



TURBO

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CONTROLS



START/PAUSE

START [GAMEPAD]

F

OPTIONS

SELECT [GAMEPAD]

L SHIFT

CANCEL

EAST BUTTON [GAMEPAD]

ESC

MOVEMENT (X & Y AXIS)

L JOYSTICK, D PAD

W, A, S, D

UTILITY

SOUTH BUTTON [GAMEPAD]

SPACE BAR

PRIMARY WEAPON

R SHOULDER

L MOUSE BUTTON

SECONDARY WEAPON

L TRIGGER , R TRIGGER

R MOUSE BUTTON

TOGGLE SECONDARY WEAPON SELECTION

L SHOULDER

M MOUSE BUTTON

OPTIONS



SELF-DESTRUCT

DURING A RUN, PLAYER 1 MAY OPT TO RESTART BY HITTING
A FEW KEY BUTTONS SIMULTANEOUSLY...

PRIMARY WEAPON, SECONDARY WEAPON,
UTILITY, AND OPTIONS BUTTONS.

OPTIONS MENU

DURING A RUN; THE PLAYER CAN THE ADJUST AUDIO,
AND GAME PLAY SETTINGS.

OPTIONS BUTTON.

MULTIPLAYER

UP TO TWO PLAYERS CAN PARTICIPATE IN GAMEPLAY
AT THE SAME TIME. A FEW STEPS ARE REQUIRED
HOWEVER...

1. TOGGLE MULTIPLAYER "ON" IN THE "GAMEPLAY"
SECTION OF THE OPTIONS MENU.
2. SET THE CONTROL TYPE FOR EACH PLAYER (PLAYER
1 & PLAYER 2) . ONE PLAYER MUST PLAY WITH THE
MOUSE AND KEYBOARD CONTROLS WHILE THE OTHER
PLAYS WITH A CONTROLLER. BOTH DEVICES ARE
NECESSARY TO PLAY MULTIPLAYER IN THIS VERSION.
3. PLAYER 1 MUST SUMMON THE SECOND PLAYER
DRONE BY USING THE SECONDARY WEAPON/ITEM.



HAVE FUN USING YOUR FRIEND!

LOONEY WALLY'S EMPORIUM

LICENSES

SOME ITEMS REQUIRE A LICENSE TO PURCHASE. ACQUIRING A LICENCE IS SIMPLE; JUST VISIT A LOONEY WALLY'S LOCATION WITH A SCORE GREATER THAN, OR EQUAL TO THE VALUE STATED, AND THE ITEM WILL BE AVAILABLE FOR PURCHASE. LICENSES PERSIST THROUGHOUT DIMENSIONS AND TIME, THEY LAST FOREVER.

TRADES/DISCOUNTS

THROUGHOUT YOUR JOURNEY, YOU WILL COME ACROSS ITEMS THAT HAVE NO IMMEDIATE USE. THESE ITEMS ARE CALLED "LOOT", AND ARE VALUABLE THROUGHOUT UNIVERSAL VENDORS. BY HOLDING LOOT AT AN LW LOCATION, SOME ITEMS WILL SELL AT A DISCOUNTED PRICE. IF YOU HAVE THE LOOT NESSECARY FOR CREATING THE PRODUCT, YOU CAN TRADE ALL THE RAW MATERIAL FOR A FREE PURCHASE.

THE GARAGE

LOOT & COMPONENT CREATION



WHILE DISCOVERING THE MULTIVERSE, YOU WILL COLLECT LOOT. WITH THE RIGHT COMBINATION OF LOOT, YOU CAN CREATE COMPONENTS FOR YOUR CRUISER.

EQUIPPING COMPONENTS

ONCE CREATED, YOU CAN EQUIP THE CREATED COMPONENTS TO YOUR CRUISER. COMPONENT TYPES RANGE FROM AUGMENTS WHICH ADD PASSIVE BUFFS, ALTERNATE UTILITIES, PRIMARY WEAPONS, AND EVEN NEW AND BETTER CRUISERS. ANY COMPONENTS CREATED OR ALTERATIONS TO THE CRUISER MADE IN THE GARAGE WILL REMAIN EVEN AFTER CLEARING THE GAME DATA.

