

INSTRUCTION MANUAL



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*“I sliced many stupid things today.
It was well worth the effort.”*
- Jean Ishikawa

Thank you for selecting the **8-Bit Hero Trainer™** game software for your Nintendo Entertainment System®. Psych Software is a proud provider of quality gaming and entertainment media for the modern home. If you enjoy this product, you may also have interest in titles like **HexS™** or **Nesglovphone™** for your NES, or **Sky Dragon Story™** for your HTML5 “web” capable personal computing device.

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Enemies



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What is in a name? This restless spirit was, in its day, a foundational and largely uncredited contributor to the advancement of 8-bit technomancy. It has recently reappeared from beyond the electron gate, furnishing knowledge to those it deems worthy.



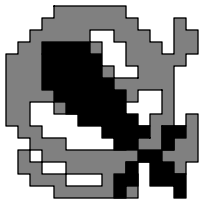
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The great and legendary lost master of 8-bit, capable of achieving the most powerful impact from the simplest of resources. Do not let its appearance fool you! This final boss arose from its own humble beginnings to become a greater hero in its own right than many will ever be!

Enemies

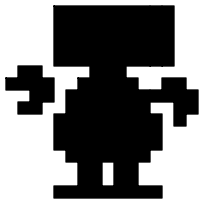
Final Fearsome Foursome

You will encounter many mid-level enemies not mentioned here, but these last few have a reputation which precedes them. Be warned!



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A powerful enchanted weapon said to have been forged for a legendary purveyor of 8-bit equipment. Lower-level imitations abound, but the original is said to have “Clark|Aldine-School” engraved on the intersection of its hilt. If you see that location before you die, you are fortunate indeed.



?????? ?????

While it may appear simplistic, this mechanical creature is an established master of technology; a core of gold, buried in a sack of flour. Its methods have been known to draw criticism, but nobody contests their efficacy. Once, in the distant past, some 8-bit initiates even aspired to learn from it...

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- 1) Your Game Pak is like a puppy. Do not store it in places that are very hot or cold. Never hit or drop it. Do not take it apart.
- 2) Do not touch the Game Pak edge connectors. Do not get them wet or dirty. Do not lick them. They do not taste good, and furthermore, doing so may damage the Game Pak and/or the Control Deck.
- 3) Do not clean or firebreathe with benzene, paint thinner, or other such solvents. Prefer alcohol.
- 4) Store your Game Pak in a protective sleeve when not in use. Printable DIY sleeve PDFs may occasionally be available from PsychSoftware.org.
- 5) Always check the Game Pak edge connectors for foreign material before inserting the Game Pak into the Control Deck. Any material not originating in the USA should be declared before passing through customs. Import tariffs may apply.

Introduction

"Thou hast encountered'st a Green Slime. Verily, it ist in thy way and dost not appear inclined to move. What dost thou?"

"Thou hast hit the Green Slime with thy Sword of Iron. Thy mighty blow hast accomplished the dealing of 1 point(s) of life damage to the Green Slime! Thou hast slain the Green Slime! Thou hast received 1 piece of gold from the Green Slime! What dost thou with thy reward?", etc.

The vast majority of reference material available to an aspiring 8-bit adventurer has to date been exceedingly boring and academic, dealing primarily with lists of textbook decisions and their immediate consequences. In other notable cases, all the intricacies of combat have been abstracted down to the repeated pressing of a single button. It is clearly time for a change. The 8-Bit Hero Trainer is that change.

The 8-Bit Hero Trainer is not a typical "role playing" preparation exercise. Instead, it utilizes the latest in 8-bit technology to present the world's first first-person interactive 8-bit combat and fitness training simulator for home use. Your time has come! Don't just *play* the 8-bit hero: *be* the 8-bit hero!

Enemies



Magic Mouse

A gerbil with a stick who claims to know a few spells. Not a big threat, although it does have a few more HP than Goopey, and will occasionally swing at your head.

Recommended stats: Lv 5, HP 4, Atk 7, Agi 5



Fangs

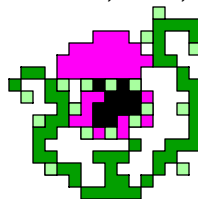
A crazed giant bat. You'll need some Agility to make it past this flying pest, and its teeth definitely leave a mark. If there's a silver lining to this encounter, it's that Fangs has low HP and should go down quickly.

Recommended stats: Lv 7, HP 4, Atk 8, Agi 6



Ugly Big Bug

As its name suggests. Unremarkable, but still a pain.



Carniflower

Giant thorny man-eating plant. Not very fast, but has a nasty bite!

Enemies

Enemies

At the end of the Interstitial Results screen, you can choose your next Enemy challenger with the + Directional button and confirm your selection with the Start button. Each time you are Victorious over one enemy, another is added to the available list (although it will be displayed as “????” until you have actually met it in combat!).

The 8-Bit Hero Trainer is programmed with over a dozen Enemy simulations taken from a wide range of 8-bit environments. A brief guide for the first few fights follows:

Basic Baddies



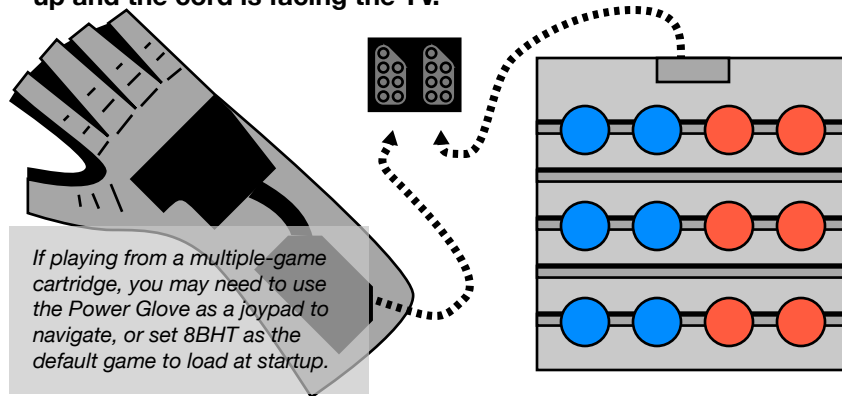
Goopie

The rite of passage for any would-be adventurer. This simple slime can't even jump, has a weak attack, and barely awards any Enemy Exp. Your best course of action is probably to use this fight to build up Active Exp instead...

Setup

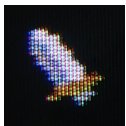
The 8-Bit Hero Trainer utilizes the Nintendo Power Pad™ and the Mattel Power Glove™, both sold separately. Without these peripherals, play is impossible.

- **Plug the Power Glove into controller port 1 (left) of your NES deck.**
- **Plug the Power Pad into controller port 2 (right) of your NES deck.**
 - > **The Power Pad should be turned so Side B (numbers) is facing up and the cord is facing the TV.**



If playing from a multiple-game cartridge, you may need to use the Power Glove as a joystick to navigate, or set 8BHT as the default game to load at startup.

Starting Play



Before going any further, press Start on the Power Glove and look for the Sword icon somewhere on the screen. The Sword icon should follow the horizontal and vertical position of the Power Glove, and rotate as you turn your wrist.

If the Sword icon does not appear, or does not respond, check your controller connections and power the NES deck off and back on. Do not change controllers with the NES deck powered on!

Be sure you can move the Sword icon comfortably to all corners of the screen. You may need to move closer to or further from the TV, or press the Center button to recalibrate. See the Power Glove documentation for further details.



At the title screen (after pressing Start once), use the + Direction Button to select a game mode. Press Start to begin play.

- **Time:** Player and Enemy turns alternate.
- **Exciting:** Turns proceed at random.
- **CHAOS!:** Player and Enemy actions occur simultaneously with no turns or delays.

Interstitial Results: Levels and Advancement

Str

Strength (Str) is a measure of how hard you hit the Enemy with each attack. For every 1 point increase in Str, you deal an average of 1/4 point more damage when an attack succeeds. This may not seem like very much, but keep in mind that you start the game with 4 Str, by 8 Str you'll need half as many successful attacks to defeat the Enemy, and by 12 Str you've cut the number of times you need to swing your sword by two thirds!

Agi

Agility (Agi) is a measure of your reflexes. Higher Agi means that you'll be able to react to the Enemy's action further in advance, and will have a larger opportunity to land attacks of your own. Specifically, each 1 point increase in Agi increases the duration of the Hazard Indicator by 1/4 second and increases the Target window for attacks by half a second. The increase in the Target window also makes it easier to score Critical Hits for more damage. You start with 4 Agi, but Enemies get faster the further you go, so you'll always need to keep this Stat topped off!

3. Player Vital Statistics & Level

Your player Level represents your total increase in strength attained through combat. Whenever your total accrued Exp equals or exceeds your Level, that many Exp are deducted and your Level increases by 1: a Level Up. At each Level Up, you have the option to increase one of three Vital Statistics (Stats). Choose a Stat with the + Directional button and confirm your selection with the A button or Start button.

HP

Hit Points (HP) are your life force. Every time you fail to avoid an Enemy attack in combat, you lose HP, and when your HP depletes to 0, you lose the battle. Increase your HP at Level Up and you will be able to take more damage, giving you a greater chance to survive. You begin the game with 4HP, and every time it is increased, it goes up by a little over 25%. You'll need to increase this Stat to survive even a single hit from more advanced Enemies!

Goopey Appears! Ready?

Pressing Start on the title screen will send you straight into your first battle. You should make it a priority to learn and understand the Combat screen elements!

1. **The Enemy!** Make it dead to proceed.
2. **Target Mark.** Attack this point ASAP.
3. **Timing Mark.** Complete your attack before these converge on the Target Mark.
4. **Hazard Indicator.** Move away from this side or you'll get hit!
5. **Sword.** Swing this across the Enemy.
6. **Hit Point (HP) Gauge.** When it reads 000, you're defeated.



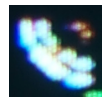
Combat: Attacks

Combat is an art form. You can't just flail at random and expect the enemy to fall over dead!



To know where and when to attack, watch for the Target Mark. The Target Mark will appear in one corner of the Enemy at a time. When it does, swing your Sword across the enemy from that side. Each target location may be hit with 3 types of slash- horizontal, vertical, or diagonal.

Be sure to start your swing on the same side as the Target Mark, and follow through all the way to the far side of the screen with the Sword blade facing the Target Mark (as if you're drawing the blade across the Enemy).



You must complete your attack before the Timing Marks converge. On a successful hit, the screen will flash and a number will briefly appear indicating damage dealt.

If the screen flashes green, you've scored a Critical Hit! Critical Hits deal double damage. They occur at random, but your chances increase the more time remains in the attack window (before the Timing Marks converge), so always attack as quickly as possible!

Interstitial Results: Experience

1. Battle Result

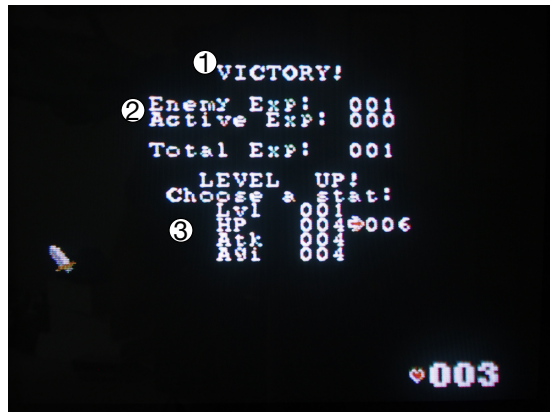
Simply put, what happened during the previous fight. Depleting the Enemy's Hit Points yields a VICTORY, while losing all your own Hit Points yields a DEFEAT. Achieve a VICTORY over the final enemy in the game for the ultimate result: **TRAINING ALL CLEAR.**

2. Experience

Experience (Exp) is your primary reward for completing fights. It comes in two flavors:

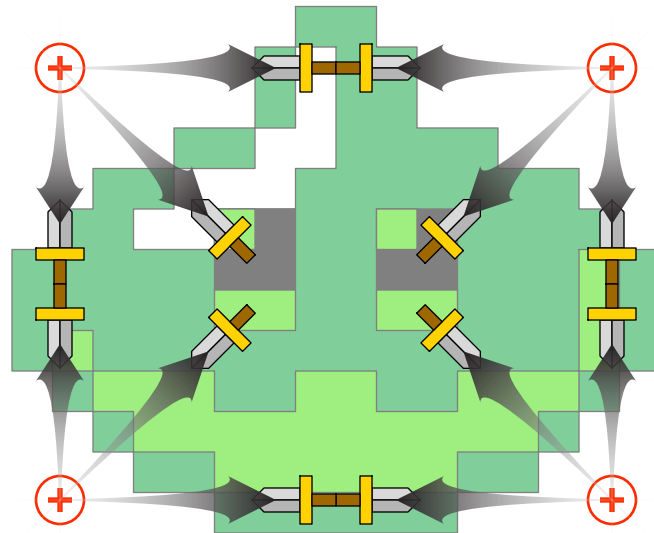
- **Enemy Exp:** Achieve Victory over each Enemy to earn a set number of Enemy Exp points. The more advanced the Enemy, the more Enemy Exp is awarded. If a combat ends in Defeat, no Enemy Exp is gained.
- **Active Exp:** Active Exp is accrued by movement during combat and represents strength gained through exercise. 1 Active Exp point is awarded whenever you change position on the Power Pad a certain number of times. A maximum of 15 Active Exp may be earned each combat. You can still earn Active Exp from a Defeat, but you will only gain half as many as you would have from a Victory.

Interstitial Results



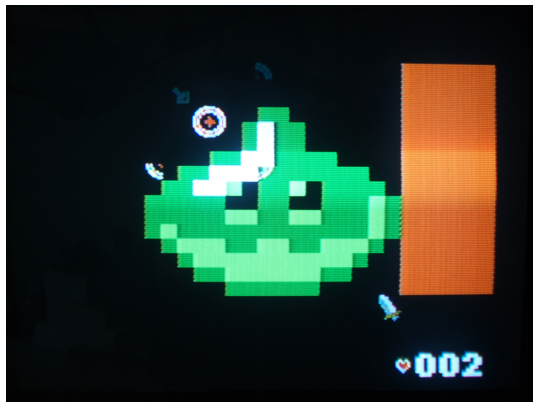
Whether combat ends in Victory or Defeat, you will be taken to the Interstitial Results screen when it's all over. Here, you can see a summary of your progress and status.

Combat: Attacks



Combat: Hazards & Evasion

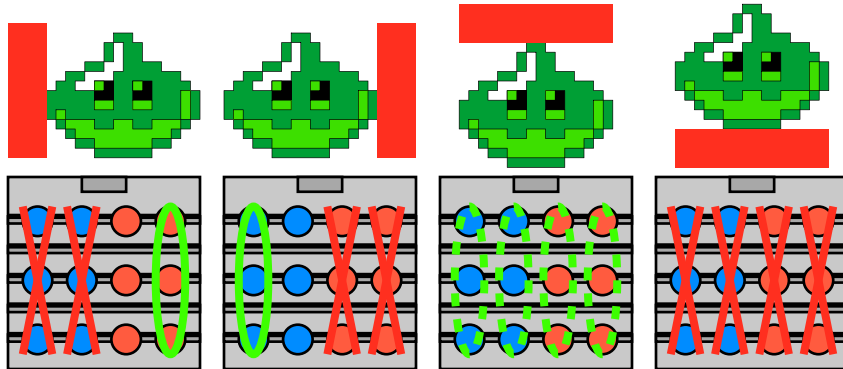
The best defense is a good offense, but unless you're an established epic hero, you're unlikely to strike anything down before it can even try to fight back. Instead, you must learn to read your enemy's actions and stay one step ahead. Each time you fail to do so, you lose Hit Points!



When the Enemy is ready to attack, a red Hazard Indicator box will usually begin blinking a short time before the Enemy actually begins moving. This is your cue! Get out of the way of the attack by moving the required direction on the Power Pad. Consider the Power Pad to be divided into 4 columns.

** Careful! If your Agility is too low, the Hazard Indicator may not appear!*

Combat: Hazards & Evasion



Evade a left attack by moving to the right column and avoiding the left 2.

Evade a right attack by moving to the left column and avoiding the right 2.

Evade a jump attack by crouching to press ANY 3 or more columns (2 feet, 1 hand).

Evade a sweep attack by jumping.
** Jump as soon as you see the indicator!*