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Prologue

Blah blah blah...

The Cast



Controls

A Button

Move Left
(Double-press
to dash)

D Button

Move Right
(Double-press
to dash)

R Button

Activate Leaf Shield

L Button

Charge/Fire Solar Beam



Spacebar

Jump
Select Stage

Left Arrow

See A Button

Right Arrow

See D Button



Left Mouse Button

Select (Main Menu)

Getting Started

Double click the Happy Cabbage Adventure.exe file from your directory.



Start Game

Takes you to the Overworld Map

Level Editor

Opens up the Level Editor (see page INSERT)

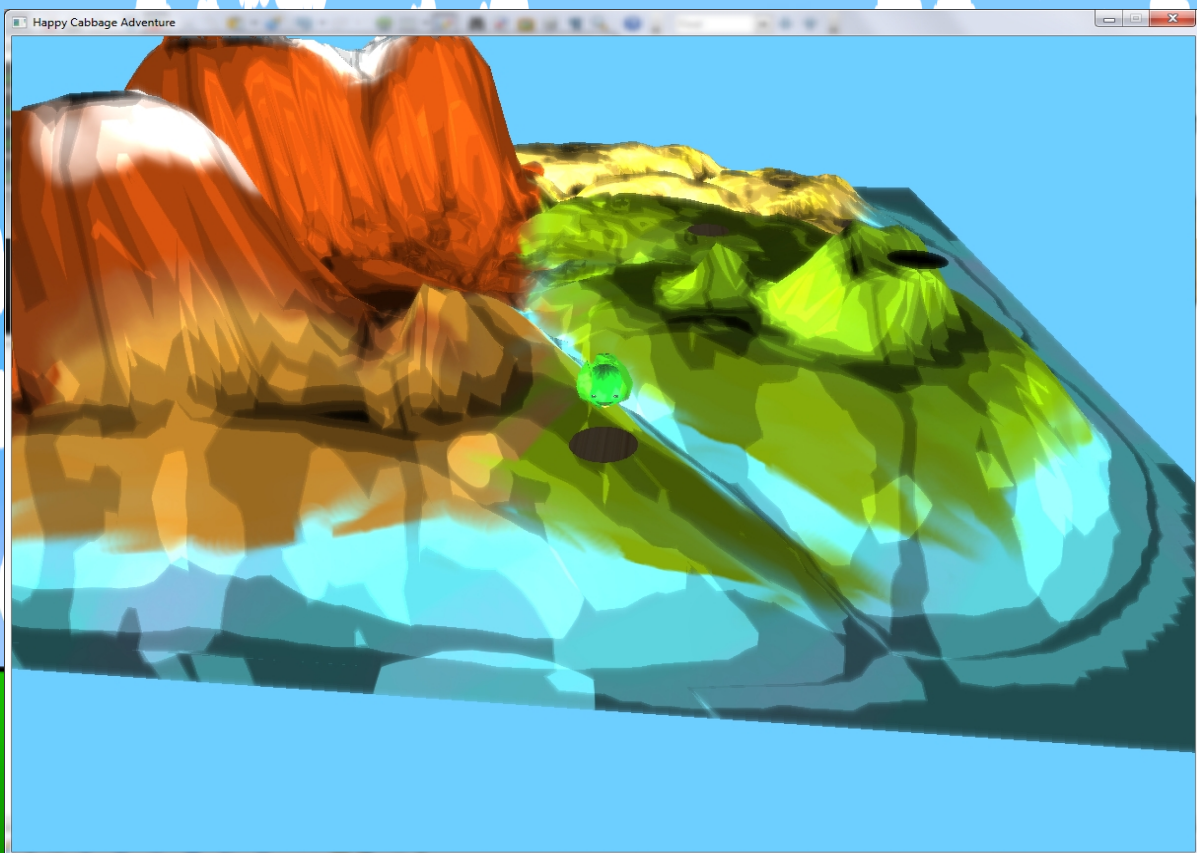
Exit Game

Closes the game

Gameplay

Viewing the Overworld Screen

This map shows the world of Pleasant Produce Land. The game begins in the Peaceful Plains, where your friendly pal Carrot will show you the ropes of this new world. To continue working your way through the world and rescuing your veggie friends, you need to clear the levels. Upon completion, a flag will appear over the level, and the adjacent level will open. To move from level to level, use the A and D keys (or the arrow keys). To enter a level, move Happy Cabbage over the level and press the Spacebar.



Viewing the Game Screen

Once you enter a level, a screen similar to the following will appear:

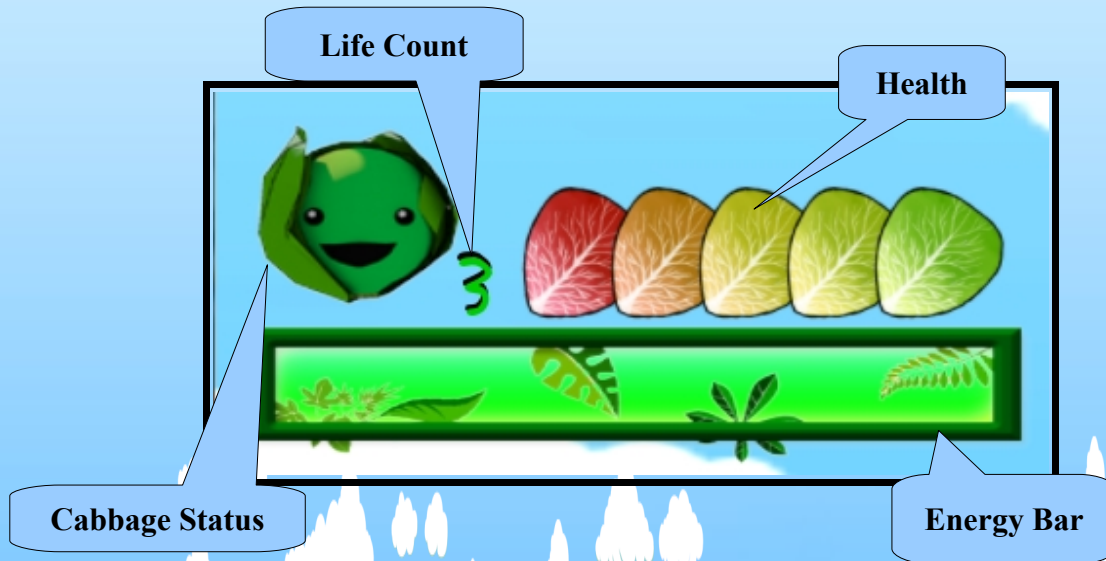


To complete the level, you must jump, blast, and dash your way successfully to the flag. Once you pass the flag, the level is marked as cleared, and further levels will open up on the Overworld map. Once a level has been cleared, you may replay it as many times as you like.



Viewing the HUD

Once in a level, Happy Cabbage's status is shown in the upper-left hand corner of the screen. The below diagram shows what the various elements of the HUD (Heads-Up Display) mean.



Life Count: The number of lives Happy Cabbage has remaining. If this number reaches 0, it's *Game Over!*

Health: Happy Cabbage's leaf count. If Happy Cabbage runs out of leaves, he will wilt and lose a life. Happy Cabbage starts with a maximum of 5 leaves. Rumor has it that Happy Cabbage's total leaf count can be increased somehow.

Cabbage Status: This shows Happy Cabbage's mood. If Happy Cabbage is damaged, powered up, or otherwise changed, this icon will show it.

Energy Bar: The amount of Energy Happy Cabbage has. This Energy can be used to perform a variety of special abilities, such as the Leaf Shield and Solar Beam. Happy Cabbage initially starts with a maximum of 3 charges. Some say that Happy Cabbage can gain more maximum charges if he finds certain items...

Damage and Death

As Happy Cabbage progresses through Pleasant Produce Land, he will face a variety of challenges, fruits, and aliens that will attempt to keep him from his friends. When Happy Cabbage is damaged, he will lose one or more leaves.

Happy Cabbage can lose leaves in one of 2 ways:

- Be struck by an enemy or an enemy's projectile
- Touch a trap (such as fire or blades)



Happy Cabbage loses a life when he runs out of health, or if one of the following happens:

- Happy Cabbage falls below the stage line
- Happy Cabbage is sandwiched between walls



When Happy Cabbage loses all his lives, the game over screen will be displayed, and the game will return to the Overworld screen.

GAME OVER HERE

Happy Cabbage may then choose to either retry the level, or return to a prior level.

Items

Throughout Pleasant Produce Land there are a variety of items that will help Happy Cabbage along his way. Some of these items are listed below:

Leaf:

This helpful little item can be found throughout Pleasant Produce Land. It heals Happy Cabbage for one leaf of damage.

Water Droplet:

This helpful little item can be found throughout Pleasant Produce Land. It restores one Energy.

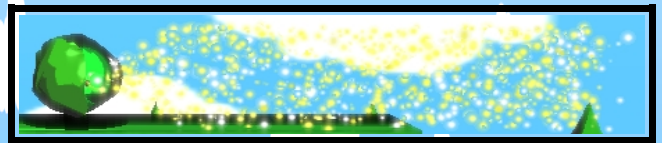
There are several other items hidden throughout Pleasant Produce Land with mystical properties... keep an eye out for them!



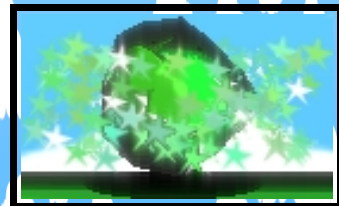
Happy Cabbage's Abilities

As Happy Cabbage travels through Pleasant Produce Land, he will learn a variety of abilities to help him complete his quest. A few of these abilities are noted below:

Solar Beam: This devastating attack requires a long charge time, but when released, decimates all in its path. This move uses one Energy. Happy Cabbage starts off with this powerful ability.



Leaf Shield: Happy Cabbage protects himself in a flurry of leaves with this ability. While the leaf shield is activated, Happy Cabbage is immune to damage, and every enemy he touches is (pushed back?) destroyed. This move uses one Energy. Happy Cabbage starts off with this ability.



Level Editor





Credits

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