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The Story So Far...

Far from the hustle and bustle of man and machine
lies a sleepy village where a peaceful folk keep it quiet and clean.
The cuddles were happy with all that they had
with metal to eat, and warm little homes, it was hard to be sad.
They sought not adventure or anything grand.
Then one by one, they vanished -- erased from the land.

How To Play

Control

Cuddles is played primarily using a mouse. You **will need** a mouse (or an alternative mousing method) to play!

Left Mouse Button -- The primary button; this button can be used to interact with everything that can be. Use it to pick things up, feed the cuddles, squash the baddies, everything!

Mouse Scroll Wheel -- For specific tasks (building ladders, draining water, and exchanging money) the scroll wheel can be used to accelerate the procedure.

Right Mouse Button -- If you are using a mouse without a wheel, the Right Mouse Button functions as a throttled substitute.

ESC Key -- Used to pause/unpause the game. A Pause Menu with additional options will appear while the game is paused.
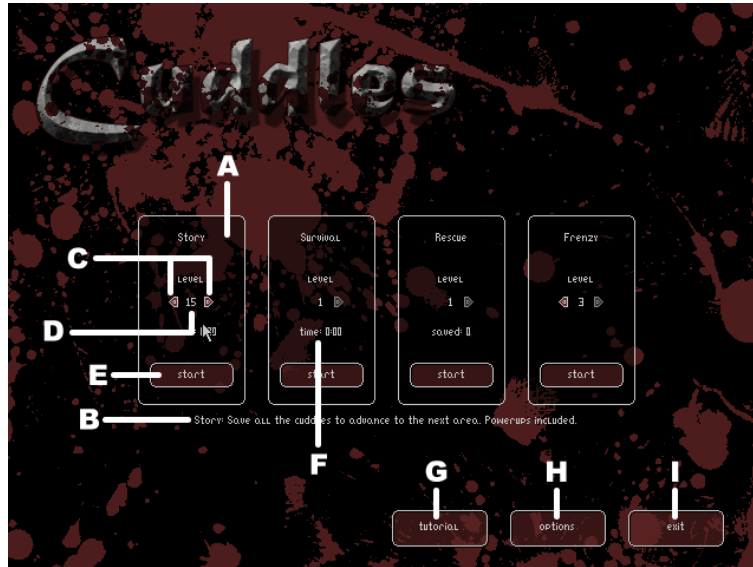
Basic Play

Save the cuddles from a watery death!

Collect the debris floating in the water to feed the cuddles. As they continue to eat, they will build a ladder. Build the ladder to the top to escape before the rising tide reaches your cuddles.

Each type of cuddle has specific quirks, and sinister dark critters will attempt to drag the cuddles down to the depths. The odds are against our cute little heroes and it's up to you to save the day!

Title Screen

Components

- (A) **Mode Panel** -- Contains all the basic information for a mode.
- (B) **Mode Description** -- Describes the basic play of the mode.
- (C) **Level Adjusters** -- Adjust the selected level for the specific mode.
- (D) **Selected Level** -- The currently selected level for the specific mode.
- (E) **Start** -- Begin the specific mode at the currently selected level.
- (F) **Record** -- Displays the record for the currently selected level.
- (G) **Options** -- Open the options screen.
- (H) **Tutorial** -- View a brief explanation of in game elements.
- (F) **Exit** -- Quit the game.

Game Modes

Story -- Save every cuddle to advance to the next level. Complete Story mode to unlock the expert difficulty Frenzy mode.

Survival -- There is no escape. Keep the cuddles alive until the target time is reached to advance to the next level.

Rescue -- Save at least one cuddle to advance to the next level. See if you can save them all!

Frenzy -- A furiously paced special mode just for Cuddles veterans.

Game Screen
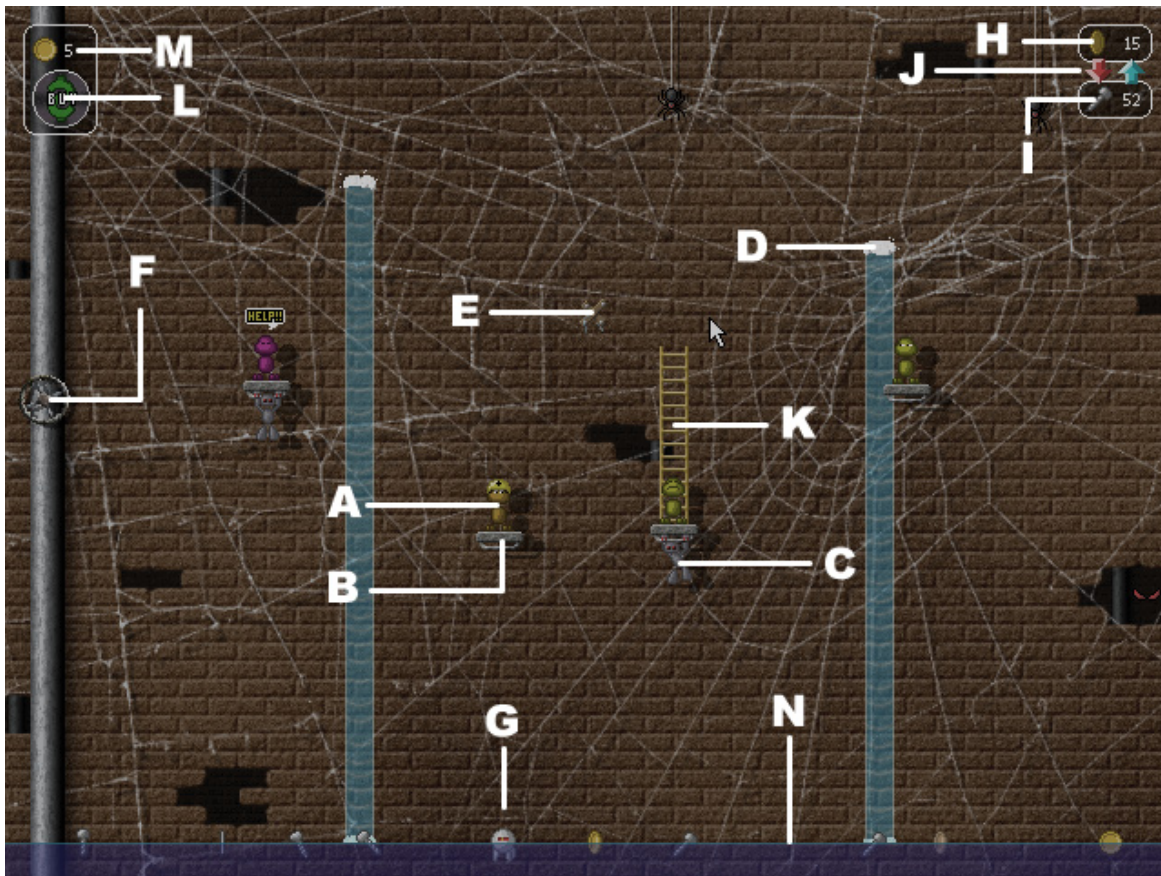
Components

(A) **Cuddle** -- Feed them to build ladders. Don't let the water near them!

(B) **Platform** -- The temporary home for the cuddles.

(C) **Dark Critter** -- Drag the platforms down. Click to destroy them.

(D) **Open Rupture** -- Causes the water level to rise. Click to patch.

(E) **Patched Rupture** -- This rupture is safely patched.. for now.

(F) **Pump Wheel** -- Rapidly click the pump to lower the water level.

(G) **Floating Debris** -- Click to collect debris floating in the water.

(H) **Money Collected** -- The amount of valuable debris on hand.

(I) **Scrap Collected** -- The amount of scrap debris on hand.

(J) **Currency Exchange** -- Exchange debris types (unfavorable rate).

(K) **Ladder** -- Feed the cuddles to build ladders to the top and escape.

(L) **Power-up** -- The currently active power-up.

(M) **Power-up Cost** -- The cost to purchase the next power-up.

(N) **Water Level** -- The depth of the water. Don't let it get too high!

Miscellaneous Screens

Pause Screen

Continue -- Unpause and continue playing.
Restart -- Restart the current level.
Main Menu -- Abandon the current level and return to the Main Menu.

Win Screen

Next Level -- Advance to and play the next level.
Play Again -- Immediately replay the completed level.
Main Menu -- Return to the Main Menu.

Lose Screen

Retry -- Restart the current level.
Main Menu -- Return to the Main Menu.

Options Screen

SFX Volume -- Adjust the volume level of the sound effects.
Music Volume -- Adjust the volume level of the background music.

Cuddle Types

Easy

Easy's one quirk is that he has none. A standout member of the cuddle race, his head rests squarely on his shoulders (or at least, just above where they **would** be, had he any).

Sleepy

Suffering from acute narcolepsy, Sleepy will occasionally, and without warning, fall into a deep sleep, during which he is unable to eat or build a ladder.

Hearty

Tough and level-headed, Hearty works hard to get the job done even in the direst of circumstances. He is able to build ladders twice as fast as the other cuddles, though at twice the cost.

Leery

Leery lives in a state of near panic. When his personal space is invaded by a dark critter, he completely loses it, causing his platform to slip at an accelerated rate.

Prissy

Failing to come to grips with reality, even when teetering on the brink of demise, Prissy will refuse to eat the low grade scrap found in the water. She'll only build a ladder when fed precious metals (money).

Snarly

Beware this ill-tempered brute! If you neglect to feed him frequently enough, he'll actually become enraged and begin stomping his **own** platform down!

Plucky

A shining beacon of chivalry (or is he just not paying attention?), Plucky will refuse to build a ladder until all of the other cuddles have escaped.

Debris & Powerups

Debris

Debris comes in a variety of flavors. The two main types (Money and Scrap) come in assorted increments of value. Try to harvest the most valuable materials when you don't have time to get them all.

Powerups

Click the buy button to purchase a power-up. Which one you get is entirely random, so cross your fingers! The cost of each powerup goes up with every purchase, so be sure to buy strategically

Improve the debris conversion rate to 2:1. (Normally 3:1)

Causes the pump to turn itself constantly, but slowly.

Increases the amount of debris that drifts onto the screen.

Hold the left mouse button to click at lightning speed!

Credits

Art, Programming, Design

John Weng

Music

Troupe E. Gammage IV, Esq.

Production

Ben McGraw

Testing

Matt Weng, Chris Pappas

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B.J. Eirich, The Entire BreadBrothers Crew, NOAA

http://www.breadbrothers.com