uyce demo



manual

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VYCE (DEMO) MANUAL

The VYCE DEMO only contains ACT ONE of the full game, and some content may be subject to change. For more information, visit infelicities.com. This manual is not required, but recommended for an informed experience.

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1. INTRODUCTION

In your world, vices are bad habits, immoral behaviors, or a lack of character. In this world, VYCE are characters, physical manifestations of things that drag people down. There are all kinds of VYCE, and nobody fully understands how they came to be, but much of society revolves around the trade and hobby of pursuing these odd creatures. Some scholars suggest that VYCE existed before humans evolved, while others argue that people created VYCE as a means of controlling the population. Either way, they are here whether you like them or not.

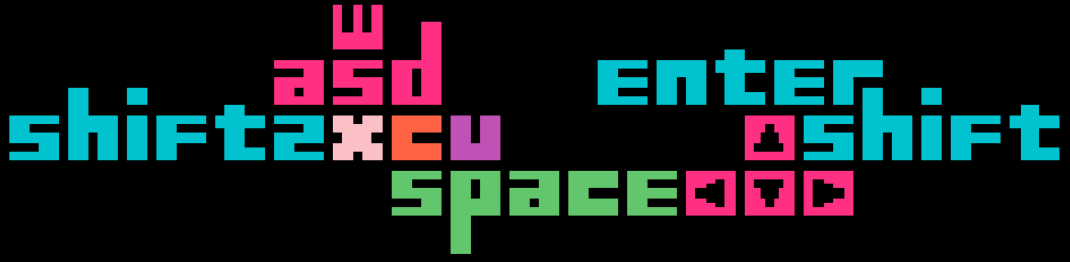
This story revolves around a town in middle America called Vanilla Plains. Constructed above an ancient burial ground, the people in this town don't really tend to go anywhere. In fact, the main road out of town broke down years ago and nobody bothered to fix it. The main industry in this town, like many other places in the world, revolves around selling VYCE. While you might go out drinking with your friends or smoke a butt with a buddy, in this world, people summon their VYCE and use them in combat against one another.

The entire world of VYCE is built on a grid, making the battlefield and overworld inseparable. Everywhere you step is a tile on a massive chess board that covers every surface. People walk tile to tile and occupy life one cell at a time. Their VYCE can be stored on-person, but when taken out, each one occupies the same amount of space that a regular person would. When VYCE are left behind, it does not take long for them to be stolen. Many people buy property simply to store more VYCE, because as I said, their world revolves around it, and so does yours.

mouse controls

esc

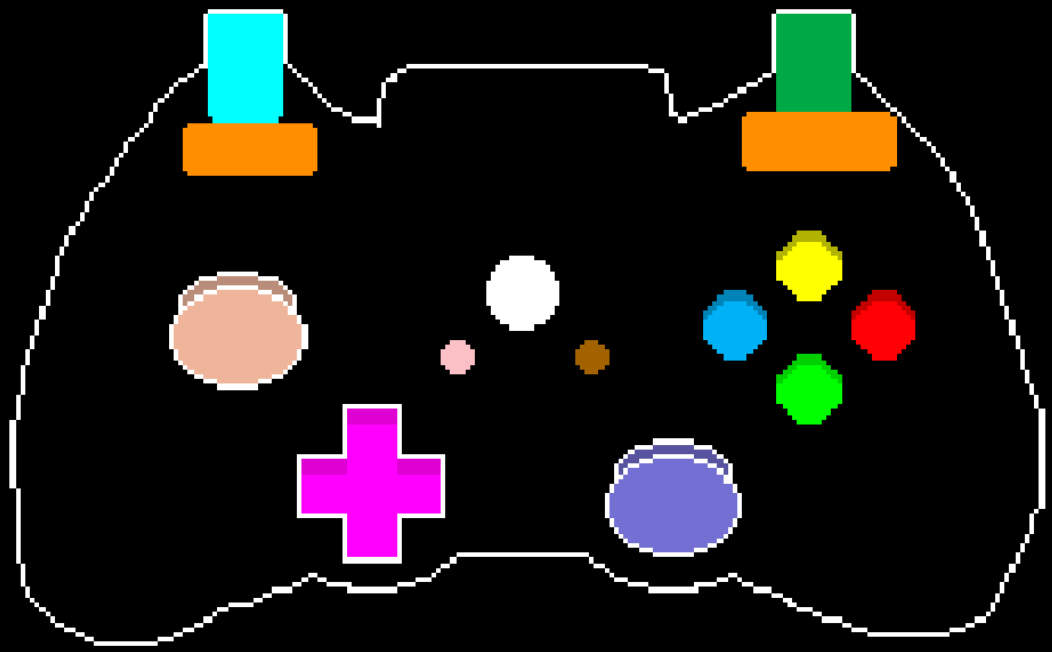
- options/quit
- check/interact
- move
- summon
- xPhone
- camera
- inventory





gamepad controls

- move
- cursor
- xPhone
- options
- summon
- change UYCE
- check/interact
- inventory
- withdraw/swap
- back
- place UYCE
- camera



pause

options

quit

press esc to close

ex.A

In example A, there is a picture of the pause menu. Under “options” you will be able to view the control schemes above, along with changing the resolution of the game in display settings.

In “MINIMIZED” mode the game is in a 1:1 aspect ratio, and the window can be resized to be as big or small as you want, with a minimum resolution of 500x500 to avoid losing detail.

In “MAXIMIZED” mode (the default setting), the game scales to fill up your entire display, maintaining the normal vertical height but it could be wider depending on your monitor.

The “VSYNC” option is recommended for Windows users in “MAXIMIZED” mode.



press x to close

ex. B

In example B, there is a picture of the xPhone. It charges as the player walks around, and can be an incredibly useful tool in your VYCE-fueled escapades.

CONTACTS: Collect contacts throughout your adventure, and give them a call when you're feeling chatty.

RADIO: Peruse through 100 different songs (more to come in the final game) made by local and underground artists, with some tracks exclusive to VYCE.

MAPS: View a simplified map of your current location, highlighting where the player is.

TO-DO: A list of objectives to complete if you want to do everything the game has to offer.

VOLUME: Adjust the volume of music and sound effects in-game.

PHOTOS: Take a screenshot by pressing Ctrl+C or pressing in the left stick. View your masterpieces here.

INVEST: Use fictional money to buy/sell fictional crypto.

ENVYCLOPEDIA: Obtained by talking to WIZ in the tunnels. Contains elusive information about various VYCE.

The xPhone dies faster while you are using it, and hits 0% when you get a "game over." Keep walking around to make sure your xPhone always has a power supply.


UYCE
RADIO

4. HOW TO PLAY VYCE

As specified in the introduction, the whole world is based on a grid. Combat occurs on the same tiles you walk on. There is no separate battlefield. All encounters are deliberate choices made by you.

SUMMONING: Hold SPACE (or LEFT TRIGGER) to generate a 5x5 summoning area and select a tile to place a VYCE from your inventory. You cannot summon them on walls, NPCs or other VYCE, and you cannot stand on the piece you are placing.

MOVING: Select one of your VYCE, then navigate your cursor to a highlighted square within its range. Each VYCE has its own way of moving; some go straight, some go sideways, and some just don't get it.

CAPTURING: Land on an enemy VYCE to capture it. Captured VYCE will go to your inventory. This is the primary method of collecting new VYCE.

WITHDRAWING: Right-click (or press LEFT FACE BUTTON) while your summoning area is active to withdraw the VYCE to your inventory. If you leave most rooms without withdrawing, those VYCE are gone.

SIDE EFFECTS: Some VYCE will get you sick, which leaves you vulnerable to be captured in the campaign. Only a few VYCE like NARCANT will nullify these effects, but sometimes VYCE are laced and get you sicker than usual.

5. PLACES AROUND TOWN

Vanilla Plains has a lot to offer, although most outsiders consider it a trivial little podunk town. While some people live in trailers, others live in apartments or tents. In this section I am just covering the buildings open to the public.

1. DA BAH: This is where you deliver your first VYCE. You can trade VYCE with the bartender or head to the VIP room where you can play roulette or join VYCE CLUB.

2. CAPITOL: While it sticks out like a sore thumb compared to the other buildings, it stands out as a piece of history and is representative of the pride people in Vanilla Plains have.

3. RECYCLING: This is where your PA works, and one of the few remaining industries in Vanilla Plains. While you can't go inside, you can talk to him outside to make a quick buck.

4. CHURCH: While it doesn't see the attendance it did in it's prime, it is a divine miracle that this building is still standing, considering it's age and the lack of interest.

5. BODEGA: Proudly owned by HABIBI and his wife HABIBTI, they sell VYCE and other essentials over the counter.

6. HOSPITAL: The player can go here to get a doctors note in order to donate PLASMA and get prescribed certain VYCE.


1
BAR
2
3
RECYCLING
4
5
HABIBI's
BODEGA
6


7
PLASMA
8
9
10
11

5. PLACES AROUND TOWN (CONT.)

7.PLASMA CENTER: In order to donate plasma, the player needs to obtain a DOCTOR'S NOTE from the HOSPITAL first. VYCE is the first game to have a plasma donation mechanic, which is something we are very proud of. Make sure not to pump too fast or you will burst your vein, which ends the minigame.

8. THE PROJECTS: An apartment building on the west side of town, it used to be a school that has been closed down due to the lack of funding. It is seen as a status signal to own a unit here in Vanilla Plains.

9. THE TUNNELS: While typically closed off to the public, this area is accesible through bureaucratic methods. It is chalked full of VYCE and other vagrants that make the people on the outside look like a troop of all-gendered scouts.

10. RESIDENCIES: There are several trailers and tents scattered around Vanilla Plains, then a historic mansion that sticks out like a sore thumb amongst the poverty-stricken architecture. This mansion, along with an apartment in THE PROJECTS and a tent by the river are available to be purchased by the player.

11. OTHER: Whatever you do, do not explore JOHEMIAN GROVE on the north side or THE CATACOMBS that lie beneath the town. Many have ventured into these places and never came back.

6. WAYS TO MAKE MONEY

In order to purchase VYCE among other commodities it is important to have at least one stream of income. You can keep your capital on hand, stash it, invest it, gamble it, or lose it.

PAWNING: Anyone you can buy VYCE from will also buy them from you, but only at half the price they're selling them for. It's best to capture high-priced VYCE if you intend on using this for your main trade. You can also sell miscellaneous objects you find around the overworld at the BODEGA, but it's often even less lucrative than the former.

RECYCLING: Your father works at the recycling plant downtown and cuts a deal where you can get exactly one dollar for anything you bring in. This may seem meager at first, but you'll be hard pressed to walk a few steps in any direction without stumbling upon some trash, which is certainly another man's treasure.

INVESTING: On the players xPhone there is an investing app where they can buy and sell a (fake) cryptocurrency known as VYCECOIN. The rate at which it goes up or down is based on how pure your soul is.

GAMBLING: You can play your hand at a game called VYCE ROULETTE or go fish. Similarly to the previous entry, the odds are influenced by your purity.

DONATE PLASMA: Once you get a DOCTOR'S NOTE, you are eligible to donate plasma.



7. MEET THE CAST

1. YOU: This is you. You are broke, and you have no VYCE. You've always been a quiet kid, but also a pretty boring one. Rumor has it that your parents liked to party a lot before you were born, which affected your frontal lobe and jawline.

2. MA: Yo mama. She lives at home, but she used to work down at the bar backroom where she met your father. Despite her shortcomings, she tries her best and loves you very much.

3. PA: Your dad that works 24/7 at the local recycling plant downtown. Despite his appearance, he is younger than he looks and work has taken a toll on him. In old photos he looks exactly like you.

4. RYVAL: A childhood friend that lives two houses down the road. Raised without a father, his mother works tirelessly around the clock leaving RYVAL unsupervised more often than not.

5. BILLY: They call him BILLY in the woods, but a hillbilly elsewhere. Nevertheless, he is quick witted and has extensive knowledge on the whereabouts of certain VYCE and the means of alchemizing some of them.

6. CORNPOCKETS: As a frequent patron of the bar in Vanilla Plains, his preferred VYCE is something cheap that makes the room spin. Do not talk about VYCE CLUB with him (he will talk about VYCE CLUB).

#1



#2



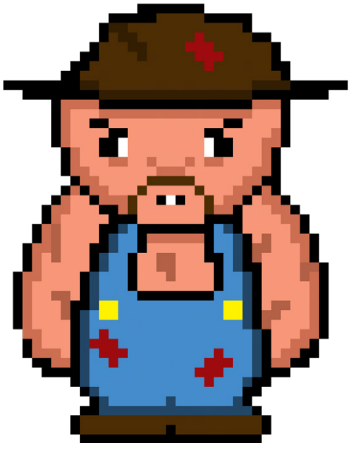
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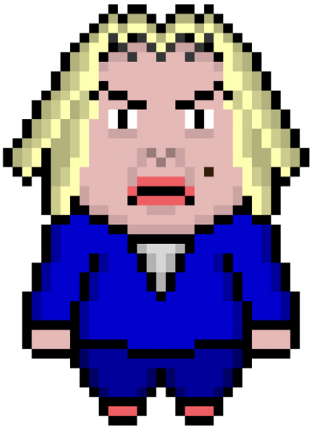
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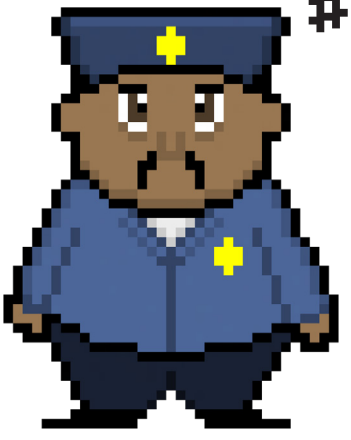
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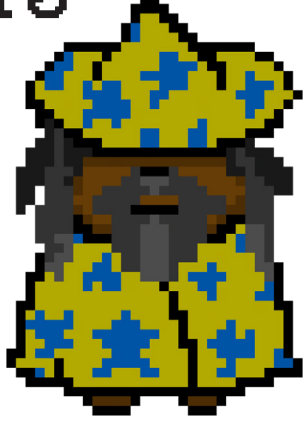
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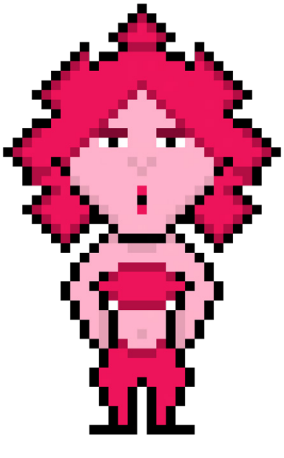
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#10



#11



#12



7. MEET THE CAST (CONT.)

7. SLINGSHOT: A friend from the streets. When he asks you to call him, you better call him. Some people think he's cool, others see him as a loser. Regardless of what you think, he definitely knows a thing or two about VYCE.

8. MAYOR MAYA: The elected Town Manager of Vanilla Plains, she prefers the term "mayor" because it sounds more important (she couldn't get "dear leader" to catch on). Many blame her for the issues the town faces while even more champion her nonchalant attitude.

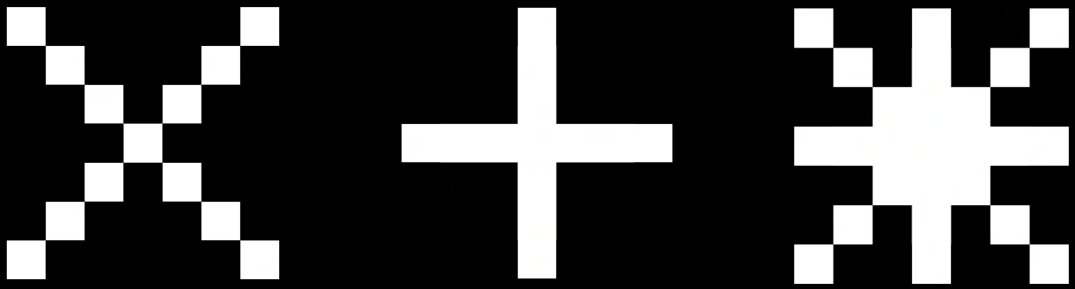
9. OFFICER BUTHOL: An officer who tries his best, whether you like him or not. As the only cop in Vanilla Plains, he juggles a lot of responsibilities and some things tend to slip below his radar.

10. WIZ: People aren't sure if he's pretending to be a wizard or if he genuinely is one, but he's definitely not a people person to begin with, preferring to live alone in the tunnels.

11. KIKI: An oddly red-tinted girl with unknown intentions. She seems a bit rough around the edges, but it appears as a visage to mask something deeper. Whatever she wants, she'll find a way to get it whether you like it or not.

12. BOBA: An oddly blue-tinted girl that hangs around KIKI. She seems to be more comfortable in the darkness and has a love for any and all things spooky.

8. TYPES OF VYCE



Most VYCE move like traditional chess pieces, with them being able to move diagonally, orthagonally, or omnidirectionally. Each VYCE has a range for that specific direction, and some even have different ranges depending on if they can only move or only capture in that direction.

You can see the movement description of any VYCE by selecting it via inventory. Each category is color coded depening on if it can move, capture, or both.

Cyan text indicates that it can move & capture.

Green text indicates that it can only move.

Red text indicates that it can only capture.



VYCE with these icons move in an L shape, similar to a knight in chess. VYCE with the icon on the right move 1 more space than the left. Some knights get multiple hops (see range)





VYCE with these icons have their range change with every move. The left icon means they lose range while the right means they gain range.



VYCE with this icon carry a risk of explosion. Some have larger explosion range than others.





VYCE with this icon can summon clones. Some can create more clones than others.

VYCE with this icon get locked into the first direction they move in.

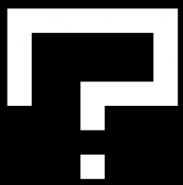




VYCE with this icon cause you to win or lose money every time they make a move.

This icon is exclusive to NARCANT. It can only capture opioid-type VYCE.





This icon means the VYCE may occasionally make the wrong move.

Thank you for your interest in VYCE. As I am writing this, it has been 432 days since I started this project, and not a single day has gone by where I haven't contributed to it. There was a study by psychologist K. Anders Ericsson, popularized by Malcolm Gladwell where he stated that it took 10,000 hours to become a master of any field, particularly citing violinists and chess players. While I don't consider myself a master by any means, I support his theory that greatness is achieved through repetition and practice, and is not an innate birthright.

While I haven't worked on VYCE for 10,000 hours, it has been on my mind for that long. Before then I channeled that energy into music, and while my music career didn't really go anywhere, I'm thankful for what I've achieved through the process of creation. I strongly believe that the greatest thing humans are capable of is using our imagination to create and build something bigger than ourselves. Having that kind of outlet gives my life meaning in a way that it lacked beforehand, and through passion and purpose I have been able to realize that vision by combining elements of everything that has inspired me, whether it's music, games, or something I feel doesn't get enough credit, our habits.

My personal perspective on addiction is that it's less of a chemical dependency and more of a habit. People say you can't get addicted to this or that but I believe you can get addicted to anything. While your body may suffer withdrawals from abusing substances, your mind will suffer equally when anything you love is cut out of your life. We don't fully understand the kind of damage that is inflicted on the brain by trauma, but I'm sure I've got some. Either way, if you take anything away from VYCE, the moral of the story is that things aren't black and white. The stove that feeds you may also burn your hand. The more we try to understand that, the better off we'll all be.

-infelicities LLC