
BLITZ IN THE
PAPER KINGDOM



Thank you for purchasing Blitz in the Paper Kingdom for Steam.

Please enjoy this retro game manual and hopefully learn a thing or two about how to play Blitz.

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BIG MITTEN GAMES, LLC

STORY

The Paper Kingdom of Cyperus is a peaceful, prosperous land with many happy citizens. King Berghor, together with Queen Wendy, have ruled justly and fairly for as long as they have reigned. No one wants for anything until a certain lord catches wind of something unsavory happening in the lands...



The evil Lord Vilmos has discovered statues erected in the kingdom bearing his likeness. He finds these art pieces made in his image to be very unflattering.

His aim is to send his minions to these statues scattered throughout the kingdom and turn them to rubble.



King Berghor, ruler of Cyperus, fears this backlash, and comissions 4 great warriors to defend the priceless artwork. Those heroes are:



Gwendolyn – A lancer and strong-willed leader of the group. She is decisive and the group usually follows her lead without question. She tends to take situations seriously and doesn't joke around.

Bjorn – Viking wielding a huge hammer. He's a gentle giant with a heart of gold. He has a talent of making everyone around him feel at ease and comfortable. He lives in a village on the outskirts of the city with his grandma Agnes.



Mec – A Cyperus knight classically trained in warfare. He doesn't hesistate to jump into dangerous situations with both feet, fearing little. His peers often can't understand him due to his helmet, which can frustrate those around him.



Darrah – An archer with a quiet disposition. She is the youngest person to win the Cyperus archery tournament at the age of 16. She tends to be more of a follower and will generally let the others sort out their squabbles and will just go with the flow.



Together they must defend the statues one-by-one. Starting at the heart of the kingdom, they must traverse the land – through dense forests, dark swamps and up mountains – to Vilmos' castle on the top of Royale Mountain.

Help this ragtag group of adventurers put an end to Vilmos' schemes!

STARTING THE GAME

Upon starting the game you're met with a few things to do. Let's break them down:

Campaign - This is the main game mode. Here you'll follow the levels in order. Completing some levels with a high enough score will unlock secret levels. Fight to the end and see all the sights!



Arcade - Here you'll play through all levels in order in a gauntlet style mode. Any player upgrades or paper accumulated will be carried over through to the next level. Be carefule though - failing a level once will start you back all the way at the 1st level with all of your upgrades and paper lost.

Shop - During regular gameplay you get coins by attacking enemies. Any unused coins can be spent here on additional unlockable content. There's characters, game modifiers and more. Try to collect everything!

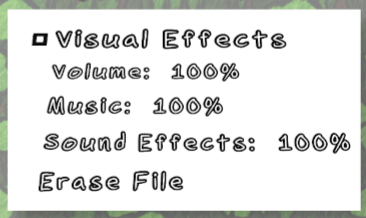
Progress - Come here to check up on any unlocked gallery items as well as any in-game achievements you have unlocked.

Settings - Tweak the game to play the way that works best for you. Find a more detailed description of the settings on page 5.

Exit - This option closes the game. Exciting stuff!

SETTINGS

We'll skip Visual Effects for now, as it opens up an entire sub-menu.



Volume - Adjust the overall volume of the game.

Music - Adjust how loud the music playing in the backround is.

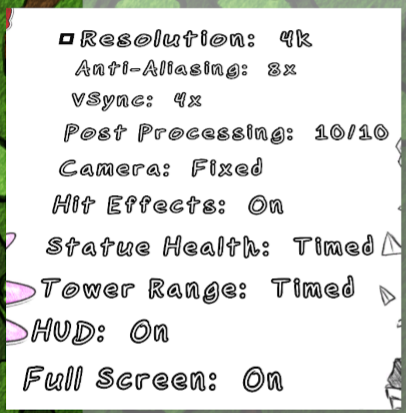
Sound Effects - Yeah. You guessed it. Change the level of the sound effects.

Erase File - Delete all save data. Always good when you feel like starting fresh with a clean slate.

Visual Settings

Resolution - Adjust the video quality from 240p up to 4k.

Anti-Aliasing - Turn on for a clean look around objects



VSync - Tear it up on the basketball court. Not your monitor.

Post Processing - Make the game look better at the expense of RAM.

Camera - Choose between fixed and dynamic. Fixed allows you to see the entire map all at once. Camera is dynamic by default.

Hit Effects - Choose whether the overlay for attacks appears or not.

Statue Health, Tower Range & HUD - Select On, Off, Timed or Toggle. Keep the screen as clean as you'd like!

Full Screen - For whether or not you want the game to be full screen.

HOW TO PLAY

MOVEMENT



It's the same as it is in pretty much every game! Walk around the map with the left stick or WASD. One thing to note though - don't walk off the edge of the artpad as that's instant death.

ATTACKING



Press the attack button to attack enemies. Each character has their own unique style of attack so experiment and find your favorites!

SPLITTING ATTACKS

An advance manuver that exists in the game is the ability to change directions mid-attack. This can allow you to attack in 2 directions in 1 attack animation. However, the 2nd attack only does half the damage of the 1st.



GAINING EXP



Attacking enemies with your players weapon and not by using towers you can gain EXP. When the bar fills up you can a Berghor Coin. With these coins you can buy upgrades for your character at Clifford's Shop or save them to spend on unlockable content. More info on that on page 8.





TAKING DAMAGE



Some enemy types have the ability to hurt you. However you will have invincibility frames for 1 second. So use that time to get away especially if you're playing on a high enemy multiplier.

DEATH

Take too much damage and you'll die. Don't worry - you have infinite lives. However the more times you die the longer it takes to respawn, giving the enemy time to slip past your defenses.



TOWERS

There are 4 types of towers in the game:



Each tower type has it's own function. Bomb Tower hits ground enemies only and Firework Tower only hits flying enemies. Each tower type has it's own pros and cons so play around to find the combination best suited to you.

UPGRADING TOWERS

Using the paper earned from defeating enemies it's possible to upgrade towers. The cost to upgrade a level 1 tower is 100p (paper), a level 2 tower costs 200p to upgrade and so on.

Each upgrade to a tower increases it's attack speed, attack power and attack range. There's no limit to how many times a tower can be upgraded. As long as you have enough paper you can spend it to make some beefy towers!

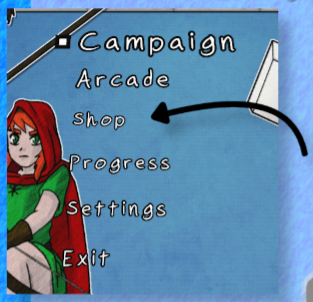


PAPER ACCUMULATED





UNLOCKING CONTENT



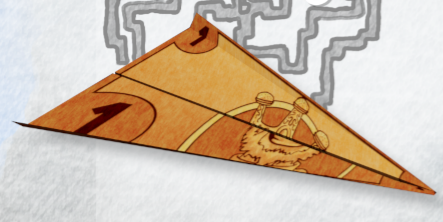
From the main menu you can access Clifford's Shop using Berghor Coins. The content of the shop cycles after playing a match, so if you don't find something you like try again after playing some more.

Clifford stocks many types of items so be sure to check back often. You may find something cool!

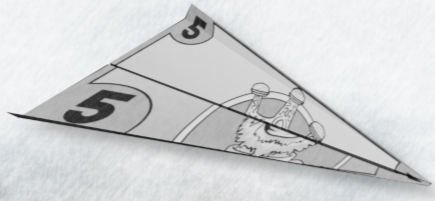


PAPER AIPLANES

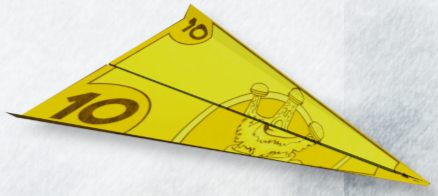
When defeating enemies they have a chance to spawn paper airplanes. There are 3 types with different degrees of rarity. If you manage to grab one you'll get a boost to your paper total as well as some lost health restored if you have taken damage.



BRONZE
100P



SILVER
1000P



GOLD
10,000P

SCORING

At the end of a game of Blitz your score is totaled. Here's the breakdown of how that works -



	Statue Durability
X	Enemy Multiplier
X	Speed Multiplier
+	10% of Remaining Paper
	Total Score =

GAME MODIFIERS

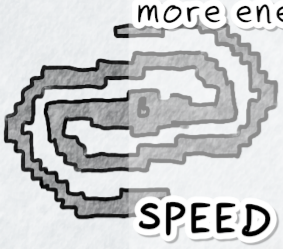
After selecting your character you'll see the game modifier screen. For the multipliers you start the game with the ability to go up to 5x speed or enemies. Once you're able to complete a level at those multipliers higher multipliers will be unlocked. How many enemies can you handle?

Playing on higher multipliers boosts your score! Go for the highest score you can get!



ENEMY MULTIPLIER

Each level has predetermined quantities of enemies. Add more enemies for more challenge!



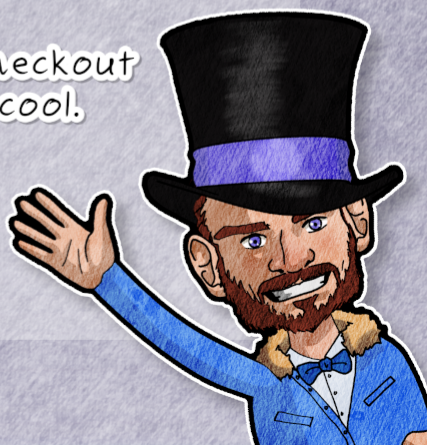


SPEED MULTIPLIER

When multiplying speed EVERYTHING gets sped up! This includes your speed as well as the speed of paper airplanes, so stay on your toes! How fast are you able to play though the game?

UNLOCKABLE MODIFIERS

Whaaat? There's more?? Yup! Be sure to checkout Clifford's Store and maybe you'll find something cool.



BESTIARY

Vilmos has many minions under his employ! Here's a few of them and what they're capable of:



-GNOME-
Type: Ground
HP: Low
Speed: Medium
Special Abilities: None



-BRUTE-
Type: Ground
HP: Medium
Speed: Slow
Special Abilities: None



-BIG GNOME-
Type: Ground
HP: High
Speed: Slow
Special Abilities: Get too close to him and he'll punch you. Let him get too close to the statue and he'll punch it continuously.



-GARGOYLE-
Type: Flying
HP: High
Speed: Medium
Special Abilities: Once this enemy reaches the statue they will latch onto it and attack it continuously.

BESTIARY



-BEE-
Type: Flying
HP: Low
Speed: Medium
Special Abilities: Kamikaze attack the player



-HOUND-
Type: Ground
HP: Low
Speed: Fast
Special Abilities: None

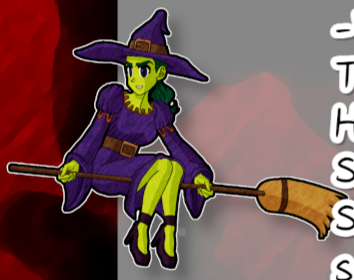


-Crow-
Type: Flying
HP: Low
Speed: Slow
Special Abilities: Kamikaze attack towers the player has placed



-ZOMBIE-
Type: Ground
HP: Medium
Speed: Slow
Special Abilities: Kamikaze attack the player

BESTIARY



-WITCH-
Type: Flying
HP: High
Speed: Medium
Special Abilities: Shoots energy balls at the statue, or the player if they're close.



-WEREWOLF-
Type: Ground
HP: High
Speed: Fast
Special Abilities: Seeks player and attacks them.



-WIZARD-
Type: Ground
HP: Medium
Speed: Slow
Special Abilities: Shoots energy balls at the player.



-MARTILL-
Type: Ground
HP: Medium
Speed: Slow
Special Abilities: Goes towards statue and attacks player towers along the way.

MISC INFO

Here's some various pieces of information that either didn't fit into another category or I forgot about it and don't feel like putting it in where it belongs. Think of this like the trivia section.

-All the towers you place have their own durability. You can tell if they're almost destroyed because it will look broken apart. If you upgrade a tower it not only repleneshes lost durability but also increases the maximum durability.

-While playing through the game you may see some blank spaces on the level select screen. Trying beating levels without having the statue taking damage to fill in the gaps on the level select screen!

-The controls are designed in a way that a good player has the ability to attack with their character while placing towers. Try it out for yourself!

-Surely you've noticed the in-game achievement prompt on the top of the screen. I hope you enjoy the artwork! Our artist spend much time on it.

-There's more to come. We plan on adding additional free content to Blitz, so keep your eyes peeled.

-Problem with bugs or performance? Get ahold of over at contact@bigmittengames.com

NOTES



CONTACT@BIGMITTENGAMES.COM