



SUPER WOODGALS

(AND 5)

2

PLAYER GUIDE



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Story

Zaggie, S, Lyn, and Yurei were all on their way to a grand opening of a new diner, “Lottie’s Lettuce & Lasagna”. They arrived just in time to see a man with a hat that said “Mayor” (he was not the actual mayor) use a large pair of scissors to cut the ribbon in front of the restaurant.

All of a sudden, an explosion shook the building, and a giant robot came into view! A hatch on the robot opened, and a bald man with an enormous mustache popped his head out of the top. “I AM DR. CHEESEBURGER!”, the man said, “IT IS MY DUTY TO RID THIS WRETCHED TOWN OF ALL SALAD!”.

The crowd very quickly dispersed, and he pressed a button on a remote, exploding the entire diner. Lottie was very clearly in shambles about this. “WAHAHAH!”, Dr. Cheeseburger laughed gleefully as he walked away in his robot. “Get that guy!”, shouted Lyn. Nobody else in the group seemed very keen on chasing a giant armed robot, however.

“YOU THINK YOU CAN STOP *ME?*”, Dr. C. bellowed, “YOU’D NEVER EVEN MAKE IT UP THE MOUNTAIN!”. “So, you live up on the mountain, huh? Thanks for the tip!”, snarked Lyn. “I- UH- WELL- YES! BUT YOU WILL NEVER BE ABLE TO REACH ME! WAHAHAH! GOODBYE!”, said the mad doctor, stunned that he gave up his location so quickly, before running away as quickly as his robot’s claw legs could take him.

“You guys are going to help me kick this guy’s ass, right?”, Lyn asked the group. Being comprised of a carefree party slime, a polite robot, and a shy ghost, they were not exactly the most courageous circle of people. But in the end, they all agreed that Cheeseburger needed to be stopped, and set out for the mountain...

Characters



Zaggie

The classic "all-rounder". Good jump, good traction, good strength, a jack-of-all-trades. She doesn't have any special abilities, but she's more than capable of overcoming any obstacle in her path.



Lyn

She's got a bit of a problem with traction, and she can't lift objects as quickly as some others can, but it's more than made up for with her superb jump and air control. She can jump much higher than anybody else, and can hang around in the air for an even further jump!

“God I could make so many Scout references for this”



Yurei

Yurei's ghostly nature allows her to float in the air for a short period of time, at the cost of strength and speed. Using this ability, she can float right over enemies' heads, which can really come in handy if there are lots of baddies on the ground!

“I really don't want to be here”



S

He has the shortest jump, but a blazing fast running speed that puts all the other characters to shame. He's also a real powerhouse, using his tremendous robotic strength to lift up objects (and enemies) in the blink of an eye!

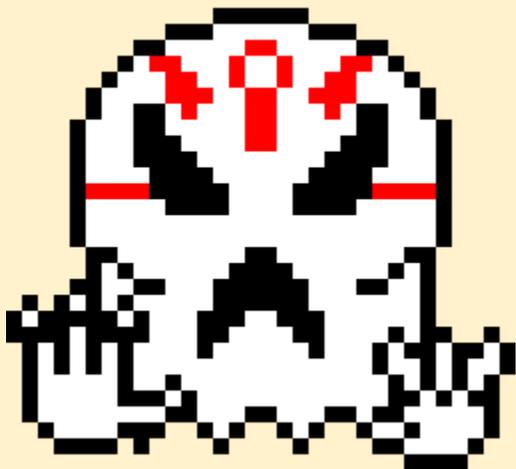
“Beep beep boop”

Bosses



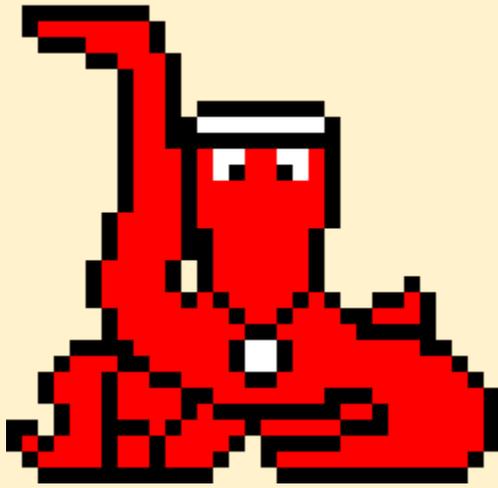
King of the Grill

This robot gives a whole 'nother meaning to "cooking grenades". Try giving him a taste of his own cooking.



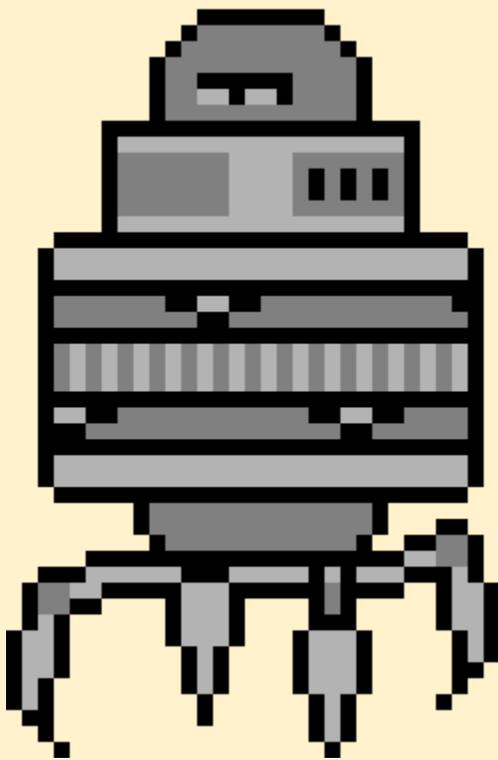
Kotama

The fiery guardian spirit of the frozen peaks, awoken from his icy slumber by your presence. Be careful, he may have a trick up his sleeve for after he is defeated...



Jocktopus

You may wonder, “Why is a sporty octopus defending a guy who wants to destroy salads?” Simple. Octopi don’t eat salads, so all it’s doing is hurting his competition. Try returning the favor when he throws his branded barrels.



Dr. Cheeseburger’s Robot

The big bad. He’s armed with a burger cannon, and will launch his burgers outward to create a dangerous “burger rain” attack. However, when he does this, it opens the opportunity for you to cram some veggies in the barrel, misfiring the cannon...

Hints, Strategies, and Secrets

You start with 3 health, despite what the UI might lead you to believe. Collecting a mushroom will bring that amount to 4, but any subsequent mushrooms will not increase your health beyond 4.

Collecting 5 mini-stars will award you with an actual star!

Mushroom blocks, bombs, and potions are dropped neatly on the block in front of you if you're standing still.

You cannot climb down a ladder while holding an item.

Falling down a ladder without being in the climbing state will result in a lost life, always make sure you climb down ladders to avoid this.

Don't forget that you have a super jump!

If you get stuck in a one block high gap, crouch jumping will get you out.

The area on the other side of doors created by potions is called "subspace", and once you enter subspace you only have a limited time to collect everything before you're kicked back out.

In subspace, pulling up tall grass will reward you with a coin to spend in the slot machine at the end of each level.

Mushrooms are scattered throughout the levels, but are only able to be viewed and collected in subspace.

Some jars, when in subspace, will become a secret warp zone...

Once you select a character at the start of a level, you cannot re-select until the next level. Choose wisely!

You have a very slight window of invincibility when picking up objects. This especially comes in handy during Birdo fights where you pick up mushroom blocks off the floor.

Different colored enemies can do different things. For example, pink Shy Guys will turn around at ledges, while red Shy Guys will simply walk off of them.

You can ride on top of most enemies, including flying ones, which could have its uses if the ground may be hazardous for you to walk on yourself...

You cannot crouch under Birdo's eggs.

Some jars have POW blocks inside that you can pick up and take with you out of the jar, to use in the regular level. Be on the lookout!

You can pick up some projectiles that enemies and bosses throw at you, and throw them back at them, including Birdo's eggs.

You can even catch certain projectiles out of the air by holding the B button and coming into contact with the bottom of the object.

You can dig in certain sandy areas by pressing the B button, as if you're lifting an object.

You can plug up jars using mushroom blocks, preventing enemies inside from coming out.

If a Phanto is giving you too much pressure, dropping or throwing the key will cause him to leave you alone until you pick it up again.

In 4-3, Beezos fly at you in packs. Some will fly at you from down low and some will fly at your head. Because of this, it's recommended that you crouch and jump, so that you aren't vulnerable to the slightly higher Beezos.

In 5-2, if you find yourself falling with no direction, try following the clouds...

In 7-1, if you can't seem to find the way forward, try taking a ride.