



# *Instruction Book*

2.0

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# HOW TO REGISTER THE GAME

**Mighty Mike costs only \$15**

Registering your copy of Mighty Mike will let you play all 15 levels of the game for an unrestricted amount of time. When played in the unregistered demo mode, Mighty Mike will only let you play the first 3 levels of the game and the demo will stop working after about an hour of play.

The only way to register your copy of Mighty Mike is by accessing our secure registration page at:

`www.pangeasoft.net/mightymike/register.html`

**\*\* Please DO NOT send us cash or checks as we cannot accept any form of payment other than what is available via our web site.**

# SYSTEM REQUIREMENTS

In your Mighty Mike folder there are two versions of the Mighty Mike application:



You must keep these in the Mighty Mike folder. The game will not run if these are removed from that folder.

Mighty Mike can be played on any PowerPC Macintosh of any speed and any amount of RAM, however, the “Full Screen” version of the application will only run well if you either have a PowerPC 601 microprocessor, or very fast non-601 processor.

To play the game, you will also need Draw Sprocket and Input Sprocket to be installed on your computer.

# THE STORY

Toy Mart has closed for the evening. The clerks have long since turned off the cash registers, and the midnight janitor has left. Suddenly the store comes alive as dolls, action figures, and game pieces jump to their feet. Within moments cities are formed: in the Bargain Bin, race tracks become islands of action surrounded by a sea of on-looking toy robots. In the Clown Department thousands of insane clowns initiate a massive pie fight. Throughout all of the departments, life arises...

Suddenly there is a commotion in the Doll Department! One of the cages in the Stuffed Animal Zoo has broken open – hundreds of Fuzzy Bunnies hop out of the cage and scatter. The Fuzzy Bunnies, with their limited intellect, do not realize the danger they are in. The new metropolis of Toy Mart can be a very dangerous place for Fuzzy Bunnies to wander alone, and without help they stand little chance of surviving until morning.

The peaceful inhabitants of the Doll Department cry out for the Fuzzy Bunnies to return...but to no avail. What will they do? What will become of the Fuzzy Bunnies?

“I WILL HELP YOU!” storms a deep, resonant voice from one of the shelves. A hush crawls over the crowd of Fuzzy onlookers. A large package tumbles from the shelf onto the floor and bursts open...and a figure emerges. Yes, it's Mighty Mike – the most powerful action figure money can buy!

“Fear not, my fellow merchandise! I will rescue the Fuzzy Bunnies!” he exclaims. Armed only with his single-shot suction-cup gun, Mighty Mike trots gallantly off into the aisles of the Toy Mart Metropolis.

Luckily for Mike, the Metropolis is scattered with additional accessories. All Mighty Mike needs to do is to equip himself with better weapons and power-up accessories, and then he should have no problem rescuing the Fuzzy Bunnies, right? Wrong. There are many toys which would love to see Mighty Mike “recalled” since his sales have increased and caused their sales to plummet. Mighty Mike will have a very difficult time finding all of the Fuzzy Bunnies since almost every toy in the store is out to get him...

# THE GAME

Okay, kiddo, eyes front and pay attention! You think yer tough enough to head straight on out there, eh? Have you ever faced down a pack of evil clowns or gone head-to-head with a Big Bad Wolf? I didn't think so! You ain't goin' for a stroll down the aisle – it's crazy out there! There's toys out there you've never even heard of – fancy battery-operated thingamajigs, some of 'em, and that's real bad news to decent, honest action figures like you 'n' me. I've been there. I know. So you listen to Sergeant Joe and you better listen good.

There's five departments in this-here store, each containin' three areas for a total of fifteen levels. These are your five basic departments:



- |                             |  |
|-----------------------------|--|
| 1. <b>Prehistoric Plaza</b> | (cavemen and dinosaur toys)                          |
| 2. <b>Candy Cane Lane</b>   | (gingerbread men, mints, and other sugary treats)    |
| 3. <b>Fairy Tale Trail</b>  | (fairy tale creatures and books)                     |
| 4. <b>Magic Funhouse</b>    | (killer clowns, jack-in-the-boxes, and evil rabbits) |
| 5. <b>Bargain Bin</b>       | (cars, tops, robots, etc.)                           |

You can only play all 5 levels if you are a registered user of Mighty Mike, and if you are playing in normal or hard difficulty mode.

There are a certain number of Fuzzy Bunnies that you've gotta rescue on each level:



You will see a “Bunnies” counter in the status bar, to your right. Yes, to your right – pay attention when I'm givin' instructions! That's better. This counter shows you how many bunnies still need to be rescued. We've rummaged through the spare accessories and cobbled together a bunny-locatin' radar system for you; just press the ‘R’ key to activate or deactivate

the radar. That's it, you've got it – not so hard, huh? This radar screen will show you the locations of all the bunnies within a limited distance. To rescue a bunny, just walk over it to pick it up.

When you rescue the last Fuzzy Bunny, we'll send someone to collect the bunnies and airlift you to the next area or department. So don't worry about that detail, kid.

Whenever an enemy is destroyed, jawbreakers 'n' confetti pop out. Hey, they're only toys! What did you expect, blood? If you actually manage to collect 500 jawbreakers (now THAT I'd have to see!), you'll get an extension on your warranty – one more heart added to your maximum health level, if you want to put it that way. You'll start out with 4 hearts and can end up with a maximum of 8.

Sometimes you get an extra perk: a weapon or a power-up. Ah, weaponry, an action figure's best friend...stop drooling, kid, it ain't pretty. This is the part you were waitin' for, I can tell. Be patient and keep your eyes open out there; you'll have to figure 'em out when you find 'em, but I'm pretty sure you can manage that on your own. You might also find food lying around – grab these snacks to bring your life points back up a bit. You can't pick up food if you are already at full health – sorry, the only extra weight you can afford to carry is taken up by those blasted bunnies, stupid flighty things, wasn't someone supposed to be watchin' 'em?

Ah, I'm rambling. Where was I? Oh, yeah. To fetch any of the above, just walk over it. Oh, you already figured that one out, didja? Smart kid. If a power-up begins to flash, that means you have only a few more seconds before it disappears – in other words, MOVE IT!!! Power-ups are activated immediately upon pickup. You'll see what I mean.

Weapons are automatically added to your inventory; press the Apple key to toggle through your weapon choices. The icon 'n' ammo count of the current weapon is displayed in the status bar, to your right. The best you could find for ya was a suction-cup gun – I'm afraid that all the good weaponry was destroyed along with the last three volunteers who went out there... Oh, don't worry about it: the best is definitely yet to come. Like I said earlier, I'm sure you'll find somethin' handy out there.

Don't get cocky, though – some weapons may be too weak to harm a certain enemy. If a bullet hits but does no damage, you will hear a “tink” sound as the bullet bounces harmlessly off. Do I really haveta spell out what this means, kid...? Either switch to somethin' more powerful or turn around and RUN!

Heard enough about guns? No? Tough. There's a few other things you've got to know about which DON'T involve blowin' away anything that moves. Each level has a few locked doors or barriers, and each door is color-coded for the key color that'll pop it open. You will see colored dots in front 'n' in back of each door; color-coordinated keys are scattered around the levels. Pick up a key like any other power-up. When a key is collected it appears in a special section of the status bar, and when the key is used it disappears from the status bar. A key can only be used once..nice try. Keys on various levels are hammers, tickets, bombs (hmm, come to think of it, those ones are kinda fun), keys, or radio controls.

You can take a breather by hitting "P" for pause any time you like, and you can make a record of your progress at any time by pressing "ESC." You are also given the option to save your position when between levels. However, keep in mind that this option only saves your progress as it was at the beginning of the current level. So you might just want to keep pushin' for that next level, hero.

# THE CONTROLS

The following are the default keyboard controls:

<b>Toggle Music On/Off</b>	:	<b>M</b>
<b>Toggle Effects On/Off</b>	:	<b>S</b>
<b>Raise / Lower Volume</b>	:	<b>+/-</b>
<b>Quit</b>	:	<b>+ Q</b>
<b>Pause</b>	:	<b>&lt;ESC&gt;</b>
<b>Movement</b>	:	<b>arrow keys</b>
<b>Shoot / Throw Weapon</b>	:	<b>&lt;SPACE&gt;</b>
<b>Select Next Weapon</b>	:	
<b>Toggle Radar On/Off</b>	:	<b>R</b>

To may reconfigure all of these controls, and may also use the mouse, a gamepad, or joystick to play the game. Mighty Mike uses Input Sprocket for all I/O during gameplay. To reconfigure Input Sprocket, simply select the battery icon as described above.

# THE DEPARTMENTS

## PREHISTORIC PLAZA

*Dinosaurs AND cavemen? What a mess!*

This department has turned into a thick prehistoric jungle. Beware of the bubbling tarpits – once you’ve been dumb enough to stumble into one, yer as good as dead. There are clear rivers to swim across and clay mesas to explore, but you might want to be careful around those caves...

### The Bad Toys

Nongo The Neanderthal: When ticked off, these toys will throw bones at you. (It's only fair – after all, yer shooting at 'em!) Not to worry, though; they're made out of cheap plastic, so breaking 'em doesn't take much. Just one shot should do the trick – if you can hit 'em. They're smarter than they look.

Dino Eggs: Scattered around the Prehistoric Plaza are dinosaur eggs. Usually these eggs are harmless, but if you go tramping around 'em – and I know you will – they'll hatch and spawn a whole squadron of little red lizards. They won't attack you but don't get in their way; their sharp teeth can do as much damage to you as a thump from a caveman!

Radical Rex: This hot-selling toy has his own definition of fun, and it consists of eating action figures. Like you. Rex is fast 'n' durable, and low-power weaponry will do you no good with this toy – he's got an extended warranty.

Action-Figure-Eating Plant: Ravenous foliage which fires seedpods at anyone who gets too close. It's also dangerous to touch when it opens up, so steer clear if you can.

Triceratops Tom: These quick blue critters like to hide in thick brush and charge out at you when they are disturbed. Only your best weaponry can do damage to these armored beasts. Lucky, they're generally too stupid to follow you around.

All right, wiseguy, I saw that! EYES FRONT, rookie! I've been out there myself! I know what I'm talking about! These things may not look as dangerous as the Gore Warriors you were designed to tackle, but they're no joke – they'll knock you to pieces! Look at these elbow joints! Ruined! Do you want to rescue those bunnies and come back in one piece...OR NOT?

Right. That's more like it. Hmph. You '90s toys – all flashing lights, no guts or attention spans, I swear. Anyhow, as I was saying.

Hopping Henry: This slobbering, overweight lizard likes to bounce on his prey. Be careful of Hopping Henry since he can jump over almost anything when he sees something he wants to squash.

Wind-Up Turtle: Turtles are mostly harmless. They protect their terrain, but not very well. The most they'll do is push you out of the way if you invade their space. So don't.



## Other Hazards

Tarpits: Dangerous? What do YOU think, genius? Deadly every time, no matter how many lifepoints you have stored up – scraping hot tar off of plastic is as hard as it sounds!

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## CANDY CANE LANE

*Mama always said that candy was bad for you!*

Sweets for the not-so-sweet, this land of gingerbread mazes 'n' sugar-frosted lakes isn't a very friendly place to be right now. Toys 'n' candy just don't mix – the locals aren't very happy to have you traipsing around leaving dirty tracks in their nice clean icing. Watch your footing...and your back.

## Toys Gone Rotten

Cinnamon Bears: Fiery temper, split into three nasty little bears when shot, don't know when to quit! Pull the trigger and keep firing, I say.

Lemon Drops: Whirling along in their own little world (who knows what candy thinks about?), these won't attack you but it sure hurts to stumble over one! Plus, they squirt dangerous lemon juice when shot...

Giant Jawbreakers: Bounce from side to side trying to run you over. Pretty near indestructible – sorry, no heroics this time, kid. All you can do is keep moving!

Caramel Monsters: Come in two flavors: one sticks around waiting for you to come to it. The other is a blob which won't hesitate to hunt you down...

Do you think this is funny? Do I LOOK like I'm joking? One more snide comment from you and I'm throwing you out there into the jungle without that sucker gun yer so fond of.

Spiral Mints: They take a beating to kill, but like the lemon drops they should leave you alone unless you blunder into their way. (Why do I have the feeling that's exactly what you'll do...?)

Chocolate Bunnies: Evil to their hollow core, these sure ain't Fuzzy Bunnies – mess with 'em and YOU may end up needing a rescue! They'll do everything they can to jump all over you, so keep this in mind: there are some things they can't leap over.

## Other Hazards

Caramel: This sticky goo slows you down.

Icing: Slippery as heck.

Chocolate Milk River: Watch out for strong currents!

Hot Chocolate: Careful – it's boiling hot.

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## FAIRY TALE TRAIL

*Sometimes bedtime stories can give you nightmares...*

Fortresses 'n' enchanted forests make up this part of the store, formerly the "children's' books" section of Toy Mart. Much like the sugar-coated folk of Candy Cane Lane, the literary natives of Fairy Tale Trail aren't real friendly to "commercial toys" like you 'n' me. Can't say I care for them much either.

### Grimm Adversaries

Big Bad Wolves: They travel in packs and they don't give up once they're on your scent. With Little Red Ridin' Hood out of town on business and the Three Little Pigs holed up safe 'n' sound in their brick condo, you'll probably be next on the menu...

Toy Soldiers: Brave, steadfast, and not too bright. Though they don't have anything in particular against you, they're devoted to defending their castle 'n' kingdom – heck, there's not much else in the way of career options for a toy soldier. I know, I know, it doesn't feel quite right to be shootin' at our own ancestors, but these guys have wood between their ears and there's no reasoning with 'em.

Little Miss Muffet: As far as ominous lurking menaces go, this little lady is definitely at the low end of the scale. In fact, she's one of the few toys who's gonna leave you alone. What's the catch? There's a LOT of unpleasant somethings hidin' under that cute tuffet of hers...

Witches: The real power in Fairy Tale Trail – fast in the air and determined to put an end to "new-fangled modern toys" like yourself, they won't hesitate to swarm over you and turn you into a toad!

The Giant Brothers: As if ONE giant wasn't bad enough! The beanstalk's been chopped down and there's no way back up, so these big guys are hopping mad. They probably won't notice you way down there near their knees. Just don't get too close to those stomping feet!

### Other Hazards

Eggs: These sit atop walls and do their best to "have a great fall" right smack onto your head.

Book Floor: When a book is open, the floor is stable. When the book closes, however...watch your step!

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## MAGIC FUNHOUSE

*These guys ain't just clownin' around!*

A combination of a circus playset and a weird amusement-park attraction, this maze of tents 'n' corridors isn't as straight-forward as the other departments before it. Teleporters 'n' slippery airgrates could keep you skidding helplessly around this level forever.

## Send In The...

Evil Clowns: After dealing with these guys, piefights won't seem as much fun as they always looked. Those things HURT when they hit you in the face...and these maniacal clowns appear to have an unlimited supply to lob at you.

Even Eviller Clowns: Equipped with squirting flowers which can really throw you for a loop. I'll warn ya, though: these guys are more difficult to knock down than their pie-flinging cousins.

Takin' me more seriously now, eh? Good. This is serious. That manly chin of yours may be a good selling point, but it won't stop a pie fired at you at 1,500 miles per hour!

Jack-In-The-Box: Watch your step – these are scattered about the floor like mines in a mine field, and they're about as hard to spot. It could be a good idea to hesitate a moment to look over seemingly harmless-looking rooms – that was a tip, kid, pay attention. Luckily for you, Jack-In-The-Boxes are too tightly wound to wait very long in ambush.

Clown Cars: Zoom by, stop, and spit out a whole flock of little clowns who home in on you like angry bees. Ouch!

Fluffy Bunnies: Escapees from a bargain-priced magic kit, these carrot-wieldin' rodents are distant relatives of the Fuzzy Bunnies – only much bigger and MUCH meaner...! Believe me; I've still got tooth-marks in my right shoulder from one of these creeps.

Hot Air Balloon: Just when you figure out how to cover the ground defenses, here comes the aerial assault! Shaped like a giant clown head (appropriate, eh?), it'll drop firecrackers on you unless yer fast on your feet AND on the trigger.

## Other Hazards

Rotten Cream: Clowns don't tend to clean up after their piefights, and this moldy green ooze is the result. Do NOT step in it unless you actually enjoy pain.

Nails: Some of these circus playsets aren't the best-constructed toys in the world – these may just look like scenery but in reality they're a very solid danger.

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## Bargain Bin

*Let the buyer beware...*

Yes, that's right, on special TODAY ONLY: survive four levels, get one FREE! The catch is, no toy ever banished to these sales racks has ever returned. And, well, er, I didn't exactly make it all the way through those blasted clowns' territory myself. In other words, there's no clues I can give you. The last few missing Fuzzy Bunnies are lost somewhere in this chaotic red-tag blue-light nightmare, and yer completely on your own...

It was nice knowin' ya, kid.

# WEAPONRY

Scattered throughout the store are various weapons which will help you survive the game and bring the Fuzzy Bunnies safely home. Just remember, it's gonna take more than brawn to get you through here alive...so unless you've got some extra brains stored in your chin, yer in trouble! Here's a sampling of what you can either find scattered about the levels or swipe from the baddies:

Rocks: Don't knock 'em – they work just fine for cavemen.

Double-Barreled Gumball Blaster: For those tight spots when two shots are better than one. Gives you twice the power 'n' twice the distance of your own trusty sucker pistol.

Musket: Another weapon far superior to the one you start out with...of course, you already guessed that. If it wasn't "bigger 'n' better," why would the toy manufacturers bother puttin' it on the shelves? Or why the heck would I bother tellin' you about it?

Triple Bubblegum Blaster: Shoots...you guessed it, three balls at a time. A little more powerful than the double blaster.

Summer Fun (TM) Backyard Flamethrower: Fires REAL red-hots... Whoops! What's THAT still doing on the shelves? This toy was supposed to have been recalled but it a few boxes were overlooked in the mess following this year's Christmas rush. Too dangerous for the kids but perfect for your purposes.

Toothpaste Gun: Clean up your enemies...pun intended. Short range, fairly powerful, but doesn't work on everything...

Exploding Cakes: Just what they sound like – the perfect way to blow the other toys into confetti. You might even be able to take out several at once with these edible explosives.

Pies: Finally! Your chance to splatter the clowns on their own terms!

Rubber-Band Shooters: Comes in two varieties, one better than the other. I'll let you figure out which one is which – truth to tell, I can't exactly remember myself.

There might be other weapons for you to use, but you'll have to find 'em yourself – for all I know, there could be anything shoved back into those shelves and forgotten behind this week's "fad" toy...

Remember, the Apple key (next to the space bar) will toggle between your weapon choices. And make sure to seek out new ammo when the numbers next to the weapons' pictures on the status bar start gettin' low. You can pick up ammo the same way you pick up weapons: by blasting the stuffing out of the bad guys.

What more are you waiting for, a written invitation from Nongo? GET MOVING! And good luck!

# PLAYER'S TUTORIAL

To make a selection on the game's title page, either use the keyboard's arrow keys or move the mouse to walk Mighty Mike to the selection you want. Then press the space bar or click the mouse button.

Your choices are:



Start playing a game!



Change Input Sprocket controls



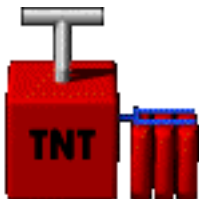
See the High Scores



See the game's Credits



Set the Difficulty Mode.



Exit the game

Move Mighty Mike to the battery icon and either click the mouse button or press the space bar. (Actually, seeing as both work for all selections, from now on we'll just tell you to press the space bar to simplicity's sake. You're still perfectly welcome to use the mouse button.) This should have sent you to another selection screen. Are we still together? Right. Your first choice is to play alone or against an opponent. Move the battery with the mouse or the arrow keys to toggle between these two and select with the space bar.

Your next choice is to restore a game or start a new one. If you want a new game, use the arrow keys to select "play" and press the space bar. If you previously saved a game, select the game number and press the space bar. (Seeing as you're using this tutorial, you probably don't have any previous games saved, but we like to be thorough.)

Choosing a new game will send you to level one, Prehistoric Plaza. (To get down to the game a bit faster, you can tap the space bar to hurry up each of those other screens you'll see along the way.) If you stay put for a moment, your first opponent – one of the local cavemen – should come at you from the bottom of the screen. Rotate Mighty Mike towards him by moving the mouse and then press the space bar. As you can see by the status bar to your right, Mike is already armed with a sucker gun – when you pick up more weapons later, you can select among them by pressing the Apple key next to your space bar.

But that's later.

Hitting the caveman will disperse him in a cloud of confetti – those blue things are jawbreakers, and if you collect enough of them you might eventually be able to raise your life total. That's the red line of hearts on top of the screen. When that goes totally black, you're toast and you lose a life. (Lives are listed on the right next to your Fuzzy Bunny Meter, which lists the number of Fuzzy Bunnies you have yet to rescue.)

To go after those jawbreakers and any power-ups the caveman may have left behind after his untimely factory recall, hold down your mouse button and move the mouse in that direction. (If you're using the keyboard, use the arrows on your number pad.) That's it! You've got it! Now, don't wander into that tar pit down there and watch out for all those cavemen lying in wait for you around the corner...hey, look, isn't that one sneaking up on you right now?!?

You'd better get moving – there's keys to find, hordes of bad toys to vanquish, and plenty of bunnies-in-distress to save!

## A FEW FRIENDLY TIPS . . .

- If you pick up a power-up you don't recognize, find a relatively quiet spot to scroll through your weapon inventory. Anything you don't recognize in there is probably what you just picked up.
- Mighty Mike gets a few moments of flickering invulnerability after being knocked dizzy or after losing a life. Use this brief respite well – if you're trapped by a mob of bad guys, this is the chance you need to sprint clear of their grasp and figure out a new strategy.
- Many bad toys regenerate – you'll never be able to completely rid the world of cavemen or spiders, for example, so don't even bother. Many others, however, can be dealt with for once and for all.
- Try running around a corner or behind a fence if you need to shake off anyone who's giving you trouble. They can't reach you through a barrier but you just might be able to pick them off from safety. Hey, Mighty Mike's the good guy. Getting lucky breaks like that is in his contract.
- Timing can be everything with fireball power-ups...
- Sometimes speed power-ups will get you out of a bad situation or down a tricky corridor. Other times they're more trouble than they're worth, especially on higher levels, so consider your choice carefully.
- Out of big guns and faced with a flock of dragons? If at all possible, RUN AWAY. At times like this, discretion really is the better part of valor! You need to back up – go wrestle with less dangerous toys until one of them coughs up the power-up or weapon that you need.

# TECHNICAL SUPPORT

Mighty Mike was first released in 1995, and to be totally honest, those of us who built this game don't really remember much in terms of where to find all of the Bunnies and how to get out of all of the levels. It's sad, but true.

So, we highly recommend that you check our web site at:

`www.pangeasoft.net/mightymike`

There we will have information and links to other sites with helpful information on the game.

If, however, you have a question of a technical nature and not related to gameplay, then please feel free to send your question to:

`support@pangeasoft.net`

`www.pangeasoft.net`