

Step

MINIMUM SYSTEM REQUIREMENTS

Windows XP/Vista/7
Keyboard and Mouse
Microsoft XNA 4.0 Framework
300 MB of free disk space
Graphics card that supports DirectX 9.0c
Shader Model 1.1+

INSTALLATION

1. Acquire installer from CD or online
2. Insert CD (setup will autorun) or double-click InstallZep.exe
3. Follow prompts given by installer
4. Choose install directory
 - ("Program Files (x86)\Zep" of your main drive by default)
5. Double-click game icon to start game
6. An uninstaller (UninstallZep.exe) will be added to the game directory

STORY

Over the hills and far, far away lives a young fledgling dragon named Zep. He was born different from the other dragons, you see. He has weak fire breath and no wings, but he has his trusty balloon, which helps him do everything the other dragons do. The other dragons make fun of him for his balloon, but Zep has big plans to change that.

Legend speaks of a great Elder Skydragon at the top of the Greyscale Mountain who can grant wishes for dragons, but only if that dragon has earned it. Zep desperately wants to be like the other dragons, so he set out on a great journey to seek the Elder Skydragon and wish to be like the other dragons.

The Elder Skydragon has lost many scales over the eons to pesky adventurers; these scales have been scattered across the land. To prove his worth, Zep plans to gather and return these scales to the Elder.

With his trusty balloon and your guidance, Zep wants to find all the scales and meet the Elder Skydragon. Help him on his quest!



BASIC OBJECTIVES

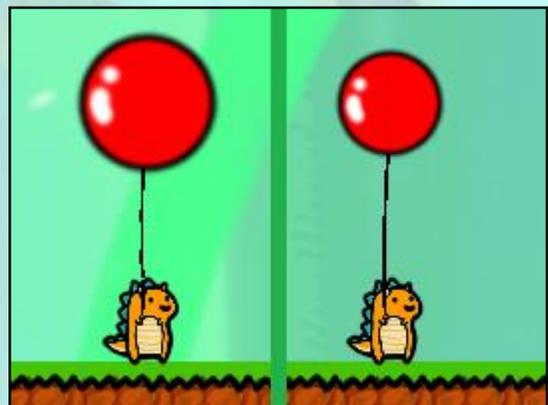
AVOID OBSTACLES

Overcome environmental obstacles and enemies.



MANAGE YOUR BALLOON

Zep needs gas to breath fire and jump higher, so manage it wisely!

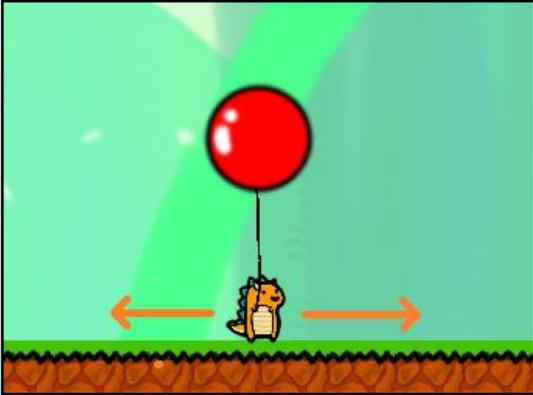


COLLECT SCALES

Navigate Zep safely to the dragon scale at the end of each level.

Touching the scale will complete the level!

CONTROLS

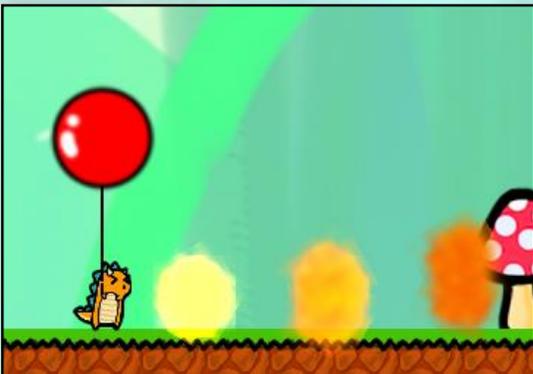
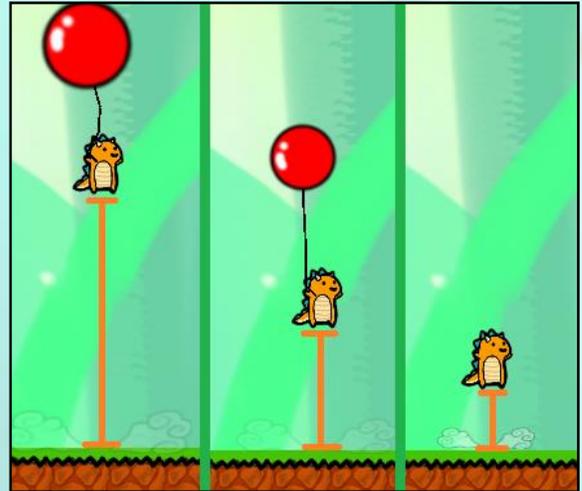


WALK

Walk in either direction using the LEFT and RIGHT arrow keys

JUMP

Press the UP arrow to jump. When your balloon is bigger, you will jump higher and farther!



ATTACK

Press the Spacebar to breathe fire! This will use up some gas.

PAUSE AND RETURN

Press 'P' to pause and 'R' to return to the most recent checkpoint.

GAME OBJECTS



PLATFORMS

Platforms allow you to navigate the level.
They may get in the way sometimes!



BUBBLES

Bubbles drop from defeated enemies and will restore gas to your balloon.
The bigger they are, the more gas they provide!



CHECKPOINT

Pressing 'R' will return you to a checkpoint with full health and full balloon!



BALLOON

A replacement balloon is sometimes given.
Picking it up will set a new checkpoint.
If you already have a balloon, it will be replaced.



SCALE

This is your goal – reaching it completes a level!

OBSTACLES AND ENEMIES

OBSTACLES

Obstacles are meant to get in your way, but some of them may prove to be useful...



SPIKES

Spikes are pointy!

If you touch the tip, you will be hurt.

If your balloon touches the tip, it will pop!



VINES

Vines will block your path.

Burn them away or find another path!

ENEMIES

All enemies will hurt you - defeat or go around them!



HOPPERS

Hoppers will hop back and forth in a certain area.



CHARGERS

Chargers will patrol a certain area and chase you if they spot you.



THROWERS

Throwers will throw projectiles.

Be careful... projectiles will pop your balloon!

CREATED BY
THE GAMESTORMERS



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