

a "Brat's Journey"
A Rose Playing Game

**EVIL
HIVE**



GAME MANUAL

Brat's Journey: A Rose Playing Game

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a Brat's Journey

A Rose Playing Game

Thank you for purchasing this BRAT'S JOURNEY:
A ROSE PLAYING GAME cartridge from Evil Hive.
Please read this instruction manual carefully to
ensure proper handling of your game.

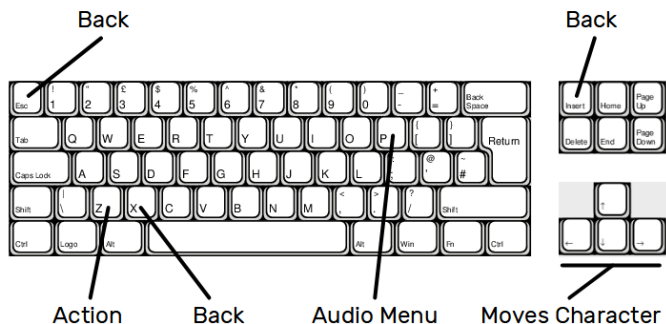
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Controlling the Game

The game can be played with the mouse (point-and-click) or by using the keyboard.



Summary of Commands

- Z** Perform an action or select a setting.
- X** Access the Settings Menu or go back one hierarchy level.
The Escape key and Insert key act like X.
- P** Access the Audio Manager.

Extra Functions

- F2** Show FPS/Lag.
- F4** Toggle Full Screen.
- F5** Return to Main Menu.

Menus

Main Menu

NEW GAME	Starts a new game.
CONTINUE	Continue a previously saved game.
OPTIONS	System options
GAME END	Closes the game window.

The system options are not very relevant for the game play. However, balancing background music and sound effects can be done here.

Game Menu

CHARACTERS (left side)

The two main characters of this game are Rose and Beepu, Rose's dearest honeybun pet. Their stats are made up by their brain power (Lv) and age (HP/MP).

ITEMS

With a sub-categorisation of Items and Collectibles. Items are objects you carry. You will pick up and use these items to complete several tasks and challenges. Collectibles are (rare) finds and achievements. Collect them all for an extra reward.

After clicking on the category button, you can hover over the items and collectibles for a description in the top rectangle. To go back, press X or click on the arrow in the top-right.

OPTIONS

System options. Mainly useful for balancing sound.

SAVE

Save your progress to one of four game files. Your game is also automatically saved to an Autosave file.

GAME END

Lets you return to the Title Screen (Main Menu).

AUDIO MANAGER

See the explanation below:

Audio Manager

This menu lets you choose the style of background music.

SOUNDBLASTER16

Based on the 1992 CT2940 sound chip with detailed FM-synthesis over 16 channels. This chip has been responsible for the iconic General MIDI sound on personal computers in the 1990s and 2000s.

FAMICOM

Based on the Nintendo home systems around 1990. Only a handful of basic wave channels and shapes are used (square, pulse, triangle, saw and noise). The SPCM channel is never used to make use of two extra basic wave channels.

LIVE BAR PIANIST

Played by a six foot pianist on a vintage upright piano built in 1908. It's as if the game is being accompanied by a piano player playing live in your gaming room.

???

A secret option that you can only unlock with a secret hidden collectible in the game.

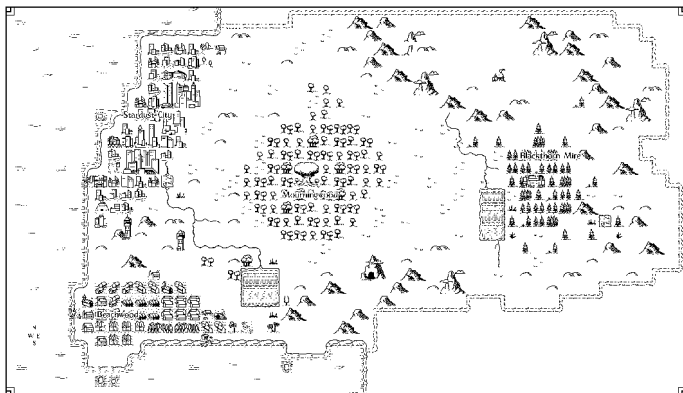
The Story

In the bustling metropolis of Stardust City, a teal-haired catsprout embarks on a journey. Join this bratty cat on her travels across all of Stardust Valley to various sites, seen in the many animated videos from Vchiban. Gather collectables and help your Vchiban friends all before your anniversary stream.

A Brat's Journey: A Rose Playing Game, stars the lovable and chatty rosedoodle, accompanied by her loving honeybun, Beepu. Travel to scenic locations like Shia's nightclub, Club Bun, Buffpup's Corpo office, and even the distant Vchiban cabin, where the Vchiban gang enjoys their holidays, and where Buffpup felt a bit... overwhelmed.

There are TONS of Vchiban and Vchiban friend references. Try and gather all the collectables, some which require gacha luck, fishing skill, and a sharp eye for details. Can you find them all?

Map



STARDUST CITY

Rose's Arcade, Club Bun and Buff's Corpo Office

BEACHWOOD

The Beach

MOURNINGWOOD

Stinky Hollow

BLACKTHORN MIRE

Candii's Lab

There are two more locations on the map that will be revealed during the game. Look out for new coloured blinking locations whenever you're back on the map.

Game Playthrough

This portion of the manual describes the storyline, meaning that you will be reading **major SPOILERS!** It is recommended to play the game without hints before looking for missed spots.

Estimated play time: 1½ to 3 hours.

1 Rose's Room

You are being woken up by Beepu, your honeybun pet who never leaves your side. He urges you to get up to help Shia, who seems to be in trouble. You need to help him save his cooking show stream.

Objectives: get dressed

2 Doodle Dash Arcade

Eight honeybuns are keeping themselves busy in the arcade hall. You can't get out because you can't find the keys to the front door.

Objectives: play a fishing game, find keys

3 Club Bun (Kitchen)

Shia needs your help baking a chocolate cake for his cooking stream. How the cake turns out depends on the ingredients you use.

Objectives: gather ingredients, use the ingredients for the proper cake batter

4 Club Bun (Main Floor)

You just need to traverse the dance floor to get to the exit. You can have some fun here, but you should be going to Pup Corp, remember?

Objectives: get outside

BONUS: Beachwood Beach

The Beach in the south has unlocked. This is just a bonus map where you can find some junk.

5 Buff's Corpo Lobby

A Receptionist Pup fills you in on how angry Buff is.

Objectives: take the elevator upstairs

6 Buff's Corpo Office

The Secretary Pup receives you and sends you straight to Buff's office. Buff explains that the pups have tried to copy cheese in the printer, rendering it useless. Your quest is to get rid of the cheese. By talking to the Boss Pup in the North-East corner, you meet the Mischief that offer to nibble away the cheese. They get you half-way, but a cheese dissolving potion is needed to get rid of the rest. You are sent to Boo the Rat to get the potion.

Side quest: by offering Joel the fish five fish from the arcade game, he'll hand you Buff's Cave Key.

Objectives: talk to Buff, get the Mischiefs to eat the cheese in the printer, say goodbye to Buffpup's

BONUS: Buff's Cave

If you have the keys for Buff's Cave, the location will be unlocked in the South.

7 Stinky Hollow

You take the Mischiefs to Stinky Hollow in Mourning Wood. Boo turns out not to be home, but at Candii's Lab to trade old potions for some ingredients.

You find Basil in a hole in the ground.

Objectives: find a spade in the Witch Hut to dig out Basil (save for later), head to Candii's Lab

8 Candii's Lab

Candii tried to cancel their portion of the game, but you can get in by using the doorbell. A Labchat greets you and walks away to inform Candii of your presence. You get impatient and get to the elevator to get down to the basement. After turning on the light, you find Candii, who drags you in a morally debatable quiz show in which you can win the anti-cheese potion Boo has traded with Candii.

Objectives: find the light switch in the basement, participate in a quiz, retrieve anti-cheese potion

9 Candii's Bedroom

Due to how the workhole works, you end up in Candii's bedroom. The key to the Cabin lies on the table for you to yoink. You can use the elevator to get down to the exit again. You will find Mellis outside.

Objectives: take the potion back to Pup Corp

BONUS: Cabin

A hidden collectible unlocking a special aspect in the game can be found here somewhere.

10 Buff's Corpo Office (reprise)

You take the elevator, in which a one-time tune is playing. When you get out, you walk to the printer to use the potion. Buff reminds you that you have to stream soon.

Objectives: fix the printer, get home for stream

BONUS: Doodle Dash Basement

In the basement of the Arcade you find five beans worshipping the six-foot Weeble statue and a tied-up friend. Lighting up the statue gives you a collectible.

11 Rose's Room (reprise)

You get to your computer to get ready for streaming. You get a DM from Buff about meeting at Beachwood.

12 The Beach (Final Scene)

You are welcomed at your 10-year stream anniversary surprise party. Eating your cake will end the game. If you want to save the game and continue discovering this world, be sure to save the game now.

Objectives: talk with everybody, have your cake and eat it too

Collectibles

There are 52 collectibles to get in the game. It's most fun to find these yourself so only use this list as a reference after you've played the game.

Completion

Collector

Gacha God

Finds

Haptic Feedback

Candii's Book

Tungsten Cube

Slug Nipple!

Stinker Stick

Basil's "Lemonade"

Numi's Concert Poster

Cassette Tape

Club Bun

Candii's Bedroom

Candii's Lab

Candii's Lobby

Stinky Hollow

Stinky Hollow

Buff's Lobby

Cabin

Fishing Game

Master Baiter, Noomba, Nemu, Flanta Ray

Gacha prizes

Banana Seal, Armadiroll, Cheesel, Fregg, Cinnabunny, Biscat, Strawbeary, Pupperoni, Neopurrilitan, Toucandy, Pandacake, Bun, Labchat, Pupperoni, Honeybun, Shiabun, AiCandii, Buffpup, rosedoodle

More Finds

Megaphone	Cabin
Vchiban "Spoons"	Buff's Cave
Porcelain Doll	Cabin
Gummy Wyrms	Cabin
Ross holding Giwi Figure	Buff's Cave
Piki Plushie	Doodle Dash Basement
Pudpud Plushie	Doodle Dash Basement
Broken Car Speakers	Beachwood Beach
IDF Poster	Candii's Bedroom
Star Sticker	Candii's Lab
Dorito Squeaky Toy	Stinky Hollow
Air Fryer	Club Bun Kitchen
Boshii Plushie	Club Bun
Dilk	Club Bun Kitchen
Muted CookieHana	Buff's Cave
Spoonler	Doodle Dash Basement
Old Newspaper	Club Bun
"Fireworks"	Rose's Bedroom
"Lawnmower"	Rose's Bedroom



Music tracks

The background music is used but never named. Every track has been recorded in four different styles. (See: *Audio Manager, page 7*)

This table provides a list of the original titles and their meaning with a short description of what inspired the respective song.

Be aware that reading the locations may spoil some undiscovered areas.

Location	Track name	Translation
Rose's bedroom	tandenfee	tooth fairy <i>Song is a variation on frikandelbroodje, but with sleepy vibes.</i>
The arcade	frikandelbroodje	Dutch sausage bun <i>Composer happened to be hungry at time of naming the track.</i>
The map	k(r)abbelbabbel	scratch-yap <i>Song based on the background tune on Twitch stream when Rose starts yapping. Name was a bastardisation on the song 'cabbo kebabo'. After a typo occurred, the extra 'r' stuck with half of the files and now the name is ambiguous.</i>
Club Bun	zuurkool	sauerkraut <i>'Zuur' meaning acid, relating to acid house.</i>
Pup Corp	neushoorn	rhinoceros <i>The Dutch word for rhino is nose-horn. Bigband track has a lot of horns in it.</i>
The Beach	zandinjenaad	sand in your crack <i>Composer happens to not like beach sand.</i>

Stinky Hollow diepinjegat deep in your hole
Yes, the Dutch name has the same connotation.

Candii's Lab injectie injection
Labchat getting injections in the lab. The tune is inspired by Chacarron Macarron.

Game Show vaarwelteef bye bitch
A little too literal of a translation from English to Dutch.

Buff's Cave ontwaakt waketh up
To the title of the pansexual nation's anthem.

The Cabin windhoos whirlwind
For the wind coming through the broken glass on the top floor.

The Basement aardlaag Earth layer
'Laag' also means low, relating to the low tones and the room being below ground level.

Let's Go Fishing dope -
The title is a tribute to Commander Keen's 'Dopefish' character.

Elevator elevator -
A reconstruction of Stardust Skate's main track.

Beach Party beepuinmyhead -
The Beepu In My Head is an original song from 2022, reconstructed for this game.

Credit Video - -
Due to time crunch, this theme was never named.

(unused) goeverig -
Not a real word, as more a bastardisation of goofy, then Dutchified.

The Anomaly

This portion of the manual describes a post-game easter egg. Do not read before completing the game! If you struggle getting all the achievements, you can go to *page 10: Gameplay* and *page 14: Collectibles*.

In order to unlock the very secret achievement, you need all 5 keys (Buff's, Rose's, Shia's, Candii's, and the Cabin key) and you need to rescue Spri from the basement. Once you do that, head to the Cabin on the second floor. You will see what looks like a glitched sprite next to the boxes. Interact with this to unlock the secret map. The most Eastern tree on the big map, next to a small lake, will have started glitching. Enter the area and walk North. You will find Techycutie, Momotexx, Papamutt, Curry Paws, and finally two mysterious persons on an island in a glitchy world.

The Panthem

The only background track with lyrics during the game is the Romanian anthem but with new lyrics about the 'Pan Nation'. The lyrics are (roughly):

*We love all People
Men and women, young and old
And ev'ry thing in-between
The Pansexual people praise the Pansexual people*

*No discrimination in love, personality above all
No discrimination of body, we will sing out loud*

Website

You can find our game catalogue on our website. Visit www.evilhive.com to find our other Evil™ games.

Staff

Tarasta	Executive Producer
Ai	Producer
Steveio19	Producer
Nitzehl	Developer
A.B.	Developer
BoxFullOfBees	Infrastructure Developer, Additional Voice Work
AngelicPaws	Writer, Additional Voice Work
CaerwynMontale	Writer, Minutes Keeper, Reaction Art
Candy Dagger	Portrait Artist, Character Sprite Animator
Mellisbaker	Main Asset Graphics, Asset Animation, Video, Additional Voice Work
Mugget	Title Screen Artist
Funky Swunk	Music
Grant Kirkhope	Title Screen Music
Fartholomew Q. Weiner	Legal Counsel
Buffpup	Voice Work
AiCandii	Voice Work
ShiaBun	Voice Work
rosedoodle	Voice Work (unknowingly)
SemiSpri	Voice Work
BasilWoof	Voice Work
Boo the Rat	Voice Work
Victor	Additional Voice Work