Penguin Adventure
Assault on Polar Bear Mountain

Game Manual
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Story:

You are Tooks, a typical Antarctic penguin, living a normal life with his mother on the distant outskirts of Penguin Village. Despite the recent inexplicable migration of many polar bears from the North Pole to a large mountain on the horizon, life has been peaceful and enjoyable. One fateful day, a polar bear finds his way to your favorite fishing hole, and kidnaps your mother. It is up to you to rescue her. Armed only with your trusty umbrella, you must go out on an epic adventure to find her!

Characters:

<table>
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<tr>
<th>Name</th>
<th>Occupation</th>
<th>Home</th>
<th>Likes</th>
<th>Dislikes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tooks</td>
<td>Hero</td>
<td>His Mother’s House</td>
<td>Sliding on his belly, fishing and hugging his mother</td>
<td>Ice burn on his tummy, sardines</td>
</tr>
<tr>
<td>Tooks’ Mother</td>
<td>Hero’s Mother</td>
<td>1 Penguin St.</td>
<td>Fishing with her son, hats with flowers, being flightless</td>
<td>When the house melts, when polar bears steal her kin</td>
</tr>
<tr>
<td>Walter the Walrus</td>
<td>Proprietor of Wal’R’Us</td>
<td>Behind the counter</td>
<td>Plucky little penguins, profits, and shiny, shiny medals.</td>
<td>Running out of stock, competition, law suits</td>
</tr>
<tr>
<td>Mean Mr. Polar Bear</td>
<td>Villain</td>
<td>The peak of Polar Bear Mountain.</td>
<td>Growling, looking evil, being evil</td>
<td>Penguins</td>
</tr>
</tbody>
</table>
Title Screen:

Select **New Game** to play the intro and start a new adventure.

Select **Load** to recall and play a previously saved game.

Select **Options** to adjust various gameplay options

Select **Exit** to quit the program
Objectives:

- Toooks will need to navigate 5 worlds before he is able to confront his mother’s captor. Unfortunately, before he can access each new world, he must purchase an upgrade for his umbrella. Upgrades can be obtained at the local Wal ‘R’ Us, in exchange for medals.

- Medals can be found in each of four levels per world, and can be attained as such:
  
  - The first 3 levels in a world are race levels. Find the exit to get a bronze medal, find it fast to get a silver or gold medal, depending on your time.
  
  - The 4th level in a world is a maze level. Finding a corresponding medal’s exit (bronze/silver/gold) before time runs out will earn you that medal.
  
  - Collect all of the fish tokens in a maze level to get a special bonus gold medal.

- Each medal has a corresponding point value. You will need a certain number of points to pay for your upgrade
  
  - Bronze – 1 point
  - Silver – 2 points
  - Gold – 3 points
Save /Load Screen:

You can Save to or Load from one of four previously saved games. Each slot displays your percentage of the total game complete, a medal tally, and which upgrades you have purchased.

Either click on the slot you wish to use, or select it with the arrow keys. Press the OK Button or press Enter to finalize the choice.

Select Back to return to the previous screen

Upgrades:

1. Umbrella Float: Drift across chasms or decrease your falling speed.
2. Umbrella Tip: This new tip can break certain types of ice
3. Umbrella Grapple: Hook onto and leap from pegs
4. Umbrella Pogo: Propel yourself to new heights
   (See ‘controls’ for more information on how to use them)
Options:

The options menu has the following selections:

- **Music Volume**: Adjust the in game music volume
- **Sound Effects Volume**: Adjust the in game sound effects volume
- **Set Keys**: Create a custom key mapping for the controls.

Overworld:

Each overworld consists of six markers. The first is the world entrance, and the last is the world’s exit.

- The second, third, and forth markers are race levels; the fifth is a maze level
- Hit ‘Enter’ while on a entrance marker to access the previous world
- Hit ‘Enter’ while on a level marker to play that level.
  - You may not move past a level you have not earned a medal on
  - Your current best medal for a level is shown within the marker
- Hit ‘Enter’ while on an exit marker to attempt to trade your medals for the next upgrade. If you have already done this, you will be taken to the next world.

At any time, press the Esc key to bring up the overworld pause menu.

(See ‘pause menus’)

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In Game:

During level play, you will find a status bar on the bottom of your screen; it will display:

- Time taken during a race level
- Time left during a maze level (All exits except bronze close when time runs out)
- Fish collected during a maze level (Each maze contains fifty fish)
Controls / Abilities:

Tooks is quite the agile penguin; the following are the default controls for his abilities.

- **Running/Walking**: Move left and right using the left and right arrow keys. Tooks will run if you hold the key.

- **Jumping**: Jump using the space bar. Hold the key for a higher jump.

- **Sliding**: Sliding greatly increases your speed on flat or downwardly sloping ground. Double tap left or right arrow while moving to perform a belly slide.

- **Attack**: Use the umbrella to attack foes or break ice (once upgraded) using the z key. A successful attack will leave an enemy stunned.

- **Wall Bounce**: Press the jump key (space by default) while near a wall to perform a wall bounce. This can give you some added height on a jump, or be used to quickly change your direction.

- **Floating** (once upgraded): Hold the up arrow key to open the umbrella in mid-air, causing Tooks to float downward far slower than a normal fall.

- **Grappling** (once upgraded): To hook and swing from a peg by the hook of the umbrella, press and hold the jump button (space by default) while passing a peg. Let go to leap from the peg in the direction you’re traveling.

- **Pogo-ing** (once upgraded): Hold the down arrow key while in the air to set up a pogo upon impact with the ground. You cannot pogo twice in a row.

In game, press the Esc key at any time to pause, and bring up the in-level pause menu.
Pause Menus:

(In level)

- **Resume Level**: Returns to the game
- **Exit to Map**: Abandon the current level and return to the overworld.
- **Restart Level**: Try the current level again.
- **Options**: Bring up the options menu (See “options”)
- **Exit to Desktop**: Quits the game

(Overworld)

- **Resume Game**: Returns to the game
- **Save Game**: Save your game. You will be prompted to continue or quit.
- **Load Game**: Load a new game. You will be prompted to save.
- **Options**: Bring up the options menu (See “options”)
- **Exit to Desktop**: Quits the game
**Level Components:**

**Enemies:** Other polar bears may be trying to halt your progress, or may simply be acting mean for the fun of it. Regardless, you’ll either have to avoid them or stun them with your umbrella. If you run into one, or if one attacks you, you will be stunned, losing valuable time.

**Breakable Ice:** Once you obtain the umbrella tip upgrade, your new diamond tip will shatter these ice blocks, opening up new areas to explore. Careful; these blocks will break when you pogo on them too!

**Pegs:** Use these pegs to grapple.

**Fish:** Collect 50 fish in a maze level to earn an extra gold medal!

**Diodes:** You can only move through diodes in one direction. From the other, they are as solid as walls.

**Exits:** Reach the exit to end a level. In maze levels, there will be multiple exits. The color of the exit indicates the medal you’ll earn for finding it.

**Crumble Blocks:** These blocks will only hold you for a short time before collapsing into dust.
Hints and Tips:

- Get the most out of Tooks’s move set. String moves together to discover even faster methods of passing obstacles.

- Remember to replay past levels. A gold time may be much easier to attain with an upgrade or two.

- Make good use of the fish medals in mazes. They may bail you out if you are stuck.

- Surprises await those who lambaste the gold times or boldly explore the mazes.

Good luck and have fun,

Love,

all of us at High Five Explosion