

Game Guide

Mula : The Cycle of Shadow

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Developer Notes

- This guide covers only the basics info and facts about the game
- Subtle game designs that are implemented in the game but not specified
- Bosses are left out to avoid spoilers
- There won't be DLCs for the game, All future contents will be treated as updates.
- The game supports gamepad natively
- The ebook story served as a soft guideline for the game, and was not followed strictly. The reason is that what works in book narrative does not usually work as well and are sometimes hard to implement in games.

Game Description

Mula is a platformer designed to be short and very replayable but not too repetitive, can be played casually or seriously. Aside from the game design; Heavy emphasis was also given to the art and audio of the game.

The story of the game revolves around the protagonist wave who is a survivor of the prophesied “Dark Invasion“ or better known as “Nostrumort’s Invasion“ in the book. Wave is destined to be the guardian that protects, prevents, delays or ends the invasion on the land of mula from nostrumort, in his worlds’ iteration.

The iteration takes its roots from a multiverse of the land of mula where Nostrumort The Dark Lord, Jumps from each iteration of mula to another for the sole purpose of destroying the living to obtain his own true peace.

Platform

- Possible port to consoles when all planned updates are finished -

Steam

Porting

- Project File is in Game Maker Pro v1.4.1763
- Porting to other platform?
 - Probably not, might have a reboot in the future though.

Release Date

Dec 15 2017 @8:00 pm PST

Features

- Casual short game.
- Enemies scale with the player.
- Lots of secret rooms with game advancing items.
- Watch out for gamepad vibration or visual cues if you play with a keyboard.
- 3 Different primary items, only 1 may be obtained randomly per playthrough.
- What primary item you get will determine your playstyle and experience.
- The achievements are clues.
- Not so casual when you really play it.
- Unconventional mechanics and difficulty progression

Mechanics

Difficulty Selection

Difficulty selection in the game is earned by performance and not by choice. This is divided into 10 stages and in 3 difficulties. To make sure the player don't get shocked by the increase in difficulty spike. You always start at 3 on a new game.

- 1 to 6 Normal
- 7 to 9 Hard
- 10 Very Hard

Promotion

Promotion varies for each difficulty, the factors involved are the same.

- Number of kills
 - Resets when you die or leave the dungeon
- Number of total death.
 - There is a death count requirement that needs to be met before advancing to the next difficulty.
 - When you exceed the death requirement you can no longer advance to the next difficulty.

Demotion

When you die, you get demoted by 1 level, example. 5 normal back to 4 normal.

Dodge Boost

When successfully dodging an enemy attack when you have the ethereal scroll, you will receive the following buff.

- Restores 4 stamina points.
- 0 stamina consumption for 1.5s.
- Player passive damage increase by 2%(stacks indefinitely, resets when you get hit.)

Enemy Scaling

Enemy stats are dependent on 2 factors. And divided into 4 stages.

- The number of upgrade stone you have.
- The difficulty you are in.

Boss Scaling

Boss stats on the other hand is affected by 3 factors.

- The number of upgrade stone you have.
- The number of bosses you have defeated.
- The difficulty you are in.

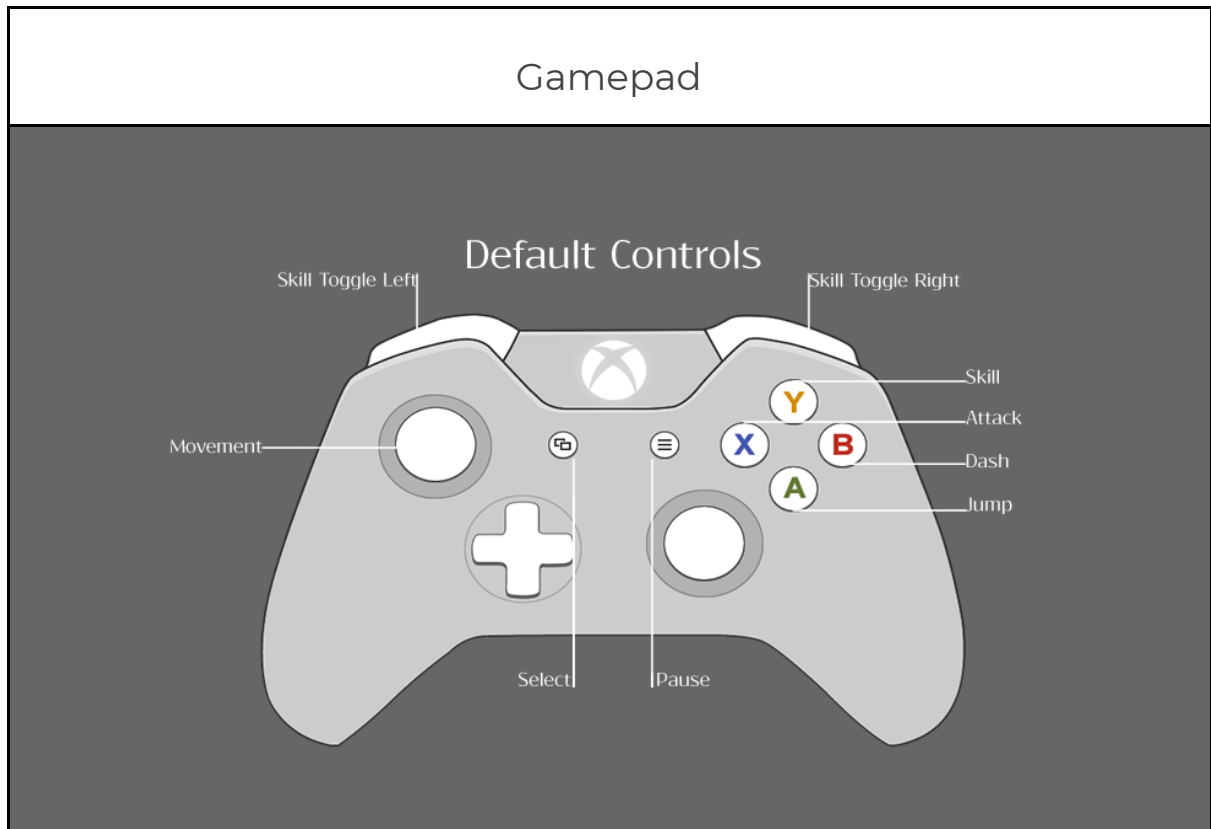
Boss Stat Rebalance

This is an optional feature, that swaps the initial Max HP and Attack Damage based on the number of enemies you killed in the dungeon. This is done in percentage.

- Resets only when you leave dungeon.

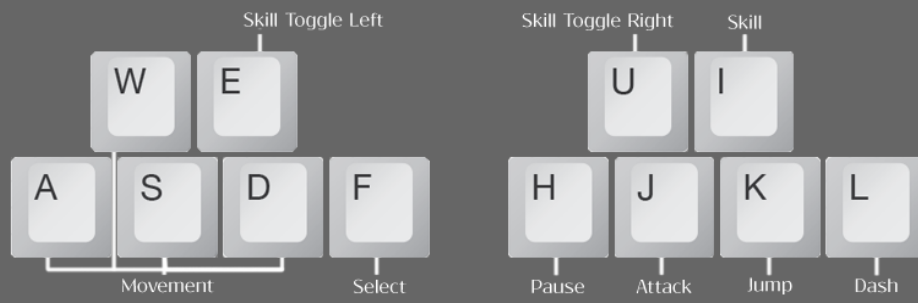
Controls

- Controls are rebindable in options -



Keyboard

Default Controls



Player

Wave



- Base damage: 170
- Base health: 500
- Base stamina: 20
- Base health regen: 4%
- Base health regen cooldown: 5s
- Base stamina regen: 4%
- Moving stamina regen penalty: -50%
- Passive: 11% of current hp as damage

GUI






- A: Health bar
- B: Stamina bar
- C: Skill counter
 - Number of skill you can use, applies to boss skills only.
- D: Selected skill
 - Default skill is ranged attack
- E: Stone slots
 - Slots will populate as you collect them
- F: Upgrade Scroll Notification
 - This will remind you what Upgrade Scroll you have
- G: Item/Relic Notification
 - To help you find hidden items, can be turned off with Help in Options
- H: Enemy Hit Notification
 - Lets you know what type of enemy you hit offscreen with your ranged attack.
- I: Primary Item Indicator
 - Reminds you of what primary item you have for the run.
- J: Collected Relic Indicator
 - Reminds you of your collected relic.




Items

Primary Item


- Only 1 primary item can be obtained randomly per playthrough -


<h3>Dirk</h3>	
	<p>Grants 60% chance to deal extra 70 damage per instance</p> <hr/> <ul style="list-style-type: none">• Grants 70 damage for melee and 35 for ranged attack• Instance after 10 refreshes the duration• Lasts for 10 seconds• Max of 10 instances
<h3>Ancile</h3>	
	<p>Grants 100% chance to block 50% incoming damage</p> <hr/> <ul style="list-style-type: none">• Includes collide damage from enemies and spike traps
<h3>Velificatio</h3>	
	<p>Grants extra 7% health and stamina regen</p> <hr/> <ul style="list-style-type: none">• Removes -50% stamina regen penalty when moving• Shortens health regen cooldown after being hit from 5 to 2 seconds


Upgrade Item

Sky Scroll	
	Grants double Jump
Ethereal Scroll	
	Grants iFrame dash
	<ul style="list-style-type: none">• God frame for the duration• Does not work on spike traps
Crystal Scroll	
	Grants 20% chance to do double damage
	<ul style="list-style-type: none">• Stacks with other critical damage source• Critical from all sources ignores enemy block trait

- A total of 10 stones can be found in the game -




Life Stone	
	Increase max health by 750

Energy Stone	
	Increase max stamina by 20

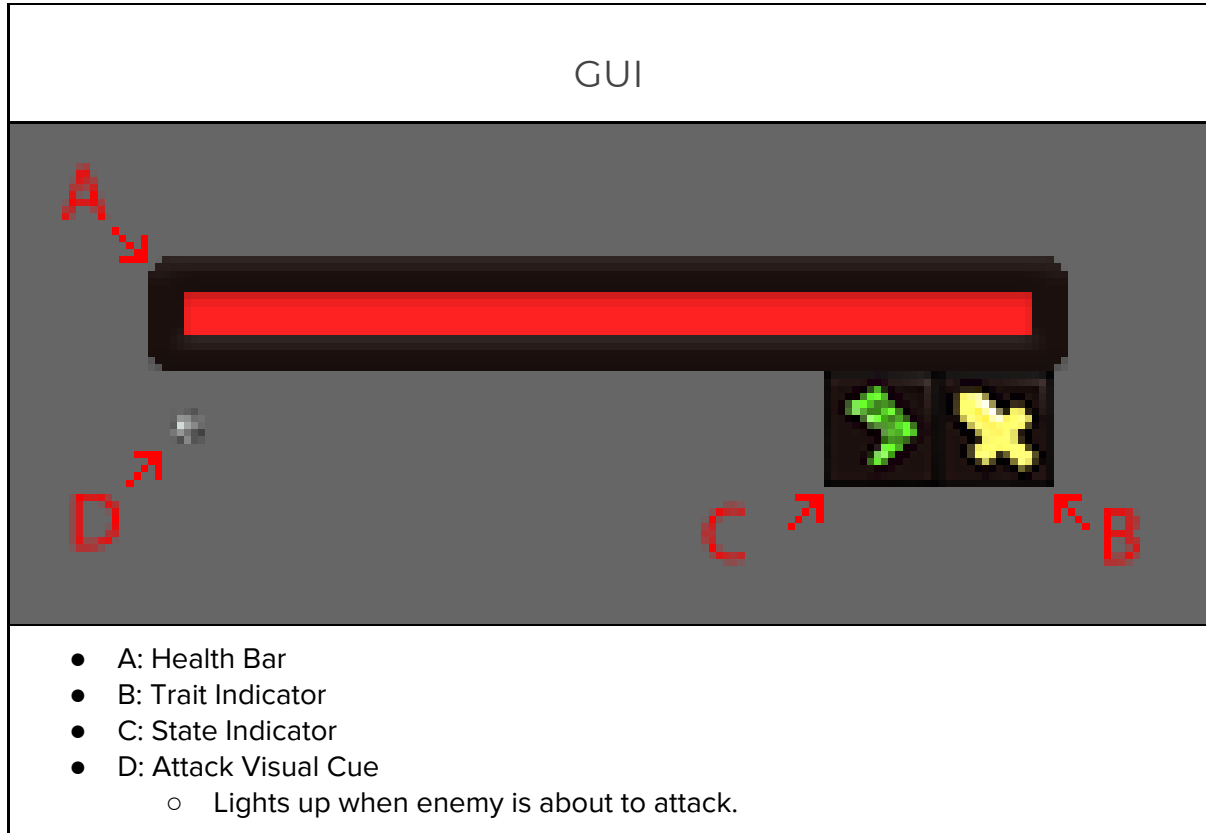
Refined Stone	
	Increase damage by 180

Skills




- Obtained from bosses -

Berserk	
	<p>Increase health by 500%, can not become invulnerable on hit</p> <hr/> <ul style="list-style-type: none">• Does not override ethereal scroll "God frame"• Lasts for 10 seconds
Enlighten	
	<p>Prevents boss invulnerability, 60% chance to deal double damage</p> <hr/> <ul style="list-style-type: none">• Stacks with other critical damage source• Critical from all sources ignores enemy block trait• Lasts for 10 seconds
Enchant	
	<p>Grants invulnerability</p> <hr/> <ul style="list-style-type: none">• Complete invulnerability including spike traps• Removes Stamina Cost• Lasts for 10 seconds

Enemies



- Only 1 random trait per enemy -

Traits	
	<p>Chance to deal damage based on number of instance</p> <hr/> <ul style="list-style-type: none">• Ability chance and damage scale with player
	<p>Chance to block 50% of incoming damage</p> <hr/> <ul style="list-style-type: none">• Chance scale with player
	<p>Gives % health regen on idle cooldown</p> <hr/> <ul style="list-style-type: none">• Regen % and idle cooldown scale with player

- States change when hp is below 50% -

States	
	Enemy will chase <hr/>
	Enemy will not chase <hr/>
	Enemy has increased attack damage <hr/> <ul style="list-style-type: none">• Damage scale with player

Soldier



- Base damage: 70
 - Base health: 1400
-
- Health and damage scale with player

Ranger



- Base damage: 90
 - Base health: 700
-
- Health and damage scale with player

Templar



- Base damage: 140
 - Base health: 2100
-
- Health and damage scale with player

Technical Issues and Bugs

SCP DS3 Service

- The game will detect a controller even if there is none connected.
 - **Fix: Stop the service if you wish to use your keyboard to play.**

Resolution

- Native game resolution is 960x540.
- Best resolution is 1920x1080 ratio is 16:9.
 - **May work and play on different ratio but might not work as intended.**
 - **Will better support other resolutions upon GameMaker Studio 2 porting.**