



bitComposer
INTERACTIVE

USER GUIDE





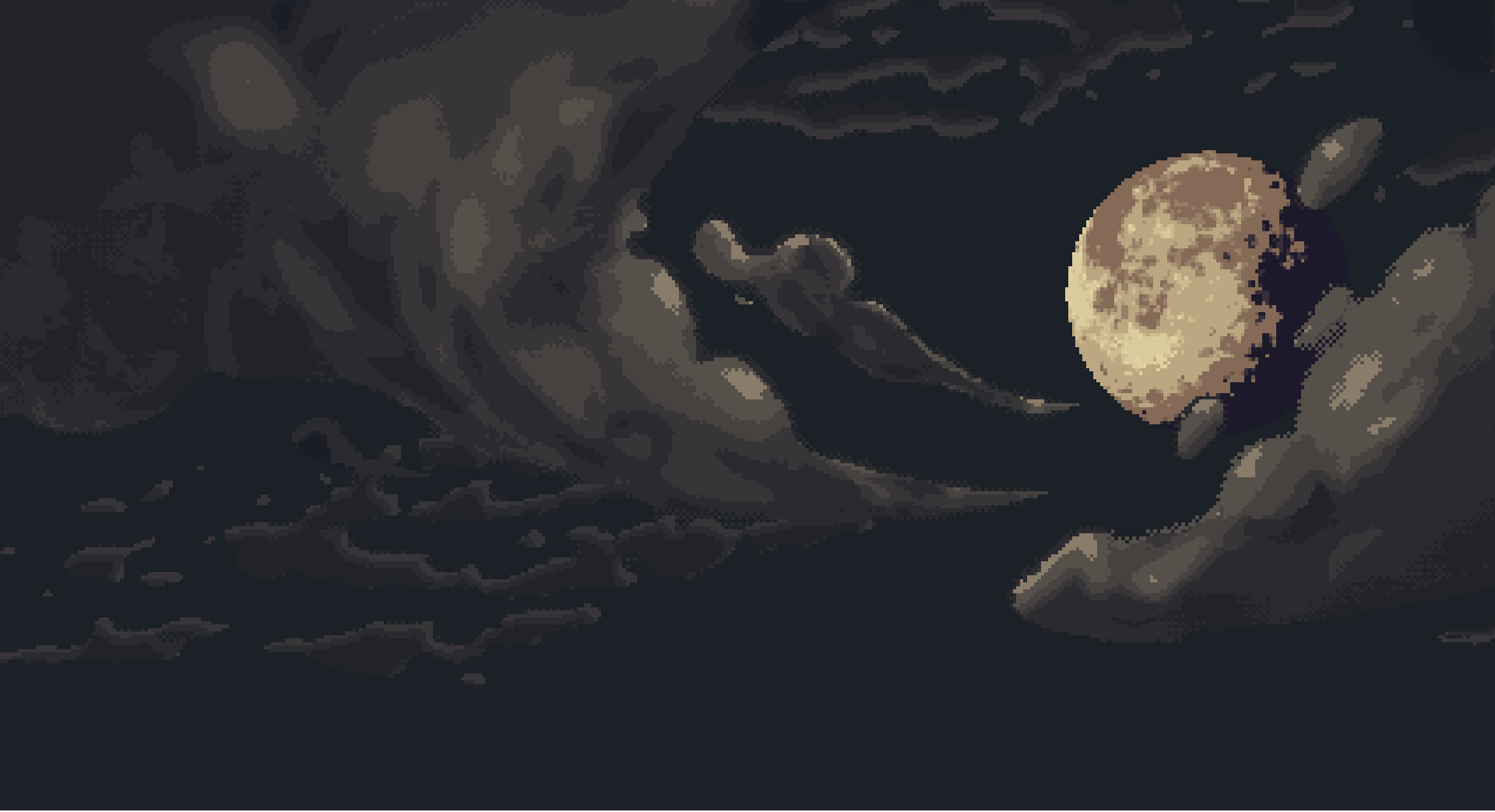
PLOT

In **desperate need of money** for paying his bills, an unsuspecting middle-aged ice-cream vendor is lured by a shady TV commercial into becoming a part-time rescue-team assistant.

As soon as he joins the team, an emergency call for help is received in the middle of the night from a big old mansion in the outskirts.

There is no time for training, and in a few minutes our unlikely hero finds himself being taken by chopper to the mansion, to secure the lives of people in danger.

The mansion is flooding with monsters and survivors are scattered all over. It will be a long, tough night.



GAME OBJECTIVES

My Night Job blends hi-score-based arcade action and a mission objective.

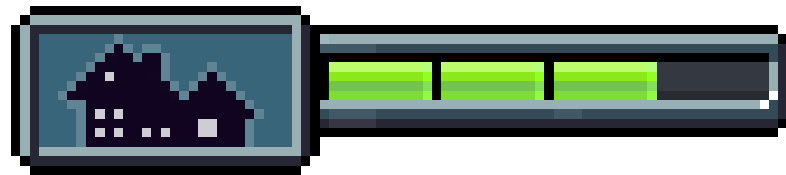
The score is defined by the amount of money collected from doing your job right (fighting monsters and rescuing survivors).

The mission objective is to get at least 100 people to safety, then implode the mansion getting rid of the monsters infestation.

MAIN GUIDELINES FOR A GOOD NIGHT'S WORK!

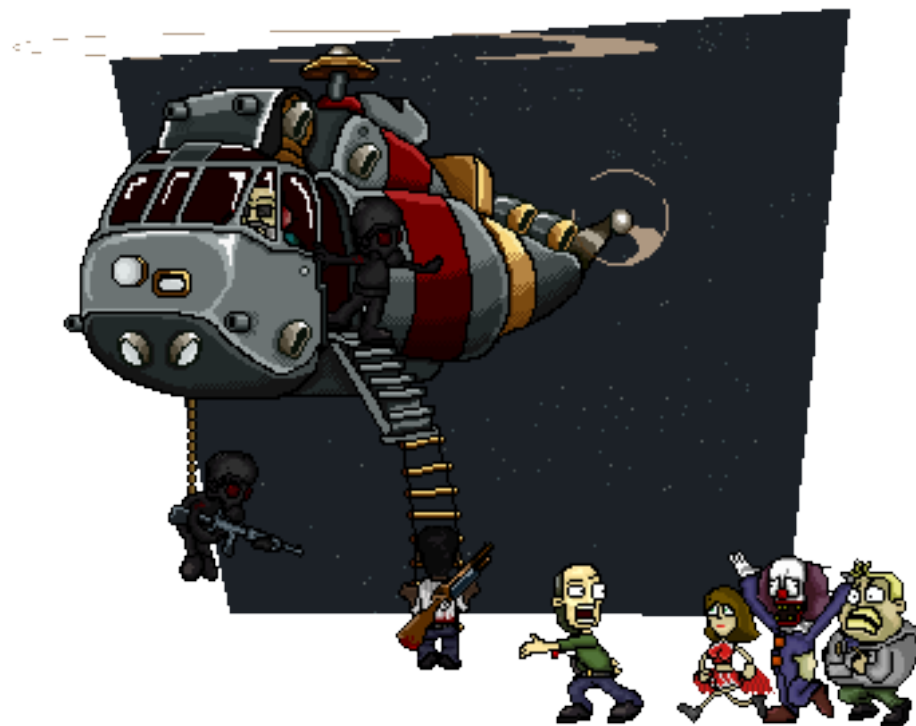
1 KEEP THE NUMBER OF MONSTERS LOW.

Defend the mansion at all costs. Rooms that get too crowded collapse, and make you lose 1/4 of the mansion's HP. If the mansion's HP is depleted, the game is over.



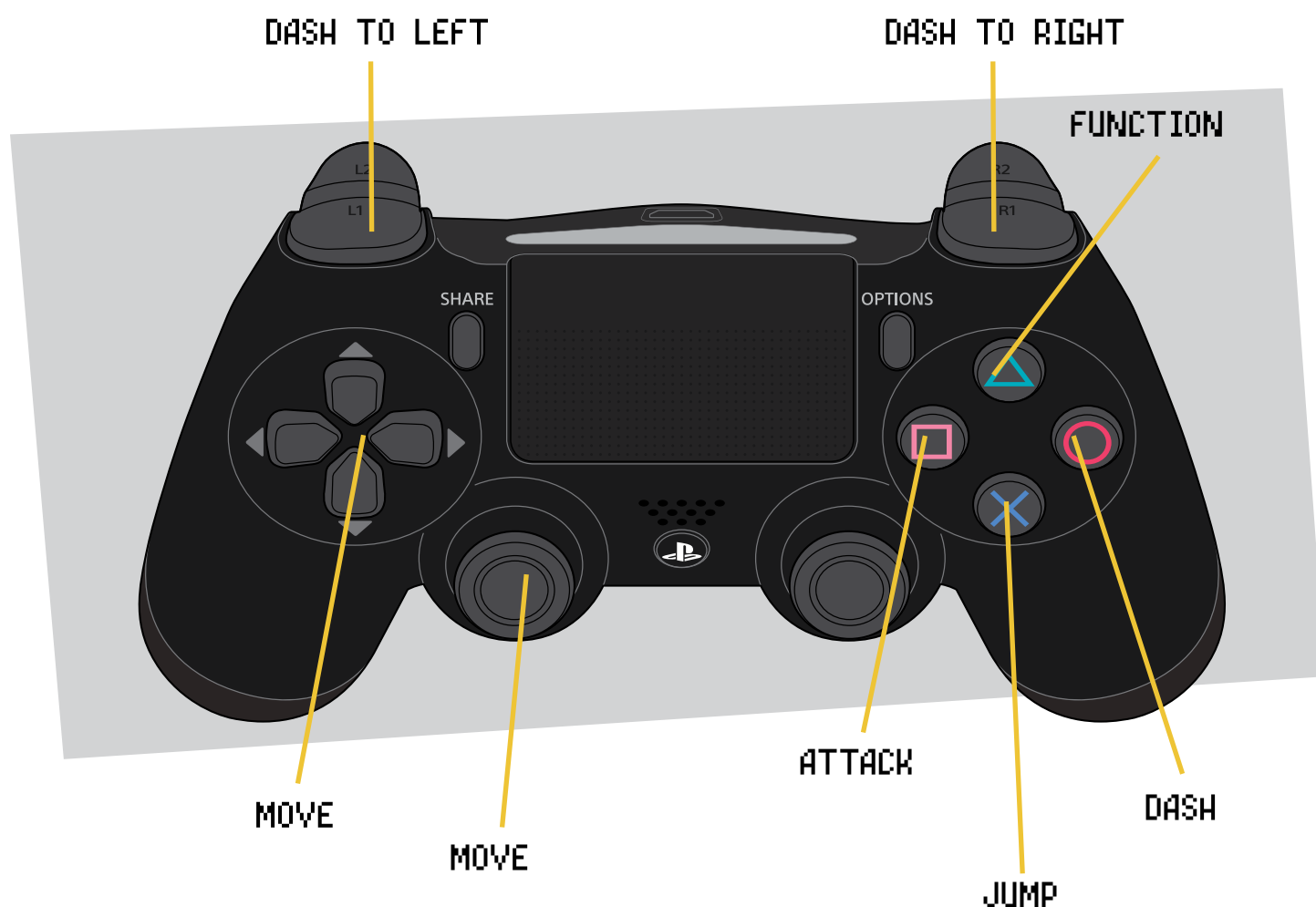
2 TAKE AT LEAST 100 SURVIVORS TO SAFETY.

Guide the survivors to one of the five rescue points so they get into the chopper. You can rescue more than 100 people if you wish.



GAMEPLAY

CONTROLS



GETTING AROUND

Use doors and stairs to move through the mansion. Some doors are locked and can only be opened by using a special item

KILLING MONSTERS

It is possible to use various objects found in the house as weapons. Weapons are indicated by a floating triangular marker on top of them.

There are small, medium, large and extra-large weapons. Smaller weapons are more durable and keep the enemies away from the player character. Larger weapons break more often but kill stronger enemies faster.



You can check the duration of a weapon in the lower-left portion of the in-game HUD.



SAVING PEOPLE

Whenever you run by a survivor, he/she starts following you. Take them to one of the rescue points.

If a survivor gets attacked by a monster or is too far away, he/she stops following.



VIPS

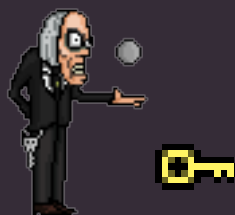
Some VIPs are hiding in different points in the mansion. Find them by searching the hiding spots

When rescued, certain VIPs grant special items.

SPECIAL ITEMS



- **THE OLD LADY** lends you her kitten. Unleash it and eliminate all monsters in a room



- **THE OLD, TALL MAN** gives you a rusty key. Use it to temporarily unlock some doors when you find them



- **THE CLOWN** gives you a pill that will transform the player character in a strong clown for a few seconds



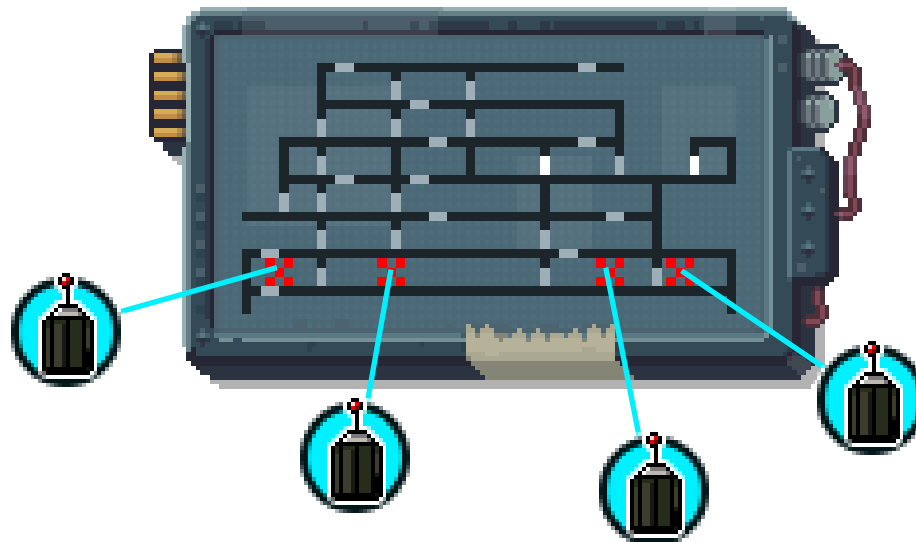
- **THE NURSE** provides a reanimating syringe. It is used automatically when the player HP reaches zero.



END GAME

Once 100 survivors are rescued, the chopper gives the main character four packs of C4 explosive.

Take them to the four main foundations of the mansion and plant them to blow the place up and get to the game ending.



FINAL REPORT

The final score is determined by a number of factors listed on final report screen.

There is also a bonus when the player gets to the story ending (the mansion is blown up).



PRO TIP: Keep going for the hi-score before planting the explosive charges



TROPHIES

Ingame trophies have different effects on gameplay. You can activate or deactivate them in the trophy room, at the center of the mansion.

Can you collect them all?

NOTES





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