

AMIGA

ENGLISH INSTRUCTIONS

INSTRUCTIONS EN FRANCAIS

DEUTSCHE ANWEISUNGEN

ISTRUZIONI ITALIANO



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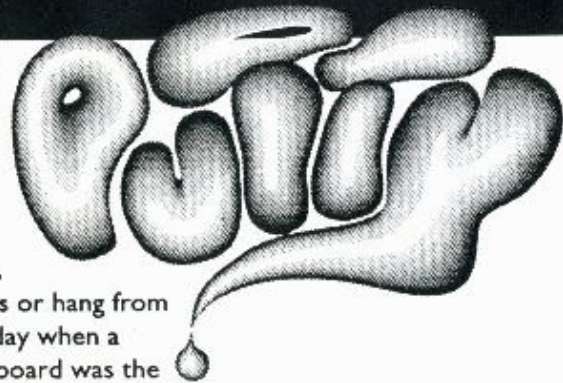
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THE STORY . . .

In a galaxy not too distant from here, there is a planet called Zid. Orbiting around this planet is a small moon called Putty Moon which is home to the Putties, and their flexible friends.



Putty Moon is a peaceful and carefree place, where a putty could just ooze away the days or hang from the ceiling and drip. That is, until one dark day when a sinister space ship appeared in the sky. On board was the evil wizard Dazzledaze and his thoroughly obnoxious sidekick, Dweezil the cat. Life on Putty Moon would never be the same again.

No sooner had the ship shape filled the sky than Dazzledaze and Dweezil's sinister plan began to unfold. The two evil-doers were going to capture all the little chewy and totally non-crunchy Putties, foil wrap them and ship them off to Earth as super gum (the one that blows the biggest bubbles and shrieks when it bursts).

Watching on in terror, Billy Putty, aspiring local hero, desperately searched for the courage to help his friends. Boldly stepping out from his place of safety, he is surprised when confronted by a screaming baby, where had it come from? In between sobs, cries, whimpers and attempts to eat Billy the baby tells him that Dazzledaze has been kidnapping naughty babies from Earth and turning them into horrid and grotesque creatures.

Billy could wait no longer, he must spring into action (or a least bounce) and bring down this evil tyrant that had consigned his family, friends and fellow putties to a fate far worse than death. Well how would like to be in someone's mouth, chewed bitten, squashed and pumped up with air till your head burst?

But Billy's quest might not be a solo one, for one day he saw several flying saucers arrive from the planet Zid. The Bots, mechanical inhabitants of Zid, were friendly to the Putties and were sure to help him. Dazzledaze also noticed the arrival of the Bots and fearing they would interfere with his wicked work he set a trap for the them

As the Bots began to explore Putty Moon, Dweezil lay in wait for them. When they drew close he froze them to the spot then set them in blocks of ice. Dweezil was unable to freeze all the Bots so Dazzledaze set some of his most evil and horrid creatures to harass and control them.

THE GAME

By using the wide range of Putty's movements and special functions, you must collect Bots (robots) that are scattered around all the levels and get them to places of safety. There is a limited time in which to get the Bots to safety so keep your eye on the timer. When you successfully get a Bot to safety you receive a time bonus.

At the top of the screen there is an indicator to show how many Bots are 'out' and that have to be collected and taken to a place of safety. There is one safe place in every stage where you must deposit the Bots. When this is done correctly, the indicator will show the number of Bots you have 'in'.

When you begin a stage for the first time it is important that you locate the safe place as quickly as possible: in the early stages this looks like a flying saucer and in later stages like an elevator or doorway.

In the early levels of the game the Bots are frozen into blocks of ice. Before you can collect them you must first punch the blocks to free them. Once free, the Bots will remain close by to where you found them.

In later levels, Bots move around looking for places of safety trying to avoid all the creatures that would destroy them. This makes your task harder in trying to collect Bots as they wander off a platform in their desperate search for safety or blunder into a Bot-hungry enemy.

To collect a Bot, you must position putty close to it and melt down into a puddle. This will automatically absorb the Bot and allow you to carry him to safety. When you are in the correct position to release the Bot you melt again and the Bot will be released.

Carrying a Bot can be quite a burden to Putty and you will discover there are some things you cannot do. If there are a lot of enemies around it is wise to release the Bot, doing a melt will do this automatically, and then take care of the enemies around you. Also, if you want to give a Bot a coffee break - to stop him wandering off - you cannot be carrying another Bot inside you.

In your mission you will encounter many different kinds of enemies and hazards. Some can easily be destroyed by either squashing them (jumping on them), punching them (some turn into something else) and absorbing them.

To overcome some problems, Putty will have to change his whole character. This unique skill of moulding - transforming into another character - can only be done with certain characters in the game. If you have come up against a hazard you cannot solve then spend a little time in seeing if you can mould into any of the characters nearby. Once transformed, Putty takes on the attributes of the character it has moulded into, use these new skills to overcome problems.

PLAYING AIDS

There are several aids to Putty's mission hidden around the various stages. Most of them are hidden in doorways, windows etc. But don't only check the obvious places. The bonus items you can collect take different forms, below is a list of useful objects:

False teeth

These will help you overcome some very large enemies.

Pocket watch

Gives you a thirty second time advantage to save the Bots.

Uncle Ted

Appears from nowhere and gives you a time advantage while he entertains the enemies on the screen.

Instant up

Gets Putty up to the top of the stage.

Instant down

Gets Putty to the bottom of the stage.

Dweezil power

Gives Putty 30 seconds invulnerability.

Bubblegum

Allows Putty to inflate and explode four times.

Trashcan

Lets Putty carry four Bots to safety at the same time.



PLAYING TIPS

There are some basic guidelines to how Putty deals with certain enemies and hints to make Putty's mission more successful.

Absorb everything you can to keep up Putty's pliability.

Putty cannot absorb anything mechanical.

Everything mechanical is lethal to Putty.

When Putty melts he cannot be damaged - enemies can walk over him, drop things on him etc.

Any enemy bigger than Putty can only be punched.

Some enemies cannot be destroyed and will drop missiles at Putty, avoid these.

Putty can sometimes get shooting enemies to kill each other, try bouncing Putty between them at the right time.

Going after the big enemies, though dangerous, can produce big rewards when successfully destroyed.

If you have to release Bots from within Putty before reaching a place of safety, try doing it on a platform that is not usually inhabited by enemies.

Some enemies, when punched, will release a baby. Absorbing these gives Putty a bonus. Squashing or absorbing those same enemies will not release a baby.

Keep your eyes open for random objects falling from the sky, these will help to keep Putty's pliability up.

CONTROLLING PUTTY'S MOVEMENTS

Use the training level at the beginning of the game to become familiar with Putty's moves.

GETTING AROUND THE SCREEN

Wriggle

Walk left or right carefully around the screen.

Joystick: push left or right.

Keyboard: press O or P.

Stretch

Stretch putty across gaps, both horizontally and vertically.

Joystick: press fire and push in desired direction.

Keyboard: press space bar and O or P.

Bounce

Jump around the platforms. Putty's direction can be altered while bouncing.

Joystick: push up then left or right to change direction.

Keyboard: press Q then O or P to change direction.

SPECIAL MOVES

Melt

Become a puddle. Putty cannot be damaged when he is melted. See also Absorb and Mould moves.

Joystick: pull down, to un-melt, push up.

Keyboard: press A, to un-melt press Q.

Inflate/Explode

Putty can inflate to four times normal size and act as a cushion to catch falling friends. Inflating more will cause Putty to explode.

Joystick: press fire button and waggle joystick up and down.

Keyboard: press space bar then 'Q' and 'A' repeatedly.

Jab

Putty makes a fist and can punch enemies.

Joystick: press fire button and tap joystick either left or right.

Keyboard: press space bar then 'O' or 'P'.





Absorb

Absorb objects and characters into putty that he is near to or under, when putty has become a puddle the character or object will disappear into it and then Putty will automatically un-melt.

Joystick: pull down

Keyboard: press 'A'



Mould

Transform Putty into another character

Joystick: pull down and press fire repeatedly.

Keyboard: press 'A' then the space bar repeatedly.



Make Coffee

Stop a Bot from moving for thirty seconds.

Joystick: pull down and keep the fire button pressed for a short time.

Keyboard: press 'A' then keep the space bar pressed for a short time.

THE BAD GUYS

The game is divided into six levels with three stages in each. The following is a list of some of the enemies you encounter in the different levels. There are others so keep your eyes open for a few surprises.

LEVEL I - PUTTY MOON

Bouncing Toadstool

Can be squashed, absorbed or punched to release a baby.



Terminator Carrot

Is a dangerous enemy. Avoid his bullets and the recoil from his gun will knock him off the platform.



Custard Man

A quick punch will change this character. Squash him before he changes back.



Barrel

Explodes on contact, try and avoid it.



Green Kamikaze Chicklets

Flutter about and explode on contact. They're difficult to absorb.



Biggles the Wasp

Drops bombs and is indestructible.



Space Kid

Attempts to slash you with his sword, an accurate punch will stop him.



LEVEL 2 - DAZZLEDAZE VILLAS



Baked Beans

Nasty little things that explode on contact, best to squash them.



Scouse Sausage

This boxing frankfurter is very dangerous and should be eaten using the false teeth.



Gun Powder Monkey

Avoid his cannon balls and try to punch him.



Big Yellow Goblin

Is a real fake, he looks like a big guy but he is actually inflated. A good punch will knock the wind out of him. Squash him before he gets his wind back.



Flying Hag

Is indestructible and you must avoid her missiles.



Spinning Fried Egg

Is a mine, avoid it.



Small Red Goblins

Can be squashed or punched but beware of their sharp forks.



Snot Goblin

Avoid his missiles and destroy him with the false teeth.



Dazzledaze

Get away from him as fast as possible.

LEVEL 3 - TECHNOFEAR

Pig on Space Hopper

A punch will move him on but try to give him a shock on the electrified platform.

Space Gun

Is very dangerous and you will need to inflate to get rid of it.

Mr Magic

Avoid his spells and try to punch or squash him.

Duck-in-a-box

A well aimed punch will get rid of him.

Red Shiny Gut Buckets

Eat white rabbits and are very poisonous to Putty. Mould into a rabbit and get to Gut Bucket to home in on you.

Skokapillars

Carry a negative electrical charge and can be used to defuse an electrical platform.

Loopy Light Bulbs

Are very dangerous and need to be charged with negative electricity to be destroyed.

Spaced Invaders

Only come out to play when the little joysticks are touched, they are indestructible and very dangerous.

Ghost

Takes possession of Bots and turns them into demons. The ghost will explode on contact with you and the demon Bots will explode after one minute unless absorbed.



LEVEL 4 - ORIENTAL ROOMS



Holy Man

Releases noxious burp bubbles which can affect you, he can also create a force field around himself. A well aimed punch can knock him off his platform.



Firework Imp

Take on the characteristics of this enemy to allow Putty to shoot missiles, the imps can also be persuaded to shoot at each other.



Mutant Chinese Chicken

Lays eggs which hatch into Sumo wrestlers - break the eggs before they hatch. Destroying the Chicken can be done with a punch but it is very difficult.



Dynamite Dan

Carry sacks of dynamite around with them and take great delight in throwing them at you. Punch, shoot or squash them if you can.



Chinese Vampires

Fly about and drop Firework Imps. They can only be destroyed using the false teeth.

LEVEL 5 - TOYTOWN

Clockwork Orange

Is very nasty and shoots pips at you. Become an orange to defeat him.

Teddy Bear

Does not like noise around him and will charge at you if disturbed. He explodes on contact with Putty.

Bugsy

Will try to shoot you on sight. Try eating him with the false teeth if you can.

Frog In a Taxi

Is a road maniac and will always try to run you over, squash if you are able to.

Toy Soldier

Fires bullets which you must avoid. Try shooting pips at him when you are an orange.

Snowball Gnomes

Avoid their lethal snowballs and then try to squash them.

Train Spotters

Are horrible little creatures that lean out of train carriage windows and drop toy trains in your path. The trains that are pulling the carriages will explode on contact with you.



LEVEL 6 - TWILIGHT ZONE



Rocket Motors

Are highly dangerous and must be avoided.



Dweezil's Flying Saucer

Will follow you around and drop mini saucers on your head. To destroy him you must become a Black Hole and then absorb thereby sending to the fourth dimension.



Flying Gits

Are annoying old men with jet packs, try and punch them out of the air.



Buzzsaw

Must be avoided at all costs.



Atomic Device

Is a lethal contraption, do not touch.



Black Hole

Hunts Bots and absorbs them. Try to absorb it first.



Self Motivated Tomato

Simply tries to avoid you. After jumping on his hands and knocking him off the platform you can eat him.



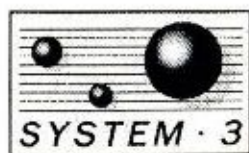
Fatty Amal

Produces bath time bubbles that must be avoided.



Frankenstein's Monster

Catches Bots and shakes them to death. Keep the Bots away from him by giving them cups of coffee.



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