

SHEAR FACTOR



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FARMER JOE

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SHEAR FACTOR

Shear Factor is a puzzle, "Herd 'em up," single player game with platform style gameplay. You take on the role of Farmer Joe within unique, vividly textured New Zealand environments with cel shaded characters. The objective of the game is for Farmer Joe to guide his sheep to the goal while protecting them from possible danger.

THE STORY

Farmer Joe, a typical New Zealand farmer, is on a mission to rescue his sheep dog Shep from a gang of rebels called The Wooly Farmers. The Wooly Farmers have abducted poor Shep and are demanding tons of wool as ransom. With Joe and Shep being as close as close can be, Joe does not think twice about giving in to the rebels' rash demands. The only problem is that Joe doesn't have enough wool. He decides to round up as many sheep as possible, and shear enough wool to get back his beloved Shep! But where is he going to find the sheep? With the clock ticking, Joe hastily heads off on his mission around the country, to shear all the sheep he can find. This is Shear Factor!

SETUP AND INSTALLATION

DOWNLOADED EDITION

To install Shear Factor double click the "Install Shear Factor.msi" file to begin the installation process. Follow the instructions shown on screen to install Shear Factor to the appropriate location.

CD EDITION

Insert the game CD into a CD-ROM drive. Go to "My Computer" and double click the CD-ROM containing the game CD. Once this opens, double click the "Install Shear Factor.exe" file to begin the installation process.

The installation will place a shortcut in the start menu to provide easy access to Shear Factor. Click on the Shear Factor shortcut to start the game.

RECOMMENDED SPECIFICATIONS

GRAPHICS: VERTEX SHADER v2.0 and
DIRECT X9 SUPPORTED

RESOLUTION: 1024 x 768

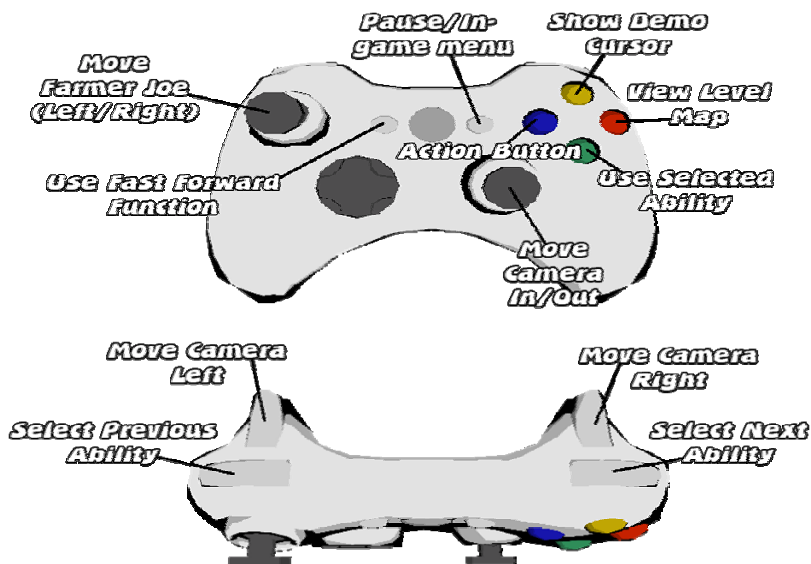
INPUT: MICROSOFT XBOX360 USB
CONTROLLER FOR WIN XP

CONTROLS

For optimal game play, Shear Factor is designed to be played with the "Microsoft Xbox 360 Controller for Windows." The game has been primarily designed around using this controller as the only user interface to the game. Keyboard support is also provided.

XBOX360 CONTROLLER

Windows XP Drivers for the "Microsoft Xbox 360 Controller for Windows" are required to be installed before the player can use the controller in the game.



KEYBOARD

ACTION	KEY
W, A, S, D	MOVE FARMER JOE
L	USE SELECTED ABILITY
;	ACTION BUTTON
Q, E	SELECT PREV / NEXT ABILITY
ENTER	PAUSE
M	VIEW LEVEL MAP
K	FAST FORWARD
P	SHOW DEMO CURSOR
UP, DOWN	GUI SELECTION
ENTER	GUI SELECT
BACKSPACE	GUI BACK

GETTING STARTED

MAIN MENU

The main menu contains the following five options.



PLAY

Select this option to begin playing Shear Factor.

When you select this option the game will ask you to select a profile, unless you have already done so. Please see "Profiles" for help navigating this menu.



Once you have selected your profile you can move on to the level selection screen. This shows which levels you have completed and unlocked. When you begin there are five learner levels unlocked. Each time you complete a level successfully you will unlock a new level (this only works the first time you complete a level, the only reason to repeat a level is to get a better time, or save more sheep).



When you select the level you want to play a loading screen showing the controls and a hint will show. Take note of hints as they will provide useful information for playing Shear Factor. Press next when you are ready to continue.

The level introduction screen will appear, showing the name and the mission of the level, as well as the abilities available, the time limit, and a view of the level layout, press next to continue.

This will take you into the game itself, so start playing!



Once Farmer Joe enters the goal and completes the level, or the level ends due to Farmer Joe dying, a level

summary screen will appear. This will tell you if you won the level, and show your level and overall summary information.

LEVEL SUMMARY

This screen shows whether or not you successfully completed the level. If you failed the level it will tell you why. If you failed the level you can select restart level to try the level again, or quit level to return to the level selection screen. If you won the level, press next to continue to the level selection screen to select your next level.



The level summary screen also shows the following information:



Shows the total number of sheep required to be saved in order to win the level.



Shows the number of white sheep saved in the level that was just completed.



Shows the number of black sheep required to be saved in order to win the level.



Shows the number of black sheep saved in the level that was just completed.



Shows the total number of sheep that died in the level you just completed.



Shows the time it took to complete the level.



Shows the fastest time achieved on the current level.



Shows the weight in kilograms of wool shorn from sheep in the current level.



Shows the amount of money earned from the wool shorn (after any drinks have been paid for),



Shows the number of drinks Farmer Joe had during the level.



Shows the total amount of wool collected from the levels completed so far.



Shows the total amount of money earned from the levels completed so far.

PROFILES

This option allows you to create, select or change to a different player profile. The profile screen can be accessed from the main menu, or when you press play with no profile selected.



Select New to create a new profile. Profile names are three letters long and can be created by scrolling through the

alphabet using up and down and pressing select at the desired letter.

To select a profile press Change, then highlight the profile you want using up and down, and confirm your choice using the select button. Press back or next to continue.

Once you have selected a profile, various statistics specific to that profile will be shown.

OPTIONS

Select this to turn the music or sound on and off, or to view the controls.



CREDITS

Shows the game credits.

QUIT

Select this option to exit Shear Factor and return to Windows.

PAUSE

Press Start or Enter to pause during the game. This will bring up an in-game menu with the following options. Back, this returns to the game. Restart level, which restarts the level. Options, this goes to the same options as in the main menu. Quit Level, Ends the current level.



THE CHARACTERS



FARMER JOE

Farmer Joe is the main character in Shear Factor. He can walk around levels and using the Ability button, place items that will help the sheep in the level get to the goal.

The Action button allows Farmer Joe to climb fences, and terrain that block him, open and close gates, activate moving platforms and also complete the level by entering the goal.

Farmer Joe can climb up and down slopes, climb small steps, and climb up and down ladders placed in the level.

Farmer Joe can die in the same manner as his sheep, by falling too far, falling into water, or being inside the blast radius of a TNT or mine explosion. If Farmer Joe dies you fail the level, and have to restart it.

Farmer Joe must create a safe path to the goal for the sheep, then once all the sheep have entered the goal he must enter the goal too.



THE SHEEP

The sheep are released from a pen at the beginning of a level. They walk in one direction until they encounter a wall, fence, or something Farmer Joe has built that blocks them. Then they will turn around and carry on walking in the opposite direction. If they get to the edge of some terrain without being blocked they will fall. Sheep can climb up or down steep slopes, but cannot climb up vertical steps at all.



If the sheep fall into water they will drown, if they walk outside of the level boundary, out the sides or off the bottom, they will die. Sheep can also die by falling too far, or if they encounter an enemy. Farmer Joe is able to continue playing and trying to save his sheep regardless of whether or not he still has enough alive to complete the level.



THE BLACK SHEEP

Some of the levels may have pens which include a single black sheep. They act in exactly the same way as regular sheep, except that you are required to save the black sheep to complete the level successfully.



THE LEVELS



PENS

Pens are where the sheep are released on each level. Pens have a timer which will start to count down when the level begins. Sheep are released one by one from the pen once open. The speed at which the sheep are released may vary. Levels can have one or multiple pens.



THE GOAL

The goal is where you are trying to guide the sheep to in order to complete the level. You can end the level at any time by going into the goal and pressing the Action button. However, if any sheep are left within the level, they will not be rescued, and the level will finish. In order for the sheep to count, the player must go into the goal after the all sheep have gone in and then press the Action button.

THEMES

Levels take place in one of four themes. The four themes are very typical New Zealand locales.



THE FARM

The Farm theme is based upon a typical New Zealand style sheep station.



THE CITY

The City theme is based upon Auckland city, where foreigners believe sheep run freely about the streets.



THE MOUNTAIN

The Mountain theme is based upon an alpine environment, such as the Central Plateau, or the Southern Alps.



THE BUSH

The Bush theme is based upon New Zealand bush land covers much of the country, where Cabbage trees, Nikau palms, and Kauri trees are iconic features.

BADDIES



ENEMIES

Enemies have different appearances depending on the theme they exist in. Enemies mainly act like sheep in that they turn around when they reach a fence or wall, and can walk over the same terrain as sheep.

Some enemies will fall off edges like sheep, while others will turn around and walk in the opposite direction.

Some enemies are taller than others, which means that they are blocked by different things. Smaller enemies can get through gaps which the taller enemies may be blocked by.

Enemies will kill any sheep they encounter, but will not harm Farmer Joe. Falling enemies die in the same way sheep do – by falling too far, falling out of the level, or drowning in water. All enemies can be killed by TNT or mine explosions.

FARM BADDIES

COW



BULL



CITY BADDIES

POSSUM



DOG



MOUNTAIN BADDIES

FIORLAND

MOOSE



MOA



BUSH BADDIES

WILD BOAR



GIANT WETA



TERRAIN

Levels can contain destructible "dirt" and indestructible "rock" terrain. The terrains appear different in each theme, but destructible terrain generally appears dirt-like while indestructible terrain is darker and more rock-like.



DESTRUCTABLE TERRAIN

Destructible terrain can be dug through by Farmer Joe, or destroyed by mine or TNT explosions.



INDESTRUCTABLE TERRAIN

Indestructible terrain cannot be altered.

FARMER JOE'S ABILITIES

Farmer Joe has a tool belt of abilities he can use to help him and the sheep get to the goal. To use an ability you must select it from the ability tool belt using the left or right shoulder buttons. Farmer Joe will usually have a limited amount of each ability, and sometimes may not have any of some, so use them carefully. If Farmer Joe does not have (or has run out of) a certain ability in that level it cannot be selected. Once you have selected the ability you want, and are standing in the place you want to use it, press the Ability button to use the ability.



DIG HORIZONTAL

The Dig Horizontal ability will dig destructible terrain in the direction Farmer Joe is facing. The ability will only dig out a small portion of terrain per use.



DIG VERTICAL

The Dig Vertical ability can be used to dig out a small portion or destructible terrain below Farmer Joe.



DIG DIAGONAL

The Dig Diagonal ability can be used to dig destructible terrain at a 45° angle below Farmer Joe.



BUILDING STEPS

Steps can be used to build a ramp for the sheep and Farmer Joe to walk up. They will also block any sheep that are on the wrong side of the steps. Steps can be destroyed by digging or TNT.



BUILDING FENCES

Farmer Joe can build Fences to block the sheep. He can climb over fences, or they can be destroyed by TNT.



BUILDING GATES

Gates will also block the sheep; however they can be opened on one or both side by Farmer Joe in order to temporarily trap the sheep. To operate

the gate, Farmer Joe must be facing it. To open or close the front part of the gate, press down and press the Action button. To open or close the back part of the gate press up and press the Action button.



LAYING TNT

Farmer Joe can lay TNT. The TNT will explode after a few seconds creating a blast radius where all destructible terrain and objects are destroyed, and any sheep, enemies or Farmers present are killed.



LAYING HAYSTACKS

Haystacks can be placed by Farmer Joe to allow him, sheep, and enemies to fall large distances. In addition to being able to place Haystacks directly in front of himself, Farmer Joe can drop them off the edge of platforms so they land on terrain below.



LAYING SHEEP LAUNCHERS

Sheep Launchers will shoot sheep up in the air, allowing them to land on terrain

above. Sheep Launchers cannot be used by Farmer Joe, but can be used by enemies. Like Haystacks, Sheep Launchers can either be placed directly in front of Farmer Joe, or dropped off an edge onto lower terrain. If sheep hit terrain above the Sheep Launcher they will die. They will also die from falling too far if they land on terrain at the same level or lower than the level of the Sheep Launcher.

ADDITIONAL ITEMS



LADDERS

Farmer Joe can climb up and down ladders. To use them, the player must press the Action button when next to one to get on the ladder, and then use up and down on the Left Analogue stick to control what direction they would like to go. To get off the ladder, the player must press the Action button.



MOVING PLATFORMS

Some levels contain platforms that Farmer Joe can use to transport sheep from one place to another, either horizontally or vertically. If sheep

encounter a moving platform they will walk onto it and stop. Platforms can hold any number of sheep. To activate the platform Farmer Joe must be standing on it, and you must press the Action button. The platform will go to its destination and the sheep will walk off at the same speed, and facing the same direction they got on. If anything is blocking the path of the moving platform it will not work.

HAZARDS



WATER

Water will kill Farmer Joe, sheep and enemies if they come into contact with it.



MINES

Mines can be tripped by sheep or enemies if they come into their proximity. Farmer Joe will not set off mines; however he will die if he is caught in the blast.

CREDITS

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