SUPER NINTENDO COMPATIBLE / 1-2 PLAYERS

# MIDNIGHT RADIO




## INSTRUCTION MANUAL

Playable demo 0.10 / A real part of the adventure

SHERWOOD PRODUCTIONS LLC • MIDNIGHTRAD.IO

# BEFORE YOU TUNE IN

Thank you for playing Midnight Radio. This booklet covers playable demo 0.10, a real part of the adventure. More serial chapters and the complete cartridge edition are planned.

## A FEW THINGS FIRST

Play in a well-lit room, sit comfortably, keep the volume comfortable and take breaks. If flashing images make you feel unwell, stop playing. Turn the console off before inserting or removing a cartridge.

## FIND YOUR WAY


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# ONE NIGHTMARE. TWO BOYS.




Nathan and Jared fall asleep listening to Midnight Radio, where host Alex Knight takes calls from people with terrifying stories to tell.

One of the boys is having a nightmare. Unfortunately, they are both in it.

Help the cousins survive until morning. Stay close to the fire, find a way through the woods and keep moving toward the radio station. Alex seems to know a little too much.

Grab your friend and get to work.

# MEET THE COUSINS




Actual game sprites. Nathan wears red; Jared wears blue.

## NATHAN - STRENGTH

Nathan is taller, sturdier and the one who can push the opening crate. Hold Y while walking into its left side to move it to the right.

## JARED - SPEED AND REACH

Jared runs faster and jumps higher. Use him to reach the elevated switch and the silver lantern. On the ledge, hold Y near the switch; touch the lantern to collect it.

## COUSINS, NOT SUBSTITUTES

Both boys matter. Solo play lets you switch between them. Two-player play gives each cousin to a different person. The forest exit needs both cousins to arrive.

Jared is voiced by Hudson Adams. Alex Knight is voiced by Jerry Adams.

# GETTING STARTED

## ON YOUR SNES

With the console off, insert your compatible flash cartridge. Connect one controller for solo play, or two for co-op. Load Midnight-Radio-Playable-0.10.sfc from your cartridge menu. Follow your flash cartridge's own instructions for copying and launching ROM files.

## AT THE TITLE SCREEN

Press Select on Controller 1 to choose 1P or 2P. Press Start to begin. The rocking title music gives way to a heartbeat opening, then Alex introduces the scenario.

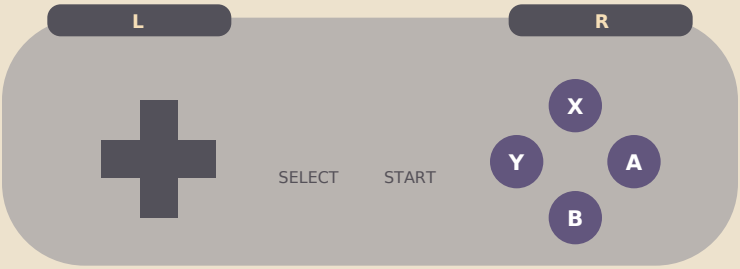
At an Alex introduction, listen first, then press Start on Controller 1 to enter the level. Start advances these host screens; it pauses during active play.

## PAUSE

Press Start to pause or resume a forest, bike or boss section. Either controller can pause in co-op. Gameplay and its audio pause together.

There is no password or battery save in this demo. Powering off or resetting begins again at run one. See page 16.

# YOUR CONTROLLER




## ON FOOT - EITHER COUSIN

| BUTTON | ACTION |
|---|---|
| D-pad Left / Right | Walk; face the direction you want to throw. |
| B | Jump. |
| D-pad Down | Crouch. |
| Hold Y | Twirl chemlight; interact with crate or high switch. |
| A | Throw after collecting the lantern. |
| Select / L / R | Switch characters in solo play. |
| Start | Pause / resume active gameplay. |

# ONE PLAYER. TWO PLAYERS.

## SOLO: SWITCH, THEN COOPERATE

You control one cousin at a time. Press Select, L or R to switch. The small marker identifies the active boy. Move Nathan, then bring Jared along. Switching does not make the other cousin follow automatically.

Use Nathan for the crate and Jared for the high ledge. Later, switch to position the other boy, bring him through the forest exit, or rescue a frightened cousin at the station.

## CO-OP: SHARE THE NIGHT

Controller 1 controls Nathan.
Controller 2 controls Jared.
Both players use the on-foot controls on page 6. Stay within the same scrolling view; the forest limits how far apart you can move.

## WHEN FEAR TAKES HOLD

The Shadow can freeze a hero with fear. Bring an unfrozen companion close enough to touch him. In solo play, switch to the other cousin to make the rescue. In co-op, help your partner.

> The bike changes your jobs: one steers while the other aims, shoots and jumps. Solo players do all four. See page 14.

# READ THE SCREEN




| WATCH THIS | WHAT IT TELLS YOU |
|---|---|
| Orange health blocks | The cousins' remaining health. Each starts with six. |
| Small marker over a cousin | The active character in solo play. |
| FOREST / STREET x/7 | Progress across the seven-screen route. |
| Upper-screen reminders | The controls for the current section. |
| Bike health / aiming cursor | The bike's shared health and where your shot is aimed. |

# WHAT IS A CHEMLIGHT?

A chemlight is a chemical glow stick: a small sealed tube that makes light without a flame or battery. The boys have theirs tied to strings. In this nightmare, that little light can hit back.

## HOLD Y. KEEP IT MOVING.

Hold Y to swing the light around your cousin. As you keep holding, it spins faster and reaches farther. Release Y and the charge resets. A quick tap does not give you the same coverage as a sustained swing.

## GREEN LIGHT / RED LIGHT

Green is the regular attack. Red is stronger. Destroying a giant forest tree activates the red upgrade. It adds damage to the twirling attack; you do not have to select it from a menu.

## REACH MATTERS

The glowing end has to connect with the enemy. Build the swing before trouble reaches you, then move into range. Crouching also changes the shape of your swing, so choose your position.

> A glow stick on a string is an ordinary object. The thing coming out of that tree is considerably less ordinary.

# KEEP A LIGHT HANDY

## THE SILVER LANTERN

Jared collects it from the opening ledge. After that, press A to throw a lantern in the direction your cousin faces. You have unlimited throws, but only one lantern projectile can be active at a time. Let it hit or leave the screen before throwing again.

## FLAMING LANTERN - BIKE POWERUP

Collect the flaming lantern during the chase for a temporary stronger, faster-firing attack. Shots leave explosive fire effects. Keep firing while the upgrade lasts. Touch a pickup with the bike or shoot it to collect it.

## HEART PICKUPS

Hearts restore one health block, up to six. Defeated forest creatures and Shadow minions can leave healing pickups. Bike hearts repair the bike's shared health. Move to the pickup; defeating an enemy alone does not automatically heal you.

No inventory screen. No ammunition counter. Watch the action, face your target and use the tool you have.

# STAY CLOSE TO THE FIRE




## FIRST, OPEN THE WAY

Push the crate right with Nathan while holding Y. Switch to Jared, jump onto the raised route, use Y at the high switch and touch the lantern. Those opening tasks unlock the way forward.

## SEVEN SCREENS OF BAD ADVICE

Fight through oversized trees and the things that fall from them. A giant tree takes five lantern hits, then catches fire and clears the route. Watch its wind-up: a high branch can be ducked; a low attack may need a jump or a retreat.

## SINKING MUD

Keep out of the dark mud patches when possible. If caught, tap B repeatedly and move toward solid ground. Waiting makes you sink. Sinking too far costs health and throws you back to the edge.

# THE THING IN THE MUD



## THE PIT WORM

The forest ends in a boss fight. Watch the worm's movement, give its lunge room and attack from a safer distance. The lantern is useful when the head comes within range; the twirling light rewards careful positioning.

## LISTEN AS WELL AS LOOK

The heartbeat builds pressure during the fight. Do not let it rush your timing. Keep jumping and throwing deliberately rather than standing in the worm's path.

> Later completed runs give the worm more health. If it seemed tougher the next time, you were paying attention.

# THE MIDNIGHT RUN




The road scrolls automatically through seven screens of rain, enemies and incoming attacks. Your destination is the radio station at the end of the street. You control your lane, aim, firing and hops, not forward speed.

## SIX BLOCKS. ONE BIKE.

Both riders share the bike's six health blocks. Move out of danger, jump when necessary and keep the weapon aimed at approaching enemies. Use hearts to recover and flaming lanterns to clear a dangerous stretch.

A checkpoint activates halfway through the chase. A bike retry starts there once reached and restores six health blocks.

# BIKE CONTROLS

| ACTION | SOLO | TWO PLAYERS |
|---|---|---|
| Steer up / down | L / R shoulders | P1: D-pad Up / Down |
| Move aiming cursor | D-pad | P2: D-pad |
| Fire | Hold A or Y | P2: Hold A or Y |
| Hop | B | P2: B |
| Pause / resume | Start | Either player: Start |

## SOLO: SHOULDERS STEER

L moves up. R moves down. The D-pad moves the aiming cursor. You can steer with your index fingers while aiming with your thumb. Holding A or Y keeps firing as soon as the next shot is available.

## CO-OP: TALK TO EACH OTHER

Player 1 chooses the lane. Player 2 handles the aim, fire and hop. Call out a pickup before steering toward it. Player 2 can shoot a pickup to collect it without asking Player 1 to cross into danger.

> Your controls change when the chase begins. D-pad Up / Down aims in solo mode; it does not steer the bike.

# THE STATION



There is Alex at the console, with his back to you. There is also something else in the room.

## THE SHADOW

The Shadow sends minions, reaches for the cousins and absorbs their lanterns. For every two throws it absorbs, it returns one projectile. Watch for the shot coming back. Do not stand still just because you are attacking.

Destroy minions and collect their hearts. If one cousin freezes with fear, get the other close enough to touch him. Keep helping each other as the fight grows worse.

This confrontation is part of the story. Being overwhelmed here can continue the adventure rather than give the ordinary retry screen. Keep watching.

# THE NEXT TIME AROUND

## COMPLETED RUNS RAISE THE PRESSURE

| RUN | WHAT CHANGES |
|---|---|
| 1 | The starting challenge. |
| 2 | More enemy pressure; tougher forest creatures and worm. |
| 3 | The pressure continues; bike enemies also become tougher. |
| 4 and later | Highest difficulty tier; a secret ally becomes available at the station. |

Finish the ending to raise difficulty. Ordinary deaths and retries keep the current tier. After the ending, make a fresh Start press at the title for another run.

## SECRETS - READ WHEN READY

On the fourth run, Isaiah Wolfe unlocks at the station and throws glowing crosses. In solo mode, Select/L/R cycles Nathan, Jared and Isaiah. In co-op, P1 remains Nathan; P2 uses Select/L/R to choose Jared or Isaiah.

Run progress lasts only for the current session. Resetting or powering off returns to run one. There is no password or persistent unlock save.

# NOTES FROM THE NIGHT

## DO NOT LEAVE YOUR COUSIN BEHIND

In solo play, switch before the distance becomes awkward. Move each boy in useful stretches. Both cousins must reach the far forest exit after the opening tasks are complete.

## BUILD THE SWING BEFORE CONTACT

Hold Y on the approach. A charged chemlight swing covers more space, but it still has to touch the enemy. Learn its reach instead of chasing an enemy with short taps.

## KEEP A LANE OPEN

On the bike, aim ahead and hold fire. Avoid steering into a threat just to take a shot. The flaming lantern is temporary, so use that stronger firing window while you have it.

## ORDINARY DEFEAT

If a cousin or the bike runs out of health in the forest, worm fight or chase, the fall leads to GAME OVER, MAN! At the retry screen, press Start on Controller 1. Forest retries restart the forest; the worm retries at its battle; the bike uses its halfway checkpoint once reached.

There is no score to chase. The job is to get through the night together.

# CARE AND TROUBLESHOOTING

## CARE FOR YOUR GAME

Keep cartridges dry and away from heat. Handle them by the shell. Turn the console off before changing cartridges. Do not blow into the contacts; follow your cartridge maker's cleaning instructions.

## NOTHING STARTS

Check that the correct .sfc file was copied and selected in your flash cartridge's menu. The game is a standard 2 MiB LoROM with no enhancement chip or battery save. Use a compatible SNES setup or emulator.

## THE SECOND PLAYER WILL NOT MOVE

Connect Controller 2 and choose 2P at the title with Select on Controller 1. In the bike section, P2 controls aim, shooting and hops; P1 controls steering.

## ALEX HAS FINISHED, BUT PLAY HAS NOT BEGUN

Press Start on Controller 1 to advance the host screen. During gameplay, Start pauses; press it again to resume.

## MY PROGRESS DISAPPEARED

That is the current demo's session-only design. Power/reset clears run difficulty and the fourth-run unlock. For project updates and contact information, visit midnightrad.io.

# PLAY IN YOUR BROWSER

## THE SAME ADVENTURE. NO CARTRIDGE.

On a desktop or laptop, visit jerryadamsauthor.com/play-midnight-radio.html. The browser player runs this demo ROM. You do not need to install an emulator or download the ROM separately.

## START WITH SOUND

Click Start Game to load the game and enable its audio. Click the game screen before using the keyboard. Let the title music play, then press X to choose 1P or 2P. Press Enter to begin.

The heartbeat opening leads into Alex. After his introduction, press Enter again to enter the level. The game does not skip the host screen automatically.

## PAUSE WITHOUT LOSING YOUR PLACE

Enter pauses or resumes active gameplay. The Pause player button stops the entire emulator, including title and host scenes. Click Resume player to continue.

The browser section uses keyboard names. The reminders inside the game use SNES button names. Match them using page 20. Touchscreen controls are not included.

# BROWSER KEYBOARD CONTROLS

| SNES ACTION | PLAYER 1 | PLAYER 2 |
|---|---|---|
| D-pad: move / aim | Arrow keys | I / K / J / L |
| B: jump / bike hop | C | G |
| Y: hold to twirl / interact | Z | F |
| A: throw lantern / fire | Space | H |
| Start: begin / advance / pause | Enter | P (co-op pause) |
| Select: mode / solo switch | X | B (secret ally when unlocked) |
| L / R: solo bike steering | Q / E | U / O |

## START AND HOST SCREENS

Player 1 uses X for 1P / 2P selection and Enter to begin, advance Alex screens or retry after an ordinary defeat. Player 2 does not advance those screens.

## CROUCH AND CHARGE

Hold Down to crouch as Player 1, or K as Player 2. Hold Z / F for a longer, faster chemlight swing. Release the key to reset the charge.

In solo play, X switches cousins. Q and E also act as the shoulder buttons: they switch cousins on foot, but steer up and down during the bike chase.

# BROWSER CO-OP AND THE CHASE

## ONE KEYBOARD. TWO COUSINS.

Choose 2P at the title before starting. Player 1 controls Nathan with the arrow keys; Player 2 controls Jared with I / J / K / L. Both players share the same computer and game view. This is local co-op, not online multiplayer.

## SOLO BIKE

Q steers up and E steers down. The arrow keys aim. Hold Space or Z to fire. Press C to hop. You can aim and steer at the same time.

## TWO-PLAYER BIKE

| PLAYER | YOUR JOB |
|---|---|
| 1: Nathan | Up / Down arrows steer the bike. |
| 2: Jared | I / J / K / L aim. Hold H or F to fire. G hops. |
| Either player | Enter or P pauses / resumes. |

Call out pickups and threats. The bike has shared health, so a good lane matters just as much as a good shot.

> Some keyboards limit simultaneous key presses. If a combination fails, release a key or try two standard gamepads.

# BROWSER HELP

## NO SOUND OR NO RESPONSE

Click Start Game first, then click the game screen. Raise the page's Volume slider and check that your browser tab and speakers are not muted. The game only captures keys while its screen has focus.

## FULLSCREEN AND INTERRUPTIONS

Use Fullscreen to enlarge the game. Press Esc to leave fullscreen. Switching away pauses the player when the browser reports a focus or visibility change. Click Resume player when you return.

## STARTING OVER

Restart at title resets the emulator and returns to the title screen. It also clears run difficulty and secret unlock progress. Leave the tab open to keep your current session; reloading, closing or restarting begins at run one.

## CONTROLLERS AND PERFORMANCE

The player supports standard browser-mapped USB or Bluetooth gamepads. Connect them before starting, then press a button. The first two connected pads control Players 1 and 2. Nonstandard controllers may need the keyboard instead.

Use a current desktop browser. If play is slow, close other busy tabs. You can also download the ROM and use your compatible SNES setup or preferred emulator.

# THE PEOPLE BEHIND THE RADIO

Written by Jerry Adams
Story and world: Jerry Adams
Alex Knight: Jerry Adams
Jared: Hudson Adams
Game development collaboration:
Jerry Adams and Linda Coffee

## FOR DENISE SURBER

With love and thanks to Amanda Adams.

## ARC READERS

Electra Stone • O Taylor • C Kilpatrick
T. Rodriguez • Brother Detective

## SPECIAL THANKS

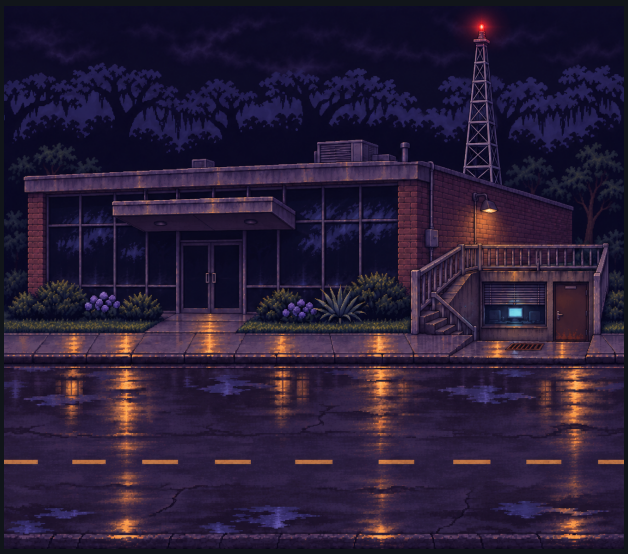
David Crow • Douglas Wynne • Lady Electra
Summer Trosper • Sara Burton
Childress Public Library
The people of Henry, Texas
Hudson, and everyone who kept listening.

And Uncle Dave's man pebbles, for taking one for the team.

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Manual for playable demo 0.10.

# MIDNIGHT RADIO

## STAY CLOSE TO THE FIRE.



Some stories don't end
when the broadcast dies.

**midnightrad.io**

Read the novel. Follow the adventure.

**SHERWOOD PRODUCTIONS LLC**