

Tommy Tronic v1.1

Thank you for playing Tommy Tronic!

For help with any problems regarding the game please contact admin@oasisgames.com or visit the publisher website at: <http://www.interplay.com>

Here are a few tips to help you get the most out of playing Tommy Tronic.

* **Some default control keys:**

'H' for in-game key controls

Move, run jump etc: ARROW keys

Use a rucksack item: SPACE BAR

Drop a rucksack item: 'D' key

Toggle rucksack inventory left and right: []

Toggle current guns left and right: < >

Shoot: LEFT CTRL key

Camera zoom in and out: RIGHT SHIFT key, RIGHT CTRL key

Toggle map: DELETE key.

* **Don't Rush!** Tommy Tronic is not a Mario clone, and requires a little patience. Plan ahead, especially in the more hectic areas.

* **Crouch to collect** a special power pickup and add it to your rucksack inventory. Guns are collected automatically and will top up your current ammunition.

* **Use Tommy's rucksack** wisely - it may carry 5 items. It helps to keep the rucksack full at all times and dropping lesser items when you find more relevant ones. This way you keep pickups close by and do not need to back-track half a level to retrieve something you now remember as useful! Toggle through rucksack items and make useful pickups the 'current item' so that they can be activated instantly if necessary.

* **Tommy will find many** useful weapons. The 'ice gun' in particular is very useful. Depending on the strength of an enemy, you can freeze them solid in just one or a few hits. Once an enemy is frozen you can use your simple pong gun or any other bullet (including the ice bullet) to completely shatter them! Doing this saves ice gun bullets.

* **Pages from Lobez McKenzie's** diary can be found on each level - read them (stand nearby and press 'space' or you own key for using a pickup) as they may give some insight as to what his plans are or what may lie ahead for Tommy.

* **Drag enemies off** high ledges using the 'monster magnet'

* **A question mark** hovering over an enemy indicates it has a possession. This may be a useful item such as a key, which it has stolen, or for example it may simply be a bonus piece of fruit. It pays to destroy all enemies with a question mark over them.

- * **Metal keys only open** metal doors, and wood keys only open wooden doors etc. Usually a metal door obstructs the path towards the level exit.
- * **If swimming underwater** without a snorkel Tommy can replenish his air supply by shooting the clams that lie around on the bottom generating bubbles. When shot a few times they release a bigger bubble - collect it quickly.
- * **The drunken gnome** can be very useful! If you find and then add some whisky to your rucksack, and then 'use' it (default key is 'space bar'). It will hover over Tommy's head. This will immediately awaken the gnome and he will follow Tommy where ever possible, even jumping small ledges. By pressing the 'drop item' key (default: D) you will place the booze on the floor. The Drunk will pass out over the bottle, and his belly will glow red! Whilst the gnome's belly is glowing you can jump on it and be propelled very high onto inaccessible ledge or platforms. Be careful where you place the Booze - it can only be used once, so think about it!
- * **Fish can only be stunned**, but do no harm to Tommy while unconscious. Only Tommy's mechanical pong gun works under water.
- * **Save bullets!** Jump on enemies to destroy them for extra points.
- * **Extra points means** more in-game surprise bonuses!
- * **Listen out for wind-chimes** - these indicate an invisible platform or surprise box nearby. Search carefully, or try firing a few random bullets around whilst jumping to make them visible. In-fact any sort of collision will make them visible - even enemies can collide with them and make them visible.
- * **Gnarly wood has secret** passages. These can be accessed by destroying destructible walls. Destructible walls can be spotted by the fact that grass grows on the ground underneath them.
- * **Sneek a peek at what** is below Tommy's feet regularly by moving the camera downwards. To do this crouch and keep the 'down' button pressed.
- * **Crouch near ledges** and drop-offs and enemies above Tommy cannot see him. This a good technique for hiding.
- * **On slower computers** - it helps greatly to zoom the camera in a little (or completely) as well as lower the resolution. See the controls page in the menu for camera zooming keys.
- * **FINALLY!** A huge thank-you goes out to all the contributors who have helped make this game possible - and thank you to you for trying Tommy Tronic!