

PUFFY'S SAGA



C64

UBI SOFT
Entertainment Software

PUFFY'S SAGA COMMAND CARD C64

TO PLAY PUFFY'S SAGA, YOU NEED :

- 1) COMMODORE 64 or COMMODORE 128 (mode C64)
- 2) 1 joystick connected to port 2

LOADING INSTRUCTIONS

A) DISK

- 1) SWITCH OFF YOUR COMPUTER.
- 2) Insert the disk into the disk drive.
- 3) Switch on your computer and disk drive.
- 4) When an image appears on the screen, make the command :
LOAD "*", 8, 1 and then press RETURN. The game will load automatically.
- 5) You will then see a presentation page. To continue loading, press the fire button of the joystick.
- 6) The loading will continue until the selection page, where you choose between PUFFY and PUFFYN (you can also get information about the enemies and other objects). To choose PUFFY, press key <F1>.

To choose PUFFYN, press the key <F3>.

B) CASSETTE

- 1) SWITCH OFF YOUR COMPUTER.
- 2) Insert the cassette in the cassette player.
- 3) Switch on your computer.
- 4) When an image appears on the screen, simultaneously press SHIFT and RUN/STOP.
- 5) Press the play button of the cassette player.
- 6) The game will load automatically.

CONTROLS

Move the joystick in any direction and your character will move in that direction. To shoot, press the fire button of your joystick.

KEYBOARD CONTROLS

P : pause/restart.

M : reduces the speed of Puffy and the monsters.

F5: map of the level (need magic gom).

F7: load one part that has been saved (this can only be done during the presentation screen when you choose between Puffy and Puffyn).

F7: press this key during the game to save one part.

Q : allows you to abandon the game — game over (PRESS PAUSE FIRST).

LOADING AND SAVING A GAME

Press F7 during the game to save one part. The save will be made on game disk Face 1 (make sure that the disk is not write protected).

During the presentation, when you must choose between Puffy and Puffyn, press F7 to access a part that has already been saved.

OBJECT OF THE GAME

As Puffy or Puffyn, your goal is to advance from one level to the next. To finish a level, you must collect all the PAD GOMS (power dots) scattered around a level. Explore more than thirty different levels and settings, each offering secret passageways filled with demons.

THE CHARACTERS

You can choose from Puffy or Puffyn. Puffy is more robust, but Puffyn is quicker. These differences are important depending on the level ; certain levels are easier to get through with Puffy, while others are easier to get through with Puffyn.



STAYING ALIVE



Your energy diminishes when you're attacked by an enemy and as time goes by. There are objects spread around the levels to help you repel or kill enemies. And to keep from passing out and dying of hunger and fatigue, you can eat. To eat, pick up the joints of lamb (drumsticks) on the floor. You can also find these in certain chests.

Your character can fire an unlimited number of "normal" shots, which is effective against some enemies. To survive, you'll need to pick up and use the bonus items you find scattered along the pathways.

THE ENEMIES

THE GHOSTS



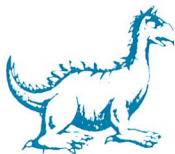
These are the enemies you'll run into the most. The best way to kill them is with Fire Power. You can also kill them using a normal shot, but you'll have to shoot several times. The Ghosts are immobilized for about a second with the first shot ; the following shots should kill them. Each time a Ghost touches you, you lose 20 points.

THE ACID PUDDLES



Almost as plentiful as the ghosts, the Acid Puddles are something to be feared because they can't be destroyed. Normal firing won't affect them at all and the Fire Power option will only immobilize them for a few seconds. If you are touched by an Acid Puddle, you lose 50 points and they are destroyed.

THE DRAGONS



The Dragons fire at you only if they see you. Only their flames are dangerous ; their bodies are harmless, the flames can cross walls and burn you. Fire, Repellency, and Invisibility are useless against the Dragon. If they hit you with their flames, you lose 250 points.



THE FLYING DRAGONS

Like the Dragons, the Flying Dragons are invincible. You'll find them in corridors. If they hit you, you lose 250 points.

THE EYES



These enemies stick by your side. Once an eye spots you, it won't leave you alone. The Eyes cannot be killed. The most you can do is immobilize them for one or two seconds by shooting them. You'll have to be patient to get rid of them. If an Eye touches you, you lose 30 points.

TIP : When an Eye starts moving towards you, fire on it and move one square away. Shoot it again before it wakes up and then move far enough away so it no longer detects you.

BONUS ITEMS



EXTRA SPEED

This bonus increases your speed. After you pick it up, it only lasts for a limited time.



FIRE POWER

This bonus lets you exhale fire for a few seconds, which frightens some enemies. The Fire Power bonus has a time limit, so you must use this option shortly after you pick it up.



SUPER SHOT

This bonus looks like a normal shot, but it is a lot more powerful ; it can destroy an entire formation of Ghosts, chests, etc.



REPELLENCY

Repellency lets you frighten all enemies. This option lasts for a limited time after you pick it up.

INVISIBILITY



This option makes you invisible to almost all your enemies. Although you're invisible, you're not protected from damage. If an enemy touches you by accident, you'll lose as much energy as if you were visible.

MAGIC GOM



These large pastilles (or dots) are very useful. When you pick up one or more Magic Goms, they provide you with a map view of the current level by pressing F5.

BEWARE : You can carry a maximum of 20 Magic Goms.

MISCELLANEOUS ITEMS

PAD GOMS

These are small pastilles (dots) that you must collect in order to finish a level.

Don't forget : sometimes a Pad Gom will appear under a chest. You'll still have to pick it up in order to finish the level.



JOINTS OF LAMB (DRUMSTICKS)

Gobble these up to get 80 life points !



THE KEYS

The keys let you open doors and chests. Economize them — certain levels need them all for you to finish. You can carry a maximum of 10 keys.



THE CHESTS

Use a key to open a chest.

THE DOORS

You can open doors with keys.

THE TRAP DOORS

They let you open certain doors, secret passageways, and invisible walls.

BEWARE : You might free enemies by passing over a trick trap door.



THE STUN (SLOW DOWN) TILES

The Stun Tiles will immobilize you for a few seconds when you pass over them. They disappear after you've passed through them.

TIPS

Don't despair if a level seems difficult ; there's always a solution to finish it without losing lots of life points.

You don't have to kill certain enemies to escape them. Some can be tricked ; you can lead them into a corner and they will stay there.

Observe certain passageways carefully before entering there.

Don't let yourself be tempted by bait that's too enticing ! You can definitely get too much of a good thing !

Certain passageways might at first appear impossible to enter — look carefully to see if there's an item nearby which might enable you to pass without any problems.