INSTRUCTION MANUAL

FISHHEAD

BLUEPRINT

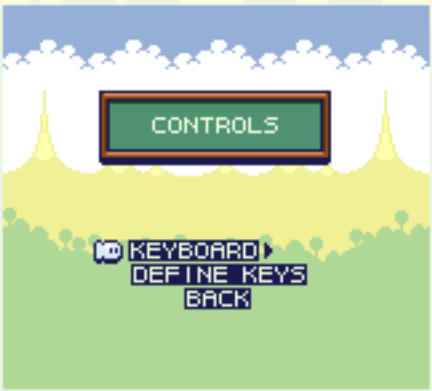
2020 HAYO VAN REEK

GETTING STARTED

THANK YOU FOR BUYING FISHHEAD:BLUEPRINT! IN THIS MANUAL YOU FIND FIND EVERYTHING YOU NEED TO PLAY THIS GAME.

THE FIRST TIME YOU PLAY THE GAME, YOU WILL BE TAKEN DIRECTLY TO THE TITLE SCREEN. BY DEFAULT YOU CAN NAVIGATE THE MENU USING THE ARROW KEYS AND Z. YOU CAN CONFIGURE THE GAME TO YOUR LIKING USING THE OPTIONS FEATURE. HERE YOU CAN ADJUST THE SCREEN SIZE AND COTROLS. YOU CAN ALSO CLEAR THE SAVE FILE HERE IN CASE YOU WANT TO START OVER.

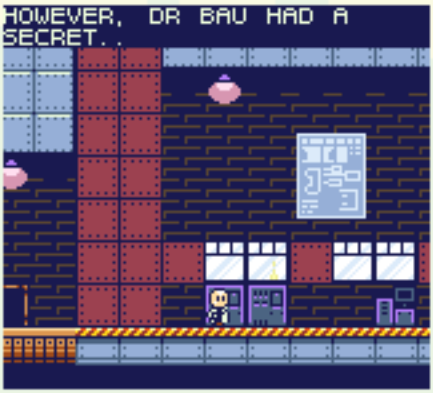
THE SCREEN SIZE OPTION LETS YOU ADJUST THE SIZE OF THE SCREEN. YOU CAN CHOOSE BETWEEN 2X, 3X, 4X AND FULL SCREEN MODUS. IN THE CONTROL OPTION YOU CAN SET THE INPUT DEVICE AND REDEFINE THE KEYS OR BUTTONS.



STORY

TO START THE GAME, SELECT THE START GAME OPTION. YOU WILL BE ASKED TO ENTER YOUR NAME. AFTER THIS THE INTRO WILL BE SHOWN. YOU CAN SKIP THIS BY PRESSING Z.

THE GAME PICKS UP WHERE FISHHEAD 2 ENDED. THE CLONE MACHINE, INVENTED BY DR BAU AND MISUSED BY HIGHHAIR AND TOMATOMAN TO BUILD AN ARMY, WAS BADLY DAMAGED. NOW THE BLUEPRINT HAS BEEN STOLEN BY TOMATOMANS HENCHMEN FROM DR BAU S LAB! IT IS UP TO FISHHEAD TO GET IT BACK BEFORE THINGS GET OUT OF HAND.



CONTROLLING FISHHEAD

AFTER THE INTRO YOU START IN FISHHEADS HOUSE. YOU CAN GET USED TO THE CONTROLS HERE. BY DEFAULT YOU CAN WALK AROUND WITH THE LEFT AND RIGHT ARROW KEYS AND JUMP WITH Z. YOU CAN CLIMB LADDERS WITH THE UP AND DOWN ARROW KEYS AND ENTER DOORS USING THE UP ARROW KEY. THIS CAN BE ADJUSTED IN THE OPTIONS SCREEN. IN THIS GAME YOU CAN LEARN NEW ABILITIES IN THE LABS THAT ARE SHATTERED ALL OVER THE OVERWORLD. FIRST YOU WILL LEARN HOW TO THROW HAMMERS. THE DEFAULT KEY FOR THIS IS X. LATER ON YOU WILL LEARN OTHER SKILLS, LIKE DOUBLE JUMPING AND SWIMMING.

IN SOME CASES YOU WILL NOT BE PLAYING ON FOOT. YOU WILL RUN INTO A GOOSE WHO IS WILLING TO CARRY YOU AROUND. WHEN HE IS NOT TOO LAZY HE WILL FLY YOU. BY DEFAULT YOU CAN CONTROL HIM USING THE ARROW KEYS AND THROW HAMMERS USING X. WHEN HE IS LAZY HE WILL BE WALKING. YOU CAN ONLY JUMP AND THROW IN THIS CASE.

EXPLORING THE OVERWORLD

ONCE OUTSIDE YOU CAN START EXPLORING THE OVERWOLD. THIS DOES NOT CONTAIN ENEMIES YET, BUT TRY NOT TO FALL IN THE WATER AS FISSHEAD HAS NOT LEARNED TO SWIM YET. YOUR FIRST OBJECTIVE SHOULD BE THE FIRST LAB. YOU WILL FIND MAPS TO CHECK WERE YOU ARE BY PRESSING THE UP ARROW KEY. THIS MAP SOMETIMES GIVES YOU HINTS TO WHERE SECRETS CAN BE FOUND.

THE OVERWORLD HOUSES 50 DOORS. MOST OF THESE DOORS GIVE YOU ACCESS TO LEVELS. THE COLOUR OF THE DOOR WILL TELL YOU WHAT KIND OF LEVEL IT IS. THE SIGN ABOVE THE DOOR GIVES YOU INFORMATION ABOUT THE COMPLETION OF THE LEVEL:

NOT COMPLETED

SECRET EXIT
NOT COMPLETED

COMPLETED

SECRET LEVEL

BOSS LEVEL

BY COMPLETING LEVELS YOU CAN OPEN BLOCKS TO NEW PARTS OF THE OVERWORLD. REGULAR DOORS OPEN BY COMPLETING BATCHES OF LEVELS, SECRET SKULL-AND-BONES-BLOCKS OPEN BY FINDING SECRET EXTITS IN SOME LEVELS. SOME SPECIAL BLOCKS HAVE TO BE OPENED OTHERWISE.

REGULAR SECRET SPECIAL

NOT ALL DOORS LEAD TO LEVELS. SMALL BUILDINGS CAN BE FOUND ON EACH OF THE 5 ISLANDS:

THIS IS WHERE FISHHEAD LIVES WITH HIS CAT. THIS HOUSE WAS BUILT CLOSE TO THE SEA.

TOMATOMAN BUILT A HOUSE THAT WAS INSPIRED BY HIS OWN HEAD. HE IS USUALLY PLOTTING HIS NEXT MOVE HERE.

HIGHHAIR WENT TO LIVE FAR AWAY. HE SEEMS TO BE FOCUSING ON HIS MATH LESSONS HERE. OR IS HE?

DR BAU HAS LABS ON MOST OF THE ISLANDS. YOU CAN LEARN NEW ABILITIES HERE. HE SHOULD HAVE KEPT AN EYE ON THAT BLUPRINT THOUGH.

YOU CAN GET FROM ISLAND TO ISLAND QUICKLY BY USING THE TELEPORT HOUSE. YOU CAN ONLY WARP TO TELEPORTHOUSES YOU ALREADY REACHED BY FOOT AT LEAST ONCE.

COMPLETING LEVELS

THE MAIN GOAL OF THIS GAME IS COMPLETING LEVELS. THESE LEVELS ARE FILLED WITH ENEMIES, TRAPS, MAZES AND PUZZLES.

ON TOP OF THE SCREEN YOU WILL SEE INFORMATION ABOUT YOUR HEALTH, NUMBER OF LIVES, NUMBER OF HAMMERS, NUMBER OF COINS AND KEYS YOU HAVE COLLECTED. KEEP TRACK OF THIS INFORMATION WHILE COMPLETING LEVELS.

TO COMPLETE A LEVEL YOU WILL HAVE TO PERFORM MANY TASKS:

YOU WILL FIND MANY DOORS THAT CAN ONLY BE OPENED BY THE USB-KEY WITH THE SAME COLOUR.

SOMETIMES A LASER WALL WILL BLOCK YOUR WAY. FIND THE SWITCH TO TURN IT OFF.

OCCASIONALLY YOU WILL RUN INTO A DOOR THAT IS STICKING OUT ITS TONGUE. YOU HAVE TO FIND OUT

THE GOAL OF EACH LEVEL IS THE TNT-SWITCH. FIND THEM ALL!

SOME LEVELS HAVE A SECRET EXIT. YOU WILL HAVE TO SEARCH FOR A GREEN TNT-SWITCH.

IN THIS GAME YOU WILL FIND MANY COLLECTIBLES:

A RED USB-KEY WILL OPEN RED DOORS.

A GREEN USB-KEY WILL OPEN GREEN DOORS.

A BLUE USB-KEY WILL OPEN BLUE DOORS.

COLLECT 100 COINS TO GET AN EXTRA LIFE.

BIG COINS ARE WORTH 10 LITTLE COINS.

COLLECT HAMMERS TO THROW AT YOUR ENEMIES AND USE IN SOME PUZZLES.

A FIRST AID KIT WILL HEAL YOUR WOUNDS.

COLLECT ALL 3 STONE GEESE TO PLAY A BONUS LEVEL.

BONUS LEVELS AND SECRETS

WHEN YOU COLLECT ALL 3 STONE GEESE IN A LEVEL, YOU WILL GET ACCES TO A BONUS LEVEL. HERE YOU CAN GATHER COINS TO GET MORE LIVES.

FINDING A SECRET EXIT WILL OPEN UP THE WAY TO SECRET LEVELS. THESE ARE HARD LEVELS WHERE YOU ARE FOLLOWED BY A WALL OF SPIKES. FIND AND COMPLETE ALL THESE LEVELS FOR SOMETHING SPECIAL.

ENEMIES

YOU WILL RUN INTO MANY ENEMIES AND OTHER DANGERS PLAYING THIS GAME. SOME OF THEM CAN BE BEATEN BOTH BY JUMPING ON THEIR HAD AND THROWING HAMMERS AT THEM. OTHERS ARE HARDER TO BEAT.

LITTLE TOMATOMAN

TOMATOCRAWLER

TOMATODROPPER

SKY TOMATOMAN

FLYING TOMATOMAN

SPIKED TOMATODROPPER

BARREL TOMATOMAN

BIKER POTHEAD

LITTLE POTHEAD

LITTLE POTHEAD

CHAINSAW POTHEAD

POGO POTHEAD

LITTLE HIGHHAIR

TANK TOMATOMAN

SPIKED TOMATOMAN

LASER TOMATOMAN

TOMATOJUMPER

WRECKING TOMATO

TOMATOFISH

SPIKED TOMATOJUMPER

SLED POTHEAD

CHEMICAL POTHEAD

SPEAR BIKER

JUNGLE POTHEAD

JUNGLE POTHEAD

SKY HIGHHAIR

UNDERLINGS

TOMATOMAN

HIGHHAIR