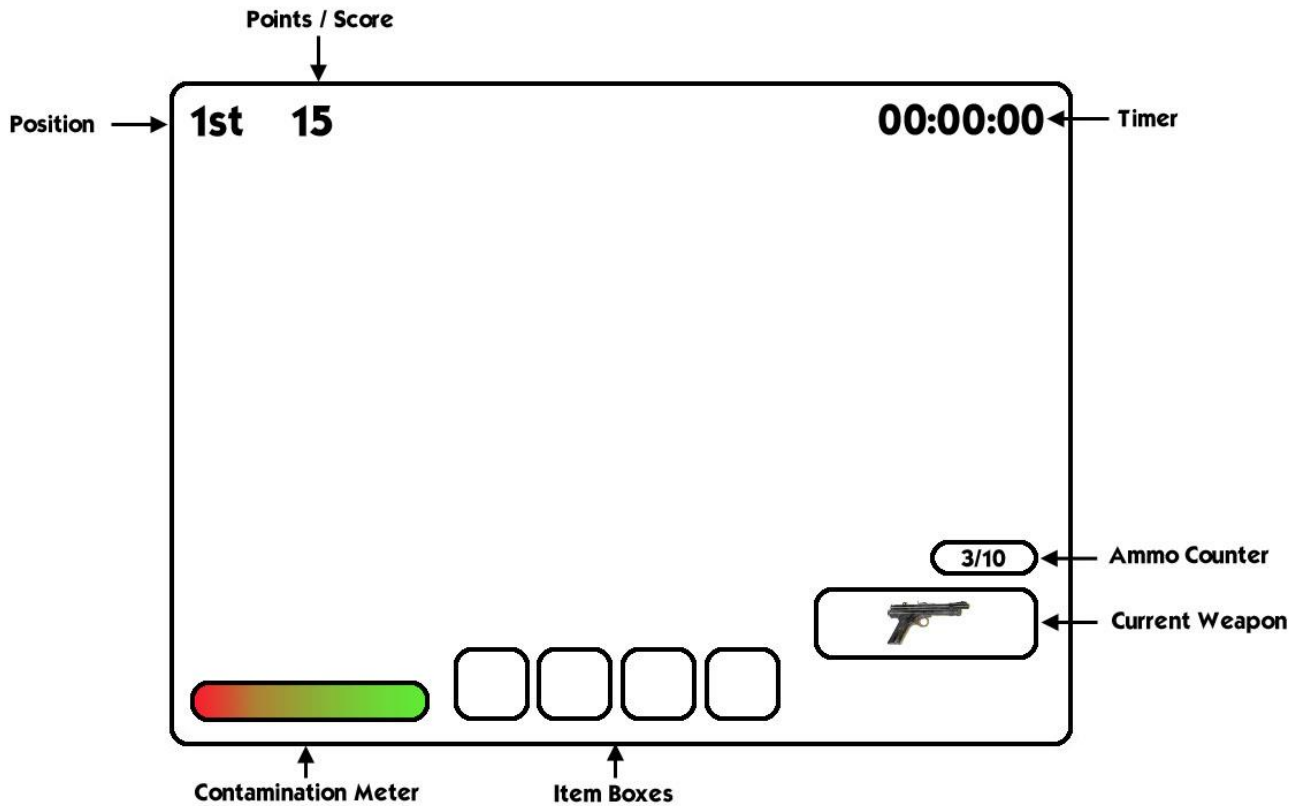
Life Meter - In this case, Contamination Meter, starts empty and fills as the player is hit by chemical waste.

Ammo Counter - Shows the current amount of ammo / the held ammo available. The weapon the player holds will automatically reload when the Fire Button is pressed and the gun is empty.

Item Boxes - Not used for this game.

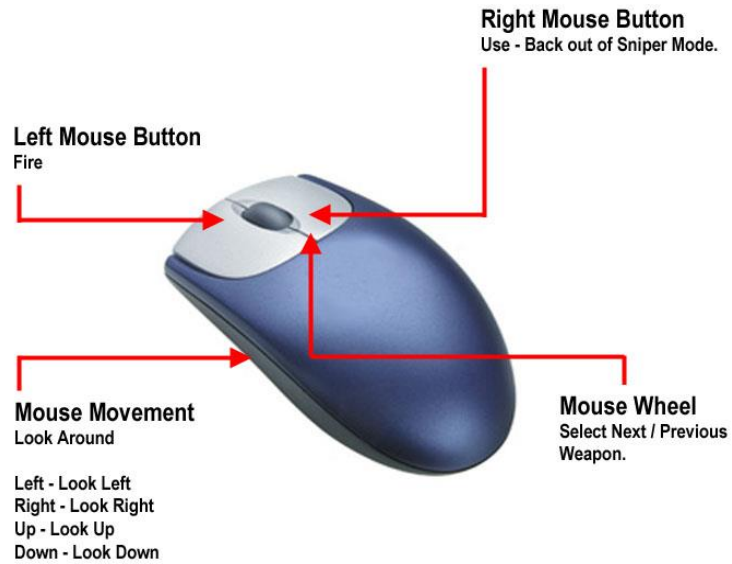**Timer** – This shows the amount of time left in the game.

Points - How many points the player has amassed so far. It is also necessary to display a "kill" count next to the Competition Points awarded.

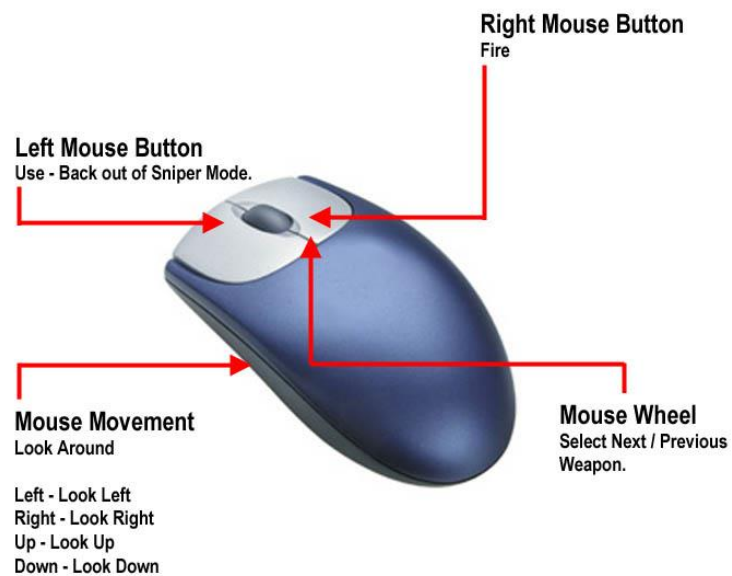**Position** - The player's current position in the game.

Wasteball Mouse Controls

Right Mouse Button
Use - Back out of Sniper Mode.

Left Mouse Button
Fire

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.

Wasteball Lefty Mouse Controls

Right Mouse Button
Fire

Left Mouse Button
Use - Back out of Sniper Mode.

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.

Wasteball Keyboard Controls

ESC
Pause Game (Single Player)
Call In Game Menu

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

Talk
T

Confirm Message
Enter

Crouch
Left Ctrl

Move Character
W = Move Forward
S = Move Back
A = Strafe Left
D = Strafe Right

Cycle Item
V = Cycle Item Left
B = Cycle Item Right

Jump
Space Bar

Taunt
Right Ctrl

Lefty Wasteball Keyboard Controls

ESC
Pause Game
Call In Game Menu

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

Talk
T

Confirm Message
Enter

Taunt
Left Ctrl

Crouch
Right Ctrl

Move Character
↑ = Move Forward
↓ = Move Back
← = Strafe Left
→ = Strafe Right

Jump
Numpad 0

Reload
Numpad Enter
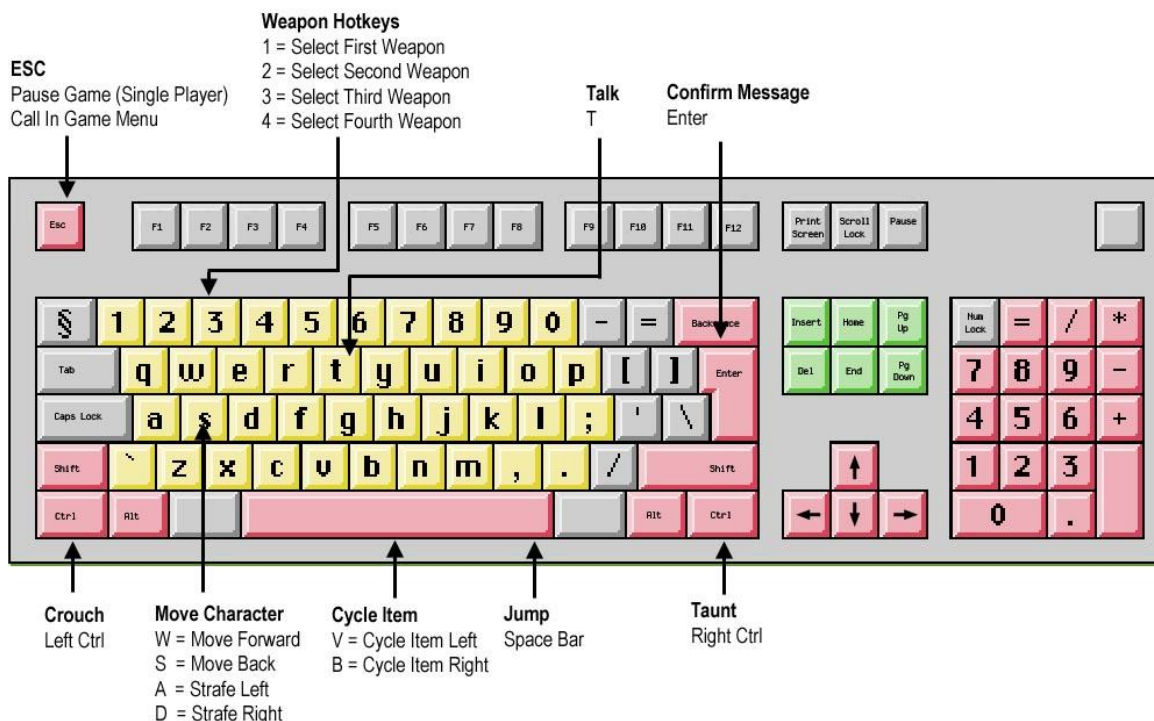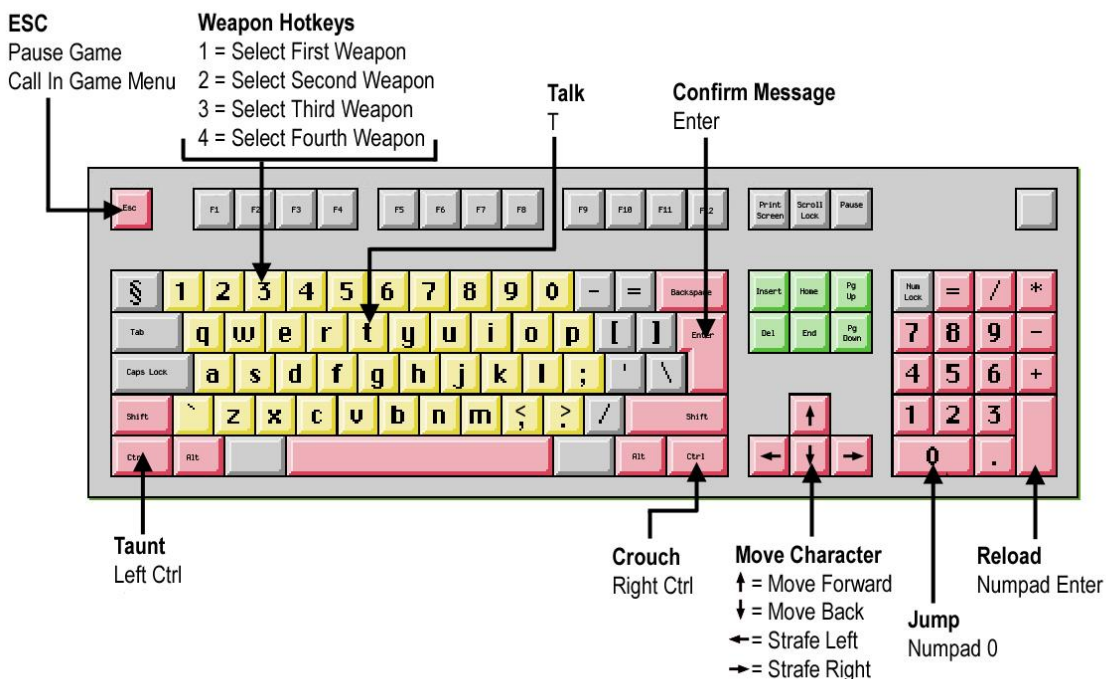
Gameplay

Overview

Players start in different areas of the disused building. They must try to shoot the other players with their chemical waste weapons in an attempt to fill their enemy's mutation meters pass the point of decontamination. When a player is past that point, he has to be cloned back to life, and the player that had shot the final bullet gains 500 points. When the game stops, the player with the most points wins.

Players must shoot each other by using weapons filled with balls containing chemical waste. These are considered weapons and clicking on the left mouse button will fire them. If the ball hits the other player, it adds points to their contamination meters (see weapon table below for more details as the more powerful the weapon the more the opponent will be contaminated).

If the player terminates themselves by walking in a chemical waste puddle, standing too close to a live grenade, or being attacked by one of the highly mutated squatters of the building, they lose 500 points.

Ammunition and upgraded weapons can be found lying around in some places; they include pistol pellets, multi-chamber chem. launcher rounds, and chemical waste grenades. See the weapon descriptions later.

When a player's mutation meter is dangerously high, he can try to find a decontamination shower that will clean the mutations away and empties the meter completely.

At the end of the game the player with the most points wins the match. All characters must go into a mandatory decontamination chamber before returning to the main game.

The Contamination Meter

The Contamination Meter is the key to the game. There is no "health" or life as with traditional First Person Shooters. The Contamination Meter has a range of 12 stages and each weapon, when the player is hit by it, will add a number of stages to the meter. As the player becomes more contaminated then the meter will start to flash. When the person is fully contaminated then they "die" and are immediately respawned at one of the respawn points around the map (see the Level Layout later for more details). As soon as the player "dies" or goes to a Contamination Shower then the meter is reset back to empty, even if a player is

killed with extreme prejudice they will simply respawns at one of the spawn points (in other words no gibbing).

Objects and Hazards:

Decontamination Showers:
These are big enough for the player to walk inside. Once inside, the door automatically closes, and the camera pulls back to look at it from afar. If the shower is normal, steam pours from under the door, and the player's contamination meter empties. If it has been sabotaged, the steam glows eerily, and the player's contamination meter fills by half. The process of decontamination takes 5 seconds. The player is completely invulnerable to all kinds of attacks (apart from the Chemical Waste Vials – see below) whilst the decontamination is taking place. It is impossible to see what condition the Contamination Shower is in before you enter it.

Chemical Waste Puddles:
These are contaminated puddles that are on the floor. For each second the player spends in the puddle, they gain 1 stage of contamination. Any player that dies, leaves behind a chemical waste puddle for 60 seconds. Of course when players die they will drop their weapons into their chemical waste puddle as well.

Chemical Drips:
Some of the ceilings drip chemical waste. These are small but effective. With each drip, the player gains a 1 stage of contamination.

Tentacle Mutant:
These are squatters that have been transformed into highly mutated monsters. They are lying in various corners and cannot move, but their tentacles can reach out and contaminate players. They will moan and groan and sound like they are in a lot of pain and anyone that comes within 5 feet of these hideous creatures will be attacked. A successful attack means that the player gains 2 stages of contamination.

Vomiting Mutant:
These are squatters that have been transformed into highly mutated monsters. They are lying in various corners and cannot move, but they can, rather disgustingly, vomit on anyone within 5 feet of them. A successful attack means that the player gains 3 stages of contamination.

Weapons and Items:

Chem Pellet Rifle: Weapon 1 on hot key.

HUD shows the players hands holding a stylized paintball gun with a glowing end.

Reload animation – As soon as the gun is out of ammo or "reload" is pressed then the gun drops off screen, we hear a "ch-chuk" and the gun pops back into the ready position with a full load of ammo (or the remainder of the player's ammo, whichever is least).

It has a capacity to fire 20 pellets before a reload.

Default weapon, the players start with this weapon and 40 bullets. Each bullet gives a 1 stage of contamination. The Chem pellet rifle fires paintballs filled with chemical waste.

Chem Grenade Launcher: Weapon 2 on hot key.

HUD shows the players hand holding a stylized grenade launcher with a glowing end.

Reload animation – The chem. Grenade launcher drops off screen and we hear a "ch-chuk" sound as the gun is reloaded to its capacity. It then reappears in the players hands..

Can be picked up by walking over it. Explodes on impact with anything and has limited bounce. Contaminates everybody in a 3 meter diameter circle for 2 stages of contamination. A fragmentation grenade that has been modified by replacing the internal shrapnel with hardened chemical waste.

Multi-Chamber Chem Launcher :   Weapon 3 on hot key.

HUD shows the players hands holding a stylized multi chamber chemical launcher with a glowing end.

Reload animation – The multi chamber chem. launcher drops off screen and we hear 8 "ch-chuk" sounds as the gun is reloaded to its capacity. It then reappears in the players hands.

It has an ammo capacity of 8 before a reload is needed.

Can be picked up initially with 25 shots, contaminates for 4 stages and has a wide 90 degree fire arc that has the capacity to hit more than one opponent at once. The Multi chamber Chem launcher chambers 8 contamination vials, when fired the vial is split into multiple pieces of chemical waste mixed with steel causing a large amount of damage at close range.

Tactical Chemical Rifle: Weapon 4 on hot key.

HUD shows the players hands holding a stylized sniper rifle with a glowing end.

Reload animation – The rifle drops off screen and we hear a "ch-chuk" sounds as the gun is reloaded to its capacity. It then reappears in the players hands. This takes 3 seconds.

It has an ammo capacity of 10 before a reload is needed.

Can be picked up with 10 rounds, when the player presses the left mouse button to fire, the weapon goes into zoom mode, and the player must press another time to actually fire a shot. The player cannot move while in zoom mode. To come back to normal mode, player must either click with the right mouse button, or change his active weapon. The Chemical Rifle fires hollow points that are filled with chemical waste. If hit the opponent suffers 5 stages of contamination.

Waste Vials Launcher: - Weapon 5 on hot key.

This is a weapon that is used purely for sabotaging the showers.

When used on a Contamination Shower, the shower is sabotaged for a whole minute. From then on, any player trying to clean themselves at this spot will see his contamination meter fill up by half instead. The shower stays contaminated for sixty seconds, and any player terminated in the shower gives the saboteur 500 points.

Reload animation – The rifle drops off screen and we hear a "ch-chuk" sounds as the gun is reloaded to its capacity. It then reappears in the players hands. This takes 3 seconds.

These are collected with only one Waste Vial in them but can hold a capacity of up to four. Ammo is found one at a time.

Taunts

Taunts (On Right Ctrl)
1 = Give the finger
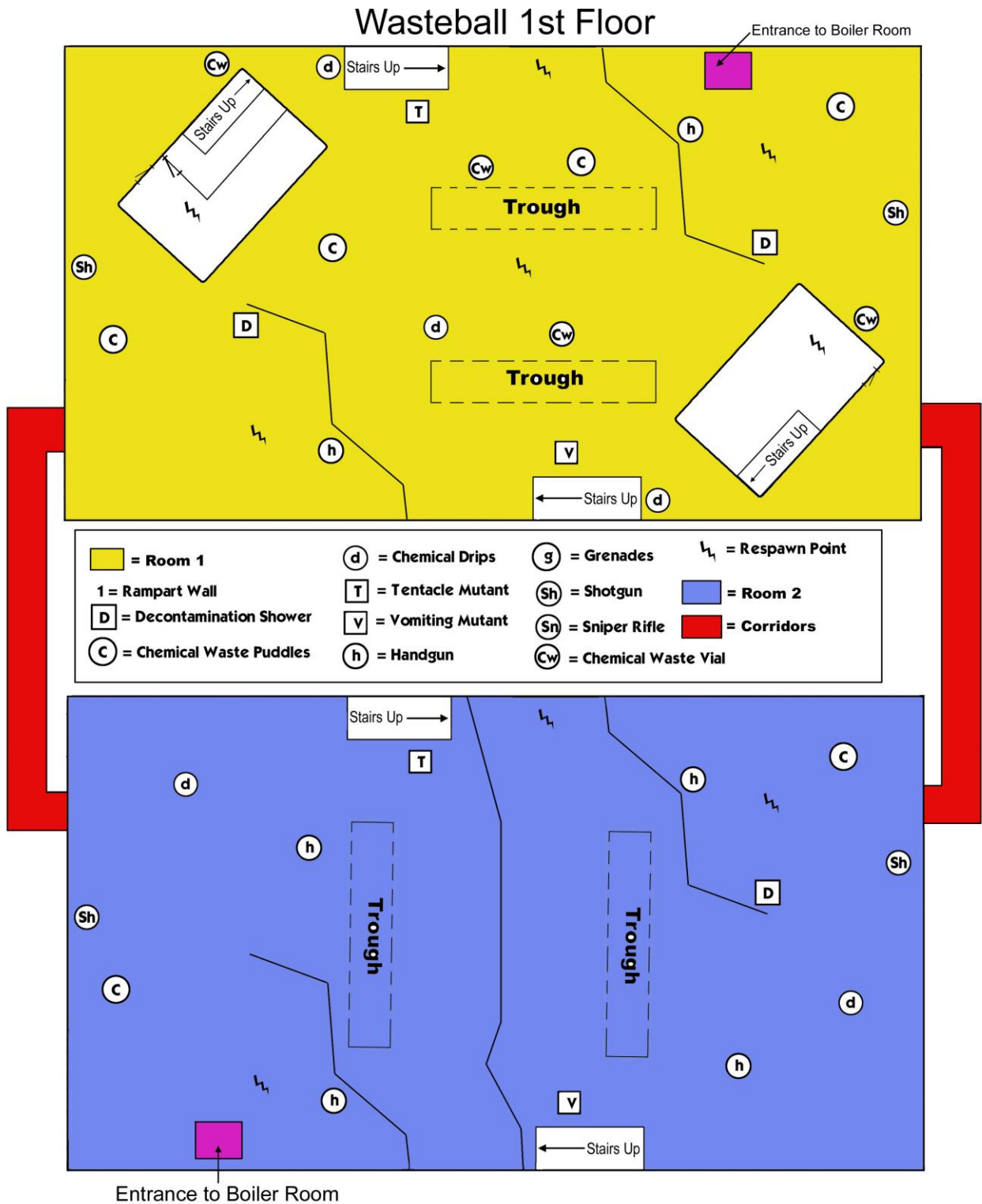2 = Blow a raspberry
3 = Moon (with the mosaic blurring)

Winning
The player wins Wasteball if they have the most points (kills) amassed in the time limit. They also win if they reach the games point limit within the time allocated. If they win they will be shown the Results Screen followed by the Kenny and Spenny Rewards Screen. They will then see who the loser is and watch them be humiliated!
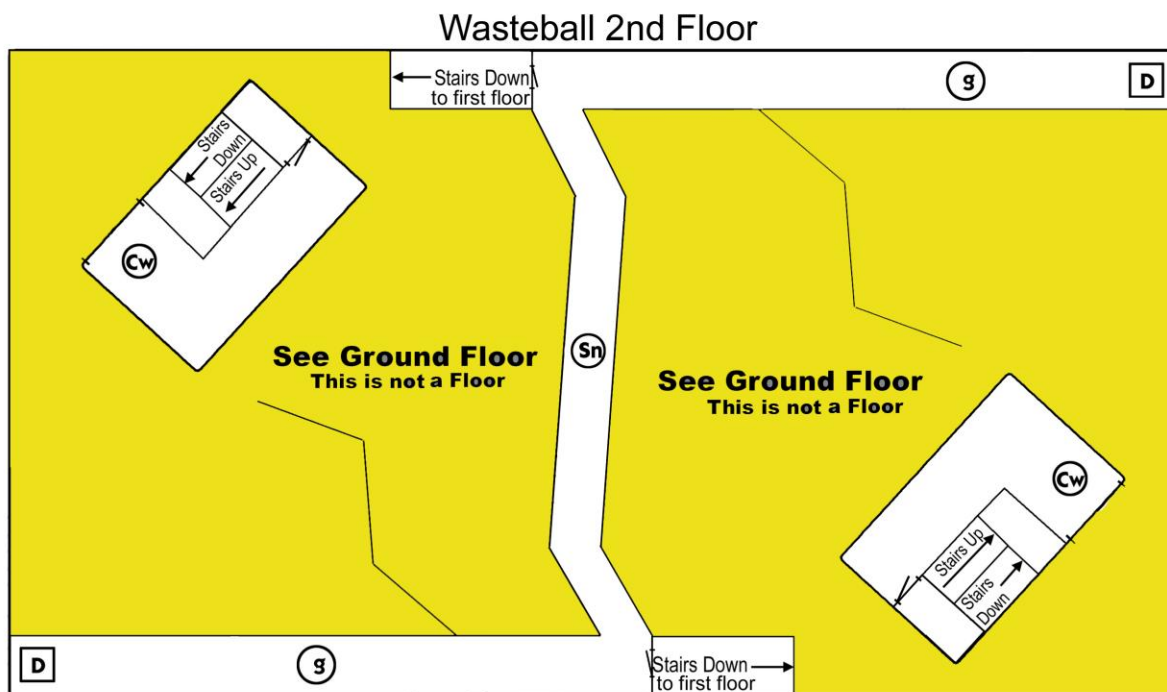

Losing
Losing occurs if the player is not the first to complete the games criteria. If the player is last they will see the Rewards Screen for the winning player followed by their own humiliation screen, which all the other players can see as well.
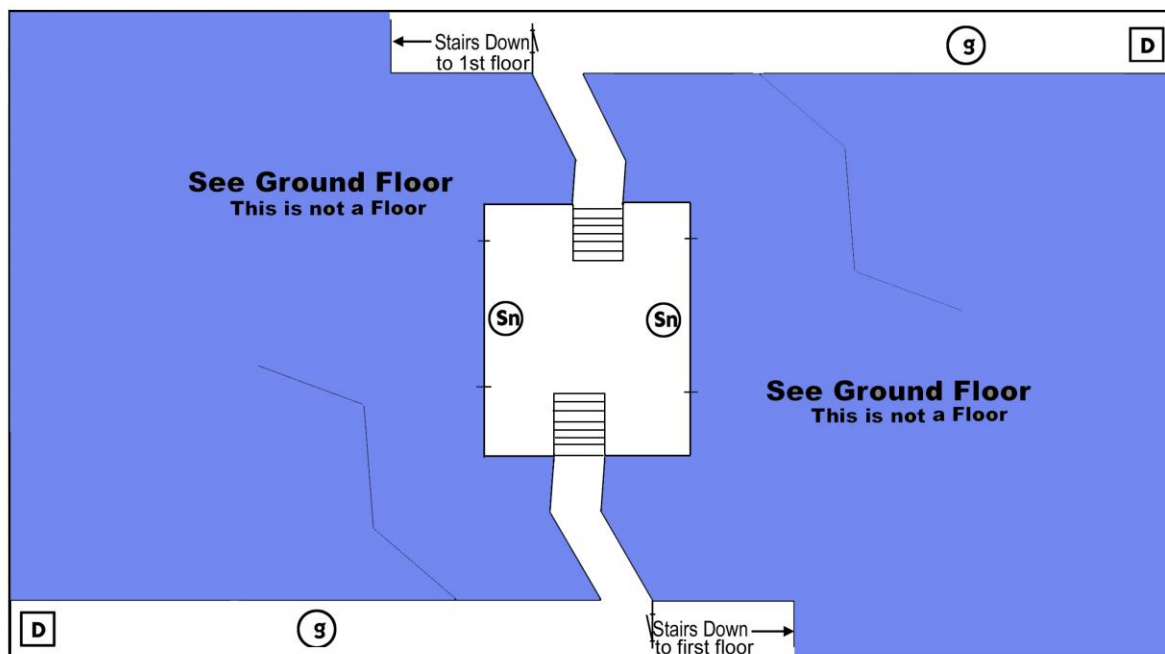
Level Layout

Wasteball 1st Floor

Wasteball 2nd Floor

Legend:

- = Room 1
- 1 = Rampart Wall
- D = Decontamination Shower
- C = Chemical Waste Puddles
- d = Chemical Drips
- T = Tentacle Mutant
- V = Vomiting Mutant
- h = Handgun
- g = Grenades
- Sh = Shotgun
- Sn = Sniper Rifle
- Cw = Chemical Waste Vial
- = Respawn Point
- = Room 2

This is passage to First Floor

Boiler Room

Non - Traversable
This is not Floor, its cement

D

Sh

h

Non - Traversable
This is not Floor, its cement

(h) = Handgun		= Room 3
D = Decontamination Shower		
(Sh) = Shotgun		

This is passage to First Floor

← Stairs Down

Stairs Down
Stairs Up

Cw

See Ground Floor Sn **See Ground Floor**

Cw

Stairs Up
Stairs Down

g D

D g Stairs Down →

1 = Rampart Wall	d = Chemical Drips	g = Grenades
D = Decontamination Shower	T = Tentacle Mutant	Sh = Shotgun
C = Chemical Waste Puddles	V = Vomiting Mutant	Sn = Sniper Rifle
	h = Handgun	Cw = Chemical Waste Vial

ᴸₕ = Respawn Point

—— = Half Height Wall

▓ = Empty Space

See Second Floor and Ground

[D] = Decontamination Shower

(C) = Chemical Waste Puddles

(d) = Chemical Drips

[T] = Tentacle Mutant

[V] = Vomiting Mutant

(h) = Handgun

(g) = Grenades

(Sh) = Shotgun

(Sn) = Sniper Rifle

(Cw) = Chemical Waste Vial

⊔ = Respawn Point

■ = Empty Space

Kart Dart

Competitors are challenged to race with shopping trolleys around the Versus Food Market, they have only three laps to get to the front of the pack, by fair means or foul, and cross the finish line first with the most competition points.

This is essentially a fast, fun and frantic racing game where the competitors sit *in* the shopping carts whilst they hurtle around the food market!

Game Breakdown

Default View: Third Person. Can be toggled to First Person by pressing "P" or "F2".

Number of Players: 8 (either 1 player or 7 bots or up to 8 players multiplayer).

Type of Game: Lap Limit   -   3, 4 or 5 Laps are selectable.

HUD Layout:

Points / Score

Position → **1st   15**

00:00:00 ← Current Time
00:00:00 ← Best Time
00:00:00 ← Previous Lap

3/10 ← Lap Counter
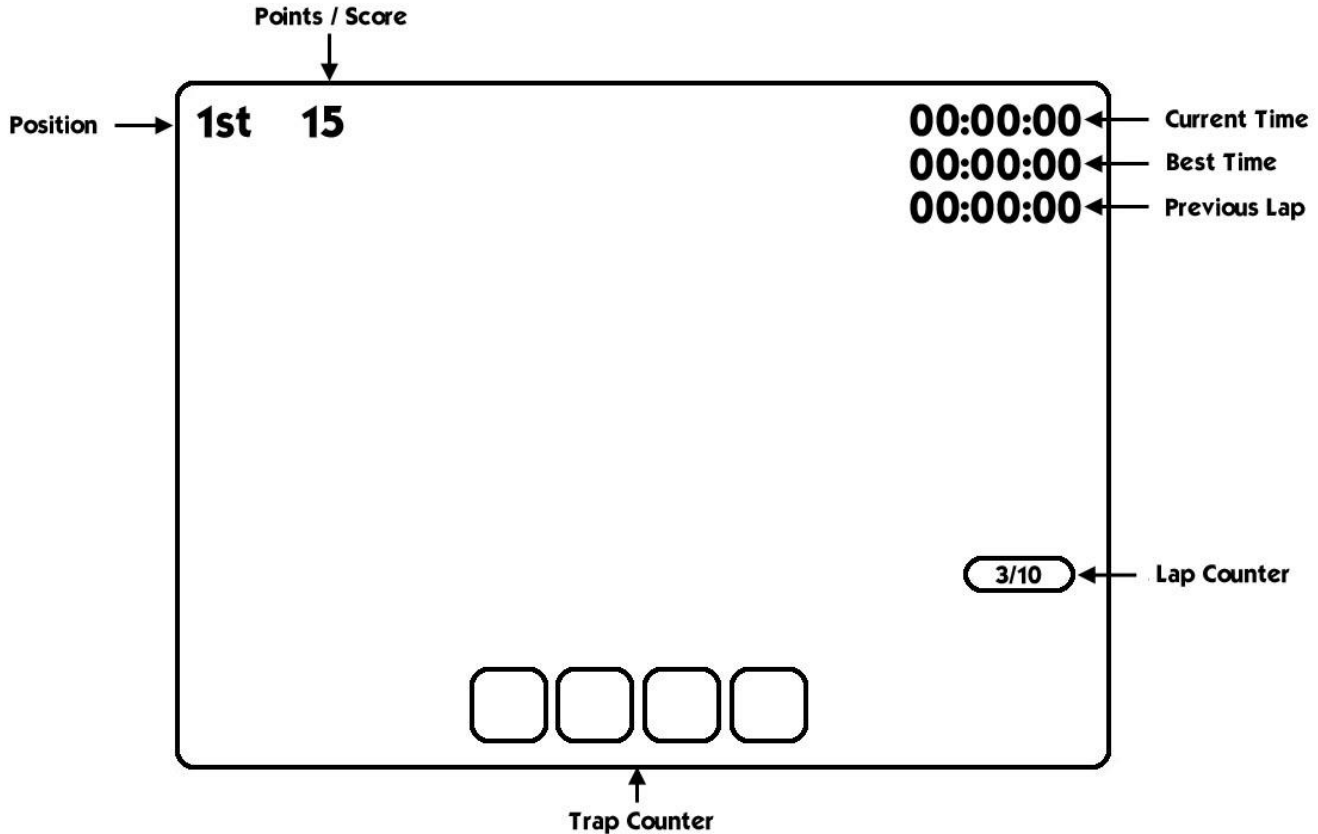
Trap Counter

Trap Counter -	Used to show how many traps you have set and how many have been activated by other players. When you set a trap the first available box displays the set trap, once triggered the box will gain a large red x over it, signifying that the trap has been triggered. Once triggered the box will lose the picture after 15 seconds.
Current Time -	Your current time spent so far on the present lap.
Best Time -	Your best lap time so far this race is displayed here. It remains at 00:00:00 until after the first lap.
Previous Lap -	Your time for the previous lap.
Lap Counter -	The amount of laps you have done / the total number of laps.

Points / Score - You current score.

Cart Selection

The players will have a selection of 8 different skins for their shopping carts, the skins will have no effect on the carts performance, they simply offer a way for players to personalize their carts.

The cart skins are as follows;
- The Market Monster
  - A black spanish steel cart
- The Silver Streaker

- o The standard shopping cart
- The Pink Pusher
  - o An all pink cart
- The Aisleinator
  - o A cart with spikes lining the bottom shelf
- The Squeaker
  - o An extremely dented cart
- The Rust Bucket
  - o A very rusted cart
- The Titan
  - o A brand new, cutting edge titanium cart, painted steel blue
- The Penny Pincher
  - o A cheap plastic cart, gray plastic

Controls

Note that being as Kart Dart is a driving game it will not require any use of the mouse. Keyboard controls only are presented, and they work for both left/right handed people.

Kart Dart Keyboard Controls
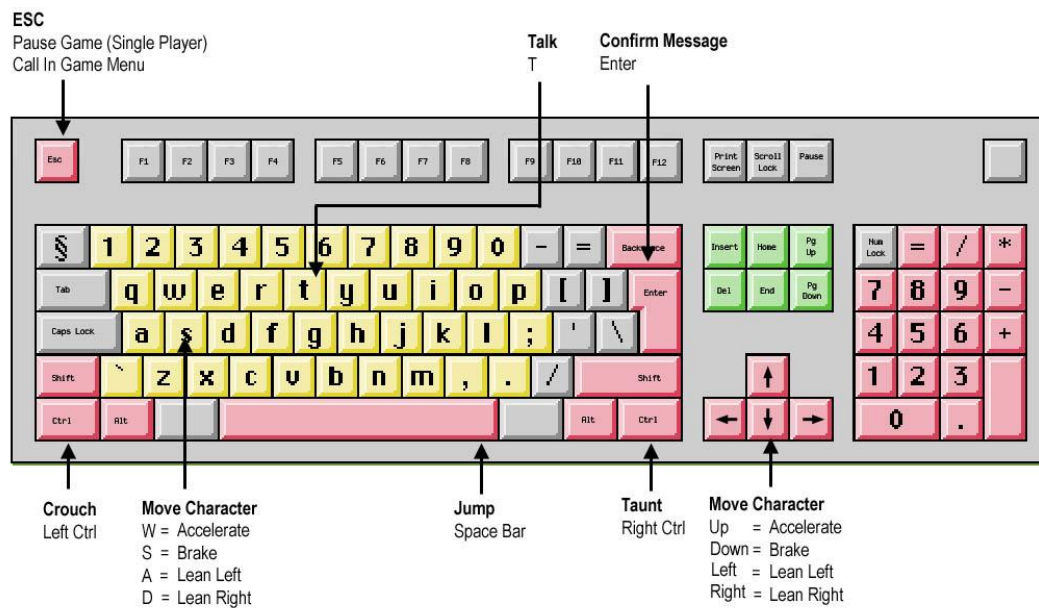
ESC
Pause Game (Single Player)
Call In Game Menu

Talk
T

Confirm Message
Enter

Crouch
Left Ctrl

Move Character
W = Accelerate
S = Brake
A = Lean Left
D = Lean Right

Jump
Space Bar

Taunt
Right Ctrl

Move Character
Up = Accelerate
Down = Brake
Left = Lean Left
Right = Lean Right

Lefty Kart Dart Keyboard Controls

ESC
Pause Game
Call In Game Menu

Talk
T

Confirm Message
Enter

Taunt
Left Ctrl

Crouch
Right Ctrl

Move Character
↑ = Accelerate
↓ = Brake
← = Lean Left
→ = Lean Right

Jump
Numpad 0
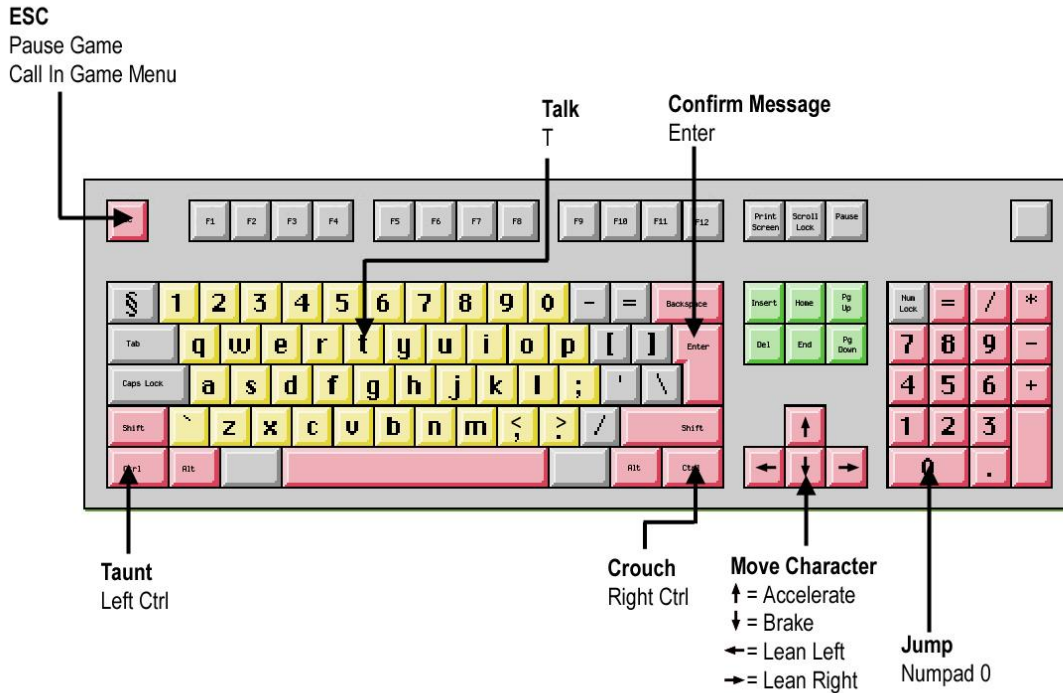
Control Features

Lean Left / Right: This is normal steering left and right but if the player holds the key down for more than a few seconds this causes the cart to flip up onto 2 wheels and turn very sharply to the left or right. Be careful as if you may tip over if you are going too fast!!

Crouch: This is useful to avoid traps but can also be used to speed you up. The player can crouch for a 20% speed increase but they lose 30% of handling! Also if the player ducks while coming up to an inactive trap, they won't activate it.

Game Play:

As the players race, they accumulate game points (the faster they go and the longer they race, the more points they accumulate). The winner is the first player over the finish line, with the most points when the three (four or five) laps have been completed. Competition Points are awarded as follows:

Being in 1st place for 5 seconds	+ 500 points
Being in 2nd place for 5 seconds	+ 400 points
Being in 3rd place for 5 seconds	+ 200 points
Overtaking anyone	+ 200 points
Being hit by a trap	Depends on trap
Coming first in any lap apart from last	+ 200 points
A perfect lap (not hitting anything)	+ 1000 points

The loser is the player that comes in last. This is important to note because in the spirit of true sportsmanship, they will be humiliated later.

The track in Kart Dart changes for each game session, by closing off different areas of the store and "steering" the player in different directions, so a variety of tracks are created and the game play remains challenging and new.

The store will retain the same basic layout but aisles will be closed and opened for each of the races. Which track a player plays on will be randomly chosen at the start of each race so the player never knows what to expect. Large blocks are made from waist height freezer compartments, smaller blocks are made from shopping trolleys.

Traps

Dotted around the track are hoops roughly the size of the cart, with a number displayed above them. This number is the amount of game points that will be subtracted from the player's total in order to use the trap that that particular hoop activates.

The player simply has to drive through the hoop, the points are then deducted and the trap is "armed", triggering the next time that a player gets within range of it. If a player has insufficient points they will not lose any by driving through the hoop, the hoop will simply not activate. Note that the hoops will be of sufficient size on the course for the player to avoid them if they do not what to arm or trigger the trap.

One player can only "arm" four traps at any one time. As soon as one of those traps is triggered then the player can "arm" another one.

Traps can be avoided on occasion by jumping or crouching, this is explained in the individual trap descriptions.

Once the trap is armed the hoop disappears and is replaced by the trap itself. An icon depicting the armed trap appears in one of the trap counter windows. When that trap is activated the icon disappears from the Trap Counter with a small explosion, indicating that the trap has been triggered and you will be awarded points for it!

The traps themselves are described below:

Oil Slick:
Points to arm: - 200
Points gained if successful: + 300

Someone has spilt a bottle of Canola Oil making the floor very slippery. Any cart going through this begins to swerve from side to side and cannot steer for 3 seconds. After 3 seconds the cart reverts to normal behaviour. This trap can be avoided by jumping over it.

Sabotaged Sign:
Points to arm: - 300
Points gained if successful: + 450

When this trap is armed a supermarket sign drops in above the course and is at player head height! The player will have to duck (by pressing crouch) in order to avoid it. If they don't avoid it then they are smacked in the head and their cart comes to a full stop meaning that they will have to start racing again from a standstill! Once this trap has been activated then it vanishes.

Cart Curse
Points to arm: - 400
Points gained if successful: + 600

Typical that the cart you choose is the one with the screwy wheel. Well this trap makes all the other players have carts with screwy wheels! Once activated all the other players apart from the one that set the trap have difficult steering controls. The cart wobbles from side to side rapidly, slows a little and leaning left and right becomes more difficult to achieve (50% less responsive controls). These effects last for 10 seconds.

Steak Sale

Points to arm: - 500
Points gained if successful: + 750

A giant steak lands in the cart (Flintstones style) and slows it down to a crawl. Immediately the player starts to eat it (slurping noises can be heard) and it begins to shrink, making the cart slowly speed back up again. It takes 10 seconds for the player to eat the steak and return to normal speed.

Crashing

The player's whilst racing can also crash into the shelves and displays around the Food Market. Crashing occurs under the following conditions.

❑ The player drives straight into a wall. If the cart is parallel or up to 45 degrees level with the wall they will bounce off with a 20% reduction in speed.
❑ The player takes a corner too fast and the cart tips on its side. This occurs when the player is turning within the last 25% of their top speed. For example let's say the player has a top speed of 100. If they leaned left or right whilst going at speeds 75 to 100 they will topple.

When the cart crashes the player is reset on the course (invulnerable for 5 seconds) but they are at a dead stop and have to re accelerate.

If time permits, the shopping carts will deform after each collision with any objects, as well as make sparks on collision with objects and walls.

Taunts

During the race the players can taunt each other, while taunting there will also be animations to accompany the verbal abuse.

Taunts (On Right Ctrl)
1 = give the finger
2 = blow a raspberry
3 = moon (with the mosaic blurring)

Winning

The winner is the first to cross the finish line. The game points that the player accumulates here are then added to their overall score. In the unlikely event that there is another player that crosses the finish line after the winner but has more points the winner will deduct an amount of points from them to make their score higher!

Losing

The loser is the last one across the finish line and will be humiliated in the normal way (in front of everyone!).

Level Layout

(1) = Oil slick   (3) = Cart Curse
(2) = Sabotaged Sign   (4) = T-bone tie down
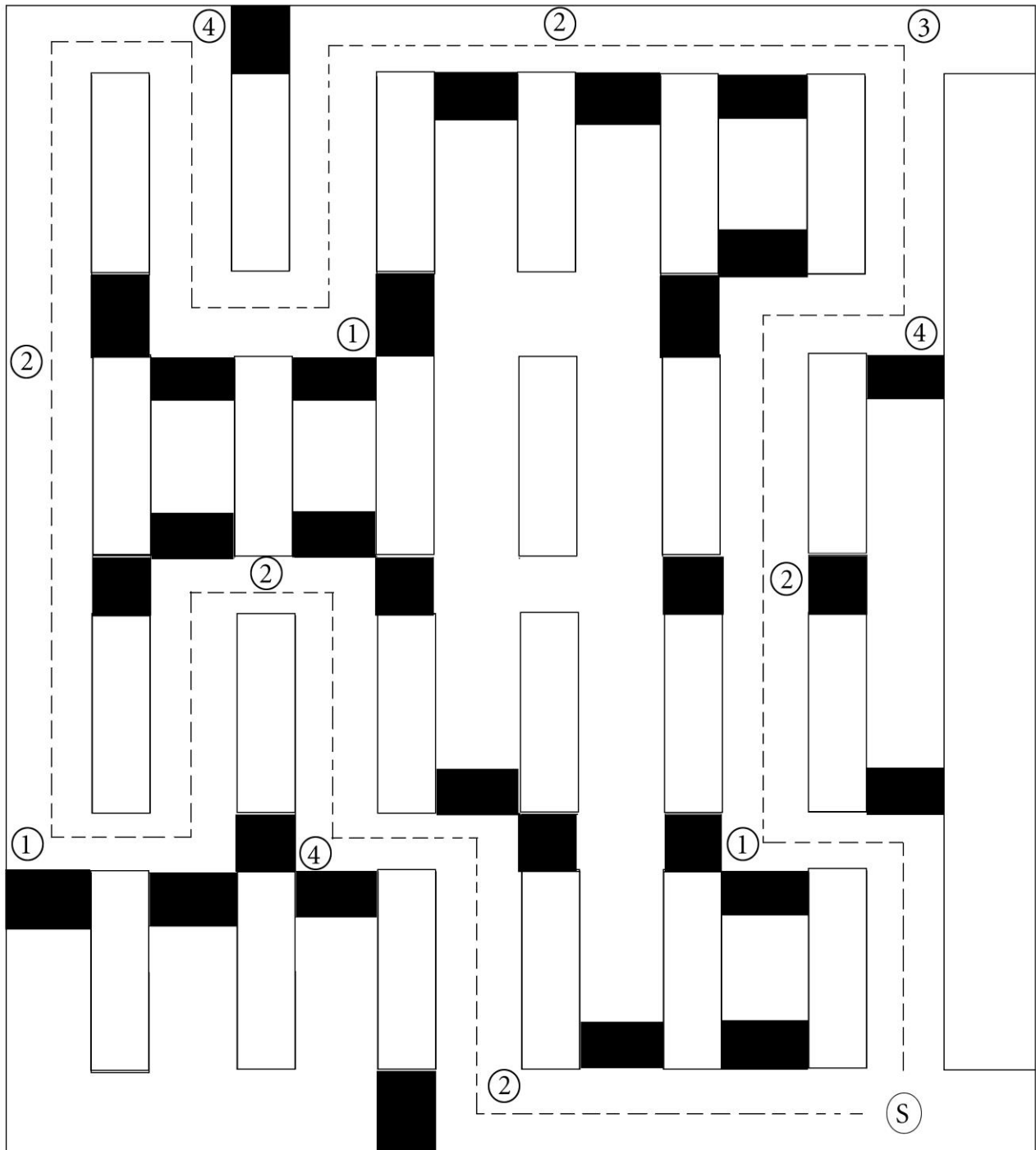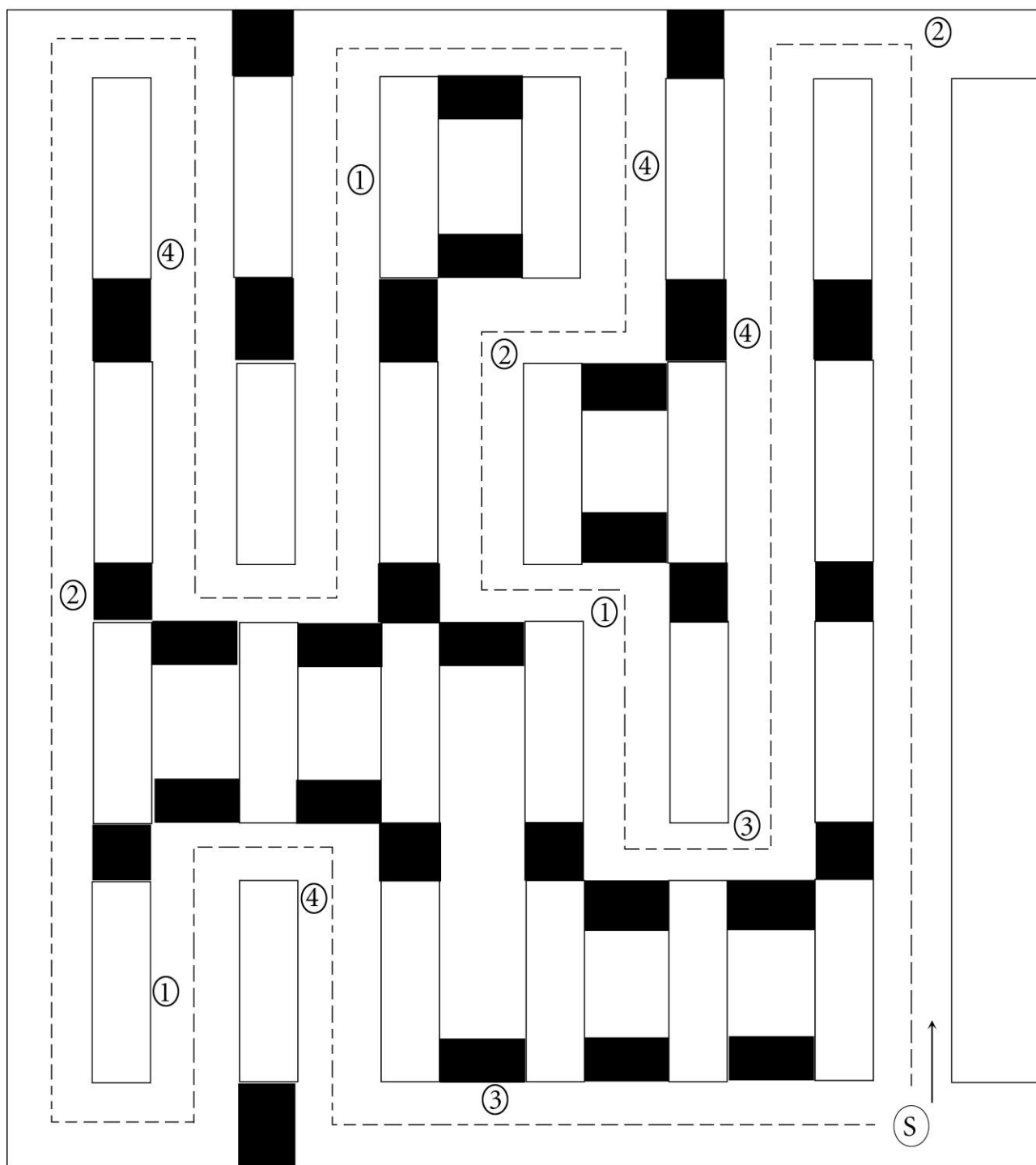
① = Oil slick   ③ = Cart Curse
② = Sabotaged Sign   ④ = T-bone tie down

① = Oil slick ③ = Cart Curse
② = Sabotaged Sign ④ = T-bone tie down
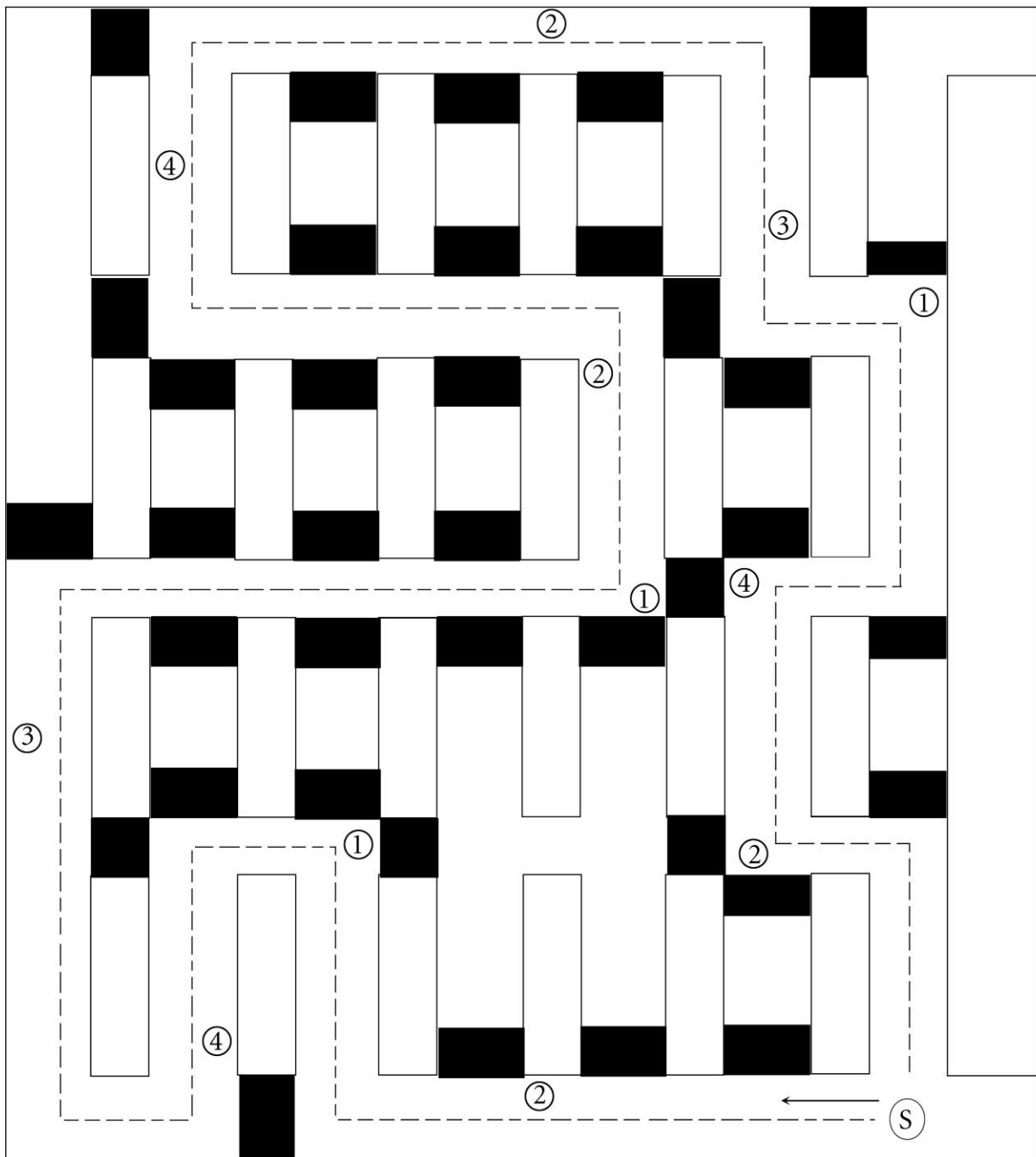
Grave Rave

A cemetery late at night is the perfect place for peer humiliation. Players must use a gruesome array of weapons to dispatch the other players but they do not shoot…they throw! And they throw pieces of exploded zombie!

Game Breakdown: This is essentially a first-person throwing game in a resident evil style level, with deranged weapons.

Default View: First Person with white cross-hair targeting reticule. Weapons can be seen in the bottom right hand corner of the screen. Throwing meter at bottom right indicates power of throw.

Number of Players: 8 (either 1 player and 7 bots or up to 8 players multiplayer).

Type of Game:
Timed Game:	Choice of 5, 10 or 15 minutes.	
Kill Limit Game:	Choice of 5, 10, 15, 20 or 25.	

HUD Layout:

Points / Score   Kills

Position → **1st   15   23   00:00:00**← Timer

Current Weapon

Health Meter   Item Boxes   Throwing Meter
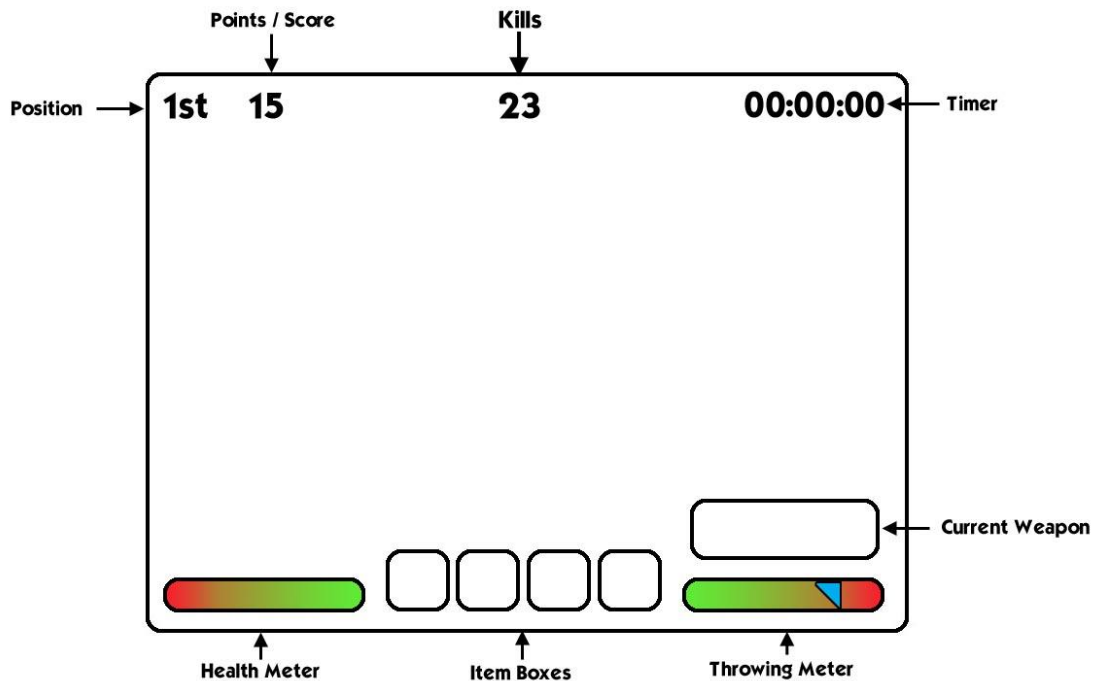
Health Meter   - In this case, starts full and empties as the player is hit by zombie detritus.

Item Boxes   - These are used in this game as slots for the other weapons the player can carry.

Throwing Meter – The throwing meter is an indicator of how much strength the player is using on a throw, and therefore how far the object will go.

Current Weapon – The currently selected ammo type with numerical Indicator of how many are left of that ammo type.

Timer   – This shows the amount of time left in the game.

Points   - How many points the player has amassed so far.

Position   - The player's current position in the game.

Kills   - This displays the players kill count.

Controls

Grave Rave Mouse Controls

Right Mouse Button
Not used

Left Mouse Button
Throw

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.
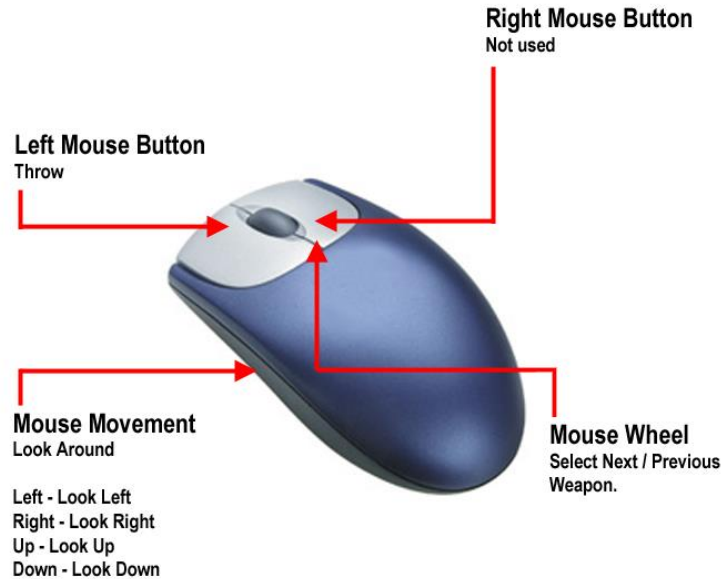
**Grave Rave
Lefty Mouse Controls**
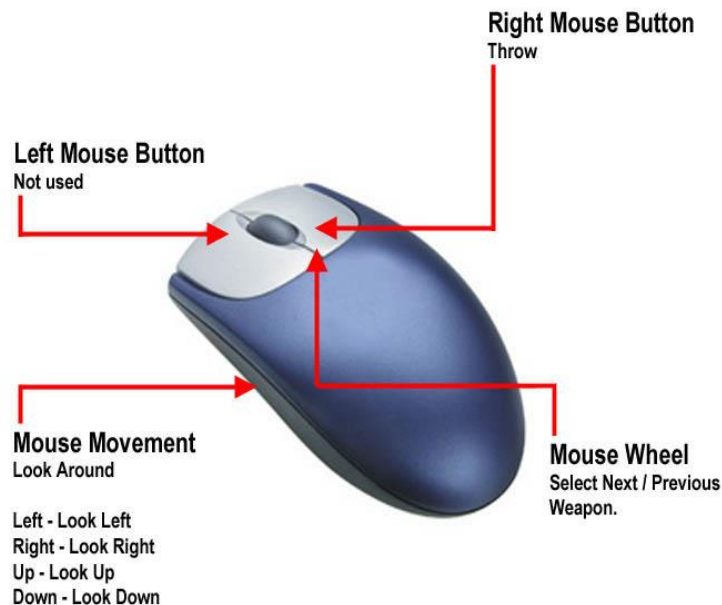
Right Mouse Button
Throw

Left Mouse Button
Not used

Mouse Movement
Look Around

Left - Look Left
Right - Look Right
Up - Look Up
Down - Look Down

Mouse Wheel
Select Next / Previous
Weapon.

Grave Rave Keyboard Controls

ESC
Pause Game (Single Player)
Call In Game Menu

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

Talk
T

Confirm Message
Enter

Crouch
Left Ctrl

Move Character
W = Move Forward
S = Move Back
A = Strafe Left
D = Strafe Right

Jump
Space Bar

Taunt
Right Ctrl

Lefty Grave Rave Keyboard Controls

ESC
Pause Game
Call In Game Menu

Weapon Hotkeys
1 = Select First Weapon
2 = Select Second Weapon
3 = Select Third Weapon
4 = Select Fourth Weapon

Talk
T

Confirm Message
Enter

Taunt
Left Ctrl

Crouch
Right Ctrl

Move Character
↑ = Move Forward
↓ = Move Back
← = Strafe Left
→ = Strafe Right

Jump
Numpad 0
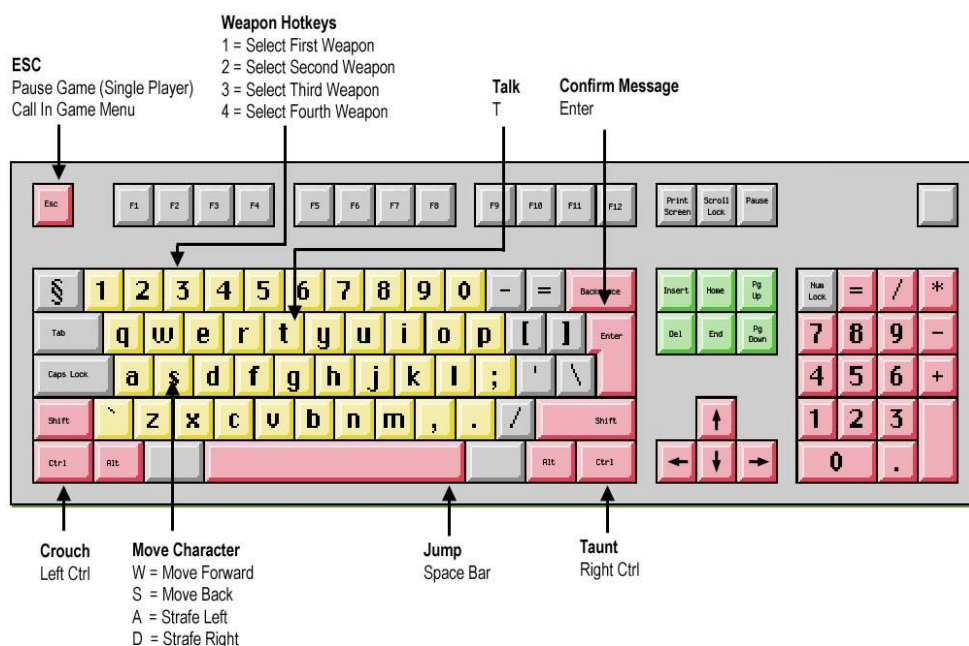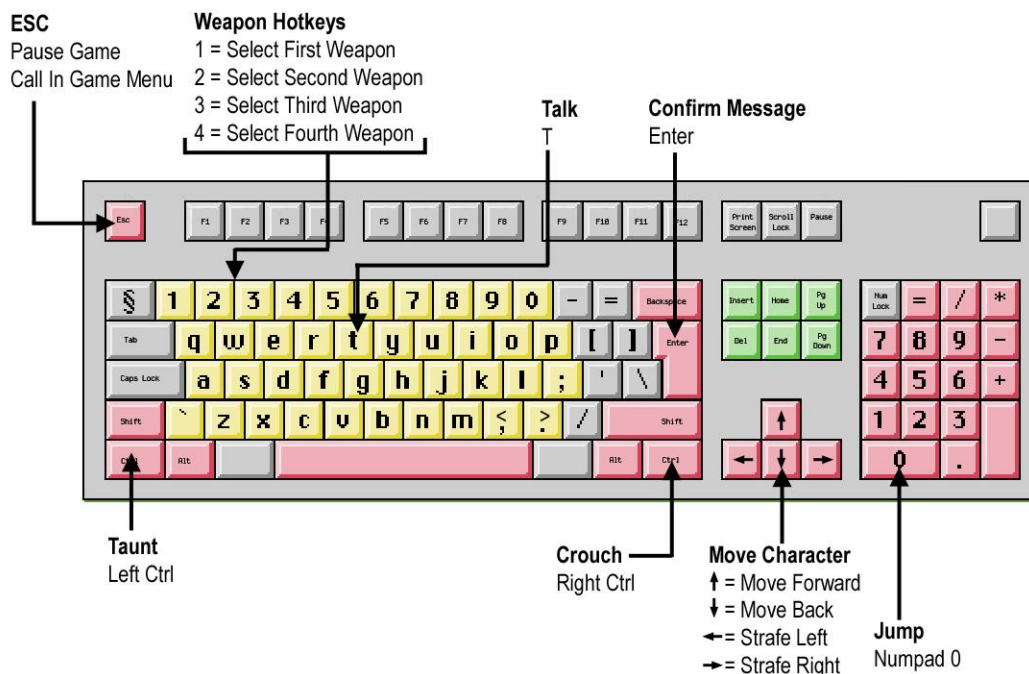
Gameplay

Overview

Players start in different areas of the cemetery. Using their "Guts Gun" (a kind of high speed catapult) they must throw objects at the other players, in order to bring their health meter to 0. When a player is passed that point, he has to be cloned back to life, and the player that had thrown the final item gains 500 points. When the game stops, the player with the most points and kills combined wins.

Players must hurt each other by using items found around the cemetery and loading them into the Guts Gun (the loading is automatic as soon as the player walks over the "ammo").   The ammo includes skulls, zombie flesh, zombie guts, and ghost ectoplasm. By then clicking the left mouse button the player will activate the [Range Meter](#). If the projectile hits another player, it takes points off of their health meters, (see ammo table below for more details) the more powerful the ammo the more the opponent will be damaged. Once a player is killed they will respawn immediately at one of the 8 respawn points (see level map for exact locations) on the map.

If the player kills themselves by walking into a zombie or shooting a wall at short range, they will lose 500 points.

The Range Meter

The range meter is extremely important to this game. Once an item has been collected and loaded into the Guts Gun by the player, they have to use the range meter to gauge how far they will launch the item.

The left mouse button is pressed and held, the range meter will start to fill, and continue to fill until the left mouse button is released. As soon as the mouse button is released, the player will launch whatever it is that is loaded into the Guts Gun.

Players must also keep in mind the different size and weights of the objects they are launching, the skull will take more force (i.e. a larger charge on the range meter) to throw than lighter ammo like the zombie guts. To reflect this each ammo type will take different amounts of time for the range meter to charge. For example, a light object will allow the range meter to charge quickly whereas a heavier object will take a longer time to charge to full.

The player also cannot hold the range meter for too long. If they hold the meter a full charge for longer than 10 seconds then they will automatically launch whichever item they are holding at the time.

Objects and Hazards:

Zombies:
In the cemetery, not all of the inhabitants are content to lie in their graves. The Zombies will patrol a set route, after one "lap" of their route they can no longer hold their shambling forms together and explode in a shower of items for the players. The Zombies will be the players' main source of skulls, zombie guts and zombie flesh.

If a player accidentally touches a zombie, it will trigger the Zombies explosion and the player will receive 50% damage, but no items. If a Zombie has completed its circuit, but the objects from the previous Zombie still litter the area, then the Zombie will continue on its path until if finds the proper spot to vaporize. Each time a Zombie violently disintegrates he will exude 1 skull, 4 pieces of zombie flesh, and 8 pieces of zombie guts. If there are a full 8 people playing, the zombies will appear 50% more frequently.

Ghosts:
The Ghosts appear more in the depths of the Cemetery crypts than in the above ground portion of the level. When a ghost leaves the ground, it leaves behind a handful of its essence or as it's otherwise known, ectoplasm. Ectoplasm is a powerful item, in that it renders the targeted player frozen for 10 seconds. Each escaping ghost will leave behind a single unit of Ectoplasm.

Tomb Entrances:
In the level there are two tomb entrances, they allow the player access to the underground network of crypts. In the warren of passages the player can find the ghost ectoplasm. Players can exit the crypts by the entrances or by the open graves that connect to the cemetery.

Weapons and Items:

The Guts Gun: Default Weapon – No Weapon Hot Key

Note this weapon only holds one ammo item at a time. Up to 10 separate ammo items can be stored in the player's inventory and will be re-loaded automatically as long as the player has any in "reserve". If there is none of the currently selected ammo available then the gun will load the next most powerful type of ammunition. The player can change ammo types at any time by pressing the appropriate weapon hot key.

Zombie Guts: Weapon Hot Key: 1

HUD shows the Guts Gun loaded with a bloody mass of guts.

Default weapon, the players start with some guts. Each clump of Zombie guts causes 10 points health loss (100 points being the total) to the targeted player.

Time to maximum launching range – 2 seconds.

Zombie Flesh: Weapon Hot Key: 2

HUD shows the Guts Gun loaded with a stylized handful of rotting Zombie flesh.

Can be picked up by walking over it. Zombie Guts cause a 20 points loss (100 points being the total) of health for the targeted player.

Time to maximum launching range - 4 seconds

Zombie Skull: Weapon Hot Key: 3

HUD shows the Guts Gun loaded with a stylized Skull with a glowing end.

Can be picked up by walking over it and it causes 40 points (100 points being the total) damage when thrown full force.

Time to maximum launching range – 6 seconds

Ectoplasm: Weapon Hot Key: 4

HUD shows the Guts Gun loaded with a stylized gob of ghost goop with an eerie glow.

Ectoplasm causes immobility for 10 seconds on any player hit by it. Can be picked up by walking over it.

Time to maximum launching range – 6 seconds.

Taunts

Taunts (On Right Ctrl)
1 = Give the finger
2 = Blow a raspberry
3 = Moon (with the mosaic blurring)

Winning
The winner is the player with the most kills/points. They will be suitably appraised by Kenny and Spenny when the game is over.

Losing
The loser is the player with the least kills/points. They will be suitably humiliated by Kenny and Spenny when the game is over.

Level Layout

Cemetery Smackdown Ground Level
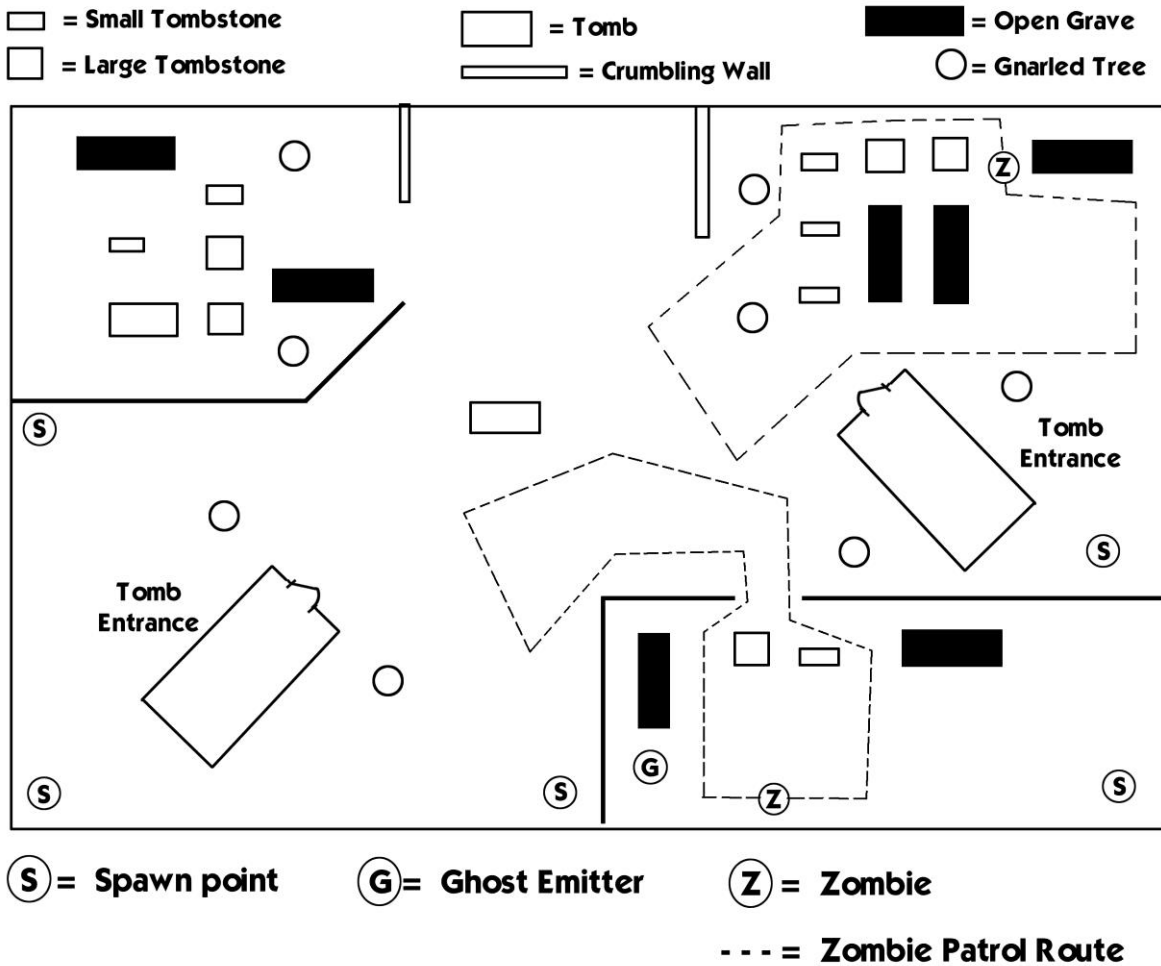
□ = Small Tombstone   ▭ = Tomb   ■ = Open Grave

□ = Large Tombstone   ▭ = Crumbling Wall   ◯ = Gnarled Tree

Tomb Entrance

Tomb Entrance

Ⓢ = Spawn point   Ⓖ = Ghost Emitter   Ⓩ = Zombie

- - - = Zombie Patrol Route

Cemetery Smackdown Tomb Level
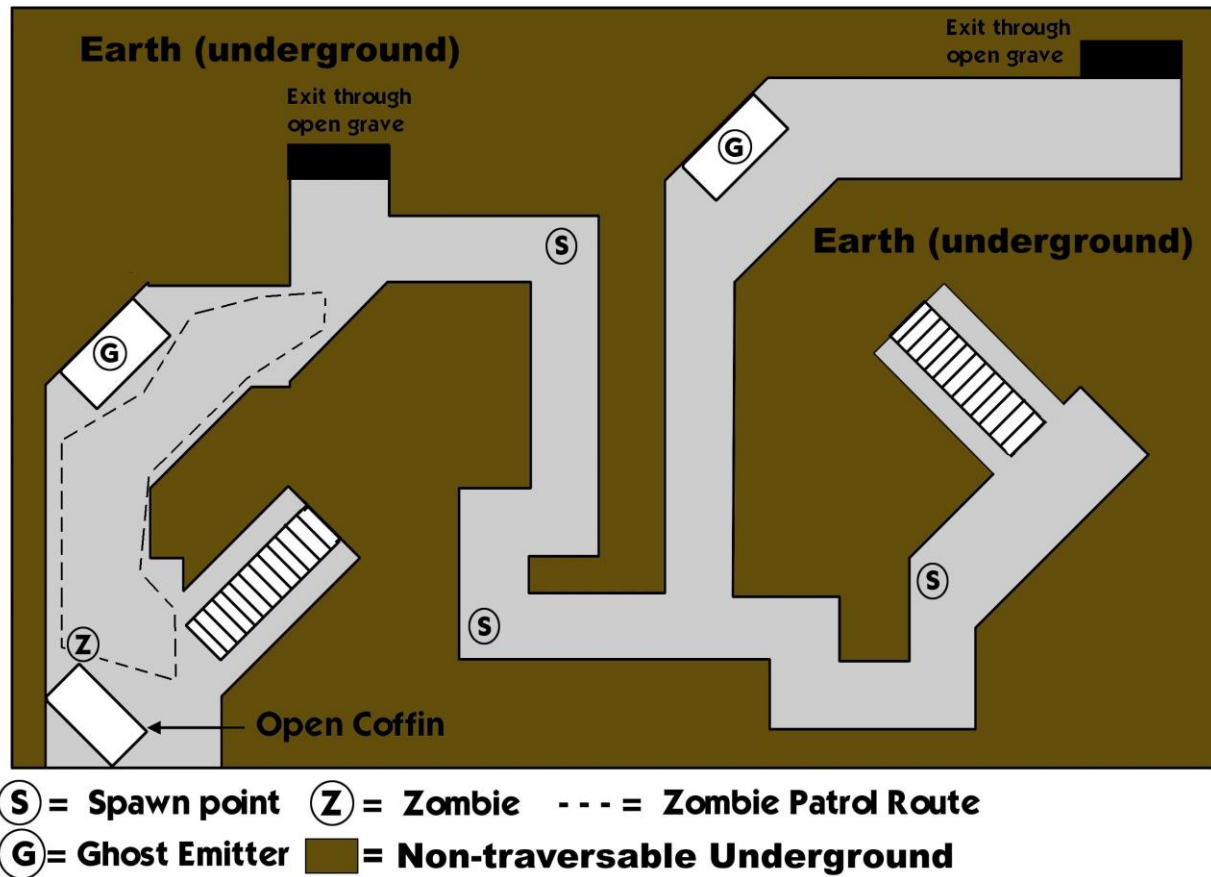
Earth (underground)

Exit through open grave

Exit through open grave

Earth (underground)

Open Coffin

Ⓢ = Spawn point   Ⓩ = Zombie   - - - = Zombie Patrol Route
Ⓖ = Ghost Emitter   ▬ = Non-traversable Underground

Assets

Animation List

All levels
Humiliation animations
Winners animations

Idle animations (applies to Residence Evil, Grave Rave,
and Chemical Wasteball) for all 4 characters.
- 30 seconds of inactivity on the players part causes;
- The camera backs out (of 1st person view) to third person.
- Then the player does one of the following actions (random)
  - Picks their nose.
  - Picks their ears.
  - Scratches their butt.
  - Burping.
  - Flicks their pickings.

Residence Evil – Animation List

Weapons
- Slingshot (shooting): In FPS view, the slingshot starts fully taut, shows a quick snap that sends the projectile flying and the elastic resumes its taught position as another projectile is instantly loaded.
- Slingshot: If the player runs out of ammo, the slingshot will revert to a non-taut view of the slack elastic.
- Underwear: shows a pair of slightly skid marked underwear in the hands of the player (held gingerly between fore finger and thumb)
- Underwear(throwing): the player lobs the underwear forward, the underwear rotate as thrown (if possible)
- Underwear (reload): the players hand disappears below the screen and reappears with another pair of identical undergarments.
- Bat: shows player holding a bat, moving back and forth as they walk.
- Bat (hitting): shows player swinging bat through the air, usually at high up targets.

Traps
- Cameras: The camera has a red light that blinks intermittently (once a second)
- Cameras: The camera will blink green (once a second) for 3 seconds as soon as a player is spotted
- Cameras (disabled): After the player hits the camera with the bat twice, the camera's light turns off and the camera smokes and spits out sparks.
- Sensor: The sensor has a red light that blinks intermittently (once a second)
- Sensor: The sensor will blink green for 3 seconds as soon as a player is spotted
- Sensor (disabled): After the player hits the sensor with the bat twice, the sensor's light will turn off and the sensor will smoke and spits out sparks.
- Lasers: The laser will shoot a beam across the hallway, preventing passage.
- Lasers (disabled): The player throws a pair of underwear onto the laser emitter, blocking the laser.
- Motion Sensor: The player can throw a pair of underwear on it to block it's sensor the small green light turns off when deactivated.
- Bear Trap (disabled): while wearing the boots and crouching, the player walks over the trap, the light goes out.

Kenny and Spenny (referred to hereafter as AI)

- The AI will walk a set path detailed in the level maps
- At the corners of their patrols, the AI will look to their left and right
- If the AI is hit with a blue pill in the face, they will walk sleepily to the closest bedroom, enter it, and stay inside for the next 15 seconds.
- If the AI is hit with a brown pill in the face, they will grab the back of their pants, and walk bow-legged to the nearest washroom (speeding up as they go). They will return after 30 seconds in the bathroom.
- If the AI is hit with a pill anywhere but the face, they will stop their patrol for 10 seconds, look around, shrug and continue.
- If the AI finds a trap disabled by the underwear, they will remove the underwear and wear it on their head. The underwear disappears off of their heads once they've made a trip to the bathroom or the bedroom.

- If the AI spots a player for the full 3 seconds required to be caught, an exclamation mark appears above their head and the player loses or respawns (dependant on how many points they have).

Grave Rave – Animation List

Weapons
- Skull: The players hand holds the skull, with their thumb in the mouth and their ring finger and middle finger in the eyes. The view is of the bottom of the skull when held, once thrown the face is visible for only a moment in mid-air. The skull splinters into bone fragments on contact.
- Zombie Guts: The players hand holds a mass of Zombie guts, a black heart surrounded by corrupted arteries and veins. Players hand is loosely holding it tentatively (seeing as it's a mass of slippery guts)
- Zombie Flesh: The player holds the zombies largish leg muscle in their hand, launching it overhand, the flesh should flop a little when thrown.
- Ghost Ectoplasm: A semi-transparent mass of goop rests in the players hand. When launched the mass stretches a little.

A.I. (Zombies, Ghosts)
- Zombies (movement): the zombies will have a set patrol route that they will patrol in a shambling zombie walk.
- Zombies (explosion): when a zombie finishes it's "lap" or touches a player they explode. It's a very fleshy explosion that expels ammo for the various cemetery weapons.
- Ghosts: The midget-sized ghosts will spawn out of empty crypts, fly through the ceiling and leave behind a single unit of Ectoplasm.

Taunts
- Blow a raspberry: Player blows a raspberry
- Gives the Finger: Player gives the finger
- (Optional)Gives the Finger Blurred: Player gives the finger which is blurred with mosaic blurring.
- Moon: Player moons another player, players buttocks is blurred mosaic style.

Wasteball – Animation List

Weapons
- Pistol (Reload): The pistol disappears below screen, after a two second delay it reappears reloaded.
- Grenade (Reload): The hand that was holding a grenade (after being used) will disappear off screen, and reappear holding another grenade.
- Shotgun (Reload): The hand holding the shotgun disappears off screen for about 5-6 seconds, reappears reloaded.
- Sniper Rifle (Reload): The hand holding the Sniper Rifle disappears off screen for about 2 seconds, reappears reloaded.

Decontamination Showers
- Each use of the shower lasts about 5 seconds. Steam pours out from under the door.
- If the shower has been contaminated using one of the Chemical Waste vials, once activated the shower will start squirting out small amounts of snot green goop.

Chemical Drips
- Spots on the ceiling where chemical waste has eaten through and is dripping, drips at a rate of 1 drip per 2-3 seconds. The waste is a sickly yellow-green, think snot + slimer from Ghostbusters.

Tentacle and Vomiting Mutant
- Tentacle Mutant: These mutants cannot move from their position, they will attempt to hit players with their tentacles.
- Vomiting Mutant: These mutants cannot move from their position, they will vomit on anyone who comes within 5 feet of them.

Taunts
- Blow a raspberry: Player blows a raspberry
- Gives the Finger: Player gives the finger
- (Optional)Gives the Finger Blurred: Player gives the finger which is blurred with mosaic blurring.
- Moon: Player moons another player, players buttocks is blurred mosaic style.

Kart Dart – Animation List

Movement
- Lean left; player leans left in a shopping cart, the cart tilts up on two wheels as long as the player leans in that direction (dependant on the speed of the player)
- Lean Right; player leans right in a shopping cart, the cart tilts up on two wheels as long as the player leans in that direction (dependant on the speed of the player)
- Duck; the player ducks their head into the cart.
- Topple over: If the player is in the top 75% of their top speed and the lean left or right they will topple over.
- Jump; the player can jump over small traps (oil slick), the player does a small jump while holding on to the sides of the cart.

Traps
- Cart Curse; while affected by this power-up, the players shopping cart wheels will wobble (the same way they do in real life) and the player loses general steering control.
- Oil Slick; a puddle of canola oil appears where the trap is set, once the player passes through they will retain canola oil colored tracks until it wears off.
- Steak sale; The players cart will immediately be filled with a very large T-bone steak, the steak will slowly disappear as the player "eats" them.
- Sabotaged sign; one of the supermarket signs gets loose, drops down to just high enough that the player can duck under it, but if they don't they're stopped dead.

Taunts
- Moon; player kneels in the cart, pulls his pants down. The players "butt" is covered by the mosaic blur.
- Giving the finger; the player gives the other players the finger.
- (Optional: the finger can also be blurred, same as the mooning)
- Blow a raspberry: the player blows a raspberry.

Audio Effects

Idle Animations (applies to Residence Evil, Cemetery Smackdown, and Chemical Wasteball)
- Sound of someone burping.
- Sound of someone picking their nose.
- Sound of someone scratching their butt.
- Sound of someone picking their ears.

Residence Evil - Audio

Slingshot
- Rearming: the slingshot goes off screen, player hears the elastic stretching.
- Shooting: sound of projectile through the air, generic impact sound.

Disabling Traps
- Underwear: If the player throws underwear on the motion sensors or the lasers, they will hear a short slight throwing sound followed by an electronic powering down sound.
- Bat: Using the bat to disable the cameras or sensors (two hits needed), player will hear wood on metal crunch twice, then a electronic power down, short circuit sound.
- Stealth Boots: Using the boots (while crouching) on any floor level trap (blow darts, Bear traps) while render them disabled, once disabled, power-down sound followed by short circuit sound.

Setting off traps
- All traps: If the player Is "seen" by any trap, the trap will beep 3 times in 3 seconds before setting off the alarm (some traps have additional SFX, see the following descriptions)
- Bear Trap: If trap is triggered (walked over without stealth boots), the three beeps are heard, followed by the alarm and a metal crunching sound.
- Blow Darts (Pressure Pad): Triggered, a click, three beeps, a blow dart sound, followed by the alarm.

Kenny and Spenny (hereafter referred to as AI)
- Hit by blue pill: a small impact sound, swallowing sound, yawn, trudging sound.

- Hit by brown pill: a small impact sound, stomach grumbling, rapid shuffling, farting noises.
- Hit by any pill anywhere but the face: "Huh?", continues walking.
- AI finds underwear disabled trap: takes the underwear off of trap, trap rearms, emits two quick beeps.

Doors
- Attic Hatch: a creak, then sliding.
- Basement Door (Exit): Large metallic vault door opening sound.
- All other doors: generally squeaky, old wooden door sound.

Wasteball - Audio

Mutants (hereafter referred to as AI)
- Vomiting Mutant: makes constant moaning, groaning sounds, due to the fact that they are mutants (zombie sounds should work well), while a player is within range, a constant retching sound.
- Tentacle Mutant: makes constant moaning, groaning sounds. Once a player is within range, whip through air sound, repeatedly.

Weapons
Firing and Reloading
- Pistol (Firing): gunshot sound, up to 20 looped.
  - Reloading: A click for taking out the clip, another click for replacing the click and a chuk-chuk for chambering the first round.

- Grenade (Throwing): metallic ping (removing the pin) throwing sound, followed by loud explosion
  - Reloading: N/A

- Shotgun (Firing): large gunshot sound, followed by a chuk-chuk
  - Reloading: a metallic clink, a chuk-chuk, looped 8 times

- Sniper Rifle(Firing): medium gunshot sound, up to 10 looped.
  - Reloading: a chuk-chuk.

Decontamination Shower
- Clean (not sabotaged): Regular shower sounds, streaming water.
- Sabotaged: Shower sounds, screams. A burning flesh sound.
- While sabotaging: a click, and an empty vial dropping to the ground.

Chemical Drips
- Drip sound, burning sound when the droplet hits a player or a surface.

Grave Rave - Audio

Weapons
- Zombie Skull: a throwing sound, hard impact sound, shattering ceramic sound.
- Zombie Flesh: a throwing sound, a hard fleshy impact sound.
- Zombie Guts: a throwing sound, a very soft, goopy fleshy impact sound.
- Ectoplasm: a throwing sound, a supernatural sound (??) to signify the ectoplasms effect. Targeted Players, breaths very quick shallow breaths (sounds like hyperventilating)

Taunts (will be the same sounds for Grave Rave, Wasteball and Kart Dart)
- Blows a raspberry: ditto
- Gives the finger: "Bite Me!"
- Moons: "Kiss it! Kiss it!!"

Zombies and Ghosts
- Zombies: a slow shuffling, mumbled groans (brains, brains), once a lap has been completed a chunky meat explosion.
- Ghosts: a quick windy sound while they escape, then a goopy drip sound (for the ectoplasm)

KENNY VS SPENNY – Versusville - Game Design Document V2.7

Kart Dart - Audio

Taunts
- Blows a raspberry: ditto
- Gives the finger: "Bite Me!"
- Moons: "Kiss it! Kiss it!!"

Moving
- General shopping cart moving sound
- Crashing, sound of toppling shopping cart
- Turning on two wheels, a quick sound of exertion from the player.

Traps (triggered)
- Oil Slick: a quick, "oops", then sound of bottle emptying, if player drives through oil spot, very slick slippery sound.
- Sabotaged Sign: sound of metal breaking under pressure, then falling to be caught by chain, if player hits the sign, metallic whack.
- Steak Sale: a whistling, large object falling to earth sound. A metallic, giant steak falling on a shopping cart sound, muffled eating sounds looped for ten seconds, with rising groans starting at 5 seconds.
- Cart Curse: squeaky wheel sound X 4, under the breath cursing (not audible) shaking metal sound for 10 seconds.
- Inactive trap: If player tries to activate, without the required amount of points, a negative buzzer sound.
- Active Trap triggered: if the player activates a trap, which is then triggered by another player, a small explosion sound plays.

3D Art

Residence Evil – 3D Art Requirements

Traps, Weapons
- Underwear: slightly worn, a bit of skid marking in the appropriate areas
- Bat: just a regular wooden bat
- Stealth Boots: a pair of brown working boots.
- Camera: security camera
- Motion Sensor: Small off white box with kaleidoscope lens.
- Laser grid: consists of an emitter, a receiver and the laser between the two.
- Laundry Hamper: Laundry basket filled with dirty underwear.
- Bear Trap: the atypical, large metal teeth, bear trap.
- Kenny and Spenny: both with and without underwear on their heads.
- Blow Dart trap: Consists of the blow dart emitter, a small circular opening in the adjacent wall, and the pressure pad, which triggers the blow dart. The pressure pad would be about the width of the player and made more obvious by adjusting it's color to make it stick out a little bit.
- Keys: just regular keys.
- Attic Hatch: a pull down stairway, (think simpsons where bart thinks Flanders is a murderer) that leads to the attic.

Environment
- Level layout is detailed in the game description
- 4 floors
- General tables, chairs and other run down house furniture.

AI
- Kenny and Spenny, same models as the statues, but appropriate coloring.

Wasteball – 3D Art Requirements

Weapons
- Pistol: standard black pistol
- Shotgun: pump action 12 gauge.
- Sniper rifle: automatic sniper rifle.
- Grenade: the standard green pineapple.
- Chemical Waste Vials: Small test tube. Filled with the green/yellow liquid.

Environment
- A run down warehouse, salvaged to play toxic paintball in. Very large, two towers at either end. A catwalk that borders the top floor, with a gantry that crosses that gap in the middle
- Decontamination showers: A stainless steel shower stall with a large biohazard symbol on it's door, sliding door, high pressure nozzle, pull string, drain in the floor.
- The two towers each have; stairs inside them, a ladder on the outside, ramparts at the top and a stone cut window at the second floor.
- Spread throughout the area are walls of sheet metal used for cover. Large amounts of broken cement, two statues of Kenny and Spenny, warped by the exposure to so much chemical waste.

Hazards
- Tentacle Mutant: People who have become mutants. From the waist up still somewhat human, but with tentacles coming out of everywhere. Starting at the waist down, tentacles sprout like flower pedals, and the torso rests in a puddle of waste.
- Vomit Mutant: What used to be human, now has a hugely distended throat, elongated head and neck, narrowed mouth.

Grave Rave – 3D Art Requirements

Weapons
- Skull: regular skull, small amounts of gore stuck to it.
- Zombie guts: A handful, the center of which is a black zombie heart, with trailing veins and aortas, pieces of lung.
- Zombie flesh: A large handful of muscle, some small bones in it as well. A reddish purple color.

Environment
- A cemetery, gravestones both whole and broken dot the space. Two Crypt entrances serve as access to the tombs beneath field. Ancient wrought iron fences and crumbling stone walls act as barriers between different areas of the graveyard. Gnarled trees watch the interlopers play their games.
- In the tombs underneath the cemetery lie passage hewn of stone and earth. Moss grows on the walls, open coffins serve as landmarks, eerie sounds serve as reminders of the places true purpose.

Hazards
- Zombies: Barely living creatures, shamble slowly along a predetermined path. The end of the path, once reached, causes the Zombie to explode into a rain of ammo for the players.
- Ghosts: Under the cemetery the ghosts are leaving their coffins, they fade through the ceiling and disappear, leaving behind a small amount of ectoplasm.

Kart Dart – 3D Art Requirements

Environment
- A supermarket like any other, Parallel aisles (6 aisles wide, 4 deep), fresh fruit on the sides, freezer on the two ends and general dry goods on all the shelves. When an aisle is blocked, can use a general dry goods shelf to block with. A canola oil pyramid would be nice for the Oil slick trap.

Traps
- Oil Slick: A spreading puddle of Oil (light yellow in color, slightly transparent) appears in front of the player, once the trap is triggered.
- Steak Sale: A steak the size of the shopping cart immediately drops onto the player's cart. After about 10 seconds the steak disappears.
- Sabotaged Sign: The aisle signs indicating the contents of said aisle will drop from the ceiling and stop just short enough that the player can duck underneath them.
- Cart Curse: The wheels of the shopping cart will start to vibrate, and will continue to do so for approximately 10 seconds.
- Inactive traps: Appear as hoops roughly the size of the shopping cart, red in color, the player has to wing the hoop (not crouched) to activate the trap.

Characters (General)

Male 1 Model
Male 2 Model
Female 1 Model
Female 2 Model

2D Art

General
- Menus (see Flowcharts)
- Heads up display
- Ammo count
- Health meter
- Contamination meter
- Items
- Trap icons (Kart Dart)
- Versusville
- Transition screens
- All weapons
- All items
- Triggered traps
- Points
- Results screen
- Lap counter

Conclusion

Versusville was designed with the best features of retail game products in mind. It offers teens the best in multi-player online gaming technology and allows players to battle in real time in a realistic, 3-D world with:

- A high level of unrestricted interaction between players – fundamentally important for successful gaming.

- The opportunity to join and build a community. The battles, the High Score Tables, the Forums are all means by which the community is sustained and grown.

Most importantly, **Versusville** offers teens the ability to communicate, interact *and* compete against two of the fiercest combatants on television!

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