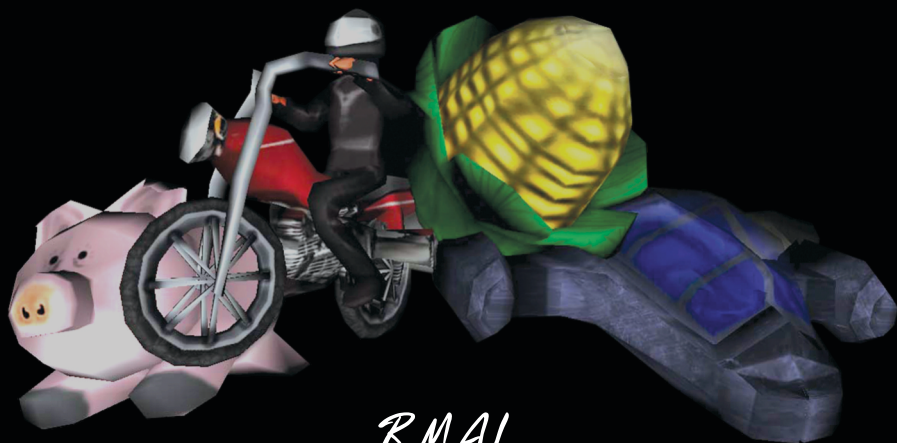


# A GRANDE BAGUNÇA ESPACIAL

The big space mess - La gran maraña espacial



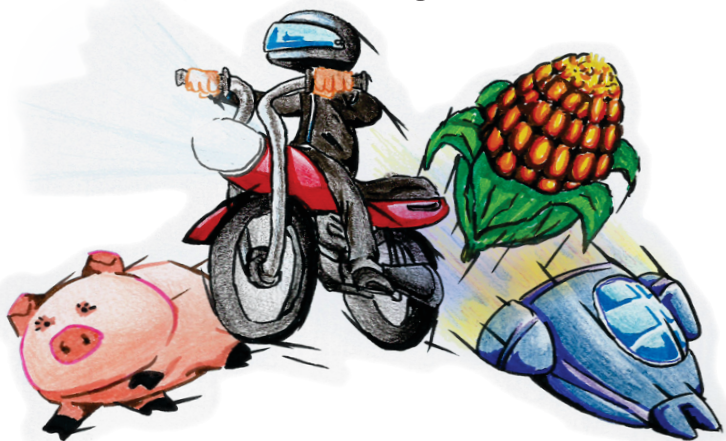
R.M.A.L.  


<http://rinalgames.com.br>



# **Hello everyone!**

## **Welcome to the craziest adventure of your lives!**



We have here a wonderful game for you! It's called: The Big Space Mess!

In this adventure, we'll have many crazy and friendly characters. But, as we can't have a beautiful story only with good guys, we also have a crazy villain: the Brain Monster from Space!



Looks like we have a very bad and messy monster, right? So, we're gonna tell you the whole story.

We thank you for the chance to tell this great story and we hope you have fun.

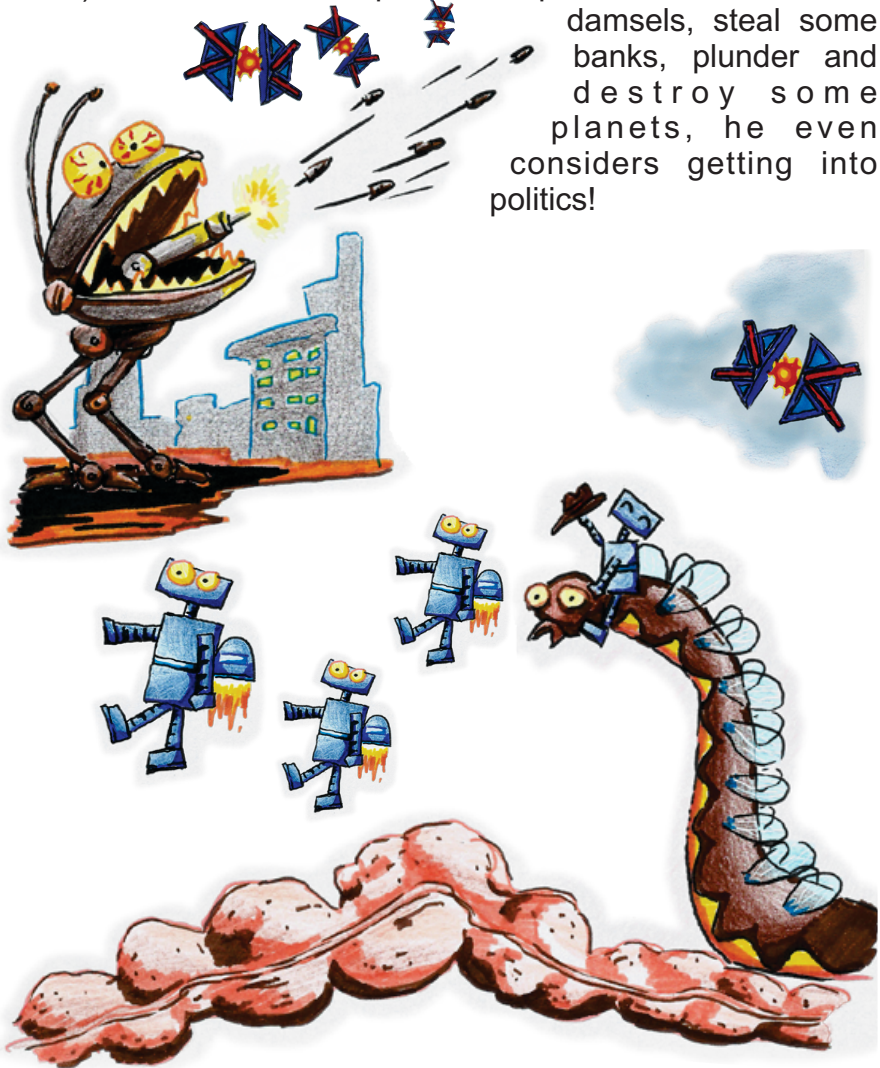




# The mess began this way:

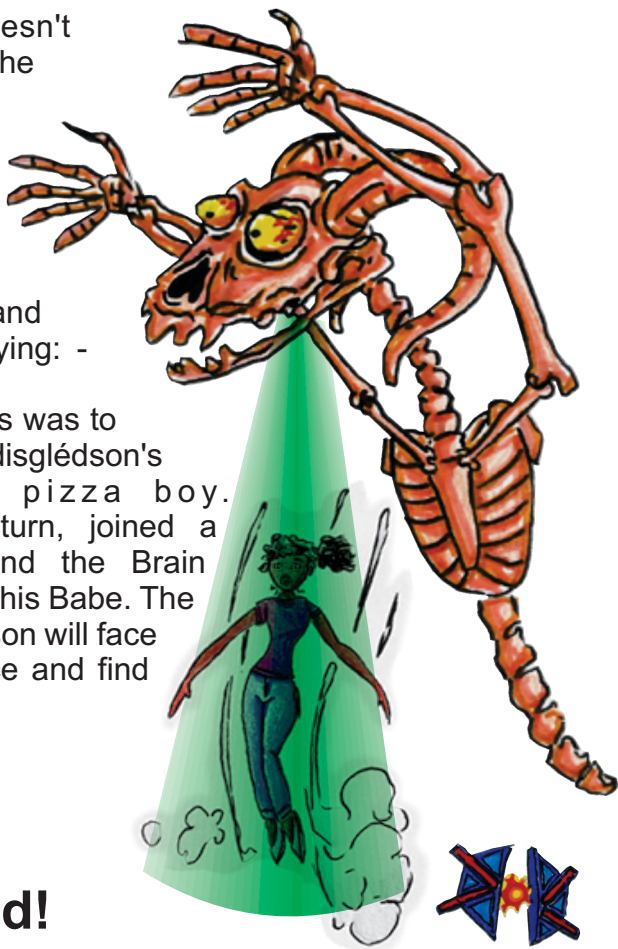
The Brain Monster from Space decided to become a big successful villain with intergalactic recognition to make his father - a famous monster - proud! For that, he took some gifts he got from his father (giant worms, evil robots and other stuff from alien armies) and started his evil plans: to capture some defenseless

damsels, steal some banks, plunder and destroy some planets, he even considers getting into politics!



Brain Monster doesn't care to understand the local wildlife when he invades a planet. So he makes some mistakes, like disguising a drone as a fish or a lobster and sending it to fly saying: - Fly, my little turtle!

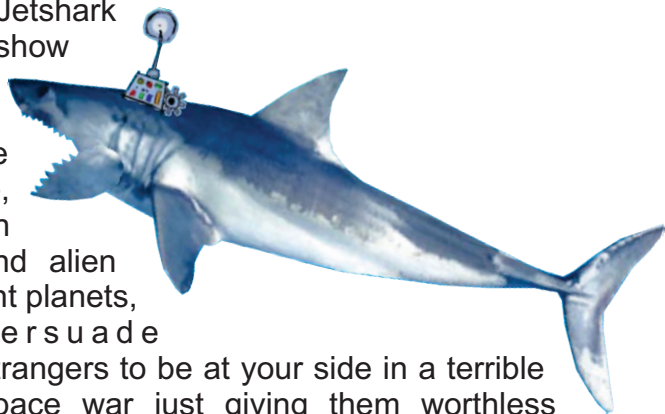
One of his evil deeds was to kidnap Babe, Waldisglédson's girlfriend, the pizza boy. Waldisglédson, in turn, joined a special army to find the Brain Monster and rescue his Babe. The fearless Waldisglédson will face creatures from space and find allies on his journey!



## Onward, Crazy Squad!



Face the Jetshark  
at Tibau Beach, show  
your guts  
crossing the  
bowels of the  
beast from space,  
pass through  
weird forests and alien  
caatinga in distant planets,



persuade  
strangers to be at your side in a terrible  
space war just giving them worthless  
trinkets like colored ribbons or a spoonful  
of sugar!

In this space travel, you'll see almost  
anything: a flying outlaw, space pigs,  
mischievous kids, folkloric creatures and even a spaceship! But  
remember: never ask how this motorcycle flies!



# Map of the Universe:



Note: This map was drawn according to the scientifically eyewiseinventive observation of the great researchers of scientificology arts and noroscodialetibenic sciences: Dudu, Mateus and Gabi, respectively 12, 7 and 3 years old. Therefore, there could be some very small hideous tiny discrepancies between this map and reality.



# The many worlds

In this chapter, we'll see the planets and moons where this big adventure happens. Some of these places are gorgeous, while others are very frightening! So this section is only for the bravest!

**Zone 0-0:** This is Tibau Beach, and it's taken by evil robots disguised as sea creatures! This first battle will serve you as training.



**Zone 1:** From here on, my friend, it's hard to go back on foot. You are a little beyond our Moon, and Brain Monster's troops are preparing to completely take over Earth!

**Zone 1-1:** It's a small and beautiful planet where space travellers and astronauts used to spend their vacations, known only as Small Tropical Planet. A lot of researchers investigate the similarities between the climate in this small planet and the Brazilian beaches.



**Zone 1-2:** This is the Caatinga Moon. It's the natural satellite of the Small Tropical Planet. We have here another similarity with Earth, because there's a high level of caatinga in the biosphere.

**Zone 2:** This is a city of little folks. The famous ceramic artist Mestre Vitalino used to make dolls so incredible they someday started to move by themselves! To avoid frightening people, his living dolls built cities in outer space, where they still live nowadays. Unfortunately, some of those cities were attacked by the Brain Monster from Space.







**Zone 2-1:** Some people, tired of life on Earth, searched for a calm place inside an asteroid to live. Here we have a Small Farm, in the middle of space, next to a big city of little folks.

**Zone 2-2:** Close to the farm asteroid farm and the big city of little folks, there's a moon where the pretty winged hearts live. A romantic spot where couples go in their honeymoon. This place is called Love Moon!



**Zone 3:** In space, there are beasts so big they can swallow a spaceship without even realizing it. Of course, to get out you can just go forward until you reach the other side, but a "cleaner" way out would be to wait for the beast to open its mouth again. Zone 3 is inhabited by one of these giant beasts.

**Zone 3-1:** Here we have a huge block of rock where the mentioned space beast lives, suffering with its parasites.

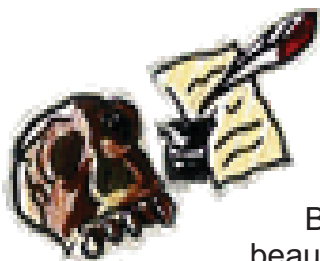


**Zone 3-2:** This is the Happy Ghosts' Moon. It used to be a place inhabited by living people, then it became inhabited by ghosts who sing and tell stories of the time they lived. Nowadays, after the monster's attack, the ghosts hide in fear.

**Zone 4:** This is a gorgeous hideout for nature called "Green Forest". It's located in a distant, nameless planet. The forest is very visited by people who like to watch the giant space worms' wildlife and take walks outdoors. Here, the Brain Monster chopped down the trees, put his mineral extraction machines and his eye-walls, and enslaved the worms.

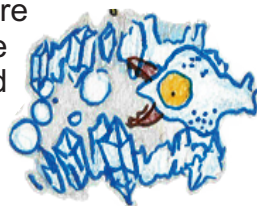


**Zone 4-1:** This is a small asteroid where Big Blue, the bull, opened his dance club: Asteroid Club - Dancing Bull!



**Zone 4-2:** The winged hearts created a city in this moon and called it the New Love Moon. Unfortunately, when the place started attracting space tourists, Brain Monster invaded it and traded the beautiful paintings and sculptures decorating the squares for sinister and depressing paintings.

**Zone 5:** It's a dangerous crystal tunnel, where even the evil robots can't go all the way. Inside it, any noise can wake up the giant germs, and they're able to eat even the most resistant metal. The tunnel has only two ways out: one through the Green Forest and other through the Parallel City of Little Folk.



**Zone 5-1:** Over the tunnel and close to the Forest, there's a beautiful and exotically aromatic city, where the magnificent flying space pigs live. This place is called the Flatulent City of the Pigsties.

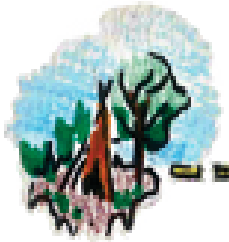
**Zone 5-2:** In the nameless planet's orbit, there's a wonderful moon with tropical vegetation called High Woods Small Moon. It's a place full of many kinds of plants and animals, and also where the spirits that protect the jungle live. It's common to find curupiras here.





**Zone 6:** This is the biggest little folk city, called Parallel City of the Little Folk. It has this name because it was built in a tunnel and there are buildings and houses both in the tunnel's floor and ceiling.

**Zone 6-1:** The Tropical Reserve of the Parallel City of the Little Folks is a beautiful garden, with many kinds of plants and animals. Here it's very common to find sacis protecting the nature.



**Zone 6-2:** Another small moon orbiting the nameless planet. This is the Forgotten People's moon. Many ancient civilizations, who everyone thought had disappeared, continue to thrive here. Among these are the Monxoró indians and many groups of dolls made by Mestre Vitalino, like the black lancers, the outlaws and families of migrants. They all lived in peace, but one day the evil robots made something even the Brain Monster couldn't imagine: they formed a music band. Well, a quartet that could hardly be called a band, named "Whatchamacallit Girl Forró Party" that not only forces people to listen to some noise that nobody calls music for fear of divine punishment, but also prevents the real music from reaching its audience. These people's peace, nights of sleep and silent afternoons will only happen again after this band is destroyed!

**Zone 7:** We are in the outskirts of the monster's territory. A hologram with psychedelic images fills the whole place and makes it hard for visitors to get closer. Only the Brain Monster's guests have safe transportation to get in.



**Zone 7-1:** Close to the field of illusions of the Brain Monster, there's a planet very famous for its parties, the Small Planet of June. Here, the June parties of Sao Joao happen throughout the whole year!



**Zone 7-2:** Orbiting the Small Planet of June we have the Clear Water Moon, home of the amazing space fish.

**Zone 8:** We finally are at the Brain Monster's hideout. A small planet, uninhabited for many years, where the monster built its own consulting company for villains and a city for his evil robots.



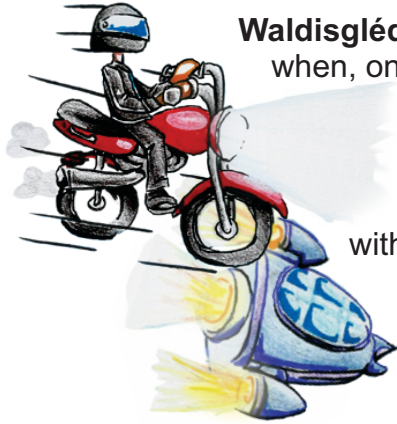
**Zone 8-1:** Close to the monster's territory is the Pebble Planet. A place where space travellers used to come and have fun with many kinds of games and toys.

**Zone 8-2:** The Roost Moon is home to the space birds. General Chicken was born and raised in these perches, but nowadays live in Mossoró, in the state of Rio Grande do Norte.



**Zone 9:** It's a huge banquet of candy at the end of the universe, prepared for our brave heroes!

# The heroes!



**Waldisglédson** was just a common pizza boy when, one day, his girlfriend was kidnapped by the Brain Monster from Space.

That day, Waldisglédson joined the Crazy Squad to save her. On his flying motorcycle, equipped with an **armor circle**, or on a beautiful spaceship that shoots a powerful **beam**, he's the leading character of our story.

**Sausage** used to live in the Flatulent City of the Pigsties, the exotically aromatic former lair of the space pigs. However, his world was invaded by the Brain Monster, and now the space pigs can't fly freely, releasing their gas in the streets. Sausage dreams with the day his world will be free again and he can, once again, live in peace with his wife and kids. Until that day comes, he'll fight bravely, using the power from his **atomic fart!**



**Corncob, the powerful space corn**, was the keeper of the fields of the Small Planet of June. The Brain Monster also invaded his planet and prohibited the dances and the corn crops. Corncob uses his powerful **popcorn** to fight the Brain Monster troops. He dreams about being very famous, and his only fear is to be eaten by someone.





**Juliao, the flying outlaw**, is a man who has already lived plenty of adventures. Hero from the Caatinga Moon, Seu Juliao decided to fight the Brain Monster with help from the **Mysterious Peacock** when he saw what the infamous villain was up to. In Juliao's world, the Brain Monster kidnapped the kids, leaving all mothers inconsolable!

**Nartide** is Waldisglédson's niece. She'll soon have her own game, but for now she wants to find the Brain Monster and kick him in his shin, because this monster stole her clothes while she was swimming in a waterfall. With help from the **Cruviana wind**, Nartide pilots her paper plane and plots her infant revenge, even after her uncle told her to stay home, explaining that this revenge thing isn't cool.



**Happy Heart** used to live with his kids at the Love Moon, eating flowers and sugar. After the Brain Monster invaded the moon, he and his kids, as well as all his brothers are starving. With the **love arrows**, Happy Heart wants to teach the monster what it means to love your neighbor.

**Captain Goast** is the hero from the Happy Ghosts' Moon. He used to live with his ghost brothers, singing and telling stories of when they were alive, until one day the Brain Monster came, frightened all the ghosts with his evil robots and sunk the old captain's ship, backstabbing him. With his **ghost ray**, the brave space seafarer will help the Crazy Squad!





**Big Blue** is a happy dancing bull who had the luck to face death and come back. A long time ago, a young pregnant woman wanted to eat a bull's tongue. So his husband, scared that his son could be born looking like a tongue, slayed his boss's bull. The boss, furious, swore he would kill the man because of this. But an indian friend of the man made a spell and Big Blue returned to life. Big Blue, with the power of his **fable**, he left his dance club (Asteroid Club - Dancing Bull) to face the monster that prohibited all kinds of dance, just because it couldn't dance!

**Sad Heart** was a happy heart who used to live at the New Love Moon. But the Brain Monster invaded his world, kidnapped most of the inhabitants and stole his wings. All shattered and in pieces, he'll use the power of his pieces of heart to try to get his wings back and return to his world.



**Blazy, the curupira**, lived at the High Woods Small Moon when the Brain Monster started telling the people that the curupira and the saci are demons in disguise. Now nobody feeds the curupiras anymore. Without the trust from the people and starving, they got weak and can't keep protecting the nature. The Brain Monster is taking advantage of this to capture the jungle animals and sell them. But Blazy will stop it with his **fire whiplash**!

**Pitú, the saci**, was in the same situation as Blazy. Banned from the land he protected, Pitú will use his **pipe smoke** to face the Brain Monster and restore peace at the Tropical Reserve of the Parallel City of the Little Folks!





**Red Feather** is a brave indian from the Monxoro tribe. His people lived in the shores of Brazil, where today is the city of Mossoró, but after the white people invaded they moved to the Forgotten People's Moon like many other people. The Brain Monster divided this land in parts and gave them to his own friends. Now Red Feather will use the **cutting wind** to take his people's land back!

**Vanessa Goldfish** lives in Clear Water Moon. A place full of rivers, lakes and seas. When the Brain Monster invaded her world, there was a big confusion and she got separated from her sons. When she finally found them, Vanessa started using her **soap bubble clones** to help other people who suffer because of the monster.



**Alien mechanic slingshot:** Children make slingshots with a piece of pipe and a latex balloon tied on one of the sides. With a slingshot you can shoot beans. This is an alien mechanical slingshot completely automated, made in the Pebble Planet. There, Brain Monster has forbidden all games and stole the technology for encapsulating and preserving live beings. Now this slingshot will help fight the Brain Monster with its **pebble weapon**!

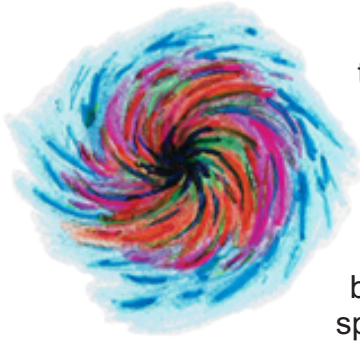
**General Chicken** is the leader of the Crazy Squad. He's very angry, that's for sure. But brave... not so much. Nevertheless, he will help fight the Brain Monster's troops with his **laser gun** because the Roost Moon, his homeland, was also invaded by the monster.



## Gifts for heroes and heroins:



# Black holes

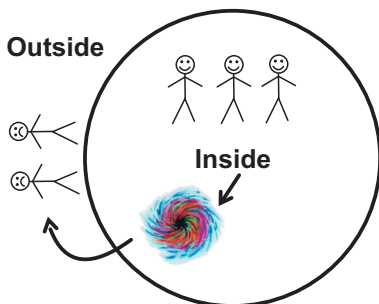


Black holes are gateways that take you to the Edge of the Universe. For some reason, no plant or fungus grow there. The air is dry, the water doesn't quench the thirst and doesn't even make things wet. The food can't be stored for too long, because even inside the fridge it spoils, and a deep fear of everything takes over anyone who spends too much time in this place. Whole cities are built, but are abandoned soon after their inauguration. Modern factories are opened and closed in just a few months, no matter how many clients they have. In short, it's impossible to inhabit this place before understanding and solving this problem.

Strangely, things like batteries, power cells and fuels are very durable there. A gas-powered machine can stay on for years. In some cases, the rust destroys the machine before it runs out of fuel.

The Edge of the Universe isn't exactly the limit of the universe, because the thin layer isn't visible or touchable from the inside and can only be reached through the black holes.

But, if we imagine the universe as a bubble, we'd be on the inside, and these black holes would take us to the thin layer on the outside.



Note:

The info on black holes contained here are texts rewritten from eyewiselyinventively precise reports from our scientificologies. Therefore, there could be some very small hideous tiny discrepancies between the text and reality.



# The evil villains!

Very well, people, this chapter is for the bravest only, because here we'll talk about the most terrible villains of the universe.



**1 - Brain Monster from Space:** he's the leader of banditry. With his friend Captain Robot, he wants to practice evil deeds and became a successful villain like his father. Using mind-controlling machines and evil robots, he steals banks, kidnaps defenseless damsels and destroys planets. Looks like he even wants to be a politician.

**2 - Captain Robot:** he's the Brain Monster's childhood friend. Nowadays, he works managing the evil robots during invasions. Captain Robot's mom is an old machine without spare parts, but she still works all right and never supported her child's idea of becoming a bandit. She always knew this monster was bad company ever since the time her son was just a wind-up toy. But the worst influence on her child's bad behavior was his cousin: Fox Robot, a skilled chicken thief.

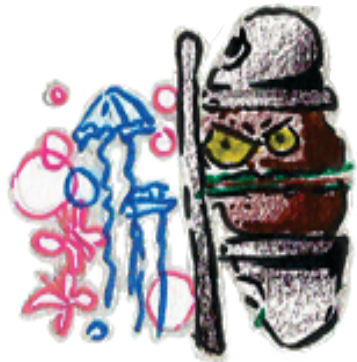


3 - **Pipe Head:** he was hired by Captain Robot to command the invasion of our solar system. His mother is a washing machine, and she has an honest living at a kids school. She always wanted her son to have a decent job, but he chose the evil path!



4 - **Mean War Machine:** he got into banditry because of the money, but he doesn't have much skill for the job. If something better shows up, he's out. He's not a "nice guy", because he wanted the job.

5 - **Fake Sandwich:** this is a computer-powered cannon in disguise. It uses as ammo any junk produced by Brain Monster's father's factory. This cannon protects the borders of the villain's territory, and above it there's a hologram that makes it look like a sandwich, sometimes angry and sometimes scared.



These are some terrible villains, no doubt! And, with the help of maleficent weapons like mechanical bulls, jetsharks and mind-controlling antennas, they spread evil around the cosmos!

## Now, seriously...

it was a big  
struggle to  
get here...



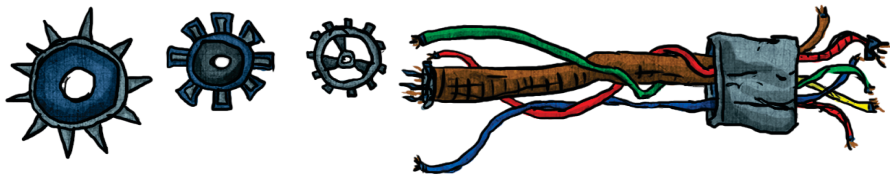
### **Mechanics:**

The game is a side-scrolling shooter. It contains 01 tutorial stage, 08 main stages with 02 optional stages each, 01 credits stage and 01 stage with different game mechanics, which is subdivided into 01 interdependent parts that form a complex puzzle. In total, there are 27 stages.

The player has at their disposal 04 different weapons for 16 characters (01 starting weapon, 03 unlockables and 12 very well-hidden), each with a unique special ability. There are also collectible items hidden throughout the stages and 100 medals obtained with player skills. The instructions to get the medals are in a screen accessed through the stage select screen.

The controls are as simple as can be. The options are chosen with the mouse and the ENTER key. The player uses the arrow keys to move the character and the space key to attack. The ENTER key, when pressed during a stage, aborts the



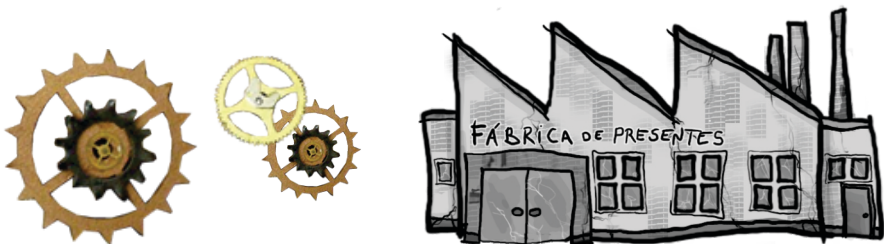


mission and returns to the stage select screen.

If the player wants to find every one of the 16 characters, he must pay attention to the description of the 04 main characters. Every main character, when selected, shows a small text saying in what stage his 03 friends are. A main character cannot find the friends of the other main characters. Each one of these friends will ask for two gifts in exchange for their help, and they will tell where the gifts are. When the player has the two gifts, he must return to the stage where the friend was and deliver them. The gifts can only be found if the user has already found the friend who asks for them. After finding both gifts for a friend, the player can use any character to deliver them. Doing this, the player adds a new character to his host.

The subtitles are available in Portuguese, Spanish and English, and can be changed at the beginning of the game.

After choosing the subtitles, the player can do a small trick: when the 4 main characters and the start menu show up on the screen, they can hold the space key until a light flashes on the screen. The player can then click on "new game". This way, the player starts with full power, lives, ammo and armor, every stage and character unlocked and a huge part of the medals.



## Aesthetics:

The game aesthetic, both in narrative and in visuals, was strongly inspired by drawings, sayings and games typically played by kids. The playable characters remind, in their diversity (corn, pig, space ship, human characters...), a toy box where, in a child's imagination, it doesn't matter the size of an object compared to another. This way, we have the pig and the corn equal in size as the biker with his motorcycle.

Like a kid's drawing, the graphics combine drawn parts with parts from photographs, as if the kid who was drawing that wasn't able to draw everything and used whatever he could to complete the images.

Many times throughout production, there were questions like: "- Why does a corn, or a pig, or even a biker fly with no device in the universe of 'The Great Space Mess'?" Once again, we find the kid's point of view in production. A kid with a rubber toy clown can say it is a flying clown with superpowers, and that's it. For him, there's no need for complex explanations. The same way, a kid plays with a "flying" dinosaur. The sound he makes with his mouth looks like a simulation of something very fast, like a jet or a spaceship, but it's actually a brontosaurus. Most probably, this example kid knows that four-legged dinosaurs can't fly, but that is his dinosaur and, in his imagination, the kid transcends the limits of reality. The great inventions of the world were made by people who could transcend the surrounding reality and conceive, in their imagination, something different (like an airplane or electric light). This thought reaffirms the visual and narrative style choices for "The Great Space Mess". An uncommon style to induce an "out of the box" imagination. Therefore, visuals and creation, as absurd as they might look, are on purpose.

Brazilian folklore is another source of inspiration. The game is full of elements like typical parties and characters like the "cangaceiro" (an outlaw), curupira, saci, boi-bumbá, the "lanceiros negros" squad, among others. This kind of reference to local culture in artistic productions like games, comic books, movies and animations is very common among Japanese productions. Thus, the characters of "The Great Space Mess"

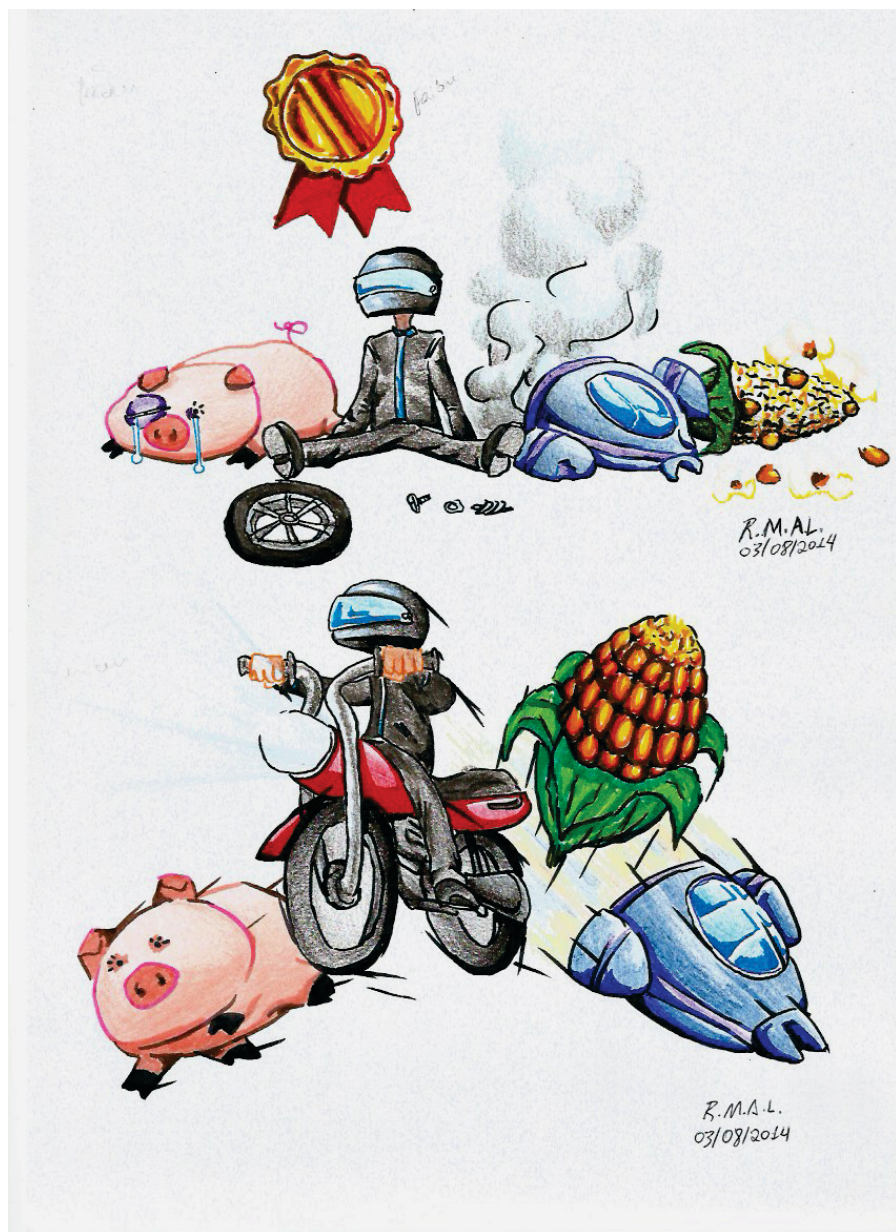


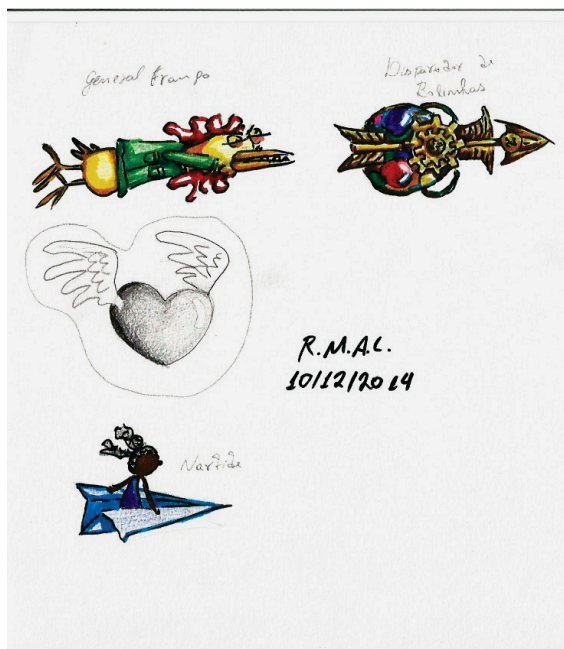
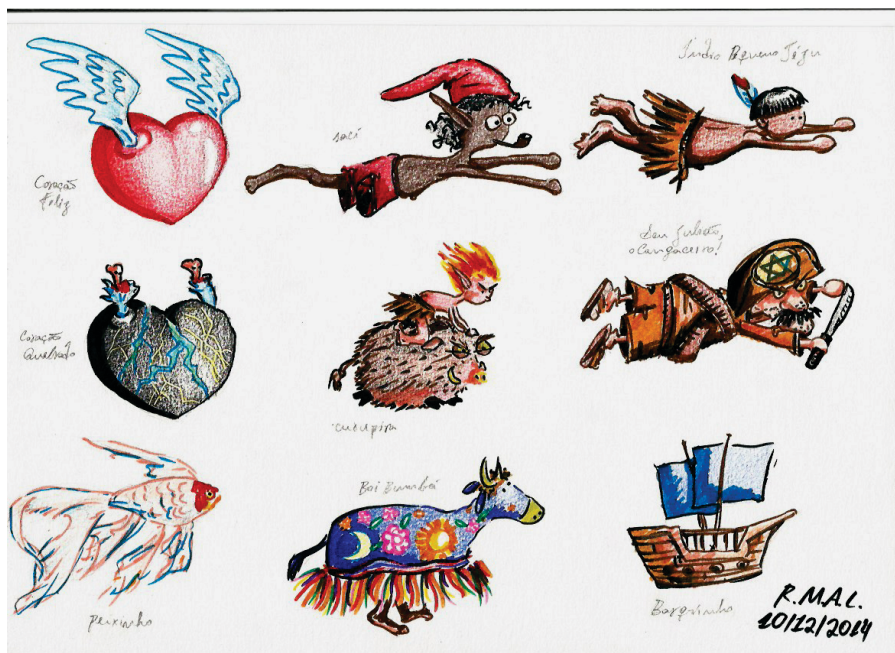
greet each other saying "Praise our Lord Jesus Christ" and "Praised be the Lord for evermore". When saying goodbye, they use blessings like "May Mother Mary cover you in a mantle of love" or "May God be with you". Sometimes, the human characters' appearance is reminiscent of the dolls made by ceramic artist Mestre Vitalino (Caruaru-PE, July 10th 1909 — Caruaru-PE, January 20th 1963), of international fame. This is a way of paying homage and remembering our artisans, especially Mestre Vitalino. Besides the homage to this artist, there are also the black lancers ("Lanceiros negros") which are from historical Brazilian facts, like the Farroupilha Revolution.

The game style (side-scrolling shooter) was chosen mainly based on the low level of difficulty to make it.

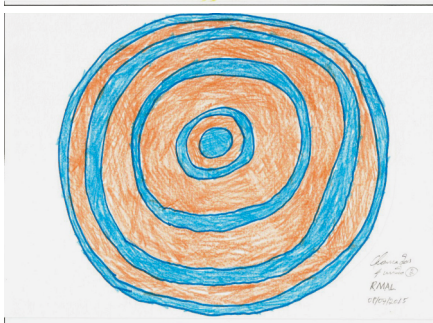


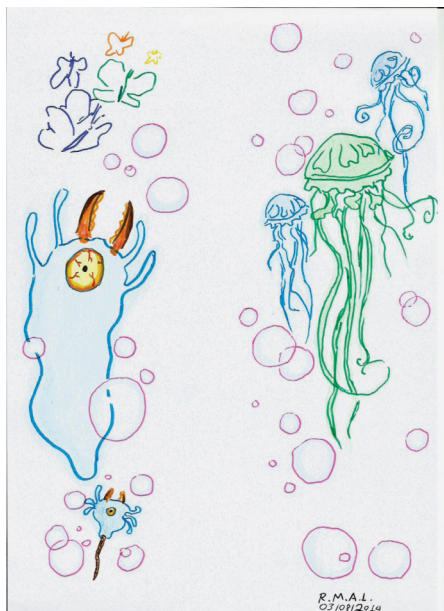
# Art album







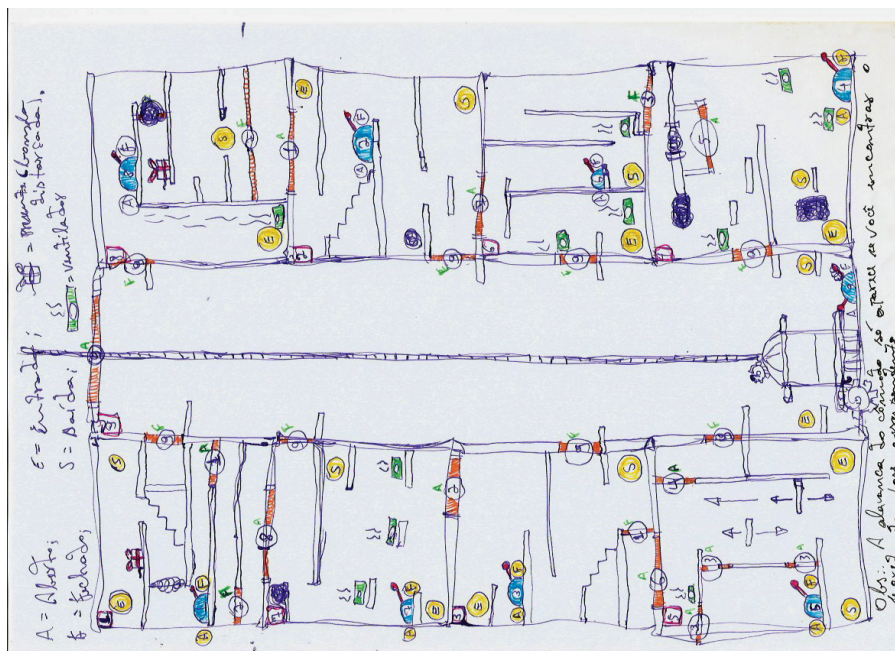
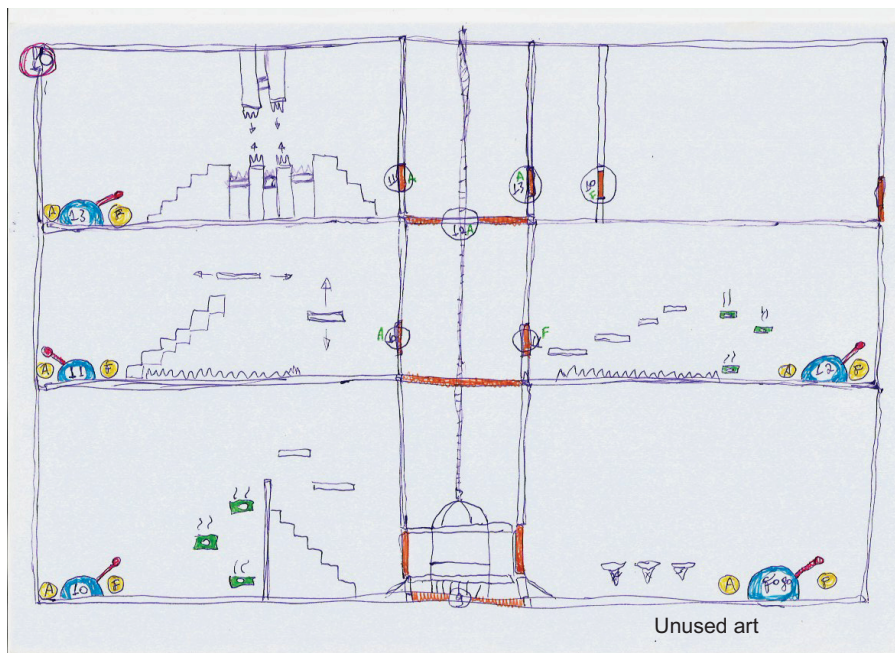








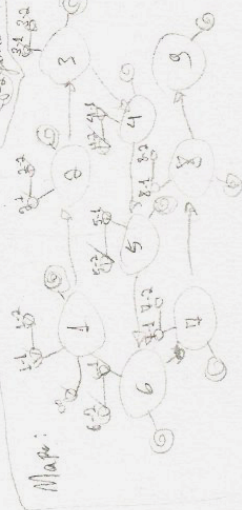




Frutos:

- 1) Aveleira
- 2) Ficus
- 3) Vassourão
- 4) Papoula
- 5) Faveleira
- 6) Agave
- 7) Anacardium
- 8) Ficus
- 9) Ficus
- 10) Euphorbia
- 11) Ficus
- 12) Euphorbia
- 13) Euphorbia
- 14) Euphorbia
- 15) Euphorbia
- 16) Euphorbia
- 17) Euphorbia
- 18) Euphorbia
- 19) Euphorbia
- 20) Euphorbia
- 21) Euphorbia
- 22) Euphorbia
- 23) Euphorbia

- Plantas:
- 1) Milho
  - 2) Mandioca
  - 3) Nave
  - 4) Pimenta
  - 5) Caju
  - 6) Nave
  - 7) Ficus
  - 8) Euphorbia
  - 9) Euphorbia
  - 10) Euphorbia
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  - 15) Euphorbia
  - 16) Euphorbia



Plantas (Jardim de São Paulo)

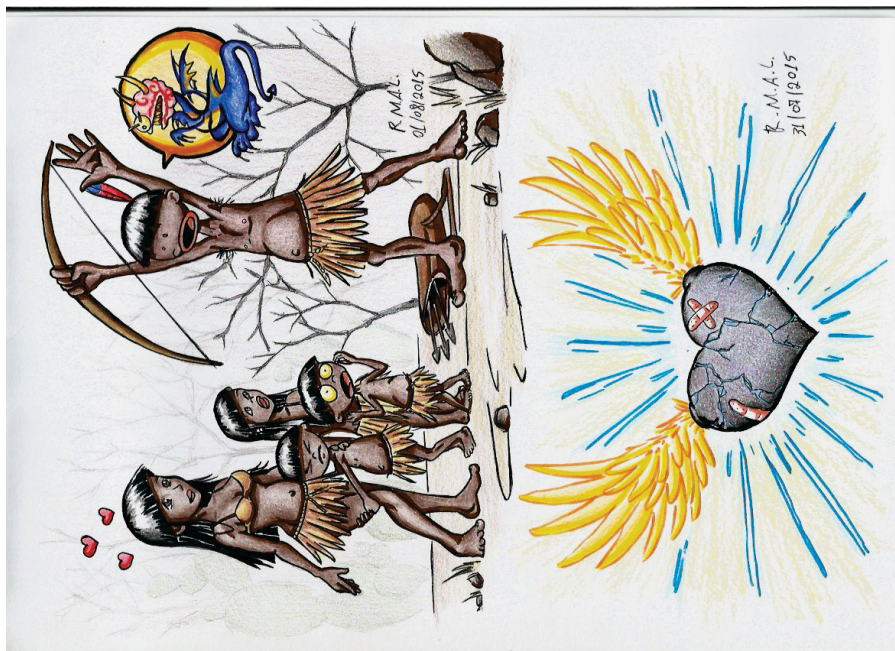
- Mapa
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- Mapa
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Região 1. Famosa por...

- Região 1. Famosa por...
- 1) Famosa por...
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  - 15) Famosa por...
  - 16) Famosa por...

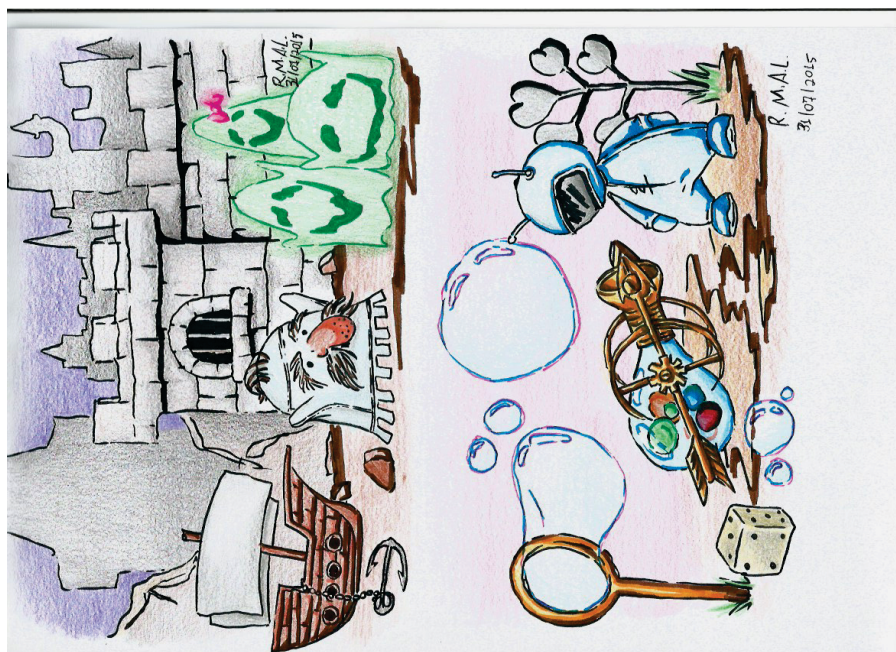




















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