

REF
EXIO

The image features a light blue grid background. The word 'REF' is written in red, bold, uppercase letters with a white outline. Below it, the word 'EXIO' is written in green, bold, uppercase letters with a white outline. A blue oval highlights the entire text. A white arrow with a black outline starts at the 'F' in 'REF' and points to the 'X' in 'EXIO'.

System Requirements

Directx 9.0c and Shader Model 1.1
XNA Libraries
512 Mb of Ram
100 Mb
Microsoft Vista/XP/7
Keyboard

Installation Guide

1. Download Reflexio from www.reflexio.wikidot.com
2. Extract the contents of the zip file
3. Run Reflexio.exe
4. Enjoy!

Gameplay: the Gist

Master Reflection!

This is Joey, a cute cuddly kidnapped koala armed with a mystical umbrella which can reflect the world!



Help Joey become a master of reflection by overcoming increasingly difficult challenges!

How to Play!

It's quite simple: Just reach the zipper door!



But you may need to find a zipper first!



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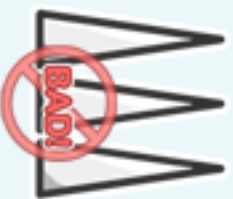


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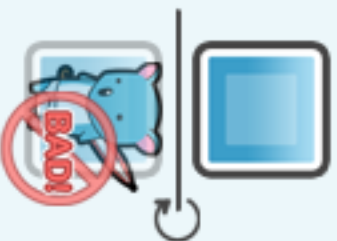


Use reflection to aid you in all your endeavors!

Be sure to avoid...



Spikes!



Crushing Yourself!



Falling!

Want to help Joey right now?
Then skip ahead to controls!
otherwise you can learn about the...

Indepth Gameplay Elements



Joey - a cute cuddly kidnapped koala. Your goal is to help him master the powers of reflection so that he can find his way home!



Ruby - Joey's mystic umbrella that has the power to reflect the world! Legend has it that Ruby used to have a physical form, but a curse was put on her because she was obsessed with her own reflection. But that's just a silly legend!



Wall Block - Joey's captor has many of these blue blocks lying around. As with all other objects, lightly colored wall blocks are reflectable while darkly colored wall blocks are not reflectable. A dark wall is commonly referred to as a NaR-wall (NaR stands for Not-a-Reflectable). There can also be NaR-Zippers, NaR-Doors, etc.
NaR-walls have a special property such that if a reflectable wall or buddy block makes contact with it, the NaR-wall is destroyed.



Zipper Door, Zippers - no one knows where the zipper doors came from, but if you manage to unzip a zipper door it is said to take you one step closer to the place you most desire. Not all zipper doors are created equal; some require more zippers to unzip than others. Make sure you help Joey collect them all, otherwise it will be impossible to advance!



Buddy Block - some people make friends and others make lots of friends. This is the case for Buddy Blocks. Joey can form a deeper connection with any Buddy Block by binding to it. While binded, a buddy block will not reflect because true buddies never leave their friends behind.



Buddy Switch - the Buddy Block found other ways to help Joey out. By placing a Buddy Block on a switch, new axes of reflection will open up as denoted by the green umbrella icon. However, if the Buddy Block leaves the switch, the new line of reflection will disappear!



Spikes- koalas are naturally afraid of sharp and pointy spikes, as are most other creatures in the world. The key to spikes is that only the pointy sides hurt; Joey can traverse across spikes as long as he doesn't interact with the pointy-sides!

Keyboard Controls

Bind

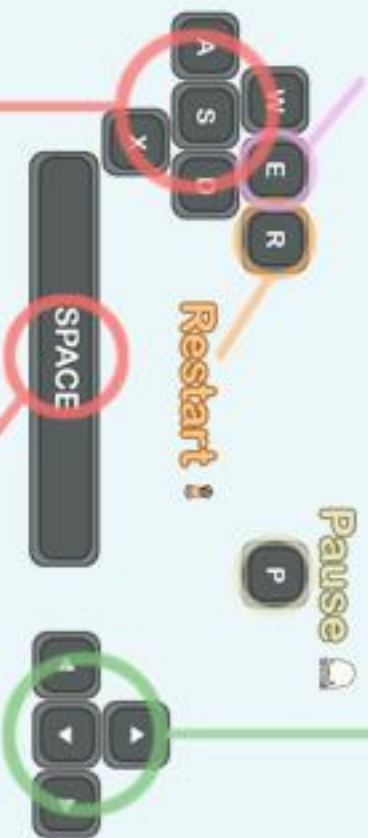
Bind the Buddy/Block!
Pull and push your buddy.
While binded, block will not reflect.

Movement

Use arrow keys to move!
The up arrow key is used to jump

Pause

Restart



Change Axes

Change the Axes of Reflection!
Horizontal Axes controlled by W (up) and S (down)
Vertical Axes controlled by A (left) and D (right)
Diagonal Axes controlled by X

Reflect

Xbox 360 Controls

Restart Pause

Reflect

Movement

Bind/Release

Jump

Change Axes

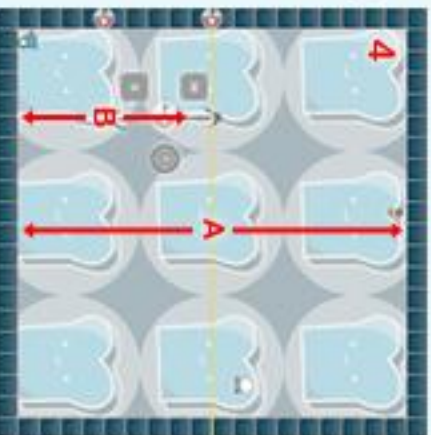


Reflection Mechanics



1. The yellow line represents the current axis that you are on. It will reflect all lightly colored objects. Although Joey is "lightly colored," Joey cannot be reflected.
2. Sometimes there are multiple axes of reflection. This is represented above in the figure to the left by umbrellas that point in the direction of the possible axes. Switch between axes based on the control schemes on page 7 and 8.
3. Notice that some objects are darker than normal. These objects will not reflect. In the figure to the right, the only object that will reflect is the Buddy Block. The key, door, and walls are all "dark" and thus are NaR and will not reflect.

4. Certain axes of reflection have different ranges in terms of width; an equal number of blocks on one side must reflect to the other side. This is also known as Ruby's second law. In the figure to the right, umbrella A has full range of the screen while umbrella B has approximately one half of the screen.



Credits

Project Leader:

Brendan Viscowi

Programmers:

Devansh Gupta (Lead Programmer)

Mengxiang Jiang

Arthur Lancelos

Lead Artist:

Alean Liang

Music:

City A, City B, City C, Meadows by John Rawman

Tardrop Grotto by SuperBastard

Winter's Chille by FrozGnPANiX

Sound Effects from: i1987, floops, simon_lacelle, datasound_sample, dymowiz, flashkar21, quibodup, mich3d, jungle, anton, rutgermuller

BOX Jellyfish Studios

