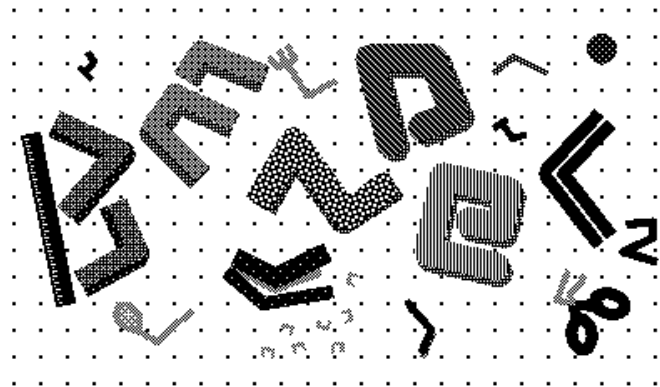


BENDER 2: BEND HARDER

A GAME BY MATT SEPHTON



Step into the circuits of a robot with an unusual job: bending bars to precise angles. 🤖🔧

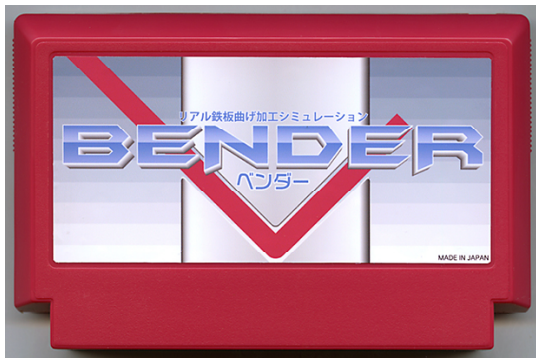
Your hydraulic hands are itching to twist metal as you stand at the first workstation. *A single button controls the bending, and thicker bars bend slower than thinner bars.* Let go of the controls when the bar reaches the target angle. Success/retry/fail?

The challenge increases when you have to use two buttons to bend each half of the bar independently! *Hard mode.* The difficulty of other modes is somewhere in between. How many bends can you do before losing a single life? Will you prefer the predictability of a single bar size or target angle? What secrets will you unlock?

As you bend your way to oblivion, remember one thing: *your aim is perfection.* Exceptional bending might just unlock secret rewards. So lay your hands on some fresh lube and set your sights on the top of the leaderboards.

***Your work is appreciated!* ✨**

Hint: the game is an arcade high score chaser requiring skill and quick reflexes, but it also feels a bit like an idle clicker.



Bender Famicase by Akitoshi Shimizu

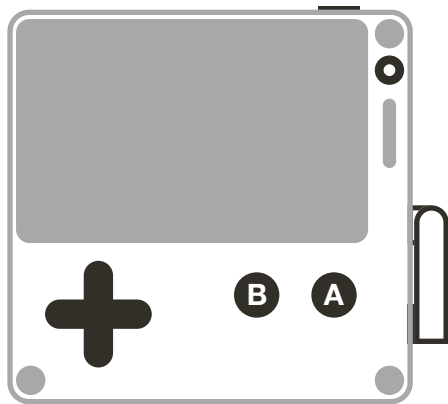
BACKGROUND

Bender started life as a Famicase concept created by *Akitoshi Shimizu* in 2011 — a cartridge label for an imaginary video game.

In 2012, I designed and developed a *browser game* based on the label. You can still play it!

In 2022, I made a version of my game for Playdate. It was minimal but still had that *special something*.

Now, in 2024, I've *expanded the concept* into a full game — with music, modes, and more! Have fun.



CONTROLS

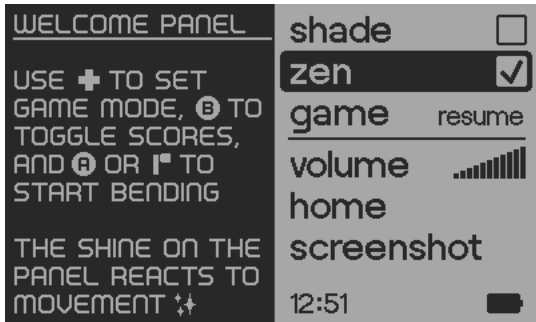
The game can be played mostly with one button, any of **A** or **B** or **+** it's your choice.

Two Button mode uses **B** or **+** to bend the left half and **A** to bend the right half.

Crank **+** can be used as an alternative to **A** it's *twice as accurate*, but *using crank and buttons together is not advised* and may lead to unexpected behaviour.

When not in a game **B** will cycle through the menu.

During a game you can press menu **○** to see *brief instructions* and access the Options menu.



OPTIONS

SHADE—draws the bar using dithering so *it appears as if it is rounded*, rather than the default solid white.

ZEN—disables some graphical effects and on-screen messages, useful if you prefer *less visual stimulation*.

GAME—resume is the default action, but it can be set to retry (start the current game again) or quit (return to mode select screen).

Hint: you can *disable screen shake and flashing* using "Reduce Flashing" option in Playdate Settings.

There are *secret options* not available in this menu.



GOAL

Your goal is to *bend the bar to the target angle*, which is shown as a number before every bend and as a shadow during bending. *It's a very simple task with a surprising amount of depth!* There's joy in repetition.

Some players find it useful to look at the number whilst bending. But, *Two Button mode* is not symmetric so the number is less useful there. Rest assured that *the target angle is always achievable*.

There is no timer so there's no pressure to play quickly. Some players like to get into a *steady rhythm*, but *you can take as long as you like*. No worries!

GAME MODES

MODE	BUTTONS	ANGLE	LIVES	SIZE
One Button	1	varies	3	varies
Two Button	2	varies	3	1
One Angle	1	90°	3	varies
One Life	1	varies	1	varies
One Size	1	varies	3	1

Hint: in each mode the first target angle is always 90°

BENDERTHON

This unlockable mode is the ultimate test in bending *Play through game modes in sequence with one life per mode.*

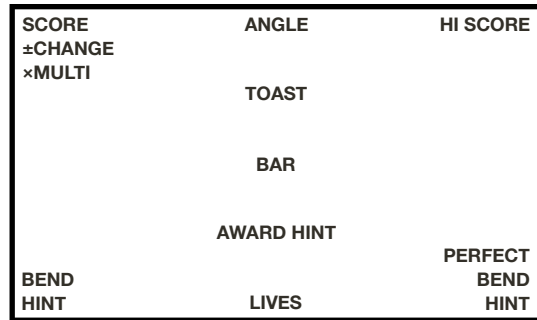
Special music visualisers are also displayed during play. The retry menu option has no effect in this mode.

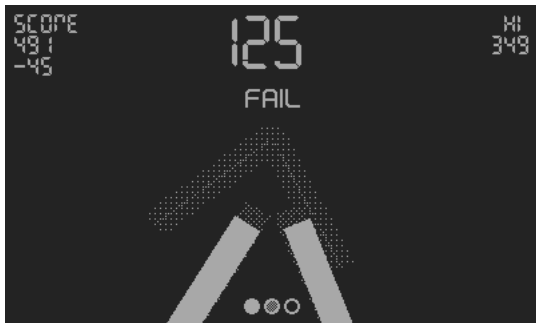
Hint: once this mode has been unlocked, you can activate the visualisers for normal play by *locking and unlocking the game whilst on the credits screen.* This is not a persistent setting and so must be done after each game launch—a sound and message confirms.

GAME SCREEN



SCREEN LAYOUT





THE BENDS

There are three types of bends:

TYPE	DIFF	SCORE	ANIM	TOAST
Perfect	0°	100 × multiplier	rises	congratulations
Nearly	≤ 5°	50 to 90	none	neutral
Miss	> 5°	minus 45	breaks	commiserations

Hint: consecutive Perfect bends activate a score *multiplier* up to a maximum of ×9. The multiplier is *reset to zero* when a bend is other than perfect.

SCORE BOARDS

When you set a *new personal best score*, it will be submitted to the online score board. During wi-fi access you'll see 🔄 in the top right screen corner.

All score boards are updated on game launch, and the score board for the current mode is refreshed along with each score submission.

On success you'll see a tick ✓ and on error a cross X

Hint: score submission debug info is available through Playdate Simulator and your device connected to USB

Hint: change your name at play.date/account/

SOUND

Specific sound effects accompany each type of bend, and other sound effects let you know when you've unlocked an award, game mode, or *other things*.

The act of bending has a sound, which *changes pitch according to the bar thickness*.

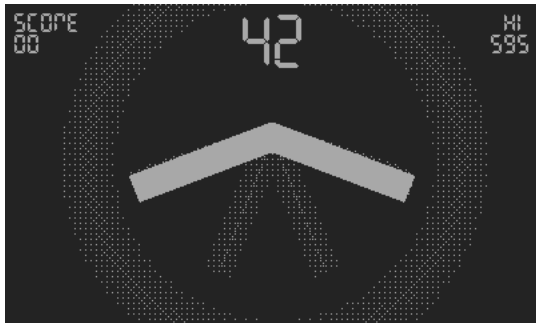
Game modes that encourage longer play have longer music, and *music fades out on game over*.

Benderthon mode features additional *graphics that are synchronised to the music*. Pretty cool, huh?



AWARDS

Several awards, or achievements, can be unlocked through play. *How many can you find?*



Manual edition: 2024-10-08

CREDITS

A game by Matt Sephton

With music by watson @ MusMus

Some sound effects by Sound Effect Lab

Bender Famicase by Akitoshi Shimizu

Thanks to: Sarcastik, Dangerblade, Kirkpad, gogamego, Steve @ Scenic Route, Andy @ Panic, MouflonCloud & Guv_Bubbs.

Promo image: vxcl

BENDER 2

BEND HARDER