

The Adventures of Cookie & Cream



FROM SOFTWARE™



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



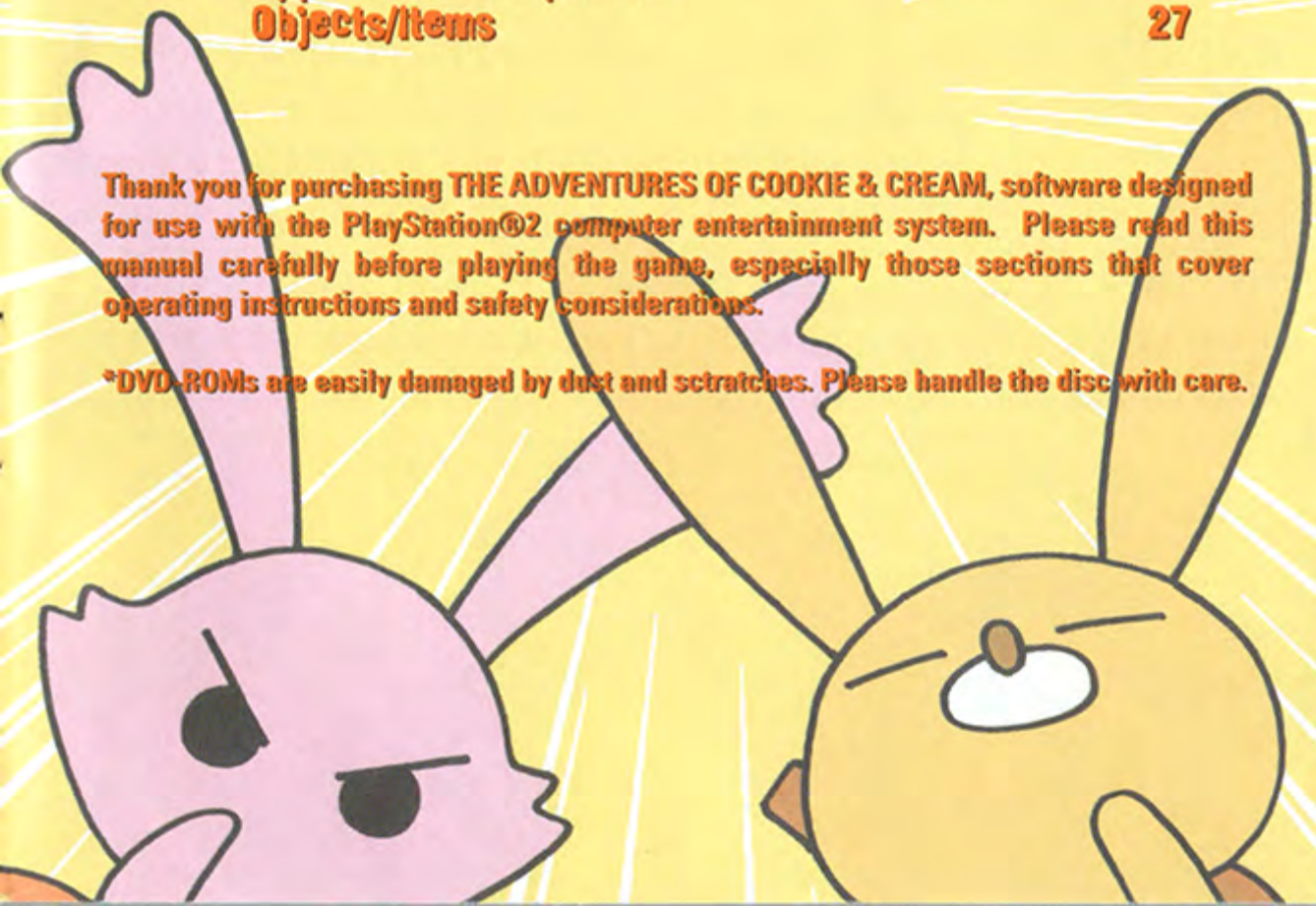
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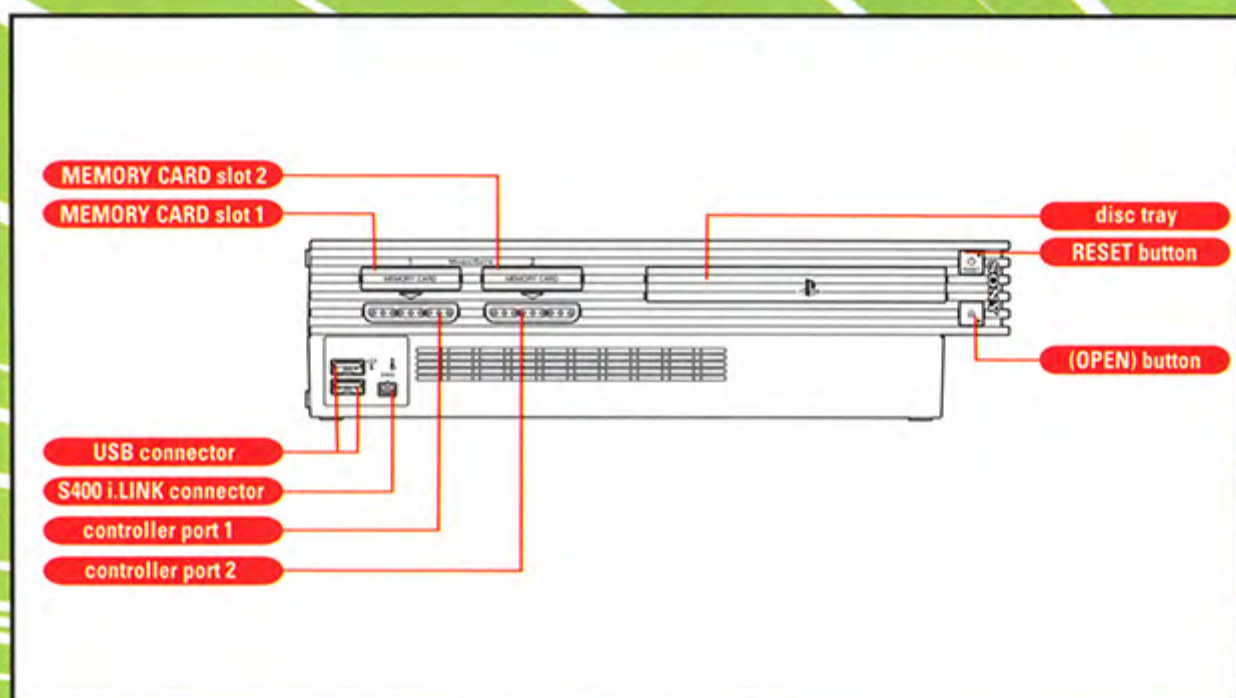
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Thank you for purchasing THE ADVENTURES OF COOKIE & CREAM, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations.

*DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the THE ADVENTURES OF COOKIE & CREAM disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

OPERATING INSTRUCTIONS

DUALSHOCK™2 CONTROLLER CONFIGURATIONS



STORY

It was the eve of the Moon Festival. But the moon, which should have been illuminating the night sky was nowhere to be found. The Moon Festival, a Rabbit Clan tradition that had been held on this night since time immemorial, had been cancelled.

As Cookie and Cream trudged along the path toward home, a messenger suddenly appeared and spoke to them: "It seems as though the moon has run away. If the moon doesn't return, there will never again be another festival..."



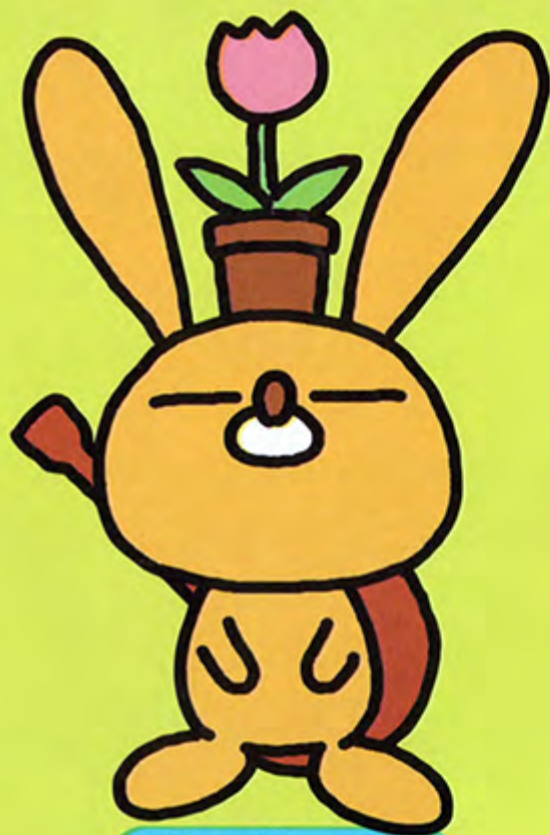
Upon hearing this, the two heroes decide to take matters into their own hands and seek out the moon.

"You two must overcome many challenges... here, take these crowns as proof of your undeniable courage!"

And as the Rooster's cry came to an end... they were no longer on the path home and instead found themselves on a mysterious island.



The MPEG movies contained within this software product were created with:
MPEG1/2 Encoder [TMPGEnc]



Main Character

Cookie

A young rabbit (♂). He possesses both an adventurous spirit and an easygoing personality. He's been brought to the mysterious island by his helper and is enjoying the adventure thoroughly.



Helper

White Rooster

The Moon guardian. He is the one who has sent our two heroes on their adventure. Indeed, it's said that he used to assist many adventurers as a helper. He retired so that he could spend his time doing whatever he wished, but was forced to return because of the disappearance of the moon.

STARTING THE GAME

Turn on the MAIN POWER switch at the back of the PlayStation®2 console. Insert the game disc in the console and press the RESET button. The TITLE screen is displayed immediately following the game's opening screens, or when the START button is pressed during the opening screens.

GAME MODE

Please select one of the two available game modes displayed on the TITLE screen.



Story Mode

The objective of the story mode, whether it is played single-player or two-player, is to clear all the worlds.

VS Mode

Two to four players compete against each other as they attempt to reach the goal.

OPTION

Various game settings can be adjusted via the OPTION selection on the TITLE screen.



Sound

Set the sound to either stereo or mono.

BGM

Adjust the music volume.

SE

Adjust the sound effects volume.

Vibration

Turn the vibration function of the DUALSHOCK™ or DUALSHOCK™2 analog controller ON/OFF. The vibration function does NOT work in the VS. Mode.

Load

Load saved game data from a memory card (8MB) (for PlayStation®2).

STORY MODE

STORY MODE OPERATING INSTRUCTIONS



Controller Setup Selection

After selecting STORY from the TITLE screen, a controller setup type must be selected. If a single controller is connected to the PlayStation®2 computer entertainment system, only controller setup TYPE A can be selected.



TYPE A

A single controller is used by one or two players.



TYPE B

Two controllers are used, one by each player.



TYPE C

Two controllers are used, one by each player with a variation of TYPE B's button setup.

The buttons used will vary, depending on the controller setup type selected.

Controller Setup Type	Character controlled	Controls		
		Move	Jump	Action
TYPE A	Left (Cookie)	left analog stick	L1 button	L2 button
	Right (Cream)	right analog stick	R1 button	R2 button
TYPE B	controller 1 (Cookie)	left analog stick	L1 button	L2 button
	controller 2 (Cream)	right analog stick	R1 button	R2 button
TYPE C	controller 1 (Cookie)	left analog stick	○ button	× button
	controller 2 (Cream)	right analog stick	○ button	× button



This software product is compatible only with the DUALSHOCK™ or DUALSHOCK™2 analog controllers. The controller's vibration function can be switched ON/OFF via the OPTION selection on the TITLE screen.

START button:

World Selection Screen--Save option
Game Screen--Pause menu

SELECT button:

World Selection Screen--Return to the TITLE screen

 button:

Zoom the camera in/out

 button:

Not used

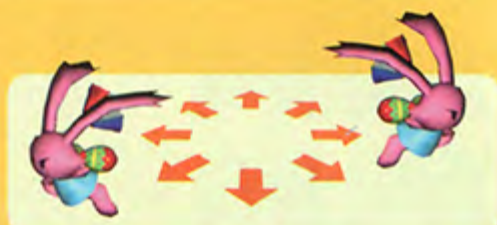
directional buttons:

Used to highlight menu selections. The left and right analog sticks can also be used to highlight menu selections.

BASIC OPERATIONS

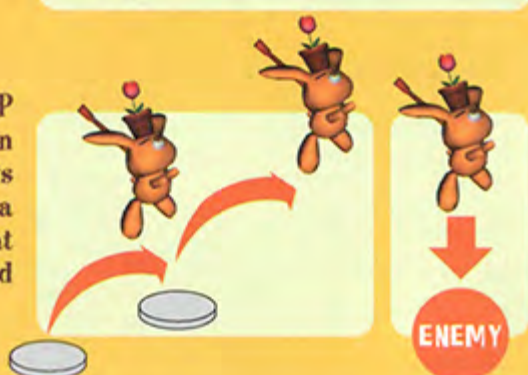
Move

Character movements are controlled via the left and right analog sticks. The further the stick is moved in a particular direction, the faster the character moves in that direction.



Jump

The character jumps when the JUMP button is pressed. If the JUMP button is pressed again, while the character is in mid-air, the character will perform a double-jump. The character can defeat most enemies by double jumping and stomping on them.



Special Actions

L Grab R



Special Actions become available when the character approaches certain areas/objects in each stage. The name of the special action that can be performed is displayed on-screen. Pressing the ACTION button when a special action is available, allows the character to perform moves such as "Grab" and "Push". The JUMP button can also be used to perform special actions, such as "Throw", in battles against boss characters.

Playing the Game in

STORY MODE

WORLD SELECTION



Press the left/right directional buttons or left/right on the analog sticks to select a world. Only one world is available the first time the game is played. New worlds will become available as you progress through the game.

STAGE SELECTION



Once a world has been selected, the next step is to select a stage within that world. Each world has five stages, with a new stage being added each time the most recently available one is cleared. The fifth stage, displayed on the far right of the Stage Select screen, is the BOSS stage. When a stage is highlighted, information

pertaining to it is displayed. This includes the best time, ranking, score and any portrait pieces that have been collected.

STAGE CLEAR



The STAGE CLEAR screen appears when both characters reach the GOAL at the end of a stage. This screen displays the stage clear time, score, rank and any special items that were discovered. The stage clear ranking is determined by factors such as the amount of time taken to complete the stage. An "S" indicates the highest possible ranking.

SCREEN DESCRIPTIONS

A centerline divides the screen into left and right halves (except for BOSS Stages and certain others).

Timer

Displays the remaining time.

Action Guide

The Action Guide displays the actions that can be performed by pressing the [JUMP button (top)] and the [ACTION button (bottom)]



Center Line

The center line divides the screen into left and right halves. When no gap exists between the left and right screens, this line will not appear.

Best Time

Displays the best clear time (top) and current time (bottom) for the current stage.

Position Gauge

Displays the progress for both characters.

Camera Zoom

Zooms the camera in/out each time the [Z] button is pressed.

CENTER LINE

When the characters are a certain distance from each other, the center line will change color from yellow to red. When the center line is red, the characters cannot cross over it. Also, if the center line turns red after one character has crossed over to the other character's screen, that character will automatically be returned to the side of the screen they normally inhabit.

BASIC RULES

When beginning a stage, the characters will appear on their respective sides of the screen, with the centerline between them. Control the characters in order to advance through the stage and reach the goal before time runs out. Since most stages have obstacles along the middle of the screen, both characters will advance cooperatively without actually having made contact. The speed at which each character advances can be freely controlled, but there are certain areas in which one character will require help from the other, or both characters must cooperate on timing puzzles in order to advance.

TIME LIMIT

Each stage has a time limit, and the time limits become shorter and shorter as the game progresses. However, time does not countdown when the characters are conversing with their helpers. If a character is injured they will be penalized 20 seconds. Acquire the Silver Clocks, and the timer will be increased by 20 seconds; acquire the Gold Clocks, and the timer will be increased by 50 seconds.

Silver Clock



Gold Clock



CLEAR CONDITIONS



A stage is cleared when both characters enter the goal before the timer runs out, whereupon the game advances to the next stage. During boss battles, the boss must be defeated within a specified amount of time. A stone statue will appear when a boss has been defeated. To complete a BOSS Stage, simply touch the statue.

GAME OVER



The game ends when the timer reaches zero, at which point a confirmation message is displayed. Selecting RETRY starts the current stage over from the beginning. Selecting QUIT returns you to the World Selection screen.

PAUSE MENU

Pressing the START button during the game displays the Pause menu.

Continue

Closes the Pause menu and continues the game.

Retry

Restarts the current stage from the beginning.

Quit

Exit current stage and return to the World Selection screen.

SAVE



Game data can be saved after a BOSS stage is cleared, or at the World Selection screen. Saved game data includes stage progress, gifts, portraits and the best times for each stage.

LOAD



Saved game data is automatically loaded if a memory card (8MB) (for PlayStation®2), containing saved Adventures of Cookie and Cream data, is inserted in the PlayStation®2 console upon start up. Game data can also be loaded manually by selecting LOAD from the OPTION menu.

NOTE: A minimum of 200KB of free space is required on a memory card (8MB) (for PlayStation®2) in order to save game data.

Be sure to insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

When using a multitap (for PlayStation®2) (see pg. 20), insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1-A.

WORLD DESCRIPTIONS

The main island in the Adventures of Cookie and Cream consists of eight worlds. These worlds can generally be categorized into two types: natural and man made. This section describes the first three worlds.



JUNGLE WORLD

The game's first world is a dense tropical forest.



Enemies

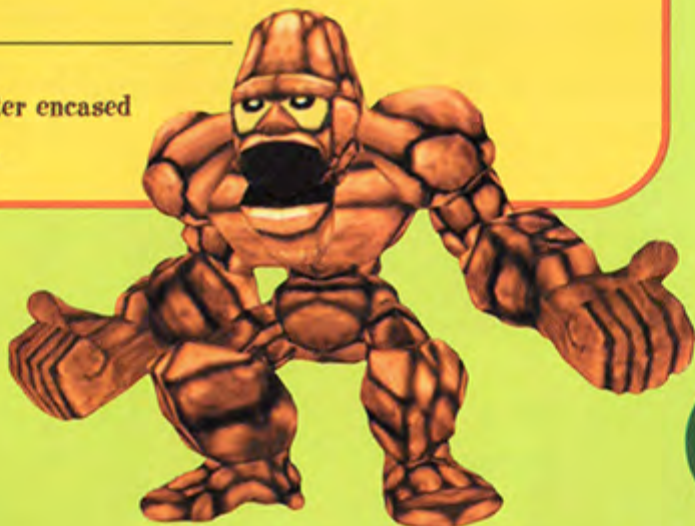
Gophers

Pop out of their burrows to attack.

Boss

Golem

A large monster encased in solid rock.



DESERT WORLD



This is a sandy, rocky world baked to a crisp under a scorching sun. Be careful not to touch the cactuses that dot the landscape!



Enemies

Scorpions

Attack using their venomous stingers.

Boss

Jean Paul

An ancient, evil ghost with five faces.



This is a noisy world filled with musical instruments from all over the world.



Enemies

Bells

Float through the air using the propellers on their heads.

Boss

Cymbourine

A large collection of musical instruments, its legs are its weakness.



COLLECTING ITEMS

Besides the clocks, various other items are hidden away in the stages. These items aren't absolutely essential to the clearing of any one stage, but it might be interesting to explore those stages you've already cleared in order to find them.

Gifts

These might look like everyday objects at first glance, but when a character approaches one, the word "Gift" will be displayed in the Action Guide. Press the Action button to pick these items up. Keep in mind that the character will not actually acquire the item until the stage on which it was found has been cleared. Acquired gifts are displayed on the Stage Clear screen. There are a total of two gifts in each world, for a total of 16. Each time a gift is acquired, it will be placed in the background of the TITLE screen.

Various Gifts



Portrait Pieces

These are portions of portraits that have been cut into four pieces. There is one piece hidden in each stage (stages 1-4), in each world. Once all four pieces of a portrait have been collected, the character that appears in the completed portrait becomes available in VS mode. As with gifts, portrait pieces are not actually acquired until the stage they were found on has been completed.



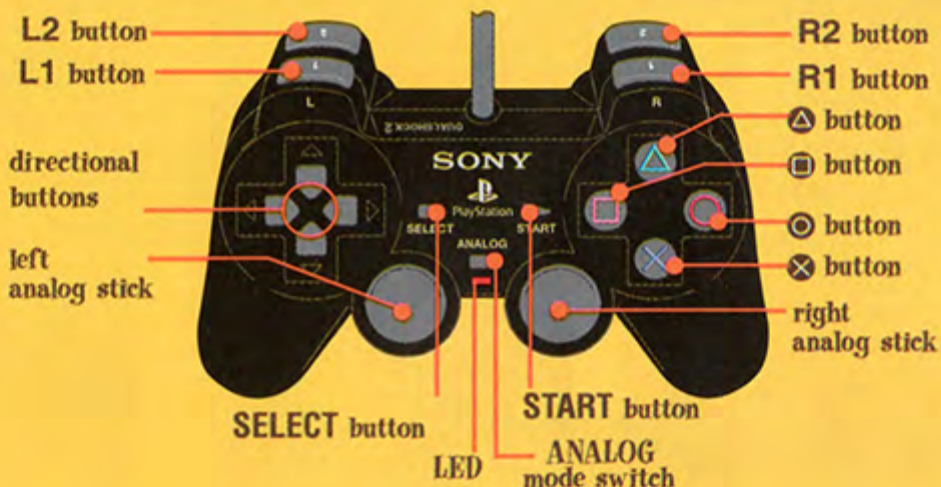
"If you sit idle, your enemies will attack from out of nowhere. Keep moving!"

VS. MODE

VS. MODE OPERATING INSTRUCTIONS

Controller Selection

The buttons used will vary, depending on how the controller is employed. Controller setup selections are made after the number of players has been selected.



NOTE: This software product is compatible only with the DUALSHOCK™ or DUALSHOCK™2 analog controllers. The controller's vibration function can be switched ON/OFF via the OPTION selection on the TITLE screen. The vibration function does NOT work in the VS. Mode.

Controller Setup Type	Game Screen				Menu Screen		
	Move	Jump	Dash	Attack	Select	Confirm	Cancel
EACH PLAYER USING ONE CONTROLLER	left analog stick	○		×	left analog stick	×	○
USING LEFT HALF OF CONTROLLER	left analog stick	L1		L2	left analog stick	L1	L2
USING RIGHT HALF OF CONTROLLER	right analog stick	R1		R2	right analog stick	R1	R2

- START button: Game Screen--Pause menu
- SELECT button: World Selection Screen--Return to the TITLE screen
- & △ buttons: Not used
- directional buttons: Used to highlight menu selections. The left and right analog sticks can also be used to highlight menu selections.

BASIC OPERATIONS

Move

Character movements are controlled via the left and right analog sticks. The further the stick is moved in a particular direction, the faster the character moves in that direction.

Jump

The character jumps when the JUMP button is pressed. If the JUMP button is pressed again, while the character is in mid-air, the character will perform a double-jump. The double-jump/stomp method can be used to attack an opponent. An opponent's stomp attack can be countered by jumping into them from below. Doing this will repel the opponent. Neither party takes damage in this case.

Dash

Holding down the DASH button causes the character to charge. The character will continue dashing for as long as the button is held down, but eventually the DASH gauge will be depleted. When this occurs, the character will become tired and for a while will only be able to move at a reduced speed. Dashing can be used to damage opponents.

Attack



Some items that are acquired in a VS game are not used automatically, even if the character is equipped with them. For such items, the ACTION/ATTACK button must be pressed in order to use them. A blinking "ATTACK" icon indicates items of this type.



Playing the Game in

VS. MODE

BEFORE BEGINNING A VS GAME

Please Confirm That:

The controllers are properly connected.

If the controllers are removed or inserted after starting the VS mode, they may not function properly.

The Multi-Tap is properly connected.

When using a multi-Tap (for PlayStation®2), be sure that it is connected to controller port 1 on the PlayStation®2 console. Also, when connecting controllers to the multitap (for PlayStation®2), always do so in alphabetical order, starting with controller port 1-A. For example, if two controllers will be used, they would be connected to controller ports 1-A and 1-B. If three controllers will be used, they would be connected to controller ports 1-A, 1-B and 1-C. When the multitap (for PlayStation®2) is in use, controller port 2 on the PlayStation®2 console cannot be used.

SELECT THE NUMBER OF PLAYERS



Choose from two to four players. Selections can be made using any controller.

CONTROLLER SELECTION



The controllers to be used by each player must be selected in order, using Controller 1, and starting with Player 1. Images of the controllers currently connected to the PlayStation®2 console will be displayed on-screen. Press the analog stick left/right/down to select the portion of the controller, or the controller that

a player will use. The portion of the controller, or controller selected will match each player's assigned color. An "X" indicates any option that cannot be selected. Once the last player has been assigned a controller, or portion of a controller, the Character Selection screen is displayed.



Color Assignments

Each player, one through four, is assigned a separate color. This color remains consistent throughout every aspect of the game, including controller selection and screen displays. Each player can be easily identified by his or her color.

Player 1=RED **Player 2=BLUE** **Player 3=YELLOW** **Player 4=GREEN**

CHARACTER SELECTION



Each player must select a character. When playing the game for the first time, only the two main characters can be selected. New characters become available when their portraits are completed in the Story mode. Once the last player selects their character, the World Selection screen will be displayed.

WORLD SELECTION



Select the world in which the VS competition is to take place. There are eight worlds in all, but if playing for the first time, only Jungle World will be available. More worlds become available as they are completed in Story mode.

SCREEN DESCRIPTION

① Points

Displays the points accumulated by each player. The display reads left to right in the order of Player 1, 2, 3 and 4.

② Dash Gauge

This gauge is depleted when the dash action is used. The gauge will gradually recover when the dash action is not in use.



③ Item Charges

This gauge is displayed when an item with a limited number of charges is acquired. The gauge will disappear once all item charges have been used up.

④ Item Time

This gauge is displayed when an item with a time limit is acquired. The gauge is depleted over time.

⑤ Attack Display

[ATTACK] is displayed when in possession of an item that can only be used by pressing the ACTION button.

⑥ Player Indicator

The player indicator appears above the head of each character and displays their corresponding number and color.

PAUSE MENU

Press the **START** button during the game to display the Pause menu.

Continue

Closes the Pause menu and returns all players to the game in progress.

Return to Character Selection

Ends the game in progress and returns all players to the Character Selection screen.



BASIC RULES

Victory Conditions

Each player's objective is to collect jewels (stars and moons) and reach the goal. A 10-second countdown begins the moment the first person crosses the goal line. Each player will be awarded a bonus depending on the order in which they cross the goal line, assuming they do so within the time limit. The winner is the player with the highest point total.



Star = 1 point



Moon = 5 points

Attacks

Players can attack their opponents in any of the following three ways:

Jump and Stomp

Players that have been stomped on will remain in a collapsed state until a button is pressed. Even so, a character in the collapsed state can sustain damage from all attacks except another stomp.



Dash and Collide

If dashing into an opponent who is also dashing, both characters will suffer damage.



Repel Stomp

Repel an opponent's stomp by jumping into them from below. If done properly, the opponent and their attack will be repelled. Neither party takes any damage when this occurs.

Item Attacks

On each stage there are a wide variety of items that can be used to hinder an opponent's progress. For more information on different items, please refer to the Objects/Items section of this manual.

Damage

Upon taking damage, the character will drop any equipped items as well as some of the jewels in their possession. Falling in water, or leaving the game screen can also cause injury. Even if a character has no current points, if they are damaged, they will produce stars. All characters may earn points until the very end of the stage.

Screen Scroll

The screen scrolls constantly during game play. If a character gets left behind, due to the screen scrolling, they will sustain damage. When this happens, the character is returned to the game screen and floats above the stage. Press the JUMP/ACTION button to drop back onto the stage, or wait three seconds and the character will be dropped automatically.

Characters can be controlled even after crossing the goal line. However, point totals cannot be changed after doing so. The character that is in first place, as a result of point totals, is granted MAX status and can harass the other characters.

OPPONENT DESCRIPTIONS

Each opponent has a particular type and level of ability. Characters are generally categorized as one of the following four types:

NORMAL TYPE

Abilities are strictly average. A type having no specific advantages or disadvantages.



COOKIE

Hometown: Rabbit Village

Type: Rabbit (♂)

Comments: As is typical for a main character, his abilities are well balanced. He's a little bit stronger than Cream.



CREAM

Hometown: Rabbit Village

Type: Rabbit (♀)

Comments: As is typical for a main character, her abilities are well balanced. She moves a bit faster than Cookie.

SPEED TYPE

This type moves fast, but is lacking as far as its other abilities are concerned.



JAMMIN

Hometown: Jungle World

Type: Native Islander (♂)

Comments: Trained as a hunter, speed is his weapon. He hates being on the receiving end, and is quick to drop any jewels in his possession when attacked.



PENGY

Hometown: Arctic World

Type: Hornless Penguin (♀)

Comments: She has honed her speed and jumping skills to perfection, in order to avoid the relentless attacks of the horned penguins.



ZIGGY

Hometown: Music World

Type: Note Spirit

Comments: Ziggy is an entity that is a blend of a quarter note and cat spirit, encased in the form of a broom. Its small size belies its great courage and speed.



POWER TYPE

Slow moving and heavy, the power types do not drop many jewels when attacked.



HIPPY

Hometown: Water World

Type: Hippopotamus (♀)

Comments: A hippo that, for some unknown reason, cannot swim. She takes very little damage due to her considerable bulk.



ROBO

Hometown: Trick World

Type: Machine

Comments: This robot's stainless steel skin makes him a formidable opponent. He sometimes moonlights as a rice cooker.



LANCE

Hometown: Tumble World

Type: Animated Armor (♂)

Comments: Lance is very strong, but is basically just a shell. He tires very easily when dashing for extended periods of time.

TECHNIQUE TYPE

Though this type has no distinctive strong points, their defenses are relatively good.



SPIKE

Hometown: Desert World

Type: Haniwa Cactus (♀)

Comments: She wears a cute red flower on her head, and since she is a plant, is strongly rooted in the ground.



SNEAKY

Hometown: Magical World

Type: Weasel Mascot (♂)

Comments: A dedicated Magical World amusement park employee who fills many different roles. Since he isn't the cutest mascot he's not very popular with the park's visitors. Sneaky is a good all-round player.

OBJECTS/ITEMS

There are a wide variety of objects and items that appear on-screen during VS matches.

BASIC OBJECTS



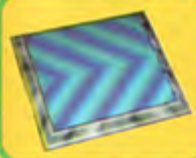
Treasure Chest

Touch a Treasure Chest to release the item contained within. Treasure chests contain either one EQUIP item, or one STATUS item. Simply touch an item released from a Treasure Chest in order to acquire it.



Bonus Gate

When a character passes through a Bonus Gate, they receive jewels in the amount displayed on the gate's electronic display. Bonus Gates can only be used one time per character. The number of jewels awarded, decreases each time a character passes through a Bonus Gate.



Jump Tile

When a character steps on a Jump Tile, they are thrown in the direction indicated by the arrows on the tile. Certain Jump Tiles rotate.



Land Mine

A land mine is activated when a character steps it, and explodes when the character gets off. A land mine will not explode while a character remains on top of it. All characters in the vicinity of a land mine's explosion take damage.



Capture Cage

If a character steps on a wooden tile, a Capture Cage springs up and entraps them. However, a character trapped in a Capture Cage takes no damage while inside the cage. Characters trapped in a Capture Cage will be freed when another character approaches the cage. As a token of appreciation, characters released from a Capture Cage must give some of their jewels to the one who freed them.



Wheel of Fortune

The wheel spins when a character steps on it. The outcome of stepping on a Wheel of Fortune depends on where it stops.



Random

All characters are placed under the influence of a randomly selected STATUS item.



Payback

All characters must give half of their points to the character that stepped on the Wheel of Fortune.



Speed Up

Increases the scrolling speed of the screen for thirty seconds.



Free For All

All characters give half of the jewels they've collected to the character that stepped on the Wheel of Fortune.



Freeze

Stops the screen from scrolling for thirty seconds.



Wipe Out

All on-screen jewels disappear.

EQUIP ITEMS

Characters may pick up and carry EQUIP ITEMS released from Treasure Chests. Some EQUIP ITEMS require a press of the ACTION button in order to be used. Every EQUIP ITEM has a time limit or usage limit associated with it, when either of these expires the item disappears. When a character is carrying an EQUIP ITEM and then touches another EQUIP ITEM, they will switch to the new item.



Hammer

When acquired, the Hammer is swung back and forth by the character for a limited amount of time. While swinging the Hammer, the character is forced to move.



Cannon

Fires a cannonball when the ACTION button is pressed. The cannonball explodes upon impact, damaging all characters within the vicinity of the explosion. Fires three cannonballs.



Backpack

When equipped, this item will release timed mines behind the character at set intervals. The mines explode after a set amount of time, and all characters in the vicinity of an exploding mine take damage.



Grenade

When acquired, pressing the ACTION button allows the character to throw the Grenade. When thrown, the Grenade explodes after a certain amount of time. A Grenade that has been thrown can be picked up and thrown again (by pressing the ACTION button) prior to exploding. Any characters in the vicinity of an exploding Grenade take damage.



Booster

When acquired, press the ACTION button to place the character in "charged" mode, and then release the button to propel the character forward. The character continues moving until they hit something, or the item's timer runs out. Boosting causes more damage than normal dashing.



Vacuum Cleaner

When acquired, the Vacuum Cleaner is automatically engaged for a set amount of time, and sucks up all nearby jewels. That jewels picked up by the Vacuum Cleaner then become the property of the character equipping it.

STATUS ITEMS

A STATUS ITEM changes the status of the character that picks it up. After a certain amount of time passes, the character will be returned to their original status. When a character touches a STATUS ITEM, while already under the influence of another, their status will change to that of the newly acquired item. However, with some items, a new item may not be acquired while still under the influence of the first.



Maximize

The character will increase in size for a set amount of time. Characters cannot jump or dash when in this state, but can squash others who are not maximized, simply by touching them.



Minimize

The character will decrease in size for a set amount of time. Characters cannot jump or dash when in this state and CAN be squashed by others who are not minimized, simply by bumping into them.



Jump

Causes the character to jump repeatedly for a set amount of time. The character will not be able to dash or move normally while under its influence.



Reverse

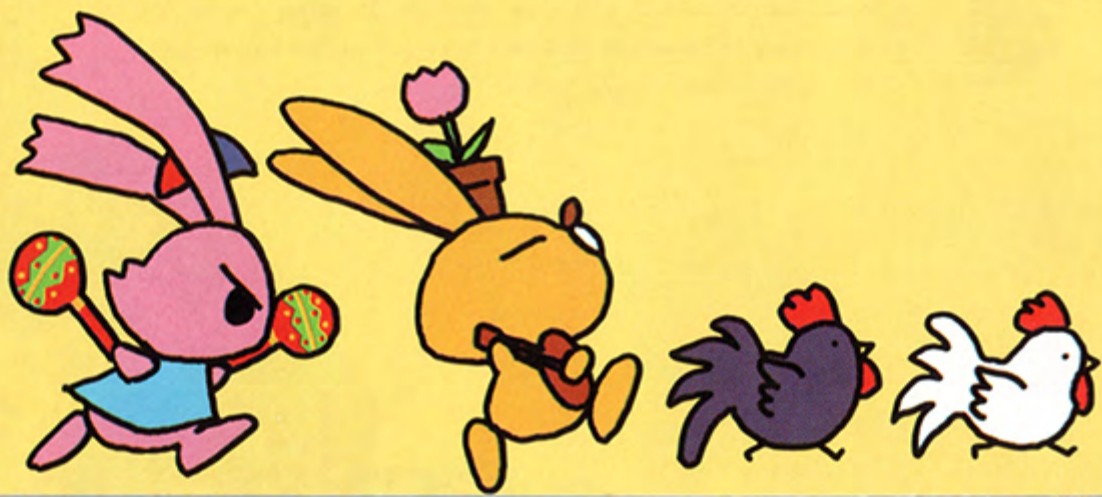
Reverses the directional inputs for a set amount of time. For example, pressing the analog stick up, would actually move the character down instead of up.



Fire Barrel

Sets a character on fire for a set amount of time. When in this state, the character will dash around, dropping jewels the entire time. Characters that have been set on fire can damage other characters, simply by touching them.

NOTES



This image shows a single sheet of bright yellow paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is no handwriting or other markings on the paper.



NOTES



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