

SUPER METHANE BROS



APACHE®

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INTRODUCTION

Meet Puff and Blow the Super Methane Brothers, two heroic young adventurers from the Kingdom of Chronos. Join them in the magical mystical Tower of Time in a 1 or 2-player adventure game that is packed full of fun and playability. The action takes place in more than 100 single-screen chambers where you will meet a spectacular assortment of sinister bad guys and an exorbitant amount of collectibles (including toys, fruit and food), secret bonuses and hidden levels. Fast and furious, if you're not quick enough you won't stand a chance of reaching the end. With loads to discover, this game will provide you with hours of fun and 2-player interaction.

GAME OBJECTIVES

Puff and Blow must escape from the evil clutches of the Key Keeper and his Tower of Time by completing the 100 floors. In order to proceed they have to defeat all of the Key Keeper's minions which appear on every floor, using power-ups and other useful objects to help them on their way. They must also during the course of their quest find the four fragments of the Golden Key of Doom, jealously guarded by the Key Keeper in his various guises. The final piece of the Key is awarded when Puff and Blow defeat the Key Keeper himself in a final conflict in the Belltower.

To help Puff and Blow on their journey they each have 5 lives and there are 7 credits available for each game.

LOADING INSTRUCTIONS

CD32 VERSION - Insert the CD into your machine and power up.

AMIGA VERSIONS - Power up your machine and insert Disk 1 when the Workbench prompt appears. Then simply follow the on-screen instructions.

CONTROLS

INTRO SEQUENCE:- (JOYPAD/JOYSTICK)

MOVEMENT

Push Left
Push Right
Red Button/Fire Button

ACTION

Move Left
Move Right
Select/Quit anim

IN GAME:- (JOYPAD)

MOVEMENT

Push Left
Push Right
Red Button
Blue Button
Hold down Blue Button
Charcoal button
Green button

ACTION

Move Left
Move Right
Jump
Fire gas/bad guys
Retain bad guy in gas gun
Pause
Quit

IN GAME:- (JOYSTICK)

MOVEMENT

Push Left
Push Right
Push Up
Fire Button
Hold down Fire Button

ACTION

Move Left
Move Right
Jump
Fire gas/bad guys
Retain bad guy in gas gun

(KEYBOARD)

MOVEMENT

Press "P"
Press "ESC"

ACTION

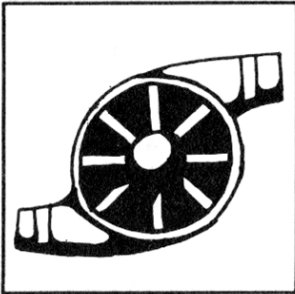
Pause
Quit

FIREPOWER

Puff and Blow each have a Methane Gas Gun which fires a cloud of immobilising gas. If this comes into contact with a bad guy he will be absorbed into the gas and then float around the screen for a limited time. Bad guys are harmless in this state. Puff and Blow must suck the floating gas clouds into their guns and blast them out against a vertical surface. Bad guys then turn into bonuses which can be collected. Be warned! - the gas cloud dissolves with time after which baddies become active again and extremely annoyed.

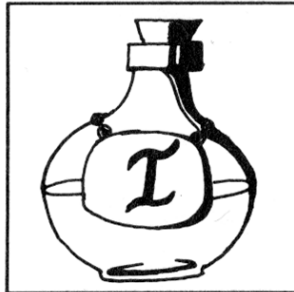
POWER-UPS

There are dozens of power-ups which may appear on any floor. They remain for only a few seconds before disappearing. Here are some examples:-



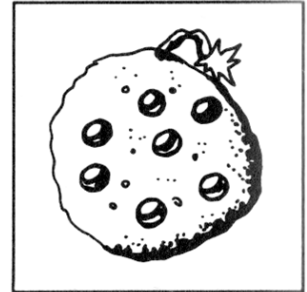
TURBO

Increases player speed



WHITE POTION

Invincibility

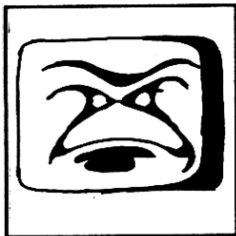


COOKIE

Smart Bomb

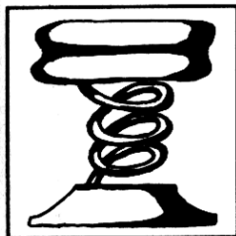
TIME LIMIT

After a set time limit on each floor two Time Minions appear to destroy Puff and Blow. The Time Minions chase them relentlessly around the screen and if they are avoided for long enough another two will appear. Death is then inevitable unless Puff and Blow manage to complete the level.



GRUMP THE BLOCK

Grump is a bad-tempered block who cannot move on his own. He is very useful to Puff and Blow who can move him around by sucking him into their gas guns. They can use him to stand on and also to form walls which they can fire baddies at.



SPRINGS

On some floors Puff and Blow will come across springs made of flexible steel which they can use to catapult themselves into the air. These also have the advantage of being moveable and can be used to make otherwise impossible jumps.



GENERATORS

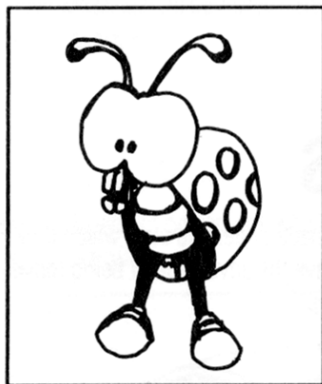
A few floors within the game will contain generators. These must be destroyed before a level can be completed as they continually produce more and more bad guys. There may be 1 or 2 on a floor and Puff and Blow must fire baddies at them to destroy them.

PLAYING CARDS

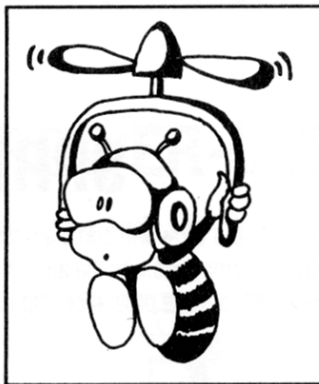
If Puff and Blow manage to completely clear the screen before the **"HURRY UP"** message appears on the screen, one playing card will appear (Ace of Hearts, Clubs, Diamonds or Spades). If all four cards are collected by either player that player will get an extra life. Once a card is collected it is retained until the game is over.

BADDIES

Puff and Blow must face many different enemies with varying abilities including flying, walking, jumping and shooting. Watch out for the Key Keeper and his four different vehicles. Puff and Blow will need to use different tactics to defeat these.



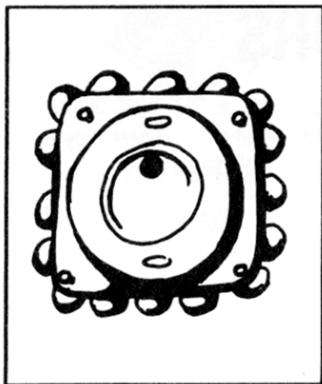
BUGG



WHIRLGIG



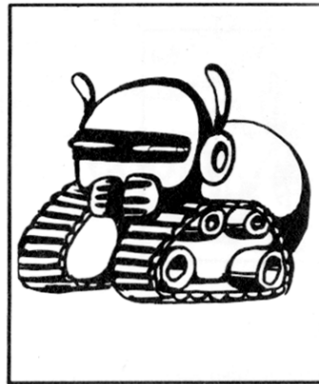
SPIKE



SUCKER



ZOOM



MECHABUG

TOYS

Collect the toys which the bad guys leave behind when they die to increase your score.

ITEM	VALUE
Boat	100 points
Rubber Duck	100 points
Telephone	100 points
Tank	200 points
Ball	200 points
Joystick	200 points
Present	200 points
Stack of Rings	300 points
UFO	300 points
Teddy Bear	300 points
Roller Skate	400 points
Building Blocks	400 points
Kite	500 points
Spaceship	500 points
Car	700 points
Train	800 points

EXTRA LIVES

Puff and Blow will receive an extra life when their score reaches 10,000, 50,000 and 100,000 points, and then for every 100,000 points scored after that.

SECRETS

There are lots of things to discover in Super Methane Brothers. The hints at the bottom of the pages of this manual may help you find some of them, but there are many more so keep your eyes open!

PIRACY

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