

# Crab Hunter Turbo

## The Manual

**Created By John Bowidowicz & Matt Puppo  
League of Awesomeness: Game Squad**



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## Mission

You must clean up the beach and the mansion from crabs. If you are up to it, get an A grade on each level and you will be handsomely rewarded with the pride of completing the game. But be wary, the crabs will stop at nothing to some you and will overcome you if you let them.

# Introduction

It is a calm Saturday afternoon, on Santa Cruz beach. The sun is shining as the waves calmly drift onto the warm sand of the beach. Vance Dash, a dapper UCSC student, has finished all his finals and was planning to have a calm and relaxing time at the beach when... Crabs! Hundreds of them! Perhaps even thousands invading the entire beach. They begin to bite his toes and he soon realizes that his quiet day is about to turn into the adventure of a lifetime. Vance Dash jumps to his feet from under his umbrella and searches for anything that might stop this menace. He finds a stick and a paddle conveniently laying in the sand ahead of him and arms himself. The ultimate fight has begun.

Take control of Vance Dash and run from beach to beach, stunning and then flipping crabs into your backpack. Collect more tools laying on the beach to make catching crabs easier as the battles become more intense. Use Vance's amazing speed and skill to your advantage in your war against the scuttling menace! Use your speed to rush and chase down the invading clawed forces or use your sneaking skills to take a more strategic approach, taking your sand bound foes unaware!

Experience the amazing artificial intelligence as the chitinous insurgents react to your play style, becoming aware of your presence if you are not careful enough in your stealthy ways and avoiding you as you pursue them. Learn to adapt your play style as new situations arise such as power ups, different levels, and new types of enemies appear. Build up your combo meter by defeating crabs of the same type to unlock power ups such as amazing speed, stopping all the crabs in their tracks, and invulnerability. Use upgrade items such as the net to round up crabs from a distance and get your combo as high as you can! Stay on your toes as you encounter wave after wave of various types of crabs until you reach the mother of all crabs, el Cangrejo de Muerte, and defeat it so that you may have your Saturday back!



# Controls

Knowing how to move around on the treacherous beaches of Santa Cruz and beyond is critical in Vance Dash's plan to take back his Saturday!

**Navigation** – Use ↑ ↓ to navigate the Main Menu of *Crab Hunter Turbo*

Press [Enter] to select the Game Mode

Press [Q] to Quit to the Main Menu

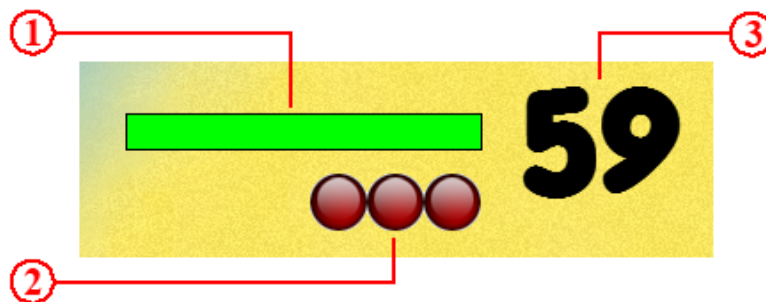
Press [Esc] to exit the game

**Movement** – Use the ↑ ↓ ← → to move Vance Dash

**Crab Catching** – Use [Ctrl] to switch between your tools

Press [Space] to use the tool selected

## HUD



The HUD is an important part of the game as it gives you vital up to date information as to the condition of your player and the amount of time left to stop the chitinous insurgents!

1. **Health Bar** – Do not let this reach zero or you will lose one of your three lives
2. **Lives** – To keep yourself alive and catching crabs, you will need these
3. **Timer** – Catching crabs quickly is the key to defeating them



## Tools

These will serve as your only tool in your quest. Use them wisely and the coveted status of Master Crab Hunter will be yours.

**Thor's Hammer** – Witness the awesome power of the wooden hammer given to Vance Dash by Thor himself. This ancient Norse weapon stuns crabs for several seconds and makes them easy targets for Vance Dash.



**Paddle** – Use the paddle to flip vulnerable crabs into your hefty CrabPack™.

**Chainsaw** – The only weapon that has any effect on zombie crabs, it's power is unmatched and its battery operated and solar powered so it will never run out of gas.

## Characters

**Vance Dash** – Our, born to rock, hero, that has the fate of all humanity in his invisible, but capable



hands. With his dashing looks and a five-o'clock shadow you could set your watch on, Vance Dash is a man who enjoys long walks on the beach and clog dancing, but today is his day to kick some crab ass.

**Crabs** – Regular crabs. Small, red, and vulnerable. They may look harmless, but nothing could be



farther from the truth. They have invaded your beach and it's time to teach them a lesson.

**Zombie Crabs** – These armored foes from the nether realm may only be killed by destroying the brain, or removing the head.



# Credits

## League of Awesomeness: Game Squad

### Project Management

<b>Project Leader</b>	John Bowidowicz
<b>Chief Fungineer</b>	Matt Puppo

### Programmers

<b>Crab Wrangler</b>	John Bowidowicz
<b>Dynamic Crab AI</b>	John Bowidowicz
<b>Stupid Zombie Crab AI</b>	John Bowidowicz
<b>Script Nazi</b>	John Bowidowicz

### Artists

<b>Level Design</b>	John Bowidowicz
<b>Pixel Pusher</b>	John Bowidowicz

### Sound Effects

<b>Chainsaw</b>	WaveSource.com
<b>Noise Maker</b>	John Bowidowicz

### Animal Control

<b>Crab Wrangler</b>	John Bowidowicz
<b>Zombie Crab Containment Unit A</b>	John Bowidowicz
<b>Zombie Crab Containment Unit B</b>	John Bowidowicz



# Music

“Menu Music”

Music By Matt Puppo

Produced By Matt Puppo

From the Album “I’ll Sleep In Today”

© 2007 Matt Puppo

“Beep Boop”, “Boop Beep”, “Explosion”

Music By Matt Puppo

Produced By Matt Puppo

From the Album “The Best of Matt Puppo”

© 2007 Matt Puppo

“Thumpity Thump Thump Bwing Bwong”

Music By Matt Puppo

Produced By Matt Puppo

From the Album “Matt Puppo: Man Behind the Mask”

© 2007 Matt Puppo

