

NES GAME Adam Cubed : Adam's Internal Turmoil

Controls

- Move left or right: hold **left or right** on the **d-pad**
- Climb: hold **up or down** on the **D-pad**, when on a filing cabinet
- Jump: Press/Hold the **A button**
- Speed Boost: Hold the **B button**
- Super Jump: Hold the **B button**, and press/hold the **A button**
- Start: press the **Start button** to start the game.

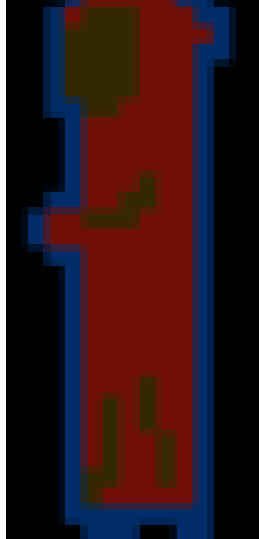
Game summary

The game is meant to be similar in feel to the original Mario however it will have a focus on much more challenging platforming with a focus on forcing the player to fall in pits and having to restart in their eternal journey out of purgatory. This is meant to annoy the player and force them to become experts at each stage similar to the new genre of games known as Faddian games colloquially. Providing a sense of accomplishment for overcoming each extreme challenge in the game.

Story

- You are a hero named Adam with morally grey ideologies, who has found themselves in purgatory after their timely death of overindulging at a gravy drinking contest. They now are tasked with defeating the middle manager Adam and his many underlings to escape purgatory. During their time in purgatory they fight and kill many of the office workers and the middle manager Adam to escape from purgatory. Once they have escaped they have now found themselves in a much less ideal place. **HELL** from the **MURDUR**. The story is meant to be very silly, and have a comedic tone, compared to the more frustrating game mechanics seen in the game. To help avoid players truly being upset.
- **Enemies**
 - **Adam: Main Villain Wizard(middle manager). Speed of 4 hp 1**

The middle manager of purgatory and head honcho of everything around this section of purgatory. His large size makes him quite intimidating and slow. But don't be fooled by how scary he looks like every other worker here; he can be defeated with one swift jump on the head. Just be careful as his extra height causes his head to be more difficult to reach. Additionally you can't just run past the guy you came to defeat so you cannot progress the level before his death.



- **Office intern Speed of 10 hp1**
 - The plucky new hires of Purgatory are eager to do their jobs and stop our hero Adam in their tracks. These enemies are the most common with a middle movement speed as they eagerly charge the player to try and get that full time position by dealing 1 damage to them.

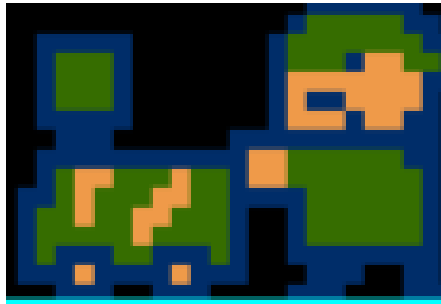


- **Sad worker. Speed of 2 hp 1**
 - This worker has been stuck in the same dead end (literally) job here in purgatory for eternity. This has caused them to become much sadder than the more plucky intern leading to an extremely slow walking speed as they try to get to their next task as slowly as possible. But this makes them no less dangerous as their slow speed may mess up a player's pace and cause them to deal 1 damage. Maybe defeating the player will finally get them that promotion they have been asking for.



- **IT guy with an electronics cart. Speed of 20 hp 1**

- This worker is in a hurry to fix the computers of purgatory, making him faster than all other enemy types as he races from one IT issue to the next. The cart this worker pushes around also increases the width of his hit box making him easier to jump on but also increasing the radius of his danger. Because of this radius they may crash into the player and deal 1 damage. Certain IT guys are so important it is impossible to continue without defeating them to disrupt purgatory systems.



Game Mechanics:

Reset Mechanic:

- If you fall into a hole in any level you are reset to the world 1 level 1 area instead of dying. As you fall down the tower to the bottom, having to restart your eternal journey in purgatory from the beginning. Any other source of damage will still only set you back to the latest check point so long as you still have lives to spare. This was put into the game to annoy the player as a minor mistake can lead to a reset causing frustration as intended with the eternal loop of purgatory.

Health Pick up:

- The player can find donut power ups scattered around the levels, which can be picked up to recover and gain additional lives. These extra lives cannot exceed 9 after this the donut loses all effect until the player loses one again where the donuts regain their effect.



Attacking enemies

- To kill enemies the player needs to jump on the enemies head similar to games like mario. Each enemy does have a different movement leading to the player needing to account for each of them to ensure they properly land on their head.

Jumping

- The player can press one of the buttons to jump; they can control their movement in the air and the longer they hold the button the higher they will jump.

Super Jump

- Holding down the B button and pressing/holding the A button will result in the player having a super jump. This jump goes much higher than the normal jump allowing the player to reach areas unreachable by normal jumps. Similar to regular jump the longer the player holds jump the higher they go with the second they release the button causing the character to start falling.

Sprinting

- The player can sprint when holding down the B button and moving left to right. This vastly increases the movement speed of the player and changes their normal jump into a super jump. Allowing them to speed through levels at the risk of hitting something from moving too fast.

Bounce block

- When the player hits these blocks from above they will go bouncing back up into the air allowing for new platforming challenges where the player can use these to reach new heights without the use of their super jump.



Paper clips

- These paper clips are scattered around the map and can be found inside the file folders if the player jumps into the bottom of them. These paper clips act as a form of points for the player. But that is not all they do if the player collects ten of these paper clips they will gain an additional life up to a maximum of 9.

