

ARCADE TRAP

CRITTER RUSH

Game Guide



WARNING: Spoilers Ahead!

Critters



Normal Critter

Your most basic critter. Although it slowly stumbles towards the gameboy, make no mistake, amassed they will cause a lot of suffering.

Level: 1
Health: 1
Relative Ratio: 100*



Multi Critter

This lumbering hulk is in fact three normal critters bound together, and will split into three individual critters just before attacking, so make sure you stop it before it gets to the gameboy.

Level: 2
Health: 3
Relative Ratio: 35*



Gardener Critter

The gardener critter seems harmless and maybe even environmentally conscious, but it's intentions are far from noble. By wandering around the stage planting trees, it greatly reduces the vision of the player, spelling doom for the gameboy.

Level: 4
Health: 1
Relative Ratio: 15*



Alchemist Critter

Although not directly harming the game boy, these tiny critters will prove to be a nuisance by converting positive power-ups to negatives. Luckily these critters are frail, and easy to kill.

Level: 5
Health: 0.3
Relative Ratio: 20*



Fast Critter

This critter exhibits most of the traits of a normal critter, with the exception that it is super speedy. It's fast movement makes it a dangerous critter to look out for, particularly later in the game.

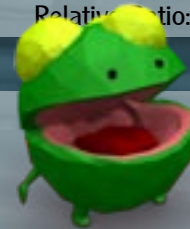
Level: 1
Health: 1
Relative Ratio: 45*



Terrorist Critter

The terrorist critter is more interested in annoying the player than attacking the gameboy. It will use it's long tongue to fling interface elements around the stage, ensuring significant frustration for the player.

Level: 3
Health: 1
Relative Ratio: 10*



Spawner Critter

If left unattended, the spawner critter is perhaps the most lethal critter to grace the forest. Although it will ignore the gameboy, it will continuously give birth to other critters, making it a must-kill critter.

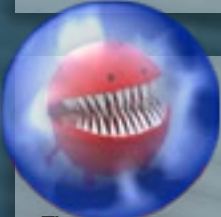
Level: 4
Health: 1
Relative Ratio: 5*



Blackhole Critter

Although this robust critter will completely ignore the game boy, it will prove to be problematic, as it can neutralise the effect of active confusion bubbles and nuclear zones. Several hits are required to take this bad boy down.

Level: 6
Health: 3
Relative Ratio: 15*



Forcefield Critter

This critter is quite unique in that it has developed a way to shroud itself within a forcefield, allowing it to survive most attacks and making it immune to the plague. One hit and the forcefield will deactivate.

Level: 2
Health: 2
Relative Ratio: 35*



Teleporter Critter

The teleporter critter is similar to the normal critter except that he has mastered the art of teleportation! Don't be surprised if he disappears and materialises behind you. Fortunately this critter's construction skills are pretty poor, so the teleport device will fall apart after one use.

Level: 3
Health: 1
Relative Ratio: 30*



Seducer Critter

Don't be deceived by this critter's pinkish appearance, beneath this cute exterior lies a vicious nature. It's ability to infatuate the gameboy, forcing him to stare longingly at it, while ignoring more immediate dangers.

Level: 5
Health: 1
Relative Ratio: 5*

* Based as a ratio of all valid creatures available.

Power-Ups



Health

Collect to restore the gameboy's health.

Level: 1
Relative Ratio: 20*



Energy

Collect in order to gain skill containers.

Level: 1
Relative Ratio: 100*



Vitality Elixir

The ultimate token, gives you a boost of energy and health.

Level: 8
Relative Ratio: 10*



Tree Seed

Collect before it times out to stop it growing into a tree.

Level: 1
Relative Ratio: 10*



Uber Health

Collect to gain a boosted health restore.

Level: 3
Relative Ratio: 10*



Uber Energy

Collect to gain boosted energy.

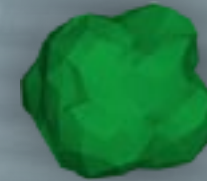
Level: 4
Relative Ratio: 10*



Double Bonus

Doubles energy, health and score gain for a short period.

Level: 2
Relative Ratio: 5*



Trees in Critter Rush

As you progress in Critter Rush, the stage will slowly be shrouded by tree's. The Gardener critter's also have the ability to drop a Tree Seed, which if left unattended, will grow into a single tree. As the game gets more and more frantic, trees can prove to be a huge problem.

There are a couple skills which will help remove trees from the stage.

Axe- Your most simple and earliest available skill for removing tree's. On a timer, quickly move around the stage and click on the trees to remove them

Agent Orange- Available at level 6, this bomb will destroy all tree's within a large radius.



Lose Health

Collect before it fades out to avoid loss of health.

Level: 5
Relative Ratio: 10*



Lose Energy

Collect before it fades out to avoid a loss of energy.

Level: 6
Relative Ratio: 10*



Mystery Item

When collected, creates a random item or critter.

Level: 2
Relative Ratio: 5*



Health Rain

Once collected, starts a shower of health items.

Level: 5
Relative Ratio: 5*



Energy Rain

Once collected, starts a shower of energy items.

Level: 6
Relative Ratio: 5*

* Based as a ratio of all valid Power-ups available.

Skills



Hammer

When activated, allows you to squash critters.

Damage: n/a
Level Available: 1
Relative Ratio: 15*
Damage to Boy: n/a



Axe

When activated, allows trees to be cut down.

Damage: n/a
Level Available: 2
Relative Ratio: 20*
Damage to Boy: n/a



Turn Speed

When activated, increases the game boys turn speed for a short period.

Damage: n/a
Level Available: 4
Relative Ratio: 15*
Damage to Boy: n/a



Nuclear Zone

When activated, damages every thing inside the fallout zone.

Damage: 1
Level Available: 5
Relative Ratio: 15*
Damage to Boy:



Invincibility

Renders the game boy immune to damage for a short period.

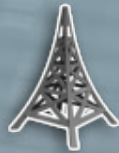
Damage: n/a
Level Available: 7
Relative Ratio: 10*
Damage to Boy: n/a



Reverse Time

When activated, all critters move backwards.

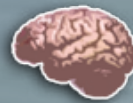
Damage: n/a
Level Available: 1
Relative Ratio: 15*
Damage to Boy: n/a



Beacon

When activated, critters will move towards it.

Damage: n/a
Level Available: 3
Relative Ratio: 20*
Damage to Boy: n/a



Confusion Bubble

When activated, will confuse any critters who enter it.

Damage: n/a
Level Available: 4
Relative Ratio: 20*
Damage to Boy: n/a



Recharge

When activated, increases the recharge time of all skills in skill containers.

Damage: n/a
Level Available: 6
Relative Ratio: 8*
Damage to Boy: n/a



Plague Bomb

When set off, releases a plague, infecting nearby entities. Infected entities can pass the plague to other entities

Damage: 1
Level Available: 7
Relative Ratio: 20*
Damage to Boy:



Bomb

Drop on critters to kill them.

Damage: 3
Level Available: 2
Relative Ratio: 15*
Damage to Boy:



Land Mine

When activated, will explode if any critters get too close. Very fast recharge rate.

Damage: 3
Level Available: 3
Relative Ratio: 20*
Damage to Boy:



Booby Trap

When activated, critters will move towards it, explodes when critters get too close.

Damage: 3
Level Available: 5
Relative Ratio: 15*
Damage to Boy:



Agent Orange

A bomb which destroys trees when set off.

Damage: n/a
Level Available: 6
Relative Ratio: 20*
Damage to Boy: n/a



Air Strike

Once activated, creates a targeted zone which is pummeled with bombs for a short period

Damage: 1
Level Available: 8
Relative Ratio: 20*
Damage to Boy:

* Based as a ratio of all valid Skills available.

Game Tips

- Don't use skill floaters on lower level skills. Save up these floaters for the more powerful skills that you get later in the game.
- Double-up skills. Some skills are particularly powerful if you have a pair of floaters so that you can alternate between each one. Also, some skills have a compounding effect that makes them particularly powerful.
- By combining confusion bubbles and bombs or mines you can eliminate a lot of critters quickly on later stages.
- The mine is available at a low level and therefore is quite powerful due to its fast recharge rate allowing you to place defensive mines around the Game boy.
- Don't do smack.
- Beacons are a great way to distract critters from the game boy for a limited time, allowing him to focus on more imminent threats.
- Stacking turn speed power-ups will ensure that the game boy will hit oncoming critters.

Cheats

Important

Note that using any cheats will not allow you to submit a high score or be eligible for online competitions.

- ~awfh Max out Health.
- ~awfe Gain 100 Energy.
- ~awf(#)
Go to level 1 - 9.
Go to chosen level by replacing (#) with a number.