

Game Controls

Combat:

- Mr. Juicy is a turn-based RPG game in the style of Mother, No Delivery, Undertale, and other, similar games.
- Combat works as a turn-based system where the player and enemy both attempt to whittle the other's HP down to 0.
- At your disposal are four attacks that you choose by number. They have varying effects
 - Fry-Pan Slap – A relatively weak pan-based attack
 - Gothic Blast – Even weaker than your frying pan, but reliable.
 - Can You Deliver an Hour Past Closing? – Fairly strong.
 - Soda Stream – Unpredictable
- The enemy will also attempt to attack you with an array of moves. Some are stronger than others.
- You can use items during combat.

Items

- Items in the game provide either beneficial combat conditions such as doing damage or stat boosts.
- Chunks Supreme Special and Party Bag are both healing items. Broom and Bangsnap are damaging items.

Characters

- There is you, the protagonist, a hapless employee tasked to deal with the supernatural oddities that keep cropping up in your workplace.
- You have four attacks that deal slightly varying amounts of damage.
- You have no extra stats except for your HP, which is always set at 20.
- There's no other characters except for the enemies, since you're tasked to deal with the supernatural oddities alone.
- Other NPCs are hinted at, but do not appear.

Map Descriptions:

- General
 - Mr. Juicy's is the greasy spoon to end all greasy spoons. Located in a rural backend town, rumors spiral that something supernatural is going on. It's up to you, Brad, trusty employee of many years to unravel the mystery.
- Entrance
 - Your starting point. When you enter, you cannot leave again. Should have a general overview of what the restaurant looks like

- Hallways
 - o Hallways used to navigate through the restaurant. Will have differing flavour text and enemies are encounterable here.
- Room 1 – Entertainment
 - o A run-down entertainment area that hasn't changed a whit since the 80's. Contains a stage upon which only the mascot suit you had to wear for many a party sits. It may or may not be possessed, and is definitely an enemy you have to contend with. Balloons are littered about, and there are some other things to keep you occupied like arcade machines.
- Room 2- Supply Closet
 - o If by "award winning" you mean "OSHA violation count racking", this is your place. A dingy supply closet whose interior hasn't seen light for a concerning amount of time, this has old paperwork and notices from the health inspector along with pristine cleaning supplies.
- Room 3- Backroom
 - o Your way out after finding out what's going on here and defeating the presence causing all of the supernatural havoc. Has some reminders of how badly Mr. Juicy treats its employees.
- Room 4 - Party Room
 - o Where the parties all happen. Has a very rancid vibe about it, and has reminders of old parties that weren't really that great.
- Room 5 – Arcade
 - o Machines that don't work right and ticketing boots that steal all your money – this room has everything to keep you occupied and your mind off the supernatural problem you're encountering. Unless there is more to find here.
- Room 6 – Kitchen
 - o The root of all the evil (foodwise), this contains a freezer that all of the food comes from as well as malfunctioning kitchen machines here and there.