Skud
Peace n' Packages

User Manual

Introduction

First of all, thanks for having downloaded Skud: Peace n' Packages, this game have been made for the Total Pack Contest organized by Caiman and sponsored by TPS, a packaging machines supplyer.

So, what do are we going to do ?
We wanted to make a game with pure fun, without shootings or blood. We wanted to push the meaning of the word "platformer" to it's really is. Nowadays, most of the platformers have has some actions involved that doesn't have to be actually jumping: Shooting, solving puzzles, fighting, blabla...
This is were we wanted to make something diferent with Skud: PnP.
Making a game with pure fun, only jumping, just like the old platformers. You won't find anything that can block your way. You won't have to wait for a floating platform to jump, nor having the X key to exit the level, just jumping.

Well, I hope you have how much fun to play the game, has much as we had to develop it !´

-Mike Domingues, the Game Designer

Game content

Health- If you got hit, Skud's icon on the HUD will get red, if you get hurt again, you'll loose a life and you'll have to restart the level again, loosing all your marbles.

Changin slot- If you want to change your current slot without restarting the game, press "escape" on the menu.

Exiting- If you want exit to the menu in any level, just press "esc" and press "y" to confirm or "n" to cancel.

Game content

Marbles- You can collect them, and when you have collected all marbles of any level, you'll earn a extra life.

Packages- Some can be destroyed, so you can collect his content, usually marbles.

There are 2 types of packages:
The wooden packages and the steel packages.

Bouncing Balls- They can help you making bigger jumps, and reach unaccessible platforms.

Enemies- Be carefull, you can't touch them or you'll suffer damage, but you can kill them by jumping over their heads.

There are 2 types of enemies:
The common Wyns, and the Elite Wyns.
The Elite Wyns can only be killed with a package on their heads.

X Bouncer- Similar to the Bouncing Balls, but instead of making jump higher, it will make you to jump further.

Credits

Game Designed by
Mike Domingues

Graphics by
Mike Domingues
Tiago Silva

Music by
Technetium

Testing
Daniel Domingues
Mike Domingues

Special thanks to TPS and Caiman for having turned this contest possible.

If you have a suggestion, remark or any question don't forget to stop by our forum.

Neogen2@gmail.com
Www.neogen2.co.nr