One Crunch Man (WANIC Game) Story

Overarching scenario:

Copy and paste from WANIC site:

You are the last cookie on earth on the quest to kill the aliens in retribution for the decimation of your kind. You kill the aliens grab a power up and repeat the stage now that much stronger.

Level Story:

I don’t know what the story of this level is. I guess my first impression of it was that the story was unapparent. Looking at it now, I think that the opening area could be construed as a prison cell. One crunch man can be said to have escaped this cell and exited the prison (but my first impression was that there wasn’t really a story to anything). The music and art direction of the level don’t really complement this aesthetic though, it seems kinda random “just have fun” upbeat music.

Level Action Sequence:

The player jumps out of a box like structure. After this, I think that there are two major routes that the player can go through. There are a few holes on the top route that the player can fall out of to get back to the lower route.

General feel of the story: The jumping, movement, and animation don’t give any feeling to the One Crunch Man scenario.

Top route:

The player jumps up above a cell

There is a pair of guards the player can shoot 3 times to kill or avoid

The player wall climbs up to some sort of roof

There are two more guards on the roof

The player descends to a stair case

The player exits right out of the level

Lower route:

The player jumps up above a cell

Above the cell there are a pair of guards that the player can either shoot 3 times to kill or avoid

Walks straight to the right beyond a pair of columns

Drops down to a slightly lower elevation

Jumps past a pit with a suspended platform (the platform having two guards on it that the player must kill or avoid)

Jump up a staircase

Exit right to the level’s end

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