



**INSTRUCTION MANUAL**

***ULTRA CRITICAL***

**A M U S E M E N T P L A T F O R M**

WARNING: PLEASE CAREFULLY READ THIS PRESS RELEASE IN ORDER TO LEARN MORE ABOUT 8-BIT ADVENTURES 2, AND WHETHER OR NOT YOUR READERS WOULD ENJOY IT.



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**SAVE POINT  
SAYS:**

*Wow, that's a lot of text! You can probably just ignore it though... No one reads this stuff!*



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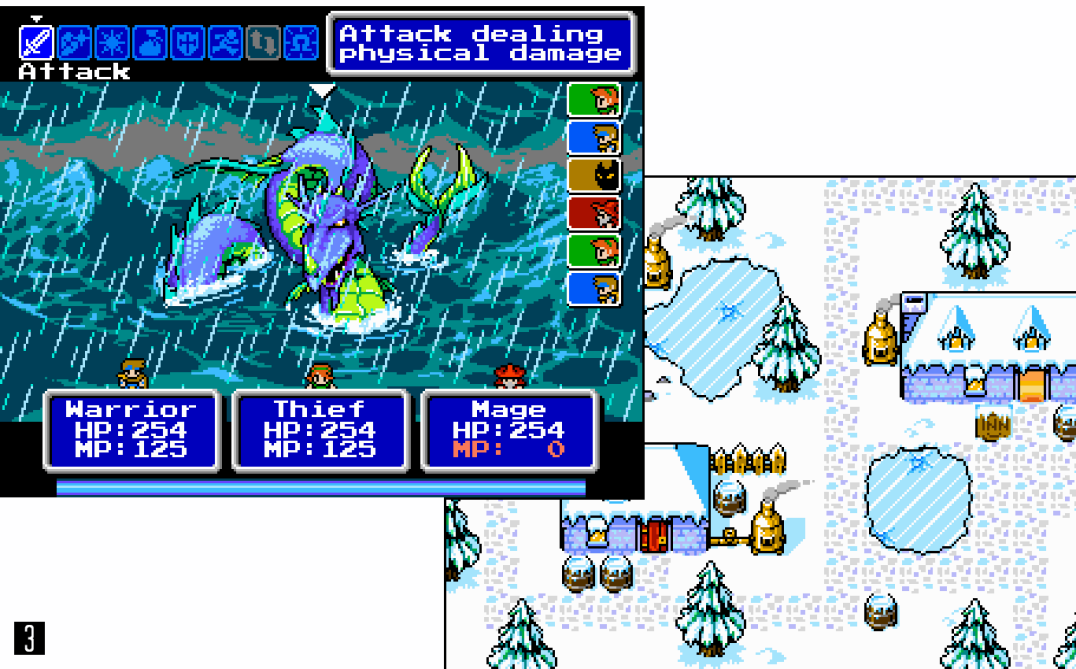
## INDIE JRPG 8-BIT ADVENTURES 2 'FIRST-LOOK' DEMO HITS STEAM

*A Retro RPG that's More than a Throwback!*

GOSFORD, Australia - October 16th, 2017 – 8-Bit Adventures 2 is an all-new RPG experience that mixes modern design with retro style. Critical Games is pleased to announce a special 'First-Look' Demo is available right now on Steam, so players worldwide can get a taste of the turn-based action ahead of the full release on PC in early 2018.



The world of 8-Bit Adventures is unique in that it is literally set inside of a video game, and this approach creates many novel opportunities. Everyone knows what a video game glitch is – something that shouldn't exist, but has the power to distort a game world in bizarre and seemingly impossible ways. The antagonist of 8-Bit Adventures 2 is based upon this concept, taking the form of an unwanted and mistreated child known as the Glitch.



Faced with erasure, the Glitch lashes out, distorting the world and threatening its people. It's up to the player's party of 7 distinct characters (3 returning, 4 brand new) to undo these distortions and defeat the Glitch. But to do so, they'll have to brave dozens of dungeons, defeat deadly enemies, and even travel to other worlds!



“ After more than two years of hard work, I am tremendously excited to bring 8-Bit Adventures 2 to both existing and new players alike. One of my favourite things about the JRPG genre is the unique way it creates a connection between the player and its world/characters. We still have a little way to go, but I sincerely hope that 8-Bit Adventures 2 connects with players the same way that games like Chrono Trigger and Final Fantasy IX have always connected with me.

~ Joshua Hallaran, Lead Developer

**SAVE POINT SAYS:**

“ This guy always talks too much... Once players learn their old pal Save Point's in the game, of course they'll buy it! ”



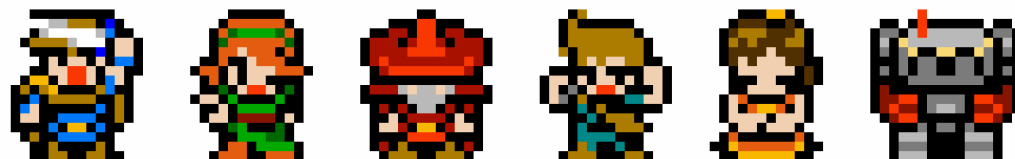
Explore a vast and varied world, brought to life by vibrant 8-Bit graphics, memorable NES-accurate music, and people with personality.

Players can enjoy strategic, fast-paced combat that focuses on unique character traits, swapping party members, managing the turn order, and using a variety of unique skills (including powerful Omega Bursts) – no mandatory grinding required!

\*Save Point is everyone's old pal!

The First Look Demo is now available on the official Steam page:  
[store.steampowered.com/app/733110](https://store.steampowered.com/app/733110)

Or get it DRM-free on the official website:  
[www.8bitadventures2.com](http://www.8bitadventures2.com)



My name is Joshua Hallaran and I'm an Australian indie developer, working under the company name Critical Games since 2011. Best known for creating RPGs on the PC - notably 8-Bit Adventures & Tales Across Time - I am currently hard at work developing 8-Bit Adventures 2, with the collaboration of three very talented freelancers: artist Jerram Fahey, composer Carfonu, and programmer Dr "iBolt" Dhoom. The game is entirely self-funded and is by far the biggest project Critical Games has ever tackled. We hope to make it something truly special!

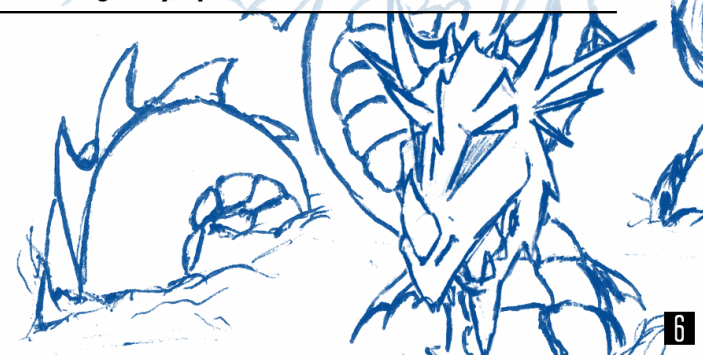
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# CHARACTERS

As you progress through the game, you will be joined by many different allies. Here's who you'll control in the demo!

## WARRIOR

(Named by Player)



One of the three heroes who defeated the Dust two years ago, he is a kind-hearted soldier with a strong sense of responsibility. Having settled down with Thief in his home town of Azureus, he thought his adventuring days were over. But now a new threat has appeared, and Warrior has gone missing...

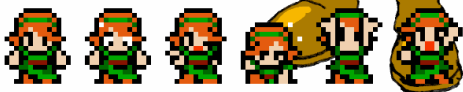


Use Leadership Abilities to buff the party!



## THIEF

(Named by Player)



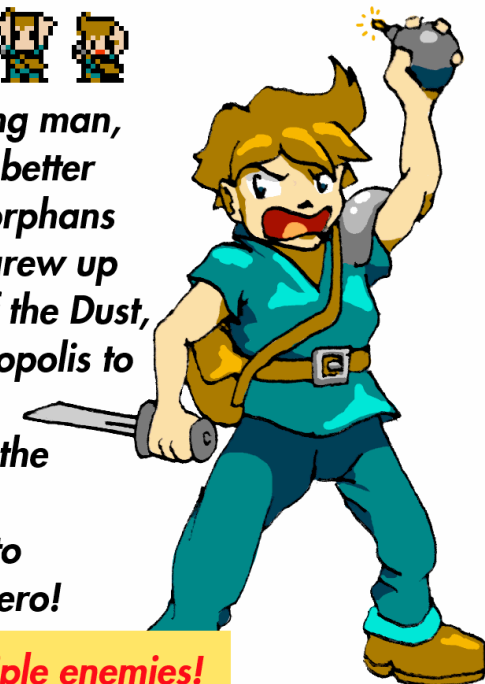
Thief grew up in poverty on the streets of Pheopolis. Despite her sharp tongue, she has a heart of gold, and used to take care of other orphans like herself. After defeating the Dust, she settled down with Warrior in Azureus, content she'd finally found the life she'd always wanted. However, when Warrior disappears, she finds herself on a brand new journey - and she's not the only one!

Inflict Status Ailments and Steal items!

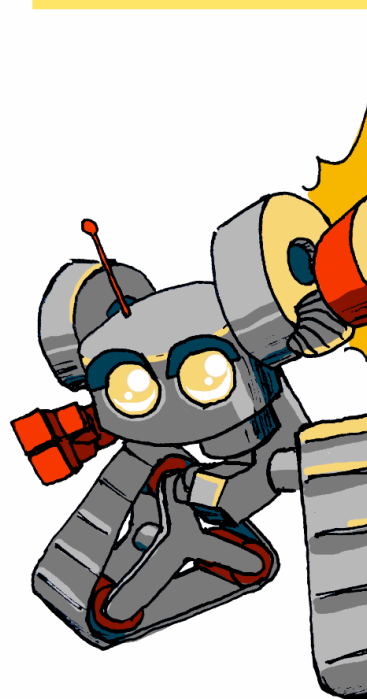
## CHARLIE



A quick-witted & impulsive young man, whose big mouth often gets the better of him. Charlie was one of the orphans that Thief took care of, and he grew up idolising her. After the defeat of the Dust, Thief asked Queen Elena of Pheopolis to take him and the other orphans into her care. Charlie has spent the last two years growing up in Pheopolis Castle, training hard to become stronger - just like his hero!



Dual-Wield weapons & hit multiple enemies!



## ROBOT

(Named by Player)



An Exterminator-class robot, model 5102 - designation C-28. Built by the Computer, it is designed to hunt down and eliminate all bugs and anomalies. Its mission? Find and destroy the Glitch. Despite its cold, logical exterior, Robot does have a personality - it just never gets the joke!

Equip Abilities & Use Them Without AP!

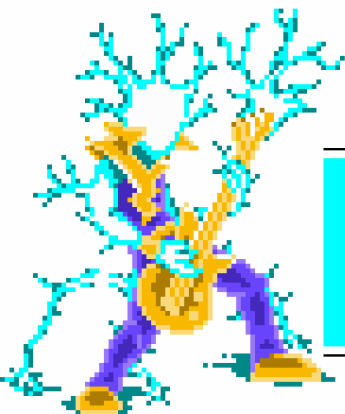
There are many dangers in the world of 8-Bit Adventures. Here's a small sample of the foes you will encounter!



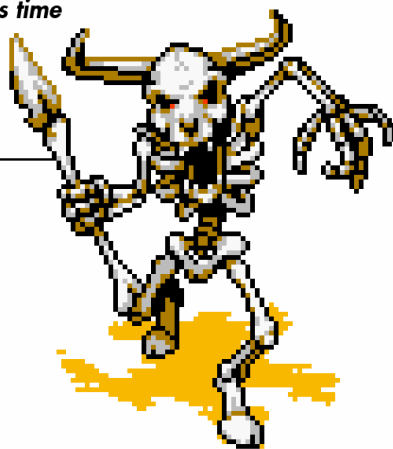
**CRUSH!!** - A big rock who likes to crush things. Particularly player characters. If CRUSH!! had to describe himself...he couldn't, because he can't talk. Makes you wonder why he has a mouth, really.



**Beaming Inferno** - A fire elemental who just \*loves\* setting things on fire. Look at how happy it is - you can't beat that winning smile!

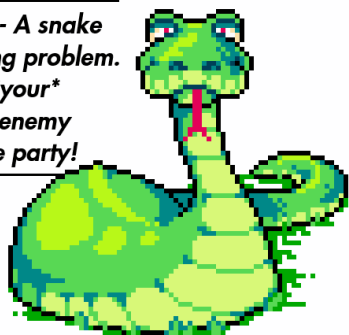


**Electric Guitarist** - Everyone loves a bit of electric guitar, but this time it's the guitarist who's electric! Careful you don't get zapped by its combo attacks!



**Rattling Ravager** - A fearsome foe made from animal bones. It makes an awful rattling sound when it's about to use a powerful attack!

**Overweight Snake** - A snake with a serious eating problem. ...Which becomes \*your\* problem when this enemy starts devouring the party!



**Self-Obsessed Squid** - This enemy loves going to the Gym & staring at itself in the mirror. Some may call it self-obsessed, but it doesn't care - just look at those muscles!



**Clockwork Controller** - An enemy that controls an army of steam-powered soldiers. As you might imagine, it's a stickler for being on time and won't accept tardiness. Whatever you do, don't ask about the brain in the jar!



**Master Ninja** - An undead master of ninjutsu, revived by the Glitch. No relation to any other purple ninjas!



**Obligatory Bat** - Because every RPG needs a generic bat enemy!



**Warrior** - Wait, that can't be right! Can it...?

Yikes!  
I'm gettin' some real bad vibes from this lot...

**SAVE POINT SAYS:**

That's your cue to save the game!

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**Please Note:**

*The Glitch has created many "diabolical traps" which manipulate the game world. Watch out for traps that you cannot escape. If you fall into the wrong trap, you might have to reset the game (by pressing the EXIT button) and start again at the beginning of your last save point.\**

\*These traps are in no way bugs or serious flaws with the game. Honest!



NEED HELP? MORE INFORMATION?  
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