**Installation Guide**

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

**System Requirements**

- DirectX 9c and Shader Model 1.1
- XNA Libraries
- 100 Mb Microsoft Vista/XP
- 512 Mb of Ram
- Keyboard

**How to Play**

Use reflection to aid you in all your endeavors!

But you may need to find a zipper first!

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

**Gameplay: the Gist**

**Master Reflection!**

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

This is Joey, a cute cuddly koala kidnapped and armed with a mystical umbrella which can reflect the world!
In-depth Gameplay Elements

Want to help Joey right now?

Otherwise you can learn about these then skip ahead to controls.

Be sure to avoid...

- Spike(s)
- Falling
- Crushing Yourself

Joey - a cute cuddly Kidnaped Koala. Your goal is to help him master the powers of refraction.

Ruby - Joey’s mystical umbrella. That has the power to move 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.

Buddy Blocks - some people make friends and
ever leave their friends behind.

Buddy Switch - the Buddy Block found other
line of refraction will disappear.
if the Buddy Block leaves the switch, the new
so a switch, new axes of refraction will open up
on a switch, new axes of refraction will open up

Buddy Block - some people make friends and
impossible to advance.

Zippers - Zipper doors - no one knows where the zipper doors are located.

Narf Walls - Nurf Doors, etc. a refreecible wall or Buddy Block makes contact
Narf Walls have a special property such that it also be the zipper. Nurf Doors, etc. can
Nurf doors or Nurf-rectable. There can
darkly colored wall blocks are not refreecible. A
dark well is commonly referred to as a dark-well.

Wall Blocks - Joey’s caper has many of these
Keyboard Controls

Change Axes
- Horizontal Axes controlled by W (up) and S (down)
- Vertical Axes controlled by A (left) and D (right)
- Diagonal Axes controlled by X

Bind
- Buddy Block
- Pull and push your buddy
- While bonded, block will not reflect

Movement
- Use arrow keys to move
- The up arrow key is used to jump

Restart

Pause

Xbox 360 Controls

Change Axes

Movement

Restart

Pause

Reflect

Jump
4. Certain axes of reflection have different ranges in terms of width: an equal number of blocks on one side must reflect to the right, umbrella A has full range of the screen while umbrella B has approximately one half of the screen.

1. The yellow line represents the current axis that you are on. It will reflect all brightly colored objects. Although Joey is "lightly colored," Joey cannot be reflected. This is because the control scheme on page 7 and 8 represent the point in the figure to the left umbrella that black axes are the Buddy Blocks. The key door, and walls are all "dark" and thus are NAR and will not reflect.

2. Sometimes there are multiple axes of reflection. This is represented above the figure to the left umbrella that天 will reflect. The key door, and walls are all "dark" and thus are NAR and will not reflect.

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.

Music:
City A, City B, City C, Meadows by John Ramm
Teardrop Grotto by SuperBastard
Winter's Call by Frozemle
Sound effects by Frozemle and Mark Williams

Credits:
Project Leader:
Brendan Visconi
Programmer:
Sanjana Gupta (Lead Programmer)
Lead Artist:
Alan Liang

Artists:
Arden Lucas

Artists:
Micha P., Jang, Andrew, Redefiner

Artists:
Studios: Sanjana Gupta