



## INSTRUCTION BOOKLET



**CLUTCHPLAY**  
**GAMES, LLC**

# ABOUT CLUTCHPLAY



Once upon a time, the future members of the **ClutchPlay** team earned a steady paycheck working at the Portland satellite office of a large mobile game company. One sunny day, they walked into their office only to discover that their beloved studio had been tragically downsized. Donuts were served.

With no other corporate game jobs in Portland, Oregon they decided it was time take the indie plunge. They invested all their savings in **ClutchPlay Games** in early 2012 and have never looked back. Their first game, **Little Chomp** (available on iOS and Android) received some pretty sweet reviews from the likes of **IGN** and **TouchArcade** and was selected for the **PAX East Indie Showcase** in 2013. Their second game, "**Skullduggery!**" was picked for **the PAX 10** at **PAX Prime** 2014.

Unless something crazy happens, "**Skullduggery!**" will launch on iOS in Fall 2014 and on Android in Winter 2015.

## HEALTH AND SAFETY WARNING

Please be advised that "**Skullduggery!**" is highly addictive and can become habit forming. Do not play this game while driving a car or operating heavy machinery. Do not remove your brain from your own skull at any time. While playing 'Head to Head' mode, we sternly advise you resist the urge to elbow your opponent in the head or neck as this behavior is typically frowned-upon.

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# STORY

**Doug Skullery** was a quiet man in his first life. An auditor for the U.S. Internal Revenue Service, he spent his days at his desk dreaming of the kind of excitement that simply never arrived. That is until he was able to save up enough money to take his dream vacation!

Little did he know, that was how he'd come to meet his tragic end; a freak snorkeling accident off the coast of Greenland where he was inexplicably **impaled by a narwhal**.



The afterlife wasn't exactly what Doug had been expecting. Surprised to find himself in a drab waiting room, a ghoulish receptionist welcomed him to the **Infernal Revenue Service** in a bored monotone.

Doug didn't understand. What was this place? Where was the harp music? Where were the pearly gates?

It was quickly explained to him that those things cost money, and money was scarce in the Underworld Offices. It seemed that the afterlife had a serious problem getting its inhabitants to **pay their taxes**.



*It's a Living*

"People just don't understand," Doug's new boss explained. "How do you think we keep the lights on? Do you think The Ferryman works for free? And what about the hell hounds? Won't somebody please think of the hell hounds?!"

Clearly they didn't, because as Doug was learning, most of the residents of the afterlife were just a bunch of **deadbeats**.

Faced with the choice of a literal eternity at a desk job or the harrowing dangers of field work, this time Doug chose excitement. He signed up for the new Collection Division of the Infernal Revenue Service, known as the **"Department of Skullduggery!"**

It wasn't until he enrolled in the **'Skullcademy'** that Doug learned how differently things would work in this new job. Sometimes, to get ahead in this life, you've got to leave your old self behind...





# HOW TO PLAY THE GAME



The goal of 'Skullduggery!' is to use your Semi-Organic Autonomous Skull to collect coins, jewels, and other hidden booty from the 'deadbeats' of the afterlife.

Use your finger to pull the skull's brain back and then let go to snap him forward like a brainy rubber band.

**NOTE:** You don't have to touch the skull itself!

You may pull back from anywhere on the screen.



Stop your skull in mid-air by shooting it up and then touching the screen while it's in flight. This will put you into 'bullet time,' which turns you into a gravity truant.

Change direction, slow down time, and pull off crazy trick shots! In bullet-time, enemies are slowed down as well.





# POWER-UPS



## MAGNET LANTERN

Temporarily turns your skull into a powerful coin magnet! Does not affect jewels or diamonds.



## FLAME LANTERN

Temporarily lights your skull on fire. Swiftly burn through obstacles like blocks and ropes!



## GIANT SKULL LANTERN

Temporarily increases your skull's size with destructive results. These are single use so make them count!



## SPEED LANTERN

Temporarily increase your speed underwater. Handy when cannons are around!

# TREASURE



## COINS

Collect coins to become the afterlife's top agent!



## JEWELS

Worth 10 coins each.



## DIAMONDS

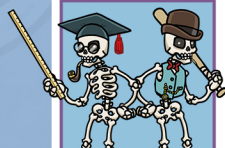
Worth 25 coins each.



## ASSETS

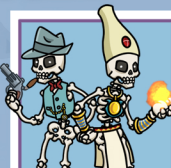
Special high-value pickups hidden in treasure chests.

# ENEMIES



## WHACKERS

They walk softly but carry a big stick. Don't get too close unless this enemy is off balance!



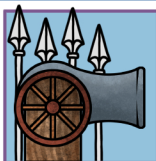
## SHOOTERS

Whether shooting guns or balls of flame, these guys will get you unless you catch them from behind.



## ARMORED & DANGEROUS

It takes more than one knock to the noggin to take down these bad guys (and gals).



## CANNONS & SPIKES

Cannons shoot explosive projectiles. Spikes often move so navigate around them carefully!



### THE HEADMASTER

Few Skullcademy students live to tell the tale of this stern superintendent. Get ready to get tested!



### AL CABONE

Infamous tax-dodger with a penchant for collecting rare construction equipment. This might be his undoing!



### TUTAN-CONMAN

Legend speaks of the wrath of this dog-man's staff! Keep clear of this villain and his gal pal KleptoPatra.



### THE SARCOPHAGUY

Uses his own 'rosetta bone' to take you out with one swing. Sneak by or Get Big before he gets you!

## TIPS & TRICKS



### 'HEAD SHOTS'

Most enemies can be taken out with a single downward shot straight to the head.



### HIT POINTS

Take a hit, lose a brain. Lose 3 brains and it's time to start over.



### BRAINS

Each time you make an enemy 'head shot' you have a chance to collect that brain to replace one that you might have lost.



### BLOCKS

Sometimes blocks contain valuables, sometimes they don't but you'll never know until you smash them, right?



### BASKETS & CANS

These items provide convenient hiding places when you need to conceal yourself from enemies.



### SECRET ROOMS

Many levels have secret rooms containing extra coins and jewels. Be on the lookout for small holes in walls and blocks that appear in odd places!

# HOW TO PLAY HEAD TO HEAD



**Head to Head** mode allows you to 'face off' against another player. Each player can choose their own unique skull, including a few guest celebrity skulls you might recognize such as 'Bean' from Kumobius' **Bean's Quest** and 'Marv' from Pagoda West's **Major Magnet**.



Each player will control one side of the screen; blue controls the left side and red controls the right side. Both skulls will appear with either a red or blue halo around them to make it clear which player is controlling it.

Collect the most valuables by the end of the level to win the match. Extra coins are awarded to the first skull to get to the end of the line.

**Make sure to touch on your side of the screen!** If you swipe outside your color zone, it effects your opponent's skull and not your own.





NEED HELP WITH SKULL INSTALLATION, BRAIN MAINTENANCE,  
OR SERVICE? EMAIL **SUPPORT@CLUTCHPLAYGAMES.COM**



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WWW: [CLUTCHPLAYGAMES.COM](http://CLUTCHPLAYGAMES.COM)

EMAIL: [SUPPORT@CLUTCHPLAYGAMES.COM](mailto:SUPPORT@CLUTCHPLAYGAMES.COM)

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