

PAWARUMi



INSTRUCTION BOOKLET



Axo, pilot of Chukaru

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STORY

In the far future, an alternate reality... The descendants of Aztecs, Mayans, Nazcas... all united, spread their culture and technology all over the world.

They mastered light then gravity. With the ability to make the most dense rocks “fly”, they started to build immense structures out of stones and went on building flying mineral ships.

Through their technology and their wisdom, they managed to make contact with three ethereal and powerful beings. Those deities took physical body in the shape of a Serpent, a Condor and a Jaguar and gave them access to their infinite energies, before leaving.

That power raised a keen interest amongst beings hidden in the shadows of the galaxy. They took control of Axo's mind, the best pilot of Earth. She was the only one able to master Chukaru, the ship powered by all three energies.

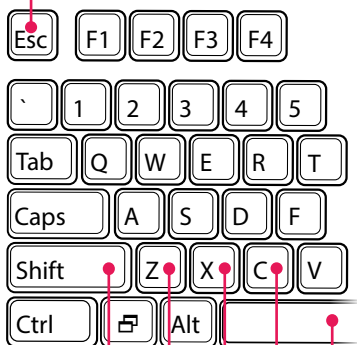
Through her, they destroyed humans' defenses... But Axo's will is strong, will she manage to defeat them before her civilization is gone forever?



CONTROLS

These are the default controls. You can alter the buttons from the Settings menu.

Pause / Exit



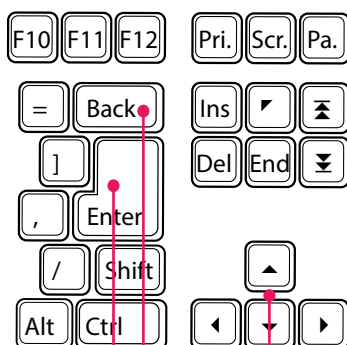
Brake

Blue Condor Laser

Green Serpent Gatling

Red Jaguar Missiles

Super Attack



OK

Cancel

Movement

Many gamepads are compatible with Pawarumi. Amongst them are the Xbox 360 Controller, Xbox One Controller and the Dualshock controller series. The Lightbar is even supported on Dualshock 4!

SYSTEM

Pawarumi is a shoot'em up: you pilot a small ship seen from above, Chukaru. With powerful weapons, you defeat many enemies as they come to you. But you have to be very careful as your shield is only able to absorb up to three bullets. One more and your ship explodes!

Your ship is equipped right from the start with three basic weapons that have unlimited energy.

Green Serpent Gatling

A weapon firing many shots forward. They can hit multiple enemies at close range or one precisely at long range.



Blue Condor Laser

A narrow beam in front of your ship that can hit through several enemies. Damage is barely reduced with each hit.



Red Jaguar Missiles

A weapon that locks onto enemies in a cone and fires groups of four missiles that will always hit their initial target.



Super Attack

A powerful weapon that combines the strength of all three basic weapons! It will unleash MANY shots that will automatically follow enemies and are able to hit several times. This weapon can only be used once before it needs to be recharged. It has three intensity levels.

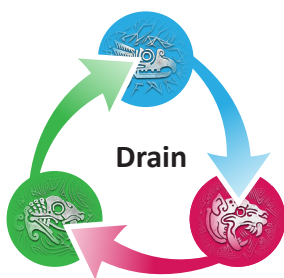


TRINITY

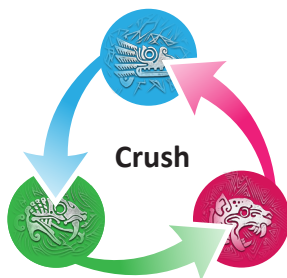
Contrary to many shoot'em ups, Pawarumi doesn't have any items to pick up and make your weapons progress, they are at their maximum potential right from the start! That doesn't mean Pawarumi is too simple, as it features a powerful game mechanic called Trinity. Your three basic weapons are powered by three divinities: Condor (blue), Serpent (green) and Jaguar (red). Enemies are powered by those same divinities (colors). The interaction between a weapon hit and an enemy triggers one of the three bonuses of the Trinity: Boost, Drain & Crush.

Boost is the easiest one as you only need to match the color of your weapon to the color of the enemy. The effect will be that your shield will be healed AND that the enemy will shoot slightly faster. Choose wisely onto which enemy you heal!

Shooting with a weapon of a different color than the enemy will either Drain or Crush.

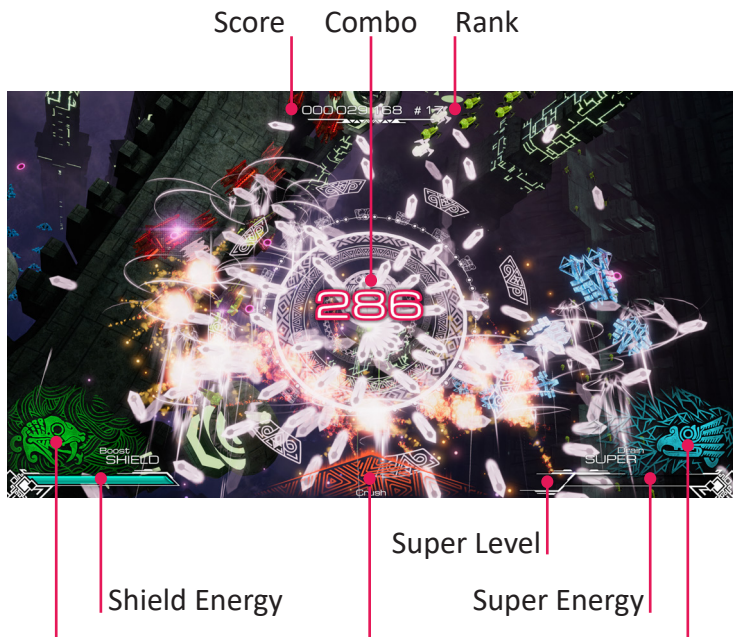


Drain will transform enemies' pain into energy to charge your Super Attack.



Crush will multiply the damages you do to enemies by a factor of 1.5.

INTERFACE



Color of enemies
that heal the
Shield. (Boost)

Color of most
vulnerable ene-
mies. (Crush)

Color of enemies
that charge the
Super. (Drain)

The three areas at the bottom of the interface change divinity / color every time you change weapon to help you remind the bonuses you get from each enemy type.

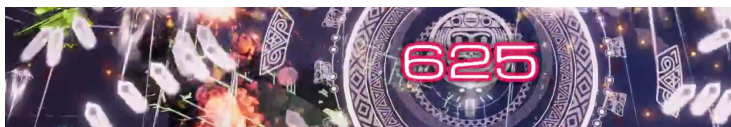
It automatically fades when your ship his behind but you can also control its default opacity from the settings screen.

SCORING

To score big in Pawarumi, you must mix all the techniques provided by the game.

Basically, hitting any enemy will give you points proportionally to the damages done, those are damage points. Destroying the enemies will reward you with points depending on how resistant it was, those are destruction points.

The first thing you want to master is finishing the enemies with Crushes, as it will multiply the destruction bonus by six!



Then, to go further, you have to wisely use your super attack to maximize its combo meter. The combo on top of the ship progresses even more with each hit on enemies. You have to be well positioned on the screen before unleashing the super attack so as to hit many many enemies or very strong ones. Or both! Each combo hit will reward with more than 2500 points.

But that shouldn't stop you of doing Drains and Boosts, as they will respectively reward with an additional 20 or 50 points per impact. This means that you can combine theses bonuses with the biggest destruction bonus by quickly changing to the Crushing weapon just before the enemies explode!

MODES

Pawarumi has a small Tutorial to get you into the mechanics and then two main game modes.

Arcade

This is where the real action happens. It is where the story is revealed as your experience progresses. You get only one ship to get through the game, but remember that you can heal its shield at any time!

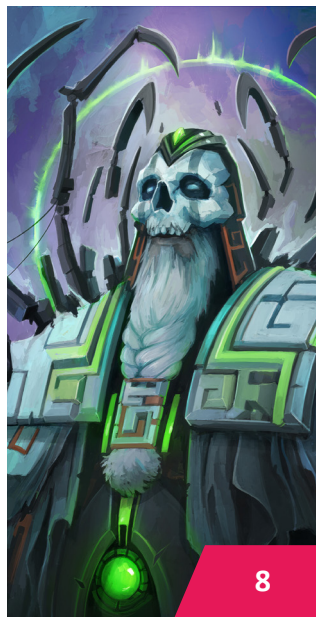
There is three difficulty settings: Easy, Normal and Hard. Each difficulty level has a slightly different story and only beating the game in Hard mode will reveal the full game and the “best” ending.

Everytime you play in this mode, you get a chance at improving your rank in the leaderboards.

Training

When you are stuck in Arcade mode, you can try to improve your skills on a particular level in training mode. Avoiding playing the previous levels of the game will help you know a level much faster and will largely improve your chances of beating the game in Arcade mode.

A level is unlocked in Training mode whenever you manage to reach it in Arcade mode.



LEVELS



Alaska, Secret Base Class T.I.K.A.L

Coordinates: 60°38'N 139°57'W

Boss: The Ice Commander

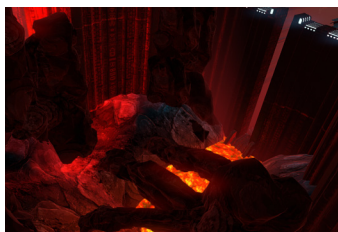
Tip: Damage the boss center part before destroying the satellites to shorten the last attack!

Itzamatul Industrial Complex

Coordinates: 39°09'S 175°37'E

Boss: The Cyborg Complex Engineer

Tip: Destroy the boss parts being built in the level for more points and an easier final fight!



Xibalba: Doors of the Underworld

Coordinates: 30°03'N 100°06'W

Boss: The Warden

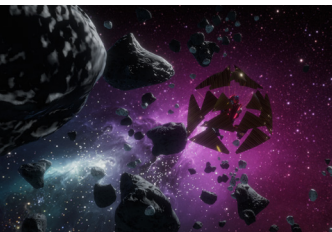
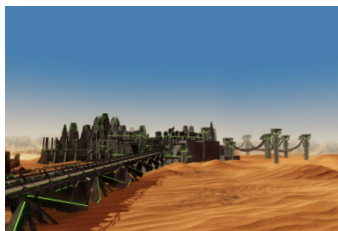
Tip: In the enemy swarm, wait a bit before unleashing the super attack for a truly massive combo!

Dune Ocean of Cha-Ni

Coordinates: 24°16'S 15°12'E

Boss: The Dune Queen

Tip: The color and attacks of the final boss depend on the last color taken by the mid-boss.



Astral Sector K-7Z4-C04TL

Coordinates: NaN°N, NaN°E

Boss: The Invader

Tip: Beating the boss in hard mode gives a massive bonus based on how much Super & Shield is left.

SETTINGS

Game

Language

Choose the language used for the texts in-game between English, French, German, Spanish, Italian, Portuguese, Japanese, Korean, Simplified Chinese or Russian.

Camera Shake

Set the intensity of the shaking of the camera when there is explosions in the game.

Ship

Choose between the regular Chukaru and the golden version. (exclusive to Kickstarter Backers)

Interface Opacity

Set the opacity of the Trinity Memo Area.

Rumble

Turn ON or OFF the rumble / vibration functionality when playing with a supported gamepad.

Reset Local Leaderboard

Reset the scores of the personal leaderboards, locally saved on the computer.

Audio

Music

Set the volume of the musics.

Sounds

Set the volume of the sound effects (weapons, explosions, etc)

Interface

Set the volume of the interface sounds (when pressing OK, Cancel, etc)

Controls

Change the default keyboard or gamepad mappings to different buttons.

Graphics

Screen Resolution

Select a screen resolution appropriate for your hardware. A bigger number of pixels greatly improves quality but needs a powerful GPU.

Fullscreen

Choose between playing in full screen or in a window.

Vertical Sync

Disabling vertical synchronisation can improve performance but at the risk of showing tearing in the rendering.

Antialiasing

Antialiasing techniques avoid jagged edges in the rendering. FXAA is a pretty cheap technique, TXAA is an expensive technique with great visual quality.

Shadow Quality

Reducing the quality of shadows can greatly improve performance.

Special Effects Quality

Special effects have a moderate impact on performance. Medium quality mode has more lighting effects and better particles rendering. High quality mode adds even more particle effects.

Texture Detail

Reducing the quality of textures can greatly improve performance at the cost of a blurrier graphics quality.

Anisotropic Filtering

Disabling anisotropic rendering can greatly improve performance at the cost of a slightly lowered texture quality.

A Game Created by Manufacture 43

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Technologies

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For technical support, please contact support@manufacture43.com

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We hope you'll have a great time!



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