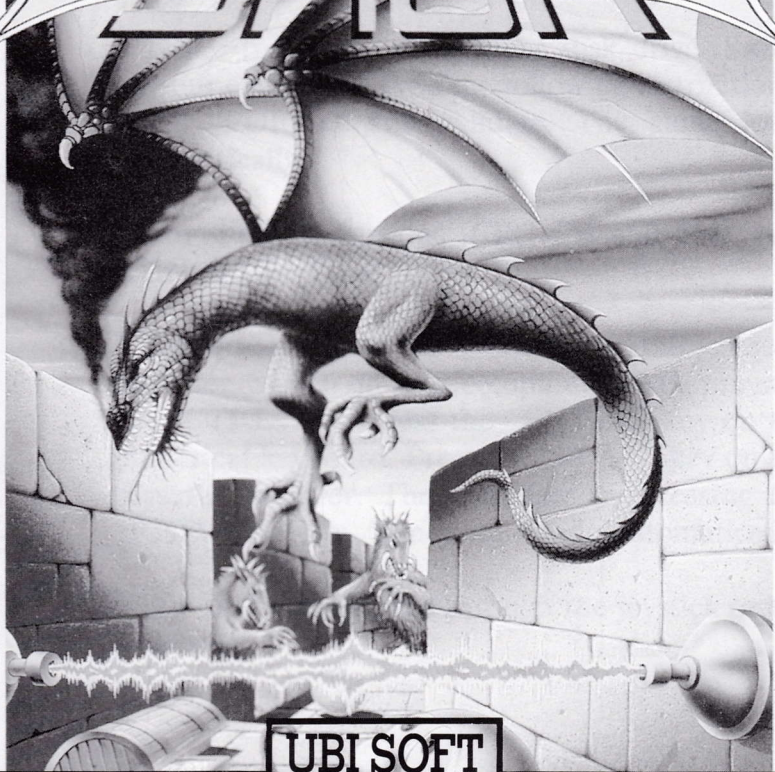


# Puffin's SAGA



**UBI SOFT**

*Entertainment Software*

## LOADING INSTRUCTIONS

PUFFY'S SAGA works on the Amstrad CPC 464, 664, and 6128.

\* Disk : Insert the disk in the disk drive. Switch on your computer. Type the following instructions : RUN "PUFFY" and validate. The game loads automatically.

\* For the 64K versions (CPC 464 and 664), type RUN "PUFFY 64".

\* Cassette : Insert the cassette in the cassette recorder. Switch on your computer. While pressing the "CTRL" key, press the "ENTER" key on the numerical keyboard. Press the "PLAY" key on the cassette recorder. Then validate by pressing the "RETURN" key. The game loads automatically.

Puffy can be controlled through the joystick or the keyboard.

# LOADING INSTRUCTIONS

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## I) THE GAME

### 1) Object of the game

To finish a level, the player must collect all the "PAD GOMS" (pastilles) scattered around a level.

He must avoid various enemies along the way. To do this, he can use the objects spread around the levels.

Don't forget, **PUFFY'S SAGA** is a game in which you'll need to be not only skilful but also shrewd. In fact, certain enemies appearing unavoidable at first sight can be tricked: observe certain passageways carefully before entering them and don't let yourself be tempted by bait that's too enticing !!!

The characters' energy diminishes with time (also, of course, because of the enemies), so you should remember to feed your character. To do this, take the joints of lamb on the floor. You can also find these in certain chests.

### 2) THE CHARACTERS

You have the choice between two characters : PUFFY (the male) and PUFYFN (the female).



## **II) THE ENEMIES**

### **\* THE GHOSTS**

These are definitely the enemies that you'll meet most often.

Each time they touch you, these enemies take 5 energy points off you.

The most efficient weapon to destroy them is "FIRE". You can nevertheless kill them using a normal weapon (but you'll have to shoot several times). They are immobilized for about a second with the first shot, so you'll have the time to kill them by shooting again.

You can avoid them thanks to the following options: "REPELLENCY" and "INVISIBILITY".

### **\* THE ACID PUDDLES**

Almost as numerous as the ghosts, they are certainly as fearsome.

If these acid puddles touch you, they take 30 energy points off you.

They cannot be destroyed. The "FIRE" option immobilizes them for a few seconds. Normal firing won't affect them.

The puddles die after having touched your character.

You can avoid them thanks to the following options: "REPELLENCY" or "INVISIBILITY".

### **\* THE DRAGONS**

They always stay in the same place, so don't provoke them, simply seek another passageway.

Only the flames that they spit are dangerous. They'll take 50 life points off you if they touch you.

Their bodies are harmless. WATCH OUT for the flames, they can cross walls and touch you.

### **\* THE SNAKES**

You'll often meet them in groups. They move around either vertically or horizontally. They take 10 energy points off you each time they touch you.

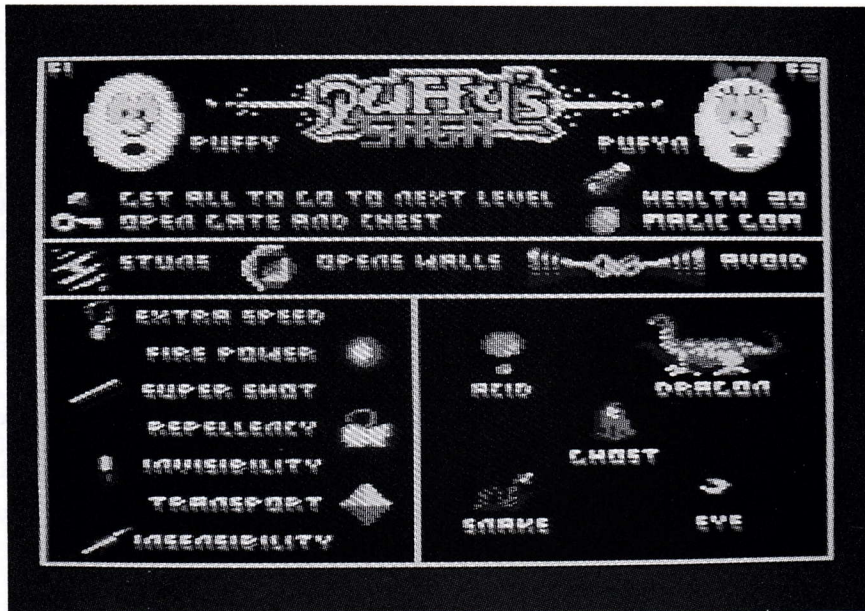
No weapon can harm them or even immobilize them.



## \* THE EYES

These enemies stick by your side : once an eye has spotted you, it won't leave you alone. You'll have to be patient to get rid of them. They will also take 10 energy points off you each time that they touch you.

The eyes cannot be killed. The most you can do is to immobilize them for one or two seconds by shooting them.



### **III) BONUSES**

#### **\* EXTRA SPEED**

This option increases your speed when moving around. It lasts for a limited time only.

#### **\* FIRE POWER**

This option enables you to exhale fire for a few seconds. It lasts only for a limited time.

#### **\* SUPER SHOTS**

Each rod entitles you to extremely powerful shots. Its duration is also limited.

#### **\* REPELLENCY**

This option enables you to frighten certain enemies.

#### **\* INVISIBILITY**

This very useful option makes you invisible to almost all your enemies. However, if an enemy touches you by accident, you'll lose as much energy as if you were visible.

#### **\* TRANSPORT**

This is a very powerful option. In fact, it enables you to pass through certain walls.

#### **\* INSENSIBILITY**

This option is definitely the most powerful in the game. In fact, it makes you insensible to all your enemies.

## \* MAGIC GOMS

These blue pastilles enable you to gain access to the map of a level if you press the "?" key. Two "MAGIC GOMS" will then be used up.

## \* THE PAD GOMS

These are the pastilles 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 ; it is essential to take it in order to finish the level.

## \* THE KEYS

They enable you to open the doors and the chests.

## \* THE CHESTS

They can only be opened with the keys. Examples of what you might find inside these chests are : a roast lamb, a key, a pad gom, another chest, a magic gom or nothing at all.

## \* THE DOORS

They can only be opened with the keys. However, if you wait long enough, all the doors of a level will open up simultaneously (this could be rather dangerous, if the doors were imprisoning enemies).

## \* THE TRAP DOORS

They enable you to open certain doors, secret passageways or invisible walls. Be very careful though, as you might free enemies by passing over a trick trap door.

## \* THE "STUNS" (SLOWING-DOWN TILES)

These slabs will immobilize you for a few seconds when you pass over them. They disappear after you've passed by.

Watch out, the ghosts are not hampered by these tiles.



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