

# LoCaA Contest #11: **Perfect Possession** Incident

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**Deadline: February 19th, 2018 - 23:55 EST**

Late entries will not be accepted.

It was just after the Occult incident...a new power called Perfect Possession sprung up in Gensokyo. You know what that means: it's time to fight with it!

## **RULES:**

- You must use two characters as your bosses, however they must swap between one another; meaning that both bosses can not be on-screen at the same time.*
  - It is recommended but not necessary that the bosses' attacks interact with each other. Take for example Jo'on's second story spell card in AoCF; Jo'on creates a bunch of money bullets, and Shion sucks them up.
  - If a character has a familiar of some kind (Yukari with Ran/Chen for instance) or something similar (i.e. Sumireko's doppelgangers), this does not violate the two bosses at a time rule. They are associated with the character that summoned them.
- Characters are restricted to official Touhou characters who appeared in games, however Jo'on and Shion Yorigami can not be used as bosses. (Sorry Blue Mokou, you'll get your chance someday)
- Minimum script length: 4 patterns**
- Maximum script length: 12 patterns**
- No stage segments nor midbosses (what kind of fighting game has stage portions anyway). Using a Stage script is fine.
- You may use at maximum 1 timeout/survival pattern.**
- If there is/are any optional pattern(s) provided with the script (such as a Last Spell a la Imperishable Night) it will not be scored. If you are to use a Last Word like in the fighters, it must be incorporated into the main boss fight to be scored.
- You may use any game engine, not just Danmakufu (in fact I encourage it!). Keep in mind that if you are not using Danmakufu, you will have to check with the judges prior to the deadline to ensure that your engine works properly. If your engine/script has a major game-breaking error, it will not be scored (this goes for Danmakufu too!)

9. You may work with a partner if you wish, but no more than a team of two (it would be blasphemous to not allow this in this contest)
10. **Being a part of Land of Codes and Apertures is *absolutely not required* for this contest. Join if you feel like joining!**
11. Have fun! Please don't skip school to join a silly contest

### **JUDGING CRITERIA:**

- Creativity will be the primary focus of this contest, followed closely by fun factor and adequate challenge. Make the best use of the Perfect Possession as you can!
- Aesthetic appeal will be a factor, albeit less than listed above. Good but visually boring patterns will always beat terrible danmaku with flashy effects.
- Remember that quality beats quantity; patterns with a lack of effort will show on your score, whether the rest of your patterns are great or not. If you don't have a lot of ideas, it doesn't hurt to make your script short but sweet.
- As stated previously, any game-breaking errors will result in immediate disqualification...always be sure to playtest your script before you send it!
  - Submitting an entry early has its advantages. Judges can not provide creative feedback until the deadline for fairness, but if there is an easily avoidable error or something that will result in not getting judged, we will let you know.

### **RESOURCES FOR BEGINNERS:**

#### **Danmakufu**

- [Danmakufu Wiki](#)
- Helepolis's video tutorials ([0.12m tutorials](#)) ([ph3 tutorials](#))
- [Sparen's ph3 tutorials](#)

#### **GameMaker:Studio**

- [John Keen's Shmup Tutorials](#) (limited but useful information)

### **JUDGES:**

- **Wish**
- **CreepyNinja**
- **Trickysticks**

Thanks to AJS for the Google Doc format and Sparen for resources

# Collect money

The Classic Perfect Possession Game



AGES 7 and Up

