

Zortch Maxinum Against the Alien Brainsuckers

Manual

System requirements

Minimum: Win XP 32bit 1GB Ram 1.5Ghz Cpu

Recommended: Anything better

Hotkeys

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ESC - toggle menu (pause)

F2 - Save menu
F3 - Load menu

F6 - Quicksave
F9 - Quickload

F12 - Screenshot
```

Default Controls

```
WASD          Move

Mouse         Aim
Left click    Fire
Right click   Alt Fire
MouseWheel    Change Gun


Space         Jump
Shift         Run
C             Crouch

R             Reload
E             Use
Q             Kick

F             Flashlight
N             Night Vision
TAB           First Aid

1-9           Select gun
0             Select first aid kit  (non us keyboard: first key right of 9)
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The story so far

Circa 3310 AD a bunch of humans (give or take 10.000)
hijack the first spaceship capable of interstellar travel
and escape from earth..

fast forward a few hundred years and their descendants
are settled in a small remote part of the galaxy
about 300 lightyears away from earth

most of them live as minorities on planet Pugon

the Pugonites are a small welcoming race
famous for their gift of invention
and resemble pugs (former beloved pets of the humans)
walking on two legs

here on Pugon lives Zortch Maxinum - professional slacker -
who holds the record of winning the most "Worst Engineer of The Year" awards
but I digress

one day she finds an advertisement for a holiday resort
and decides she needs a vacation

despite the suspicious look of the tourist bus and other patrons
and ignoring all warnings about the increasing number of missing people
she sets off on holiday ..

.. next thing she knows she wakes up in a cell
her luggage is missing
and there is a mysterious voice talking in her head ..

Characters



Zortch Maxinum

Species: space faring human (homo sapiens vagus)
Gender: Female
Age: 26 in Pugon years (Approx. 23 in earth years)
Job: various
Height: 164cm (5' 4.5")
Favourite snack: Zamek bar
Nationality: Pugon - Human minority
Home Planet: Pugon

Meet Zortch Maxinum: short order cook, engineer, sanitary technician .. name a job: she is guaranteed to be fired from it once

a nice and polite person but somehow cursed with perpetual bad luck
and trouble follows her wherever she goes

she grew up in the countryside - only child of a small humble farmer family
bit of a tomboy - a typical country girl doesn't mind walking miles to a mailbox,
sees guns as nothing but toys and used to do her business in an outhouse
she is generally unaware of the problem of leaving the toilet seat up or down (having never seen one)
in other words she is not the lightest bulb but can take care of herself

despite being short and thin she seems to be able to consume a metric ton of food
(also where could all that soda disappear to?)



The Brainsuckers

Species: brainsucker (magna cerebrivore)
Gender: not applicable
Age: unknown
Job: self employed
Height: approx 310cm (10' 2")
Favourite Snack: humanoid brains
Nationality: outlaw
Home Planet: unknown

The brainsuckers' existence was nothing but an urban legend.. until now
very few have escaped from them and nobody believed their stories
they are a species with a taste for human brains
and quite pragmatic about how they can get their hands.. err.. grasping forelegs on one
word is they have a special technology that makes them turn invisible

strangely enough they don't seem to posses a central nervous system themselves
rumor has it that long ago they evolved from aquatic plants far-far away
and brains were not the original staple of their diet ..
at least according to a mysterious helper who helped the few survivors to escape their grasp

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More Characters



Pudding men (Brutes)

A large purple multicellular amoeba posing as a humanoid guard
(with the help of an artificial steel skeleton)

Devoted right hand men of the brainsuckers
their appearance is said to help their masters by mimicing their prey
ironically enough they would be much more efficient in their original form
rumor is that over the years they forgot about being amorphous blobs
and see themselves as humanoids
they also don't posses a central nervous system and generally dumb
but very good at construction and technical challenges -
 making them the brainsuckers perfect ally who
have the intelligence for invention but lack the hands and fingers
they multiply by mitosis and indeed there is an entire army of them

The brainsuckers seldom leave the planet and rely on trapping spaceships
and generally prefer their prey come to them
they are only interested in humanoid brains however and use the rest
of the parts for their experiments



The Hollow

former victims of brain sucking who still roam the halls of facilities --
mostly due to containment failure -- walking skeletons kept reanimated
with some bizarre machinery for unknown reasons

Note: according to the 'mysterious helper' the brainsucking process has a side effect
and it's actually bacteria from the brainsucker that keeps these husks alive
and the machinery is only needed to keep them calm and from evolving into
something nasty

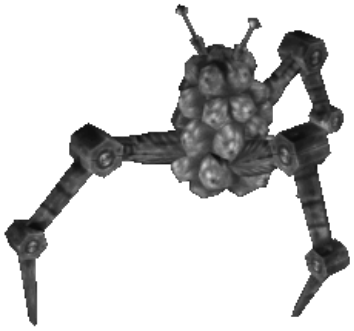


Floater

very dangerous flying 'doctors' -- the head is completely replaced with
a weapon that is capable of firing homing projectiles
they also capable of short range teleportation

There are rumors of other experiments running amock
who are said to resemble human body parts

Some creatures are only visitors - either got on the planet
by accident during 'harvesting' or are simply contractors



Bloop

Space barnacle - often found on the coating of spaceships - fond of electronics and electricity
how they walk is anyones guess - getting close to dissect them is tricky as they prone
to attack with a sort of ball lightning projectile
they got their name from the distinct sound they make when about to explode

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Creep

Space parasite - a green tentacle thing with large eyes
a very dangerous creature - standard procedure is to contain them and
it's advised to not to shoot at them under any circumstances!
(unless you have no other choice of course)



The Bounty Hunter

little is known about him .. or her .. (it's hard to say - for this species
the male is the one who 'strucks first' - which might explain why they are so tough)
he was hired to take out Zortch after she proved to be too much of a nuisance

Much of the planet's natural fauna and animalia was turned into
living weapons - mainly lizards and large frogs
some of the creatures who escaped this fate are the underwater ones:



Filter fish

a little fish that seems to eat just about anything
and keeps the water on the planet clean
warning - do not ever try to eat one!
they are very very very .. very! toxic



Piranha Shark

a medium sized shark that acts like a piranha
eats anything that gets in the water
with a few exceptions which include:
other sharks, the filter fish, and the electric jellyfish

Troubleshooting and Known Problems

Doesn't run on WINE

Linux and Mac are not officially supported
there are reports of the game working on WINE and reports of not
so far I yet to figure out the problem
native versions for these systems are troublesome to make
(there won't be a native Mac version ever as they no longer support OpenGL
and I might be able to learn Metal but frankly I just don't like their arrogance)

Sounds are too quiet

A known issue that might be related to hardware?
if you encounter this (and in the options the volume seems correct)
be sure to send me your system specs

Saving takes too long

This is a known issue - on some systems
it shouldn't take more than a fraction of a second
I yet to figure what the problem is

if you encounter this please share with me your system specs

I got stuck in the wall

Save wherever you are, then open the console with ` and enter
the following command: Debug
now hold Ctrl to fly out of the wall
open the console and enter Debug again to disable this cheat
also my sincere apologies for this
(send me the save file if you can)

Credits

Game design, characters, engine, coding, graphics and music: Mutantleg
Sounds: Freesound.org and various other public domain sources
Beta Testing: FreeHawk

Special thanks for the authors of the following C++ libs:
 OpenGL Api
 OpenAl
 stb_image
 miniz
 pugixml
 dirent.h

Special thanks for the following websites:
  bandcamp.com
  musicradar.com
  textures.com
  texture.ninja
  publicdomainpictures.net
  and of course itch.io



"Hope you enjoy our game! We apologise for any inconvience. "