



INSTRUCTION BOOKLET

16-BIT SUPER CARTRIDGE

STORY

Become Fork Parker and use the love of money to fuel your questionable motivation tactics as you put your indie dev minions through crunch time to stay on track and hit that release date.

Gaming's favorite CFO, Fork Parker, was living the good life atop piles of indie video game cash. Then emerged indie publisher CashCow, and their ingenious Loot Box: The Game (in which only 1 in 20 downloads actually comes with a copy of the game).

With this upstart threatening to take his beloved market share, the handsome executive must take matters into his own hands and start "motivating" his game developers by any means necessary. Meaningless elements like "artistic integrity" and "engaging gameplay" are out the window as efficiency and deadlines now dictate the studio's every move - welcome to crunch time.

CONTROLS



D-Pad: Move Fork Parker, Move Cursor On Menus

Start: Pause Game

Select: Pause Game

B: Pick-up Item, Use Item, Confirm Menu Choice

A: Drop Unwanted Item, Cancel Menu Choice/Go Back

Y: Dash (if Winged Wingtips have been purchased)

X: Use Banked Item

L: Switch between banked items

R: Switch between banked items



GAMEPLAY

If you want to stay ahead of CashCow Games and stay on top of the indie publishing game (as well as on top of piles of money), you'll have to keep those indie devs, artists, and other staff working around the clock. Fork must run around the studio office keeping minions in check. He administers food, coffee, discipline, and life as needed, to make sure all his minions are working non-stop and game development continues.



If everything goes smooth, you'll release critically acclaimed (snark) and (more importantly) profitable games that will leave CashCow in the dust. Fail to stay ahead of the clock, and you just



5 might lose your spot on top of the indie gaming world...and your beloved wife.

STATIONS

Unfortunately, Fork's minions aren't perfect. They are always complaining, like "I'm hungry!" or "What day is it?" or "I think I'm infected." How unreasonable. Fork tried to replace them with robots, but the technology just isn't there...yet.

Luckily, he'll be able to keep their noses to the grindstone by doling out some questionable motivations.

Coffee

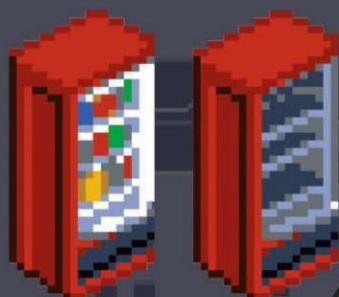
When employees get sleepy, nothing perks them up like a cup of joe.

It's also statistically cheaper than firing them and hiring new employees.



Food

Whether it's something hot off the grill or whatever was left in the



vending machine, Fork knows that food can placate most complaints (and those that can't can be fixed with an out of court settlement).

Discipline

Crunch time can make employees pretty silly. Fork runs a tight ship, however, and won't suffer things like pranks, jokes, or laughter. That's when Fork's foam golf club comes into play.



Energy

Sometimes employees try to give up, but Fork is there to energize them back to work when they get "extra tired."



PRESENTATION SCENES

Each session starts with Fork going over the game that the studio will be making that



round. He also wows his minions by explaining all his brilliant marketing strategies (like credit-card swiping peripherals, season passes for physical cartridge DLC, and soundtracks that purchase microtransactions through your virtual home assistant).

UPGRADE SCREEN

After the slide show the player has a chance to upgrade the studio with profits from the sale of the last game.

Upgraded equipment will help Fork keep his minions on task, and temporary powerups will give you a boost during the next crunch session!



AED STATION UPGRADES

Shiny AED

Upgrade that garage sale defibrillator for a brand spanking new one! Lower recharge time means you'll be zapping more often. Permanent.



Snark Industries AED

Upgrade that garage sale defibrillator for a brand spanking new one! Lower recharge time means you'll be zapping more often. Permanent.



Restructured Health Plan

Increased co-pays mean that every time you zap a cold hard employee, you'll be putting cold hard cash into your bank account. Lasts one level.



Gigawatts

Get back to the past with this gizmo. Everytime you use the AED, 3 seconds will be put back on the clock. Great Cots! Lasts for one level.



COFFEE STATION UPGRADES

Espresso

Not only is it more caffeinated, but it's more efficient, too. Reduces the cooldown on the coffee station. Permanent.



Cold Brew

Your station will never have to cool down if it's already cold, right? Permanent.



Recycled Materials

It's easy to feel good about your corporate social responsibility efforts when they put money into the corporate account every time you use them. Lasts one level.



Cosmic Beans

Cosmic beans warps space and time, putting 3 seconds on the clock every time you use them! Lasts one level.



DISCIPLINE STATION UPGRADES

Gold Delight

Practice your short game or knock the silly out of employees with this foam club. Reduces cooldown for the discipline station. Permanent.



Foam Run Bat

The best you can get in the motivation business. Reduces cooldown for the discipline station. Permanent.



Extortion

Get a little more out of your "mentoring" sessions with employees. Earns cash every time you use the discipline station. Lasts one level.



Collectible

Your foam goodies are one of a kind, and earn passive income when not in use! Lasts one level.



FOOD STATION UPGRADES

Vending Machine

No more waiting for that toaster to pop, and full of nutritious chip and chip-like products. Reduces cooldown and lasts permanently.



Grill

A full-on kitchen setup means that you can keep your employees fed - and productive. Reduces cooldown and lasts permanently.



Taco Tuesday

Your partnership with the Lunch Hunch earns you some passive income from the delivery service (when the food station is not in use). Lasts one level.



Mandatory Cafeteria Program

New company policy means employees pay every time they eat! Lasts one level.



POWERUPS

Winged Wingtips

Look fly while you fly. These dress shoes will let you dash when you hold Y. Careful though, all that speed wears them out quickly, so they only last one level.



Unpaid Overtime

The clock stops (for 30 seconds) but everyone keeps working! This is a one time use item.



Employee Wellness Day

Restorative team-building exercise heals all negative status effects! This is a one time use item.



Animal Friend Suit

Even your pets will know that it's business time when you put on these duds. Reduces recovery time when you have to pet Pork. Lasts one level.



MINI GAMES

As if Fork didn't have enough to deal with, between employees complaining about "labor laws" and staff unwilling to part with \$79.99 for a credit-card swiping peripheral, sometimes a major distraction causes his whole operation to grind to a halt. These events cause everyone to stop working, and require Fork to take some executive action in the form of mini-games.

Fix-it Fork

Help Fork troubleshoot the office wifi by button matching and "repairing" the router.



Hotline Forkami

Answer some thorny questions from Fork's beloved wife, or the cries for help from struggling developers. Get the right answer and get them off the phone so that you can get back to work!



LunchHunch Drone Delivery

Sometimes an employee gets the bright idea of ordering lunch - like they have time to eat. Cancel lunchtime by destroying delivery drones with the help of Fork's pet pig, Pork.



CONVENTION RUN



After the crunch, the real work begins! Show off your products at video game conventions around the country. Get read to run from the screaming crowd of “fans” as you dodge cosplayers, merchants, and musical acts!

REVIEW

Check out what all the hottest gaming and scotch-related sites are saying about Devolver's newest releases.



GAMING POWER

Funk Parker's CRUNCH OUT

An interview with the
RICHEST MAN IN GAMING!

Competitive Booth Eating? Get Ready!

Loot Boxes: Good or Great? Take our Poll!

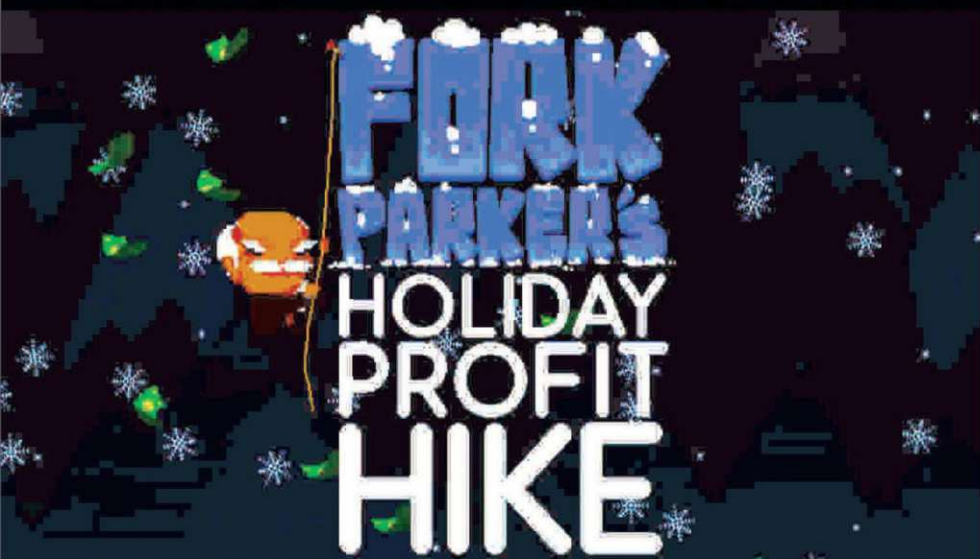




WINNERS DON'T USE CRUNCH

Devolver Digital would like to remind you that
crunchers never win.





"Extremely free."

10/10 – Business Week

"Costs no money to acquire and play."

10/10 – Wall Street Journal

**"Giving this away for free is outrageous.
Hrumph."**

2/10 – Fork Parker

EMERGING TRENDS

What's the next power play for sucking attendees into your convention space? Competitive booth eating, that's what.

First seen at the E2? Conference last year, the best, brightest, and hungriest celebrity eaters have been making their way across the convention scene, scarfing down hot dogs, tacos, burgers. Bring your wet naps, because the entertainment at your next convention booth could get saucy.

