

WARIO SKWEEK

USER MANUAL

ABOUT THE GAME

The game is a 2D puzzle game inspired by [Tiny Skweeks](#) (DOS game) in the gameplay and mechanics. There are some little creatures to guide through the levels to the color corresponding exit. It's a timed game so hurry up and don't wander off, there are also items to collect like time bonuses or lifes, more on that later.

The graphical design is a combination of WarioLand 4 for the skweeks and items and a Minecraft texture pack for the scenery.

This game features 11 levels from the DOS version, all created levels goes after them (12, 13, etc...).

BINDINGS

Arrow keys	Move selection cursor / Give a direction to a skweek
Space	Select / Unselect a skweek (once it has stopped)
Escape	Pause

INTERFACES

As I couldn't translate the game, here are the multiple screens you'll encounter.

In this menu the options are selected by using the first letter of each word.

So it goes like this :

J : Play

H : HighScores

C : Level creation

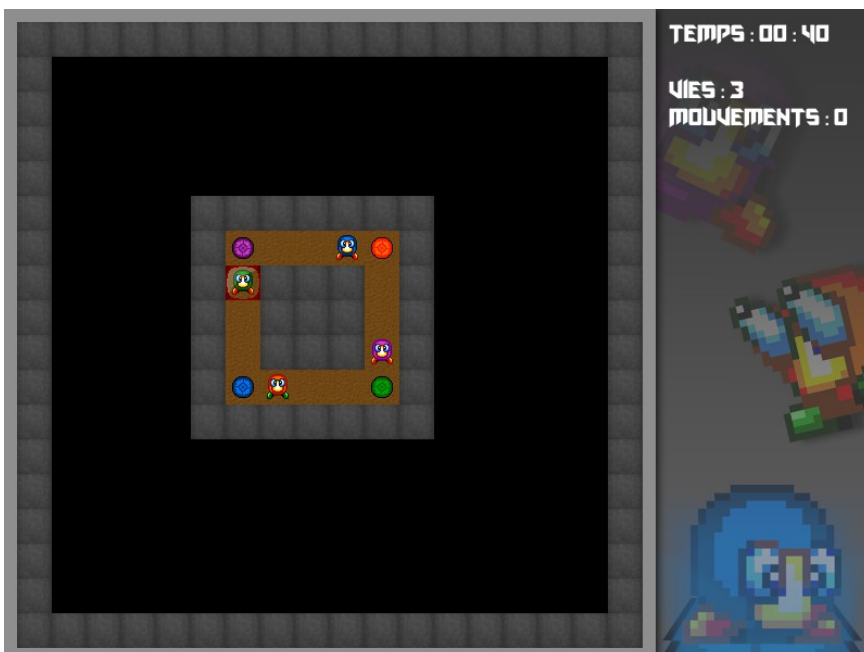
Q : Quit



Main menu

If you choose to play, a choice will appear : Begin at level 1 (hit **C**) or type in a password (hit **E**) which leads to a pretty simple screen, just type the password (they are the same as the DOS version) and press **Return** or press **Escape** to go back to the choice.

In the Highscores menu, the ten bests will be displayed, just hit **Escape** to go back.



The game interface is quite simple, time, lives and number of movements are displayed on the right.

The selection cursor (currently on the green skweek) is initially on the top left corner of the level. The four items in each corners are the skweeks outings.



If you press **Escape** during a level, the pause menu will show up.

It has four options :

M : Menu

R : Retry the level

Escape : Resume the game

Q : Quit the game

After every level there is a score board that you can skip hitting **Return**. Let's see its informations.

The level is finished

Time left

Lives left

Movements done

Score on the level

Total Score



This board shows the detailed calculation of the level score, 100 points for finishing the level, 1 point for each seconds left and 100 points for each minute, 100 points per life and finally a malus of 2 points for each movement done.

The total score is just an addition of every level score.

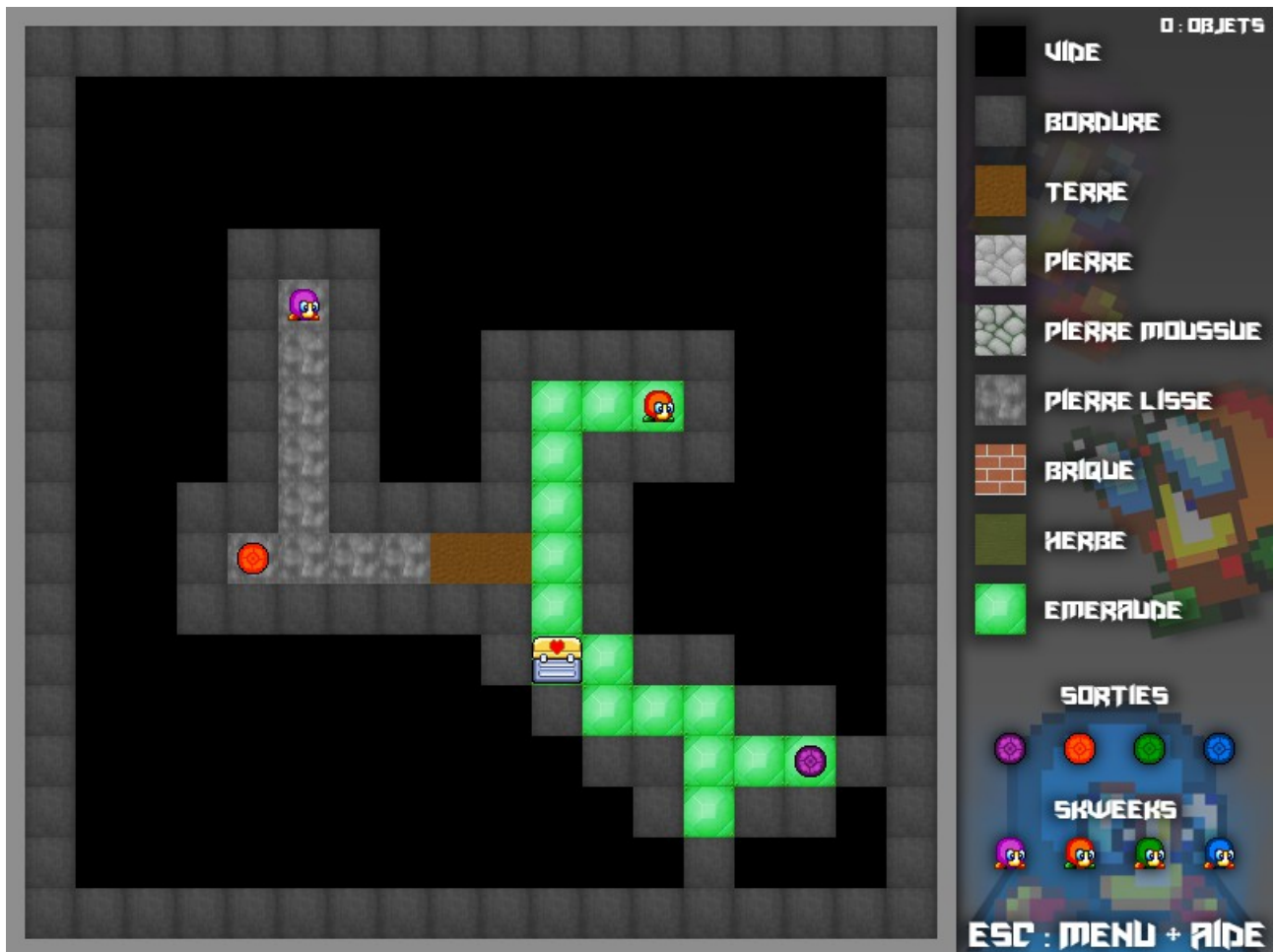
Once you've finished playing you can choose to save your score in the board.



Just enter a three letter name and hit **Return**.










LEVEL CREATOR

You can add as many levels as you want in the game as long as you check they are finishable, although the editor will check there are as many outing as the number of skweeks.



At first, all the screen will be black with all the borders around. Multiple tiles are available and you might want to know which is what before doing anything wrong.

See below all the tiles available

Tile	Name	Purpose
	Empty	Clears and area, remove another tile
	Bound	Defines where the skweeks can't go
	Earth	All these are ground tiles, they only change the visual aspect of the level, they don't change anything in the gameplay.
	Stone	
 terre	Mossy Stone	
	Smooth Stone	
	Brick	
	Grass	
	Emerald	

Now that the level is made, the skweeks and outings are missing and maybe some items aswell.

For the two firsts, they are at the bottom of the editor's sidebar, multiple skweeks of the same color can be placed but remember to place the same number of outings after. Like said earlier, the editor will make shure the number of exits correspond to the number of creatures.

To toggle the item sidebar, just press **O** and it will appear.






You can now place lives, time bonuses and arrows pointing to all the directions. These items will be explained in the next page so go there to see what they're for.

Now you can save your level, press **Escape** and hit **S** (**M** is for the Menu, **Escape** again to return to your creation and **Q** to close the game) you'll see the number of the level you've just created. Sadly there's no possibility of setting a password so you'll have to do all the previous ones to see your creation.

If a level doesn't please you, you can delete it, just go in data/maps and find the one you don't like.

ITEMS

Some of the DOS game items have been implemented to this version :

Item	Name	Purpose
	Life	Gives one more life
	Time bonus	Adds five seconds to the remaining time
	Arrow	Forces the skweek that walks on it to take the direction pointed by the finger.