



Instruction Manual

Cool World is a world in another dimension, created entirely of cartoon structures and cartoon characters, called Doodles. This Noid (short for "humanoid") created world, born of imagination, is just as real as our world. Cool World's diva, Holli Would, has learned of the existence of our Real World and the discovery of a gateway between her own Cool World and ours. Holli has decided she wants to enter the Real World, to live in a real body, and has developed a plan to achieve this. By sending members of her gang through vortexes into Real World, her henchman will be able to push objects from Real World back into Cool World. In theory, this should disrupt the cosmic balance enough to allow Holli to enter Real World and become "alive". The only downside to her plan is that it may just destroy both worlds in the process. Oops!

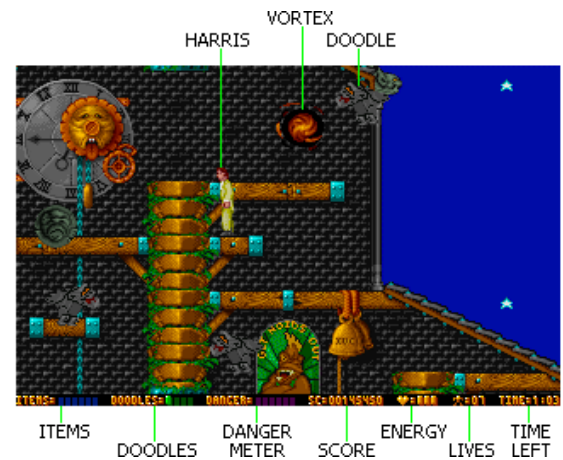
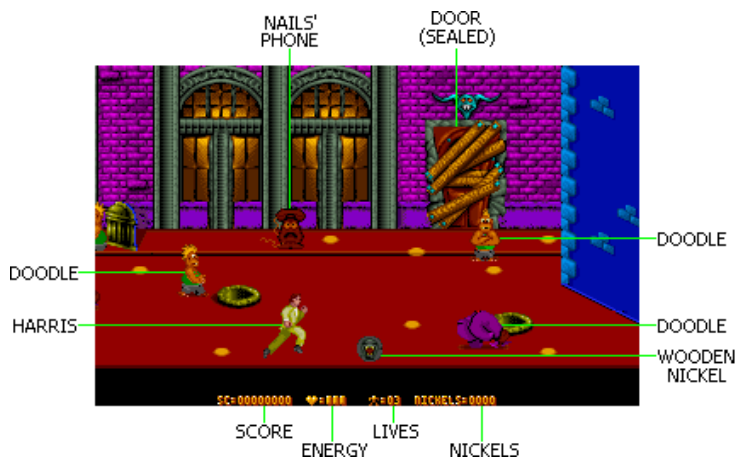
As Detective Frank Harris, a law officer of Cool World, you must stop Holli's gang of Doodles from stealing Real World objects and sending them back to Cool World. Time is running out, and Harris must use every means at his disposal in order to preserve the balance, thereby keeping both worlds intact.

Getting Started

After starting Cool World, a short introduction animation will be displayed. Press any key to access the title screen to select your options. Press any key to bring up the Select Option screen. From this menu, you can select control type, sound options, and Start Game or Quit to Dos. To make a selection, move up and down with the arrow keys, or by using Q or A on the keyboard. To select a menu item to launch, or to display its sub menu, press Enter or Space.

GAME CONTROLS	HARRIS		
	Control	Cool	Real
Default keys			
Q - UP	UP	Jump	Walk
A - Down	DOWN	Duck	Walk
O - Left	LEFT	Walk	Walk
P - Right	RIGHT	Walk	Walk
M - Map	ACTION	Fire	Fire
H - Pause	HOLD + FIRE	Suck with pen	
Space - Fire			
	Press Down to enter a vortex		
	Press Fire to exit conversations with Nails and Doors		

Note: Since the keys may be redefined, or you may be using a joystick, any further command controls will be referenced by their direction or function for the remainder of the documentation.



The game takes place in three different areas: Main Street, Cool World, and its equivalent Real World parallel dimension.

Main Street

Main Street is a maze of tunnels and doors occupied by wandering Doodles who carry wooden nickels. Nails, Harris' trusted assistant, will contact Harris via a telephone Doodle to inform him of the location of the latest threat. The door will then appear on the map, flashing to signal urgency. In order to access the vortices from Cool World into Real World, you have to pay a set toll so the doors will allow you to enter.

To collect the wooden nickels necessary to enter doors, Harris must shoot Street Doodles with his pen and collect the nickels they leave behind. Be careful, though. If Harris should accidentally bump into a Doodle, it will disappear in a splash of ink, costing Harris a few nickels in the process!

Vortexes - Passing between Worlds

In order to travel between Cool World and Real World, Harris should be positioned over a vortex and head in a downward direction. If Doodles enter Real World, they will remain there until they are eliminated.

Cool World – Urchins, Stone Gargoyles, Sparks' Place , Mash and that Crazy Rabbit

Once inside a threat location, Harris, armed with his trusty ink pen, must stop the Doodles from sending items back to Cool World, and return any items back to Real World that have been pushed through. Each stage must be kept in balance for five minutes or Harris will dissolve into bubbles of ink, only to return to pick up the cause once again. This reanimation will cost Harris one life and add thirty seconds to the time remaining on the clock from the time when Harris was last erased. Once an area has been cleared, both the area and the map will show the door boarded up, no longer allowing you access to enter.

The Doodles need to be overcome by shooting them with the pen and then dispatching the blob of ink which remains in their place. In order for the threat to be completely eliminated, all traces of the Doodle must be erased. The blob of ink can be dissolved by firing upon it,

sucking it up with the pen, or jumping repeatedly on top of it.

If this ink blob is not destroyed or sucked back into the pen, it will quickly turn into a very large, angry and vicious looking wooden nickel that will continue to pursue a Doodle's primary objective.

Real World – The House, Theater, Comic Store and Casino Rooftop

Doodles will enter Real World through vortexes and attempt to steal items, pushing them back through the vortex into Cool World. Harris must stop them before they accomplish their goal. If too many Doodles are in Real World, or if too many items are pushed into Cool World, the danger meter will rise. A delicate balance between keeping the number of Doodles in check and keeping Real World items in place is a difficult task, one Harris must be able to maintain at all costs! *(cont'd)*





Real World (cont'd)

If a Doodle is reduced to ink, it will drop any item being carried, and leave an ink blob behind. Although the remaining ink blob doesn't pose an immediate threat, remember; at the core of every Doodle lies the dark soul of a Wooden Nickel.

To retrieve items stolen from Real World, Harris must find the item in Cool World and send it back by passing over it. The item will automatically be drawn into the nearest vortex, returning it to its rightful place in Real World.

Bonus Pick-ups

Bonuses for extra lives, your weapon (ink pen), temporary invincibility, health renewal, and two other undefinable bonuses, are available to assist Harris in his goal.

	One Up This will add an additional life to Harris' life meter. Harris can have a maximum of 99 lives at any given time.
	Ink Bottle Picking up this bonus will give Harris' ink pen an additional squirt when firing. A maximum of five shots can be accumulated. Any additional ink bottles still yield a point bonus.
	Invincibility Shield While armed with a shield, Harris can face Doodles and attacks unharmed. The effect is temporary and when the glow of the shield begins to wear off and flash, be prepared to be on the defensive.
	Health Boost When Harris is low on life energy, grabbing a quick burger will give him an immediate boost. Once the energy status bar is full, Harris will still receive bonus points, but no additional boost.



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The effects of these two bonuses have yet to be determined and need further investigation. Can Harris deduce what these items can do to help him battle the Doodles?

Player Tips

Some fun stuff first. Command line switches were programmed into the executable file to replace the High Scores with messages. Here are the switches (add behind Coolwrld.exe, ex: Coolwrld.exe /example):

/TECHNOBLEEBASS

/GRAPEJUICE

/JUDASSS

/PANDA

Any High Scores you may achieve are not recorded to your storage device. This means that once you close the game application, any high scores, besides those coded into the game, will disappear. With this in mind, your game behavior might be altered since accumulating points serves no real purpose.

Doodles

Main Street Doodles carry between 1 to 7 wooden nickels each. They also subtract 1 to 7 nickels each time you bump into them, instead of eliminating them with your pen.

Doodles in Cool World/Real World areas should not be "bumped" into or it will cost you one point from your energy bar. However, you can jump on top of a Doodle's head to avoid damage and to use them as a moving platform. This sometimes can provide you a shortcut jump to an area you otherwise would have only had to access on foot. Doodles will not be harmed or destroyed by jumping on them.

It takes one shot to dissolve a Doodle and four shots to destroy the residual ink blob. It only takes three jumps to destroy an ink blob and the resulting force when the bubble bursts will launch Harris a short distance into the air. Ink blobs turn into Giant Wooden Nickels if not dispatched within a short period of time.

Doodles behind the doors have different abilities depending on the Doodle. Giant Wooden Nickels are a very special variety of Doodle, and will be dealt with last on the list.

Urchins – Keep your eye on the helmeted Urchin on skates. Those skates allow this Urchin to accelerate at higher speeds.

Gargoyles – Since Gargoyles have the ability to fly, ledges and floors cannot hold them glued to the ground. Gargoyles, when shot with the pen, turn into Giant Wooden Nickels, not blobs of ink.

Giant Wooden Nickels – When encountering these Doodles, there is no need to worry about touching one, although they still pose a threat. Their ability to travel over all obstacles and their speed, coupled with their ability to fire ink shots from their open mouths, make them an opponent that may initially be underestimated. Do not make this mistake. It takes several shots to take one of these bad boys down. The Giants do not dissolve into ink blobs but disappear and release a bonus instead. If Harris is just shooting for the kill, the bonuses the Giant Nickels release will often float away, completely out of reach.

Almost every level has a “sweet spot”. This is a certain area in either world, where it is to your advantage to hang around and destroy Doodles. On some levels, the area is in Cool World while in others, it is in Real World. The distinction is which World allows you to accomplish the most. Destroying Doodles in Cool World prevents them from invading Real World, so you don't have to worry about objects being pushed through. Destroying Doodles in Real World before objects can be pushed through allows you to stay in one place and guard objects from causing the imbalance.

In either situation, it is usually a spot where you can see the activity of more than one vortex portal on the screen at one time. However, if your spot of choice is in Cool World, make sure you eliminate any ink blobs before they become Giant Wooden Nickels. Giant Wooden Nickels head straight for vortexes and if left unchecked, can quickly overtake Real World, rapidly causing the danger meter to send you to your doom.

Sucking ink blobs into your pen gains additional points, but if you have already read the note about the futility of racking up points, there is no advantage to this collection method. Instead, use the pen to draw the ink blobs closer to you, then shoot them so you are able to quickly grab the bonuses they release. This is especially to your advantage when you are in a position that may be difficult or time consuming to return to if your location has changed i.e. jumping down from a ledge, climbing down stairs, etc.