

MANUAL PLOFS V0.98

First of all thank you very much for download this first beta of Plofs, I hope you will be as fun to play the way I create it has been.

History:

The Plofs are highly valued beings in the galaxy, apparently are very simple beings, not just brain, but in reality one of these little critters can produce enough energy to keep half the planet, for five years.

Unfortunately one of the space freighter carrying a valuable cargo of plofs has suffered a serious accident, spilling the goods on an unknown planet.

You are a simple federation recruits being ordered to get off this planet and with the help of different platforms, each with a different function, you must save the desired Plofs.

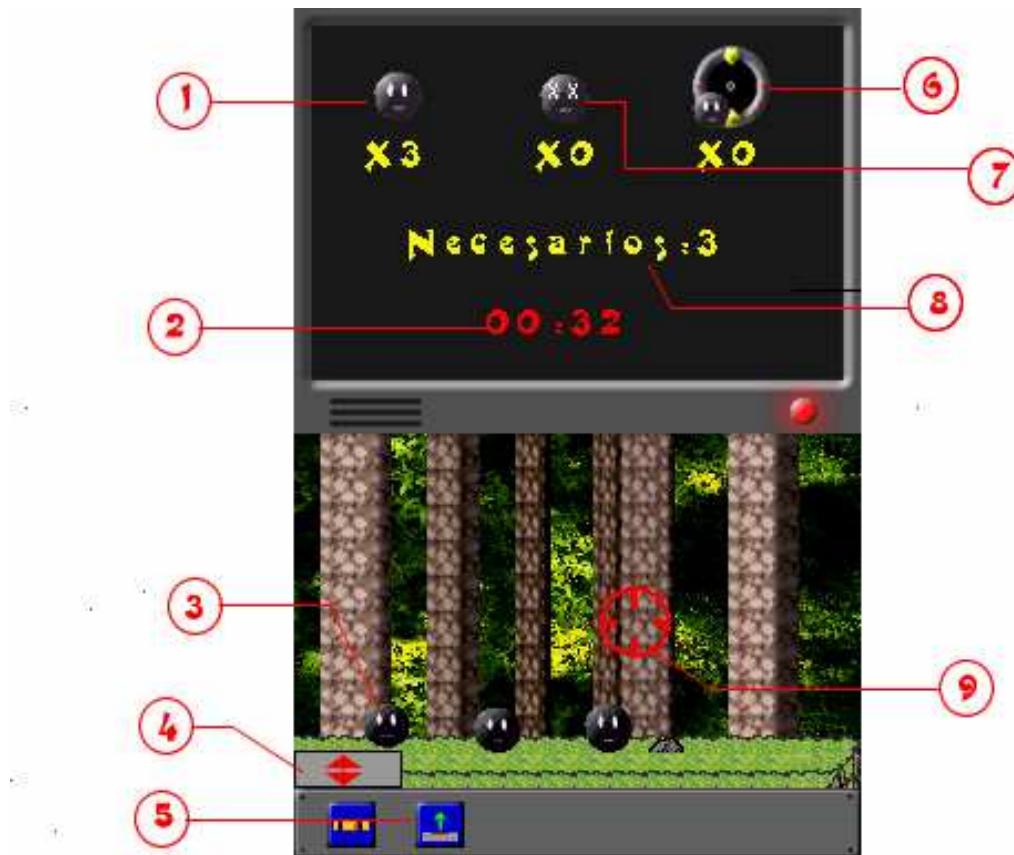
File Menu:



In plofs heading is automatically saved after stage, the file menu will appear when you start the game, and you will have three different games to load or save, just select one with the stylus.

The saved files were stored on your flash card as plof1.save, plof2.save and plof3.save.

Playing:

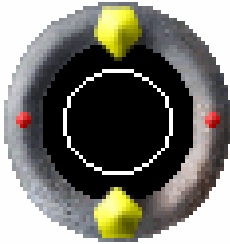


- 1 - Indicator plofs alive.
- 2 - Time, time does not penalize or rebate, but will be useful to try to beat your previous time.
- 3 - A plof XD.
- 4 - The bar platforms to deploy, or fold, just touches the tab with the stylus.
- 5 - Icons platform, each corresponding to a type of platform, to create a platform, playing one of these icons, then fold the bar, press L or R, hold, and touch the screen with the stylus, when created , release R or L, and you can move it.
- 6 - Indicator plofs saved.
- 7 - Indicator plofs dead.
- 8 - Indicator of plofs you need to pass the level.
- 9 - Cursor, Place it where you want to be addressed by the plofs, then touch one to advance to the position..

Moving through the level:

To observe the terrain and difficulties, you can move the camera with the direction pad if you're right handed, or with the buttons X, Y, B, A.

Objetivo:



To save the Plofs, you have to take them to the teleporter to get at each level you'll find one of these, but not always easy to achieve.

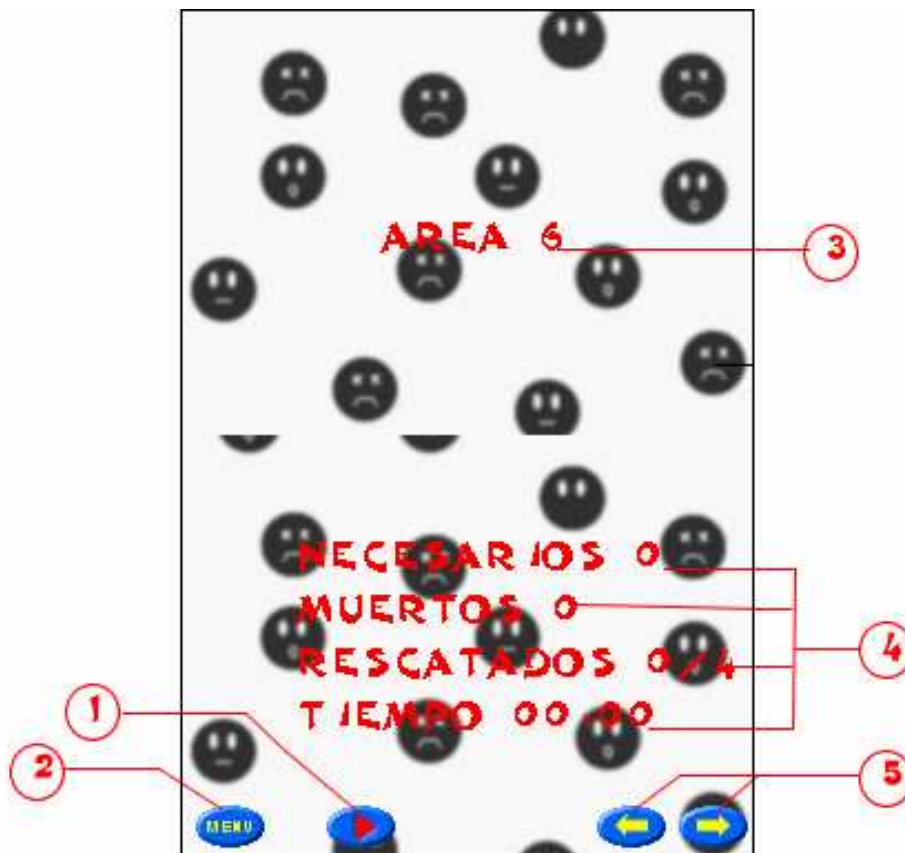
Attention!!:

The planet is full of dangers, there are cliffs, land sharp, dangerous animals ... so try to be a victim of any one plop.

Other stuff:

To pause the game, just press the Start button to make the game stops and you can also return to the main menu.

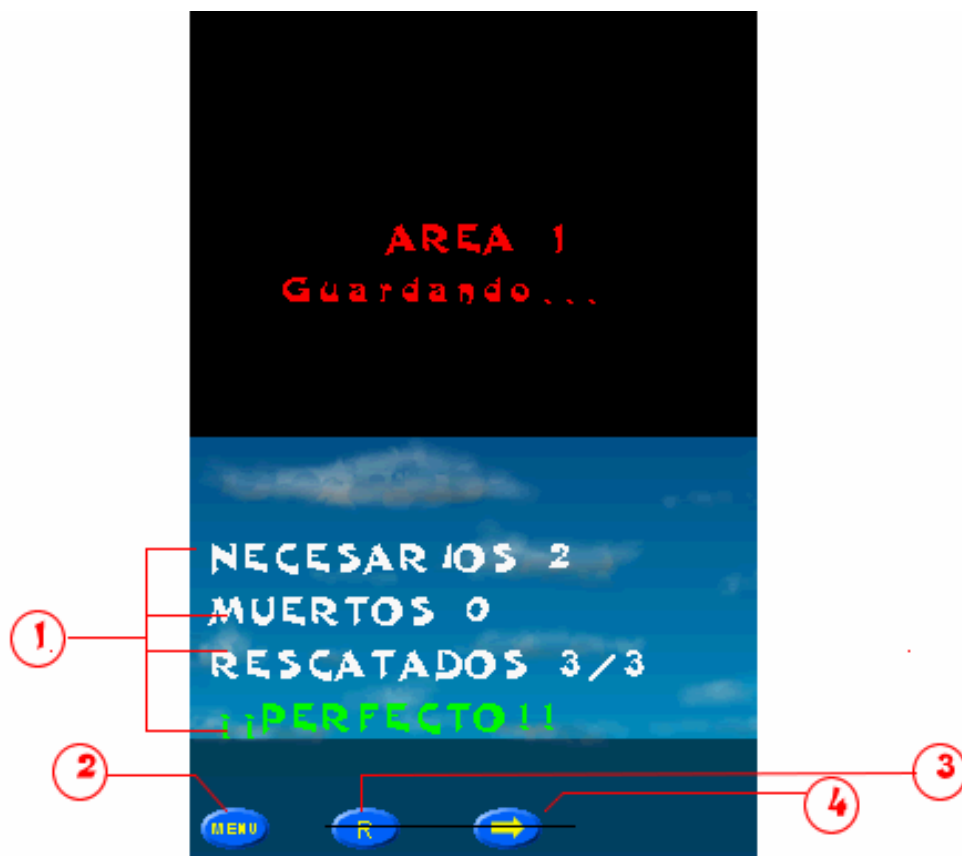
Menu continue:



According advances in the game you can access this menu, you can continue from where you left him, or to retry play previous levels.

- 1 - play button once you select a level, click it to access it.
- 2 - Return to title menu.
- 3 - Level selected.
- 4 - level data.
- 5 - level select buttons.

At the end of a level:



When you finish a level, either plofs all dead, or because you have rescued, you'll see the results screen, there you will see the amount of lost and rescued plofs and give you a rating based on the results, NOT ENOUGH, GOOD, or PERFECT.

- 1 - Results.
- 2 - Return to main menu.
- 3 - Restart the level.
- 4 - Next level.

End:

This is everything in this release, thanks for playing, and I hope you enjoy it.

A greeting

Copete23.