

GAME TOY

SOAP ALLEY





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



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Welcome to SOAP ALLEY!

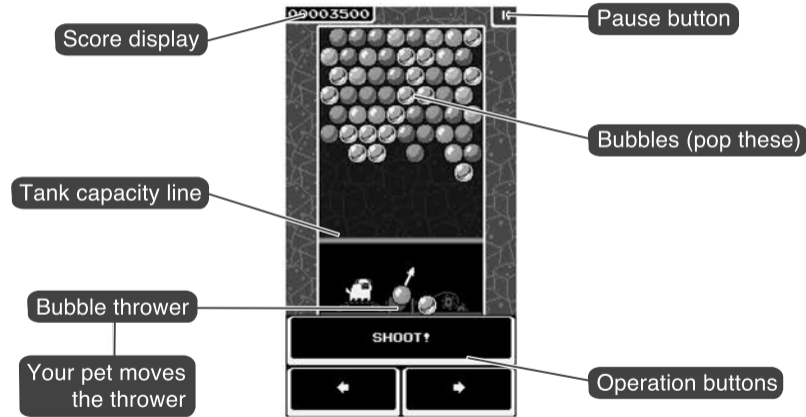
SOAP ALLEY is the newest DIY pet cleaning store where your pet can clean itself in our award-winning machine.*
(*the machine may not have won any awards)

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!!

Remember to always sign your ticket!

Cleaning your pets



Operating the SOAP ALLEY machine

Use the direction buttons to aim the *Bubble Thrower™*, then press *Shoot!* to throw new chem bubbles to the tank. These bubbles will stick to the chemical bubble mass and / or the ceiling of the machine, but they will bounce off the sides!

Match three or more chem bubbles to release their washing properties and clean your pet. Make longer groups to get extra points! Any bubbles connected to the group will produce additional points.



Keep an eye on the score display -- the higher the score, the cleaner your pet will get.

Use the guideline to improve your aiming, but beware, as it won't always be available!

Keep going until you overflow the chemical tank!

Cleaning materials



Normal bubbles

Soap, water, shampoo, conditioner, freshener and stimulant.



Chemdust

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



Soap

Chemical anomalies, they may produce unexpected results when in contact with active chemical components! Known effects:

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

Finishing your session



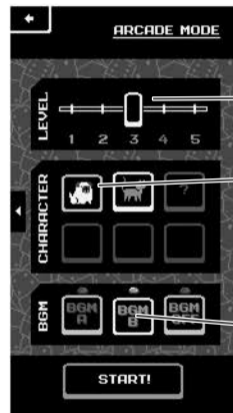
If the chemical surpasses the maximum capacity indicated by the red marker line, the SOAP ALLEY session will end.

Your session ticket will then be generated, press *Checkout* to start printing. Tip: press again if you are in a hurry!

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



Configuring your session



Every SOAP ALLEY client is unique, use this screen to select the cleaning session parameters:

Session difficulty

Pet to be cleaned

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

Choose some ambient music, or turn it off altogether.

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 games, and most bubbles released in a single session; the second panel shows your totals!

Be proud of yourself! Word on the street is that good things come to those who gather lots of bubbles.

In this screen you can also find more info about the creators of SOAP ALLEY.

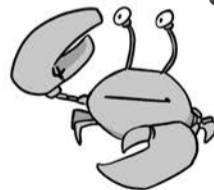


Pet catalogue



Pug

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



Crab

OK a crab is a very weird pet to own, what is wrong with you?

Cat
The elegant and all-around pet you can count on



Pet catalogue (continued)



Bear

Strong and capable, likes being scratched thoroughly!

Theres more??

A mysterious pet from another world?

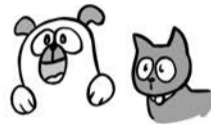


Frog

Though a bit busy finishing its PhD in Astrophysics, it still needs cleaning!



Ludography



Puzzle Bobble
Taito, 1994



Mario's Picross
Jupiter-Ace-Nintendo, 1995



Magical Drop
Data East, 1995



PICO-8 Fantasy Console
Lexaloffle, 20XX

Manifesto

SOAP ALLEY is a 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 note 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.



Notes & memos

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Try to get a high score, then share it with your friends! Can you survive 5 minutes on level 5? How about obtain 120000 points?

Warranty

Wouldn't it be nice! Oh well!

