

# RUDI

## instruction manual

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*If you want to contribute to the project, send me an email or donate via paypal (ID: christian@behrenberg.de)*

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# RUDI

*"On the night before Christmas Eve, something went wrong...  
and there is only one reindeer to make it alright."*

"RUDI" is an open source christmas game. Experience fun and action in a living & graphically stunning world packed with passion and wonder, elves, sweet penguins, eskimo villages and lots of gifts to collect. Travel around the world with Rudi - the presents got lost everywhere. Each gift you collect adds a sleigh to your chain.. don't cross them! Santa will give you some delicious gingerbread cookies for every sleigh at the end of each level, so make sure to collect as many as possible!

Rudi is a game for everyone. Beginners can start promptly, without reading a manual. You will control Rudi with the cursor keys only. If you are a hardcore gamer, you will love it too, as some packets are really well-hidden and require a lot of skill to capture them.

## Installation

After you have download the installer file, double-click it to start the installation process. After some seconds the installation screen will appear. Follow the instructions and install the game on your harddrive wherever you like. In addition, the installer tries to install the OGG Vorbis sound drivers which are necessary for playing RUDI. Otherwise it won't start or will run with jerky. Please make sure, that you have had also installed the latest DirectX version on your PC.

After the installation process you will be asked if you would like to read the manual as electronic document or if you like to start the game. Check or uncheck one of these options and close the installation dialogue.

## The story

On the day before Christmas Eve the elves were about to deliver the last gifts to Santa Claus. Unfortunately, they didn't notice that all the toys got lost into the starry sky... Rudi, the red-nosed reindeer is the right reindeer in the right place. With the power of his bright red nose he will find all presents in time to save Christmas - now it is up on you! The journey will go around the world and will start at the Northpole...

# Menu

After you have started the game and you have watched the splash screens and the game teaser (cancel with any key), you will see the main menu screen. In this menu, you can start the game, configure the game, watch the credits or leave the game.



- „StartGame“ Shows the story sequence and begins the game at the Northpole.
- „GameOptions“ Opens the configuration screen whereas you can select between specific screen resolutions and detail degrees to improve the game performance or video quality. You can also adjust the volume of sound effects and music. **New: all options will be saved and loaded automatically.**
- „Who made this?“ Opens the credits sequence and lists all people and how they contributed to the game and to the workshop.
- „Lets go home!“ Exits the game and returns to Windows.

# How to play

Playing RUDI is really easy, you can pick up and play it even without reading this manual. The player movement is really intuitive:



Press the cursor keys to move Rudi up, down left or right. Rudi runs automatically in the direction you last ordered him to follow. You can also go diagonal lines, if you combine the cursor keys, e.g. to go north-east, press  and  at the same time! You can also use the WASD keys or a Joypad to control Rudi. **New: if you use the analog stick of your Joypad, you are enabled to steer Rudi in 360°s!**

Rudi's mission is to collect all Christmas presents all over the world. Rudi visits several places, like the Northpole (the very first level). To complete a stage, he has „just“ to collect all presents. In each level you will find several presents which are sometimes easy and sometimes very hard to discover and to collect. **New: if you get lost you can find presents now easier, because a ray of light will highlight the position of the packet.**



Each level has a special „Christmas-Gate“ which will open when Rudi collected the last present. This will be signaled as well by a wind-chime sound. If this happens, no present is left and you can finish the stage by going through the Christmas-Gate. **New: if you collected all presents and you don't know where the gate is, a green arrow will guide you.**



You will then get for each sleigh full of presents some gingerbread hearts by Santa. So, if you cut by accident your own chain, you won't die, but you will lose those sledges which means that you lose points. Afterwards you will advance to the next level of Rudi's journey.

**Note:** this version of RUDI (version 0.11) features only one level– the Northpole. So, after finishing the level, you will advance to the credits instead).

**New in this version 0.11 is the fact, that if you crash, all previously hinged sledges will be restored. Plus, you just need to collect the remaining presents to complete the level.**

# Screen elements

There are only a few elements on the screen while you are playing, but these are essential.



## **Presents (NEW)**

The presents panel will show you how many presents you have already collected and how many presents are left.

## **Lives**

At the bottom left, you'll find a Rudi-Symbol with a number. This number indicates the lives you have left. If you have only one life left and then you die, the game is over.

## **The gift arrow**

In the bottom center there is a red 3D arrow. This arrow will gear you towards the next present, when it is not visible on the screen. If the present is in your reach or visible, the arrow will disappear, so that it is up to you to find it.

## **Gingerbread hearts**

In the bottom right you see a delicious gingerbread heart with sugar icing on top. Sweet! The number indicates how much you have already collected so far. When you pass the Christmas-

Gate, you will get additional hearts by the amount of sledges you were able to save until then.

**Note:** the game will feature in future versions (since v0.2) collectable hearts and small ingame events which will give you also extra-hearts if you accomplish them.

## Further menu's

### Ingame menu



When you play the game, you can take a break if you press the escape key (  ) by opening the ingame menu. There you can return to the game („continue“, also by pressing  again), open the configuration screen („configuration“) or leave the current game („leave game“), which means, that you return to the main menu.

## Game Over



If you died so often, that you had no lives left, you will advance to the Game Over screen. There you can retry the last level („retry level“), go back to the main menu („main menu“) or exit the game („exit“), which means, that you exit the *whole* game – you will return to Windows.

## FAQ

Sometimes there could be more or less questions regarding the game. We hope you find all unanswered question here:

- **Q: When I play the game, it runs only with 2 or 3 frames per second. I am not able to play the game if it acts so jerky! How do I make the game run smooth? I played <insert high quality AAAgame here> yesterday and it runs supersmooth on my powerful PC!?!?**

A: If you have got a super powerful machine, RUDI should run smoothly, correct. Most often it happens, that users with this problem don't have the OGG Vorbis sound drivers being installed. The game installation (rather than the source of the game!) includes an automated installation of these drivers. Reinstall the game and make sure, that the installer installs these drivers.

- **Q: It is very hard by only having 4 directions (up, down, left and right) to accomplish even the first stage. It is unplayable!**

A: As being said under „How to play“, you can also combine directions to make diagonal movements. We recommend to not tap the keys when you want to change the direction, but press the keys the whole time to make fast and precise turns.

- **Q: The game is running slow, how can I improve that?**

A: Try to set the details to a lower setting and also experiment with a lower resolution. Also check the OGG Vorbis related performance problem above. Though, if you have just a 100 Mhz CPU and no hardware accelerated graphics, we still can't help you 😊

- **Q: Will there be a second or even more levels soon?**

A: You might have seen it or not: this is an open-source project. This means, that it lives through any contributions and help by other people than me. I want to produce other levels and add further essential game elements, but if no one helps, this will be hard work. So, the answer is probably „yes“.

- **Q: How can I help you to go on with this project?**

A: There are several ways. The easiest way is probably to tell your friends about the game and the project so that more people get to know about it. The second easiest and also a great way to help us, is to donate money via paypal (ID: christian@behrenberg.de). All donations will be used to buy and refinance software which will and has been bought to create this game or other purposes. And if there is no purpose, it is a great gesture by you. All monetary donations will make your name appear in the credits list in future versions of the game. In addition, you can of course contribute by making 2D or 3D content for the game. There are lots of things being undone for the next level, so you will guess there is always a place for artists.

# Credits

*In the following you will find a credits list of all people who had contributed more or less to the project. This list is also featured in the game after you have finished the last level.*

## **GAMECREDITS**

(in alphabetical order)

### **original concept**

Marius Bartzsch  
Olliver Berg  
Christian Behrenberg  
Benjamin Köppchen  
Tobias Runde  
Lutz Tewes

### **project lead & programming**

Christian Behrenberg

### **shaders**

Christian Behrenberg  
Nils Daumann  
Eric Hendrickson-Lambert

### **2d and 3d art**

Christian Behrenberg

### **characters**

Felix Caffier

### **art influences, hints & ressources**

Laura Reading  
Irmina Kasprzak  
Caitlyn Meeks-Klöcker  
Sven Paroth

## **additional graphics**

Felix Caffier  
Thomas Kössler  
Lukas Lindenmaier

## **music**

Kevin MacLeod  
<http://www.incompetech.com>

## **narrator**

Ed Mace  
<http://www.edmace.voices.com>

## **sound resources**

SoundSnap.com  
grsites.com

## **tool programming**

Timo Stark

## **thanks to**

Torsten Fock, Frank Geppert, Kai Hiller, Achim, Lübbecke, Johann C. Lotter, Martin A. Reinhart, André Weinhold. Greetings to the whole GS Community.

## **WORKSHOP CREDITS**

(in alphabetical order)

### **written by**

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### **additional chapters**

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## proofreading and feedback

Felix Caffier  
Thomas Kössler

## License information (only v0.1!)



The compiled version of RUDI v0.1 is **freeware**, but the source of RUDI v0.1 is **GPL licensed**. You are not allowed to use any elements of the software (neither the compiled nor the source version) for any commercial purposes including contest submissions. Further details of the GPL are to be found in the attached „GNU General Public License.pdf“ file. A generally intelligible version of the GPL can be found here:

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but the juristic version is to be found here:

<http://www.gnu.org/licenses/old-licenses/gpl-2.0.html>

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END