

NIX

The Paradox Relic

INSTRUCTION MANUAL





This game was made with NESMaker, an awesome tool that you can find here: <http://www.thenew8bitheroes.com/>

Thanks to Joe Granato, and all the amazing members of the NESMaker community that made this possible. Make sure to check out all the other cool new games being made.

Ever since I played my first NES game it has been my dream to make games like my heroes. This game is hopefully the first of many. Above all else I hope that you have fun playing!

Dustin Huddleston (Chronicler Of Legends)

Neoterica : The fragmented world

An unusual planet damaged by a gravitational anomaly far in the past. Despite this, it is a cultural melting pot of alien species. Dozens of space-faring races call this their home.



Neoterica Research Facility

Built into an asteroid orbiting Neoterica. Once the planet's most advanced center for technology and invention, the facility has long been abandoned. Rogue automatons and mutated monsters wander the halls now.



The hunt for a dangerous gang of space pirates has led you here...

Armed with dangerous weapons, and desperate to escape, the pirates have hidden in the Neoterica Research Facility. Few dare to enter these dangerous halls. Many have fallen risking their lives for the technological artifacts said to be housed there. No other bounty hunters are brave enough to venture inside.

But you are Nix, a famously vicious Caniden bounty hunter. You have never failed to capture your prey before, and you do not plan to start now. Whatever dangers and fearsome monsters await, they won't stand in your way.

Something else also lurks in the facility... Something that could change the fate of all Neoterica forever. Do you dare try and uncover the mystery surrounding the facility?

Nix: The Caniden Bounty Hunter



You play as Nix, a bounty hunter famous for her skill with both hand-to-hand combat and her custom blaster (aka 'The Banshee') Nix has never lost a bounty.

As a Caniden: a humanoid alien race resembling werewolves, you have physical abilities far surpassing that of a human. Abilities you will need to traverse the peril-filled halls in search of your quarry.

The facility may even offer opportunities to become stronger...

WANTED : DEAD OR ALIVE

This is no simple bounty. You are pursuing a ruthless group of space pirates that have been causing havoc for years. Grand theft, Blackmail, Piracy, Assault... The list of charges goes on. These pirates aren't going down without a fight.

Are you ready to bring them in?



Kuro

Eldest of the cat sisters. Master manipulators and cunning thieves. Despite her stoic personality, she plays mind games and is a master assassin. Beware her speed and skill with her preferred weapon: A razor sharp katana!

WANTED : DEAD OR ALIVE

Shiro

The younger cat sister. Master manipulators and cunning thieves. A loose cannon with a thirst for chaos, she always leaves a trail of collateral damage in her wake. A skilled marksman with almost any firearm; she prefers blasters.



???

The other pirates are no less dangerous than the cat sisters, but there is little information available. What motivates them? Perhaps other forces are at play in the Neoterica Research Facility?



Controls

You can use these controls to control Nix on her adventure:

Start: Start game / Pause

Select: Change equipped ability

D-pad Left or Right: Move Nix

B: Shoot Blaster, Interact with object, Read sign/terminal

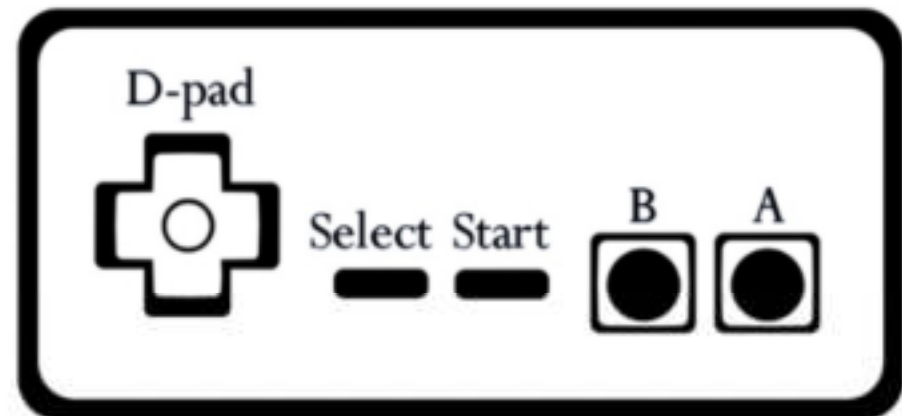
A: Jump

D-pad Up: Aim up

D-pad Up + A: Use Special Ability

D-pad Down: Duck

D-pad Down + A: Drop through platform



The Heads Up Display

Check how Nix is doing by checking the HUD
(Heads up display)



NIX

Nix's health, when you run out of hearts you lose a life and start from the last checkpoint.

LIVES

The number of lives you have left. When you run out...game over.

EQUIP

The current ability you have equipped. Use the ability by pressing UP + A. You can change your ability by pressing the SELECT button.

SCORE

Your current score, increase it by defeating enemies and collecting treasures and artifacts!

Map of the facility

Details about the facility's interior are slim, but it is known to be divided into five main areas.



Map of the facility

Caves

The facility's downfall resulted in a lot of structural damage. The asteroids natural caves can be accessed from some parts of the facility. You find your way into the various labs of the facility through one of these caves.

Central Facility

A central hub that connects all other areas of the facility. It is fairly safe, a good place to rest and recover.

West Facility

The western facility contains an artificial forest covered by a transparent dome. Biological research was done here, including experiments on some of the asteroids original inhabitants. Over the years, mutant creatures from this area have overrun much of the facility.

Map of the facility

East Facility

Cybernetics and robotics research. This area is full of rogue automatons out to kill anything that moves. While most of the broken down robots pose little threat, beware the experimental weapons systems that were in development.

North Facility

The north facility is shrouded in mystery. Even before it was abandoned the work done here was top secret. The technological relics here are far too dangerous and could be catastrophic in the wrong hands.

Secret Areas

Much of the facility has not been explored in hundreds of years. Be sure to search every corner to uncover its secrets!

Enemy Report

In addition to battling armed criminals, bounty hunting comes with many other occupational hazards. Mutant monsters, malfunctioning security systems, and sentient automatons are all out to cause you harm. Knowing about your enemies before hand will increase your chances of survival. However, be prepared for the unexpected. Never before seen and deadly foes will require fast reflexes and even faster thinking.

Slimes

Slimes come in all kinds of fun colors and shapes. What isn't so fun is that their bodies are composed of a type of gelatinous acid. Anything they come in contact with starts to be immediately digested. Keep your distance and you will be fine. They won't chase you... usually.



Enemy Report

Bats



Your standard subterranean cave bat. They will not bother you unless you get too close. If you wake them up they tend to try and bite you with their 6 inch long fangs.

Giant Spider

Not all that different from a normal spider, but big. Really big. Big enough that they see you as their next meal. They will try and pounce on your head. If you want to survive don't let them do that!



Enemy Report



Broken Robots

A robot. Part of one at least, and it's really mad nobody will fix it. Not very dangerous, but still annoying as they will chase you until you finish them off. Be careful though. If the robot is broken, whatever did the breaking is probably nearby...

Greater dangers await...

This is but a small sample of the terrifying creatures you may encounter on your adventure. Be prepared for anything.



Non-Player Characters

Not all of the facilities inhabitants are out to hurt you. Its reputation for valuable artifacts and lost technology draws the interest of a number of colorful characters and risk takers.

Be sure to interact with them if you get the chance, some may be able to help you or provide valuable information.



DO YOU BELIEVE IN LEGENDS?

