

Super Nate Punchout Adventures User's Guide

Ye Olde Bucklers of Swash:
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1 Story

Having found no worthy opponents at Harvey Mudd College, Nate began a quest to find opponents who could stand up to his might. After searching far and wide, Nate decided that the only true challenge available to him was the freeway. After hours of taking out sedans, sports cars, and SUVs, Nate was beginning to feel that even the freeway was no challenge for him. However, he was soon proven wrong as 5 lanes of semi trucks came barreling down the freeway at breakneck speed. This caught Nate by surprise and he was hit by the trucks and knocked unconscious. When he awoke, he found himself in a strange Forest. He looked around and saw himself surrounded by strange and powerful creatures. He knew then what he must do.

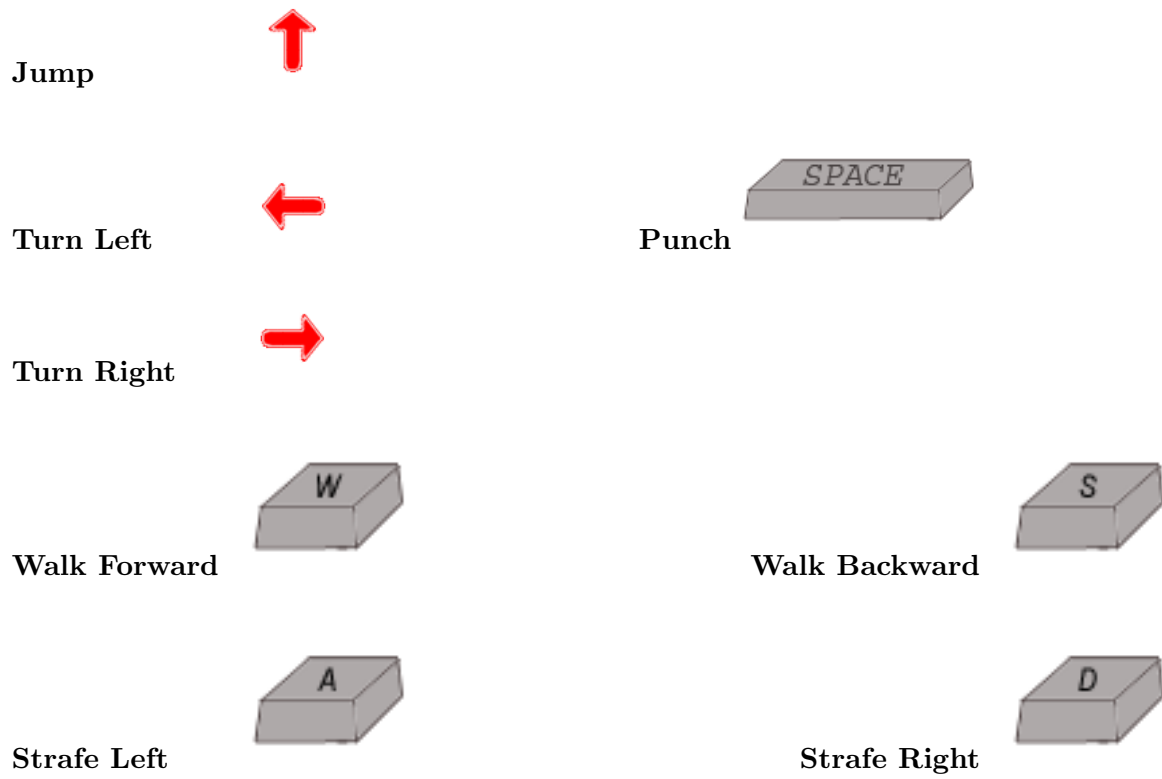
2 Playing the Game

Super Nate Punchout Adventures is a 3-D roaming adventure game in which the player defeats enemies by punching.

2.1 Objective

Take on the role of Nate in his quest to rid the Jive Forest of its denizens.

2.2 Controls

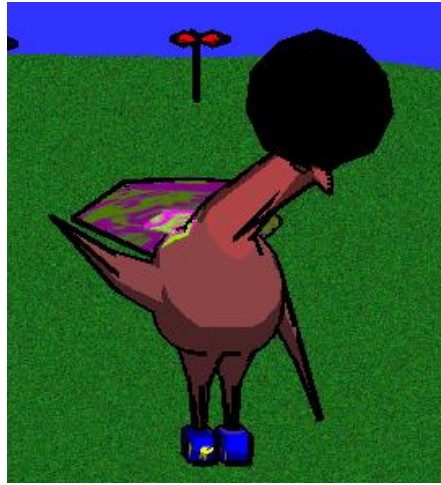


2.3 Ground and Platforms

The Jive Forrest contains a hilly grass terrain with large grey blocks floating above it. Nate can walk on the hilly grass terrain or jump onto the platforms.

2.4 Enemies

2.4.1 Jive Turkey



The Jive Turkey spends most of its time performing the famous Jive Turkey Dance. The Jive Turkey first leans to the right, pointing his right wing down and his left wing up. He then returns to standing and his elevator shoes lift him above the ground. He then flaps as his elevator shoes retract. Once airborne, the Jive Turkey begins a flip. Upon completion of this flip, the Jive Turkey returns to the ground to begin his dance anew.

While the Jive Turkey is performing this dance, Nate is safe from harm. A cunning player will be able to sneak up on the Jive turkey during this dance and punch him in the back, killing him in a single blow. However, if the Jive Turkey spots Nate, he will run at Nate until Nate is either dead or out of sight.

If the Turkey reaches Nate, he will peck rapidly. If such a peck hits Nate, Nate will take damage and be unable to respond for a short period of time.

The Jive Turkey does very little damage, although it can run very very fast. Additionally, the Jive Turkey is very weak, taking only two hits to destroy from the front and a single hit from behind.

2.4.2 Goblin



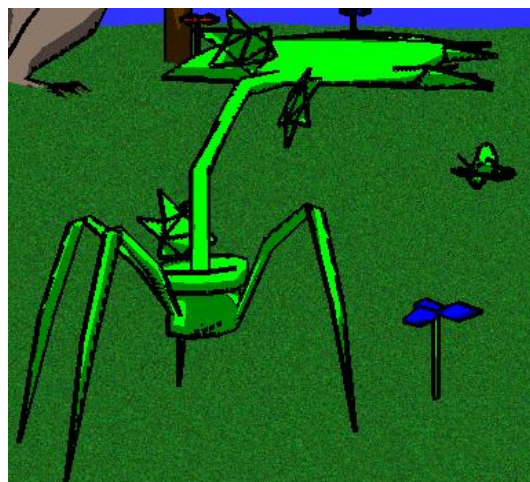
Goblins are the scouts of the Jive Forrest. They like to stand in one place and keep watch for intruders. If they see an intruder, they will sound an alert, and all nearby creatures will attack the intruder. If the Goblin is attacked from behind, it will be so surprised and enraged that someone was able to sneak past its watch that it will turn and attack without sounding an alert.

When the Goblin reaches Nate, it will punch him ferociously. These punches are more powerful than those of the Jive Turkey, but being as unstoppable as he is, Nate is able to recover in no more time.

Much like the Jive Turkey, once the Goblin is aware of Nate's presence, it will only stop attacking once Nate is either out of sight or dead.

A goblin is very tough and strong, but fairly slow moving. When a goblin spots Nate, all other units within shouting distance are also alerted to Nate's presence and begin to attack him.

2.4.3 Fly Trap



The giant fly traps found in the Jive Forrest are a very dangerous foe. If Nate comes near them, they immediately turn to face him, so they can not be snuck up on. If Nate gets too close to them, they will gnash at him ferociously, until he is dead. Luckily for Nate, he has a longer reach than the Fly Traps, so if he's careful, he can kill them without taking any damage. Be careful, however, as these ferocious creatures can quickly turn Nate into fertilizer.

The Fly Trap is unable to move, but is incredibly strong and durable. Whenever Nate is within the fly trap's attack distance, it turns so that it is always facing Nate and continuously chomps at him.

3 Health



There is a red health bar at the top of the screen. If this is depleted, Nate dies and the game is over. The health bar is drained when Nate is damaged and it is replenished when Nate picks up a health bottle. The health bottle will restore 75% of Nate's health.

4 Known Issues

The game can, and probably will, run slowly on many computers. The only workaround for this is to reduce your computers resolution and color depth.

Occasionally the direction that Nate punches will invert, such that he punches out of his back. Once this happens, the problem may correct itself, but this is rare. If this occurs, the best thing to do is to exit and reload the game.

It is possible to jump off the heightmap if you hold one of the directional movement keys while you go. Once you release this key you will be snapped back on to the heightmap.

5 Acknowledgments

We would like to acknowledge Forrest Briggs, Stu Mershon, Nate Yoder and Peter Paras for their brilliant sound engineering.