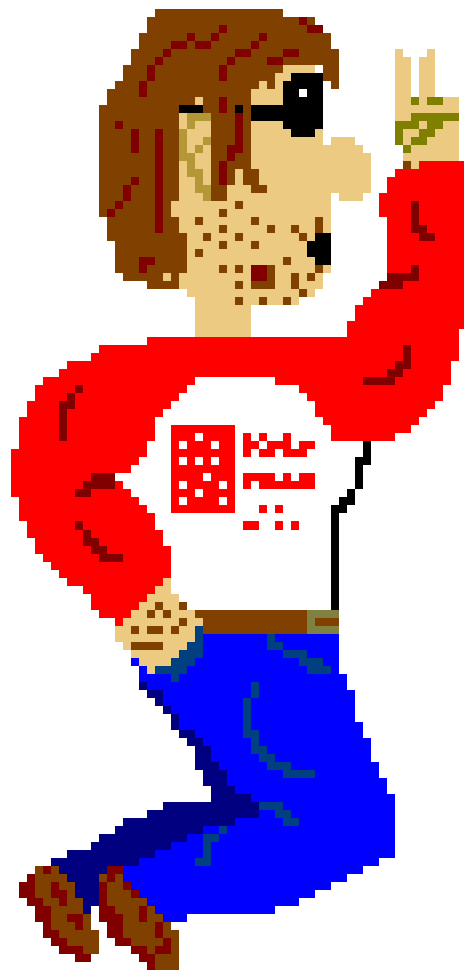


Superfly Adventures User's Guide

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1 Story

Alas! King Evan, arch-nemesis of the peaceful Abelian Kingdom has kidnapped Princess Pabst once again! Without the Princess, the Abelian Kingdom will not have enough Pabst Blue Ribbon beer to supply its kindly and industrious subjects. Fortunately, as Princess Pabst was being carried away to King Evan's dank lair, she managed to leave a trail of delicious Pabst Blue Ribbon beer. Superfly, neophyte mathemagician of the Abelian kingdom must pick up the trail and make the long journey to West Dorm itself in an effort to rescue the fair Princess. However, Evan's numerous minions litter the path to King Evan's bastion of evil.

Help Superfly overcome Evan's insidious traps and vast armies in a desperate race to stop King Evan before he has his way with the fair Princess!

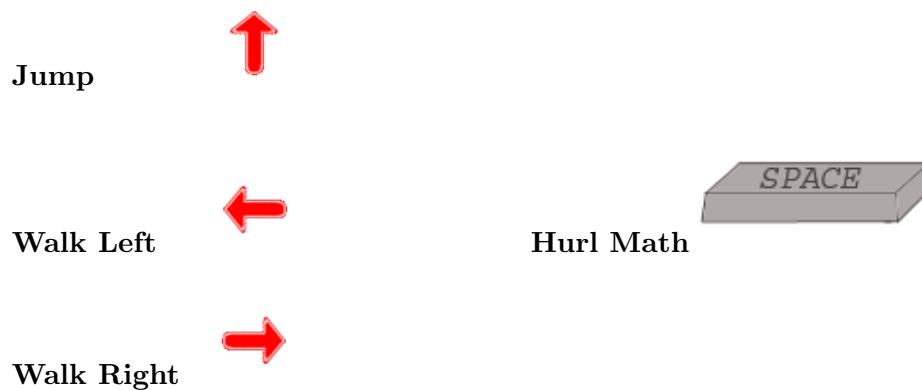
2 Playing the Game

Superfly Adventures is a 2D, sidescrolling adventure/puzzle game implemented in the POP framework. The game is based loosely on the Super Mario Bros. series by Nintendo and attempts to capture its core gameplay elements. Superfly must navigate through 3 levels and defeat King Evan in order to rescue his beloved Princess Pabst. Superfly begins the game with 3 extra lives.


2.1 Objective

Take on the role of Superfly, neophyte mathemagician of the Abelian Kingdom in his quest to rescue the fair Princess Pabst from the cruel clutches of the malevolent King Evan. Guide Superfly through 3 treacherous levels filled with a menagerie of wily enemies and King Evan's devious traps.

2.2 Controls



2.2.1 Super Jumping

If Superfly jumps high into the air and comes down upon an enemy that he can damage by jumping on, he may Super Jump away from the enemy. This action is performed by pressing the  just after hitting the enemy. When performed correctly, Superfly will bounce into the air, far higher than he would normally be able to jump. Mastery of this feat is imperative for those that wish to get each point available to the player, and very helpful to those that wish to successfully defeat King Evan.



Superfly super-jumps off of an unsuspecting goomba

2.3 Platforms and Pits

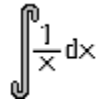
Superfly Adventures is full of large gray blocks. These blocks serve as solid objects that Superfly cannot pass through, allowing Superfly the traction he needs to run and jump his way through enemies that threaten his quest. If Superfly should fall off of these platforms to the bottom of the screen, he loses a life.

2.4 Power-ups

Superfly Adventures features two power-ups that enhance Superfly's already formidable abilities. The first is the Mathemagic power-up, which allows the player to fire mathematical energy at enemies. The latter, a shiny new pogo stick, allows Superfly to move faster, and jump higher than he can in his normal state.

When in either powered state, Superfly does not die upon contact with an enemy. Instead, he reverts to normal Superfly. However, should he fall into a pit, Superfly loses a life and restarts the level in an unpowered state. If Superfly is powered up and collects another power-up, he will assume all the powers of his new power-up and discard any benefits his last one gave.

2.4.1 Mathemagic



If Superfly happens to pass over a Mathemagic power-up he gains the ability to hurl mathematical balls of power in the direction he last moved. This power is activated when the player presses the spacebar. This causes a \neq symbol to be propelled away from Superfly. They bounce along until they collide with a vertical wall, hit an enemy, or expire. If they hit a wall, they bounce off and reverse direction. When a mathematical ball collides with an enemy or a bullet, the mathematical symbol is destroyed and the enemy receives damage. In most cases a single dose of Superfly's mathemagical prowess is fatal to an enemy. Enemies killed with mathematical energy yield points to Superfly normally, as if he had jumped on them.



Superfly uses his mathemagical powers to nullify a deadly porcupain

2.4.2 Pogo Stick



If Superfly passes over a Pogo Stick power-up, the ultimate in transportation, he will be able to move faster and jump higher. While riding the pogo stick, Superfly is able to destroy anything by jumping that he normally would. He does not gain the ability to destroy Spiker type enemies. Enemies destroyed by Superfly's bouncing fury yield points as normal.

2.5 Pabst Cans



As Princess Pabst was being carried off by King Evan, she dropped many cans of her signature Pabst Blue Ribbon beer on the path. Superfly may collect and consume these delicious beverages. Each can of Pabst Blue Ribbon beer gives Superfly 10 points.

2.6 Status Message

At the bottom left corner of the window, the player will find a bar that displays three numbers. The first one is the player's score, while the second one is the number of lives the player currently has left. The last number represents the frame rate.

3 Level Progression

Superfly must progress through three stages on his quest to free Princess Pabst from the dungeons deep in King Evan's fortress, West Dorm. Each level chronicles a stage of Superfly's perilous journey, ranging from the wild frontiers of the Abelian Kingdom, to a spooky graveyard in King Evan's territory to Evan's fortress of West Dorm. Along the way, Superfly must battle King Evan's minions and avoid the deadly traps left behind to cover his escape.

3.1 Reset Level

If Superfly perishes on his quest to save the Princess, he will be respawned at the beginning of the level he died in, as long as he has at least one extra life. When a level is reset, all enemies, power-ups, and Pabst cans are placed in their original positions.

3.2 Level 1 - Wild Wild West

Superfly first tracks Evan to the vast desert on the frontiers of the Abelian Kingdom. Here he battles minions of King Evan that have become accustomed to the rustic life of the Wild Wild West as well as the native desert fauna. Superfly must battle through these outlaws under the scorching desert sun if he ever hopes to come to Princess Pabst's aid!



3.2.1 Enemies



- **Cowboy Goomba (Walker)**

The lowly Cowboy Goomba is an advance scout of King Evan's army. He has long waited on the borders of the Abelian Kingdom, watching and hoping to find a chink in the mathematical defenses surrounding the kingdom. However, due to the tireless defense of the mathemagicians, the Cowboy Goombas have been waiting for so long that they have become accustomed to the harsh life of the desert. This enemy is a walker type and may be destroyed by jumping on its head as well as by mathematical energy.



- **Porcupain (Spiker)**

The porcupain is native to the desert bordering the Western edge of the Abelian Kingdom. The porcupain, despite its deadly exterior, is a shy creature and prefers to avoid confrontation. Nevertheless, the porcupain is very dangerous as even the slightest contact with his poisonous spines has been known to kill. This enemy is a spiker type and may only be destroyed with mathematical energy.



- **Cannon (Cannon)**

King Evan has supplied his goomba scouts with a number of cannons to aid them in their forays into the Abelian Kingdom. These cannons have a fairly limited range due to the mechanical ineptitude of Evan's top scientists. Further, by the incompetence of the goomba artilleryists, these cannons fire only straight ahead. King Evan's cannons shoot a specially devised bullet designed to drain mathematical energy. This enemy is a cannon type and may not be destroyed by Superfly. However, he may stand on top of a cannon without being damaged. Superfly may jump on the bullets or destroy them with mathematical energy.

3.3 Level 2 - Trick or Drink

After passing through the harrowing desert bordering the Western edge of the Abelian Kingdom, Superfly finds himself in an ancient graveyard under the control of King Evan. King Evan has ensnared the inhabitants of the region to do his bidding by means of his powerful magic. Superfly must overcome these deadly supernatural foes or fail in his quest!



3.3.1 Enemies

- **Goomba Spirits (Walker)**

These shades of goombas that have fallen in service to King Evan inhabit the desolate graveyard between the Abelian Kingdom and West Dorm. These goomba spirits, at last free from daily toil under King Evan's tyranny, lead a happy life in the graveyard. However, the unwary may still perish from a goomba spirit's ghostly touch. This enemy is a walker type and may be destroyed by jumping on its head as well as by mathematical energy.





- **Grim Reaper (Spiker)**

These spectres of death have been enslaved to King Evan's will through his powerful magic. Native to this graveyard, they continue to haunt the area, defending the passage between the Abelian Kingdom and West Dorm with their immense scythes and deadly touch. This enemy is a spiker type and may only be destroyed with mathemagical energy.

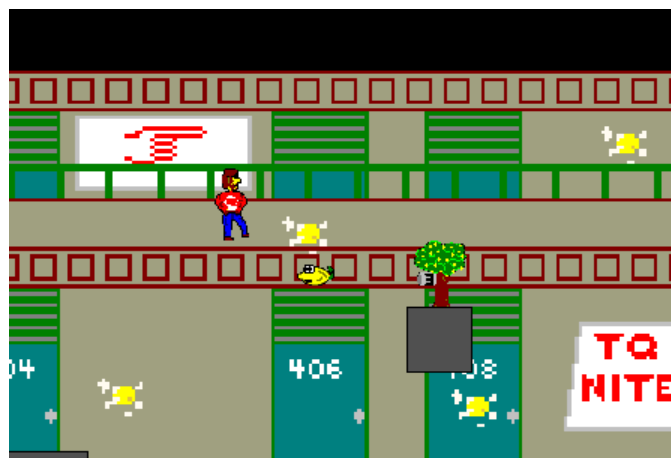


- **Caged Witch (Cannon)**

Witches are sensuous succubi native to the graveyard region between the Abelian Kingdom and West Dorm. More powerful than other denizens of the graveyard, witches are able to hurl powerful balls of magical energy. Due to their magical prowess, Evan was forced to physically restrain the witches to keep them in his service. Though they rankle at their confinement, witches are cruel by nature, and continue to hurl magical energy through their cages at interlopers. This enemy is a cannon type and may not be destroyed by Superfly. However, he may stand on top of a cannon without being damaged. Superfly may jump on the bullets or destroy them with mathemagical energy.

3.4 Level 3 - TQ Nite

Having survived the grim marches of the graveyard separating the Abelian Kingdom and West Dorm, Superfly assails the very palace of King Evan, West Dorm itself. However, Evan has surrounded his palace with deadly guards and cunningly constructed traps. Only a true mathemagician may pass through it to confront King Evan himself!



3.4.1 Enemies



- **Bandito Goomba (Walker)**

These goomba warriors are the elite defenders of King Evan's fortress. Armed with two pistols and a fierce temper, these fiery warriors will slay any interloper without a second thought. Many an overbold mathemagician has perished trying to fight his way through these staunch defenders of King Evan's stronghold. This enemy is a walker type and may be destroyed by jumping on its head as well as by mathemagical energy.



- **Recycling Bin (Spiker)**

Evan's frequent bouts of debauchery and merrymaking have created a remarkable level of refuse in the form of glass bottles. In an effort to recap some of his expenses, King Evan has initiated a massive recycling program. However, the inefficiency of this program has created an epidemic of motorized, automated recycling bins full of broken glass. A careless invader might find them a formidable defense. This enemy is a spiker type and may only be destroyed with mathemagical energy.



- **Lemon Tree (Cannon)**

The top mad scientists of West Dorm have tirelessly worked to create a biological defense for King Evan's fortress. Their efforts have resulted in a semi-intelligent lemon tree capable of hurling lemons at intruders. However, these trees have proven somewhat unreliable as they simply continue to hurl lemons straight ahead regardless of whether or not there's an intruder there. Nevertheless, Evan deemed the trees a success and had several planted around his palace. This enemy is a cannon type and may not be destroyed by Superfly. However, he may stand on top of a cannon without being damaged. Superfly may jump on the bullets or destroy them with mathemagical energy.

3.5 Level 4 - Evan's Lair

No living mathemagician has yet passed into the inner sanctum of King Evan and returned to tell the tale. As a result, no one knows what lurks behind the closed doors of his private cloister. Truly Superfly would prove himself a worthy mathemagician if he were able to enter into Evan's dank lair and retrieve the fair princess in time!



King Evan's Lair remains a mystery

3.5.1 Evan

King Evan possesses formidable physical and magical powers. He is able to run far faster than a mortal man, and may jump high into the air. Indeed, he is said to be capable of short-lived flight. Evan's magical power manifests itself in balls of concentrated filth which he is able to direct telekinetically. Evan is a powerful foe, who may only be overcome by a combination of skill and luck.

When Evan is defeated, a portal opens up to the dark dungeons of West Dorm. Superfly may then pass through it to rescue his beloved Princess Pabst. When Princess Pabst has been rescued, Superfly returns to the Abelian Kingdom with his beloved Princess and lives happily ever after.

4 Scoring

When Superfly defeats opponents, the player is awarded points. Also, the player is awarded points for collecting cans of Pabst and completing levels. The scoring is as follows:

Cannonball	2
Walker	5
Spiker	20
Pabst can	10
Level Complete	150
Evan	300

4.1 Extra Lives

Superfly begins the game with only 3 extra lives. For every 100 points Superfly acquires, he is granted an additional extra life. These extra lives are precious, so use them wisely.

5 Known Issues

In implementing Superfly Adventures, we used an existing POP framework. In this framework, the physics is based on frames instead of an absolute time, thus there are some problems with jumping. If your frame rate gets too low, Superfly jumps incredibly high, and if it speeds up too much, his leaps become mere hops. This can make the game much more difficult since the levels were designed with a specific jumping ability in mind.

Also, we constructed Evan's Lair in such a way that the playing area is actually the same size as each other level, then placed large walls in the area we wanted inaccessible to the player. This was done because POP had some serious viewpoint issues that were unresolvable in a reasonable amount of time when we tried to resize the level space.

6 Acknowledgments

We would like to acknowledge Jason Murcko for providing us with sounds. We also acknowledge Rudy Rucker for designing the POP framework.