

M.A.D.A.S.S.

G.O.R.I.L.L.A. WARFARE

Created by Project M.A.D.A.S.S.

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Introduction

Welcome to M.A.D.A.S.S. G.O.R.I.L.L.A. Warfare. This is a fairly traditional side-scrolling shoot 'em up with a few alterations. First nothing you use has infinite ammunition. Second, you can take a couple hits from enemies before you die. We've made this game in the 8-bit style of the NES, including sound.

To beat this game you must kill four bosses. When you've been hit twice you must restart from either the beginning of the level or a checkpoint.

How to play

Menu Navigation:

Use the Up Arrow to move the cursor up. Use the Down Arrow to move the cursor down.

Press X to select an item from the menu.

From Credits or Instructions press X to go back .

Normal Player Controls:



Use the Left Arrow Key to move left. Use the Right Arrow Key to move right.

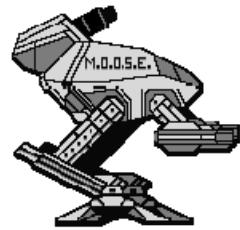
Use the Up Arrow Key to aim up. Use the Down Arrow Key to crouch (while on the ground).

Use the Down Arrow Key to aim down (while in the air). Use the Down Arrow Key over ammunition boxes to pick them up.

Use Z to jump and Use X to shoot.

When out of ammo, press X for a melee attack.

M.O.O.S.E. (Mechanized Offensive Overdrive Super Exterminator) Controls:



Use the Left and Right arrow keys to move in their respective directions.

Use the Up Arrow to aim up and the Down Arrow to aim down.

Use X to shoot.

To enter the M.O.O.S.E. while next to it, press the Down Arrow Key.

To Exit the M.O.O.S.E. hold up then press the Z Key.

Ammo Types:

N-Type: This is the starting ammo for each level. It has moderate clip size, damage, and rate of fire.

S-Type: This fairly common ammo has high damage paired with low accuracy, clip size, and range.

M-Type: This rare ammo is fully automatic with a high rate of fire, low damage and accuracy, and moderate clip size.

R-Type: This rare ammo launches accelerating projectiles that deal splash damage with the smallest magazine size available.

F-Type: This uncommon ammo has an extremely high rate of fire and a monstrous clip size. It deals very little damage and has the lowest range available.

The Story So Far

The Winter of 1952.

Welcome to Northern Asia, Santiago. It's winter and we understand that you'd rather be someplace warmer, but we've received word that the H.O.R.N.E.T., the enemy's leader, is in the area. Your mission is to find and capture him. There have been reports of strange and dangerous creatures here, so be vigilant of your surroundings. Good luck and godspeed sir.

M.A.D.A.S.S. was nominated as a finalist in CS 80K and won best sound out of the finalists presented in the class.