

# Fluffy AKUMA





## INTRODUCTION

CHIBIKO is not having a good afterlife! Being killed by divine intervention, and banished from the underworld is all par for the course, but now a hoard of noisy, ugly, cliché, and badly drawn monsters are invading her land, and causing a ruckus in her castle! CHIBIKO is not the kind of vampire who takes this kind of thing lying down! It's time to »rise from your grave«, and use unholy magic to annihilate the monsters, and wipe out this invasion at it's source!

# GETTING STARTED

## Amstrad/Schneider CPC

Loading the game from diskette:

Insert disk 1, side 1 in floppy disk drive and start the game by typing:  
**RUN"DISK** and hit [Enter] or [Return].

## Sinclair ZX Spectrum

Requires 128 kB, works on Spectrum 128 and +3. A Kempson joystick is supported.

Loading the game from diskette:

Insert disk 1, side 1 in floppy disk drive and start the game by typing:  
**LOAD "A:DISK"**

On Spectrum +3 you can start the game from the »Disk Loader« menu too.

## MSX2

Works on standard MSX2 with 64 kB RAM and 128 kB VRAM. Supports Turbo-R and 5 MHz WSX systems for speed boost. Special graphically enhanced V9990 version included.

Loading the game from diskette:

Insert disk in floppy disk drive and start the game by typing:  
**RUN"DISK.BAS"** and hit [Return].

Loading the game with V9990 accelerator type:

**RUN"V9990.BAS"** and hit [Return].

## Enterprise 128

Loading the game from diskette:

Insert disk in floppy disk drive and press [F1] or start the game by typing: **RUN"DISK"** and hit [Enter].

# GAME CONTROLS

»CHIBI AKUMA's« is an arcade style scrolling shooter, it is designed to be played with a two or three button joystick, as it uses two fire buttons for left and right.

## Player 1

Function	CPC	MSX2	Enterprise	ZX Spectrum
Up	[↑]	Joyst. up	Joyst. up	Joyst. up
Down	[↓]	Joyst. down	Joyst. down	Joyst. down
Left	[←]	Joyst. left	Joyst. left	Joyst. left
Right	[→]	Joyst. right	Joyst. right	Joyst. right
Fire L/R	[I]/[O]	Joyst. fire 1/2	[I]/[O]	[M]/[N]
S-Bomb	[Enter]	[Return]	[Enter]	[B]

## Player 2

Function	CPC	MSX2	Enterprise	ZX Spectrum
Up	[W]	[W]	[W]	[W]
Down	[S]	[S]	[S]	[S]
Left	[A]	[A]	[A]	[A]
Right	[D]	[D]	[D]	[D]
Fire L/R	[V]/[B]	[V]/[B]	[V]/[B]	[Z]/[X]
S-Bomb	[Space]	[Space]	[Space]	[C]
Pause	[P] (all systems)			

The keys can be redefined on the main menu, so you can map any of these controls to any joystick button or key you like.

On ZX Spectrum Kempson joystick must be enabled from settings menu. All other joysticks are just supported by redefining keys.

»CHIBI AKUMA's« is a bullet hell shooter—it is designed to be impossibly hard to avoid getting hit, but you should have as many continues as you want—so the game can be played for the challenge of seeing how few continues you need, or idle amusement with unlimited continues.

You can change the enemy fire speed, and number of continues from the settings page on the main menu.

Controls, Highscores and other settings are saved in »Settings.V01« on the first disk, if you have problems with the game, please try deleting this file as it may have become corrupt—the game will reset to defaults if the file is absent.

## GAMEPLAY

### Hitzone



Your characters hitzone is the small dot in the middle of the character, unless a bullet hits this small area you will not be hurt, by holding down fire, you will move slowly, and you can take advantage of this small hitzone to weave between fire. When you are hit, you will lose a life, and your character will be invincible for a few moments.

### Life Powerup



Your lives are represented by the icon in the top left of the screen, on the CPC plus it will be a heart icon, on the normal CPC it will be a skull. You have three lives per continue, one is lost each time you hit a bullet, enemy or harmful background object.

### Smart-Bomb Scroll



Your smartbombs are represented by scroll icons in the bottom left of the screen, you have three per continue, and they will kill all enemies and clear all bullets.

### The Curse Collection

CHIBIKO can power up her Magic by collecting »Curse Cubes« ... These are black magic curses which have been sealed in a cube.

There are three kinds of Cube, each has a different effect:



### Double Power

Doubles the damage your shots do to the enemies—max. one



### Pentagram Drone

Adds a pentagram drone which assists your fire—max. two



### Speed Boost

Increases the rate of your magic blasts—max. three



## Gameplay Hints

**Curse for victory!** try to ensure you get all the curse cubes in a level—with no power ups the end boss fight will be impossible—use smart bombs, or take a hit to grab them! Remember: Curse cubes only last one level, so you will have to re-collect them when you level up!

**Boss blasting!** Smartbombs do not damage boss enemies—you can use them to clear away heavy enemy fire, or boss drones, but only regular blasting will hurt the boss. Most boss enemies will change in appearance when seriously hurt—the last boss has a life bar.

**Conserve your ammo!** the game engine only allows 36 player shots on screen. with heavy powerups you may find you are unable to fire as much as you want—make sure you aim your fire to hit enemies, and make your hits count!

**Size isn't everything!** Sometimes your fire seems to go through enemies, try aiming higher up! Some enemies are larger than others, but they will still have the same hitzone (24 pixel square), so they aren't hurt by shooting their feet!

**Know your limits!** Your hitzone is the small red dot in the middle of you character—you move more slowly while holdi fire so weave around enemy fire—release fire to run away quickly ... Also it's worth noting your drones are invincible, sometimes you can use them to shoot an enemy just above or below, while you stay out the way!

# KNOW YOUR ENEMY!

Did you know that all the enemies have a name? Due to programming limitations, their names are not shown during the game, but you can see them all here!

## Level 1: Mountains



**Ant Attacker**

Huge three-eyed spiny ant, it walks around blasting fire upwards.



**Skeleton Crawler**

Losing half its body, and being constantly legless doesn't slow this enemy down!



**Boni Burd**

What animal has four arms, a skull and no body? No idea, but it's called »Boni Burd«, and I bet it's good at the piano!



**Skull Gang**

There never seem to be any skull duos—they always have to go around in »gangs« ... these mouthy cluster fly around spraying fire everywhere.



**Eyeclops**

A strange creature with one eye, and two tentacles, it moves in a wave pattern firing bursts.



**Rock Chick**

What came first, the rock or the chick? Who knows, but they seem to have combined. Doesn't really move much, but it's amazing it flies at all!



**Splice Face**

Apparently two faces are better than one, this is a tough enemy which blasts fire everywhere, and sneaks up from behind!

## Level 2: Forest



**Biterfly**

It's not clear what happened to this butterfly, but it's grown a big mouth and looks likely to use it!



**Gnat Pack**

A cluster of mosquitos! Don't they know there's only room for one blood-sucker in this forest?



**Kamisagi**

Any resemblance to the Monty Python killer rabbit with big pointy teeth is coincidence ... this is a different killer rabbit, with totally unrelated pointy teeth!



**Mukadebachi**

A cross between a Mukade centipede, and a Suzumebachi wasp—it's huge, spreys fire everywhere, and killing one segment won't stop it!



**ShroomBomber**

A flying bug infected with entomopathogenic fungus. It's high! On mushrooms! And out to cause trouble.



**Zombie Capybara**

Even the adorable Capybara has been turned in to a brain munching deranged monster by the recent zombie outbreak!



**Zombie Salaryman**

This zombified businessman roams the land with an insatiable appetite ... for making dubious expenses claims!



## Level 3: River



**Fish-Bone**

No wishes to be had here—it's not clear why the head has been preserved, but the tail has rotted away.



**Bubble**

What on earth is in the water to have bubbles rising like this? Comes in two sizes!



**FishFace**

I'm not sure if this fish has two faces, or the second one is something it swallowed—either way it's creepy!



**LiliFrog**

This frog sits around all day, causing hassle to everyone who goes past.



**Pairanah**

Two mouths are better than one!  
As if one paranah wasn't bad enough!



**MinerFish**

It's big and round and looks like a sea mine—may be it has a complex about its body shape, cos it's real angry!



**SpitFish**

This fish has no manners! It spits all the time!



**Tentitack**

A tentacle covered jellyfish like creature that's always on the attack!



**SuperFish**

Is it a bird? Is it a plane? Is it a laptop virus? Yes—it's super fish!



**StarfishBomber**

A star filled nights sky is one thing, but a starfish filled sky?

# Level 4: Dark Caves

Note: Many enemies on this level emit light



**DekaWooRei**  
デカWOO霊

This has to be different enough from the smario enemy to be legally safe doesn't it?



**GhostMan**

Looks like the lovechild of the characters of a certain classic arcade game!



**Blobber**

These blobs of god-knows-what lurk around the top and bottom of the screen, and are very hard to see!



**WhiteSpirit**

A mildly troublesome ghost, but there are worse!



**DarkSpirit**

The WhiteSpirit's big brother, stronger, harder to see, and it won't go away!



**KabiKami**  
黴神

The god of mold! This is the creature that causes all the mold to grow on things!



**Flamer**

Glows red ... Who knows, maybe you'll prefer to put up with it than be in the dark?



**Fire! Fly!**

This bug has a two track mind! It also glows green.



**Lumipede**

A green glowing bug, it has two parts, and you'll have to kill both!



**JellyFishy**

What's a waterfall full of jellyfish doing in a cave? Why glowing blue of course!

Now you know! ... and knowing is half the battle!

# TROUBLESHOOTING

The game will save your controls and other settings to your disk in a settings file. If you experience problems, please delete this file—the game will reset default settings.

On the CPC, Enterprise and MSX it is called »SETTINGS.V02«, on the ZX Spectrum it's called »SETUPV02.C«

# CREDITS & THANKS

Idea, Code, Graphics and Music: Keith Sear

Cover art: Richard Göpel

Packaging and manual design: Sebastian Bach (poly.play)

»CHIBI AKUMA's« uses the excellent »Arkos Tracker« for music and sound. Without it, this game would have had no real music, as I am seriously lacking in sound skills! Please note that the version this game contains was modified to remove some functionality for speed and size.

»CHIBI AKUMA's« would not have been possible without the information from following community websites:

[cpcwiki.eu](http://cpcwiki.eu) (for info and advice)

[cantrell.org.uk](http://cantrell.org.uk)

[cpctech.cpc-live.com](http://cpctech.cpc-live.com)

[tutorials.eeems.ca](http://tutorials.eeems.ca)

The following software was used during Development:

»WinApe« CPC emulator

»ConvImgCpc« CPC screen creator

»Krita Image Editor« for game art

»Virtualdub« for video cropping

»Photoscape« for AniGif creation

»Gimp« for animated GIF optimisation

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