

SuperDanny Powered Up Instruction Manual

Recommended-Minimum System Requirements

-Windows XP / Vista
-1.73 GHz CPU
-256 MB Video Card (ATI is recommended for best graphics performance)
-1.00 GB RAM

Controls

System Keys











F1 = Set Screen Resolution to 256x224
F2 = Set Screen Resolution to 512x448
F3 = Set Screen Resolution to 768x672
F4 = Set Screen Resolution to Full
F5 = Toggle Gamepad On or Off
F7 = Reset Game
Esc = End Game

Playing the Game

Action	Keyboard	Gamepad
Move	Arrows	Directional
Jump	Z	Button #3
Shoot	X	Button #4
Start	Enter	Button #12
"Awesome"	Shift	Button #7
"PWNED"	Ctrl	Button #8

*Both the Keyboard and Gamepad can be customized from the Options screen.

Special Items

-  These capsules refill your energy level. They appear in two sizes.
-  These capsules refill the energy level of your current Cross Fusion. They appear in two sizes.
-  These tanks refill your energy level to full. You can store up to nine of these tanks until needed.
-  This gives you one more life. You can carry up to nine of these at once.
-  There are several costume items hidden throughout the stages. Equip them to change your normal appearance.
-  Use this to exit stages where you have previously defeated the Robot Master.
-  Equip this to refill the Cross Fusion with the lowest energy when no Fusion is selected. Cannot be used in Hard Mode.
-  Equip this to allow up to 5 Buster shots onscreen at once. Cannot be used in Hard Mode.
-  Equip this to prevent recoil when hit by an enemy. Cannot be used in Hard Mode.
-  Equip this to increase the speed of normal Buster shots. Cannot be used in Hard Mode.