
Thunk-in 3000
Jared
I Am Dum
T
B
TNT
INSTRUCTION MANUAL

Characters



Jim-Bob
Autistic but not OVERLY autistic. Pretty chill dude who's nice to everyone unless they REALLY wanna argue. Aspiring rapper who raps every day.

Bob-Jim
Nice when he's not angry. Pretty easy to make him angry. Can do pretty cool stuff, but takes a long time to do them. He's also pretty good at video games.





Jared
Obviously the coolest character in the game. Jim-Bob's best friend who's on the quiet side of things. Smartest person in Amsterdam.

Pencil Man
Bob-Jim's best friend. He's up for anything as long as it won't kill anyone. Really supportive of his friends.





Green Guy
Purple Person's best friend. He stayed inside too much and became a cautionary tale of why you should go places. Probably sells drugs. He's not important and is only here so the page'll be symmetrical.

Purple Person
He works at DocMnld's and all but this text is kinda hard to read so I'll just type this here as a joke and maybe make some people mad. Actually maybe it's not that hard. I guess you want more information then. Uhh... He's Green Guy's best friend and loves alledíration I guess.





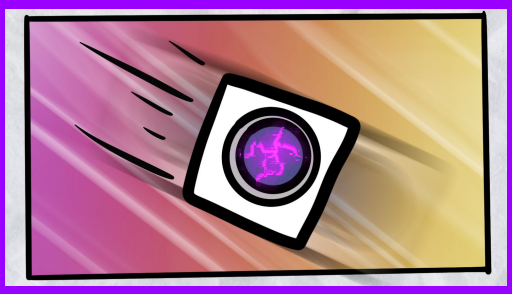
The Hand
Just watch Man and Red Man 2? But you won't, so he likes slapping things and will always show up when there's a problem that needs to be stopped.

PlexaCookie
Says things that make literally no sense. Has professional rap skills but isn't quite as good as his friend who also raps sometimes (Drew if you're reading this I'm better)



Story

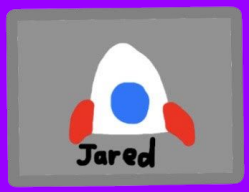
One day Jim-Bob was just chillin and stuff, when BOOM some kinda box falls from the sky and lands on his lawn. And that's just kinda weird, y'know? It's like, why would that really happen? But that question doesn't really matter since the box takes Jim-Bob to a burger place. So the employee there thinks he likes rhythm games or somethin and forces Jim-Bob to rap (while cooking burgers), but that's okay since Jim-Bob's like a master at rap. You can't even comprehend how good at rapping he is. Anyways, after rapping, he meets a dude who went to his kindergarten class, and after proving his gamer skills, Jim-Bob is given an alive water bottle named Jared, since the guy he met saw Jared earlier today but uh… wasn't exactly in a financial position to take care of him and just gave him to Jim-Bob. Only one problem. Y'know the guy's name? Jim-Bob forgot it. And that made Bob-Jim get PISSED. (Bob-Jim's the guy by the way.)









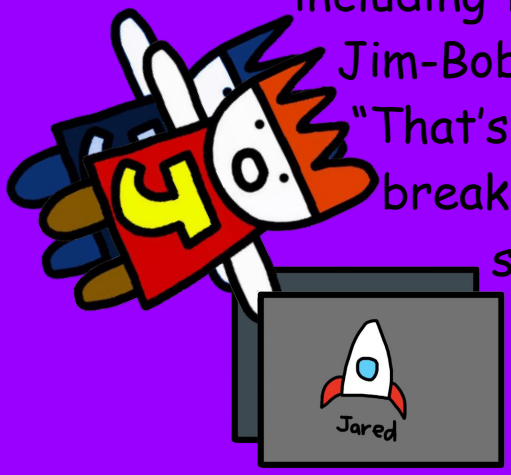






Story (part 2)

So Bob-Jim leaves, but he realizes that it had been years since he'd talked to Jim-Bob, so it wasn't that big a deal that he forgot his name. So he just decides to use what he finally finished today after 12 years: his gravity inverter! So he turns it on and flips some things around, including the floor around him. But of course Jim-Bob *has* to come in and say things like "That's dangerous, that could kill people" and break it. So now Bob-Jim's REAL mad and he sends his best friend Pencil Man to shoot Jim-Bob with some Pencil Lead. After Jim-Bob dodges it all, he and Pencil Man call a truce. That's nice and all but it turns out that Bob-Jim just sent Pencil Man as a diversion, and in that time he built a gigantic robot to fight Jim-Bob with. Torn, Pencil Man decides to temporarily work with Jim-Bob and Jared, and with help from some people gathered together by a local Hand watching the news (and a Cookie Jim-Bob rapped against), they build a robot to fight back. It works for a while, but eventually it's broken, and Jared is forced to use his full power and-



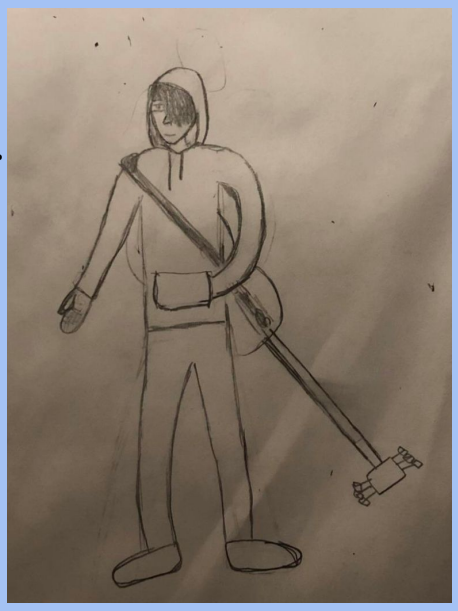


Wait a minute I'm not gonna spoil the ending. You downloaded the game, go play it yourself!



Tutorial

With levels that all play differently, you're gonna need some kind of tutorial to properly Thunk on a Thursday Nite. So enjoy Guitar Guy's tutorial tips:



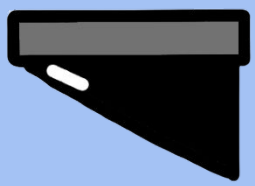
Level 1: Press arrow keys when the arrow icons line up perfectly with the purple head.

Level 2: Dodge enemies and obstacles by switching lanes when they appear.

Level 3: Like those rhythm games at an arcade! Press A S D or F when the notes get to the top.

Level 4: A platforming level but not. Press the gravity button (g) to switch from the floor to the ceiling. If you downloaded the demo, you could've already done this in December.

Level 5: This whole level is basically a reference to one of the splash texts. Jump or double jump (or don't jump sometimes) to avoid pencil lead. You can also stand on these platforms:



Also if you don't want spoilers for the last level you can skip the next page.

Tutorial (for Level 6)

Yeah this level isn't really complicated or anything I just wanted to give a spoiler warning. There are two phases to this fight. In the first phase, hold space to raise the arm of the homie bot, and let go to let it fall. The BOB-J1M Mech will throw missiles at you, so use the arm to block the bullets. It won't get hurt from them, but the body will. For the second phase, move left and right to dodge Bob-Jim's attacks, and shoot pencil lead when you're lined up with him.

Anyways make sure to look out for This Guy, Man and Red Man 3, and of course the "It's Time" and **Ha**lentine's Day updates to TNT. If you looked at this page it probably means you got to level 6, so thanks for beating the game!





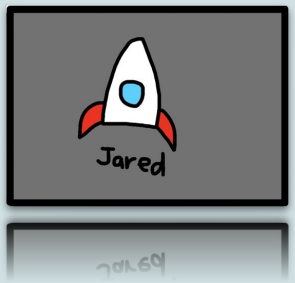


Credits:

Sbeven: Coding, lyrics, art, animation, concepts, story writer and director, and voice of Jim-Bob, The Man, Red Man, Duman, The Hand and a few other characters

NE014: Concepts, lyrics, art and voice of Pencil Man

GreenStuff: Music



DingusSauce: Art, music



Novaevo: Art

876: Animation

BandanaDee: 3D animation

theguyfromthething: Concepts, pixel art

Zebr: Pixel Art

Connel Evish: Voice of Purple Person

Gav: Voice of Bob-Jim

PlexaCookie: Lyrics, voice of PlexaCookie

Judah: Voice of Hal (in the fuuuuture!)

dude: Backgrounds

duggy: He designed Tick Man Tock and did like nothing else

virj: Publishing