



*PEACE CORP.
ROBOT MODERATOR
MANUAL*



WELCOME, NAMASTE,
BIENVENIDO, BEM VINDO,
ようこそ!



REAL WORLD ALERT:

This software was made with the love and care of a lot of actual human beings. NOT ROBOTS!

Please be nice and support human beings and their families.

If you hate ROBOTS too, please join our ranks!
2096 submissions are NOW OPEN!

* This manual is also made by humans, lets recycle humans.

THE ORGANIZATION

PEACE CORPORATION, an organization born in 2054, establishes the best JOB in the world: THE MODERATOR!
What is a moderator? Unemployed people can now fight back and eliminate rogue ROBOTS.

THE MODERATOR PROGRAM

THE MODERATOR is named based on an OLD tradition of warriors. These ancient MODERATORS put down the banhammer on trolls and robots alike on the old INTERNET.

Imagine an ARMY of tin cans with supposed "feelings", that follow your commands more poorly than a PRINTER. Oh wait... Imagine an army of PRINTERS!!! You will want to CRUSH them in NO TIME and for FREE!

But here comes the best part: with our EXCLUSIVE points program, you can use points for buying new things like weapons or soda, even the wild dream: **SPORTS SHOES!**

So what are you waiting for? it's another round of **ROBOT KILLING!** MODERATORS are the best of the best at this fine art, and you are the best of all the MODERATORS!

**JOIN OUR RANKS
TODAY!**



THE CONTRACTOR



THE CONTRACTOR



SUBJECT NICKNAME: **MULLET MAD JACK**

PHYSICAL FEATURES: **MULLETS**

PSYCHOLOGICAL FEATURES: **MAD**

ROBOT RELATED INCIDENTS

2074 - When he was born, a C-SECTION took place because of the size of his MULLET.

2081 - His unemployed parents watched ADs all day for work to FAKE their numbers; Only ROBOTS can have real jobs and actually BUY products in this new economy.

2090 - A sentient printer got into a fight with him over the position of the paper, the printer won!
There were several reasons to not like ROBOTS....



... But we don't need reasons to shoot robots in the face anyway!



NAME:

[REDACTED]

BIRTH:

02/30/2070

PREVIOUS OCCUPATIONS:

AD. CLICKER (junior) 2087/89

STUNT DRIVER FOR INFLUENCERS 2090/91

FOOTBALL PLAYER (DESERT EAGLE MODERATOR UNIVERSITY) 2089/92

MODERATOR TRAINEE 2093

THE HOSTAGE



THE HOSTAGE



SUBJECT NICKNAME: **THE INFLUENCER**

PHYSICAL FEATURES: **GREEN HAIR**

PSYCHOLOGICAL FEATURES: **MOOD SWINGS**

STARDOM RELATED MILESTONES

2073 - A baby born with a pink star birthmark, destined to STARDOM!

2083 - Little Miss tokyo CHAMPION.

2090 - Angry teenagers reality TV contestant.

2091 - Launch of the debut album: ANTI-ROBOT MANIFESTO.

2092 - Singer at GLOBAL WARMING FEST '92

2094 - Her channel hits 2 BILLION FOLLOWERS!

2095 - Currently missing!



.... **LIKE** and **SUBSCRIBE!**
don't forget to ring the **BELL!**



NAME:



BIRTH:

03/28/2073

PREVIOUS OCUPATIONS:

LEGIT HEIR OF AFRICAN MINES 2073

LITTLE MISS TOKYO (junior) 2083/85

REALITY TV CELEBRITY 2090/91

AUTO TUNE MODEL-SINGER 2091/95

PROFESSIONAL INFLUENCER 2093

THE GAME



Welcome MODERATOR. Your tasks will be like a super fast paced adventure, you have a FEW SECONDS OF LIFE. But don't worry, you will gain more seconds for each ROBOT killed.

The gameplay is straightfoward, but you dont need the reflexes of a PRO PLAYER to win. The key to success is HAVING FUN and going with the FLOW.

THE MAIN MENU

START GAME

It's the campaign mode.
Live inside an old school action ANIME!

EASY MODE

For casual FPS players.
You will have **15 SECONDS** OF LIFE.

NORMAL MODE

The way the game is intended to be played.
You will have **10 SECONDS** OF LIFE.

HARD MODE

You will have **10 SECONDS** OF LIFE.
BUT... your enemies will give you **LESS TIME!**

PERMADEATH

You will have **10 SECONDS** OF LIFE, enemies give you **LESS TIME** and you **ONLY LIVE ONCE!**

CHAPTER SELECTION

You can navigate the CHAPTERS that you've already played.
Reply your favorite parts again.

THE PRIZE!



ENDLESS MODE

It's the challenge mode. After you BEAT THE CAMPAIGN you can show your skills and survival time to compete for the GRAND PRIZE:

These **SPORTS SHOES** that are a DREAM of an entire generation of consumers! !



VIRTUAL UNBOX

Just this old school **90'S game box experience**, but virtual!

OPTIONS

The settings menu.

VIDEO

Resolution, FOV and SCREEN EFFECTS options.

AUDIO

Volume and LANGUAGE options.

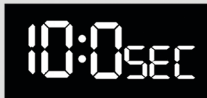
CONTROLS

Key binding, aim reticle and AIM SENSITIVITY options.

THE GAME



YOU HAVE 10 SECONDS TO KILL SOMETHING

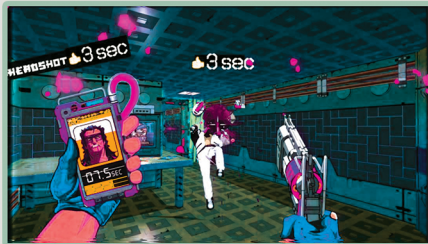


KILLING ROBOTS ADDS MORE TIME TO YOUR CLOCK



IT'S QUITE SIMPLE, REALLY!

SCORES AND COMBOS



SCORE EXAMPLES

BANNED +3 seconds (kill an enemy)

HEADSHOT +4 seconds (headshot an enemy)

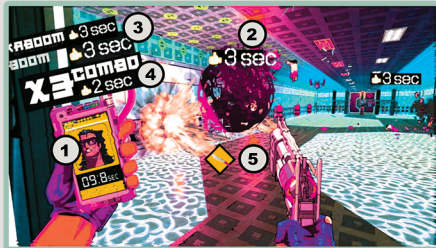
EXPLODED +5 seconds (explode an enemy)

TRAPPED +5 seconds (kick an enemy to a trap)

COMBO BONUS MULTIPLIERS

The **COMBO BONUS** can give 1 second per kill if you kill enemies in less than a second apart of each other!

ON SCREEN INFORMATION



HANDY BARS

A BLACK BAR will pop up with the actions and button prompts that can be used in that moment! USE THEM until you master the basics and enter the FLOW STATE.



[MOUSE 2]



[DASH]

ON SCREEN INFORMATION:



1 - LIFETIME REMAINING DISPLAYS

The **PHONE** will show all information about your **REMAINING LIFE** and **WARNING STATES**



2 - SCORE SECONDS

The **GAINED SECONDS** of every **EXECUTION** that you cause in the game!

3 - SCORE LIST

The **SCORES** recording every **EXECUTION** and the gained seconds.

4 - COMBO MULTIPLIER

The **COMBO BONUS** can give 1 second per elimination if you destroy enemies in less than a second apart of each other!

5 - SPECIAL ITEMS AND UPGRADES

This **ICON** will display picked **SPECIAL ITEMS** or **SPECIAL SKILLS** that can be **USED** with **DASH**..

PHONE APP DISPLAY



LIFETIME AVATAR



Your remaining lifetime in colors and blood



AVATAR GOOD CONDITION
OVER **70% OF LIFE**



AVATAR MID CONDITION
OVER **30% OF LIFE**



DANGER MODE
LAST **3 SECONDS OF LIFE**
You enter a **COUNTDOWN** to
YOUR DEATH!



EMERGENCY OFFLINE MODE
DISCONNECTED FROM THE TIMER
You are disconnected from the **SYSTEM**

the GOOD NEWS: you have no **TIME LIMIT**.
the BAD NEWS: all you have is the percentage of
your **REMAINING LIFE**.

LIFETIME REMAINING TIMER

Your remaining lifetime in numbers

LIFE REMAINING BAR

Your remaining lifetime in a bar



CONTROLLING THE ACTION



You have all the freedom of movement in the first person. You auto KICK DOORS OPEN and interact with the scenario using **DASH!**

DASHING

It's vital to use DASH!

By using DASH you can traverse in any scenario FASTER. DASHING also uses **SPECIAL ITEMS** and **FINISHES**.



DASH

NORMAL DASH!

Be FASTER at any time by using it. You can also use DASH in any direction.



DASH KICK

KICK ENEMIES TO TRAPS!

By using dash you KICK ENEMIES and GLASS BARRIERS. Especially useful against SHIELDED ENEMIES.



DASH SLIDE

SLIDE TO SHORTCUTS!

By using DASH near AIR DUCTS you can take very useful SHORTCUTS in the stages.



DASH FINISH

FINISH AN ENEMY!

With an ITEM in hand, dash in the direction of an enemy and you will FINISH them. Also recover LIFETIME doing it !

DASH FINISH

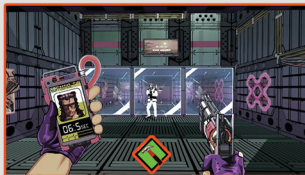


Pick ITEMS up on the stage and use them to FINISH ENEMIES! You also can RECOVER YOUR LIFE doing finishes!



PICK AN ITEM

You can find a lot of **MORTAL WEAPONS** in the scenario that can be used only for FINISH MOVES!



FINISH AN ENEMY

With an **ITEM** ready, use **DASH** near an enemy to perform a **DASH FINISH** and recover **+10 SECONDS!**



SHOP UPGRADES



After beating a LEVEL you can IMPROVE YOUR CHARACTER by choosing an UPGRADE! Upgrades give you **NEW SKILLS** and **ADVANTAGES**.

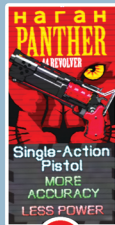


VIEW UPGRADES

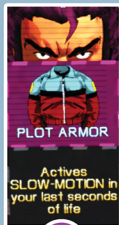
You can **VIEW** all your **CURRENT UPGRADES** at any time with the **TAB** Button.



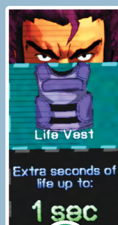
UPGRADE TYPES



1



2



3

1 - GUN TYPES AND MODIFICATIONS

CHANGE or **IMPROVE** your equipped CURRENT GUN!

2 - CHARACTER SKILLS OR ADVANTAGES

BUY a new **SKILL** or **ADVANTAGE** to make your life EASIER!

3 - CUMULATIVE MODIFICATIONS

GAME CHANGING modifications that can be **STACKED UP!**

DON'T DIE

If you **DIE**, you will lose all your UPGRADES.

LEVEL PROGRESSION



You need to climb the twin towers of the NAKAMURA PLAZA one floor at a time.

EVERY FLOOR IS ONE STAGE.



By beating a **FLOOR** you get a new **UPGRADE**.



If you **BEAT** a **BOSS** on the 10th floor of the chapter, you get a **CHECKPOINT!**

If you die, you lose all your upgrades and floor progress since your **LAST CHECKPOINT!**

HAZARDOUS ENVIRONMENT



The more you advance, the more **DANGEROUS** the levels become.



CHAPTER 2

ACID PITTS

(a classic)



CHAPTER 3

ELECTRIC FLOORS

(It's the future, you know)



CHAPTER 4

BOTTOMLESS PITTS

(It's a free fall)



CHAPTER 5

LASER TRAPS

(They explode!)



CHAPTER 6

LAVA PITTS

(even more classic!)



CHAPTER 7

DARKNESS

(but you have a light)

WEAPONS



YOU ONLY HAVE ONE WEAPON PER TIME

You can change your weapon based on the options given by the SHOP at the end of each floor. You will always have the opportunity to change your weapon for another one in each floor.

All the weapons have strengths and weaknesses, see which one fits your PLAYSTYLE better.

ALL the WEAPONS of the SHOP are provided by PEACE CORP. Our personalized weapons are the best on the APP VIGILANTE market. All equipped with state-of-the-art tech to deal with rogue ROBOTS.



THE AGILE ONES

PISTOL YOUR STARTING WEAPON

The fire rate is on the speed of your clicks, COWBOY.



SUB MACHINEGUN CRAZY

The firerate is crazy, but the RECOIL is crazier.



WEAPONS



THE HIGH DAMAGE ONES

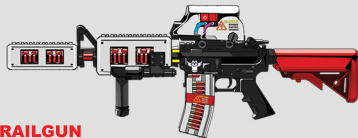
SHOTGUN LEVER-ACTION

The classic, and you can be DOUBLE classier with some MODS and UPGRADES.



FIRE KATANA CAN BE THROWN INTO ENEMIES!

FASTEST MELEE weapon, and your attacks can be CHARGED to BLAZING ONES.



RAILGUN SLOW BUT DEADLY

You have the most powerful shot, but have a COOLDOWN mechanic.

SPECIAL OFFER



VANQUISH
SCHARFSCHÜTZENGEWEHR
INDUSTRIES



THE ENEMY



KNOW YOUR ENEMY!

**THE LAZY ROBOTS GANG
CRIME ORGANIZATION**

An organized crime entity made entirely by ROBOTS. How dare they replace our own HUMAN CRIMINALS!

They infiltrate abandoned buildings like the former NAKAMURA PLAZA to commit hideous acts.

Reports say that they harvest HUMAN FLESH to appear more human like.

ENEMIES

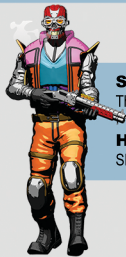


ANDROID CLASS ROBOTS

VICE GRUNTS

CAUTION! He hates Mullets.

HINT: It's your favorite punching bag.



SHOTGUNNERS

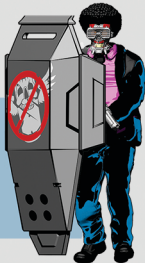
They HIT HARD!

HINT: It's a good one to spend SPECIAL ITEMS!

DEFENDERS!

Their shields have more HP than themselves

HINT: You can **KICK** their shields first!



ENEMIES



DRONE CLASS ROBOTS

ALL OF THE **SMALL DRONE CLASS** ROBOTS CAN BE KILLED WITH KICKS!

FLY DRONES

They always come in MOBS.

HINT: You can KICK them to explode in the other enemies face.



ARACHNODRONES

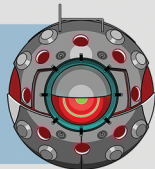
They can also be in ceilings and walls.

HINT: They shoot from long range but also jump you in short ranges.

DRONE MINES

They are like proximity mines, but they FLY.

HINT: Kill them before getting too close, Obviously.



ENEMIES



MONSTER CLASS ROBOTS

HUNTERS

They will PURSUE you like a dog!,
and they are FASTER than you.

HINT: Take care of them FIRST!



ZOMBIE

DEADLY at close range.

HINT: You can KICK it while it's
JUMPING.



GHOST

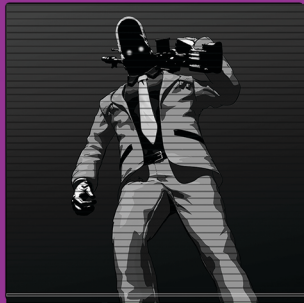
If they turn INVISIBLE, they're gone
forever.

HINT: Attack them FAST to gain
their precious seconds before they
vanish.

DID YOU SEE THIS ROBOT?!



WANTED



BOUNTY HERE:



MULLET MAD JACK

OVA • FPS アニメアクション

HAMMER 95 GUYS

ART ALESSANDRO MARTINELLO
LEONARDO MARTINS

CODE LEONARDO ZIMBRES
THIAGO WIENZENMAN

NOISE FERNANDO PEPE
MATEUS POLATI

SPECIAL THANKS TO:

OUR FAMILIES, JAD MROUE , FELIPE PERUZZO MILKEWICZ,
GABRIEL HILGERT, IVAN SERDIN, AND HUMANS IN GENERAL.



Game developed by
HAMMER 95

Indie game developers based in your otaku heart

MULLET MAD JACK is an episodic anime action game made by humans! Distributed in digital stores after a world ending pandemic!

It's a JOKE, a fictional copy of a game if it was the 90s!
Thank you for being a human being!!!