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# JUKEGAME

CAPTURE THE FLAG

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GAME GUIDE



# JUKEGAME



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**JUKEGAME IS A MULTIPLAYER BROWSER VIDEO GAME THAT COMBINES THE CLASSIC GAME OF CAPTURING THE FLAG WITH: CHARACTERS, POWERS, TOWERS AND MAPS THAT CONTAIN OBSTACLES.**

**IT IS CATALOGED AS AN INDIE GAME AND ITS CREATORS ARE: FEDERICO STELLA AND RODRIGO BARBOSA. BOTH FROM URUGUAY.**

**IN SEPTEMBER 2016 THE PROTOTYPE BEGINS AND IN MAY 2017 A BETA VERSION IS MADE AVAILABLE TO THE PUBLIC. YOU CAN ACCESS FROM A PC OR MOBILE DEVICE.**

**THEME:** THE JUKERS ARE PLAYERS WHO COMPETE IN THE WORLD OF JUKE. YOUR OBJECTIVE IS: TO CAPTURE OR DEFEND THE FLAG, CONQUER TORRES, OR ELIMINATE OTHER JUKERS.

**MAPS:** THE MAPS ARE THE GAME AREA WHERE THE MATCHES DEVELOP. THEY CONTAIN OBSTACLES THAT CHALLENGE THE PLAYER.



**SPIKES:** IF A JUKER COLLIDES WITH SPIKES, DIES.



**PORTALS:** IF A JUKER COLLIDES WITH A PORTAL IS TELE-TRANSPORTS TO ANOTHER PORTAL.



**BOMBS:** IF A JUKER COLLIDES WITH A BOMB, THE BOMB EXPLODES BY DISPERSING THE JUKERS WHO ARE IN THE EXPLOSION AREA.



**FIRE:** FIRE TO THE JUKER FOR A FEW SECONDS. A JUKER FIRED FIRE CAN INCENSE OTHERS.



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**POWERS:** THE POWERS OF THE MAP ARE ACTIVATED WHEN A JUKER PASSES ON THEM, GIVES A SPECIAL EFFECT TO THE PLAYER FOR A FEW SECONDS.



**SKATES:** IF A JUKER ACTIVATES A SKATE, IT OBTAINS A SPEED IMPULSE.



**ATTACK:** IF A JUKER ACTIVATES SWORDS, YOU CAN ELIMINATE ANOTHER JUKER.



**DEFENSE:** IF A JUKER ACTIVATES THE SHIELD, IT IS IMMUNE TO THE FIRE, TO THE POWER OF ATTACK AND THE PINCHOS OF THE MAP. IT CAN NOT COMBINE WITH ATTACK..

**TOWERS:** THE TOWERS WORK AS MAP CONTROL POINTS, THE JUKERS CAN CONQUER THEM SITUATING IN A RADIO CLOSE TO THE TOWER.

## DYNAMICS AND RULES

THERE ARE 2 GAME MODES, DEATHMATCH AND CLASSIC.

**DEATHMATCH DYNAMICS :**

**DURATION OF THE GAME: 5'**  
THE PLAYER SHALL CAPTURE THE GOLDEN FLAG THAT IS PLACED AT THE HALF OF THE MAP. IF YOU HAVE THE FLAG YOU CAN CONQUER TOWERS. THE JUKER THAT ELIMINATES THE CARRIER OF THE FLAG, BECOMES THE NEW CARRIER.

**VICTORY! :** THE JUKER THAT GETS MORE POINTS WINS THE VICTORY, OR: THE JUKER THAT CONQUERS ALL THE TOWERS BEFORE THE 5 'WILL WIN THE DEATHMATH DEPARTURE.



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## **CLASSIC DYNAMICS:**

**DURATION OF THE GAME: 15 '**

**THE PLAYER MUST CAPTURE THE FLAG OF THE CONTRARY TEAM AND DEFEND THAT OF HIS TEAM. THE JUKERS ARE PART OF THE RED OR BLUE TEAM. START THE DEPARTURE NEAR YOUR FLAG. IF YOU CAPTURE THE FLAG OF THE ENEMY, YOU SHOULD TAKE IT TO YOUR FLAG TO RECORD 1 BOTH. TO RECORD 1 BOTH IT IS NECESSARY THAT THE FLAG OF THE TEAM IS IN THE BASE.**

**IF THE JUKER THAT CARRIES THE FLAG IS ELIMINATED, THE FLAG RETURNS TO ITS ORIGIN.**

**AS OPTIONAL OBJECTIVE YOU CAN CONQUER THE TOWERS, SERVE TO DEFEND THE POSITIONS OF THE MAP.**

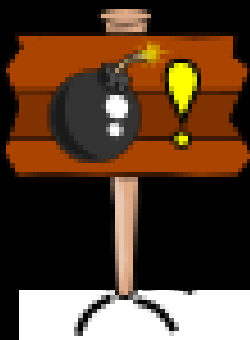
**THEY ARE CONQUERED APPROACHING TO THE TOWER. THE JUKEBOT; AN AI THAT PERSECUTES THE JUKER, WATCH THE TOWER, TO CONQUER IT WILL BE ALLY OF THE TEAM.**

**VICTORY!: THE TEAM THAT GETS 3 SO MANY WILL BE THE VICTORIOUS JUKERS.**

**THE JUKER IS AWARDED TO COMPLETE THE MATCH IN THE FIRST PLACE OF THE POINTS TABLE.**

## **RULES**

- **IF A JUKER ELIMINATES AN ENEMY JUKER, SENDS A BIT, ATTENDS A DEATH, CONQUERS A TOWER, STEALS OR RECOVERS THE FLAG, RECEIVES POINTS AND JUKEMONEDAS. IF A JUKER CONQUERS A TOWER, JUKEMONEDAS AND POINTS ARE REPEATED BETWEEN THE ALLY TEAM.**
- **A JUKER WHEN YOU HOLD THE FLAG OF THE ENEMY TEAM, IT IS VULNERABLE, THAT IS, IF AN ENEMY JUKER TOUCHED IT, IT DIED.**



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- IF THE JUKER CARRIES THE FLAG BUT HAS THE POWER OF DEFENSE, IT WILL BE IMMUNE TO THE ATTACKS.
- IF THE JUKER HAS THE POWER OF DEFENSE, ITS SPEED WILL BE DECREASED: 15 SECONDS.
- IF THE JUKER FIRES FIRE, INCREASES ITS SPEED OF MOTION, IT CAN FIRE OTHER JUKERS AND AFTER 10 SECOND IT DIES.
- IF THE POWER OF THE ROD IS ACTIVATED WHILE IT IS FIRED, THE FIRE SHOULD BE TURNED OFF.
- IF THE JUKER DROPS TO WATER, IT DIES.+
- IF THE JUKER FIRES FIRE USING DEFENSE, THE EFFECTS COMBINE AND VISIBILITY IS LOST.
- IF A JUKER, ELIMINATES AN ENEMY THAT HAS POINTS, IT STAYS WITH 25% OF THEM.
- IF THE TWO JUKERS WHO HAVE THE FLAG ARE ELIMINATED MUTUALLY, BOTH FLAGS RETURN TO THE ORIGIN

## CHARACTERS:

THE PLAYER CAN INVEST THE JUKEMONEDAS, IN IMPROVING THE CLASS OF THE JUKER.

EVERY EVOLUTION OF THE JUKER HAS A UNIQUE POWER. THE POWERS HAVE A RECHARGE TIME. YOU CAN USE COMBINATIONS OF POWERS WITH ALLY JUKERS.

SOME OF THEM:



**ROCKET:** STARTS ITS TURBINES AND OBTAINS A SPEED OF IMMUNITY AND SPEED FOR 2 SECONDS.



**BOMBER:** YOU CAN PLACE PUMPS THAT EXPLODE AT 0.5 SECONDS.



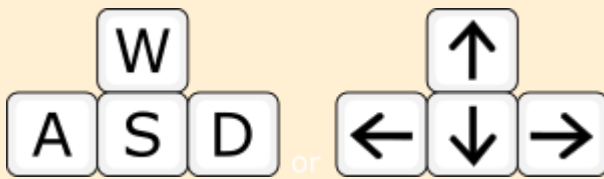
**CACTUS:** DURING 5 SECOND ATTRACT THE JUKERS TOWARDS THEIR PINCHOS, ELIMINATING THEIR ENEMIES. AT THE END OF THE EFFECT GETS ACCELERATION AND 1 SECOND IMMUNITY.



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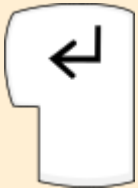
## CONTROLS:



W,A,S,D OR STEERING CONTROLS TO MOVE.



T TO WRITE A CHAT TO THE TEAM.



ENTER TO WRITE A CHAT TO ALL PLAYERS.



E TO USE THE POWER OF THE JUKER CLASS.

## TECHNICAL DETAILS:

ALL THE CONTENT OF JUKEGAME.IO WAS CARRIED OUT WITH FREE TOOLS:

- PHYSICAL ENGINE: BOX2D
- WEB ASPECTS: SEMANTIC UI / JAVASCRIPT
- GRAPHICS: INKSCAPE
- SERVER: NODE

[HTTPS://JUKEGAME.IO/MAPEDITOR](https://jukegame.io/mapeditor)

JUKEGAME HAS A MAP EDITOR SO THAT OUR PLAYERS CAN CREATE THEIR MAPS.