

incube **B** GAMES

DMG-805E-USA

INSTRUCTION BOOKLET



This game was developed with passion by an independent developer. It was thoroughly tested and approved by our team at Incube8 Games to ensure it meets or exceeds our standards of quality.

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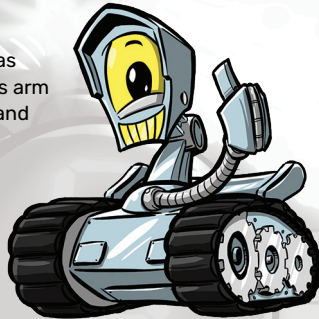
STORY

In a world not too unlike our own, Deef watches the sun and ponders his purpose. He and many other robots were created with a specific role. But as decades passed, the 'bots have forgotten their original function. In their new found freedom, they each developed their own personalities.

Deef was happy, but wondered if maybe there was more to life than this. As if in answer, something drops from the sky and lands in the sand in front of him. Deef rolls closer to investigate. Somewhere inside him he recalls: **IT'S A BOMB!** It has been many years since Deef has seen something like this. He freezes in fear. Yet, his arm reaches out instinctively. Deef slowly moves his hand closer as the timer ticks down.

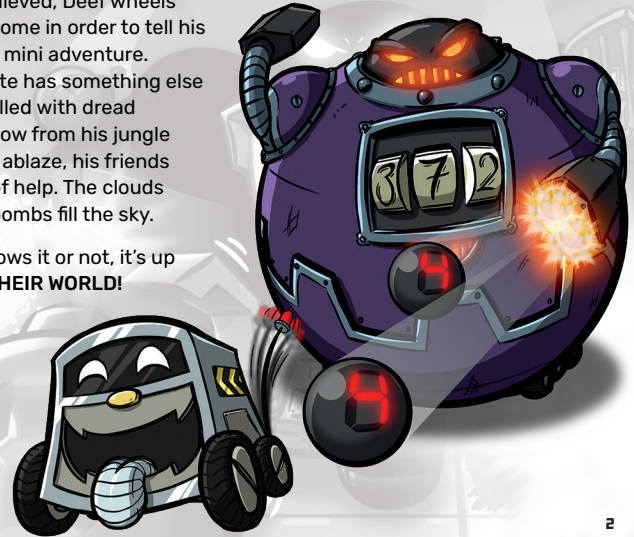
5... 4... 3... 2...

...and with a clank, Deef crushes the fuse between his fingers, and the bomb is defused!



Energized and relieved, Deef wheels around to head home in order to tell his friends about his mini adventure. Unfortunately, fate has something else in mind. Deef is filled with dread seeing smoke billow from his jungle home. With trees ablaze, his friends are in dire need of help. The clouds darken as more bombs fill the sky.

Whether Deef knows it or not, it's up to him to **SAVE THEIR WORLD!**



HOW TO PLAY

You control Deef, a bomb disposal robot.

Deef must defuse bombs to collect their energy, which will fill up his battery. When it is completely charged, he will move on to the next level.

The game is turn-based. So, while bombs and other hazards are counting down, they only count down when you make a move.

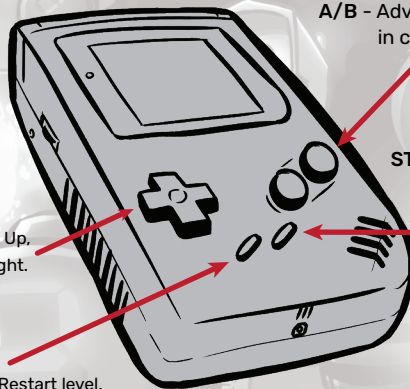
The higher the number on a defused bomb, the more energy Deef collects.

WATCH OUT - If the counter reaches zero, **THEY WILL EXPLODE!**

**EXPLOSIONS.
ARE.
BAD!**



CONTROLS



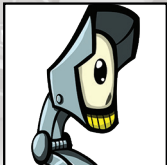
A/B - Advance Dialogue in cut-scenes.

START - Start Game. Pause Game. Skip cut-scene.

DPAD - Move around. Up, Down, Left, Right.

SELECT - Restart level.

CHARACTERS

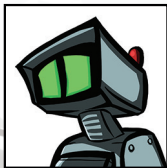


D33-F [Deef]

A bomb disposal robot. A curious and thoughtful 'bot, who has developed a nervous disposition. This may be due to his current isolated lifestyle, or could be a long forgotten instinct from a lifetime of MANY bombs exploding around him. Who knows?

B33-P [Beep]

A friendly, helpful 'bot whose original purpose was an international tour guide. BEEP is a communications expert. If you need advice, she's the one to go to, as she was built with a comprehensive database and knows everything about the world around her.



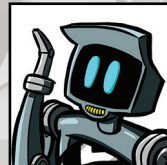
PUP-33 [Puppy]

Well, if he's not the cutest cube! Who's a good 'bot? WHO'S A GOOD 'BOT?! YOU are! PUP-33 is a disposal unit. But he's the GOODDEST disposal unit, isn't he? He's loyal, easily distracted, and ever-so-easily excited. Most likely to put anything and everything in his mouth.

CHARACTERS

W33-LZ [Wheelz]

Wheelz is a hard working welder-bot that loves to zoom around doing his job. Selfless and energetic, this team player always wants to keep fellow 'bots happy, even if that's just by doing donuts between jobs.



DU-571 [Dusty]

Over the years, pretty much every robot has developed a more "human" personality, but Dusty chose not to. Maybe they find it hard to deal with human emotions and the complexity of identity. Maybe they just like their monotonous robot voice and comfortable simplicity. Either way, Dusty is a cleanup unit, and likes to keep it that way.

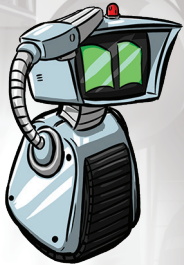


BBB [Unknown]

Watch out for this guy. He's Big. He's Bad. He's the BOSS.

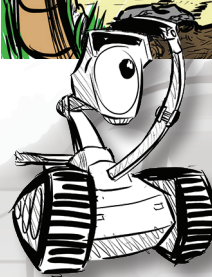


GAMEPLAY TIPS



- Don't rush. Bombs **ONLY** count down when you move
- You don't need to get **ALL** of the bombs
- Each move consumes energy, plan ahead
- **WATCH OUT FOR OTHER HAZARDS TOO!**

ART



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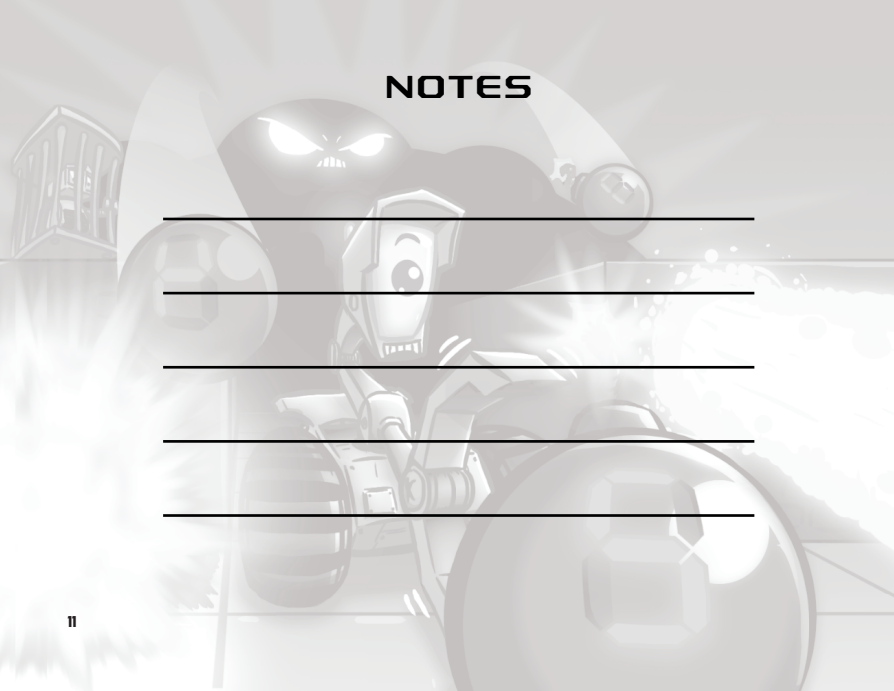
& Lucan Monks

SPECIAL THANKS

Aravelle, Robin Williams, Glen Monks, Dick Dolby, Toxa, Zal0, bbbbr, Nick Faro, Bex Trista, Ashens, Fluffyudders. Everyone that has supported development along the way, and YOU!



THANKS FOR PLAYING!



NOTES

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