

# *Gurumin: A Monstrous Adventure*

Steam/PC version

Manual

## **SUPPORTED OS**

Windows XP

Windows Vista

Windows 7

Windows 8

## **MINIMUM PC REQUIREMENTS**

OS: Windows XP

Processor: Pentium III 800 MHz

Memory: 1 GB RAM

Graphics: 64 MB VRAM, 3D accelerator compatible w/ DirectX 9.0c

DirectX®: 9.0c

Hard Drive: 1.3 GB HD space

Sound: Compatible with DirectX 9.0c

## **RECOMMENDED PC**

OS: Windows XP, Vista, 7 (64-bit supported)

Processor: Pentium III 1.0 GHz or higher

Memory: 2 GB RAM

Graphics: 64 MB VRAM, 3D accelerator compatible w/ DirectX 9.0c

DirectX®: 9.0c

Hard Drive: 1.3 GB HD space

Sound: Compatible with DirectX 9.0c

## **INSTALLATION & SETUP**

### **INSTALLING THE GAME**

1. Log in to the Steam client and select the "LIBRARY" tab.
2. On the "LIBRARY" tab, find Gurumin in the list on the left side of the screen
3. Select "INSTALL" or double-click on the Gurumin listing in the library.

## UNINSTALLING THE GAME

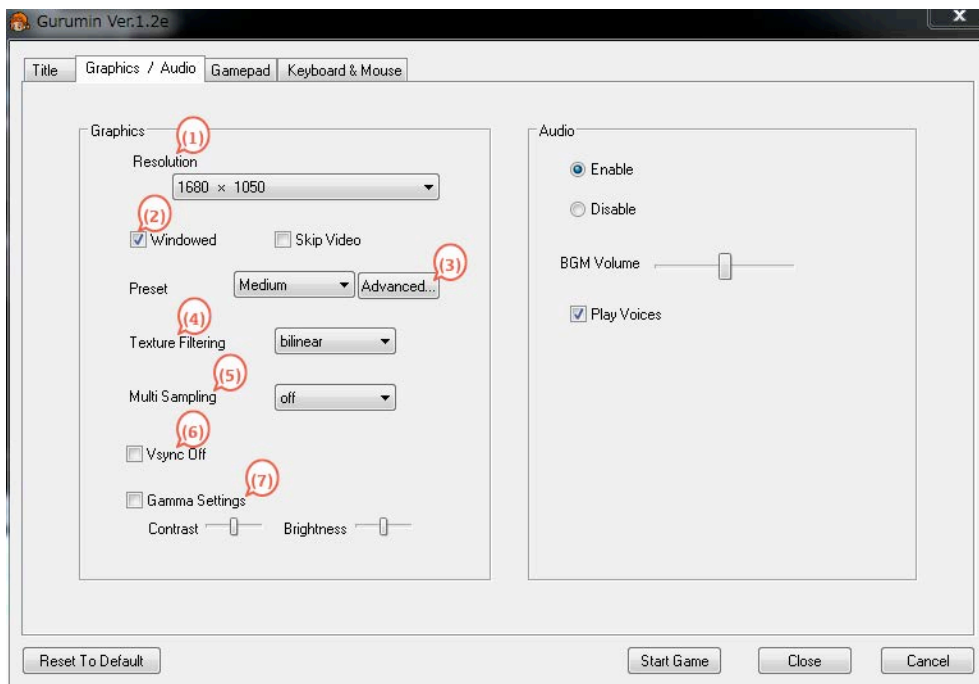
1. Log in to the Steam client and go to the “LIBRARY” tab.
2. Right click on “Gurumin: A Monstrous Adventure”.
3. Select “Delete Local Content...” from the pull-down menu.

## SETTING UP THE GAME

You can customize the game set-up with the launcher. Once you are done selecting game options, press “Start Game”.

### Graphics and Audio Setup

If you’re experiencing performance issues with Gurumin, try the lower settings first to see how it affects your system until you find a setting or group of settings that gives you acceptable performance.



(1) “Resolution”. There are several resolutions available for Gurumin. The lower settings will help slower graphics cards render more quickly, resulting in better game performance. If you’re seeing performance issues, this is the best place to start.

(2) “Windowed” check box. If this checkbox is checked, you will still be able to access your desktop while the game is running. You will also be able to move the window around the desktop just like any other application.

(3) “Preset” drop down menu. These settings will affect the “Advanced” settings seen if the “Advanced button is pressed. The higher settings will generally give slower performance than the lower settings. Experiment to find the setting that works best for you. You can also manually change the settings under the “Advanced” button.

(4) “Texture Filtering” options. There are several “Texture Filtering” options on the graphics tab of the launcher. Basically, these are used to improve the look of the textures that have been placed on the 3D objects in the game. The Point Sampling is the fastest type, but it results in slightly blurry textures on the objects. The Bilinear filtering is a little slower, but the textures will be slightly less blurry. The Anisotropic filtering options are the slowest, but they will result in the sharpest possible textures.

(5) “Multi Sampling” options (This is also called “Anti-Aliasing”.) This is a way to improve the look of the jagged edges of 3D objects in the game, also known as “Stair Stepping”. The higher settings will be demanding on even faster video cards, but it will improve the look of the game.

(6) “Vsync Off”. Putting a checkmark into this box will allow the video card to render frames as fast as it can. This can result in an artifact called “Screen Tearing”. Part of the screen will have part of one rendered frame, and another part of the screen will have part of another rendered frame. This results in a visible “Tear” on the screen. Some people don’t mind this look, and this will allow the computer to run as fast as possible, making the game average a higher frame rate. If you don’t like tearing, remove the check from the box, and the game will render at 60FPS if possible. If it needs to drop a frame, the whole frame will be dropped, resulting in a stutter. People have different sensitivities to this, so experiment to find the setting that works for you.

(7) “Gamma Settings”. Gamma Settings will allow you to adjust the Contrast and the Brightness. Raising the contrast will cause different colors that are next to each other to be more different than each other. Lowering contrast will make the colors more similar to each other. Brightness raises the white level, resulting in a brighter screen. Generally the default setting is best, but if the game seems too bright, try turning up the contrast, or turning down the brightness. If the game is too dark, try turning up the brightness or turning down the contrast.

## Control Setup

You can customize the keyboard, mouse and gamepad setup at the launcher. Please note that the in-game help and hint text assumes you have the default keyboard and mouse setup.

### Default Controls

GAMEPLAY	MENU	KEYBOARD	MOUSE
ATTACK	SELECT	Z	Left Click
JUMP		X/Spacebar	Wheel Click
GUARD DASH		C	Double Right Click
MOVE		2/4/6/8	Right Click
MOVE CAMERA	SCROLL LIST	← → ↓ ↑	Wheel
	CANCEL/BACK		Right Click
	OPEN/CLOSE MENU	ESC	

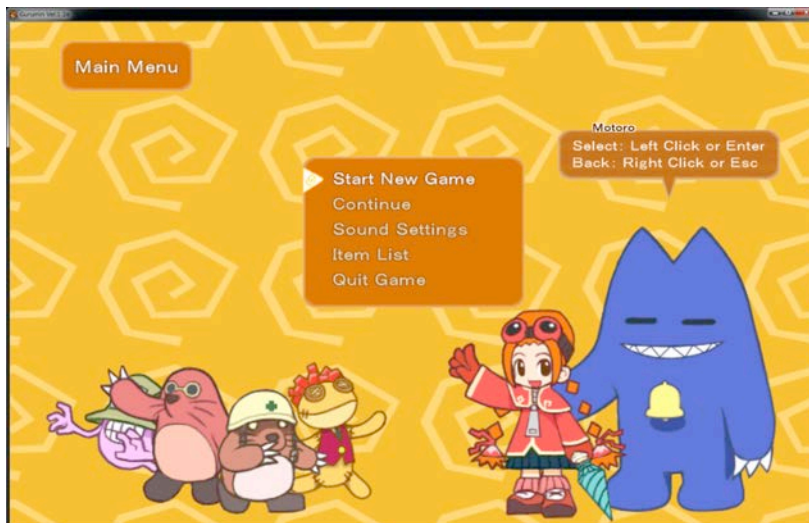
GAMEPLAY	MENU	GAMEPAD
ATTACK	SELECT	Button 1
JUMP	CANCEL/BACK	Button 2
GUARD DASH		Button 3
MOVE	SCROLL /CHANGE PAGE	← → ↑ ↓
MOVE CAMERA		Button 5/6/7/8
	OPEN/CLOSE MENU	Button 4

## STARTING THE GAME



## START A NEW GAME

(1) Select "Start New Game" on the title screen.



(2) Name your character by typing in the character name box.



(3) Choose a difficulty mode you would like to play. When you first play the game, only "Normal" and "Beginner" Modes will be available. Once you clear one of the modes, "Hard" Mode will become available. "Happy" Mode becomes available only when both "Normal" and "Hard" Mode are cleared. The unbelievably difficult "Crazy" Mode will become available when "Happy" mode is cleared. To unlock a new mode, you must clear previous modes with "True Ending". To achieve "True Ending" you must win all levels except "Oblivion Abyss".



## PLAY WITH A SAVED GAME

Select "Continue" on the Main Menu screen to load a saved game and resume playing where you left off. The most recent save data is marked with the star next to it.



## SAVE OFTEN!

Gurumin: A Monstrous Adventure does NOT have an auto-save feature. Make sure to save frequently to avoid losing your gameplay.



## PLAYING THE GAME

Walking around the town, talking to people, and examining everything are the first things you should do in the game. Make sure to stop and hit the SELECT key when the “TALK” or “!” icon appears. The default SELECT key is the Z key on the keyboard, left click on the mouse or Button 1 on the gamepad. After you learn about the town, the real adventure starts!



## GAME SCREEN



## WORLD MAP

The World Map is used to move from one area to another. You can enter an area marked with a “!” by pressing the SELECT key. The default SELECT key is the Z key on the keyboard, left click on the mouse or Button 1 on the gamepad. “New!!” means that you have never entered that area and played the dungeon yet.

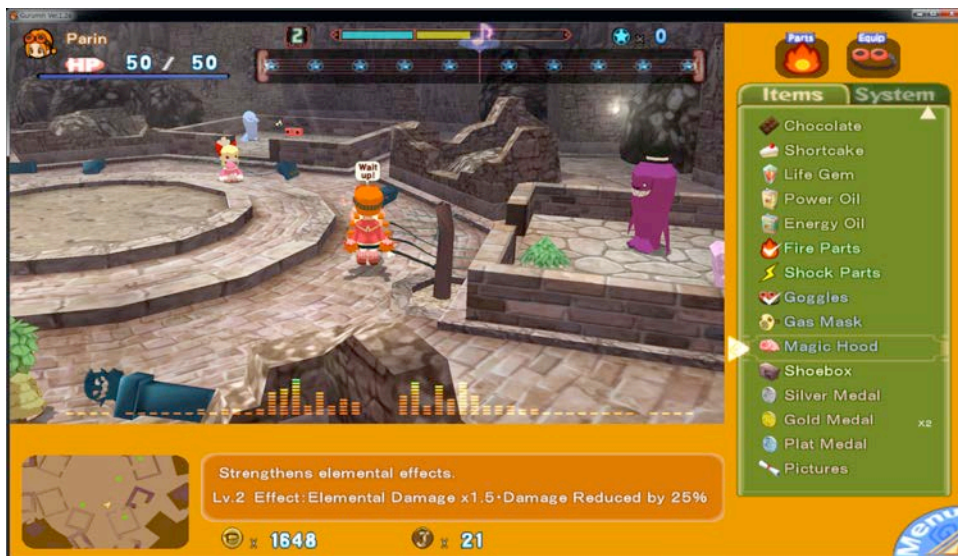


## MENU

You will be using the Menu during the game often for using items, changing headgear, saving the game and so on. Press the ESC key or left click the Menu Button at the lower right corner to open the Menu during the play. When using a gamepad, press Button 4. The Menu has two tabs: “Items” and “System”.

### Items

All items you have purchased or have found in the game are shown on the Items tab. Select an item to consume it, use it, or exchange it for another item.





## System



### "Leave here"

Leave the current dungeon and return to the World Map. You will keep the items and money that you have collected, but if you leave a dungeon before you reach the end, it won't count as being cleared.

### "Save"

Select a save slot and hit left click with your mouse or Button 1 on your gamepad to save your game. Once you complete saving the game, hit the ESC key (right click with your mouse or Button 2 on your gamepad) to get out of the save menu. If you save inside the dungeon, you will start from the dungeon entrance when you load the saved game. This game does NOT have an auto-save feature. Make sure to save frequently to avoid losing your gameplay.

### "Manual"

Displays the game manual.

### "Special Moves"

Shows a list of combat skills that you have learned on your adventure. Check these if you forget how to perform a Special Move. You can learn the Special Moves from Cylinder by purchasing the right Drill Parts.

### "Return to Title"

Selecting this will bring you to the Title Screen. The game will not automatically save if this is

selected.

“Quit”

Selecting this will quit and close the game. The game will not automatically save if this is selected.

## **MONEY, JUNK, AND ITEMS**

### **POCKLES**

Pockles are the primary currency in the world of Gurumin. You can get Pockles by successfully hitting the Phantoms and breaking objects such as jars or rocks. Use Pockles to purchase items.

### **JUNK**

If you see a Phantom using some kind of equipment, hit it with a Charge Attack to get it off of them. You can then collect it as Junk. You can also find Junk in trashcans. Use the Junk you find on your adventure at Disk’s Discount Shop to upgrade your headgear.

### **CONSUMABLE ITEMS**

Cookies, Chocolate, Strawberry Shortcake, Power Oil, etc. are consumable items. They restore Parin’s HP or drill energy. You can purchase them from Fan or Cylinder.

### **DRILL ELEMENTAL PARTS**

Fire Parts, Shock Parts and Ice Parts add special elements to the drill. If appropriately used, your drill becomes more effective in battle. You will find them during your adventure.

### **HELP ITEM**

The Magic Urn is a special item given to Parin by a friend. Use it in front of a monster and it will suck up their unique energy.

### **HEADGEAR**

Headgear is a kind of equipment that Parin can wear to increase her abilities or give her special bonuses. Goggles are one of the most important types of Headgear. Purchase Headgear at Disk’s Shop with Pockles and upgrade it with Junk.

## **FURNITURE**

When you win a level, you get furniture. The furniture belongs to the monsters. Give it back to them. They will appreciate it!

## **MYSTERY BAGS**

You may find Mystery Bags in dungeons. What's inside? Try asking someone in town about it.

## **MEDALS**

You can gain Bronze, Silver, or Gold Medals by completing levels. The higher the score, the better the medal. Bring the Medals to Hyperbolic to exchange!

## **ATTACKS**

### **CRITICAL HIT**

When you attack enemies, time your attacks to the moment when a star and note converge on the Timing Bar. When you get the 100<sup>th</sup> Critical Hit, the Drill Level goes up.

### **CHARGE ATTACK**

Hold the ATTACK key (left click with your mouse, the Z key on your keyboard or Button 1 on your gamepad) to charge up the drill. Then let go of the key to release the Charge Attack. Your attack will be stronger than a normal attack. You can inflict more damage to enemies, or you can destroy large objects such as rocks and trees.

### **LAUNCH ATTACK**

Press the ATTACK and JUMP keys simultaneously to toss enemies into the air. JUMP key is the X key or Spacebar on your keyboard or Button 2 on your gamepad.

## **THE LEGENDARY DRILL**

### **DRILL METER AND DRILL LEVEL**

The Drill Level affects how much damage your drill attacks will do. Taking damage will cause you to lose Drill Meter power. Destroying things with your drill will increase Drill Meter power. When one bar of the Drill Meter fills up, the Drill Level will go up by one level. Also, drilling Magic Earth will immediately increase your Drill Level by one.



### **DRILL ELEMENTAL PARTS**

There are three Drill Elemental Parts: Fire Parts, Shock Parts and Ice Parts. They add special elements to the drill. If appropriately used, your drill becomes more effective in battle. You can find them in dungeons.

### **DRILL PARTS FOR SPECIAL MOVES**

Earn Pockles from dungeons and use that money to purchase Drill Parts for Special Moves from Cylinder.



## **CREDITS**

### **Mastiff**

#### **Head Woof**

Bill Swartz

#### **Big Woof, Japan**

Mika Hayashi

#### **Consulting Producer**

David Bridgham

#### **CFO**

Brian Bezdek

### **Gurumin Team**

#### **Producer**

Mika Hayashi

#### **Additional Steam and Windows Development**

Opus Studio Inc.

#### **Director**

Taka Suzuki

#### **Technical Director**

Bernhard Schelling

#### **Project Manager**

Natsuko Tsuichihara

#### **Programmer**

Yutaka Ito

#### **Artists**

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Yu Takaki

#### **Lead English Translator**

Evan Emswiler

#### **Script Editor**

Eric Lindstrom

#### **Additional Translation and Writing**

Mieko Mochizuki, the Monster Master

Bill Swartz

#### **Testing**

Pole To Win America, Inc.

#### **Test Lead**

Stephen Paul Torick II

#### **Quality Assurance Testers**

Gabriel Herod

Chad Seger

#### **Voice Talent**

#### **Parin**

Amber Hood

#### **Puku / Prince**

Justin Shenkarow

#### **Motoro / Bob**

Steve Blum

#### **Pino / Chucky / Pamela**

Kim Mai Guest

#### **Rocko / Digby / Puchi**

Dee Bradley Baker

#### **Pierre / Doug**

Robin Atkin Downes

#### **Cream / Mosby / Baby Tokaron**

Tara Strong

#### **Roger / Poco**

Quinton Flynn

#### **Hyperbolic / Giga**

Michael Gough

#### **Honorary Woof, Casting and Voice**

#### **Direction**

Kris Zimmerman Salter

#### **Recording**

Soundelux Design Music Group

#### **PR - US.**

Michael Meyers PR

### **Gurumin Japan Staff**

#### **Programmer**

Hideyuki Yamashita

#### **Lead Artist**

Hiromi Okada

#### **Artist**

Shunsuke Itou

#### **Scenario Writer**

Toshihiro Kondo

#### **Music & Sound (Sound Team jdk)**

Mieko Ishikawa

Hayato Sonoda

#### **Opening Movie Creators**

Ayumu Ookusa

Yuu Toukairin

#### **PR**

Hidefumi Inaya

Atsushi Hoshino

Fumika Murakami

**"GuruGuru Tonight!"**

(Opening Theme Song)

Vocals: Watanabe Ikarusu

Chorus: Kazuko Itou

Guitar: Kouhei Wada

Lyrics: Team GuruGuru

Arrangement: Yukihiro Jindou

Recording: Kazuhiro Miyasaka

(PRESSTONE)

**"Friends" (Ending Theme Song)**

Vocals: Ayako Shibazaki

Lyrics: Kyou Hifumi

Arrangement: Kimitaka Kogo

Recording: Kazuhiro Miyasaka

(PRESSTONE)

**Special Thanks**

Noriyuki Chiyoda

Kure Software Koubou

Field Y

**Director**

Takayuki Kusano

**Producer**

Masayuki Katou

**TECHNICAL SUPPORT**

Please contact Customer Service by email at:

[customerservice@mastiff-games.com](mailto:customerservice@mastiff-games.com)

Don't forget to include that you are playing *Gurumin: A Monstrous Adventure* on the PC.

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