

OPERATION THUNDERBOLT THE UNTOUCHABLES™ IVANHOE RAINBOW ISLANDS HEAD OVER HEELS

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



PUFFY'S SAGA

AMIGA

1. TURN OFF your computer and disconnect any peripherals like mouse, printer, second disk drive (for 512K users), etc.
2. Plug your joystick into Port 2. If there are two players, plug the second joystick into Port 1. (If either joystick has autofire, turn it OFF.) Insert the Puffy disk in DFO: and turn on the computer.
- Note: Amiga 1000 owners, boot your system with Kickstart 1.2 or 1.3 first. At the Workbench prompt, insert your Puffy disk into DFO:
3. You see the title screen. Press the button on the joystick connected to Port 2 to continue.
4. You see the Game Overview screen. This screen shows the items you'll see in the game. Press the fire button to continue.
5. Next you see Character Selection screen. Press the joystick button to activate a box it will turn from red to green). Move the joystick up or down to select PUFFY or Puffyn and click the joystick button.
6. Click again to continue to level 1.

CAUTION: NEVER remove a disk while the disk drive light is on - this may destroy all the information on your disk. If you must remove a disk while the disk light is on, turn off the computer first.

ATARI ST

1. TURN OFF your computer and plug a joystick into port 2. Turn on the monitor.
2. Insert Disk 1. Then turn on the computer; the game loads automatically.
3. You see the title screen. When prompted, insert disk b (labelled as disk 2) and press the spacebar to continue.
4. You see the game overview screen. This screen shows the items you'll see in the game.
5. Press F1 to play as Puffy or F2 to play as Puffyn.

CONTROLS

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Use a joystick or mouse to move your character. Move the

joystick in any direction and your character will move in that direction. To shoot, press the button on your joystick. When your character dies, the screen gets dark. If you press the firebutton on your joystick, the game immediately begins again on the first level without showing the GAME OVER and HIGH SCORE pages.

ATARI ST

Move the joystick in any direction and your character will move in that direction. To shoot, press the button on your joystick. When your character dies, the screen gets dark. If you press F1 or F2, the game immediately begins again on the first level without showing the OVERVIEW and HIGH SCORE pages.

KEYBOARD CONTROLS

AMIGA

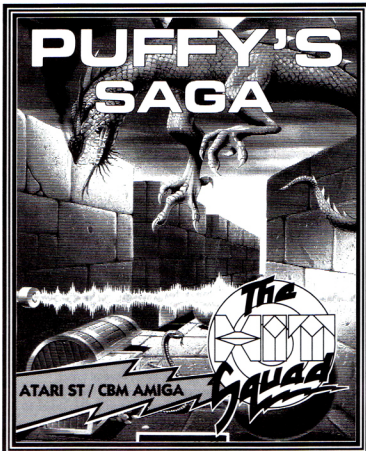
ESC Exits a game

P Pauses the game; press the spacebar to continue

For player in Port 1	For player in Port 2	Magic Goms required	Action
F1	F6	1	Lets you change Puffy to Puffyn
F2	F7	1	Gives you the Fire Power bonus for several seconds
F3	F8	1	Gives you Extra Speed bonus for several seconds
F4	F9	1	Gives 100 extra life points
F5	F10	1	Lets the player observe a large section of a level for a few seconds. Once you press this key, take your joystick and move the game towards the zone that you want to observe. While you're in this mode, your character will be protected by Insensible and Invisible modes.
Left-Shift	Right-Shift	O	This lets you abandon the current game and start over.

Loading and Saving a Game

Saving a game or saving high scores takes place on the game disk. If you plan on saving a game, make sure your original disk is write-enabled (set the tab to the closed position). You can only save a game at the end of a level. When you see the screen that says "Level x" and PRESS FIRE TO CONTINUE, Press Del and the game will



be saved to the game disk. You can only save one game per disk. When you first boot the program, the "Level 1 press fire to continue" screen appears. If you have a previously saved game, you can press Help to load that saved game. If your score is among the top 10, you'll see the High Score screen. To enter your name next to your score, move the joystick until you see the letter you want and then press the fire button. You must enter a character for each space, so you've entered your entire name and there are spaces left over, find the blank space and enter that until you're at the end. If you want the high score information saved, make sure your original disk is write-enabled (set the tab to the closed position).

ATARI ST

- F1 Pause. Press F1 to resume game.
- F2 50 Hertz/60 Hertz
- F3 Slow mode. Decreases the speed of Puffy and the monsters.
- F4 Fast mode. Increases the speed of Puffy and the monsters.
- F5 Map of the level. Two Magic Goms required.
- F6 Training mode. This mode begins on level 7.
- F7 Loads the last saved game. Can be used only once per game.
- F8 Saves the game. This function can only be used on level 7 or higher.
- F10 Quit the game.

NOTE: After you're done playing, turn off your computer before using other software.

USING THE MAGIC GOMS

KEY	MAGIC GOMS REQUIRED	ACTION
Help	1	Lets you change Puffy to Puffyn.
F	1	Gives you the Fire Power bonus for several seconds.
S	1	Gives you Extra Speed bonus for several seconds.
H	1	Gives 100 extra life points.
F5	2	Map level.
Undo	2	Lets you move to the next level.
M	2	Decreases the speed of the monsters.

Loading and Saving a Game

Saving a game or saving high scores takes place on the game disk. You can only save a game at the end of a level. Press F8 and the game will be saved to the game disk. You can only save when you're at level 7 or higher and you can only save one game per disk.

Press F7 to load a game that's already been saved.

If your score is among the top 10, you'll see the High Score screen. To enter your name next to your score, type in a name and press enter to save your high score.

ICON SUMMARY

MAGIC ITEM	TIME	EFFECT
Extra Speed	Limited	Lets you move quicker
Fire Power	Limited	Exhale fire/scare enemies
Super Shots (6-8 shots)	Unlimited	Wipe out groups of enemies
Repellency	Limited	Scare/repel enemies
Invisibility	Unlimited	Makes you invisible
Transportability	Unlimited on level	Jump over objects; pick up certain items;
Insensibility	Unlimited on level	Protects you from all enemies
ENEMIES	WHAT TO DO	EFFECTIVE MAGIC ITEMS
Ghosts	Shoot several normal shots	Fire, Repellency, Invisibility
Acid Puddle	Dies only when it touches you-avoid!	Fire, Repellency, Invisibility
Dragons	Avoid!	None
Flying Dragons	Avoid!	None
Snakes	Avoid!	None
Eyes	Shoot to immobilize	Fire, Repellency, Invisibility
GRR	Shoot several normal shots	Repellency, Invisibility
HIT	Dies only when it touches you; Imprison by luring into closed area.	Invisibility

You can run into other icons; its up to you to avoid them or investigate them. Whatever you do, be careful!

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. How many levels are there? We'll let you find that out for yourself!

THE CHARACTERS
You can choose from Puffy or Puffyn. Puffy is more robust and his shots are more powerful, while Puffyn keeps the objects that she picks up longer.
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. You can even switch the two on a level. To do this, you must possess one Magic Gom (see "Magic Gom" under Bonus Items for more details).

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 from 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
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.
Each time you kill a Ghost, you get two life points. Each time a Ghost touches you, Puffy loses 30 life points and Puffyn loses 40 points.
TIP: You can avoid Ghosts by using Fire, Repellency, or Invisibility.

THE ACID PUDDLES
Normal firing won't affect them at all and the Fire Power option will only immobilize them for a few seconds.
If an Acid Puddle touches you, it takes 70 energy points off Puffy and 90 off Puffyn. Once an Acid Puddle touches you, it will die.
Acid Puddles are hampered by certain obstacles like Ghost corpses and Stun tiles.
TIP: You can avoid Acid Puddles by using Fire, Repellency, or Invisibility.

THE DRAGONS
The Dragons only fire at you 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.
TIP: They always stay in the same place, so don't provoke them, just seek another passageway.

THE FLYING DRAGONS
Like the Dragons, the Flying Dragons are invincible. You'll find them in corridors at least three squares wide. All the Flying Dragons go in the same direction.
TIP: Position yourself under them and they won't be able to detect you. Then advance in the same direction that they're going.

THE SNAKES
You'll find Snakes in groups. They move around either vertically or horizontally. No weapon can harm them or immobilize them. Only the head of a Snake is dangerous. You can step on their tails without any problem. A Snake will bite you even if you possess Invisibility and Repellency.

THE EYES
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.
Each time an Eye touches you, it'll cost Puffy 10 life points and Puffyn 15 life 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 away far enough so it no longer detects you.
Eyes won't attack if you possess Fire, Invisibility, or Repellency.

THE GRRS
These are truly fearsome enemies because they move around while they're invisible. When they get close enough to you, they suddenly appear and will start shooting at you!
There are two kinds of GRRs: male and female. When the male spots Puffy, he travels without any hesitation straight towards Puffy and shoots flames. The female GRR is a bit calmer; she shoots here, there, and everywhere without aiming at anything in particular.
Only normal shooting or Super Shots can destroy the GRR.
When you shoot the female GRR, she transforms into a male GRR. You'll have to shoot once more to destroy it.
BEWARE: Don't fire at the Repellency bonus - it will transform it into a GRR.
TIP: Lure GRRs into a corridor one square wide-they will become confused and stay in the corridor. GRRs are vulnerable when you possess the Super Shot option; fire when you spot the white wisp of smoke indicating their arrival.
Repellency and invisibility will scatter the GRR.
* The ST version only has male GRRs.
* On the ST the REPELLENCY BONUS will not transform into a GRR when fired on.

THE HURRICANES
These are extremely dangerous fire tornadoes! You must avoid them at all costs - they take 500 life points off Puffy and 700 off Puffyn. They will only die once they've touched you. and watch out! One Hurricane could be hiding behind another.
Once a Hurricane detects you, the chase is on. They won't stop until they've touched you or until they've been imprisoned again.
BEWARE: Don't shoot at a Fire Power icon or it'll turn into a Hurricane.
TIP: To imprison a Hurricane, lure it into a place that it won't be able to get out of (there's almost always such a place nearby). If there isn't one, you can always construct such a place by digging a tunnel in a series of chests.
Use Invisibility to disperse them.
* On the ST the HURRICANES are called HITS. On certain levels, they appear at random as flames.

BONUS ITEMS
EXTRA SPEED
This bonus keeps you from being slowed down, which can happen when you cross through something like the Stun tiles.

FIRE POWER
This bonus lets you exhale fire for a few seconds, which frightens some enemies. If you accidentally shoot at the Fire Power bonus, you create a Hurricane that lasts for a short while.

SUPER SHOT
This bonus looks like a normal shot, but is a lot more powerful; it can destroy an entire formation of Ghosts, chests, etc. Each Super Shot bonus gives Puffy six shots and Puffyn eight shots.

You can carry several Super Shot bonuses at the same time.

REPELLENCY
Repellency lets you frighten all enemies EXCEPT the Flying Dragons and the Hurricanes. If you accidentally fire at the Repellency bonus, you'll turn it into a GRR (so avoid shooting it!).
When you pick up the Invisibility option, the Repellency option no longer works, except against the GRR.

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. When you take a shot, you become visible.

TRANSPORTABILITY
This is a powerful bonus that lets you pass through certain walls. If you try to pass through a wall that's at least two squares wide, the second square will be destroyed.
Transportability also lets you open chests, doors and secret walls without using a key.
BEWARE: Once you possess Transportability, it's more difficult to take another. You'll notice that your character will jump over certain objects as well as over walls. There is, however, a trick to picking up certain items while you're carrying Transportability - we'll leave it up to you to discover it!
This bonus is lost once you pick up the Insensibility option.
Transportability has no time limit; you can keep it for a whole level.

INSENSIBILITY
This bonus is definitely the most powerful of all the bonuses. It makes you untouchable to all your enemies!
There's no time limit on Insensibility; it lasts for an entire level.

MAGIC GOM
These blue pastilles (or dots) are very useful. When you pick up one or more Magic Goms, a lot of things can happen:
With ONE Magic Gom you can get one of the following...
* The Fire Power bonus
* 100 extra life points
* The Extra Speed bonus
* Change from Puffy to Puffyn, or vice versa (this is useful because on certain levels it's better to be Puffy while on other levels it's useful to be Puffyn).
BEWARE: If you fire at a Magic Gom with normal firing or Super Shot, you will change from Puffy to Puffyn, or vice versa.

MISCELLANEOUS ITEMS
PAD GOMS
These are the pastilles (dots) that you must collect in order to finish a level.
Don't forget: Sometimes a Pad Gom will appear under a chest or a destructible wall - you'll still have to pick it up in order to finish the level.

JOINT OF LAMB (DRUMSTICKS)
Gobble these up to get life points!
BEWARE: If you fire on a roast lamb using normal fire or Super Shot, it will be immediately replaced by a Ghost!
* On the ST the DRUMSTICKS are not replaced by ghosts if fired on; instead, the life points for that drumstick can no longer be collected.

THE KEYS
The keys let you open doors and chests. You can carry a maximum of 12 keys. Economize them - certain levels need them all for you to finish. If you have 12 keys and you try to pick up more, the key you try to pick up will be destroyed. Don't pick you keys if you already have 12; you may need it later.

THE CHESTS
Use a key to open a chest. The Transportability bonus also opens certain chests.

THE DOORS
You can open doors with keys. The Transportability bonus also lets you go through doors.
If you wait long enough, all the doors of a level will open up simultaneously-this can be dangerous if the doors are keeping enemies imprisoned!

THE TRAP DOORS
They let you open certain doors, secret passageways, and invisible walls.
BEWARE: You might fire 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. Take the Extra Speed option to avoid being slowed down by these tiles.
Ghosts are not hampered by the Stun tiles.



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 them.
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 to which might enable you to pass without any problems.
Don't forget what weapons you possess. For example, if you have a Super Shot, remember that if you shoot, you'll destroy everything in your path. That's not always a good thing! If you hit a drumstick with Super Shot, it turns into a Ghost.
Some options can be dangerous if you pick them up at the wrong time. For instance, if two or three GRRs are imprisoned by a small wall near you and you pick up the Invisibility bonus, the GRRs will escape from their semiprison; once the bonus is used up, they will all come straight towards you!
Beware of trap doors that look too enticing. They often open up walls imprisoning GRRs, Hurricanes, or a huge group of Ghosts!

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