

EVOKE HAUPTMEISTER



THE VIDEO GAME
MANUAL

TSA



EVOKE HAUPTMEISTER

Designed and Programmed by
Suicide Rabbits, TSA // DevLab.nrw
PC version by JustEpyx, Skyrunner
Language spellchecking by JBTEX

created for the Evoke 2024 Demoparty

The gameplay is inspired by the arcade game
Paperboy by ATARI from 1985.



Evoke Hauptmeister
is published by
DevLab/TSA





Links and contact:

Download:

<https://suicide-rabbits.de/>

<https://justepyx.itch.io/>

Contact:

<https://devlab.nrw/>

<https://tsa-whq.net>

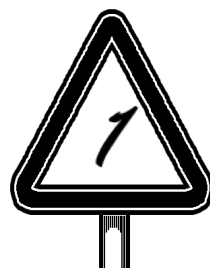
<https://2024.evoke.eu/>

Loading Evoke Hauptmeister:

Unzip the downloaded file to a place where ever you want. Double Click at Hauptmeister.exe to start the Game. Enjoy :D

Secret codes

There is no Code Card and you don't need one. This game is free for charge.
The levels don't return a code either.





The Game

This game had its theoretical beginnings in mid-May 2024 when Ami and Epyx were together in a livestream, watching a documentary about the german Anzeigen Hauptmeister. This documentary inspired some viewers of the livestream to the extent that the idea emerged to make a game out of it.



Viewer Snowman noticed the similarity to Paperboy, where instead of throwing newspapers at houses, the player throws ads at cars. This idea stuck with Epyx, who pondered it for a few more weeks. Eventually, he created a prototype that realized the basic game mechanics. This was relatively simple and quick to accomplish, which led to the idea of possibly expanding this prototype into an entry for the Evoke 2024 Interactive competition.

From that point on, things took off. Epyx started programming and pixeling like crazy, and Skyrunner supplied the game with several tracks of driving music. The goal was to create the look and feel of playing an old retro game on a console. Thus, the samples and music are inspired by many classic instruments from the good old days.

The Credits

Code and GFX by Epyx
Amazing Music by Skyrunner
Sound Effects by Epyx
Devlab Intro-Sound by Core

Made with Retro-love and fun





Control the Hauptmeister

In this game, you play as the Hauptmeister, the guy in conspicuous protective gear on a bicycle! You must steer him through the city streets, avoiding dangers that come his way or run out in front of his bike.

The Hauptmeister finds illegally parked cars very annoying, so he pulls out his phone and snaps a photo of them to report their owners. But it's not just about the illegally parked cars—there are plenty of other offenses the Hauptmeister must track. If you see a burglar at a house or car, make sure to report them too. Whenever you see something suspicious, it could be a crime.

But be careful! If you report correctly parked cars, you'll lose points at the end. So pay attention to the signs on the street.

Keyboard:

The Keys **W,A,S,D** to drive up, down, left or right
Alternatively, you can also use **UP, Down, Left or Right** Cursor Keys.

To take photos press key **1** or **2** to shoot left or right. Alternatively, if you are left-handed, you can press the **4** and **6** keys on the external numeric keypad

Joypod:

Left Stick to Control the Hauptmeister and Button **X** to fire left and Button **B** to fire right.





Game Menu

You can open the in-game menu at any time to pause the gameplay and take a break. This will also happen automatically if the game loses focus—meaning if you click on another window, the game will pause and wait for your return.

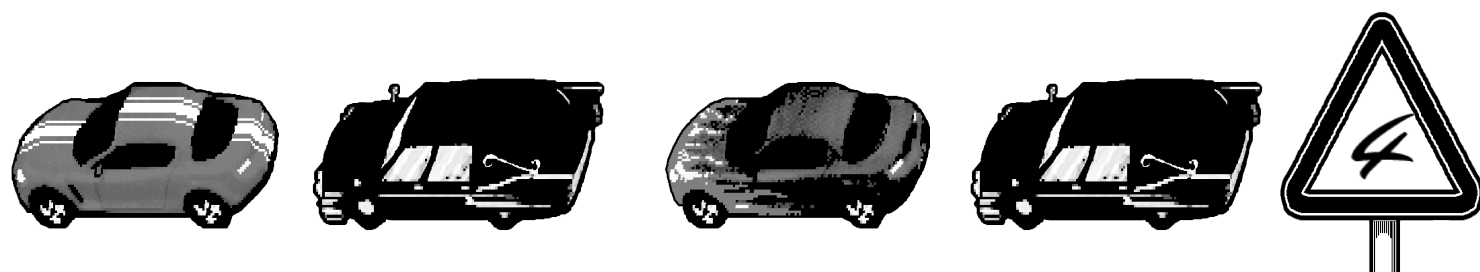
To open the menu, you can press the **ESCAPE** key or, if using a controller, press the **Start** button. Pressing the key or button again will close the menu.

Menu Points

Return to Game	- Simply Close the Menu.
Return to Menu	- Jump to the Attraction Screen.
Reset Scorelists	- Clears the Scorelists.
Ingame Life	- Set Life to 3, 4 or 5 Lives.
Toggle Fullscreen	- Switch Game to fullscreen.
Quit Game	- Quits the Game

To navigate through the menu, you can press **UP** or **DOWN** on the cursor keys, or simply move up or down with the joypad. To confirm a menu option, press the **Enter** key or the **A** button on the joypad.

The "Ingame Life" menu option is only enabled on the Attraction Screen. If you try to access this option during an active round, it will not be available.





The Streets

You can start the game at one of three difficulty levels. On the Level Selection screen, you can choose between "Easy Road", "Middle Street" or "Hard Way" to set the corresponding difficulty.

The three streets vary in length and the number of obstacles. Additionally, there are more illegally parked cars and more bonus items to report for extra points.

Each street ends right in front of the **AbenteuerHallenKALK**, the venue for the **Evoke Demoparty 2024**. At the end, your performance will be evaluated based on how many cars were correctly reported and how many were falsely reported. The Bonus points are also added to your score.

Another way to earn extra points is the "**Training Parcours**", which is located at the end of the street, just before the finish line.

The faster you complete the course, the more points you earn, which are then added to your score. Additionally, you can photograph targets in this course to gain even more points.

If you complete the street with only one life, report all illegally parked cars, and achieve all bonus reports, you will earn a "**PERFECT ROUND**" which adds even more points to your score.

Each street has a different score multiplier, so you'll earn more points the higher the difficulty level in the game.





The Scorelists

The highscore list is stored locally on your hard drive and is not saved online. When you achieve a new highscore, you can enter your name into this list.

A custom newspaper page will appear where you can enter your name, and pressing Enter will save your name to the list.

Each street has its own high score list with 9 entries. If you wish, you can reset these lists to their default state using the in-game menu.

To do check the "Game Menu" on Page 4

Thank you

We thank you for playing our game, and we send big kisses to our test players.
Without whom we couldn't have developed this game.

Many bugs were discovered, so a huge thank you to
Snowman, Skyrunner, and Core.





Devlab-TSA.ev

DevLab-TSA.e.V. operates a makerspace focused on open-source, recycling, sustainability, retro computing, networking, and digital art.

Our members share a keen interest in technology, science, and art. To support these interests, DevLab provides both physical and virtual infrastructure, enabling members and interested individuals to realize their projects.

The 60sqm space is equipped with various machine tools, workbenches, and tools. DevLab also boasts an LTEmax internet connection and a dedicated server infrastructure with its own NextCloud, TeamSpeak server, XMPP, IRC, and Webradio. Additionally, we maintain accounts on Hackaday, MIRO, YouTube, Twitter, Discord, and Instagram.

