AMIGA CD32

Commodore



SYSTEM 3

Scanned
by
Thallon



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THE STORY

Putty Moon is a bright and cheerful little satellite orbiting the dark planet of Zid.

One day a great darkness fell upon Putty Moon and the usually carefree



putties were in great danger. From out of the sky came a great space ship, so big that it blotted out the sun. On board was the wicked wizard of Zid, Dazzledaze, accompanied by his sneaky henchman Dweezil the cat and a horde of mutants.

Dazzledaze was carrying out another of his sinister money making schemes. He had invented a process that would change the inhabitants of Putty Moon into bubblegum, and then he could sell them to all the kids around the cosmos.

The Puttians were a happy race and had long ago given up war and violence and had created robots to protect them. Unfortunately, Dazzledaze knew this and was prepared for them. He sent out Dweezil the cat to freeze all the robots in blocks of ice so they would not get in the way of the plan.

Dweezil was not the most reliable of henchmen and discovered that the freezer ray was a lot of fun to play with. After only disabling a few robots, Dweezil found that the ray gun was empty. In desperation he went back to the ship and got Dazzledaze's mega memory scrambler. He'd been warned never to use it because the effects were unpredictable and it was not fully tested.

Flying around Putty Moon in his small craft, Dweezil began to zap the remaining robots' memory circuits. Dazzledaze was right, the effects were unpredictable. Some of the robots just hopped on the spot while others roamed around aimlessly.

Now Dazzledaze, never one for getting his own hands dirty, had brought a horde of creatures to gather up all the puttians. The creatures were the result of another one of Dazzledaze's great ideas. On one of his many visits to earth he had done a deal to take all the naughty babies away from their parents and turn them into good little babies. It hadn't worked out quite that way, in fact, the process had gone very wrong and the babies had been all turned into mutants. And what Dweezil didn't know was that by using the memory zapper he had given some of the mutants the ability to remember what they had been.

The work of collecting all the putties was complete, or so Dazzledaze thought. Before turning them all into bubblegum he had put all the putties at the top of the only skyscraper on Putty Moon and sent Dweezil there to start the conversion process. But Dazzledaze was wrong, he hadn't captured all the Putties.

There was one bold, heroic and brave putty left. Well actually one that had been asleep when all the others had been captured. He woke up to discover that all his friends were missing and while wandering around looking for them he narrowly escaped being captured himself.

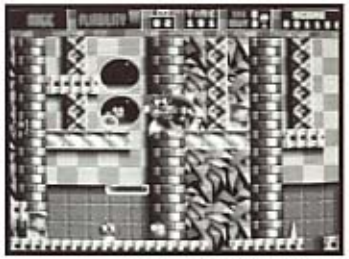
Realising what was happening he set to work to rescue all his friends, but he couldn't do it on his own he would need the help of the robots and they looked to be in a bad way. Fortunately, there was a robot repair shop on Putty Moon and he would have to get all the robots sent there before they could help rescue the other Puttians.

All the odds were against our intrepid hero, there were mutants of all different kinds and many hazards and traps to cope with. But he would succeed, he had to, he couldn't see his friends suffer a fate worse than death - well how would you like to be in someone's mouth, chewed, bitten, squashed and pumped up with air till your head burst?

HOW TO PLAY THE GAME

INTRODUCTION

The game is played in six areas of Putty Moon: Downtown Putty Moon, Dazzledaze Villas, Technofear, Oriental Rooms, Toytown and Twilight Zone. Each one of these areas is further divided into three stages.



DOWNTOWN PUTTY



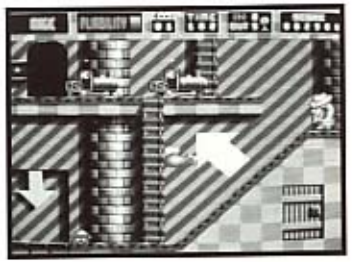
DAZZLEDAZE VILLAS



TECHNOFEAR



ORIENTAL ROOMS



TOYTOWN



TWILIGHT ZONE

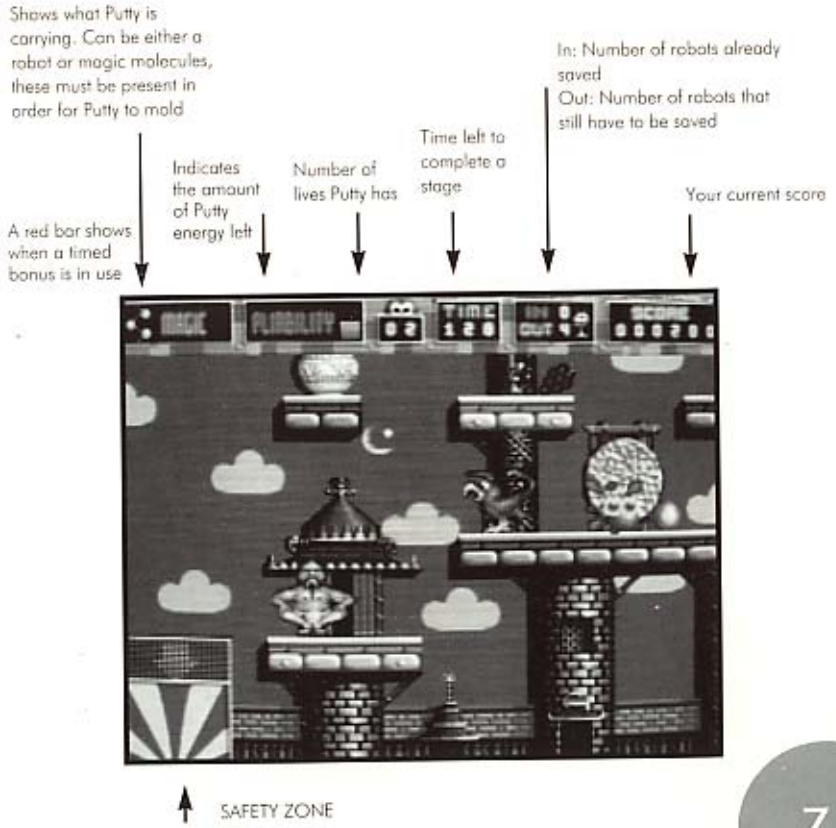
The objective of the game is for you to collect the robots that are scattered around all the different areas of Putty Moon and transport them to the various safe zones that are located in each stage. From there they will be taken to the repair shop automatically.

The number of robots you have to collect in each stage is shown in the status area at the top of the screen. There are two indicators:- 'OUT' is the number of robots that you have to collect in this stage, and 'IN' shows how many you have already placed in the safe zone. When you have delivered the right number of robots to a safe zone you will move onto the next stage of the game.

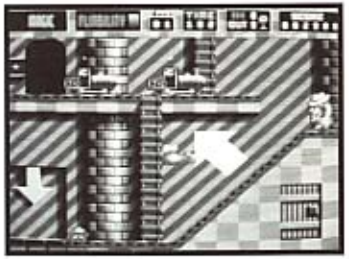
There is a time limit on each stage in which you must get the robots to safety. Failing to do it within the time will result in the loss of a life. When you have deposited a robot in a safe zone you are given a time bonus so keep your eye on the timer at all times.

Putty also has to cope with the problem of keeping his pliability high in order to carry out all his movements. His pliability reserve is shown on the status area, it is important to keep this as high as possible. To increase Putty's pliability he must absorb as much fruit as possible. This is scattered around the different stages and also randomly falls from the sky.

You must try and absorb as much as possible so that the pliability does not get too low. Certain functions that Putty performs use up more pliability than others, particularly inflating/ exploding so use that function with caution. Remember, Putty cannot absorb anything mechanical.



Before you enter a stage of the game you are shown a screen that shows what the safe zone for that particular level looks like - make sure you remember how it appears because the safe zones look different in the various stages. When you enter a stage for the first time it is important that you locate the safe zone as quickly as possible.





STARTING THE GAME

Please follow the instructions in your CD 32 Manual for loading this game. The game begins with an introduction sequence including a brief demonstration of some of the stages in Super Putty.

If you do not wish to see the demonstration, press the start button.

On the options screen you are given a choice of which level you would like begin the game at - only the first three levels of Super Putty are accessible this way - and whether you want to go into the training gym before starting the game.

Before playing the game for the first time it is recommended that you go into the training gym. Here you will



be able to practice the main movements and functions of the Super Putty character. Familiarity with all the movements and operations of the character will greatly enhance your enjoyment of Super Putty.

CONTROLLING PUTTY

Use the training gym level at the beginning of the game to become familiar with Putty's moves. Remember, mastering all the moves will increase your enjoyment of the game.

STANDARD MOVES

Wriggle
Walk left or right carefully around the screen. Press left or right on the directional pad



Stretch
Stretch putty across gaps, both horizontally and vertically.
Hold down red button and tap left or right on directional pad to stretch.



Bounce
Jump around the platforms. Putty's direction can be altered while bouncing. Press up on the directional pad to jump.



Punch
Makes Putty jab, either left or right, at enemies and objects.
Press red button and tap left or right on the directional pad to punch.



SPECIAL MOVES



Melt
Makes Putty lay flat on what ever surface he is standing. When like this Putty cannot be damaged. See also Absorb and Mould Moves.
Press down on the directional pad.

Unmelt
To restore Putty to its proper shape
Press up on the directional pad while Putty is melted.

Inflate/Explode
Putty can inflate to four times normal size. Inflating more will cause Putty to explode. When Putty explodes it destroys all the enemies on the screen. This action is expensive to Putty and uses up a lot of his pliability.





To inflate Putty
Hold down the red button and tap up or down on the directional pad to inflate.



Absorb
Putty can absorb objects and some enemies into himself. To do this, position Putty near or under the item to be absorbed. Once the item has been absorbed then Putty is automatically to his original shape
Press down on the directional pad to melt, press up to restore putty.

Mould
Putty can transform himself into certain other characters like the white rabbit, the shackapillar and others. To mould into another character Putty must first absorb the character he wants to become (see Absorb function). Once transformed, Putty takes on the attributes of the character it has moulded into, use these new skills to overcome problems.
Press down on the directional pad to melt, while under an object this will be absorbed into Putty. Pressing the red button red button while melted will release an absorbed robot.



COLLECTING ROBOTS

To collect a robot, you must position Putty close to it and use the melt function (pressing down on the directional pad). Once Putty has become flat then he will automatically absorb the robot and allow you to carry him to safety. You can usually only carry one robot at a time.

When you have successfully absorbed a robot it is shown at the top left corner of the status area in the magic box.

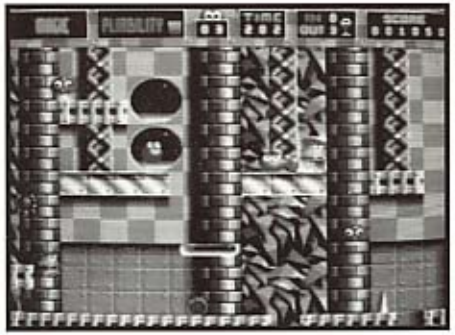
In the early stages of Super Putty the robots are frozen into blocks of ice. Before you are able to collect them you must first punch the blocks to free them. Once free, the robots will remain close by to where you freed them.

In later stages, the robots move around. This makes your task harder in trying to collect them as they frequently wander off platforms or blunder into a mutant, not forgetting to deal with or avoid the mutants yourself.

To deposit a robot in a safe zone you must position Putty in front of it, for example, if the safe zone is a small space craft then position Putty in front of the doorway. When in the right place, using the melt function again will automatically release the robot and it will go into the safe zone.

When a robot has been safely rescued the number in the 'IN' indicator in the centre of the status area will increase by one.

Moving around while carrying a robot can be quite a burden to Putty and you will discover there are some things you cannot do like mould into another creature for example moulding, you will have to drop the robot first, by doing a melt. But make sure that you don't drop the robot where it will be vulnerable to attack.



Collecting a robot



Getting a robot to the safe section

YOUR OPPONENTS

Every enemy in Putty Moon must be approached with caution. There are several different ways that Putty can deal with his opponents like jumping on top of them to squash them or punching them.

To help you overcome some of the enemies Putty will encounter is a list of playing strategies:-

- Any enemy bigger than Putty can only be punched. Going after the big enemies, though dangerous, can produce big rewards when successfully destroyed. For the big boss in a stage, make sure you have the bonus false teeth before you try to absorb it.
- Everything mechanical is lethal to Putty and cannot be destroyed.
- Some non-mechanical enemies cannot be destroyed and will drop missiles at Putty, avoid these or melt Putty and he will not be damaged. Also when melted, enemies can walk over Putty without doing any damage to him.
- When Putty is up against some enemies that shoot, like the Fire Imp and the Clockwork Orange, it is possible to get them to shoot each other. To do this Putty must bounce between them so that the enemies lock onto him and then get out of the way before he gets shot.
- Freeing the babies. Some enemies, only when punched, allow mutants to change back into babies. You save the babies by absorbing them and Putty receives a bonus score. Destroying those some enemies by not using a punch will not release a baby.

Following are details of some of the enemies that can be found in the different areas of Putty Moon.

DOWNTOWN PUTTY MOON



Bouncing Toadstool,
can be squashed, absorbed or punched.



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, avoid it. Punching the barrel will reward Putty with bonus points.



Green Kamikaze Chicklets,
flutter about and explode on contact with Putty. 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.

DAZZLEDAZE VILLAS



Baked Beans,
nasty little things that explode on contact, the best way to defeat them is to punch them, this earns Putty a higher bonus, but you can squash them as well.



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 but he can only be defeated by using the false teeth.



Flying Hag,
is indestructible and you must avoid her missiles.



Small Red Goblins,
can be squashed or punched but beware of their sharp forks.



Green Goblin,
avoid his missiles and destroy him with the false teeth.



Dazzledaze,
get away from him as fast as possible, you can't defeat him.



Old Man Spitoon,
you need to keep out the way of his nasty habit, he can be defeated by a well placed punch.

TECHNOFEAR



Pig on Space Hopper,
a punch will move him on but only doing an absorb while Putty is carrying the false teeth will defeat him.



Space Gun,
is very dangerous and you will need to inflate to get rid of it.



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 let the Gut Bucket home in on you. Once he has you he will try to absorb you, when he does he will come to a sticky end.



Shockapillars,
carry a negative electrical charge and can be used to defuse an electrical platform. You can mold into a Shockapillar to despatch those pesky Loopy Light Bulbs.



Mr Magic,
avoid his spells and try to punch or squash him.



Spaced Out Invaders,
only come out to play when the little joysticks are touched, they are indestructible and very dangerous.

ORIENTAL ROOMS



Holy Man,
releases noxious burp bubbles which if they come in contact with Putty will take energy away from him. The Holy Man can also create a force field around him to protect him. A well aimed punch can knock him off his platform.



Firework Imp,
mold into 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 him and take great delight in throwing them at you. Punch, shoot or squash him if you can.

TOYTOWN



Clockwork Orange,
is very nasty and shoots pips at you. Mold Putty into 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 teath if you can.

Toy Soldier,
fires bullets which you must avoid. Try shooting pips at him when you are an orange.



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.



Frog In a Taxi,
is a road maniac and will always try to run you over, squash him to defeat him.



TWILIGHT ZONE



Rocket Motors,
are highly dangerous and must be avoided.



Dweezil's Flying Saucer,
will follow you around and drop mini saucers to harass you. To destroy him you must mold into a Black Hole then try to trap him in it 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, it cannot be destroyed so make sure Putty avoids it.

Black Hole,
hunts robots 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 absorb him for extra pliability.



Fatty Amal,
produces both time bubbles that must be avoided.



Frankenstein's Monster,
catches robots and shakes them to death. He cannot be destroyed but will do Putty no harm, he only likes robots.



COLLECTING BONUSES

There are many bonus objects that can help you play Super Putty, these are all hidden in different stages.

The usual hiding places include things like doorways, windows etc. But don't only check out the obvious places, some of the more powerful objects could be very well hidden.

The top left of the status area indicates what Putty is carrying. The objects have different priorities as to whether or not they are displayed for example, if Putty is carrying a robot and he collects the false teeth then the false teeth icon will not be displayed until Putty has dropped the robot.

The bonus items to look out for are:-



False teeth -
these are very powerful and are used to defeat the big boss enemies on each stage. Don't waste them .



Pocket watch -
gives you a 30 second time bonus in the stage.



Uncle Ted -
when he appears from nowhere he begins to play music which keeps the enemies on screen entertained and not paying attention to Putty. Uncle Ted's playing does not go on for very long so use the time wisely



Instant up -
transports Putty to the top of the stage.



Instant down -
transports Putty to the bottom of the stage.

Dweezil power -
this is a very valuable bonus item as it provides Putty with invulnerability to attack from enemies for 30 seconds



Bubblegum -
getting this allows Putty to inflate and explode four times without Putty losing any of his pliability.



Trashcan -
this useful bonus item allows Putty to carry four robots to a safe zone at the same time.



Also Keep your eyes open for random objects falling from the sky, these are all absorbable and will keep Putty's pliability up.

SYSTEM 3 ARCADE SOFTWARE

Thank you for buying Super Putty.

We have been producing quality entertainment software for over ten years and in that time we have created some of the most exciting and original games.

By combining the talents of the best programmers, graphic artists, musicians and game designers we strive to provide you with the highest quality games and the maximum in entertainment value.

We hope that you will enjoy playing Super Putty and look forward to entertaining you again with our other great games.

Mark Cale
Managing Director

