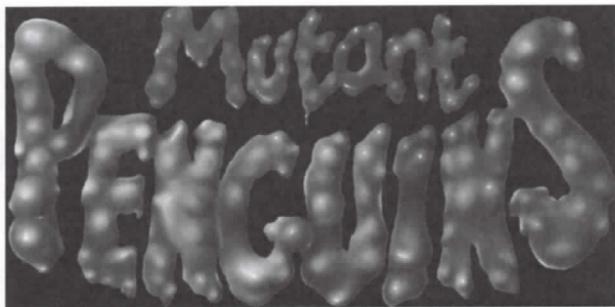


Mutant PENGUINS



GAME TEK



GAME MANUAL

Introduction

It is a fairly well known fact that the Earth's transmissions bounce around the atmosphere and off satellites positioned around the Earth's Orbit.

Some of these signals are beamed far into space and, if you believe in Aliens, could be picked up by UFO's. Well, if you didn't believe in Aliens before, you'd better think again for the Earth is once more under threat.

In the far off galaxy of "Bleurgggh" (Nebula Quadrant), an evil race of Slimy Green (but reasonably stupid) Aliens were monitoring the Earth's transmissions.

Unfortunately for them, they only tuned in at a specific time, to a specific television channel - and picked up "The Wildlife Show". Quickly they jumped to their conclusion, disguised themselves as the obviously dominant species on Earth - the Penguin.

Having invaded, they realised a mistake had been made. It was unlikely that a Penguin could infiltrate the Human Race and become President so a rethink was in order. And then it happened - they would disguise themselves yet again, as Humans. Brilliant!

So we have Slimy Green Aliens disguised as Penguins, disguised as Humans, supposedly. Of course, they had to improvise a bit on the new disguises and as a result, the disguise would fool no-one!

And that's not all, word is out that when good old real Earth penguins found out about this slur on their integrity they were not happy and now they're out for a fight. Woe betide any alien penguin meeting a good penguin for he'll be liable for a SLAP!

Word also reached those champions of intergalactic do-goodery, Bernard and Rodney. This dynamic duo are legends throughout the known universe and you don't mess with these boys. Bernard is a demon with a frying pan while Rodney is quite deft with a baseball bat. In case you haven't worked it out yet, Bernard doesn't cook and Rodney can't play Baseball, they use their accessories in "other ways"!

So there you have it. It's the age old story of Mutant Alien Penguins dressed up in costumes being slapped by real penguins, clubbed by an oversized pear with a baseball bat, or clobbered by a round thing with a frying pan.

Let's Rock.

INSTALLATION INSTRUCTIONS

System Requirements for Mutant Penguins

MINIMUM SPECIFICATION:-

486 DX2 66

8Mb RAM

20Mb of hard disk space.

MS-DOS version 5 or above.

RECOMMENDED SPECIFICATION:-

P5 75

8Mb RAM

20Mb of hard disk space.

Windows '95 or MS-DOS version 5 or above.

The game will run on any speed CD-ROM.

Windows 95:

Insert the "Mutant Penguins" CD-ROM into your CD Drive. Double Click the "Setup" icon.
Follow the on-screen instructions.

Note: "Mutant Penguins" requires the Microsoft DirectX game sub-system and you will be asked if you wish to install it. If you choose not to, the game will not work unless you already have DirectX installed. If you are unsure, choose "Yes" when asked if you want to install it, the DXSETUP program will run and will check installed components for you.

If you wish to install/remove DirectX at a later date, you can do so by double-clicking on the DXSETUP icon found on the CD in the folders:
"DIRECTX2\DIRECTX".

MS-DOS Version:

Insert the "Mutant Penguins" CD-ROM into your CD Drive.
Type:

D: <enter> (Your CD ROM Drive's label)
INSTALL <enter>

Where "D:" is the letter of your CD Drive, if this differs to your CD ROM's label then alter as needed.

The files required will be copied to your hard-drive in "C:\PENGUINS", and the sound card set up program will run. Select your Sound Card (or none) and then choose "Done".

Installation is now complete, to run "Mutant Penguins" either log onto your CD Drive and type "MPDOS" or enter "C:\PENGUINS" and type "MPDOS".

If you wish to change your sound settings at a later date, type the following:

CD C:\PENGUINS\DRIVERS <enter>
SETSOUND <enter>



OBJECTIVE

The objective to Mutant Penguins is to eradicate the Alien and Mutant Penguins by any means at your disposal. These alien fiends have brought with them a terrible weapon of destruction - The Doomscale, and you must stop them from reaching the Doomscale and activating it.

At your disposal you have either Rodney or Bernard. You can arm them with Baseball bats, Super-Clubs and Torch-Breath or Frying Pans, Electric Pans, Boomerang Pans and Samurai Bernard respectively. You can also use Dynamite and Glue and, of course, the Machines!

That's right, because apart from seeing to the penguins personally, you can build and activate various lethal-to-penguin machines. Machines like the Spike-Shafer, The Chopper and the Grabansling to name but three.

Sometimes you will also have help from our good old proper Earth penguins (hooray!). Let them roam the pathways looking for a fight and you'll soon get one if they meet a bad guy. Oh yeah, please try not to kill the good guys, by accident naturally, the machines and weaponry are just as lethal to them too you know! Good penguins will also try and reach the Doomscale because they can counteract the effect of the alien penguins reaching it - so let them through if you can.

So, in short - Kill the alien penguins, don't kill the good penguins. Stop the alien penguins reaching the Doomscale, let the good penguins reach it.

It's time to wade in and kick some penguin butt!

The game is played over an area larger than the screen and of varying sizes. The main elements that make up a level are:

The Main Player (Bernard or Rodney)

The Doomscale

The Mutation Station

The Machines

The Switches

The Signposts

The Barriers

The Player Bridges

The Pathways

The Gremlins

The Bonus Chests

The Good Penguins

The Alien Penguins

The Mutant Penguins

At the top-left of the screen there is a counter, this displays the number of alien penguins currently invading the level. Your mission is to kill them all so when this reaches zero, you win! This counter can also display the number of Gremlins you are carrying by holding down the Drop button.

At the top-right of the screen there is the Power Bar, this shows the number of Power Orbs you have collected to power up your weapon (explained elsewhere in this manual). When the player has a special item such as the Dynamite, it will also be displayed in the top-right of the screen.

The Gremlins:

These little blue fellows are your greatest allies, without them you couldn't open bonus chests or build machines. The player must collect these and drop them onto broken machines to build them or on bonus chests to open them. The basic rule with Gremlins is that you drop them one at a time so you can control how many Gremlins to place on any one machine. The more Gremlins you drop on a machine, the faster it will be built.

The Bonus Chests:

Bonus chests contain many goodies for the player, including the letters to obtain his weapon. They are opened by dropping Gremlins on them and explode to reveal a bonus. A list of bonuses can be found later in this manual.

The Good Penguins:

These are the guys on your side. You can let the good penguins reach the Doomscale to try and outweigh the Mutant penguins. Good penguins are not disguised and will fight any alien penguin they come across.

The Alien Penguins:

These are the baddies and will be dressed up in some sort of costume- Cowboys, Indians, Musketeers, The Village People! Kill them all!

The Mutant Penguins:

These are the real mean ones. Large, slimy and green and hard as nails, they are more difficult to kill. They are also 3 times heavier than non mutant alien penguins so get them before they get to the Doomscale. Most Mutants stem from the Mutation Station.

Bonuses

Several bonus items are available to the player and they are listed below. Bonuses are hidden inside chests and are also awarded for building machines.

Instant Electrify (for Bernard's Pan).

Instant Boomerang (for Bernard's Pan).

Instant Super-Club (for Rodney's Bat).

Samurai Bernard (you'll find out what this is).

Torch-Breath (for Rodney).

Extra Gremlins.

Bonus Scores.

Instant Builds (to build a machine instantly).

Dynamite (yeah!).

Glue-Sticks.

Coins (for the Jukebox).

Extra Good Penguin (hooray!).

Extra Mutant Penguin (boo!).

B.A.T. or P.A.N. Letters.



GETTING STARTED

When you have selected your character and first enter the game, chances are you will be in Peek Mode (unless you have turned it off via the options). You can scroll around the map to see where most things are. Press the Fire button when you are ready to start.

You control the main player, and the screen will scroll around you. To collect Gremlins or anything else collectable, simply walk into them. The Gremlins however are a bit harder to collect than most things as do not like being picked up and will try to escape your clutches!

Your character does not start with his weapon, this must be collected. This is done by collecting the letters P.A.N or B.A.T depending on who you are playing. Letters can usually be found inside bonus chests. Once you have your character's weapon, it can be powered up with certain bonus, but usually by collecting Power Orbs. When a penguin is hit, it releases 5 power orbs. Every time you collect a power orb, the Power Bar (top right of screen) is increased. Every time you use your weapon, the power bar resets to zero. If you collect 5 power orbs in a row, without re-using your weapon, it will power up a stage. If you collect 10 power orbs it will power up 2 stages. Once a weapon is powered up, it usually lasts for a set number of uses.

To open bonus chests or operate machines, you need to drop any collected Gremlins onto them. This is done by walking up to the chest or machine and pressing the Drop button. Each press will drop one Gremlin. If you have no Gremlins or are not near a machine/chest, a suitable sound FX will tell you.

To operate switches, you also use the Drop button in the same way, by walking up to them and pressing the Drop button. No Gremlins are required to use switches and none will be dropped.

From time to time you may pick up a special bonus such as Dynamite, Glue, Coins and Instant Builds. These items are used by pressing the Special Button.

Coins and Instant Builds are used in exactly the same way as dropping Gremlins except that you use the Special Button and not the drop button.

Dynamite is used by pressing the Special Button to drop the dynamite and holding it down until you want the dynamite to explode. The Dynamite will explode as soon as you release the Special Button.

Glue is used by pressing the Special Button to start laying a trail. You must then move your character to lay the trail.

You can only carry one special item at a time so should you collect a new special item it will cancel any item you currently have.

If during the level you are playing, you realise that you have made a bit of a mess of things, you can reset that level and have another go. Do this via the options. If you leave the level to end, the screen will start shaking and the Doomscale will go nuts. The game will then be over.

Don't worry if this all sounds complicated, when you first play the game choose TRAINING MODE and you will be taken through everything step by step.

Controls

Level Select:

Down Key / Joystick Left - Down a Level
Up Key / Joystick Right - Up a level

Z, X, SPACE* / Fire Button - Select Level.

The maximum level number will depend on how many levels you have previously completed. After every 5 levels, you can opt to start on any level below that set of 5 levels. So after completing level 5, the next time you play you can start on any level between 1 and 5. After 10 you can start on any between 1 and 10, and so on.

Player Select:

Left Key / Joystick Left - Choose Bernard
Right Key / Joystick Right - Choose Rodney
Z, X, SPACE* / Fire - Select Chosen Character.

Peek Mode:

Peek mode is active at the start of each level (unless switched off via the options). It allows the player to view the entire map before the level actually starts.

Left Key / Joystick Left - Move Left
Right Key / Joystick Right - Move Right
Up Key / Joystick Up - Move Up
Down Key / Joystick Down - Move Down
Z, X, SPACE* / Fire - Exit Peek Mode and begin the level.

In Game:

Arrow Keys* / Joystick - Move Player.
Key Z* / Fire Button 2 - Drop Gremlins and Flip Switches.
SPACE* / Fire Button 1 - Use weapon (if collected).
Key X* / Left Button / Space - Use special item (dynamite, glue, instant build).
Key P - Pause / Unpause Game.

For best results, we recommend using a JOYPAD (such as a Gravis) to play Mutant Penguins.

* Note: these keys can be altered via options.

MUTANT PENGUINS

TOP 10 HINTS and TIPS!

If you haven't played MUTANT PENGUINS before, don't be tempted to not bother with the Training levels. You will need them!

There is a knack to collecting Gremlins which needs to be practised as much as possible. It's easy when you know how. Gremlins will run away from you so you need to sneak up behind them (you can run faster than they can), or cut across their path - come at them from an angle.

Always make collecting your weapon a priority! If things start to go a bit wrong tactics wise, you can always resort to extreme violence if you have your weapon!

In order to power up your weapon, you need to collect 5 or 10 orbs in a row (without re-using your weapon). As the orbs are scattered out and disappear after a few seconds, this can be tricky. It is easier to hit more than 1 penguin in quick succession to release many more orbs. This way you can collect the ones nearest to you a lot faster.

You can use your player to block the path of a penguin. This can be useful sometimes, for example if you're waiting for a machine to build and you don't want to let the penguin past until it's done.

Don't be tempted to stay in one place for too long waiting for chests to open or machines to build - you never know what is happening elsewhere on the level!

When building machines, or in particular when opening chests, don't use all your Gremlins on one machine/chest. Drop one on each, go do something else and by the time you get back, the Gremlins will have finished.

When you collect a Special Item (showed in top-right of screen), don't pick up another one until you have used the one you are carrying otherwise you'll lose it!

For your assistance, the numbers in the top-left of the screen are for the number of Gremlins carried, and the number of bad penguins left to kill.

Don't ignore the "WARNING!" text message during a game. This means that a bad penguin is nearing the Doomscale - get over there quick!