Squirrels are going NUTS

CONTENTS

CONTROLS

From this screen you can select your input device and configure the keys for each device.
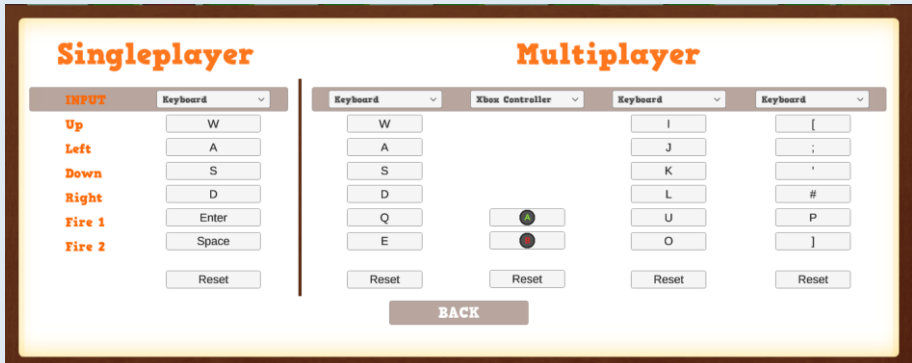
Single-player Controls

In single-player mode, the keyboard and gamepad are all supported simultaneously and the mouse is enabled.

You do not need to select a control method before starting the game.

The default keys are:

MOVE	**WASD / ARROWS / D-PAD / ANALOGUE STICKS**
FIRE 1	**ENTER / LEFT MOUSE BUTTON / GAMEPAD A**
FIRE 2	**SPACE BAR / RIGHT MOUSE BUTTON / GAMEPAD B**
PAUSE	**ESCAPE / GAMEPAD START**
VOLUME	**PLUS AND MINUS KEYS ON KEYBOARD**

What happens when more than one squirrel acts like a nut?

There ends up being a squarral.

Multiplayer Controls

Local multiplayer and Steam remote play multiplayer mode use a separate control scheme to the single-player mode.

SETTINGS

The default settings will allow for 4 players on one keyboard.

DEVICES

Select the input device for each player from the dropdown and configure the keys before starting the game.

SHARING

If one input device is to be shared between different players, such as two or more players on one keyboard, remember to assign different movement and fire keys to each player.

GAME PADS

For gamepads, you can turn off the gamepad Rumble from the options menu.

THE MOUSE

The mouse is enabled only for single-player mode.

OPTIONS

Turn on/off the gamepad vibration.

RUMBLE

Toggle music on/off.

MUSIC

PLAYER HUD

Shows how many lives the player has.
Life power-ups increase Skoories' lives.

Shows how many coins the player collected.
Find coins by blowing up blocks.

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Health bar shows how much health Skoory has left.
You can replenish your health by picking up the health pack power-up.
Maximum health is 5 points.
Each hit will reduce your health by 1 point.

SKOORY

Select which Skoory you would like to control in multiplayer and single-player modes.

There are several different Skoory options.

START GAME

GAME MODES

CAMPAIGN

Play against enemies in single-player or co-op mode with up to 4 friends.

BATTLE ARENA

Select the arena mode if you want to play against each other. Minimum 2 players required.

POWER-UP ITEMS

Nut
Pick up more nuts as you play.

Flame
Increases the explosive range of each nut.

Sports Shoes
Kick bombs across the grid.

Gloves
Push blocks but you give up your timed bombs.

Timed Bomb
Detonate with 2nd button to replace nuts.

Hammer
Makes and destroys blocks.

Homing Missile
Seeks its way to the enemy.

Flame Breath
Grants maximum 5 flames.

Health Pack
Instantly renews Skoory's health bar.

Life
Gives one life game credit.

Coins
Achievements and improved leader-board.

Sparkling
Special weapons make Skoory sparkly.

DROP RATES

HIGH	MEDIUM	LOW
Nuts	Hammer	Life
Flame	Timed Bombs	Coins
Sports Shoes	Flame Breath	Gloves
	Homing Missile	

BATTLE STRATEGIES

1
Squirrels never give up seeking for nuts or achieving their goals.

2
Some power-ups are more effective against certain bosses.

3
Look out for Skoory the squirrel's health!

4
Nuts alone are not effective against some enemies.

5
Look out for life power-up in boss levels.

6
Play multiplayer to earn progress achievements.

PLAYING TIPS

Skoory starts the game with one nut. Picking up the nut power-ups allows you to drop more nuts (and cause more mayhem).

Flame power-up increases the explosive range of each nut. The effect will start to be applied from the next planted nut.

Make your own blocks or destroy existing blocks with the hammer.
Use with the second fire button.

Tiny gloves fit squirrel paws and allow you to push blocks. Useful in tight situations. But, picking up this powerful item means losing your timed bombs.

Timed bombs replace the normal nuts.
Blow them up when you wish using the second fire button.
Grants maximum 5 explosive bombs.

Sports shoes work extra well when combined with the timed bombs – drop kick bombs on the enemies and explode them before they can run away.

If there is no path to reach the enemy, homing missiles can go in unexpected places. Some turn around and fly towards their owners!
Grants maximum 5 homing missiles.
Fire with second fire button.

Flame breath grants maximum 5 flames. Just like with the regular and timed nuts, the range depends on how many flames you have.
Fire with second fire button.

In return for the health pack, you give up all of your weapons.
Once the sparks disappear, it means you have either used all the available items (timed bomb, homing missile, etc) or used a health pack.

ACHIEVEMENTS

ZONE AWARDS

Each zone has 4 achievements:

✳ **Clear all the levels and the boss of the zone.**

✳ **Clear zone and destroy all the blocks. This one can be tricky especially when trying to clear all the blocks on the boss levels.**

✳ **Complete zone without using a continue. Gets progressively harder, as it does not reset for each zone, i.e. you have to complete any previous zone also not using any continues.**

✳ **Complete zone without getting hit. As above, this one also gets progressively harder as you get further into the game.**

LEVEL AWARDS

After completing the main campaign, reach and complete level 50, 75 or 100 (in one play through) to unlock 3 more achievements.

PROGRESS AWARDS

Collect a certain number of coins, kill enemies and destroy blocks to unlock each one.

NOTES

@SQUiRRELSRGNUTS

@TTL_CiC

@TTLCiC

@TTL_CiC

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