

## Contents for Pudge Help

Pudge is a puzzle game which requires some careful thinking.

### **The Story**

After many years of constant use as a nuclear dumping-ground, Pudge's home planet, Stacia, is on the brink of disaster. So Pudge, being very environmentally-aware, sets forth on a quest to cleanse the planet and finally rid it of the perpetrators of this thoughtless deed, the greedy and selfish Naggons. But what can one Pudge do against the evil hordes?

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## How To Play The Game



**Pudge** - You control Pudge using the Cursor Keys or a Joystick as he journeys through 32 screens, making each one safe.

### To Make A Screen Safe:



**Radioactive Earth** - Must be cleaned up (simply by walking over it).



**Anti-Radiation Crystal** - Must be collected (these also give Pudge valuable extra time).



**Time-Bomb** - Must be surrounded by 4 rocks so it can be safely detonated.



**Naggon** - Must be killed by surrounding them with 4 radiation canisters (too good for 'em!).



**Radiation Canister** - Must be destroyed by feeding them to the deadly chompers. You can push several canisters at a time.

### Additional Information:



**Chomper** - Will eat anything (including Pudge) so is a good place to dispose of the radiation canisters.



**Rock** - You can push one rock at a time.



**Teleport** - Transports Pudge to the matching teleport.



**Arrow** - Tries to push Pudge in the direction indicated.



**Corner** - You can push radiation canisters around corners, if there's nothing in the way.

Each screen has a password which may be used in future games to skip the previous

screens.

## **Menu Commands**

### **Start Game**

Starts a new game on the first screen. To start on another screen you must type in the password and press the 'Return' key.

### **Abort Life**

Aborts a life. (This is handy if there's no way of finishing the screen and you don't want to wait for Pudge to die).

### **Abort Game**

Aborts the game.

### **Toggle Animation**

Turns the animation (e.g. of the crystals, arrows, chompers etc.) on or off.

### **Open Screens File**

Opens a file containing extra screens to play. These can be created by using the Pudge Screen Designer (pudgedes.exe) which should have been included with Pudge.

### **Use Default Screens**

Uses the original screens instead of any that have been loaded using 'Open Screens File'.

### **Enable Joystick**

When selected, this allows the use of a joystick to control Pudge.

### **Calibrate Joystick**

Since each joystick responds differently, you may need to calibrate the joystick so that its position is determined more accurately.

### **Demo**

This shows each screen for a few seconds, so you can get a look at some of the screens that still await you!

### **Exit**

Quits Pudge.

## **Registration**

Pudge is Shareware. Registration is 5 pounds sterling (cash, cheque or postal order) or 10 dollars (cash only please).

Please send your registration fees to:

Damon Chaplin  
39 Calbourne Avenue  
Hornchurch  
Essex  
RM12 5BH  
ENGLAND

## **Credits**

The game was originally written for the Atari ST by A.J.Cook and appeared free on the cover-disk of a magazine. I hope the author doesn't mind me writing it for the PC. (If they get in touch with me then I'll be happy to split any proceeds from this program.)

This version was written by Damon Chaplin (damon@comp.lancs.ac.uk).



