



Instruction Booklet

Thanks

Thanks for selecting *Neb 'n Debs*! This game took significantly more time and effort to finish than I originally thought. There are countless little tasks and todos that pile up when making any game, let alone one for a 30 year old console. At times the process was flat-out unenjoyable and I dreaded it, but sitting here now; well I can't stop smiling! I made it happen. I made a NES game with a number of awesome and talented people. And you now holding this manual in your hands, well you're a part of it too!

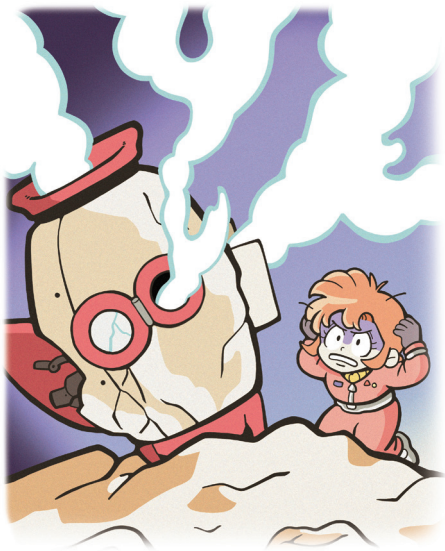


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Prologue

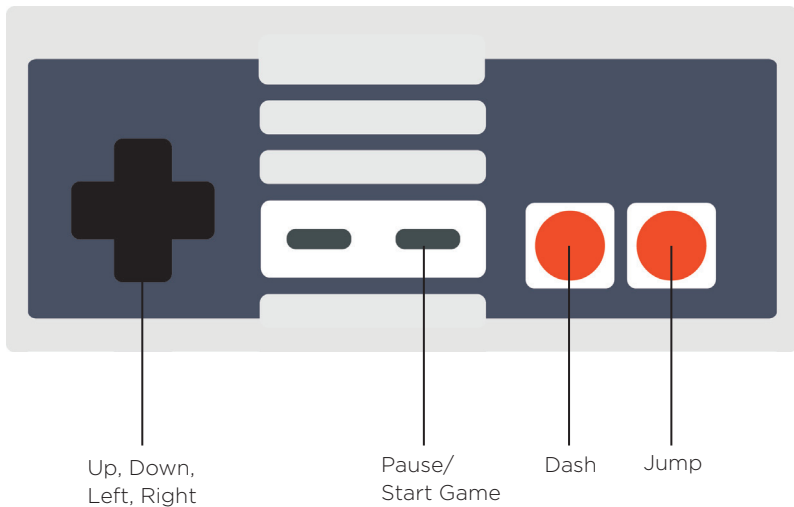
Debs woke with a start as the ship underneath her shuddered and groaned. She heard a low rumbling soon joined by what sounded like someone cutting metal. Debs pushed herself up and headed out to investigate. Outside the morning light from two suns burned down. So this is Vespasian 7MV, she thought. She blinked and pushed back the bangs from her eyes. Her hair was longer than she liked, but there hadn't been time to cut it while camping on the edge of civilized space. She counted the months in her head. Eight. Eight months hiding on the frontier and now she had crashed on some stupid uncharted planet.



She turned towards her smoking ship and jumped back. Small orange robots scurried about the crash site. Some busily cut and drilled into the hull while others carried bits of the ship away and down the hill. “Hey”, she said waving her hands at the drones, “stop that!” The drones paused and turned to look at her before continuing their work. “Hey, I said stop—”, two more drones burst from the foliage behind her followed by a pink blur. The blur was closing in on the drones and didn’t see Debs. The pink creature crashed into the back of Debs’ head and the two fell to the ground. He writhed and screamed, “Get off of me! Let me go!” Debs pulled at his flapping arms to no avail. The creature was somehow now fused to her head...



Controller



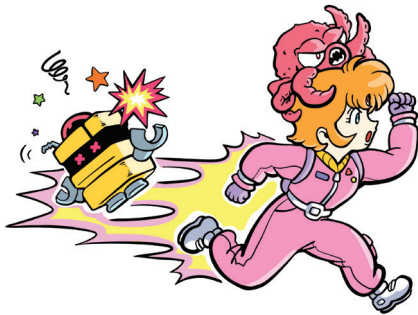
Play

From the title screen, hit the Start button at any time to start the game. You begin the game with three lives and a supply of crystals that Nebs will slowly deplete. Whenever you run out of crystals you lose a life. The game ends when you run out of lives.

Debs and Nebs will have to complete a number of levels in their search for the missing ship parts. Levels that don't have ship parts have signposts at the end. You must dash through the signposts to complete the level. When the signpost starts to twirl, you've completed the level!

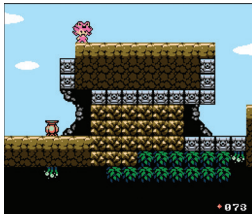
On levels that contain ship parts you will chase the L02 drone carrying the ship part throughout the level. Use

your dash to destroy the L02 drone and reclaim the ship part. After reclaiming the ship part you will see the Ship Parts screen that will show how many parts you have collected so far of the 4 total parts.



Regions

You will traverse four regions on the planet Vespasian 7MV.



Mountain

Having crashed in the high peaks of Vespasian 7MV you will first have to descend these mountains.



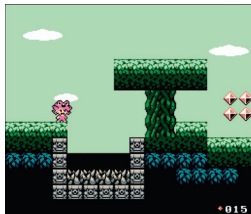
Mines

Drones and odd creatures roam the abandoned mines.



Forest

The forest canopy blocks out most light.



Swamp

The swamps of Vespasian 7MV are perilous!

Artifacts

Across Vespasian 7MV you'll find mysterious remnants from the alien race that built the drones. Here are the items you might encounter during your journey:



Chests

The drones have stored important items in chests throughout the planet. Sometimes chests are well hidden and cannot be detected till Debs is right next to them.



Dash Potion

A bitter concoction that increases the duration of Debs' dash. Up to two dash potions can be active at one time.



Crystal

A crystal unique to this planet and Nebs only food source on the planet. Without these he will perish.



Twenty Crystal

A rare collection of crystals.



Hourglass

An hourglass that stops time except within the close proximity of Debs and Nebs.



Dash Gem

A gem harvested from deep within the planet. Contact with a dash gem makes Debs dash uncontrollably.



1-up

Collecting this odd alien totem will increase Debs' total life count by 1.



Ship Part

The reason for Debs' journey. She must collect the four missing parts of her ship if she ever hopes to fix it and flee the planet.

Creatures

There are a number of unique species on this planet; some friendly and others hostile:



Trampoline Plant

This bouncy plant can be found throughout the planet and can help Debs reach high places.



Cannon Plant

This plant shoots small boulders up in the air and then catches them for unknown reasons.



Acid Lamp

Found deep in the mines of Vespasian 7MV. Debs can stand on the top of these lamps, but stay far away from the lethal acid it drops below.



Octoguy

Octoguys prefer the dense foliage of the forest and shoot small pellets that are lethal to Debs.



Z65

The most common drone on the planet. The Z65 is equipped to handle all manner of tasks.



Z75

An upgraded Z65 that has the ability to fly.



L02

A special drone built for moving precious cargo.



Pill Bug

Large insects found hanging from ledges and trees. They slowly move back and forth.



Mine

Mines left behind from a long forgotten war.

Obstacles



Moving Block

Found in the mines. Be careful you don't remain on one as it moves off the screen!



Spike

Deadly spikes line the floor of some levels. Deadly to Debs, but not necessarily all creatures.



Boulder

Boulders fall from the ceiling of some levels and can be used to recharge Debs' dash.



Rock

Rocks are found on most levels and can be removed with Debs' dash.

Tips

Crystals—Collect as many as you can! Your supply of crystals carries over between levels and persists if you lose a life; however, later levels have far fewer crystals—so beware!

Dashing—Debs' dash recharges upon touching the ground or when dashing through certain objects such as rocks, boulders, and enemies. So when dashing through an object in midair be ready to dash again immediately!

Dash Velocity—Debs' vertical velocity at the moment she begins a dash is conserved and will continue once the dash is complete. This little trick will allow you to reach places you might not have thought possible.

Kickstarter

The following individuals pledged at the **Thank You** reward level during our Kickstarter campaign. These folks are the definition of awesome and we appreciate their support!

Jennifer Priester

Joel, Laurie,
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Sean Robinson

Infinite NES Lives

Spoony Bard
Productions

Eric Brule

DatGameCollector

Dustin Long

Roll - SeekFindPlay

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Peek-A-Brews!

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Andrew Kuntz

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Stefan Simovic

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Peder Santesson	Sylvain. P	Izarra Sakamoto	
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Jayson Almeida	Veli-Matti "VeeKir-aRay" Jaakola	Tyler Huard	
Joe Brumfield			
Seiichiro Odaka			

Credits

Nebs 'n Debs Team

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Richard 'kolor' Armijo
Sound & music

Our Amazing Play-testers

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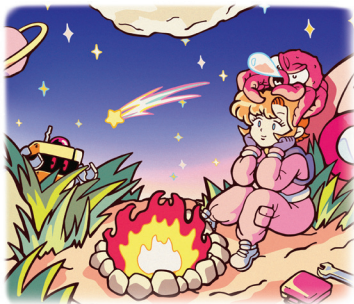
Thanks

Shiru for the excellent FamiTone sound driver; Nicolas & Morphcat for streaming NESDEV and helpful advice; Beau for helpful advice & for being 1/2 of the best podcast; Kevin for being the other 1/2 of the best podcast; INL for excellent PCBS, shells, and dust sleeves; Frank for excellent boxes, labels, and manuals.

Special Thanks

To my mom, dad, brother, and sister. To WOLFIE. To my wife Victoria who was considerate and patient, my daughter Abigail who sat in my lap and watched countless playthroughs, and my son James who I think would have liked this game very much.

—Chris



Notes

The logo consists of a solid red oval. Inside the oval, the words "Dullahan" and "Software" are stacked vertically in a white, bold, sans-serif font.

**Dullahan
Software**

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