

Concept: Shear Mania!

Survive the sheep-ocalypse and make some good sweaters!

Introduction

Shear Mania! is a casual shoot-'em-up game in which the player, being Farmer Ted, has to survive the assault of a swarm of rabid sheep, shearing them before being caught. The wool dropped this way, if picked up, will be used to satisfy the demands of the old grandmas of the village, who occasionally will show up at the side of the fence asking for different-coloured wool for their dresses. The aim of the player is to fulfill a certain amount of these demands before the end of the time, with increasing difficulty as the levels increase.

Description

Each level, shown in an isometric view, is set in a big yard surrounded by a fence, in which Ted is able to walk everywhere, except for certain spots covered by scenic objects (drinking troughs, sheaves). Sheep randomly appear outside the fence and jump inside, while starting to run towards Ted. If a sheep reaches Ted, the two start to fight behind a dust cover, and the level is lost. However, Ted is equipped with a strange tool that shoots shears; whenever a sheep is hit, she is incapacitated and soon disappears. Each sheep can be eliminated by a single shot, but some of them (the ones with a tattoo) will require more shears. When a sheep is defeated, she drops a piece of wool of her color; the player can touch and collect them.

Each sheep is white at the time she jumps over the fence. To get different colors, the player has to be chased beyond puddles of dropped paint: sheep that collide with a puddle will get its color, and, when defeated, will drop same-coloured wool.

Grandmas' demands randomly vary in color and quantity, but will surely increase as the levels increase as well. Each level has a fixed amount of time and a fixed number of minimum demands to fulfill, but these data may vary according to different difficulty profiles.

The game has a cartoonish, funny and exaggerated atmosphere.

Key features

- Randomness: scenic objects, as well as the fence shape, is randomly calculated for each level. Also, grandmas' demands vary within limits, making the game more unpredictable.
- Colors scale with difficulty: according to the level number and the difficulty profile, it is possible to require more or less wool colors.
- Replayability: the player may replay each single level to increase the amount of fulfilled requests.

Genre

Shoot-'em-up, puzzle

Platforms

PC