

STORY

After twenty years the war that had been raging between the Putty people and the forces of evil led by the Wizard Scatterflash was finally over with the Putty faction mounting a complete withdrawal from the Capital city of Klud.

The Putty nation was rapidly occupied by the Wizards army of Demonic imps and Self Motivated Vegatables including the dreaded T2000 Terminator Carrots, the once fertile lands soon fell into decline spawning all sorts of slimy creatues and evil spirits.

Many years later the United Nations received blurred photographs showing Putty prisoners of war in the hands of the Wizard's forces and it was decided to send in a "Peace Keeping Force" of UN Troops to rescue these M.I.A's.

The force was made up of GI Pups led by their Commander Napalm the Cat, unfortunatly Napalm went completly crazy in the field and set himself up as a God to the native population of spotted frogs in a remote area.

The C.I.A decided that Napalm must be terminated with extreme prejudice and the Putty M.I.A's rescued so a special hit squad was formed- Putty Squad.

Super Putty and his ex-enemy Dweezil the Ginger Cat have to parachute into hostile areas and locate and rescue the M.I.A's as well as fight all the factions involved in the war.

The secret objective of this mission is known only to Dweezil but it does involve a Wizard and a large amount of Gold.

THE CAST

SUPER PUTTY [16]

Movements:-

- WRIGGLE Left/right on the joystick [57]
- STRETCH Hold down fire button and move joystick in desired direction. [55]
- BOUNCE Push up on joystick. [61]
- MELT Pull down on joystick. Push up to re-form Putty. [59]
- ABSORB Pull down on joystick under item you wish to absorb.
- PUNCH Press fire button and Putty punches in the direction he is facing. [52]
- INFLATE Tap up on the joystick rapidly till desired inflation is reached. [58]
- SELECT ITEM Pull down on joystick (do not re-form Putty), move left/right with joystick to select item then press fire.
- MOULD Pull down on joystick under Firework Imp, after Putty has absorbed Imp press fire and Putty will transform into the Imp. [60]

DWEEZIL [02]

Dweezil carries a large supply of Time Bombs that Putty can use to destroy extra large enemies. Dweezil does not like to co-operate with Putty and will only drop a Bomb if he gets to kick Putty's butt first.

Putty can punch dweezil and knock him out for a minute, whilst Dweezil is dazed Putty can use his belly as a trampoline in order to bounce up to high places, Putty can also punch Dweezil while he is down to adjust his position.

NAPALM [01]

Napalm is heavily armoured and only a major explosion will harm him, Putty can however steal rations from Napalms backpack by hitting him twice from behind (make good use of these items as you can only hit Napalm once per level).

SCATTERFLASH [06]

An evil wizard with the power to fire deadly magical bolts at Putty. He cannot be killed, but when hit by putty will be discouraged from attacking and will disappear for a short period of time.

M.I.A PUTTIES [34]

These guys (small red putties) need to be rescued in order to complete a level. When the last MIA is rescued the exit door is revealed and hands will point the way to the exit door. If MIAs are imprisoned in sandbag enclosures they can be made accessible by blowing the enclosure using a nitro or Dweezil bomb.

GI PUPS

The GI Pups come in the following types.....

GRUNT PUP	Unarmed hand to hand combat Pup.	
GUN PUP	Armed with an assault rifle.	[03]
GRENADE PUP	Throws grenades.	
BALLOON PUP	Hovers in the air and fires a laser rifle.	[54]
MORTAR PUP	Fires a mortar from the safety of a sand-bag emplacement.	[28]
BAZOOKA PUP	Parachutes from the sky, armed with a Bazooka.	[28]
UXB PUP	Controls a robotic electric execution device from a sand-bag emplacement.	[62]
HELICOPTER PUP	Flies the huge Pup Helicopter, drops Bazooka pups and rams the Putty-Pod.	[19]
AQUA PUP	Patrols underwater and fires a harpoon.	[14]

FIREWORK IMPS [04]

These are small demons who work for Scatterflash, they have the ability to launch rockets packed with gunpowder. Putty can absorb these creatures and take on their attributes.

FROGS [13]

The indigenous population of Klud, these guys are not happy with the situation and will attempt to catch Putty at the first opportunity using their sticky tongues. One touch of their tongues and Putty is dead.

SECURITY CHICKENS [15]

Scatterflash has specially trained attack poultry to guard the outskirts of his fortifications, these Attack Chickens can lay egg bombs whilst flying.

HOODLUM CHICKS [18]

These tough-guys hatch from Egg Bombs and patrol the area.

MAGGOTS [33]

Poisonous creatures that live in the darker recesses.

TERMINATOR CARROTS [11]

Unlike the T 1000 Terminator carrot that appeared in Putty 1 these guys can leap into the air and gain access to upper platforms, once they spot Putty they let fly with their Uzi 9 centimetre sawn off shotguns.

FLYING FAKIRS [12]

These are rarely seen magicians who fly around on carpets and drop Bad tempered Tomato's onto the heads of their victims (keep hitting these guys in mid air to gain extra stars).

FLOATING FAKIRS [27]

Ex kebab salesmen who have discovered the secret of life, they float around in a continuous state of Karma.

MAGIC FAKIRS [22]

Mysterious sorcerors who unleash bouncing bronze stompers on their hapless victims.

RUMBLE ROBOTS [08]

These are large green robots that have deadly tractor beams with which to damage Putty.

1950's ROBOTS [09]

Tin cans on legs with horrendous fire-power.

CRAZY ROBOT [05]

Out of control patrol robot, very fast.

MINI-BOT [10]

Nasty small droid with deadly laser.

BLADDER FLY [20]

Mosquito like insect that sucks on Putty's pliability.

DEADLY DENTURES [25]

Patrolling false teeth with fairly lethal biting power.

SPIKE GRASS [17]

Moving weeds with protruding thorns.

FISH [23]

Harmless unless touched.

CRABS [24]

Nasty crustaceans that patrol the underwater levels.

SEA SPONGES [31]

Poisonous pulsating lump that moves erratically.

WORLD WAR TWO BEES [26]

Fighting Bee's that drop huge bombs as they fly past.

BARREL IMPS [21]

Scatterflashes flying cohorts.

ROTO BOMBS [56]

Hovering explosives. These are completely devastating and must be avoided at all costs.

PUTTY SQUAD EQUIPMENT. ABSORB TO USE.

NITRO When absorbed turns Putty into plastic explosive, Putty can melt and leave Putty Bombs in the path of his enemies thus destroying them in the resulting explosion. Bombs can be punched and used to destroy sand-bag fortifications. Nitro bombs can also be dropped from the Pod. [42]

POD Putty can call down his Space Pod from orbit and fly around the

warzone for a limited amount of time by pushing up on the joystick to control the thrusters, and left/right to control direction. If he is carrying Nitro he can drop Bouncing Bombs onto targets below by pressing the fire button. [37]

FOOD Recharges Puttys pliability. [48]

CATFOOD Used to lure Dweezil; Putty absorbs the tin of Cat Food and carries it around till required. Releasing the can and punching it will brings Dweezil onto the screen and he homes in on the can. [47]

TRASHCAN This is an emergency device that calls in Secret Agent X15 who disguised as a pedal-bin will drop a useful item next to Putty. [41]

DISGUISE This false nose, spectacles and moustache allows Putty to get past the GI Pups without being seen. [45]

X-RAY SPEX These when worn show up secret doorways. [46]

CHILLI This red hot chili causes Putty to glow and allows him to knock-out enemies simply by walking into them. [38]

SHIELD This protects Putty from attack. [40]

CHEESE The green cheese transports Putty, at high speed, to other parts of a level. [51]

UNCLE TED The dreaded organist Uncle Ted has purchased a mixing desk and is now well into Hip-Hop, his scratching and mixing makes enemies dance on the spot (while the music lasts). [43]

SPRING Putty can carry it around (by first absorbing it) and use it to access high platforms by releasing the spring and jumping on to it. [39]

STARS Stars enhance Putty's combat abilities... [44]

0 - 9 stars = Standard Punch.
10 - 19 stars = Super Punch.
20 - 29 stars = Shoot 3 Darts.
30 - 39 stars = Electrocutation Prod.
40 - 49 stars = Release 3 Terminator Putties.
50 - 59 stars = Shoot 4 Darts.
60 - 69 stars = Release 4 Terminator Putties.

- When Putty uses his projectile weapons, Darts and Terminator Putties, then he is unable to fire another salvo until the current one has contacted an enemy or gone out of range.
- A star are lost everytime Putty is hit by a projectile. A whole stream can be lost if Putty touches traps or M.I.A sandbags.

1 UP MAN [29]

Punch this astronaut when he appears above putty to gain an extra life.

LEVEL ACCESS.

A level is completed when all of the M.I.A Putty's have been absorbed and rescued.

EXIT DOOR [36]

A Door will appear allowing access to the next zone or the main map if an entire sector has been cleared.

SECRET DOORS [35]

The main levels contain secret doors (different numbers in different levels [either 2 or 3]) the doors are made to appear by Putty passing in front of them or by him picking up the X Ray spex. Entering a secret door will transport Putty to a secret room (mini level).

GAMEPLAY

The object of Putty Squad is to rescue all missing Red Putty's in the warzones listed above whilst maintaining a high Star count, the more stars the player has the better his superpowers will be.

To get around the levels the player must enlist the help of Dweezil to get the extra bounce required to reach high platforms, the Catfood tin should be retained as long as possible. Always remember to pick the catfood up again once it has been used.

If Putty is flying in the Pod he should locate any difficult to reach M.I.A's and stars before exiting as he may only have one chance to reach them. Try to have the nitro whenever you enter the pod, it is possible to destroy the majority of enemies and emplacements by bombing them from the Pod.

It is a good idea to use puttys stretch to get those hard to reach stars and will make puttys go up and down ladders at a faster speed.

Putty is able to punch nitro and Dweezil bombs towards sandbags and emplacements.

Scatterflash has the ability to transport Putty to the 27th Dimension with a spell, if this does happen Putty must locate a hidden Pod Power-up before he can return to the real world.

HINTS AND TIPS

If you are finding it difficult to make progress in the game, the following hints and tips will help you on your way.

1. Try to make it a habit to jump on the Pups' heads to squash them, then punch their helmets (left or right) to gain an extra star. The helmet also acts as a very effective weapon, sweeping opponents of the platform it is on.
2. When using the Putty Pod it is always a good idea to look around and get to know the level you are on - it is particularly useful when you need to search for those difficult to find M.I.A Putties.
3. If you are low on stars then try using the Putty Pod to find stars that Putty cannot usually get to, eg. stars that are high above a platform.
4. Before picking up the Putty Pod try to always have got the nitro first. This enables you drop Nitro Bombs on all sorts of enemies and sandbag emplacements. Super hint:- If you bomb as many of the MIA Putty prisons as possible it will make the prisoners easier to pick up.
5. When you bust open a crate try not to eat all the food that pops out, so long as you don't need it right away. The food will remain there if you need that extra bit of pliability later.
6. If you are low on pliability and you see Napalm try punching his backpack to extract extra food. Remember though, it can only be done once per level so don't waste the opportunity.
7. Dweezil is an important character for Putty to have around. By punching him he will lie down and let Putty bounce on his stomach allowing Putty to reach high platforms. Make sure you always pick up the catfood after Dweezil has left.
8. When Putty is without the nitro and there is a sand bag surrounding an M.I.A, call Dweezil, let him kick Putty and he will drop a Dweezil bomb for you to use. Putty can pick it up in the same way as a nitro. Remember, Dweezil bombs have a short fuse - so watch that timer.
9. Stretching helps Putty get stars that are in hard to reach places. Try to use your stretch as much as possible. Super hint:- stretching allows Putty to move up and down ladders and platforms a lot faster than jumping.
10. Try using the MELT move if Putty is being attacked. He will not be hurt by bombs or enemy attacks if he has melted into the ground.
11. Keep a sharp look out for the Astronaut 'lup' character, he flies above Putty if he is being awarded an extra life. To gain the extra life Putty must punch him.
12. If you're having problems with a level take it slower, remember, you are not playing against the clock only (a vastly superior intellect!).
13. If you are lucky enough to find a Chilly icon then clear as many of the enemy from the level as possible whilst Putty is flashing

14. If you see a Star Block, jump up and hit it from underneath or use your stretch from above to get a secret item.
15. Don't forget about Secret Agent Trevor, pick up the Dustbin icon and he will sneak a useful item into the warzone.
16. When Putty is on a secret level make sure that he absorbs all the surrendering Pups, each one gives Putty a bonus of five stars.
17. Try to kill the bazooka pups while they are parachuting from the helicopter. Try not to let them build up or you could suddenly find a platoon of them shooting at you.