

Nintendo®

**GAME TOY**



# SOAP ALLEY

INSTRUCTIONS BOOKLET



**THANK YOU** for downloading Soap Alley. This arcade is now yours to enjoy on your mobile phone

**CARE OF YOUR GAME**

1. If you play for long periods, please do not forget to tell your family you are still alive.
2. This game is precision-built. Do not use or store it under conditions of extreme temperature (so, if you go to Sahara dessert, maybe it is better to bring a book or so...).
3. Do not let this game come into contact with water (it is not a gremling, but we dont think that water and smartphones make a good match).
4. Do not wipe your equipment with volatile solvents like thinner, benzene (Who the \*\*\*\* has benzene at home?!) or alcohol.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTEMPO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR FOR THIS SEAL WHEN BUYING GAMES TO ENSURE COMPLETE COMPATIBILITY.



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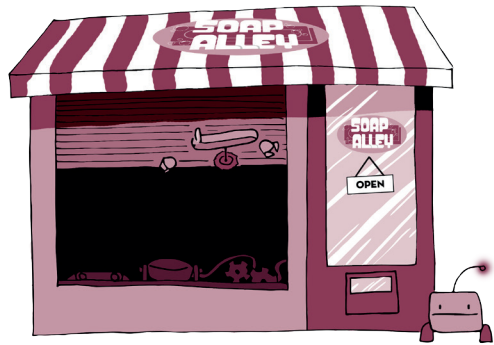
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## Welcome to SOAP ALLEY!

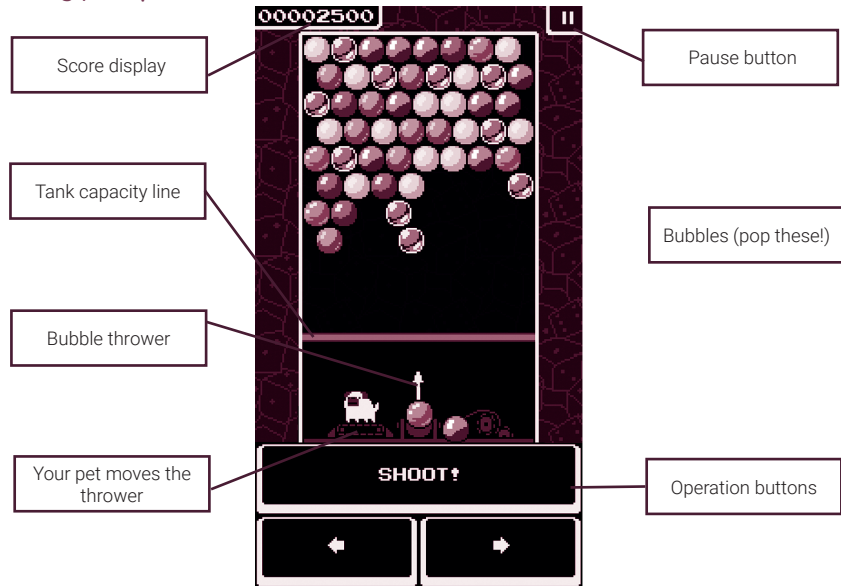
SOAP ALLEY is the newest DIY pet cleaning store where your pet can clean itself in our award winning machine (the machine may not have won any awards)

Make groups of soap or water bubbles of different flavours in order to clean your pet, but make sure to avoid overflowing the chemical tank, or your cleaning session will be over.

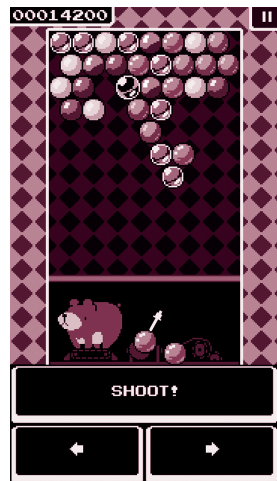
Our machine is capable of cleaning the most varied pets, so don't hesitate to try it with many different creatures!

And always remember to sign your receipt when you leave!

## Cleaning your pets



## Operating the SOAP ALLEY machine



Use the direction buttons to aim the Bubble thrower(TM), then press Shoot! to throw new chem bubbles to the tank.

These bubbles will stick to the chemical bubble mass, or the ceiling of the machine, but will bounce off the sides.

Match three or more chem bubbles to release their properties and clean your pet. Make longer groups to get extra points. Bubbles disconnected from the chemical mass will also produce extra points!

Check the score display to see how you are doing. The higher the score, the cleaner your pet will be!

Use the guideline to improve your aiming, but beware, it can't be enabled for long!

Avoid overflowing the chemical tank, as doing so will end your cleaning session.

## Operating the SOAP ALLEY machine



**Normal bubbles:** soap, water, shampoo, conditioner, freshener, and stimulant



Long cleaning sessions have been observed to produce **chemdust**. Beware of this weird component, as it can be hard to be removed



**Chemical anomalies:** when in contact with active chemical components they may produce unexpected results! The following are known:

- Restore the guideline
- Get extra cleaning points!
- Chemdust
- **Chemical overflow:** a set of chem bubbles is generated.  
*Oh no!*

## Finishing your session

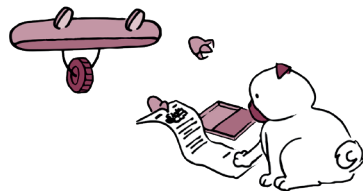


If the chemical tank surpasses its maximum capacity, as indicated by the red marker line, the SOAP ALLEY machine will stop functioning, ending your cleaning session.

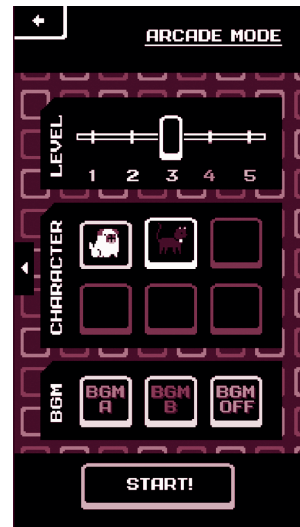
When this happens, the ticket for your session needs to be printed. Press the Checkout button to start the printing process.

*Tip: if you are in a hurry, press it again to perform a quick print.*

SOAP ALLEY rules require your pet to sign the session ticket. Show it where to do so by tapping the **Sign here** box.



## Configuring your session



As every SOAP ALLEY client is unique, you can use this screen to configure the cleaning session.

1. Select the session intensity
2. Select the pet to be cleaned
3. Choose some ambient music, or remove it altogether.
4. Start your session!

You can register up to 6 pets in SOAP ALLEY. Some hints will be provided on how to get more pets after a while, so keep playing!

## SOAP ALLEY and YOU



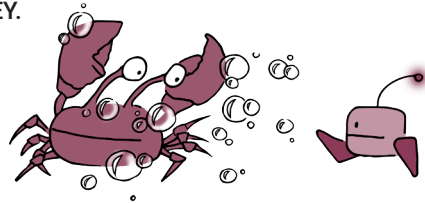
To the left of the configuration screen you will find your history and records.

The first panel displays your best score, longest game, and most bubbles released in a single session.

Be proud of yourself!

The second panel shows your totals! It is said that good things happen to those who gather lots of bubbles.

In this screen you can find more about the owners of SOAP ALLEY.



## Pet catalogue

PUG:

The happy-go-lucky friend everybody wants by their side!



CAT:

An elegant and all-around pet you can count with



CRAB:

A crab is a very weird pet to have, what is wrong with you?



FROG:

It is currently finishing its PhD in Astrophysics, but still needs cleaning!



BEAR:

Strong and capable, likes being scratched thoroughly!

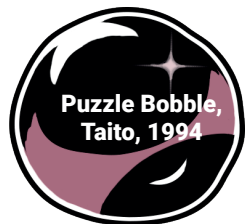


GUEST PET STAR:

A mysterious pet from another world



## Ludography



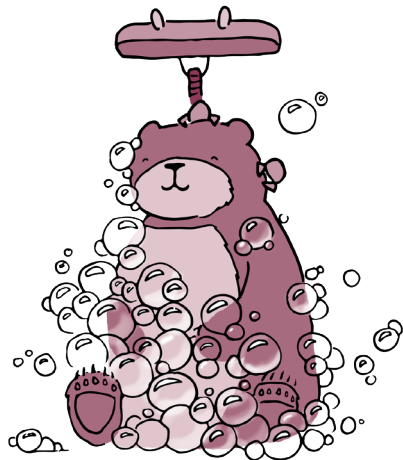
## Manifesto

SOAP ALLEY is homage and a manifesto.

A homage to the wonderful core loop of certain game released in 1994 by a japanese company, cherished by players of all ages after countless iterations, clones, and variations. Recently, it has been specially mistreated in the mobile ecosystem. Countless clones lacking in everything that made the original special are currently available, replacing many interesting mechanics with eye-candy and soulless fanfare. SOAP ALLEY tries to recover the spirit of the original, with a tight, fun, core game loop without cheap make up.

It is also a manifesto about how games should behave towards the player. SOAP ALLEY will not demand your time. It won't bother you with notifications or require you to play every day. As a player you shall be able to decide when to play, if at all. It won't also hide it's content behind wait times, or distract you from the core game with ads. This is the bare minimum a game shall offer to players. Please not that these statements say nothing about money, or revenue, or monetization. Developers have to make a living, and it is wonderful that they can live off making games. This is a free game by intent. If it were to have ads, they would never be part of the core game loop.

As developers, we have to maintain some basic values. As players, we have to demonstrate against evil practices. Otherwise, games are going to lose their artistic and recreational value.



## NEED HELP?

Are you stuck? You can't get all the pets? You just close your eyes and can't see anymore than colored bubbles?

Do you want to say hello to the developers, telling them how such nice guys they are? Or do you want to threaten them because you can't think in nothing more than bubble combos?

For all this and more: [thebadlands.com](http://thebadlands.com)

### NOTES & MEMO

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