



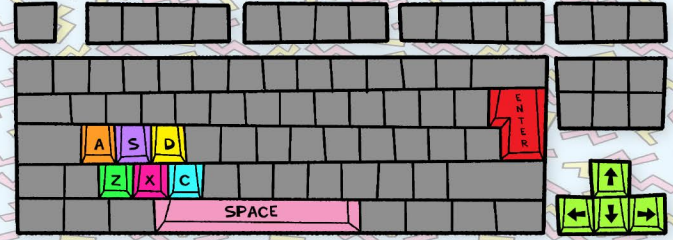
INSTRUCTION
MANUAL!

GAMEPAD



- QUICK CHAT SCROLLING
- OPTIONS MENU
- SEARCHING
- MAP ON / OFF TOGGLE
- PRESENT MENU
- ACTION BUTTON / SNEAK
- CURSOR AND PLAYER MOVEMENT

KEYBOARD



- | | | |
|----------------------|---------------------------------------|------------------------------------|
| OPTIONS MENU | ACTION BUTTON
HOLD TO SNEAK | PRESENT MENU |
| QUICK CHAT SCROLLING | QUICK CHAT SCROLLING | TYPE CHAT
PRESS ENTER TO SEND |
| PLAYER MOVEMENT | MAP ON/OFF TOGGLE
HOLD TO EXPAND | SEARCHING |

PRESENTS!

HITOPS



Effect: Lets you run fast when you hold down the action button. You leap automatically over edges
Amped Effect: Makes you run 50% faster and lasts 30% longer. You leap much farther

FOOD



Effect: 85% of the time it is good food which heals you a random amount. 15% of the time it is bad food & hurts you a random amount
Amped Effect: This is always good food, and it heals 2 times as much as regular food

EXTRA BUCKS



Effect: Makes 2 to 4 bucks appear on the ground near you
Amped Effect: Gives you 4-6 bucks

BOOMBOX



Effect: Makes the Earthlings within its radius dance for 30 seconds
Amped Effect: Has a 50% larger radius of effect, lasts for 30% longer



SPRING SHOES

Effect: Makes you hop. hold the action button to wind up and release for a big hop
Amped Effect: Your small jumps are higher and big jumps go twice as far



IDENTIFY

Effect: Identifies one present in your inventory
Amped Effect: Identifies 2 presents



FUDGE SUNDAE

Effect: Heals you 9 life points
Amped Effect: 2x healing



EXTRA LIFE

Effect: Gives you an extra life
Amped Effect: Rewards 1 extra life and +1 Health Stat



TOMATOES

Effect: Lets you throw tomatoes that pop Earthlings
Amped Effect: instant pop!



DECOY

Effect: Earthlings ignore the player & go after the Decoy. It has hit points equal to half the player's who opened it
Amped Effect: 2x health of a normal decoy & 60% larger radius. lasts 20 seconds longer



ROOTBEER

Effect: Heals you by 1 point and makes you burp periodically which wakes sleeping Earthlings
Amped Effect: Doubles Healing and makes you burp really loud



ORGANIC POWER FOOD

Effect: Heals you of all damage
Amped Effect: Stays in your inventory after you use it once



INNERTUBE

Effect: Lets you move through water without drowning
Amped Effect: You move 2x as fast in water



EARTHLING

Effect: Makes a random Earthling appear. There is a 1/3 chance of a good Earthling and a 2/3 chance it is a bad Earthling
Amped Effect: Makes 2 random Earthlings appear - they could be good or bad



TOMATO RAIN

Effect: Makes tomatoes fall from the sky. They damage any Earthlings they hit. They don't damage the players. These only pop Earthlings
Amped Effect: instant pop and rain lasts 1.5X longer



PROMOTION

Effect: Gives you an immediate promotion
Amped Effect: Rewards 1 Promotion and 5,000 XP



SHOW WISEMAN

Effect: Makes the position of the Wiseman in the Carrot Suit appear on the mini-map
Amped Effect: Jump to wiseman



LOVE LETTER

Effect: A love letter from a fan that makes a mystery present appear
Amped Effect: Creates an ampmed mystery present



ICARUS WINGS

Effect: Lets you fly by pressing your action button repeatedly to flap. Lasts for 20 seconds
Amped Effect: Lasts for 45 seconds and makes you fly 30% faster



CHANGE PRESENT

Effect: Changes the present you select into another present at random

Amped Effect: Lets you select and change 2 presents



SLINGSHOT

Effect: Lets you shoot tomatoes very fast. Must be moving and press action button to shoot

Amped Effect: makes each shot a stream of tomatoes. does a lot of damage



AMP PRESENT

Effect: lets you select a present to amp

Amped Effect: amps 2 presents



BURNIN' UP

Effect: Makes you catch on fire & run without stopping. Only way to put out the fire is to jump in water or jump off the level

Amped Effect: Fire effect is bigger - touching any Earthling makes them catch on fire too



TOGETHERNESS GO

Effect: Takes you to the other player.

Amped Effect: Stays in your inventory after you use it



BABY RANDOMIZER

Effect: Randomizes 5 presents from your inventory. If it can't find 5 to randomize it pulls from the general list

Amped Effect: randomizes 10 presents



FIX PRESENT

Effect: lets you select a broken present to fix

Amped Effect: fixes 2 presents



JACKPOT

Effect: Makes 4 to 10 bucks appear on the ground near you

Amped Effect: you get 8 to 12 bucks! open a trust fund



MEAN ROCKET SKATES

Effect: Make you race across the ground or water at high speed. You can't stop

Amped Effect: Makes you go 50% faster & makes the Rocket skates last 30% longer



TIMED TELEPORT

Effect: Every time you press the action button you teleport to a random location. Lasts for 15 seconds

Amped Effect: Lasts 30 seconds



TORCH

Effect: This makes a radius of light around you. Useful only on dark levels

Amped Effect: Lasts twice as long



INVISIBILITY PAINT

Effect: Makes you invisible to all Earthlings for 30 seconds

Amped Effect: Lasts 50% longer than normal invisibility



SHOW SHIP PIECE

Effect: Shows you where the ship piece is on the map

Amped Effect: jump to ship piece



EARTHLING HORDE

Effect: Makes 3 random Earthlings appear. There is a 1/3 chance of good earthlings & a 2/3 chance of bad ones

Amped Effect: Makes 5 Earthlings appear



SLEEP GAS

Effect: Puts all Earthlings to sleep in a radius around you

Amped Effect: Doubles the size of the radius of effect



TELEPHONE

Effect: Makes 4 tiles on the map flip over

Amped Effect: Makes 8 tiles on the map flip over



GOOD EARTHLING

Effect: Makes a random good Earthling appear

Amped Effect: Makes 2 good Earthlings appear



AMP 5

Effect: Selects 5 presents at random in your inventory and amps them

Amped Effect: Selects 8 presents in your inventory and amps them



UN-IDENTIFY

Effect: Makes 1 to 4 presents in your inventory become unidentified

Amped Effect: Makes double the number of presents in your inventory become unidentified. (2 to 8 presents)

SCHOOL BOOK

Effect: puts you to sleep, move around to wake up

Amped Effect: Makes all Earthlings in a radius around you fall asleep as well

RAINCLOUD

Effect: lightning hits you periodically, dealing double damage in water

Amped Effect: lasts twice as long

ROSEBUSH

Effect: Lets you drop thorny rosebushes behind you. Rosebushes block Earthlings and last for 8 seconds. Deals 1 point of damage to players and earthlings

Amped Effect: Bigger and last longer

SHOW HIDDEN PATHS

Effect: Makes all hidden paths appear on the map

Amped Effect: Makes all hidden paths appear on the map and XP Boost

HERE I AM

Effect: Makes a sign appear over your head with loud sirens that attract the attention of all Earthlings in a radius

Amped Effect: Makes the sign much bigger and doubles the radius of effect

PRESENT FREEZE

Effect: freezes all your presents, making them unusable for 30 seconds

Amped Effect: freezes presents & player solid for 15 seconds

GASSY TUMMY

Effect: Makes you fart a gassy cloud randomly for 30 seconds. All Earthlings in a radius say "Gross!" & run away. Earl's radius is bigger. Other players gag

Amped Effect: Lasts 50% longer & 2x bigger

HEAL FRIEND

Effect: Holding the action button down lets you heal another player. While you heal you are vulnerable. Lasts 30 seconds

Amped Effect: Stays in your inventory after you use it

LIGHT SWITCH

Effect: Toggles the level you are on from light to dark or dark to light. This change lasts for 3 minutes

Amped Effect: The change in lighting for the level is permanent

EXPULSION PRESENTS

Effect: Makes 8-12 of your presents get expelled from your inventory & land on the ground around you (-1 for every 2 points of present ability)

Amped Effect: 2x number of presents & distance

MAJOR RANDOMIZER

Effect: Randomizes all presents

Amped Effect: Stays in your inventory after you use it

INSTANT DEMOTION

Effect: Immediately demotes you one rank. It reverts your stats to what they were at that rank

Amped Effect: Demotes you 2 ranks. It reverts your stats to what they were 2 ranks ago

TOTAL BUMMER

Effect: kills you... BOOM!!!

Amped Effect: obliterates everything near you

SWAP BODIES

Effect: Makes you switch bodies with another player. You control each other's characters for 30 seconds.

Amped Effect: stays in your inventory after use

NICE ROCKET SKATES (UNLOCKABLE)

Effect: Hold down the Action button to go fast. The camera pulls out so you can see where you're going

Amped Effect: Lasts 50% longer, makes you go twice as fast when holding the action button

TOGETHERNESS CALL (UNLOCKABLE)

Effect: teleports other players to where you are.

Amped Effect: Stays in your inventory after you use it

DUPLICATE PRESENT (UNLOCKABLE)

Effect: Allows you to select & duplicate a present in your inventory

Amped Effect: Lets you duplicate 2 presents

UNCOVER MAP (UNLOCKABLE)

Effect: Uncovers all the tiles on the mini-map for the level you are on

Amped Effect: Rewards double XP for all tiles revealed (100XP instead of 50XP)

FUNK FU BLAST (UNLOCKABLE)

Effect: Shoots a blast of funk when you press the action button. This pops any Earthling it touches. Shoots left or right, depending on your facing. lasts for only 20 seconds

Amped Effect: lasts 40 seconds

EARTHLING DISGUISE (UNLOCKABLE)

Effect: Lets you look like an Earthling which makes Earthlings stop attacking you and wave to you. Lasts for 30 seconds

Amped Effect: lasts twice as long



PROTECTION BUBBLE (UNLOCKABLE)

Effect: Creates a bubble of protection. No Earthling attack can affect you. Makes Earthlings bounce off of you
Amped Effect: lasts twice as long



ARMORED INNERTUBE (UNLOCKABLE)

Effect: lets you swim across water without drowning & pops any shark that it touches
Amped Effect: An innertube with spikes that pops any earthlings it touches, even on land



COME OUT (UNLOCKABLE)

Effect: makes all presents & characters hidden in bushes, trees, and houses within a certain radius pop out
Amped Effect: Area of effect is twice as big. There is a big shock wave



DOORWAY

Effect: Makes a door that teleports you to a random location on that level

Amped Effect: Creates a second doorway at the arrival location



BLACK FRIDAY

Effect: all nearby earthlings will attack each other!



EXPRESS ELEVATOR (UNLOCKABLE)

Effect: Takes you up one level just like a normal elevator. Won't leave until all players on your level or below are inside
Amped Effect: takes you to the highest level that has been reached so far in current game



FLASHLIGHT (UNLOCKABLE)

Effect: Creates a brighter cone of light than the default light. Only useful on dark levels. Lasts for 90 seconds
Amped Effect: creates a much bigger cone of light. lasts twice as long

EARTHLINGS!



RUNAWAY ELF

(CATCHIUM GETGIFTUM)

This fellow hides in bushes and runs away from you. Catch him and he'll fall over and drop a random present



SUSHI CHEF

(CRAWFISHUS SLYCIUS JAPANESUM)

You can buy sushi from this guy for a buck. Sushi is like the food present, but it is always good



BOOGIE MAN

(BOOGIUS SCAREMTADEATHIUM)

This Earthling is hard to see when moving and nearly invisible when standing still. He does minor damage and is very common on dark levels



SEGWAY GUARD

(RIDEIUS NOTSOSMARTIUM)

This guard is slow moving but very persistent. He loves to flatten you and does moderate damage



CONSTRUCTION WORKER

(DRILLUS HARDPATIUM)

This Earthling rattles you if you get within his effect-radius. This damages you and makes you drop a present





SHADY CHARACTER

(SHADIUS TRADIUS)

This shady fellow will select one identified present that you have, and offer to swap it for another random present. Swapping is free



WISEMAN IN CARROT SUIT

(CARROTUS SMARTIUS)

This mysterious wiseman will give you promotions in rank when you have earned enough XP. He will also identify your presents for 2 bucks each



HULA GIRL

(HAWAIIANUS SHAKIUM)

The closer you get to the Hula Dancer, the more she makes you hula dance, which is dangerous. On the flip side, if you get close enough she will give you a healing kiss



TEXTING PERSON

(TEXTINGUS IDIOTUS)

This woman never looks where she is going. Strangely, she always seems to run into you. She does moderate damage and sometimes makes you drop some presents and bucks



WIZARD

(MAGICUS HEALEMPIUM)

This Earthling will heal you completely for a buck. Seems like a good deal. He will also revert any mutated stats for 3 bucks



STUPID CUPID

(CUPIDUS STUPIDUS)

This Earthling shoots arrows that make you fall in love and become confused. Touching this annoying Earthling will cause him to fall out of the sky and pop



COSPLAY NERDS

(EMBARRACUS AWKWARDICUS)

This group of Earthlings offers you the chance to gamble a buck by rolling dice. Your chance of winning is based on your Luck Stat. A money hat can also help



DANGER CHICKENS

(CLUCKUS ARTILARIUS)

These military poultry shoot their eggs at you with a mortar. If you keep moving they have a hard time hitting you



MAD INVENTOR

(CRAZIUS LABCOATIUM)

This old guy will fix any broken present for a buck. Broken presents have a chance of blowing up when you open them. This chance is based on your present skill



TORNADO

(SPINIUM VOMITIUS)

The tornado will spin you around and drop you somewhere without damaging you. They are not good at turning so dodge them at the last moment, or avoid them by staying on the grass



SHARKY

(FISHIUS NOTSONICEUM)

This toothy grinned Earthling likes to sing its own theme song. He does moderate damage



HUNGRY CAVEMAN

(HUNGRYPITHICUS EATYERFOODIUM)

This big guy steals only food and food presents. You can't get it back once it's stolen as it's in his tummy





GANDHI JI

(HOMOGANDHIUS SAFEUS)

If you are within the circle of peace and love that surrounds Gandhi Ji no Earthling will hurt you. They are suddenly filled with love and turn away



INSANE DENTIST

(PAINUS MAXIMUS)

This classic character does pretty major damage with his drill and he is fast. Be careful



JETPACK SANTA

(HO HO HOIUM)

Santa drops a pile of presents if you touch him. If he sees or hears you he will fly away, so sneak towards him when he is digging in his present bag, stop when he looks up



COW GHOST

(BOVINUS OHSODEADIUM)

This bovine menace will possess you and damage you if it gets too close. It is common on dark levels



MOLE THIEF

(DIGGUS THIEFUS YAWANAKILLUM)

This ultra annoying Earthling steals your presents. Pop him to get your presents back. You can only pop him when he is above ground, so try using a boombox with a slingshot



LAWN MOWER MAN

(AMERICANUS SUBERBIUM)

This dangerous Earthling will run you down with his lawnmower. He does big damage



MAN IN BLACK

(DARKSOOTUS PRESENTUS CHANGIUM)

This fellow uses his Obscurelyzer to turn a portion of your presents into mystery presents



MAILBOX MONSTER

(MAILBOXIUM DONTRUSTIUM)

Beware. Mailboxes are not always what they seem. Watch for the eyes before you approach



OPERA SINGER

(FATTUS SINGUS TRRITATUS)

This lovely Viking bodyguard will charge you 3 bucks to follow you and sing. She pops all Earthlings nearby every time she sings



CLIPBOARD VOLUNTEER

(STANDAROUNDUS TAKEYER.MONEYUM)

This well meaning person will take some of your money for a good cause. She does no damage and puts you to sleep as well. Popping her will get you your money back



SHOPPING CART LADY

(SPENDITALLINADAE)

This crazed shopper is so busy screaming at her kid that she can't watch where she's going. Somehow she manages to keep hitting you. She does major damage



HAPPY DOLPHIN

(SOGLADICUS NOTSHARKIUM)

Touching this good Earthling will recharge your breath so you can swim underwater longer





INQUISITOR

(*TNQUISITORIUM TORTUREUM LOTSJA*)

The angry Inquisitor will judge you. If you are guilty you are sent into the fire to drop down a level. by the way, You are always guilty



YETI WITH A PENCIL

(*ABOMINUS GRAPHITUS SHARPIUM*)

This Yeti is only found in the snow, and will try to poke you with his sharpened pencil. No one really understands Yetis



KING TUT

(*TUTIUS EGYPTICUS*)

For 2 bucks King Tut will follow you for awhile and expose anything that is hidden in the bushes, trees, or houses near you



OBNOXIOUS TOURIST

(*AMERICANUS FLASHIUM OBNOCTICUS*)

This loud and obnoxious tourist will flash her camera at you. This does damage and also confuses. She won't flash if you are behind her, so move close and stay out of sight



ICE CREAM TRUCK

(*DRIVERUS INSANICUS GHOSTIUM*)

This ice cream truck is seriously dangerous. The ice cream it drops is yummy, but the best plan is to just run away



SNOTTY SICK KID

(*SNEEZIUM GETCHOUSICKIUM*)

This sick kid will knock you back with his snotty sneeze and get you sick with his cough. Getting sick does damage



NAKED MAN IN A BOX

(*MANUS BOZUX SINGIUS*)

This fellow does heavy damage when he bumps you. He can only be hit by tomatoes when he is out of his box. Funk fu works anytime.



BROTHER MARVIN & DRONE

(*GEEKUS DORKIA MARVINUS*)

Marvin's drone will instantly open a random present from your inventory when it touches you. You can pop the drone, but you'd better pop Marvin or he will summon another drone



FOOTBALL PLAYER

(*HUT HUT HUTIUM FOOTBALLUS*)

This football player rushes at you and knocks you back, doing damage. If you move at the last second you can get him to knock into other Earthlings



UFO

(*FLYING SAUCERUS MYSTERIUM*)

This odd alien isn't funky at all. He won't chase you but if you touch him he damages you and he also changes your stats in a random way. This can be healed by the wizard



SELFIE PERSON

(*NARCISSUS PHOTOGRAPHEM*)

She likes to hide in bushes and hop out to get a photo with you. Her flash is too bright though and damages your sensitive skin



INTERNET TROLL

(*TROLLUS INTERNETUS TRANSFORMIUM*)

This troll hurls insults at you which damage and confuse you. If you get close to him he turns into a scared teenage boy and runs away





MEDUSA BABY

(BABUS RUNAWAYFROMEM)

This not so cute baby just wants a hug. If it touches you up to 3 of your presents will get randomized. It doesn't do any damage



RABID FAN BOY

(FANNUS ADORAE ANNOYEM)

This fan boy wants to be near you. He gets in your way and may trip you. this does minor damage to you but it makes you drop things and can make you dizzy



SWEET LITTLE GIRL

(SWEETUS DONTBELEVIUM)

This sweet little girl has a deadly flying kick! Don't move in straight lines when you are around her



BROTHER FLOYD & DRONE

(GEEKUS DORKIA FLOYDIUM)

Floyd's drone opens one of your presents when it touches you. It's faster and tougher than Marvin's drone! You can pop the drone, but you'd better pop Floyd or he will summon another drone



REALLY SCARY DEVIL

(DEVILUS SOSCARIUM)

This purple devil is faster and does more damage than the normal Little Devil



CRAZED BOOGIE

(BOOGIUS TNSANIUM)

This Boogiemani is Faster and does more damage than the normal one



RIOT GUARD

(RIDEUS RIOTUS)

This guard is faster & does more damage than his lower level counterpart



GOLDEN CUPID

(CUPIDUS GOLDAE)

This cupid is faster and shoots arrows at a faster rate than the regular Cupid



ZOMBIE DENTIST

(PAINUS ZOMBIAE)

This scary Zombie Dentist is faster and does more damage than the regular Dentist



FREAKY MEDUSA BABY

(BABUS BADNEWSIUM)

this scary baby randomizes your presents & is much harder



EVIL RED INQUISITOR

(INQUISITORIUM REDDUS)

this fiery inquisitor sends you to the level below & is much faster than his more benign counterpart



GHOSTLY MOWER MAN

(AMERICANU GHOSTIUM)

this ghostly guy is Faster and does more damage than the normal Mower Man





BARBARIAN UFO

(FLYING SAUCERUS BARBARUS)

This UFO chases you and demotes you when it hits you. It also damages you, unlike the normal UFO



DEADLY ICE CREAM TRUCK

(DRIVERUS DEADLIUS)

this truck is faster & does more damage. it also drops rotten cabbage & has a scary paint job



POSSESSED LITTLE GIRL

(SWEETUS POSSESIUM)

This extremely scary little girl is faster and does more damage than her unpossessed sisters



COSTUMED DEVIL

(DEVILUS COSTUMIUS)

This little devil is actually just a normal Little Devil in a "Really Scary Devil" costume. It isn't any faster or stronger than a normal devil. It's just a wannabe



LITTLE DEVIL

(DEVILUS POKIUM)

This little guy pokes you with his pitchfork and does minor damage. He thinks it's funny



GAME MODES

TUTORIAL WORLD

has a built-in tutorial. Perfect for first-time players or those who need a refresher on the new features ... but you can't get the true ending in this world!

Number of Levels: 12



FIXED WORLD

The levels in this world are generally more or less the same. Best played for a more laid back experience or a calculated speed run. You can unlock a power hat if you beat this world

Number of levels: 25



RANDOM WORLD

The levels in this world are randomly generated each game for the ultimate rogue-like experience. Unlock by getting to at least Level 10 on Fixed World. You can unlock a power hat for beating this world

Number of levels: 25



HARD WORLD

the world is very hard, this isn't your uncle's toejam & earl. unlock by beating random world. there are also 5 unique power hats to unlock by beating this world

Number of levels: 25

HOW TO PLAY

COLLECT ALL 10 PIECES OF YOUR
BROKEN RAPMASTER ROCKETSHIP TO
WIN THE GAME!



COLLECT PRESENTS (POWERUPS) BY FINDING
THEM ON THE GROUND OR BY SHAKING THEM
USUALLY FROM BUSHES, TREES, AND HOUSES

PUT COINS IN METERS AND PRESS
BUTTONS TO GET EXTRA RESOURCES
AND FIND HIDDEN PLACES



USE PRESENTS TO STAY ALIVE AND LEVEL
UP. MOST PRESENTS DO HELPFUL THINGS,
BUT SOME DO BAD STUFF TOO



FIND FOOD TO HEAL YOURSELF.
WATCH OUT FOR BAD FOOD.
THIS MAKES YOU SICK



AVOID BAD EARTHLINGS. GET HELP FROM
GOOD EARTHLINGS. GOOD EARTHLINGS
HAVE A SPARKLE EFFECT AROUND THEM



GET EXTRA RESOURCES FROM THE
RHYTHM MATCHING MINI-GAME AND
THE HYPERFUNK ZONE



WALK AROUND THE EDGES OF
THE ISLANDS TO MAKE HIDDEN
PATHWAYS APPEAR



THERE ARE 25 LEVELS. THE LAST
ROCKETSHIP PIECE IS ALWAYS
ON THE 25TH LEVEL

MULTI-PLAYER GAMES ARE
ALWAYS COOPERATIVE

