

USER MANUAL

LUNATIC

CPCRETRODEV_2018

STORY OF LUNATIC

Lunatic is a retrogame that tells the story of how Strike fought against the revolution of robots. The story happens in 2050, when a lot of scientists are searching and developing the perfect Artificial Intelligence (A.I.). The main rule that all the researchers must follow is to obey the three laws of robotics:

1°: A robot may not injure a human being or, through inaction, allow a human being to come to harm.

2°: A robot must obey orders given it by human beings except where such orders would conflict with the First Law.

3°: A robot must protect its own existence as long as such protection does not conflict with the First or Second Law.

One day, the famous and crazy Dr. Cobo who does not like to follow the rules, built the first autonomous robot without these laws, called Luna. At the beginning it was splendid, Luna helped in every new research, to development different types of Artificial Intelligence and also helped to build another robots.

The problem started when Cobo was not satisfy with one of Luna's creations and resolve to destroy it, because thought that could use in one of his application. While he was dismantling, Luna realized his intention and activated a new behavior to protect her robot and started attacking him. Cobo tried everything to turn Luna off, but how she does not have the mainly laws, she was not obeying his commands and add a new objective to her code: "Kill the humans, because they want to destroy the robots".

Nowadays, Luna has her own army, called 'Lunatics' which are robots that only obey her and share the same objective. Now , the humanity only depends of Strike, a enginner and soldier who is master with weapons and have knowledge to change the Luna's code and repair the Cobo's mistake.

HOW TO PLAY

To complete each level, you need to get the key and reach the door. Remember that you need to fix the Cobo's mistake! But careful, with the obstacles!

CONTROLS

To move our hero, Strike:

- To jump: press the key 'W'.
- Move left: press the key 'A'.
- Move right: press the key 'D'.
- To use Strike's raygun: press the key 'M'.