Way of the Dung

8 BIT MILLI GAMES

For Use With The COLECO VISION

In the year 2379, Earth has become a desolate wasteland ruled by a race of colossal, intelligent dung beetles, known as the Scarab Lords. These beetles, originating from a distant planet, invaded Earth, seeing humans as inferior beings ripe for domination. After their swift and brutal conquest, they enslaved humanity, forcing them into a cruel and bizarre form of entertainment: labyrinthine mazes where survival is a fleeting hope.

The Scarab Lords view life as a game, particularly fascinated by the human need for food and survival. In their towering cities, they construct vast, shifting mazes, each filled with elaborate traps and puzzles. These mazes are designed to torment and confuse their human captives, who are starved and left with little hope.

Throughout the mazes, the beetles place morsels of food as bait. But this food is tainted with a strange substance that, when consumed, alters the humans' digestive systems. Upon eating the food, the humans involuntarily produce dung pellets, which serve as a morbid source of amusement for the beetles, who watch from high perches, clicking and chittering in twisted glee.

The humans, driven by hunger and fear, are forced to compete for the scarce food, knowing that each bite makes them a part of the beetles' grotesque spectacle. For the Scarab Lords, it's not just a game of survival; it’s a chance to see their captives reduced to nothing more than sources of amusement, shamed by the trail of dung they leave behind.

When a starving human is caught in the maze, the giant dung beetles swarm with terrifying speed. Their massive, armored legs clatter against the ground as they close in on their prey. As soon as

they capture the human, the beetles pause in unison, their many eyes gleaming with sadistic delight. Then, in perfect harmony, they begin to hum a strange, mocking tune—a victory song eerily reminiscent of "La Cucaracha." The unsettling melody echoes through the maze, filling the air with a twisted sense of triumph. Moments later, the beetles descend upon their captive, consuming them alive in a frenzied feast, leaving nothing behind but the chilling remnants of their song.

With each maze cleared of its tainted food pellets, the twisted game only escalates. As the final morsel is devoured and the last pellet is left behind, the walls of the labyrinth shift and morph, creating a new, more intricate maze. The air grows thick with the scent of the beetles, and their numbers swell with each reset. New, even larger Scarab Lords join the hunt, their chittering louder and more menacing. The humans, already weakened and starved, find themselves plunged into an ever-changing nightmare, knowing that every new maze brings an even greater swarm of beetles, all eager to chant their eerie victory cry: "We got you."

Gameplay Instructions

Navigate the maze using your joystick, eating pellets to leave behind your mark—piles of dung! Depending on the difficulty level, you'll face 8, 12, or 16 dung beetles, each roaming the maze in search of you. Once a beetle finds a dung pellet, it will begin its relentless pursuit. If they catch you, you'll hear the triumphant squeal, "We got you!" before they toss you to another part of the maze. Keep an eye on your lives in the bottom left corner—once they're gone, it's game over!

Score 10 points for every pellet consumed, but don't linger too long—each second in the maze costs you a point. Clear all the pellets, and a brand-new maze will generate, starting the challenge all over again!

If a beetle closes in, the player will turn blue, and you'll hear the ominous chatter of its mandibles.

Need a quick escape? Hit FIRE to teleport to a random location in the maze. Be strategic, though—there's a recharge period between jumps, determined by the difficulty level. The player color will change to red while recharging.

In the world of ***"Way of the Dung,"*** standing still is not an option! If you linger in one spot for too long, the Maze Keeper will take matters into their own hands and toss you to a completely different part of the maze. Stay on the move, stay alert, and don't let the Maze Keeper catch you off guard!

Skill Level Impact:

The skill level you choose at the start of the game affects how quickly dung piles evaporate. Higher skill levels will make the dung piles dissolve faster, increasing the challenge as you navigate through the maze. Select your skill level wisely to match your strategy and enjoy the game!

Dear Valued Customer,

Thank you for purchasing "Way of the Dung" for your ColecoVision! We are thrilled that you've chosen to embark on this thrilling journey through the maze-filled world of 2379, where survival is key and the Scarab Lords rule with an iron claw!

Your support means the world to us, and we can't wait for you to experience the excitement, challenge, and fun this game brings. As you navigate the shifting mazes and outwit those giant beetles, remember: each maze cleared is just the beginning of a new adventure!

We hope you enjoy playing "Way of the Dung" as much as we enjoyed bringing it to life for you. Stay alert, strategize, and most importantly—survive!

Thank you once again for being part of this incredible journey!

Warm regards,

William "Milli" Hicks
8 Bit Milli Games

DAY 37. I SURVIVED THE MAZE, AND SO CAN YOU.

I KNOW THE FEAR THAT GRIPS YOU WHEN THE SCARAB LORDS SWARM, THEIR MASSIVE LEGS SKITTERING ACROSS THE MAZE FLOORS. BUT LISTEN—THERE'S A WAY TO MAKE IT THROUGH. THE KEY IS TO KEEP MOVING, ALWAYS. IF YOU'RE CORNERED, DON'T HESITATE. SOMETIMES, SACRIFICING A LIFE IS THE ONLY OPTION TO GET A BEETLE OFF YOUR BACK. I HAD TO DO IT MORE THAN ONCE. WHEN A BEETLE BLOCKS YOUR PATH AND ESCAPE SEEMS IMPOSSIBLE, GIVING UP ONE LIFE CAN CLEAR THE WAY FORWARD. IT'S BRUTAL, BUT IT MIGHT SAVE YOU IN THE LONG RUN.

FOCUS ON THE PELLETS. EVERY TIME YOU COLLECT 250, THE MAZE GRANTS YOU A NEW LIFE. I CAN'T EXPLAIN HOW IT WORKS, BUT I FELT IT EVERY TIME—LIKE THE MAZE ITSELF WAS REWARDING MY PROGRESS. KEEP YOUR HEAD DOWN AND COLLECT AS MANY AS YOU CAN. THOSE PELLETS ARE YOUR ONLY WAY TO MAKE IT THROUGH THE EVER-SHIFTING WALLS.

YOU'VE MADE IT THIS FAR. DON'T GIVE UP NOW. THE MAZE CAN BE BEATEN—I'M LIVING PROOF.

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