



ATTACK OF THE  
Mutant  
PENGUINS™

JAGUAR™

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# ATTACK OF THE Mutant PENGUINS™



## JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

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# INTRODUCTION



It's a fairly well known fact that the Earth's television transmissions bounce around the atmosphere and off satellites positioned around the Earth's orbit. Some of these signals are beamed far into space where they could, potentially, be picked up by aliens. What? You don't believe in aliens? You better think again. The Earth is being threatened by something, and it's sure not human...

It all started in the far off galaxy of "Bleurgggh" (Nebula Quadrant), where an evil race of slimy green (but reasonably stupid) aliens were monitoring the Earth's transmissions.

Unfortunately for them but lucky for us, they tuned in only at a specific time to a specific television channel and picked up The Wildlife Show. After watching a few shows, they disguised themselves as the obviously dominant species on Earth – the *penguin*.

Soon after landing on Earth they realized they had made a mistake. It was unlikely that a penguin could infiltrate the human race and become President, so a rethink was in order. They decided to disguise themselves yet again, as humans.

So, to recap, we have slimy green aliens disguised as penguins, disguised as humans, trying to invade the Earth. Of course, they had to improvise a bit on the new disguises. As a result, the disguises fool nobody!

When Earth penguins found out about this slur on their integrity, they were not happy and now they're out to set the record straight. Woe to any alien penguin who meets a good penguin. He'll be in for a fight!

Word of the Earth's plight has also reached those champions of intergalactic do-goodery, **Bernard** and **Rodney**. This dynamic duo is a legend throughout the known universe. You don't mess with these boys. Bernard is a demon with a frying pan and Rodney kicks butt with a baseball bat. In case you haven't figured it out, Bernard doesn't cook and Rodney can't play baseball. They use their accessories in *other* ways!

# OBJECTIVES

The object of *Attack of the Mutant Penguins* is to get rid of the alien and mutant penguins any way you can. The aliens have brought a terrible weapon of destruction – the **Doomscale** – with them, and you must use Bernard or Rodney to stop them from activating it. You can arm Rodney with baseball bats, super-clubs and torch-breath or arm Bernard with frying pans, electric pans, boomerang pans and give him Samurai powers. You can also use dynamite, glue, and of course, the **Machines!**

That's right, you don't have to kill all the alien penguins personally. You can build and activate various lethal-to-penguin machines such as the **Spike-Shafter**, the **Chopper** and the **Grabansling** to do it for you. You'll also get help from the good Earth penguins (hooray!) occasionally. Let them roam the pathways looking for a fight and you'll soon get one if they meet a bad guy. Oh yeah, please try not to kill the good guys accidentally. The machines and weaponry are just as lethal to them!





Good penguins will also try to reach the Doomscale because they can counteract the effect of the alien penguins, so let them through if you can.

In short, kill the alien penguins, don't kill the good penguins. Stop the alien penguins from reaching the Doomscale, but try to let the good penguins reach it.

**IT'S TIME TO WADE IN  
AND KICK SOME PENGUIN BUTT!**



# GETTING STARTED

1. Insert your *Attack of the Mutant Penguins* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the **Power** button.
3. Press the **B** button to start a game, or the **A** button for Pandemonium.

## PANDEMONIUM LEVEL

If you select Pandemonium, be prepared for a never-ending battle. Those alien penguins never stop coming. Pandemonium levels are a great place to practice your technique and bash a bunch o' aliens. There are four different Pandemonium levels to choose from.



# MAIN MENU

## DIFFICULTY LEVEL

Choose from Normal, Tricky or Wicked.

## START LEVEL

When you begin playing *Attack of the Mutant Penguins*, you start at level one. Once you complete the first five levels you can choose the level you would like to start on. The maximum level number you can choose will depend on how many levels you have previously completed. After every five levels, you can opt to start on any level below that set of five levels or on the sixth level. After ten levels you can start on any level between one and ten, or on eleven. Press left or right on the **Joypad** to choose the level you want to start on and press the **A**, **B** or **C** button to start your game.



## OPTION

Press the **Option** button to configure the **A**, **B** and **C** buttons on your **Joypad**.



## SELECTING A CHARACTER

Press left or right on the **Joypad** to choose Bernard or Rodney. Press the **A**, **B** or **C** button to make your selection.



# BASIC CONTROLS

The default settings for *Attack of the Mutant Penguins* are listed here. You can customize your buttons by using the **Option** menu.

**JOYPAD** – Move character around the screen.

**A BUTTON** – Drop Gremlins and flip Switches. Hold to display current number of Gremlins being carried.

**B BUTTON** – Use weapon (if collected).

**C BUTTON** – Use special item (dynamite, glue, instant build).

**\* AND #** – Reset the game.



**PAUSE** – Pause the game. While you are paused you can adjust the following controls:

### Music Volume

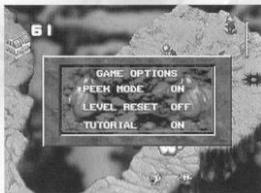
Press the **A** button to get to the **Music Volume** screen, then press left or right on the **Joypad** to change the volume. Press the **A** button again to go back to the **Pause** screen.

### Sound Effects

Press the **B** button to get to the **Sound Effects Volume** screen, then press left or right on the **Joypad** to make your volume change. Press the **B** button again to go back to the **Pause** screen.

### Game Options

Press the **C** button to adjust the **Game Options**. Press up or down on the **Joypad** to select Peek Mode, Level Reset or Tutorial and press right or left on the **Joypad** to turn them on or off.



### Peek Mode:

Allows you to look at the general layout of a level before you start playing.

### Level Reset:

Allows you to restart a level if you've made a mistake instead of losing the game and going back to level one.

### Tutorial:

Helps you learn your way around the game. It will activate the first time you come across a new feature.



Press the **C** button again to go back to the **Pause** screen.

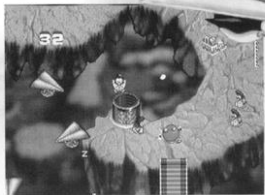
### **Joypad Setup**

Press the **Option** button to get to this area. Press the **Joypad** up and down to alter the Game Button Setup. Press the **Option** button again to exit.

The options take effect as soon as you un-pause the game. If you have selected Level Reset, you will be asked to confirm this. Press **A** to confirm or **B** to cancel.

# MEMORY SAVE

High scores, game settings and highest levels are retained in the cartridge even if you have turned off your Jaguar 64-bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes, press \*, # and **Option** while on the *Attack of the Mutant Penguins* title screen.



## PLAYING THE GAME

Every level starts in **Peek** mode (unless you have turned it off). This allows you to scroll around the map, using your **Joypad**, to see where most things are. Press any **Fire** button when you are ready to start.

Start going after Gremlins as soon as you exit **Peek** mode. Simply walk into the Gremlins, or anything else that's collectable, to pick them up. The Gremlins are a bit harder to collect than most things. They'll try to escape your clutches!

Your character must gather the letters of his weapon (P.A.N. for Bernard or B.A.T. for Rodney) before he can use it. You'll find the letters inside bonus chests. Once you have your weapon, it can be powered up with certain bonuses, usually by collecting power orbs. When a penguin is hit, it releases five power orbs. Every time you collect a power orb, the **Power Bar** (top right of screen) is increased. If you collect five power orbs in a row, without using your weapon, you will receive a weapon upgrade. If you collect ten power orbs it will get a double upgrade. Once a weapon has been upgraded, the powerup usually lasts for a set number of uses.

To open bonus chests or build machines, drop Gremlins on them. This is done by walking up to the chest or machine and pressing the **Drop** (A button default) button. You will drop one Gremlin each time you press the button.

You can also use the **Drop** button to operate switches. No Gremlins are required to use switches, and none will be dropped.





## BONUSES

From time to time you may pick up a special bonus. These items are used by pressing the **Special** (C is default) button.

### Coins

Start machines or open chests. Work the same way as Gremlins except that you use the **Special** button instead of the **Drop** button.

### Instant Builds

Build machines immediately, without dropping Gremlins on them. Works the same way as Gremlins except that you use the **Special** button instead of the **Drop** button.

### Dynamite

Exactly what it sounds like. Use it to blow up alien penguins.

### Glue

Leave a sticky trail that will stop penguins from moving for a short time. Press the **Special** button and move your character to lay the trail.

You can only carry one special item at a time. If you collect a special item before you use the one you already have, it will cancel the existing item.



# THE GAME AREA

The top left of the screen displays a counter with the number of alien penguins currently invading the level. Your mission is to defeat them all, so when the counter reaches zero, you win! The counter also displays the number of Gremlins you are carrying (hold down the **Drop** button).

There is a **Power Bar** at the top right of the screen. It shows the number of Power Orbs you have collected (see *Playing the Game*). When the player has a special item, such as dynamite, it will also be displayed in this area.

Here's a list of some of the things you will find in almost every level.

## MAIN PLAYER

Your chosen character, Bernard or Rodney, will be in the center of your screen. Other areas of the level will scroll into view when you move your character.

## GOOD PENGUINS

These guys are on your side. Try to let the good penguins reach the Doomscale. If there are enough of them to outweigh the Mutant penguins, the Doomscale won't go off. Good penguins are not disguised and will fight any alien penguin they come across.

## ALIEN PENGUINS

These are the bad guys. They'll be dressed up in some sort of costume – Cowboys, Indians, Musketeers, Juliet! Kill them all!

## MUTANT PENGUINS

These are the real mean ones. Large, slimy, green and hard as nails, they are more difficult to kill. They are also three times heavier than non mutant alien penguins. Be sure to kill them before they get to the Doomscale. Most Mutants stem from the Mutation Station.

## GREMLINS

These little blue fellows are your greatest allies, without them you can't open bonus chests or build machines. You must collect Gremlins and drop them onto broken machines to build them or on bonus chests to open them. The basic rule with Gremlins is that you drop them one at a time so you can control how many Gremlins to place on any one machine. The more Gremlins you drop on a machine, the faster it will be built.

## DOOMSCALE

This is the largest thing on a level and is fairly easy to spot! It operates like a weighing scale and has space for good penguins on the left and mutant penguins on the right. There is a large button to the right of the machine. If the mutant penguins outweigh the good penguins, this button will be pressed, all hell will break loose, and your game will be over. Some levels



will start with the scales empty, and some will start with a set number of good penguins already on the scales.

*Hint: You can increase the number of good penguins on the scale at the start of a level by doing well in the bonus rounds.*

### **MUTATION STATION**

The Mutation Station is not on every level. It looks like three towers and a ticket machine. When you are playing a level with the Mutation Station on it, the alien penguins will try to get to it before heading for the Doomscale. If an alien penguin reaches the Mutation Station, it will take a ticket from the ticket machine and then wander between the towers. It will then be zapped by bolts of lightning and will mutate back to its true form – a Mutant Penguin!

### **MACHINES**



Machines are different on each level. Every level contains one or more machines. Some machines are to help the penguins (boo hiss), some are switch operated, and some must be built by Gremlins. Some machines break down quickly, while others last a bit longer. The machines have a kill rate between 25-100%.

*Hint: Different bonuses (including letters) will appear if a lot of gremlins are used to build a machine.*

## SWITCHES

Switches are simple on/off devices. They control Signposts, Barriers and Machines. Some switches control only one device, but others control several devices. In most cases, a switch controls one or two signposts.

## SIGNPOSTS

Signposts are followed by all the penguins and can be used to redirect them. Some signposts are permanent and can't be altered, others are flipped via a switch.

## BARRIERS

Barriers are another switch-operated device. They are raised or lowered to prevent or allow progress along a pathway.

## PLAYER BRIDGES

Player bridges can only be used by Rodney or Bernard, the penguins cannot use them. They are operated by pressure and activate when Rodney or Bernard start to walk on them. They are deactivated by walking off the end of the bridge.

## BONUS CHESTS

Bonus chests contain many goodies for the player, including the letters to obtain his weapon. They are opened by dropping Gremlins on them. When they explode, they reveal a bonus. (See *Bonuses* for details).



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Sunnyvale, CA 94089-1302

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**J9072E**

514072-002

Printed in USA