



Instruction Manual



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Welcome to Castle Clamber

Late at night, deep in the woods, Princess Niamh wants her dinner - but someone left the door open and now the entire forest fancies a snack! Brave the hazards of the castle tower, dodge the lunges of Squire Benoist the incumbent ghost and purge the encroaching pests - but don't let the food get cold! Get to the top of the tower in time and receive a reward that only a delectable and benevolent damsel can bestow.

Castle clamber is an arcade inspired action platformer for one or two players, either locally or over the internet with Steam Remote Play Together, which tells the time-old story of a devoted underdog, blinded by a well-meaning sense of duty and a rose tinted visor.

Getting started

When the game first loads you are presented with the main menu. From here you may choose to start a single or multiplayer game, browse the high scores tables, or view the help menu.



Single player

To start a single player game click the Single Player menu option, which will launch the tower selection screen. Each 'tower' is a group of 30 levels which need to be completed without losing all of your lives and using up all of your continue credits. The first time you play only the West Wing is unlocked, you must complete all 30 levels in the West Wing to unlock the Central Tower, and all 30 of the Central Tower levels to unlock the East Wing. When you start a new game you initially have 3 lives and 3 continue credits. More lives can be earned by scoring points in-game.

Multiplayer

Clicking on the multiplayer button will launch the game as single player, except with two players spawned in the level. Both players may share the keyboard using the keys as defined in the help screen, or any combination of keyboard or controller sharing. If there is only one controller connected then by default player one is assigned the controller and player two the keyboard.

Multiplayer is available online via the Steam Remote Play Together service. Only the host needs to own the game, and may invite anyone from their friends list to join.

High Scores

Clicking the High Scores button will display the global top 10 players for each tower, as well as your own score in the global rankings, along with the nearest players. High Scores can be filtered by clicking the Friends Only button to display the global rankings of your friends who also own the game.



Help Menu



From any menu click on the ? sign on the lower right to view the help menu. This displays the currently bound controls, with player one and player two keys listed on either side of the screen. To change the key bind for any particular action click on the key name or letter with the mouse, then press a new key to use on the keyboard.

To change the language used in the menus click on the

mouth icon.

This will switch between any of the available translations. Further translations may be added by the user, simply by adding a translation file to the `<install>/assets/localisation/` directory where existing example files may be found. Below the language selection tutorial tips may be activated by clicking the toggle button marked 'Activate Tutorial'. This is enabled by default the first time the game is played. The tutorial tips provide gameplay hints such as which tactic is best employed for the current level.

More advanced options such as graphics settings or audio volume can be accessed by opening the console window with the F1 key. This can be done at any time when the game is running, not just from the help menu. To close the help menu click on the X icon at the top right of the screen.

Controls

The player controls consist of five actions. The player can move left and right, jump, drop through platforms and shoot. The shoot button doubles as an action button which will pick up crates on a level where shooting bubbles has been disabled. To drop through platforms when using a controller hold the down direction on either the analogue stick or D-Pad and press the jump button.

How to play

At first gameplay is deceptively simple – shoot the enemies with your bubbles and as they drift away jump on them to burst them. Leaving an enemy trapped in a bubble for too long will allow them to escape and they'll be mad! Angry enemies move faster and are harder to track. When an enemy bubble is burst by a player the enemy will drop an item of food. Collect these to gain points, as more points mean more lives – and the prestige of being on the high score tables! A level is cleared when all enemies are defeated.

Some levels spawn other goodies for our protagonist to grab. Bonus bubbles will occasionally appear, which contain one of the five letters required to spell BONUS. Collecting all five letters to spell out the word will skip the game ahead by five levels (or to the end if there are less than five levels remaining) and award a healthy clutch of points.



Power up bubbles will also appear on some levels. These contain either fire bombs or ninja stars which are released when burst. Defeating an enemy with one of these is worth extra points. Power up bubbles are colour coded for their intended player – player one may only burst yellow bubbles and player two may only burst pink bubbles.



Occasionally a level may contain crates, highlighted by a red arrow when the level first loads. Normally these crates may only be pushed around, either to crush an enemy against a wall, or so they may be dropped on an enemy from above. Crates are unpredictable, sometimes they may break with no damage, and sometimes they spawn sticks of dynamite! Steer clear of these when wearing a crown. Crates marked with a flame are explosive, and will explode when dropped on an enemy, or if an enemy drops on one from above.

Every tenth level will have bubble powers disabled! This is shown by a sign on the level which depicts a bubble that has been crossed out. On these levels the action button, normally used to shoot bubbles, allows the player to pick up crates and run around with them. Tactics are key to these levels, where crushing enemies or carefully placing exploding crates under enemies is the order of the day. Bubble powers are restored on the next map.



Sometimes a golden crown may appear on a level. When wearing the crown our protagonist is strengthened and may take a single blow from an enemy which will knock away the crown. Wearing the crown also regularly bestows its current owner with points, so the longer you wear it the bigger the bonus! Beware explosions or stray power ups from another player, as these will knock the crown off your head.

Each level has a time limit within which the player needs to clear all the enemies. Time limits vary from level to level and when the expiry time is near a message encouraging you to *Hurry Up!* is flashed across the screen. Benoist, the ghost of the castle's squire, will appear when time is up. He is impervious to the player's bubbles. The only way to defeat Benoist is to clear the level before he attacks, or to lure him into one of the hazards such as lava or water. If he attacks a player who is wearing the crown he will also be defeated.



At the beginning of the game each player starts with 3 lives. Extra lives may be earned by collecting points, with a new life awarded every 10,000 points. Players also share between them 3 continue credits. When both players have lost all of their lives they are given the option to continue until all their credits are used. More credits cannot be earned and each time a credit is used the player's score is reset and any BONUS bubbles previously collected are removed. Both players will remain on the current level.



Towers

The game is collected into three groups of 30 levels, each level making up a tower for you to ascend. When the game is first launched only the West Wing is available to play, and must be completed to unlock the Central Tower. Unlocking the tower then makes it available in both single and multiplayer game modes. Once the Central Tower is completed the third and final tower, the East Wing, is unlocked. Each tower has its own theme; the West Wing rises from the swampy grounds of the castle, wrapped in vines and overgrown with weeds. The grand, yet slightly decrepit, Central Tower hosts fine armour, intricate tapestries... and more of those pesky enemies. The East Wing is home to the stables and the workhouse, domain of the carpenters and the smiths. From the looks of things the gardener has been doing a few experiments too...

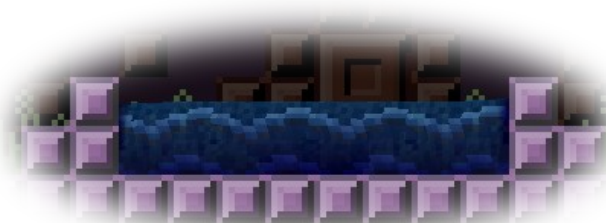
Every tower has its own collections of hazards and obstacles to avoid or take advantage of.

Swamp slime



The sticky green goo will suck the life from anything which dares goes near it, both players and enemies alike. Luring enemies into these pools is a tactic which can pay off.

Water



Although water is typically the fluid of life, these dank and stagnant pools are no place to find yourself in.

Lava



Molten rock bubbles up through fissures in the ground to form deadly deposits. Although they may look pretty, don't get mesmerised by them and fall in!

Portals



Some levels, abandoned by a rogue mage, feature glowing purple portals carved from stone and decorated with mystic runes. These can be used to more swiftly traverse a level – but don't get caught out by enemies using them to sneak up on you.

Spikes



Left as traps for encroaching sieges, these now also very rusty traps definitely don't want to be found underfoot.

Enemies

Critters are rife in the castle, both on the ground and in the air.

Clocksy



Many years ago a gardener upset the castle wizard by accidentally mowing over his herb garden. In retaliation the wizard cursed the gardener's prize rose bush which, to this day, still spawns these bizarre walking plants who shred everything in their path with their thorns.

Squatmo



Thought to have descended from a toad who spent too long in the polluted swamps, nobody really knows what Squatmo is, other than that he goes 'bloop'.

WhirlyBob



These overweight birds, not unlike obese pigeons, blunder around near the ceiling looking for something to

eat. These pests of the sky often find themselves hard to reach places in which to take refuge.

Balldock



A gormless fruit of some sort, borne, once again, by the gardener's stupidity when he wasn't paying attention to which enchanted tonic he was pouring on the vegetable patch. Slow and stupid, Balldock will mow down anyone in his way, and probably not even notice.

Squire Benoist



After spending his whole life failing to gain promotion before he died an old man, Squire Benoist still hopes to one day become a knight. So much so he haunts the halls and corridors of the castle, scaring off anyone he finds running around, friend or foe alike.

Spawner



Some levels contain spawners which will create new enemies indefinitely. The only way to destroy a spawner is to drop a crate on one from above, or hit it with a power up. These should always be the number one target!

Credits

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