

NUKE BUG

Amstrad CPC Game | User Manual

Alakran Studio



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History

After many years of storing uranium in the nuclear cemetery, a strange behavior was detected in the subsurface. That's why a reconnaissance team was sent and reported the presence of a nest of highly aggressive mutant insects.

You are a special agent. Your mission is to clean the nuclear cemetery of all insects and collect as many uranium samples as possible to continue the research on the mutation of the insects.

Listen carefully to the major to get clues about what awaits you further below.

The mission begins. Do your best to stay alive.

The game

Levels

The game has 21 levels. You have to beat all the enemies in order to move to the next level.

There are also items that appear to increase the score and restore the player's health

There are 2 types of special levels:

- Bonus: They are found every 5 levels, they have medkits and gems, your shooting speed is upgraded in each of them.
- Boss: The final level of the game.

GUI

In the interface, there are 3 important pieces of information:

- Health points: the number displayed at the top left of the screen, besides the heart, the heart will deplete according to your current HP.
- Floor: displayed in the center at the top, as you're descending, the number decreases

- Score: The number at the top-right corner



Ranking

If you manage to beat all the levels a victory screen appears where you can write your name.

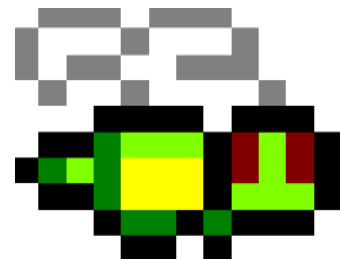
Depending on your score, you might appear in the ranking of the top 5 best players

(you can see an image in the gesture section)

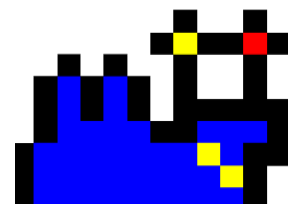
Enemies

In the game there are different types of enemies that appear as you descend the floors. Each one stranger than the previous one.

Moscardon: This flying mutant insect moves in the vertical axis of the room.



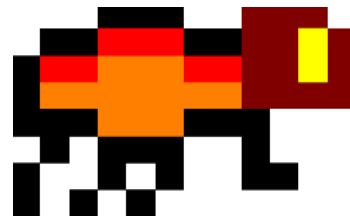
Babulona: This slimy creature moves from side to side. Be careful where you look because its movements are mesmerizing.



Gamma Beetle: The Gamma Beetle always walks along the same path and never stops.



Radybug: Don't be fooled by the flashy colors of this creature and its harmless appearance. These beasts are attracted by the color yellow, so run or they'll devour you.



Radbat: The bats that inhabited the caves near the nuclear cemetery have had their perception altered by the radiation fields and now they fly recklessly bouncing on the walls.



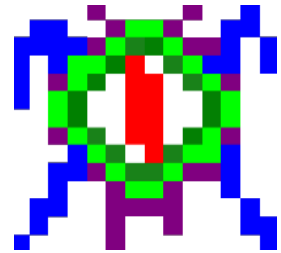
Umole: Sound waves bother these mammals, causing them to come out of hiding to silence the disturbances by throwing rocks to the origin of the sound. It's a shame that the life support system is so noisy.



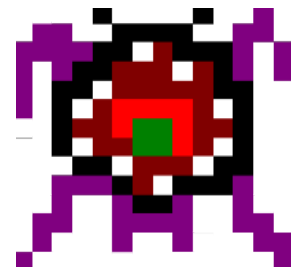
The Alakran: This arachnid has reached the peak of evolution thanks to the radioactive waste from the underground and has developed the ability to shoot its venom at high speed.



Peeker: It sees you thanks to its big eye and will try to take you down with shots and charges. Its very resilient



Breeder: It has consumed the DNA of some of the creatures living underground, gaining the ability to spawn them. It will try to avoid direct combat as much as possible while launching projectiles and spawning creatures.



Items



Uranium: Uranium appears in some floors and is dropped by some enemies, get it as quick as possible as it disintegrates within seconds, it's a good source of points.



Medkit: There are no doctors down there, thank god someone left medkits in some floors and inside some enemies, if you take them down you are free to take them.

Controls

You can play with keyboard:

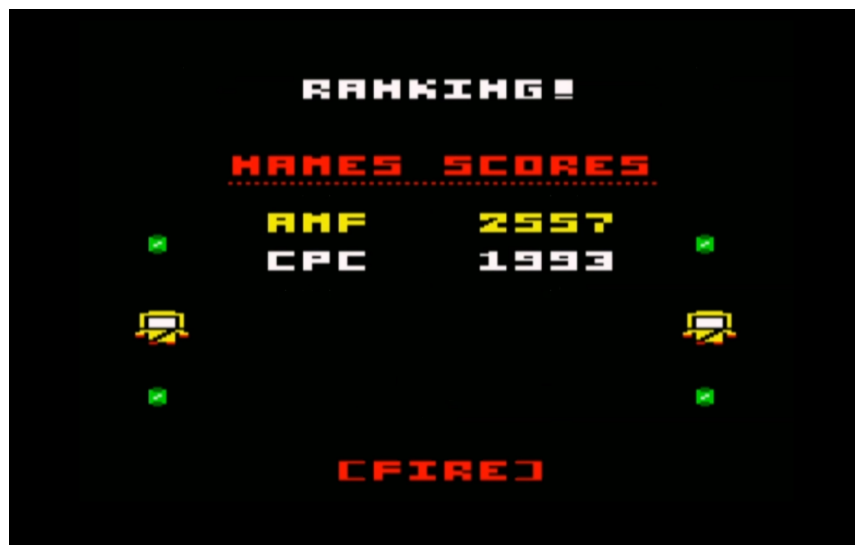
- O: move **left**
- P: move **right**.
- Q: move **up**.
- A: move **down**.
- Space: **shoot**.

Or you can play with a **joystick**.

Play as you prefer, but **always have fun**.

Gestures

When you win or lose you will see that someone has played before you. His name is CPC and he scored 1993 points. This is the gesture to the commercial farewell of the Amstrad CPC.



Besides defeating all enemies, you have to collect as much uranium as possible .The reference lies in the uranium, as its sprite is that of the gem from the game Super Cauldron/ TITUS.



Authors

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