

# The Girl Who Kicked a Rabbit





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## INTRODUCTION

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Hi! Thanks for playing **The Girl Who Kicked a Rabbit**, and for reading this little guide.

This is a so-called strategy/puzzle game, where you and the computer-controlled characters take turns to beat the shit out of each other using strange and magical powers and eldritch doodads.

You can play it leisurely, constantly pressing attack, exploding the cute bunnies and see them drop all sorts of knick-knacks you won't use anyway, or you can go deep. Real deep.

Whatever you do, play it with the sound on. The music is gooooooooood.

This guide is meant as an anachronistic curiosity, but we realise playing the game can be a tad foreign, so you might actually find some useful information as well.

## STORY

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Have you heard of **Folding**? It used to be real difficult, but recently it got a lot easier. You can fold all kinds of weird stuff, like little snowstorms, or getting stuff to fly around in your room.

People say “You fold?” and then you reply “I dabble,” so now, they call them **Dabblers**.

It’s a good thing so many people fold now, because every night the city fills up with these rabbits that just destroy everything. It’s become sort of a sport or lifestyle to go around town at night, fighting rabbits, drawing a crowd to cheer you on.

The rabbits come out of these weird puddles, and some clever **Dabbler** figured out you can stop them with Folding. You have to make a special lantern, fill it up with this golden goo, and then shine it on the puddles. The puddles and all the rabbits in the area go splat, and the crowd goes wild.

Lumi has been folding for a while now. Fortunately so, because the sun’s not even down, and she’s already surrounded by big bad bunnies. Not to worry: she crushes a porous red rock in her hand, and it feels like she could do the same to all the rabbits. The first one is ripped apart as she folds a field around her foot and kicks it across the field. This isn’t ideal. Dust particles of painful crimson and azure covers her, and the danger is immediately apparent to Lumi. Each blow from now on will hurt like crazy. Next target. No? Oh no. She’d already encased another rabbit in ice, and she’s outta juice for a little while. Lumi’s hesitation is seized upon and the long-eared freaks are all over her. She won’t have to block for long now. Almost there. Second oh no. She just dropped the lantern. Third oh no. It looks bent, and has started to flicker irregularly. There’s no time for a fourth. Everything goes white. Then black...

## CONTROLS

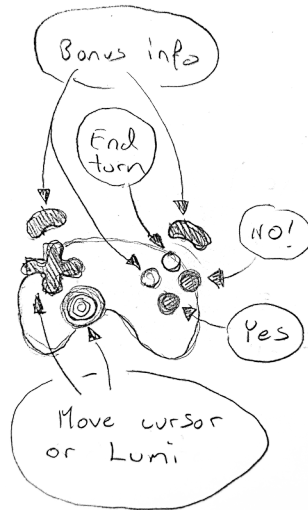
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You can play with your keyboard or a controller. Look at the picture to see which buttons to use on a controller (it's most of them).

### *Keyboard controls*

The **Z** key is the **Okay**-button. It goes deeper in the menus, starts conversations, selects your actions, and confirms choices. The **X** key is the **Back**-button, used to back out of menus, unselect actions, or decline prompts.

You navigate Lumi on the world maps using either the **arrow keys** or the **W, A, S, D** keys. The same controls are used in battles to move the yellow selection arrow.



The **ESC** key is the **Menu**-button. It brings up a menu in the battles, to let you quit levels or change sound and graphics settings. The **C** button is the **End turn**-button. You use the **TAB** key to show additional info in battles.

**PRO-TIP:** You can hold the **Okay**-button to speed up conversations, and press the **Menu**-button to skip conversations entirely. Be careful if you care about the story.

## MAIN MENU

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### *Continue...*

You might not be able to see this button yet, but if you've played a little bit, press **Continue...** to return to the world map where you left off.



### *New Game*

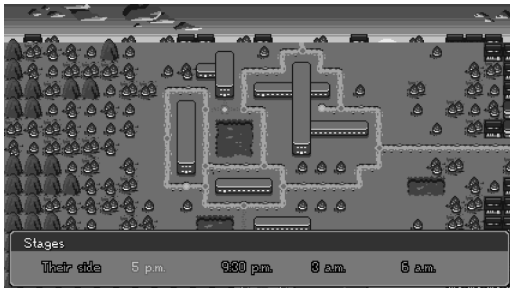
To start a completely new game, select **New Game**. When you do this, you'll get a warning that your current progress will be deleted. If you've already been playing for a while, give this some thought.

### *Stages*

Selecting this allows you to start from any of the world maps you've unlocked so far in the game. Selecting one of these, you'll be prompted with the same warning as **New Game**. You can press the **Back**-button to return to the main menu.

### *Options etc.*

This sub-menu presents you with additional sub-menu choices, such as the **Graphics** and **Sound** menu. Are you pretty good at reading Danish? Well, give it a try through the **Language** menu. The game might actually be funnier.



There's also the **Extras** menu where you'll be able to watch and rewatch critical and optional story scenes. Come back to learn more about the rabbit world later on.

Finally, you can press the **Reset** to completely wipe any progress you made, like unlockable scenes in the **Extras** menu, or unlocked stages.

*Exit*

What, you don't wanna play anymore?





## EXPLORING

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If you pressed **Continue...**, **New Game** or selected one of the stages, you might see a little story scene.

Afterwards, you'll be able to control a little chibi-version of Lumi on a world map. These maps represent the part of the story you're in now.

The first part takes place inside the rabbits' world. Navigating Lumi, you'll see she snaps to spots on the map.

Some of these might contain something to experience. Maybe it's a conversation with a friendly rabbit, or maybe it's a prompt to start a battle. Pressing **Okay** will start the event.

Some events might have an image of a padlock above it. This means the event isn't yet available, until you've completed some other tasks, like fighting a certain amount of battles.



**PRO-TIP:** Some events might not be so obvious.

## FIGHTING

NOW, we're getting to the meaty part. Like on the world map, you are controlling Lumi, but now she is normal-sized.

- **Level goal**
- **An enemy (Mother)**

- **Lumi (You)**

- **Your moves**



Lumi has a number and a bar below her. This is her health. Every time an enemy attacks Lumi, this number drops, and if it hits zero, you'll have to redo the level.

At the bottom of the screen you'll see an arrow pointing to one of the boxes with icons in them.

These are your moves: magical powers and mystical items. Pressing the **Okay**-button here will have various effects, depending on what you choose.

### *Attacking*

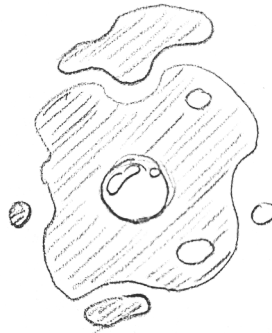
Pressing **Okay** above the move named **Attack** will hide the menu, and move the arrow to one of the rabbits.

Now you can select a target.  
Pressing **Okay** again prompts  
Lumi to attack!

You can't kick forever though!  
**Attack** only has two charges, be-  
fore it needs to recharge. The  
charges are the little rectangles  
above the icon.

If that's not enough, using **At-  
tack** requires and consumes a  
**Nox**.

*Nox & Catalysts*



Nox

Let's look at **Nox**. It's that weird  
blob thing with a tiny number  
above it. It is a so-called **Catalyst**. You can only have a limited number  
of **Catalysts**!

Enemies you kill drop **Cata-  
lysts**, but you also get three **Nox**  
at the start of every turn. Like all  
**Catalysts**, you can only hold  
five at once.



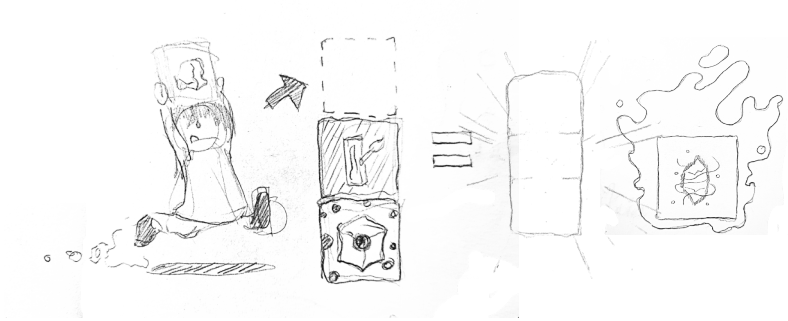
*Shielding*

Catalysts are useable items as well. If you press **Okay** while the arrow is  
above **Nox**, it'll ask you if you want to consume it to gain one shield  
point.

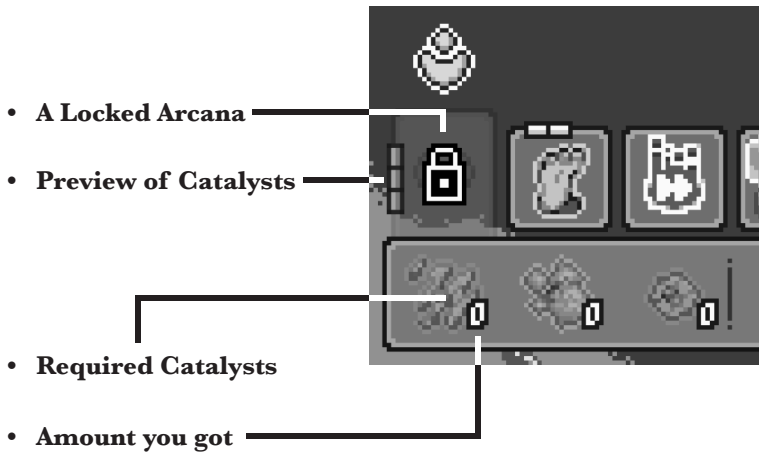
Shield points can be used to negate some damage from an attack, though  
if the attack is strong enough, it won't prevent you from taking damage  
completely.

## *Folding*

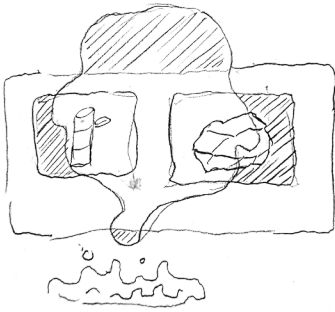
**Catalysts** have one more use: They are also resources for **Folding**.



If there's a padlock icon on the move, it's a **Lock** and you can **Fold** it by getting the three **Catalysts** in the lower-left corner of the screen. This of course consumes the **Catalysts** too.



### *Info*



Before you tell the rabbits it's their turn, try holding down the **Info**-button. You'll see the cost of every **Lock**, the names of every rabbit, what they are holding, what ability they plan to use, and how much health they have left.

You'll even see what the next wave of rabbits are holding. This is very, very useful, even though it might seem a

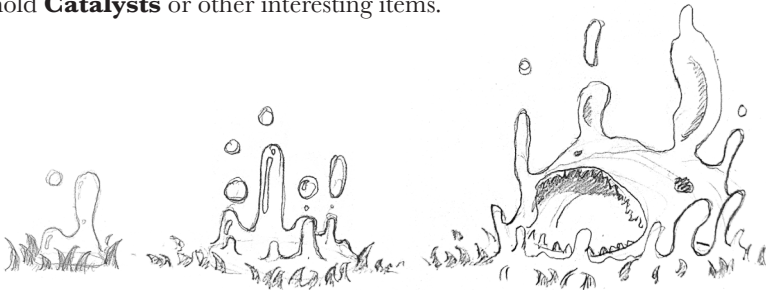
little overwhelming at first.

### *End turn*

Now you're ready to let the long-eared buggers have some fun. If you press the **End turn**-button twice, the remaining bunnies will initiate their plans, **from left to right**.

### *Null Pyres*

Before the game hands the reins back to you, the bubbly puddles (**Null Pyres**) on the ground will spawn new rabbits. These new rabbits will hold **Catalysts** or other interesting items.



If there are no rabbits left on the field, three new ones will spawn. If one is present, two will spawn, and otherwise, only one rabbit will spawn, to a maximum of five rabbits.

### *Blocked Null Pyres*

If a rabbit is already standing above one of the big **Null Pyres**, the spawning will be **blocked**, resulting in massive damage to the existing rabbit, likely killing it.



After the spawning attempt, the game will let you control Lumi's actions again.

### *Winning*

You've gone back and forth with the rabbits. You keep killing them, they keep coming back. It's pretty chill, but you can't help thinking "Uhm... how do I win?" Well, lemme tell you: Look in the top-right corner, friend.

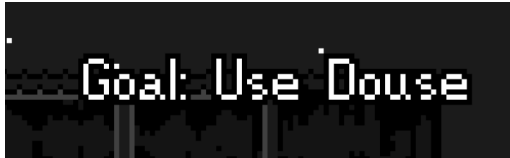
That's right! What you needed to do was on the screen all along. Maybe you need to gather a bunch of **Catalysts**, or maybe you need to use a certain spell.



If the top-right corner is just a huge health bar, you've come to a boss fight, and you need to murder the biggest, meanest bunny you've ever met in your life.

### *Douse*

This is a special win-condition. Lumi carries a magical lantern that lets her close the **Null Pyres**, by using **Douse**.



To use it, she needs three **Gods' Wine**.

**Gods' Wine** aren't **Catalysts** though. They are special items that can be bought or synthesized. And yes, occasionally the rabbits drop them as well.

## SAVING

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Oh that just sorta happens.

I'm kidding! Your game is saved every time you move between spots on the world maps, and after every fight.

There is only one “save file”, but honestly, it's a short game, and you can choose to restart whichever chapter you so choose.



## MOVES

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Each fight Lumi will get a set of moves to use. Sometimes she'll have various locked or unlocked special moves.

Completing certain tasks lets her keep **Locks** for other levels. That means Lumi will always have that **Lock** available at the start of a fight.

Moves are divided into the permanent **Arcana**, **specials**, **consumables**, and the **Catalysts**.

### *Arcana*

#### Attack

Channels pure magical energy into your preferred limb for destruction. 2 damage, critical hits gives double damage. Cost 1 **Nox**, has 2 charges.



#### Frost

Lets you freeze an enemy for 2 turns. **Frozen** enemies take triple damage. Also **cancels volatile**-state. Costs 1 **Nox**, has 1 charge.



#### Volatile

Makes a rabbit **volatile**. Volatile enemies explode when they die, damaging everyone. It also unfreezes **Frozen** enemies. Costs 3 **Nox**.



#### Ferment

A little shop in your pocket. Lets you create a **Catalyst**. When you open it you get a random selection of **Catalysts** to create, or perhaps even a **Gods' Wine**. Creation takes two turns, but can be sped up with extra **Nox**. If you don't like the selection, you can pay a **Nox** to redraw. Costs 1 **Nox**.



#### Refill

Lets you use a little blood magic for an extra **Shared Charge** that can be used with any move. Costs 4 health.





### Collapse

Be careful with this one. Obliterates an enemy, including whatever they were holding, and hurts Lumi as well. Costs 1 **Nox**, has 1 charge.



### Advance

Immediately activate the next **Null Pyre** where you desire. Can be used as a weapon, or allows you to avoid a **Catalyst** you want from being blocked. Costs 3 **Nox**.

## *Consumables*



### Agony Glass

Just the worst. If you have it, you receive 2x damage, and even getting rid of it hurts 4 damage. If you're holding more than 1, the one you try to get rid of will also double in damage! Shielding can negate some of it, though.



### Prophecy Prism

Wildcard **Catalyst**, for when you just can't get the right **Catalyst**! Used it by itself adds a new **shared charge**.



### Baneboon

Randomly get a good thing, like a **Vita**, or even a **Gods' Wine**. Be careful though! It could be an **Agony Glass**...

### Vita

Everyone's favourite: heals you and gives 2 **Shared Charges**. There's really no downside.



### Rage

Gives **Fury**: Do double damage for 1 turn. Strength isn't everything, but it'll make a tough situation a lot easier when used strategically.

### Chrono

Sometimes you just need more **Nox**. **Chrono** gives you 3! You might feel like you have enough, but you can never have enough **Nox**. Though you can't have more than 5.

### *Specials*

#### Synthesize

One of the three primary ways to get **Gods' Wine**. The necessary **Catalysts** change with each usage. Costs 3 random **Catalysts**.



#### Douse

Damages all enemies, and often wins the entire level. Breaks the **Astral** state. What's that? Shut up, that's what. Costs 3 **Gods' Wine**.



#### Gods' Wine

Heals 10 health and is the primary fuel for **Douse**. Rumours say it turns into **Agony Glass** over time.



### *Catalysts*

#### Nox

The most versatile of the **Catalysts**. You get three every turn. Using it gives 1 shield point. It powers many of the Arcana, including shopping when using **Ferment**.



#### Bark

Gives 2 shield points at once. It's not too special, but not everything has to be.



#### Coal

A little grenade that hurts everyone. Watch out for rabbits using **Counter**.



#### Aurum

Get 1 shield and heals you a bit. Good in a pinch!



#### Chutney

Get 1 shield and removes 1 **Agony Glass**! This is the only pain-free way to rid yourself of **Agony Glass**, so keep an eye out for it.





Sugar

Poisons you, but gives you a random **Vita**, **Rage**, or **Chrono. Poison** means 1 damage at the start of every turn! Blockable with shield.



Bamboo

Removes **Poison** and gives 1 shield!

## CREATURES

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Whatever these rabbit demon beasts are, wherever they came from is besides the point. They are sick, freak, beasts, and in the previous section you got your arsenal for stomping the ever loving stuffing out of them. Now let's learn a bit about them.

### *Normal Rabbits*

#### Newt

This fella is your bread and butter, if your bread and butter had razor-sharp teeth and constantly changing mood. It goes from harmful to painful and back to harmful. Luckily it won't require more than a couple of kicks to subdue.



#### Cosmewt

The **Cosmewt** exists to protect injured **Mothers**. Until then it'll simply wait. If you interrupt its vigilance it'll hit you right back.

#### Amoeba

These gals are absolutely worthless. At worst they are in the way.

#### Mother

**Mother**'s a big boy. She'll make **Cosmewts** or pound you. Though she isn't quite stable when getting ready to pounce. She'll go nuts if you interrupt her while trying to reproduce.



#### Shield

Every time a **Shield** appears, each creature gets a shield. Killing might mitigate this, but **Shields** always come bearing gifts, so maybe give it some thought before you erase it from the battlefield.

#### Solar

Whatever **Gods' Wine** really is, if **Newts** drink enough of it, they'll eventually become **Solars**. Stronger, more resilient, with a penchant for bitch-slapping.

### Matriarch

Hopefully you won't see these chaperones too often. Take them down fast, or you'll probably not live to tell the tale. Rumours say they don't answer to any **Deep One**, but something less forgiving.



### Chief

Not too much of a warrior this one, it prefers to work slowly, **poisoning** you as soon as it sees the opportunity.

### Bubble

Planting a powerful aegis on another rabbit could be a source of frustration, but when it simultaneously gives you the detonator, you have to ask yourself who's side the **Bubble** is really on. Activating the detonator costs three random **Catalysts**.



### *Deep Ones*

From the ramblings of rabbits during previous assaults, we can infer there are seven Deep Ones. They style themselves kings, and their influence on the rabbits seems to be what drives the critters to run amok in our world. Rarely seen, and terrifying to describe, expect to encounter no more than one of these nightmare bunnies tonight. These are the ones we know about.

### The Ogre

This one we know, as he often takes direct control of his forces, and his defeats are what has taught us that we cannot simply destroy a Deep One just once.

### The Fortress

We've heard of its existence. That is all.

### The Girl

Yet to be seen, its alignment is still unknown. Rabbits from the other clans speak of her in a whisper.

### *Religion*

It is not known if rabbits are theological in nature, but the words *zyhl hraeth silisi* are often spoken in either reverence, or perhaps apprehension.

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