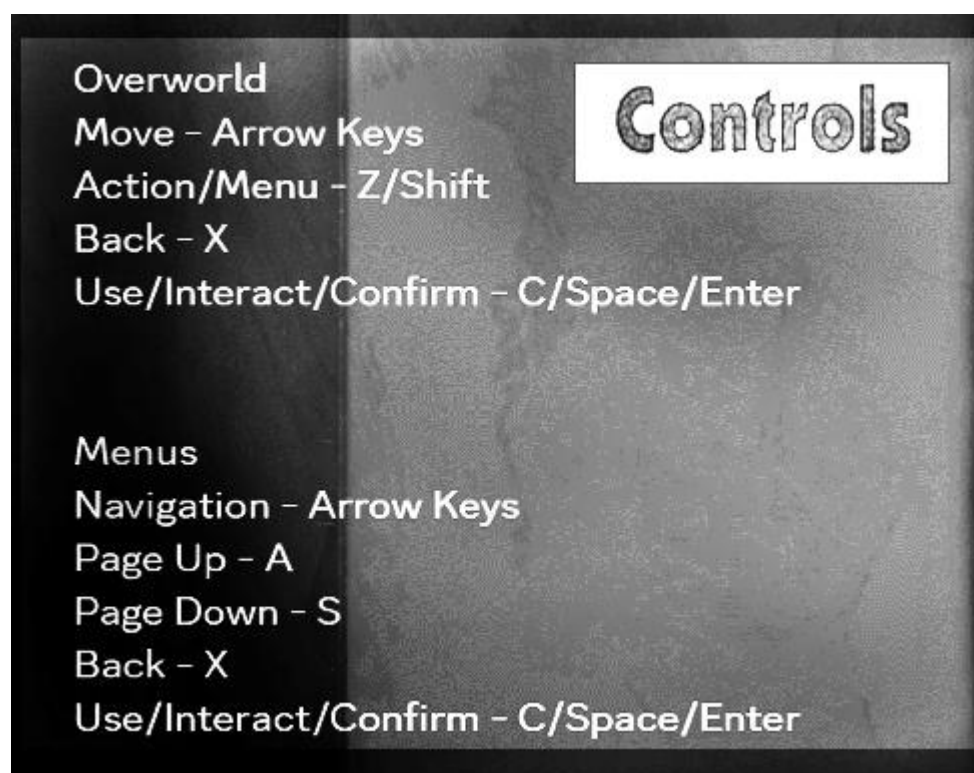


PC CD-ROM



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Setting Up

Hello, to whoever is reading this...my name is Professor...ah, pardon my faulty memory. I tend to forget my name, please forgive me in my advanced years. I have written this document to aid you in your Kube Kreature quest...now, if we may...

Hmmm....well, it seems you will need a Windows computer and a keyboard to play.
Oh...you're using one right now? That is good.

Next, let's see what's written here.....hmmm...you will need an internet browser to direct to <https://oakrotgames.itch.io/kube-kreatures>. Oh, you've already done so?

Ah...I must assume you've already downloaded the game. Do you have a zip file extractor? There...is one preinstalled? I see. Please excuse this old man.

Finally....you will need to double click the "Game.exe" file to play. I believe the game's controls have already been shown. Thank you for listening to my instructions, I know running this game must be a confusing task.

Story

This world, full of Kube Kreatures, is coming to an end. Once being nature shown at its most beautiful, all Kreatures came to be bleached and contorted, being a mere distortion of what they once were. The world itself followed suit, many ready to embrace death or already dying inside. Disasters, both natural and manmade, have become commonplace, and seeing light at the end of the tunnel is something only reserved for the few or clinically insane.

In such a hopeless situation, what is there to do....? Maybe, in the last fleeting days of life, there's a chance of being the best. There's no point in not trying.

Guide MI in her Kube Kreature adventure, journeying across the decaying world and getting stronger to eventually become the best like no one ever was! Stray Kreatures and other trainers may try to stop you, but put them in their place and prove that you and your Kreatures are nothing less than the best of all time!

Some Faces to Remember

MI

A lovely young woman who wants to be the best Kube Kreature trainer. I'm sure my grandson would love to be friends with her.



Professor

I apologise once again...I cannot recall my name right now. Perhaps I should've had more rest last night...oh, of course! I am always willing to help aspirational new young trainers.

Boxhead

A polite looking young man, but he very much likes waiting outside my laboratory...is he looking for somebody...? Does he know my grandson...?



Other Trainers

So many people want to be the best...oh how that warms my heart. Only one can be at the top however....who will it be...?

Leaders

The pillars of Kube Kreature training....they can be very fearsome, but I have faith that you can best them...they will surely test your skills!



Kube Kreature

What are Kube Kreature...?

Many Kube Kreature inhabit this world, over 100 different species! Even though all life on this earth has become bleached and polluted, we still love them the same and keep them dear to us.

Kube Kreature Trainers direct theirs in combat and help them grow stronger...some may even transform when strong enough!



Kreature Types



Beast Kreature are feral and animalistic, even brutish. Most of their moves rely on their wild instincts and power!
Strong against Reason and Empty, **weak to** Terror and Fantasy.



Reason Kreature are more methodical, with many attacks using conditions in some form. They like to look more elegant than others.
Strong against Fantasy and Terror, **weak to** Beast and Empty.



Terror Kreature look absolutely horrifying! These frightful things love to debuff the enemy and attack with the element of surprise.
Strong against Beast and Fantasy, **weak to** Reason and Empty.



Empty Kreature look hollow, in a way. They find new ways to contort anything, whether it be your stats or even battle mechanics.
Strong against Reason and Terror, **weak to** Fantasy and Beast.



Fantasy Kreature are very curious looking...many of their moves are quite utility based, or even left up to chance.
Strong against Beast and Empty, **weak to** Terror and Reason.

Some may even have dual types, so pay special attention and pick yours carefully!

Bugaboo
(Terror, Beast)



Bugaboo
(Beast)



Graven Image
(Terror, Reason)



Choosing a Starter

You cannot go on your journey without a Kreature! I can offer you one of these.

Kow
(Beast)



Philosopher
(Reason)



Kokcroach
(Terror)



Be sure to choose wisely,
and take your time!



You can look at others if
you have second thoughts.



You can give your
Kreatures nice names!

Levelling Up and Transforming



As your Kreature fights and
stays alive, it gains XP!
After enough XP, it will level
up.



Once it becomes strong
enough...my, the beauty of
nature springs forth! Your
Kreatures may transform!



Now your Kreature is even
stronger! If unseen, the
form is added to your Kube
Deck.

The Pause Menu

Quality of life **options**.
Including audio volume,
text speed and screen
options

The **current map** you're
in. This is recorded by
the game when saving

Today's date, and your
current coin total. See
page 13 for coins



The **Kube Deck**. An
encyclopedia of
Kreatures you've
seen or captured

Your current **Kreature team**.
You can see their stats and
moves as well as give/equip
items and switch battle order.
Six can be kept on hand

Save your game! Best
to make a habit of
manually saving
whenever possible.

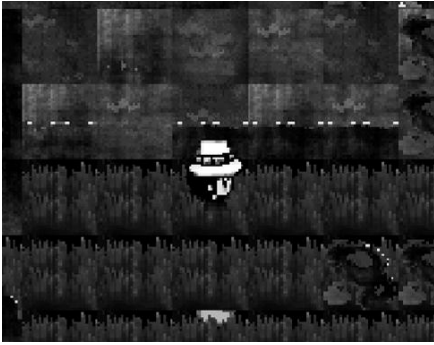
Inventory bag. Here
you can review, equip
or use your items



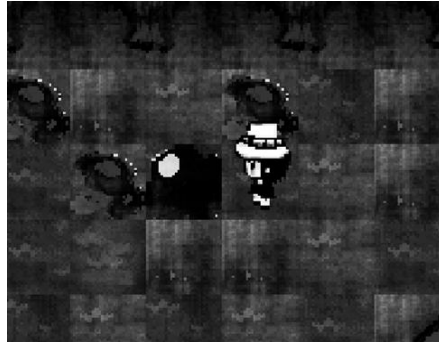
Travelling and Exploring

A large part of your travels will be, hmm.... travels! But what can you expect to find?

Overworld Sights to Interact With



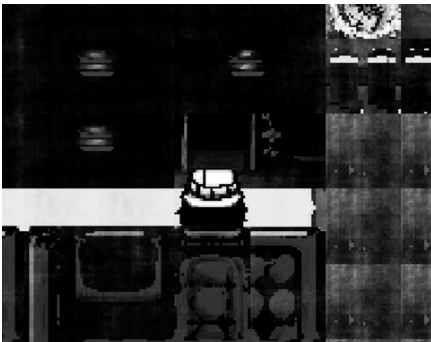
Grass: This is your best place to encounter stray Kreature. Walk around and see what marvellous beings you find!



Trash Tiles: Interact with them and find trash to sell to shops! Each area with trash has a consistent tell.



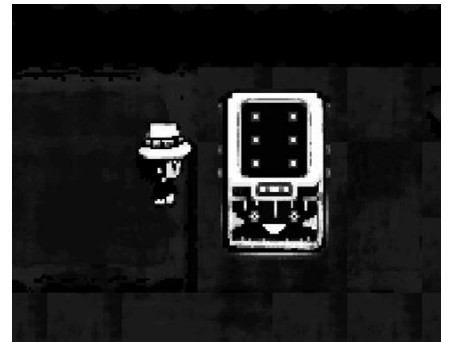
Items: Interact with odd objects and you may find some extra or even special items!



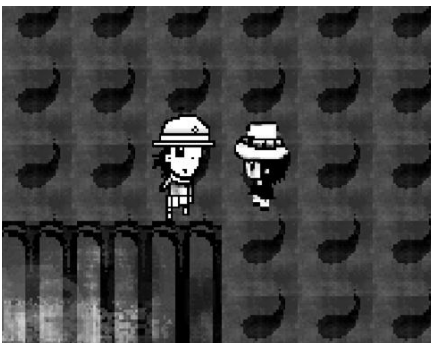
Doorways: Well if they're open, why not walk in! They may be a house, shop, or even home to a special encounter...



TV: Not many are owned nowadays, sadly...but if you find one, I'm sure something fun will be on!



PCs: Ah, very useful! They allow you to manage larger Kreature or item storage, and are a safe place to run back to if in danger.



People: Why not interact with people...? Who knows what they may say, so keep talking until they can't!



Some people may talk with yellow text...they may want something. Help them out and they might help you back!



Secrets...?
There are many secrets in this world, in many forms...having a keen eye for them will reward you!

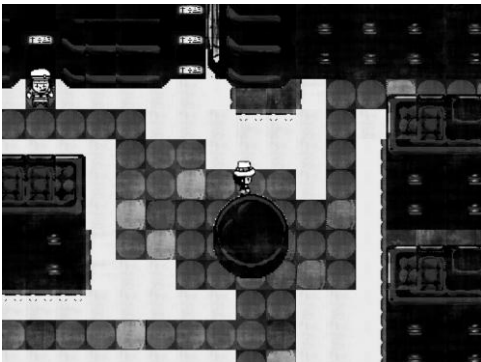
Areas of Note



Routeways: Most of your journey will be paved by these...as you have a good stroll, you can reliably find grass, trash, other Kreature trainers and maybe even some items!

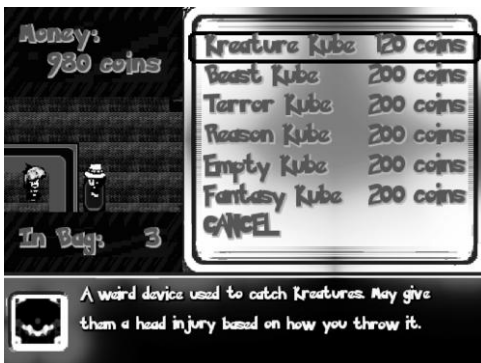
Trainers will obstruct your way, but do not worry. They would rather have a Kube Kreature battle with you in these dire times than attempt to burgle you.

At least, I hope that is the status quo...oh dear.



Urban Abodes: I must admit, there aren't many here anymore...but the few that remain are wonderful places that can hold shops, special buildings, and even unique groups to fight.

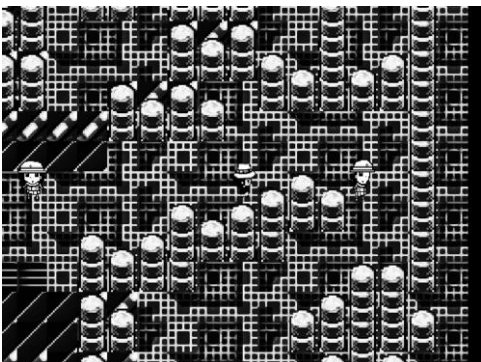
My grandson loves going to the city nearby for his...“anime tales”...he must have a lot of lovely friends.



Shops: There will be many shops on your journey...they sell certain items which may even be discounted in their store, and later shops have even more stock, so seek them out!

They will buy whatever you give to them also, especially trash...items can be sold for half the original buying price.

The staff may be working, but I'm sure they would like a nice small chat.



Leader Approaches: Some areas may be crowded with very specific trainers...they seem very passionate about their leaders.

These routeways will let you know that one may be nearby....powerful trainers such as them are very good at attracting other Kube Kreature trainers.

I do not attract many...I am a professor, after all.

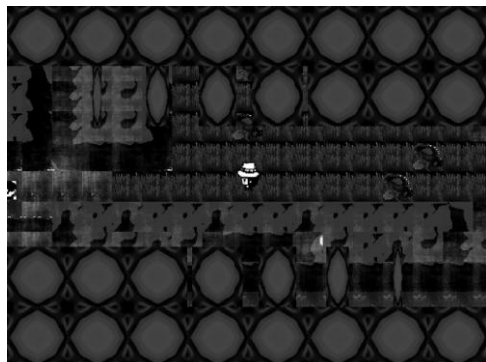


Battles

Battles are the blood of being a Kube Kreature trainer! Your Kreature(s) battle with either stray Kreature(s) or another trainer's Kreature(s) until one side's Kreature(s) are all KO'd. Alternatively, stray Kreature battles may end by successfully capturing them.

You and other trainers can battle with up to 6 Kreature(s).

How Battles Start

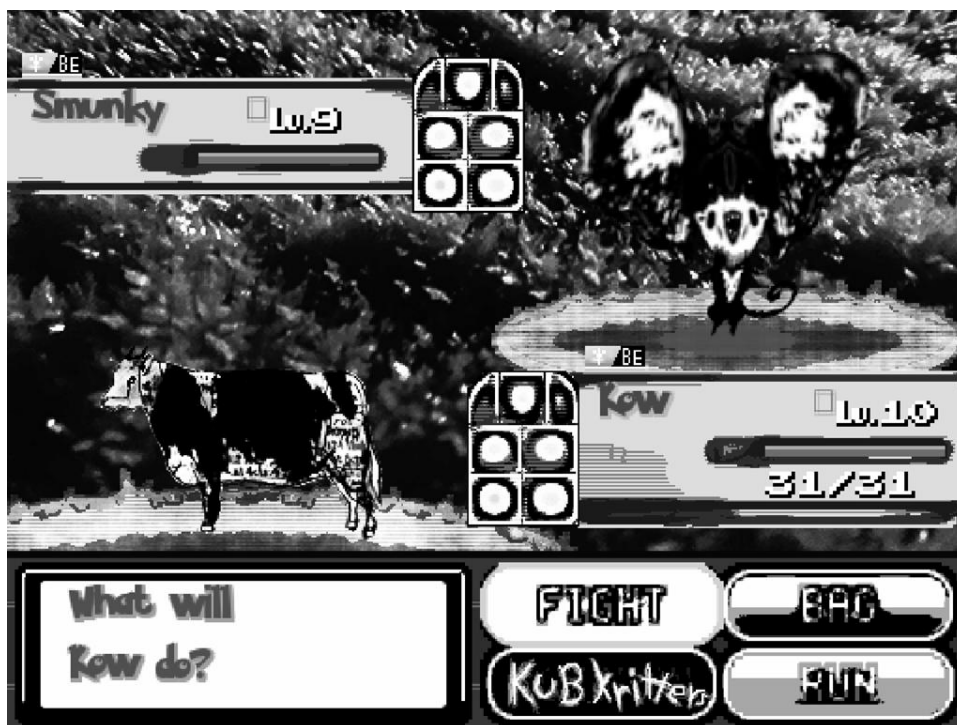


Stray Kreature(s) will come to attack you randomly as you walk around in grass, and some cave areas.

Kreature trainers will initiate a battle when you walk in front of them, or talk to them.

The Battle Screen

Your
Kreature(s)



Opponent
Kreature(s)

Fight: Choose a move for your active Kreature to use.

Bag: In stray battles only, choose a Kreature Kube to capture with.

Kreature(s): View your Kreature(s)' pages, or switch to another Kreature for battle.

Run: In stray battles only, have a chance at running from the fight!

Stats



HP: A Creature's health points. Once they reach 0, they are KO'd.

Atk: Usually used in deciding power of a physical hitting move.

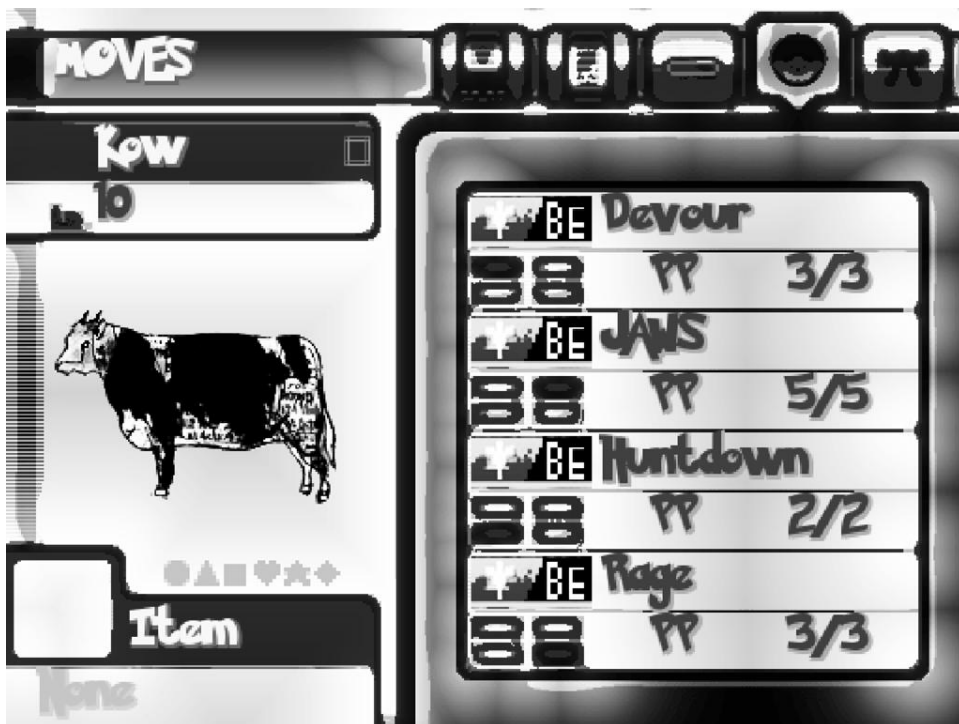
Def: Used in deciding how a physical move damages a Creature.

Sp.Atk: Attack, but for "special" hitting moves.

Sp.Def: Defense, but for "special" hitting moves.

Spd: Usually used to decide the order of battle.

Moves



Kreatures wield 4 at any time, ranging from attacks to utility moves like healing or stat modifications for any combatant's side.

Kreatures may want to learn new moves as they grow stronger...you must make the hard choice of replacing a move they already know, or not learn the move at all!

Each move has an assigned type, which should correspond with the Creature.

Move Damage and Effectiveness



Moves from high level Kreatures will of course be more damaging to lower levelled Kreatures...

But damage may also fluctuate with Kreature resistances or weaknesses. This can be especially deadly with dual effectiveness!



I wrote these comparisons down earlier in the note...but I'm sure you would prefer a chart of reference to read from. Now, if I remember correctly...

Type	Resists and Overpowers	Resisted and Overpowered by
Beast	Reason, Empty	Terror, Fantasy
Reason	Terror, Fantasy	Beast, Empty
Terror	Beast, Fantasy	Reason, Empty
Empty	Reason, Terror	Fantasy, Beast
Fantasy	Empty, Beast	Terror, Reason

Items Used in Battle

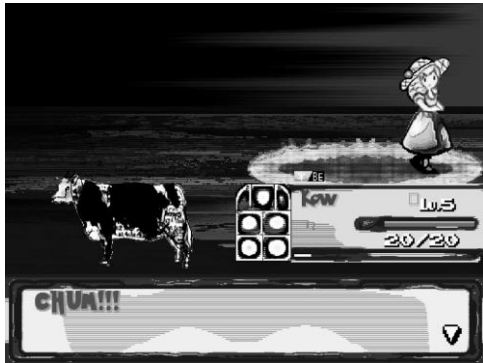


Many items can be used in battle...oh, but only Kreature Kubes can be accessed and used from the Bag directly in battle. When you throw them, cross your fingers!

Before battling, you can let a Kreature hold an equippable item, and they will activate when first possible. This will take some more forethought, but ah...this has saved me many times in otherwise dire battles.

Winning and Losing

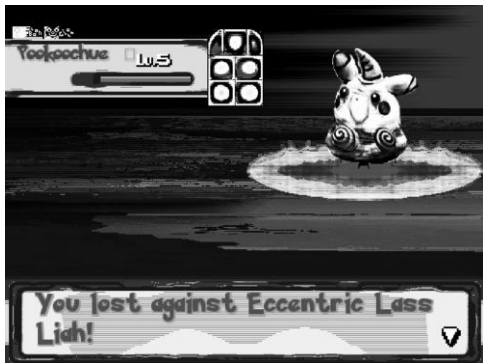
Ah, you won. Congratulations!



KOs will always give XP to active Kreatures, but winning against a trainer will give you some nice coins to spend.

Hmm...I think there are some trainers out there with slightly deeper pockets!

Now...what if you lose...?



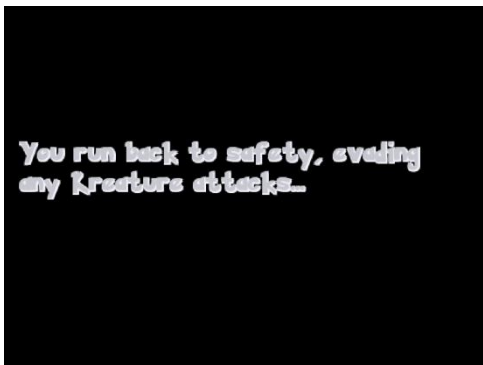
Ouch, a scathing loss is always humbling...

Just as other trainers must pay you for their wins, it's only kind to return the favour!

Though, even in a stray attack, you'll find yourself too panicked to notice any coins you drop...

But don't worry...you will not lose any more than 50 gold per loss.

Once you retreat the fight, you'll return to a place of safety nearby. Don't count yourself out!



My, I wonder what special kinds of battles can occur...?

I may be cooped up in a laboratory so I can't find out, but I'm certain you will find them to be great fun.



Coins and Items

Now, coins are this world's currency...we don't use dollars anymore.

Gaining Coins



Winning trainer battles is the most reliable way to gain coins, with so many trainers in the wild! Specialised trainers may pay more.

However, items from your bag can be sold to shops for quick coins, especially trash.

Spending Coins










You will most likely want to buy items with your coins, but choose wisely with the funds you have!

On rare occasion, some people may ask you for coins. Hopefully their services are worth such prices...

Hmmmm....? "What items can I exactly spend my coins on"...? That is a very good question...



Examples of Items

	<p>Kreature Kubes Use: In battle, through the "Bag" option Price: 150-300 gold</p>	<p>Throw them at a stray Kreature for an attempt to catch it! Some Kubes are special and make for easier catches.</p> <p>Consumes an action, doesn't work on a trainer's Kreature.</p>
	<p>Damage Fluctuators Use: In battle, when given beforehand to a Kreature Price: Scales around 8 to 9 times of player level</p>	<p>Reduces devastating damage or increases damage according to their typings. Some work more uniquely!</p> <p>All are one time use and activate when first possible, so be prepared with the right one for the job!</p>
	<p>Basic Stat Increaseers Use: In battle, when given beforehand to a Kreature Price: Scales around 8 times of player level</p>	<p>These increase a Kreature's stat when at 25% HP or lower, letting them have a fierce last stand!</p> <p>These are also one time use and activate when able. Will this boost be the difference between life or death?</p>
	<p>Body Parts Use: In overworld, fed to a Kreature Price: Scales around 7 times of player level</p>	<p>The cheapest body parts on the market, and non GMO! Feed two to a Kreature to increase a chosen stat by 1.</p> <p>Two will guarantee a stat increase, though sometimes just 1 may also.</p>
	<p>Brains Use: In overworld, fed to a Kreature Price: 50, 500 gold</p>	<p>When eaten, a Kreature gains more EXP on the spot! Who said brain food couldn't take the form of literal brains?</p> <p>Perhaps with one of these I could be young again...</p>
	<p>Trash Use: Sold to shops for 25 gold</p>	<p>The world may be ending, but there's no excuse to carelessly lay waste on it! Do your part to make it look better, and shops will buy any you give to them.</p>
	<p>Useful Items Use: Situational!</p>	<p>You'll find many useful items across your journey....they may let you access secret areas, barter, make somebody's day....the possibilities are endless!</p>



Professor's Note Space

Well, I believe that is all that this old bag of bones can teach. Thank you for reading so well, and go out there and become the best like no one ever was!



sun-rise-exe



Be You 2



FisHing GAMe

