

HOW TO PLAY:

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HI, AND WELCOME TO
RENEGADE: PLAN B, THERE ARE
A FEW THINGS TO NOTE WHEN YOU START.

**PLAN B
RENEGADE**

START
INSTRUCTIONS
LOAD SAVE
EXIT

2

THE START MENU HAS A LOAD SAVE OPTION,
THAT WILL SAVE A FILE TO YOUR COMPUTER
AND ALLOW YOU TO RE-LOAD IN CASE YOU GET
DISCONNECTED.

**START
INSTRUCTIONS
LOAD SAVE
EXIT**

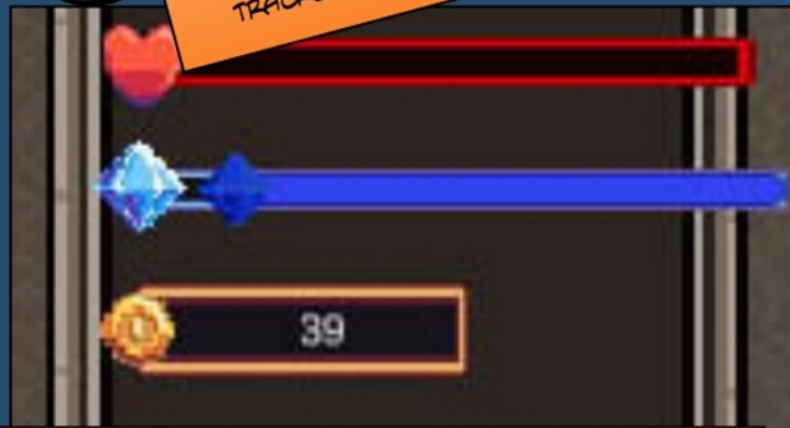
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PRESSING START WILL TAKE YOU TO
THE OVERWORLD SCREEN. THIS IS WHERE
YOU CAN COLLECT ITEMS AND
INTERACT WITH THE GAME WORLD.



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THE OVERWORLD HUD IS MADE UP OF 3 BARS
A RED LIFE METER, BLUE EXPERIENCE
TRACKER AND YELLOW COIN COUNTER.



NOTE

THE LIFE METER CAN ONLY BE CHANGED IN BATTLE.

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PSY: 0



ENEMY
HP: 6/10

CHARGING! ADAM
RECOVERED ALL THEIR
PSYPOINTS!

ATTACK

MUTATIONS

ITEMS

HEAL

ELECTRIFY

FREEZE

LIFE STEAL

WEAPONS ARE
AUTOMATICALLY
EQUIPPED WHEN PICKED
UP ON THE
OVERWORLD.

PSY POWERS LIKE HEAL,
ALLOW THE PLAYER TO
RECOVER SOME HIT
POINTS LOST IN BATTLE.
THE CHARGE COMMAND
CAN BE COMBINED WITH
A MUTATION TO DEAL
EXTRA DAMAGE OR
RECOVER EXTRA LIFE
POINTS.

THE ATTACK BUTTON WILL ATTACK THE ENEMY WITH THE MOST RECENT WEAPON YOUR CHARACTER HAS PICKED UP. THE CHARGE UP COMMAND WILL POSSIBLY HELP YOU REGAIN PSY POINTS BUT BE WARNED, IT CAN BACK FIRE AND REDUCE YOUR POINTS TO ZERO.

THE ITEMS BUTTON ALLOWS YOU TO USE SOME OF THE ITEMS YOU HAVE PURCHASED OR FOUND ALONG THE WAY. WHILE THE MUTATIONS BUTTON GIVES YOU ACCESS TO A SET OF ATTACK ACTIONS WHICH CAN BE COMBINED TO DO INCREASED DAMAGE. EACH ENEMY RESPONDS DIFFERENTLY TO A MUTATION. SOME MUTATIONS MAY NOT EVEN CAUSE THE TURN TO END, IT IS UP TO YOU TO FIND THE BEST COMBINATIONS.

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ADAM

HP: 25/25

PSY: 15

HP ARE YOUR HIT POINTS OR LIFE POINTS. ONCE THEY REACH ZERO, THE PLAYER DIES AND THE GAME IS OVER.

PSY IS THE AMOUNT OF POINTS YOU HAVE TO USE MUTATIONS. EACH MUTATION CONSUMES A DIFFERENT POINT VALUE. MUTATION ATTACKS STACK, AND GETTING THE RIGHT COMBO CAN DOUBLE THE DAMAGE OR CAUSE AN ADVERSE REACTION DEPENDING ON THE ENEMIES STRENGTHS AND WEAKNESSES.

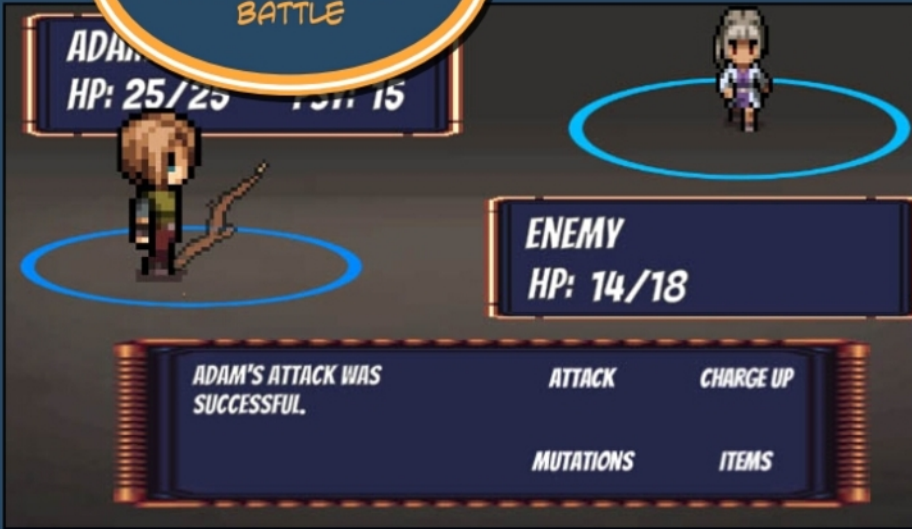
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DURING YOUR ADVENTURE YOU MAY ENCOUNTER ATMS OR VENDING MACHINES WHERE YOU CAN SPEND YOUR COINS. THESE ITEMS ALLOW YOU TO RECOVER YOU LIFE OR PSY POINTS DURING BATTLE.

YOU CAN ONLY USE ITEMS DURING BATTLE

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WHEN YOU ENCOUNTER ENEMIES ON YOUR TRAVELS, YOU WILL BE TAKEN TO THE BATTLE SCREEN WHERE YOU CAN CLICK ON THE VARIOUS OPTIONS WITH YOUR MOUSE. THE BATTLE SCREEN IS MADE UP OF 3 HUDS. ONE THAT TRACKS THE CHARACTER'S HIT POINTS AND REMAINING PSY. ONE FOR THE ENEMY THAT DISPLAYS THEIR HITPOINTS AND ONE THAT DISPLAYS STATUS UPDATES AND BATTLE CHOICES.

GAME ITEMS



ITEMS THAT CAN BE USED IN BATTLE.



ITEMS TO ENHANCE ATTACK AND DEFENSE.



ITEMS THAT CAN ADD EXPERIENCE TO YOUR LEVEL METER.



COINS THAT YOU CAN USE TO BUY THINGS.



GEMS THAT CAN GIVE YOU A HP BOOST.



ITEMS THAT CAN OPEN DOORS OR REVEAL HIDDEN PASSAGE WAYS.

VARIOUS ITEMS EXIST ON THE OVERWORLD MAP THAT CAN ENHANCE YOUR BATTLE STATS, REPLENISH LIFE OR ADD EXPERIENCE POINTS. MAKE SURE YOU EXPLORE EACH LEVEL TO FIND THEM ALL.

IF YOU WOULD LIKE TO SEE MORE CONTENT FOR THIS SERIES, E-MAIL ME AT MIKEMITTER@PROTONMAIL.COM

THIS GAME IS DEDICATED TO MY LITTLE BROTHER, ADAM, WHO PASSED AWAY ON NOVEMBER 21ST, 2020.

SPECIAL THANKS TO CARLOS, PONZE, REUBEN AND PIN.

DOCUMENT MADE WITH COMIC LIFE 3.