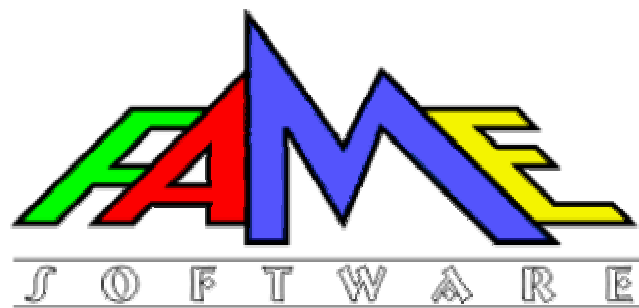


SUPER PLUSHATM

MANUAL V 1.0



(C) 2002

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SUPER PLUSHA



Game Menus

Select Language Menu

If you run Super Plusha in the first time, you will see “Select Language Menu”

Use arrow keys to select the language you need. You can use  Left Shoulder



Button and  Right Shoulder Button for the first or the last language in the list. Press  or **[Start]** button to select the language.

Main Menu

Use arrow keys to select the option you need.

You can use  Left Shoulder Button

and  Right Shoulder Buttons for first

or the last menu item. Press  or




[Start] button to uses current option.

START GAME

This menu item starts game from the first level.

CONTINUE

Use this option to load previously saved games. Press  or **[Start]**

button to continue the saved game. Press  to cancel.

LANGUAGE

Use this option to select another game language

EXIT



Use this option to safe reboot your GP32

Return to Game / Save Game & Exit / Exit to Menu

Use arrow keys to select the option you need.

You can use  Left Shoulder Button

and  Right Shoulder Buttons for first or the last menu item. Press

 button to use current option. Press  or **[Start]** button to resume the suspended game.


**RETURN TO GAME**

This option returns you to the suspended game.

SAVE AND EXIT

This option enters the Save Game menu. After saving the game, you return to the main menu.



Note: You can see this option only if you have  Snake's Continue tokens.



EXIT TO MENU

Exit to the main menu.

Save Game Menu

Use arrow keys to select any save game slot.


You can use  Left Shoulder Button

and  Right Shoulder Buttons for first or the last slot. Press  or



[Start] buttons to save the game. Press  button to cancel.





If you have bought one or more  Snake's Continue tokens then you can save your game. This option converts your super items, coins and lives into money equivalent. Therefore, you will be able to buy all you need in Kuzya's shop.

Kuzya's Shop

Use arrow keys to select any item. Press  to buy the item. Press  to exit the shop.

You can use  Left Shoulder Button

and  Right Shoulder Button for the left or for the right columns of the items.

If the items name and its price are red then you do not have enough money for it. If the name of item is green then you already have it and cannot buy any more.



Game Controls

Keys / Combos

1. Use arrow keys **[← →]** to move your character;




Press and hold **[↑]** to enter doors or Kuzya's shop, to unlock key holes, to push triangle buttons or to flip switches.



Hold **[↑]** to look up and hold **[↓]** to look down.






2.  This button makes your character jump.



Hint: Hold  to jump higher.

Hint: Push  and release it fast to make a low jump.


3.  This button makes your character throw one of collected  CONES.

Hint: Press [ + ] to throw  CONES higher.





Hint: Press [ + ] to throw  CONES lower. It is very useful for low enemies.

Hint: To throw  CONES farther, try to RUN and to THROW at the same time. It depends of your speed and may increase the shooting range in three times. You can throw  CONES even farther. Just try to run off the hill to become faster.





4. **[Select]** This button suspends the game until you press any key.
5. **[Start]** This button brings up “Return to game / Save game & Exit / Exit to menu” menu.

Press **[Start]** or  to resume the suspended game.

Key Combos for Super Items








1. [ + ] or  - this key combo turns your  SUPER JET on. You can turn it on when you lands after the jump or just falling down.

Hold  to fly up.










2. [ + ] or  - this combo allows you crushing lower blocks with  SUPER CRUSHER item.

Game Items

Regular Items

-  **COIN** – Use it in Kuzya's shop to buy some items.
-  **KEY** – Allows you open key holes.
-  **CONE** - Throw it on enemies.
-  **HONEY** - Restores your energy. You can have up to five ENERGY points.
-  **EXTRA TIME** - Adds extra time. You cannot accumulate extra time.
-  **LIFE** - Adds extra life.
-  **SNAKE'S CONTINUE** - Lets you save or continue game. After losing all lives, it allows you restart current level from the beginning.

Super Items

-  **SUPER POWER** - Supplies power for some super items.
Note: You cannot accumulate SUPER POWER tokens.
-  **SUPER SHIELD** - Protects you with  **SUPER POWER**.
Note: This shield protects you from flying / moving objects such as enemies and their bullets. However, it also "protects" you from getting falling prizes (COINS, HONEY).
-  **SUPER LENS** - Shows some secrets and hidden items.
Note: It can show you some hidden teleports or items. However, it cannot show you invisible walls and some other secrets.
-  **SUPER JUMP** - Increases your jump height.
Note: You can buy up to two SUPER JUMP accelerators. You will find some places where "very low jumps" are the best. So SUPER JUMP might make "very low jumps" impossible to perform.
-  **SPIKY BOOTS** - Lets you kill enemy jumping on them.
Note: You cannot kill big enemies (i.e. BOSS). You do not get a coin after killing enemies.
-  **SUPER CRUSHER** - Crushes lower blocks after the jump.
Note: You can crush blocks with your feet. It may save your time for some secret places.
-  **SUPER JET** - Lets you fly high with  **SUPER POWER**.
Note: If you touch an obstacle then SUPER JET automatically turns

off. You have to run it again if you need.

Game Environment



Doors – If the door is opened then it teleports you to another place. One of these doors leads you to the LEVEL BOSS.

Note: There are some hidden or invisible doors in the levels.



Check Point – Lets you start playing current level from this point (after death).



Kuzya's Shop – You can buy there some items.



Key Holes – Open doors, secret passages, bridges and unlock other key holes and buttons

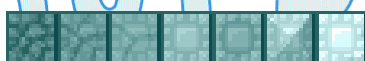


Switches – turn on/off lifts. You can flip them many times.



Buttons – open doors, build bridges, unlock key holes and reset other buttons.

Note: There are some invisible buttons /triggers.



Blocks – There are three kinds of blocks:

Solid block – you cannot crush such a block.

Surprise – you can get some prizes after the crushing the block

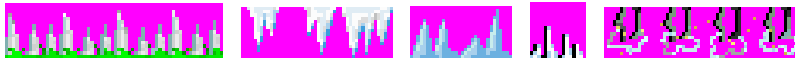
Self-destroying block – If you stand on these blocks, they do self-destroy and fall down.

Hint: You may fall blocks on your enemies' heads.

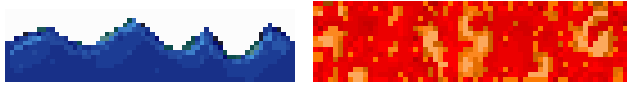
Note: All kinds of blocks might look the same.



Lifts – There are many lifts of different size and route. Some of lifts are small and they are not so easy to use.



Spikes, icicles – You can pass these obstacles on foot. However, once jumped or fallen on the spikes you lose all of your energy.



Water, Lava– If you fall in the water or lava, you lose all of your energy at once.

SUPER PLUSHA

Credits

Producer, Director, Lead Programmer, Scenario Writer

Mikhail Bratous

Assistant Programmer

Miguel Angel

Level Design

Mikhail Bratous

Graphic Design

Mikhail Bratous

Oleg Bronnikov

Natalia Bronnikova

Music & Sound FX

Mikhail Bratous

Soundmen, GraF (Levels Themes)

Tone (T-REX crew) (Game Over)

BOBBYB (Continue)

Warpmind de InzanE (Alien Theme)

Game Translation

Spanish: Miguel Angel

French: Stifu

Korean: Valken Lee, Rino

German:]DC[, Raven

Italian: Francesco

FaMe Soft STAFF: Musicmen, GraF, Konstantin Chufarov, Victor Malakhov, Alexander Alyaev (Some of these people do not work with us now but we are grateful them for support).

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