



AMSTRAD

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## STORY

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Serpentine when he was a child was pushed into a bucket with soap, so every time he opened his mouth bubbles came out, he realized that he was pushed by some evil animals.

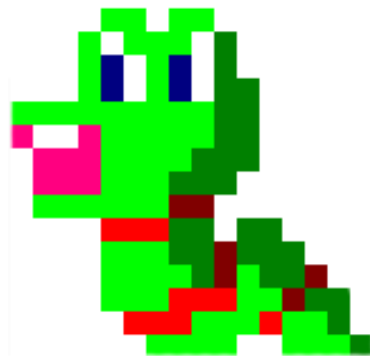
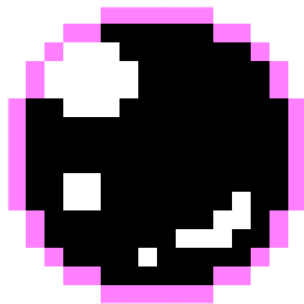
Serpentine, now more adult, travels around the world capturing all the animals that were accomplices of that fact, but what he doesn't know is that the world is full of dangers, will you help Serpentine capture all the evil animals?



## GOALS

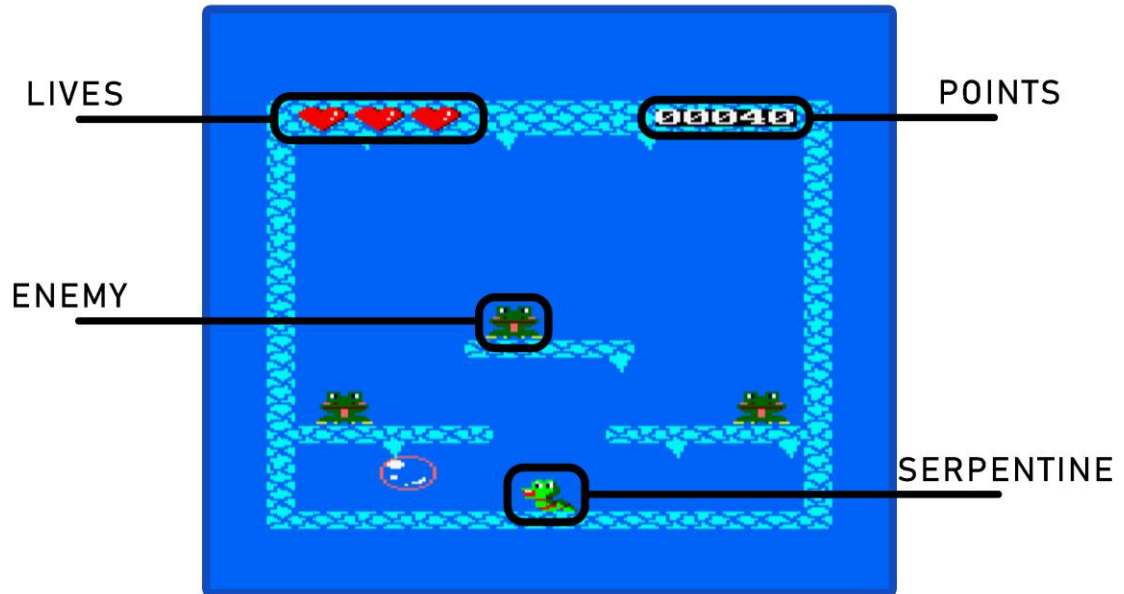
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- Your goal is to capture with bubbles all the enemies in each of the levels.
- You start the game with 3 lives (plus 1 extra that will be your last breath) and 0 points. Each type of enemy will give you more or less points
- Bubbles without enemies also give points, but only +5 points, shoot non-stop!
- Every time you die, 250 points are taken from you.
- Once you kill all enemies in a level, you will have to wait about 5 seconds before the level change. **CAUTION:** If you die during this time, the level will be restarted.
- Once you have finished one level, when you move on to the next one, you will be added a life and you will keep the points of the previous level.
- When you complete the game you can see how many points you have achieved, try to beat your mark, and share it with your friends, who will get the highest score?



## GAME SCREEN

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## CONTROLLERS

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- Move Left / Right:

Keyboard: **O/P**

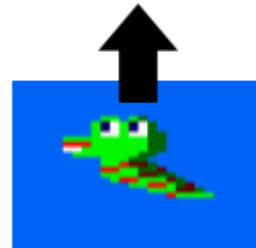
Joystick: **Right / Left**



- Jump:

Keyboard: **Q**

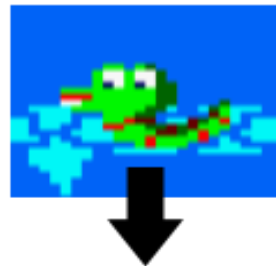
Joystick: **Up**



- Get off a platform:

Keyboard: **A**

Joystick: **Down**



- Shoot bubble:

Keyboard: **Space**

Joystick: **Fire1**



## ENEMIES

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- **Frog:** Frogs are some of Serpentine's favorite prey, but watch out for their tongue. **+50 points**



- **Mouse:** Serpentine doesn't dislike rodents, but he doesn't like to be bitten with those sharp teeth. **+150 points**



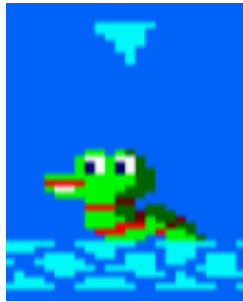
- **Chicken:** Serpentine does not care about attacking birds even when they are very dangerous, as their beak can do a lot of damage. **+200 points**



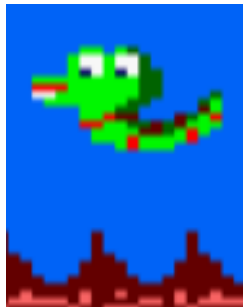
## TRAPS

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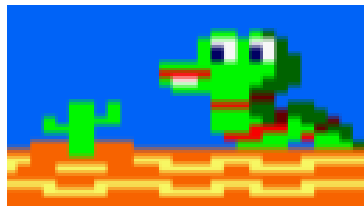
- **Icicles:** Beware in very cold areas, icicles may fall off at any time.



- **Spiked Stones:** These stones are very sharp, beware of falling on top.



- **Cactus:** Those plants don't look very friendly, watch out for touching them.



- **Arrows:** Watch out for those stones that shoot arrows.





## NOD

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On level 3, where there is a desert map, above, next to the hearts and the score, there is a Sprite belonging to the game **Chicago's 30**

