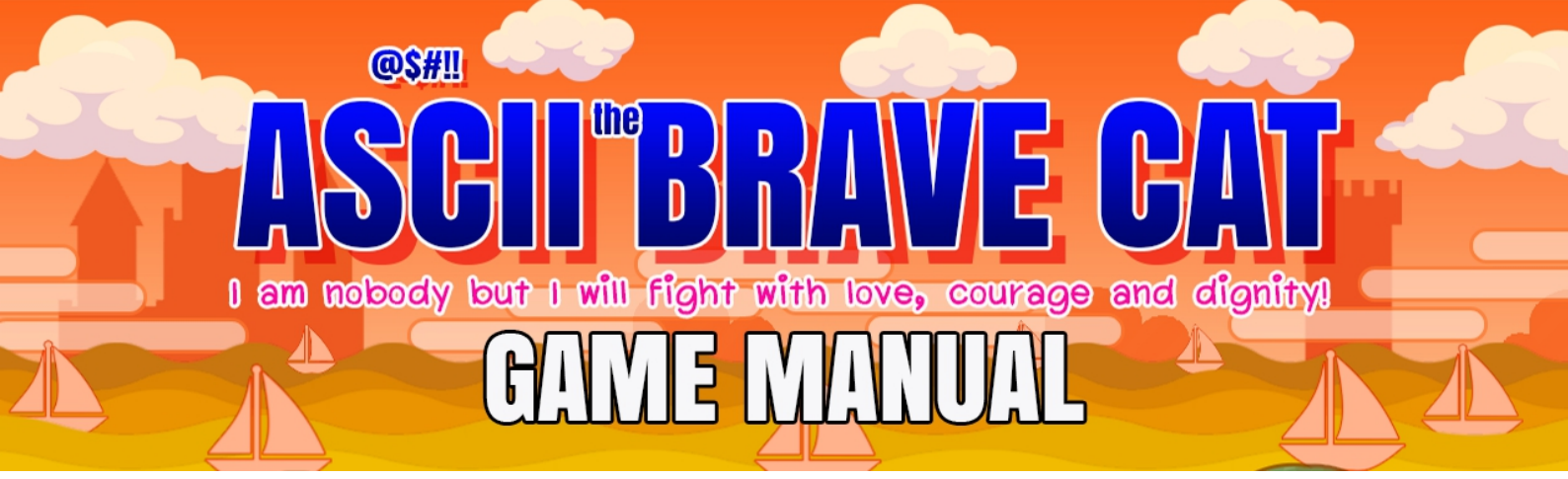



# Ascii the Brave Cat Instruction Manual (PC version)

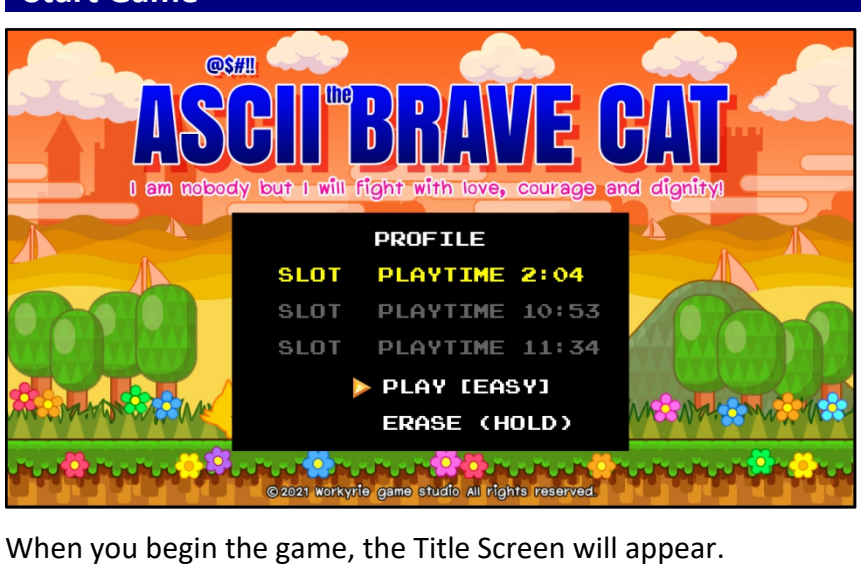
Welcome to the Ascii the Brave Cat instruction Manual :)
Here you will find the basic information on how to play this game.



## The story so far…

“The Great Eight have taken over the land.
Makes a big change.
A little cat in the poison gas box didn't wait for its fate.
But they will set it with their own hands.
Ascii then gathered courage combined with a smile.
And then set off!”

## Start Game




When you begin the game, the Title Screen will appear. Choosing ‘START GAME’ will display a menu where you can select a new game, or continue a game you started before from one of three save files. You can also select the game’s difficulty here.
**Easy mode**: for the casual player, infinite life, less monster, easy.
**Hard mode**: for players who want the feeling of a retro game.
**Explore mode**: for practice and explore the stage. You will be invincible and have infinite life but can’t progress the game.
**Note: The game's progress will be saved automatically anytime you return to the World Map Screen.**

## Option

You can adjust the controller, video mode, sound volume, or change the language of the game here.

## Video Mode




You can select between window, full screen, or borderless window mode here.
**Remember that you need to restart the game after set VDO mode to make the change take effect.**

## Controller Config




After choosing ‘Config’ the game will let you press your controller’s button (or keyboard) to set the button to each game’s

functional. You just have to press the button you want for each function until it ends. Then select ‘Save’ to save your configuration.
This game supports most of the controllers on the market for example Play Station, XBOX, generic USB controllers, etc.

## Controls (default)



| | PS | XB | Keyboard |
|---|---|---|---|
| Run | Control Pad or Left Stick | Control Pad or Left Stick | Left, Right, Up, Down |
| Jump | Cross | A | Space |
| Voice bullet | Square | X | Z |
| Bump (in air) | Down or L2 | Down or LT | Down |
| Weapon | Up + Square or Triangle | Up + X or Y | X |
| Change weapon | L, R or Right Stick | LB, RB or Right Stick | A, S |
| Assis item on-off | Share | Back | P |
| Interact with object | Up | Up | Up |
| Pause game | Option | Start | W |
| Confirm | Circle | A | Enter |
| Cancel | Cross | B | Q |
| Close game app | - | - | Esc |

## World Map Screen




Move Ascii over a square panel on the map and press the confirm button to visit that area.
The red panel is the stage that Ascii needs to fight through.
After beating that stage the panel color change from red to pink.
The blue panel is the shop, mini-game, or NPC.
Sometimes, a path is blocked by a locked emblem or enemy.
The lower-right corner of the screen will show how many treasure boxes remain in that stage.

## Stage Screen




### GUI Black Bar

Top of the stage screen is the black bar GUI, retro style.
This GUI display this information (from left to right).

### Ascii’s HP

Ascii loses health when colliding with an enemy or hazard.
Your maximum health can be increased by the Max Heart item hidden in the game.

### Life

Ascii has 3 lives at the beginning of the game.
When losing all life, players will return to the world map and lose all progress of the stage they just played.
But you will not lose any gems or items you had found.
Your maximum life can be increased by the Max Life item hidden in the game.

### Gem

Your current amount of money. The gem is used to buy everything.
Try to destroy every face block to get a lot of gems.

### Assist Item

These items will automatically activate when Ascii is in trouble (ex rescue you from pitfall). You can buy them from the first shop and can turn them on-off when you want.

### Weapon and MP

The player will begin the game without any weapon.
They are hidden in the treasure box all over the game.
The weapon cost MP (Milk Point) to use,
and each of them costs a different amount.
Your maximum MP can be increased by the Max MP item hidden in the game.

### Slot coin

There are several slot machines on every stage.
Players have to find a slot coin from the red face block to play the slot machine.
It will give a big reward item set to players such as full hp-mp recovery or extra life.
Note that the slot coin will be reset to zero after the end of the stage.

### Candy
You can find candy from face block or buy it from the shop.
Candy is required to play a mini-game, which will give you a lot of gems if you win.

### Boss's HP
The HP meter of this stage's boss.

## Pause Screen




Use the Pause Screen to change weapon, use item,
or exit to world map. When on the Stage Screen,
press Start to open and close the Pause Screen.

### Weapon
Here you can switch weapons and see their MP cost.

### Item
Here you can check various types of your items.
Some are for healing (repair field, first aid).
Some will grant a special ability to Ascii (various types of the hat).
Some will allow you to go back to the world map (exit door).

## Item

| | | | |
|---|---|---|---|
| | Restore Hp | | Restore full Hp |
| | Restore Mp | | Restore full Mp |
| | Add 1 life | | Restore full Hp and Mp |
| | Increase maximum Hp | | Restore Hp when standing inside |
| | Increase maximum Mp | | Restore Mp when standing inside |
| | Increase maximum life | | Restore Hp, Mp when standing inside |
| | A coin for slot machine | | Increase weapon instance. |
| | Ticket for mini-game | | Increase defense power. |
| | Increase voice bullet distance | | Milk may refill more Mp. |
| | Increase weapon instance | | Increase gem value when pickup gems. |
| | Random restore Hp, Mp, life | | Increase attack power. |
| | Exit stage without losing gems | | Get Hp back when attacking the enemy. |

## Game Tips

### Face block (1)
Ascii can destroy face block to get various items such as gem,
Hp, Mp, Key to open the chest, and hidden power-up item.
There are 4 types of face block.

- Yellow is a normal face block.
  It is a solid object that Ascii can stand on it.
- White is face block that didn't collide with Ascii.
- Red is a face block that contains slot machine coin.
- Green is a face block that can be destroyed by voice bullet only.

### Face block (2)
When the player destroys the face block of each stage enough,
it will drop special power-up items.

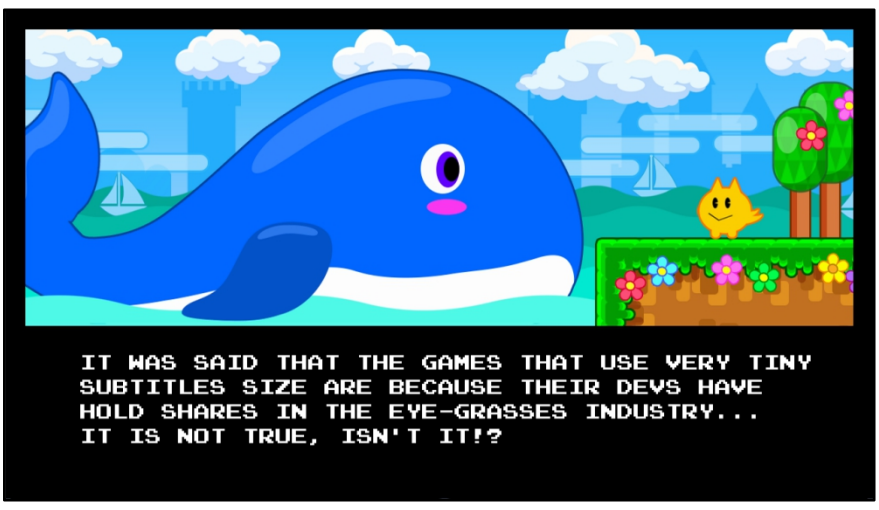
- Power-up Voice bullet
  Increase range and damage of voice-bullet.
- Power-up Special weapon
  Increase number of weapon that player can throw at a time.
- Rescue bubble will drop bubble from the top of the screen,
  when player touch it, the game will randomly refill some
  amount of Hp, Mp, life of Ascii.

These items are powerful and can help players a lot to pass
the stage or fight boss. So players that may weak at the action
game can get some help from this mechanic.

### Look For Treasure
The treasure box always contains an important item,
but it needs the correct key to open.
Try to find the key from face block or enemy nearby it.

### Use weapon and MP wisely
The weapon is the key to win tough obstacles and
enemies in this game.
You have to use the right weapon in the right situation.
And don't forget to manage your MP carefully.
Sometimes you have to plan every bit of your MP
using to win the boss.

### The Whale
There is one NPC in this game that serves the role of
hint giver to the player. This NPC is hidden on the map1.
The player has to find a secret item from stage1 and
bring it to shop keeper to unlock this NPC.
Sometimes this NPC will tell a joke as shown in the picture :P



### Save Files Location

Save files are located at `GAME_FOLDER/save`.
`game.ini` contains window mode for start the game.
`sys.bin` contains option and controller setting data.
You can delete those 2 files if you screw up the setting and want to reset everything.

### NG+

After beating the game, you can talk to the whale to go to NG+.
All your items, weapon, and gems will not lose.
In NG+, enemy Hp will increase, Ascii will get more damage, check-point requires gem, and some part of the stage will change.
These effects stack in NG+2, NG+3,…

### Keep Fighting, Practices, and learn from your failure.

This is a retro action game style that requires the player to struggle a bit to win.
This type of game is different than a modern video game that has an awesome graphic along with an easy mode that allows players can enjoy exploring the game without any stress of gameplay.
Some proud experience of winning has to gain from beating tough obstacles only. Please understand this kind of game :)

Have any question or request, feel free to contact us in the Steam game discussion.

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