

SGC-CUTE-P2T



INSTRUCTION BOOKLET

SUPER GLAMICOM
ENTERTAINMENT SYSTEM

WARNING - HEALTH AND SAFETY

This game has flashing lights and patterns which may trigger discomfort for players with visual sensitivities.

Player discretion is advised.

If you experience any unusual symptoms, stop playing this game immediately and consult your physician before playing again.





CUTE PATOOTS

The title 'CUTE PATOOTS' is rendered in a bubbly, yellow, 3D-style font with a pink outline and a blue drop shadow. The word 'CUTE' is on the top line and 'PATOOTS' is on the bottom line. A yellow star icon is positioned to the left of 'CUTE', and a yellow heart icon is positioned to the left of 'PATOOTS'. The background features a vibrant, multi-colored landscape with diagonal bands of blue, purple, orange, and green, accented with white starburst and star icons.

A cute games project
by **OKiPOKi GAMES**

CONTROLLER LAYOUT

START

PAUSE

Press this button to enter the pause menu.

TRIGGER

BUMPER

SELECT

EQUIP

Press this button to equip.

START

DPAD

L-JOYSTICK

SELECT

R-JOYSTICK

X
A
Y
B

Y

SHOOT

Press this button to shoot.

CHARGE

Press and hold this button to charge your shot, then release the button for awesome power!



B

JUMP

Press this button to jump.

Press it twice to double jump!

WALL KICK

Press this button while wall sliding to do a wall kick!



CONTROLLER LAYOUT

A

TRIGGER



DASH

Press this button, or the trigger, for a quick, **high speed dash**!

DASH JUMP

Combine your dash and jump for **long jumps**, even **off walls**!



WINK

Press this button to **capture enemies** when they are **stunned**!

X

⚠ CAREFUL!

Every time you wink, you **use up Starpies**.

DPAD

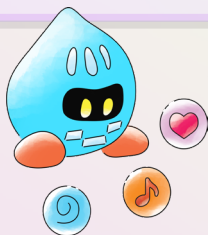
L-JOYSTICK

MOVEMENT

- Press left or right to move around.
- Press up or down to climb **ladders**.

INTERACTIONS

- Press up to enter doors.
- Press up to **chit-chat**.
- Hold towards walls to **wall slide**!



BUMPER

R-JOYSTICK

POWER SELECTION

Press either bumper, or the right joystick, to **scroll** through and select a **power**.

STUN & WINK

STUN

Sometimes, ViBEs get **stunned** by your attacks. Stunned ViBEs make a **special sound** with **dizzying stars** above them.



⚠ CAUTION

ViBEs are only stunned for a **short time**—so **act fast!**

WINK

Winking is a unique ability that allows you to **capture** stunned ViBEs! But, winking **costs Starpies**.



⚠ CAUTION

Winking captures **stunned enemies only**. Winking at active ViBEs can have “unexpected consequences.” **Please wink responsibly.**

EQUIP

Captured ViBEs can be **equipped** by pressing the **equip button** (or from the **pause menu**.)

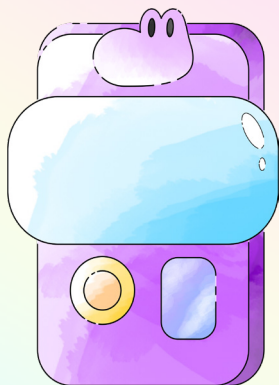
Once equipped, the next time you attack, you will launch that ViBE and deal **massive damage!**

STUN & WINK

CATCH & STORE

You can store captured ViBEs in **Popsule Stations**!

Storing captured ViBEs **adds information** about their behaviors and abilities!



⚠ CAUTION

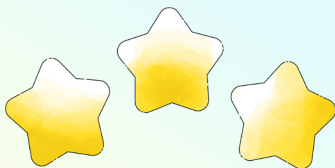
Be careful! If your health drops to **zero**, you'll **lose any captured ViBEs** you've been carrying!

CATCH & TAME

Captured ViBEs can also be **tamed**.

Simply select captured ViBEs from the **pause menu** and **TAME** them.

Tamed ViBEs are marked with floating stars.



i NOTE

Taming a ViBE species makes it docile. Any ViBE of that species will no longer deal any damage to you—ever!

ITEMS



MoMoMelon

Tasty treat that
replenishes **a lot** of **health**



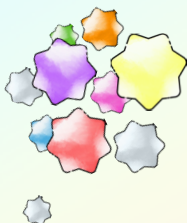
PowPowPouch

Refreshing beverage pouch
that recovers **a lot** of **power**



Starheart

Rare item that
permanently increases HP



Starpies

Can be exchanged
for **winks, goods, and services**

ITEMS



Strappleberry

Tasty snack that replenishes a **little health**



Yum~Yum Soda

Refreshing soda that recovers a **little bit of power**



P-Tank

Rare item that **stores extra health**



Popsules

Convenient storage for **captured enemies**

STRATEGY NOTES

STRATEGY NOTES

[illegible]



OKIPOKI GAMES

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