OCTO

OCTO RANCHER

Chip 8 Software – Developed on the Octo Emulator

Instruction Manual

TEAM RETRO LEAF GAMES

DVN8

8ce 8ttorny

A Special message from SYSTEM LOGOFF

Thank you for selecting Octo Rancher for your Chip 8 system! We are proud to offer you this action-packed monster battling game for to the Chip 8 library.

Octo Rancher offers the finest graphics and advanced UI available for the Chip 8. We hope you enjoy the excitement and challenges that await you in Octo Rancher.

Kindest Regards,

System Logoff

System Logoff
Developer

⬤CTO

Safety Precautions

Please take the time to read the important instructions in this manual. Observing the instructions and complying with warning will help protect your product.

SAFETY PRECAUTIONS
1. **Avoid exposing the GAME CASSETTE to extreme heat or cold. Store at room temperature.**
2. **Do not touch the GAME CASSETTE's magnetic tape.**
3. **Never take apart your GAME CASSETTE.**
4. **Do not clean the GAME CASSETTE with corrosive cleaning products.**

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GETTING STARTED

1. Please navigate to http://johnearnest.github.io/Octo/index.html?key=I9cdc0Gi and wait for your page to load.
2. If your page does not load make sure your browser is still up to date.
3. If the page is no longer available, the code in included in the back of the manual.
4. Press E to continue past the title screen.
5. Press the W, A, S, D keys to move your cursor around, and press E to summon your monster.
6. Here we go! You can now choose the FIGHT option.
7. You complete the game at rank nine.

THE STORY

You are a *Junior Monster Summoner* and you need to prove yourself to move into becoming a *Super Monster Summoner*.

In order to prove your worth, you need to complete all *8 Ranks* of the Junior Battle Grounds.

Draw your runes unto the summoning circle and focus your magic to bring your spirit monsters to life.

Only you can prove your abilities!

KEY REFERENCE

This manual assumes you are playing on the OCTO Emulator.
If you are playing on another engine, please use this as a reference for what Chip 8 key this is referencing.

```
Chip8 Key    Keyboard
---------    ---------
1 2 3 C      1 2 3 4
4 5 6 D      q w e r
7 8 9 E      a s d f
A 0 B F      z x c v
```

Playing The Game — Summoning

After the title screen, the game will show you the summoning circle.

Draw your magical rune unto the summoning circle with the W, A, S, D keys.

You can erase the rune with Q and finish the summoning with E.

Playing The Game — Stats

Level — This is how strong your monster's attacks are. It increases with training and with battle victories.

Health — This goes down when you are hit in battle and when you are training. If it hits zero, your monster dies.

Rank — This goes up as you win battles.

Playing The Game – Menu Options

Fight – Choose this to battle with your monster. If you win, your monster will gain a level. If you lose, it dies.

**Train** – Train your monster. Trade 1 Health for a level. This can kill your monster.

Summon – Release your monster and summon a new monster. See, Summoning.

Playing The Game – Fighting

In battle you choose one of three options. **PHYSICAL ATTACK, DEFENSE GUARD,** and **MAGICAL STRIKE.** Select with the W and S keys and hit E to confirm your choice.

You can see the opponent trying to decide, use it to your advantage!
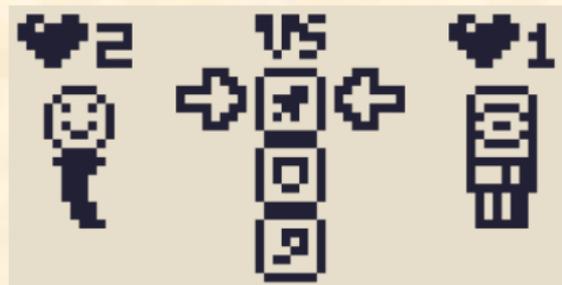
Playing The Game – Fighting Cont.

Each option in battle will defeat another option. Each choice will also lose to another option. See the graphic below for more details.
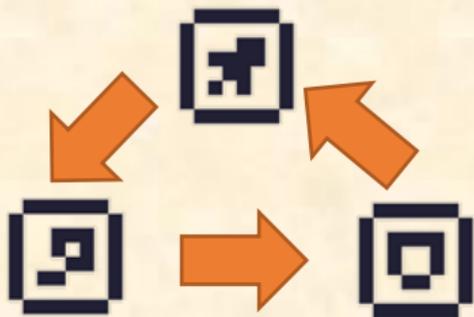
PHYSICAL defeats MAGIC. MAGIC defeats DEFENSE. DEFENSE defeats PHYSICAL.

Playing The Game – Fighting Cont.

If you win the battle, great! You will go up a Rank and your monster will get stronger.

If you lose, your monster will die. Don't worry, you can just summon a new one!

Monster Information

There are over 60 monsters in this game! Here's just a few of them and some information about them.

Lumin-Plug	Splor-Jelly	Spy-Chip	Wilt-Cream
👍: Light	👍: Jam	👍: Books	👍: Cold
👎: Dark	👎: Sponge	👎: Masks	👎: Summer

Monster Information

Some monsters are made up of other monsters! To get their name, combine the before dash and after dash of each monster! Example: Splor-Xen!

Spindle-Xen	Cavi-Zugg	Clem-Staff	Void-Silk
👍: Chaos	👍: Flesh	👍: Paint	👍: Mitts
👎: Thunder	👎: Plunger	👎: Cleaner	👎: Coffee

Important Information – Game Code 1

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0x0A, 0x6E, 0x02, 0x8F, 0x50, 0xFF, 0x29, 0xDD, 0xE5, 0x85, 0x65, 0x6E, 0x14, 0x8E, 0x55,
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Important Information — Game Code 11

0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x72, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x42, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x6A, 0xDD, 0xE4, 0x00, 0xEE, 0x6D, 0x10, 0x6E, 0x01, 0xAD, 0x6A, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x42, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x36, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x3A, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x52, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x5E, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x4A, 0xDD, 0xE4, 0x00, 0xEE, 0x6D, 0x01, 0x6E, 0x04, 0xAD, 0x2E, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x6D, 0x37, 0x6E, 0x04, 0xAD, 0x2E, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x7E, 0x08, 0xDD, 0xE8, 0x00, 0xEE, 0x6D, 0x01, 0x6E, 0x1B, 0xAD, 0x46, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x52, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x4A, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x4E, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x6A, 0xDD, 0xE4, 0x00, 0xEE, 0x6D, 0x01, 0x6E, 0x1B, 0xAD, 0x72, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x6A, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x36, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x52, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x5E, 0xDD, 0xE4, 0x00, 0xEE, 0x6D, 0x01, 0x6E, 0x1B, 0xAD, 0x6E, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x76, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x5A, 0xDD, 0xE4, 0x7D, 0x06, 0xAD, 0x5A, 0xDD, 0xE4, 0x7D, 0x06, 0xAD, 0x62, 0xDD, 0xE4, 0x7D, 0x05, 0xAD, 0x5E, 0xDD, 0xE4, 0x00, 0xEE]

Credits

Game — System Logoff — https://systemlogoff.com

Octo — Internet Janitor - https://github.com/JohnEarnest/Octo

CHIP-8 is an interpreted programming language, developed by Joseph Weisbecker. It was initially used on the COSMAC VIP and Telmac 1800 8-bit microcomputers in the mid-1970s. CHIP-8 programs are run on a CHIP-8 virtual machine. It was made to allow video games to be more easily programmed for these computers. -- Wikipedia

Octo Rancher - Awful Jams - http://www.awfuljams.com/