

BUCK

AND THE *CURSED CARTRIDGE*

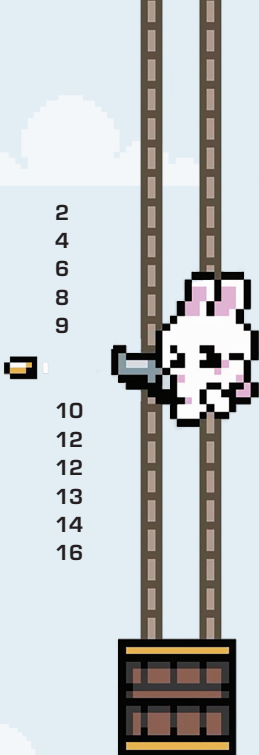


ModRetro has carefully assessed
this product, confirming it meets
our exacting standards for quality
craftsmanship, reliability, and
unadulterated fun.

MODRETRO PRODUCT

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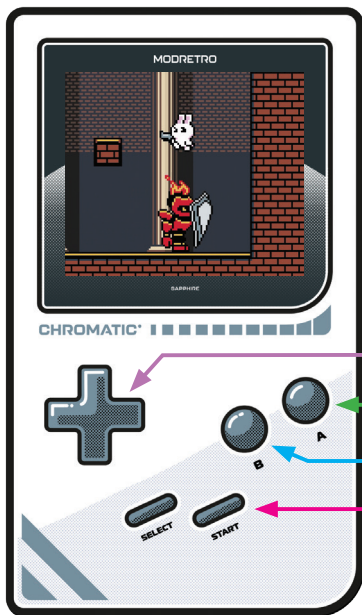
Story:

Buck, the retro-gaming enthusiast he is, snagged a mysterious cartridge from his local GameStop, ominously labeled “**DEFINITELY NOT A CURSED CARTRIDGE.**” Back home, he pops it into his Chromatic right away. But instead of enjoying a relaxed retro-gaming afternoon, to his surprise, he gets sucked through the screen into the game.





An epic action-platforming adventure awaits, filled with retro homages, gaming references and memes. *Can Buck beat the game? Can he find a way to return home? And what does a certain ogre have to do with all of this?*



Controls

Top down areas:

A - Interact/Confirm

B - Cancel

Directional Pad - Move

Start - Menu

Platforming areas:

A - Jump

B - Shoot

Left/Right - Move

Up - Interact/Go through doors

Start - Pause/Menu



Mechanics:

Shoot or jump to **defeat enemies**.

Not all enemies can be defeated both ways.

Defeat all enemies to **unlock the exit**.

Reach the exit to beat a level.

The **HUD** shows Buck's health, how many enemies still need to be defeated (star icon) and the amount of coins Buck has collected.

If Buck loses all of the hearts in his **Health Meter**, he has to start back from the start of the current level. The level is fully reset with all monsters and objects respawning at their original position. Even in death, Buck will hold on to all of the coins he has already collected.

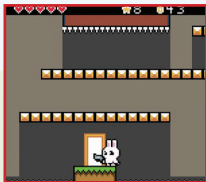


Doors:

White Doors: Teleport Buck to a different place.
One way only.

Black Doors: Buck can move through these back and forth.

Press up on the **d-pad** to enter a door.



SAFETY HAZARDS



! Ice: Slippery floor. Avoid sliding into danger.



! Sand: Slows down movement.



! Spikes: Falling into spikes hurts. Buck loses 1 heart.



! Cactuses: Same as above but green.



! Icicles: Don't get impaled by a falling icicle or Buck loses 1 heart.

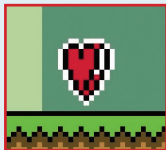


! Lava: You may be hot. But not as hot as lava. Buck instantly dies.



! Instant Death Lasers: Well, their inventor had a knack for choosing apt names.

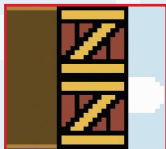
Objects



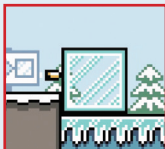
Hearts: Touch to refill 1 heart in Buck's health meter



Coins: Touch to collect. Can be spent at the Hacker's Shop to buy "cheats" see page 10 for more details



Crates: Shoot to destroy



Ice Blocks: Shoot to push



Switches: Step on to activate



Whirlwinds: Jump in while holding A to soar

Worlds:

Buck will travel to many different worlds on his quest to find a way to escape from The Cursed Cartridge. Each world is unique and comes with its own set of challenges.



Overworld:

The overworld is explored in a top-down view. Buck can **enter levels** from here, visit the **Hacker's Shop** and **heal at the fountain**.

Completed levels are marked with stars when Buck walks on a level's warp portal. Once all **9 levels** of a world have been beaten, the **boss fight** is unlocked.



Defeating a world's boss unlocks a **mini game**. Beating the mini game gives Buck access to the **next world**.



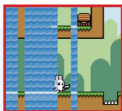
Additionally, there are characters that Buck can interact with. Buildings, caves, and other locations can also be entered and explored.

Note: The game will autosave every time Buck enters the overworld. Do not turn off your device while the save icon is displayed or else you might lose your save.



World 1: Grassy Hills World

Platformers traditionally start with green grassy hill levels. Why? No idea. But this game makes sure to keep the tradition alive.



World 2: Halloween World

Creatures of the night await Buck in spooky Halloween World. Explore haunted castles and pumpkin fields while using flying tables as platforms.



World 3: Ice World

Ice block sliding puzzles will require both thought and skill. So, try to keep your cool, even if the icy floor makes platforming more difficult. Don't slip!



World 4: Desert World

Desert world takes Buck to many arid locations from the Wild West to Ancient Egypt. Jumping into whirlwinds launches Buck in the air.



World 5: Moon World

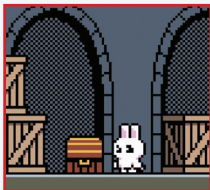
To counteract the low gravity of the Moon, aliens have built moon bases with extra high gravity. But why on earth did they put instant death lasers in there?!



World 6: ???

Hidden Collectibles

There are well-hidden treasure chests throughout Bucks quest that each contain one of many hidden collectibles. Chests can be opened by pressing up on the directional pad. Collecting all collectibles is required to 100% the game. Once a player reaches 100%, a special reward can be claimed at a certain machine.



The Hackers Shop

In the **Hacker's Shop**, Buck can use collected coins to buy "cheats" for the game that unlock upgrades and new abilities such as:

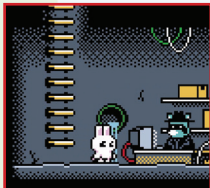
Health Upgrades Add more hearts to Buck's health meter.

Dash Press left or right on the directional pad twice in fast succession to move quickly in that direction while on the ground.

Air Dash Allows Buck to use the dash while in the air.

Double Jump Press A to jump again while in mid-air.

Float Hold A while in the air to float. Insanely expensive.



Hardcore Mode

Only recommended if you enjoy pain.

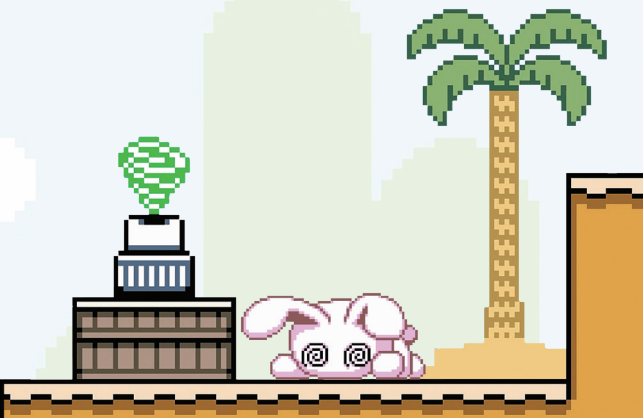
You start with almost all cheat upgrades unlocked. **But...**

No respawns - If you die, your save gets wiped. You will have to start all over again.

No fountains - You cannot heal in the overworld.

No health farming - Once beaten, you cannot enter a level again to collect more hearts.

Hardcore mode becomes available after beating the game in normal mode. Deleting / overwriting the save that unlocked hardcore mode will make hardcore mode unavailable again.



Mini Game Mode

Once you have beaten a mini game in Story Mode, it becomes available in **Mini Game Mode**. Play endless versions of these mini games. Try to beat the highscore.

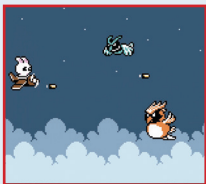
Coaster Chaos

Take a ride on a wild roller coaster through the mines. Jump with your minecart over gaps in the track and collect coins on the way.



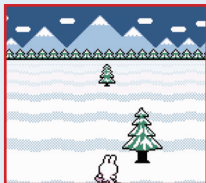
Tailspin Trouble

Fly a semi-repaired plane that constantly loses altitude and avoid bird strikes by shooting at the approaching avian assault.



Powder Panic

Ride down a powdery slope on your snowboard avoiding trees and boosting off ramps. Carving helps to take sharper turns but makes changing directions more difficult.



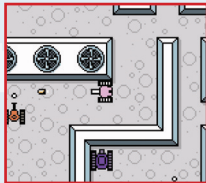
Orbit Offense

Fight off an alien invasion with your rocket equipped with laser guns. If you need to dodge enemy attacks quickly, do a barrel roll!



Crater Conflict

Jump into your tank and turn enemy tanks into piles of scrap metal. Use the walls of the moon bases for cover to avoid enemy fire.



Credits

Game Design, Pixel Art, Music, Sound and Programming:

Niklas Drude - playinstinct

Project Management and Executive Producer:

Chris Beach - ModRetro

Cover Art Design:

James White - ModRetro

Manual Art Design:

Mike Smith - ModRetro

Special Thanks:

GameStop

Chris Maltby

Bryan Rollins

Frederik

Hauntology

Mico27

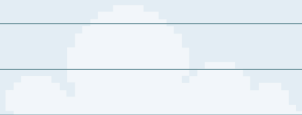
Mikeleisz

Pautomas

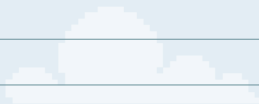
Shin



Notes



Notes



Notes

CAUTION DURING USE

1. Take a 10 to 15 minute break every hour during extended play sessions.
2. This equipment is precisely crafted. Avoid extreme temperatures, rough handling, and do not disassemble the unit.
3. Keep connectors dry and avoid contact with water to prevent malfunction.
4. Avoid using volatile solvents like thinner, benzene, or alcohol to clean this equipment.
5. Store the game in its box when not in use.



WARNING - REPETITIVE MOTION INJURIES

Playing video games for extended periods can cause discomfort in your muscles, joints, or skin. To prevent issues like Tendonitis, Carpal Tunnel Syndrome, or skin irritation, follow these guidelines:

- Take a 10 to 15 minute break every hour, even if you don't feel the need.
- If your hands, wrists, or arms start to feel tired or sore, stop playing and rest them for several hours.
- If discomfort in your hands, wrists, or arms persists during or after play, stop playing and consult a doctor.



WARNING - SEIZURES

Some individuals (about 1 in 4000) may experience seizures or blackouts triggered by flashing lights, such as those in TV shows or video games, even if they've never had a seizure before. Anyone with a history of seizures, loss of consciousness, or symptoms related to epilepsy should consult a doctor before playing video games. Parents should monitor their children while they play. STOP IMMEDIATELY and seek medical advice if you or your child experience any of the following: convulsions, eye or muscle twitching, loss of awareness, altered vision, involuntary movements, or disorientation.

TO REDUCE THE RISK OF A SEIZURE WHILE PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Use the smallest screen available.
3. Avoid playing when tired or in need of sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

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Made in Mexico

CHROMATIC°
MODRETRO

Printed in China