

# Tutorial Format

The tutorial in Underhazer begins when players first enter the Undergrid. The tutorial is explained by Uni through a series of image prompts alongside level gameplay. These images illustrate to the player what key inputs they have, as well as what the effects in game are.

When players receive a prompt on their screen from Uni, they must perform the action that is indicated by the tutorial. This takes the form of Nyla interpreting Uni's prompts, where she explains what she thinks Uni is trying to tell her. When a player successfully performs the action or prompt, a checkmark will appear and Uni will move on to the next mechanic/control to teach.



*Example: Bottom right hand corner is indicator, gameplay proceeds as normal*



*Example: When player completes an action in the tutorial, the prompt will disappear and the next lesson to learn will appear*

Once all controls to the level are successfully taught to the player, the door to proceed into Act I's maze will open, and players are able to progress.

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# Lessons

## Movement - Walking

**Lesson period:** At beginning of the game, before Act I's maze.

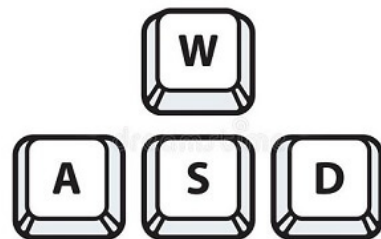
**Lesson successful metric:** If players press WASD and move forward.

**Lesson description:**

Uni is pointing and making a gesture to push Nyla forwards. The gun starts leading her forwards. The keys for WASD appear on the screen.

Uni: *[Hurry sounding chirp, trying to tell Nyla she is not safe and she needs to move]*

Nyla: "Woah, hey! I'm going alright? Hands off, bossy pants, I can walk on my own."



*WASD keys appear on the screen.*

*Uni pushing on the box of the Tamagotchi window.*

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## Movement - Jumping

**Lesson period:** At beginning of the game, before Act I's maze.

**Lesson successful metric:** If players press space bar and jump.

**Lesson description:**

The player encounters a wide chasm, with only a few floating desks as platforms in the void.

Uni: *[Worried chirp, trying to tell Nyla she cannot fall.]*

Nyla: "That is a long way down."

Uni makes a jumping motion, hinting to Nyla on what to do. The space bar key appears on the screen.

Nyla: "You're really making me jump across these?! Fuck, if I fall it's all your fault. *[sigh]* Welp, here goes nothing."



*Uni jumping, hinting to Nyla what to do.*



*The space bar appears on the screen.*

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## Shooting

**Lesson period:** At beginning of the game, before Act I's maze.

**Lesson successful metric:** If players press left click and shoot to kill the enemy.

**Lesson description:**

An enemy(Cackler) appears, spawning at the edge of the room, getting closer to Nyla.

Nyla: "What the hell is that thing?"

Uni: *[Distressed chirp, she is trying to tell Nyla she can help defeat the enemy]*

Time freezes as Uni makes a finger-gun gesture, shooting out a little ball of energy.

The left mouse click button appears on the screen.

Nyla: "Alright, little buddy, let's give this a go!"



*Uni makes finger gun gestures, shooting out small balls of energy*



*Left mouse click button appears on the screen.*

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## Picking up candy

**Lesson period:** At beginning of the game, before Act I's maze.

**Lesson successful metric:** If players walk forward and collect the candy by walking into it.

### Lesson description:

When the enemy dies, a candy is dropped, floating in on the ground.

Nyla: "And what do we have here?"

Uni: *[Starts drooling as she looks at the candy, whining sounding chirp]*

Nyla: "When those monsters die, they drop...candy? Weird."

Uni makes a grabbing motion, urging Nyla to walk into it.

Nyla: "You want it? Okay fine, I'll get it for you."



*Uni drooling at the sight of candy*



*Uni making grabby hands, wanting Nyla to get the candy*

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## Reloading

**Lesson period:** At beginning of the game, before Act I's maze.

**Lesson successful metric:** If players press R to reload their gun (feed Uni)

### Lesson description:

The player's gun's ammo is now at 0. The needs reload indicator shows up in the middle of the screen.

Nyla: "What? Did you run out of steam or something?"

Uni: [*Stomach growling, pointing to her mouth*]

Nyla: "Oh I see how it is, no snacks no shooting. You don't have enough energy to power the gun anymore."

The R key is highlighted on screen.

Nyla: "Here, have some damn candy."



*Uni points at her mouth, showing Nyla she needs to feed her.*



*The R key appears on screen for the reload button.*

## ***Reloading using blood***

***Lesson period:*** At beginning of the game, before Act I's maze.

***Lesson successful metric:*** If players press T and reload with their blood.

***Lesson description:***

*The player's gun's ammo is now at 0. But their candy count is also at 0.*

*Nyla: "Shit, that was our last piece. We're all out of candy. "*

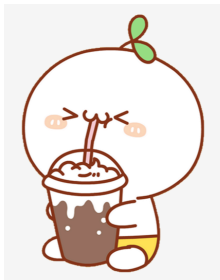
*Uni: [Sad chirp, trying to tell Nyla she needs to be fed]*

*Uni makes a drinking emote, hinting towards needing Nyla to feed her blood.*

*Nyla: "You drink blood?! Oh god, this is beyond fucked up."*

*The T key appears on the screen. When players press the key, the player HP decreases as ammo is reloaded back to full.*

*Nyla: "Ow, my wrist. I hope you're happy you little vampire."*



*Uni makes a drinking motion.*



*The T key appears on the screen*

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## ***Need for memory fragment***

***Lesson period:*** When players enter Act I's maze.

***Lesson successful metric:*** Players understand they need to collect memory fragments as well as what they are looking for

### ***Lesson description:***

*Players enter the level, seeing the UI indicator for how many memory fragments they need.*

*Nyla: "Ow, my head hurts so fucking bad. Feels like my brain is gonna leak out."*

*Uni: [Worried chirp, trying to tell Nyla her memories are scattered here]*

*Uni flashes a pixelated image of the memory fragment silhouette on the Tamagotchi screen, showing Nyla what it looks like.*

*Nyla: "My... memories? You're saying if I find my memories the pain will go away?"*



*Uni shows Nyla a silhouette of a memory fragment*

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## ***Collecting memory fragment***

***Lesson period:*** When the player gets close to their first memory fragment.



**Lesson successful metric:** *Players find and collect a memory fragment by walking into it.*

**Lesson description:**

*Players continue down the maze, encountering their first memory fragment.*

*Nyla: "That's it huh? A piece of my memories."*

*Uni: [Happy chirp, glad that Nyla found the fragment]*

*Players walk into it to collect it.*

*Nyla: "Damn, okay I'll admit it, that helped. My head feels better."*

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## **Accessing memory board**

**Lesson period:** *When players encounter the mirror in the Bathroom.*

**Lesson successful metric:** *When players open the mirror and access the memory board.*

**Lesson Description:**

*Nyla: "Is that mirror... glowing?"*

*Uni: [Chirps in agreement, wanting Nyla to go to it]*

*Nyla: "Y'know, I'm not really in the mood for a makeover right now."*

*Uni: [Makes an impatient chirp, urging Nyla to go to it]*

*Nyla: "Alright fine! You win! I'll go see what the big deal is."*