

Redd's Runaway



GAME MANUAL

WELCOME TO

REDD'S RUNAWAY

Thank you for acquiring Redd's Runaway. Inspired by the Red Ridding Hood's tale, Redd's Runaway is a run and gun action game, combining a frenetic playstyle with an aesthetic reminiscent of the traditions of Halloween and the Day of the Dead, in a short experience aiming for a great replayability.

You can send us your questions, comments and feedback at team@bewolfstudio.com

We hope you will get a great experience and enjoy this videogame!

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Redd's Runaway

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A NIGHTMARE HAS BEGUN

This is a tale about pain, suffering, and vengeance; about hope, compassion, and mercy.

Redd was an orphan adopted by a master sorceress when she was just a baby. She has learned a few spells specialized in offensive tactics, to protect other people from supernatural menaces. She believes that life, as is, is chaotic enough, and is willing to help others in need against the creatures of the Underworld. After joining the Legion of Sorcerers in her adulthood and starting her training, tragedy struck her life when an unknown attacker killed her mother. With a scar as a reminder of the event, Redd suffered a deep trauma, which left her confused and depressed, pushing away her best friends and teammates.



When Brock City is under invasion, she will use everything she learned to fight along the Legion and defend the innocent, learning new spells in her way to stop this nightmare. But this event may put her abilities and strength at test until its last consequences: moreso, her true believings.



SYSTEM REQUIREMENTS

Requires a 64-bit processor and operating system

OS: Windows 8 or higher

Processor: Intel Core i5

Memory: 4 GB RAM

Graphics: Dedicated graphics card (OpenGL 3.0 support or higher)

Storage: 400 MB available space



MAIN MENU



This is Redd's Runaway main Menu. From here, you can select one of the next options:

- **PLAY**

Here you can find the different play modes of the game. Starting with Arcade and Endless, traverse through 6 missions to save Brock City from this nightmare. You will unlock two additional modes as you progress through the game.

- **SHOP**

Upgrade your spells and get new costumes with the coins you collect through your game sessions.

- **GALLERY**

When you complete a mission, you will unlock new bios about the Redd's Runaway universe sorcerers and creatures.

- **RANKING**

View the top 5 scores you have achieved in your gameplay sessions.

- **OPTIONS**

Configure different aspects of the game: Graphics, Controls, Sounds and Languages. The languages available are English and Spanish.

- **CREDITS**

View the names of the people involved in Redd's Runaway development.

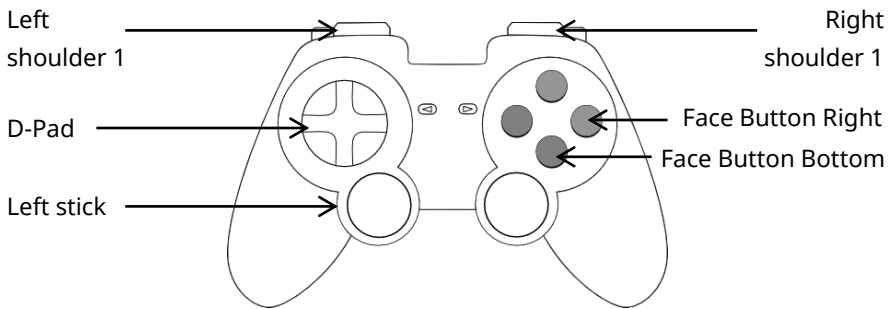
- **EXIT**

Close the game.



CONTROLS

Redd's Runaway is designed to work with both keyboard and gamepad. Before you begin playing, take a look at the buttons and keys* that will trigger Redd's actions through your adventure.

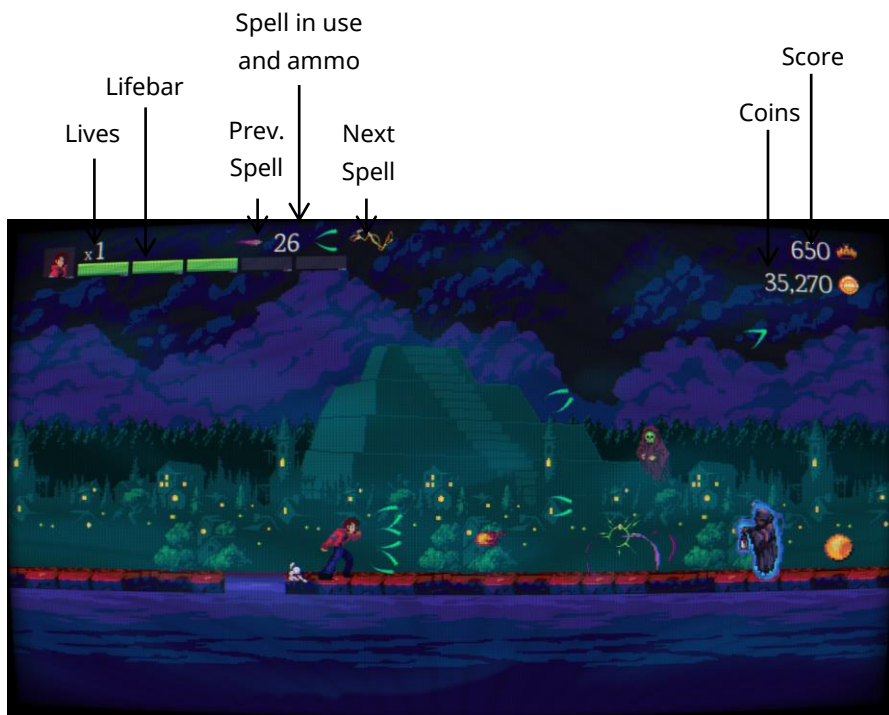


ACTION	Keyboard	Gamepad
Move Left	←	D-Pad Left Left stick Left
Move Right	→	D-Pad Right Left stick Right
Jump	Z	Face Button Bottom
Evade	C	Face Button Right
Switch Spell – Prev.	A	Left Shoulder 1
Switch Spell – Next	D	Right Shoulder 1

* Control customization available in Options Menu.

HOW TO PLAY

Your mission is to neutralize as many specters from the Underworld as possible, and find amulet parts to get to the origin of the invasion and stop it once and for all.



Through time, Redd will learn new spells which she will be able to use to stop the hordes of creatures and ghosts attacking Brock City. Combine them to explore new possibilities and develop your own play style!

ITEMS AND COLLECTIBLES

Here's a list of all the items you will find through your journey:



Parts of the amulet

Collect them to find the real origin behind all the madness. If you fail to collect at least 3 of these parts, a stronger enemy will find you at the end of your mission.



Coins

Get coins to upgrade your spells and buy new costumes for Redd.



Spells ammo

Take these orbs to refill your spells invokes.



Power Up

When you pick a power up, all your spells cause a double impact on your enemies.



Potion

Take potions to recover a part of your life bar.



Life

After 60 seconds without falling, a life will appear to help you survive this nightmare.

CREDITS

**Producer, game designer,
programmer, writer,
translation**
Néstor García

Artists

Ariel Gonçalves,
"ToyMaster"
Montserrat Sánchez,
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"Grappe"
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CREDITS

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Our family, friends, colleagues and mentors

The Godot community

The M.U.G.E.N. community

The indie games community

And you

CREDITS

This game uses Godot Engine, available under the following license:

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