

Wake Up Rokuko

a game by Wade Henricksen
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version: Studio_02

A GAT250 class project made at DigiPen Institute of Technology

Now updated with **controller support!**

Designer: Wade Henricksen
Music and Sound: Biological Component
Created in Game Maker 8 + Studio

System Requirements:

Windows XP, Vista, or 7
NVIDIA GeForce 8600M GS processor with 256 MB of RAM or better
2 GB RAM
Keyboard

CONTROLS

MOVEMENT

WALK: LEFT and RIGHT or LEFT ANALOG STICK
SPRINT: Left or Right + SHIFT or X Button + LEFT ANALOG
JUMP: SPACEBAR, UP ARROW, or A BUTTON
DUCK: DOWN or LEFT ANALOG STICK
DROP: DOWN + JUMP

TECHNICAL

Toggle Fullscreen: F4
Quicksave/Quickload (**might mess up the music, so use with caution**): F5/F6
Screenshot: F9
Restart Level: R

CHEATS

0 = Add 25% sprint
1 = Go to level 1
2 = Go to level 2
3 = Go to level 3
4 = Go to level 4
R = Restart Level
T = Go to the tutorial level
NumPad + = Add lots and lots of blood to your score

FUN STUFF!

- * Press Esc from the main menu for a free Wake Up Rokuko screensaver
- * Walk left from the beginning of the tutorial instead of right
- * There are 5 hidden hearts in the game. Find them all!

::Thank you::

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These folks helped QA testing:

Sang Kim

Celeste Calhoon

Justin Benjamin

James Portnow
