



Instruction Manual

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THE STORY & GOAL

The year is 1957 and a fleet of flying saucers from Planet X have come to Earth. These saucers are under the control of the evil Brain Aliens who are abducting helpless human beings and taking them away to strange alien worlds to become slaves of The Giant Brain. Luckily for the human race there exist the Otto Matics, robots who police the galaxy in the name of all that is good and decent.

You are Otto Matic, the robot who is given the job of saving Earth from the clutches of The Giant Brain from Planet X. You must rescue as many humans as you can while defeating the Brain Aliens and all of their evil followers. Your mission will take you to strange and fantastic alien worlds which are often treacherous and will require Otto to perform amazing feats.

Your rocket ship will take you to each of the planets, starting with Earth. While on each planet you must save as many humans as you can, but be careful because the Brain Aliens will try to abduct the humans before you can save them. When you save humans, they are teleported to your rocket ship. To escape the planet you must also collect rocket fuel, and then find your escape rocket to leave the planet.

Once The Giant Brain has been defeated and peace is restored to the galaxy, you will return to Earth with your human cargo where they will be freed.

THE MAIN MENU SCREEN

Swipe left and swipe right to change options on the Main Menu. Tap the middle to select the current option:





Start a New Game



Game Settings



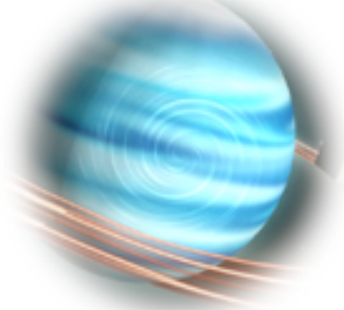
Load Saved Game



High Scores



Credits



Resume Game in Progress



Help

THE CONTROLS

You control Otto with the virtual gamepad that appears on the screen:






In the lower-left corner is the D-Pad which is the Directional Pad that you use to make Otto move. In the lower right corner are the Action Buttons which you use to make Otto do things:

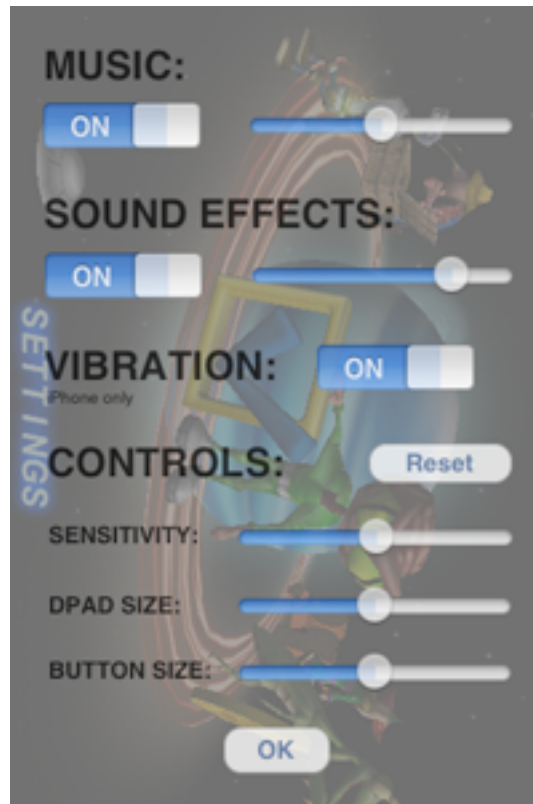


CHANGE WEAPON BUTTON

You press this to change the weapon that Otto is holding. It will cycle through the weapons in your inventory shown at the top of the screen.

	<p>PICKUP & PUNCH BUTTON Pressing this causes Otto to punch. If there is a powerup on the ground in front of Otto then this button will cause him to pick up that item.</p>
	<p>JUMP & JUMP-JET BUTTON You tap this button once to jump. Double-tap it to cause Otto to Jump-Jet if he has Jump-Jet fuel.</p>
	<p>FIRE BUTTON Use this to shoot the selected weapon or to use whatever other item Otto is holding in his hand.</p>

You can adjust some of the Control parameters in the game's Settings dialog:



Here you can set the D-Pad control Sensitivity, the D-Pad size, and the action Buttons size. The defaults are recommended, but you may need to adjust the control sizes if you have large or small fingers.

THE PLAYER

Using the controls described above, you control our hero, *Otto Matic*. Otto has the ability to jump, punch, pickup, shoot weapons, jump-jet, and do several other special actions which you will discover on the various planets.



Punching

Otto's basic attack is his ability to punch. You can always punch, even if a weapon is currently selected, by pressing the **Pickup/Punch Button**. You punch to hit enemies and to crack open the Powerup Pods.

Pickup

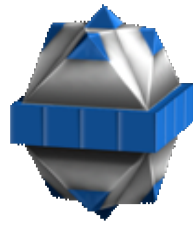
All powerups except for the Atom powerups need to be picked up by Otto. To pick up a powerup, walk near it and press the **Pickup/Punch Button**. Otto will automatically pickup the item.

Jump-Jet

If Otto has Jump-Jet fuel then he can use his rocket powered shoes to fly over vast distances and ram into certain objects. Press the **Jump Button** twice quickly to activate Otto's Jump-Jet. The Jump-Jet is useful for crossing water traps, smashing through doors, and it will usually kill enemies if you ram directly into them.

THE WEAPONS

Otto collects weapons by smashing open the Powerup Pods:

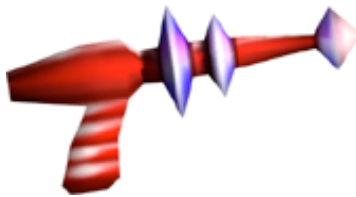


There are several types of weapons:



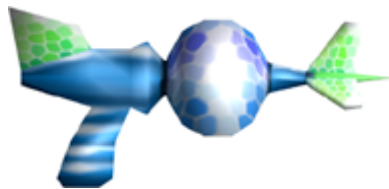
SUPERNOVA

Supernova's are high powered electrical devices that will damage or destroy every enemy within its radius. They can also be used to supply electricity to some devices on certain levels. To use a Supernova, **hold down the Fire Button** to charge it, then release to discharge/fire it.



RAY GUN

The **Ray Gun** is a good all-purpose weapon. It is the best for reaching enemies at a distance.



FREEZE GUN

The **Freeze Gun** is a short range gun that will freeze enemies. If you punch an enemy that has been frozen, you will usually shatter them.



FLAME THROWER

The **Flame Thrower** is useful against larger enemies, "ice" enemies, and certain types of foliage.



DART

The **Dart** is a low-power weapon that is only found on planet Rennie: the Cloud Planet. The darts are heat seeking and fairly accurate.



FLARE GUN

The **Flare Gun** gun shoots heat-seeking flares that are extremely deadly. They are not very accurate, but when you score a hit, the damage is massive.

THE STATUS BAR

Along the edge of the screen is the game's **Status Bar** which contains everything you need to know about the condition of the player. It shows your health, fuel, weapons, humans rescued, free lives, etc.



- HEALTH** As Otto loses health, the red ring will get smaller. Picking up Red Atoms will give you more health. When the meter spins, that indicates it is full.
- JUMP-JET** To do a Jump-Jet you must have some green in this meter. Picking up Green Atoms will give you more Jump-Jet fuel.
- WEAPONS** The item which is dropped down indicates the currently selected weapon. Each icon has a number next to it that indicates the quantity of that item that you have.
- ROCKET FUEL** This is your escape Rocket's fuel meter. You cannot leave the planet until this meter is full and spinning. Picking up Blue Atoms will give you more Rocket Fuel.
- HUMANS** These show the humans you have rescued on the current planet.

FREE LIVES

Otto's Free Lives. Each head indicates one free life remaining. Picking up Free Live Powerups will give you an extra life.

GAMEPLAY FUNDAMENTALS

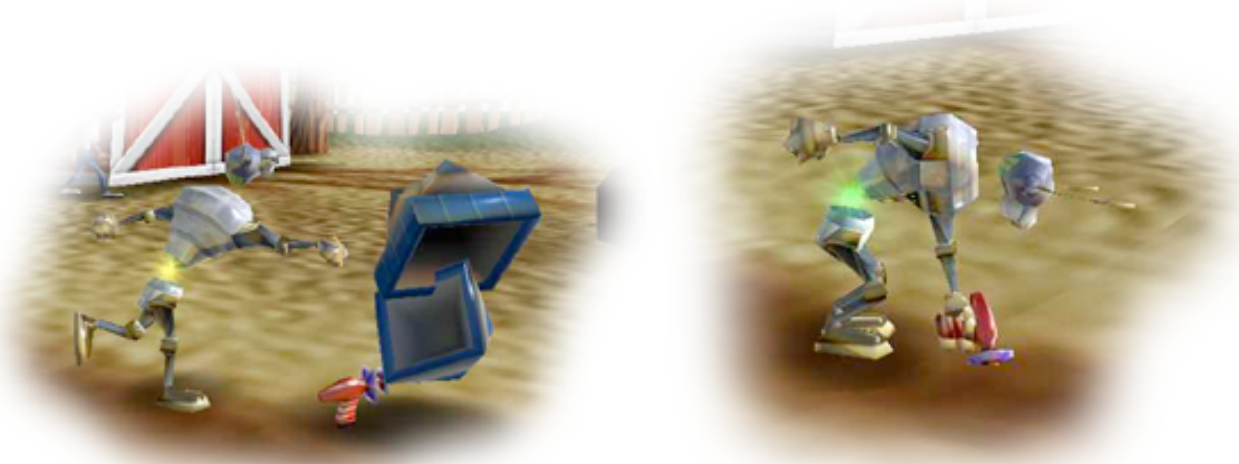
The goal on each planet is to rescue as many Humans as possible and make it to your rocket ship with enough fuel to escape. Accomplishing this goal requires that Otto perform many tasks:

Rescuing Humans



To rescue a human simply touch them and they will automatically be teleported to your escape Rocket. You have to act quickly, however, because the alien saucers will try to abduct the humans before you can rescue them. There is no minimum number of humans that you must rescue on any planet, but scoring is based on how many humans you save.

Opening Powerup Pods



Weapons and other powerups are usually stored inside Powerup Pods. To crack open a Powerup Pod you must punch it. When the pod cracks open the powerup inside will become visible, and then Otto must pick it up to get it.

Gathering Atoms



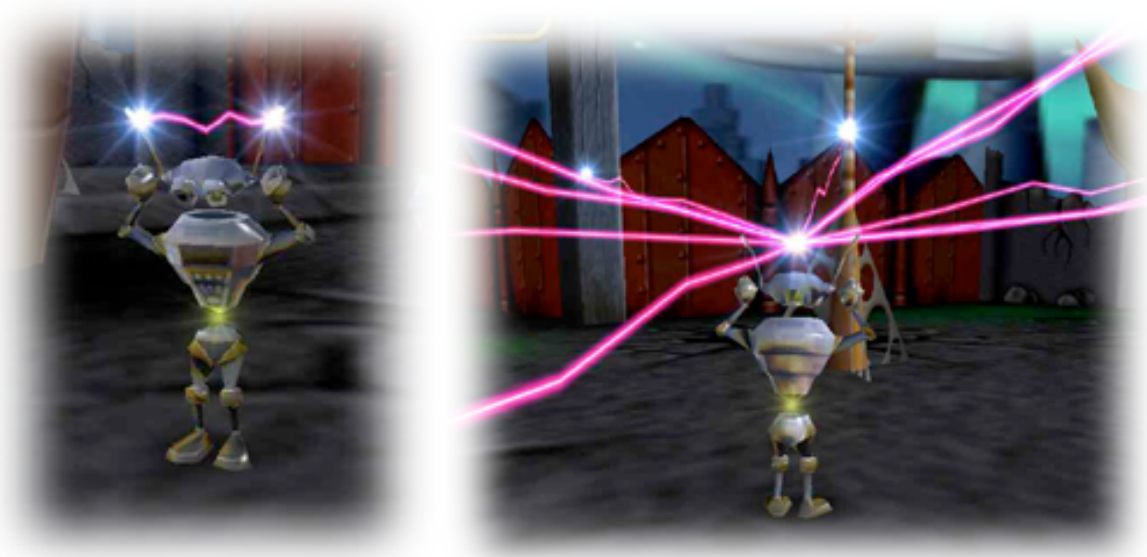
Atoms give the player Health, Jump-Jet fuel, or Rocket Fuel depending on the atom's color. Red atoms give you health, green give Jump-Jet fuel, and blue give Rocket Fuel. To pick up an atom, simply walk over it.

Using the Jump-Jet



Otto's Jump-Jet capability is an essential element in the game. It is used to cross water barriers, smash through gates, kill enemies, and much more. You can only use your Jump-Jet if you have Jump-Jet Fuel. To activate the Jump-Jet, press the Jump key twice quickly.

Using the Supernova



The Supernova is a special weapon which is used like a Smart Bomb to destroy all of the enemies near you. It is also used to activate certain electrical items like the electric doors and the teleporters on Level 4. To activate the Supernova, hold down the Fire Button. You will hear the Supernova charging up. Release the button when you are ready to discharge the Supernova. The more you let it charge the more deadly the Supernova will be.

Using Weapons

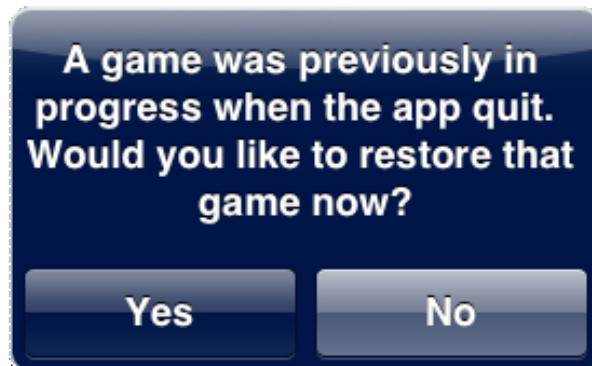
There are many different species of aliens in the galaxy, and none of them are friendly. Not all weapons are effective against every enemy. Some weapons are totally ineffective against some enemies, and some weapons will even make certain enemies even stronger. For example, shooting the Flame Creatures with the Flame or Flare gun will actually make them stronger, but shooting them with the Freeze Gun will extinguish them. There are different types of weapons on different planets, and you are given a bonus score for each weapon that you have in your inventory at the end of a level.

Checkpoints & Resuming Interrupted Games

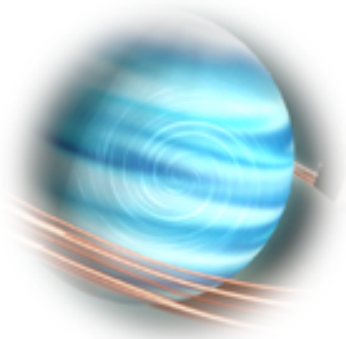


Checkpoints are the little radar dishes you'll find scattered around each planet. This is where you will return to if you are killed or if your game is interrupted by, say a phone call.

Each time you activate a checkpoint, the current game state is automatically saved so that if your game gets interrupted (like by a phone call) then you will be able to restore it later. When this happens and you run Otto Matic to resume the game, you will be asked if you want to restore and continue:



If you choose No, you can still resume that game by selecting the **Resume Game In Progress** option on the Main Menu Screen:



The Escape Rocket



At the beginning of each level, Otto's rocket lands and drops him off. It then flies off and lands elsewhere on the planet waiting for you to arrive with fuel and rescued humans. Once you have a full load of rocket fuel you will be able to leave the planet. To enter the rocket, simply walk up to the door. The hatch will open if you have enough fuel. Walk to the edge of the ramp and Otto will automatically go into the rocket and take off.

THE BONUS TALLY SCREEN

After you complete a level you will be taken to the **Bonus Tally Screen** where your bonus points are added to your score. You will receive points for each human rescued and each weapon in your inventory:



When the bonus tally is complete you will be prompted to **Save the Game** or just **Continue** to the next planet. This is not the same as temporarily saving the game state when you touch a checkpoint. This is a permanent save, and you can have multiple saved games which you can restore later from the Main Menu Screen:

