

# Game Manual

## SKOOL DAZE RESKOOLED!



# OVERVIEW

**Skool Sucks! That's it, I don't need to say anymore. Ok, maybe I do. I guess you're wondering what this game is. It's the return of one of the all time Spectrum classics "Skool Daze". It was released in the 80's. Yeah, you heard that right, probably before you were born! Spectrum? What's that! It's one of the first home game "consoles", you know, the one with the rainbow and blue rubber keys! Anyway, I told you Skool Sucks, stop making me teach you things! Search for "Skool Daze" if you want to find out more about the original. Use a search engine, you know the one, Poodle. No, Snoogle. No Dooogle. Oh, you know what I mean.**

## **Meet the main cast :-**

- **Eric, Our hero!**
- **Boy Wonder, The good looking one**
- **AngelFace, The bully**
- **Einstein, The brains**
- **Hayley, The love interest**



**The story unfolds over three difficult levels. Skool Daze, Back To Skool and Nu Skool.**

# SKOOL DAZE

***In the role of our hero, Eric, you know that inside the staffroom safe are kept the school reports. And, being Eric, you realise that you must at all costs remove your report before it comes to the attention of the Headmaster.***

***The combination to the safe consists of four letters, each master knowing one letter and the Headmaster's letter always coming first. To get hold of the combination, you first have to hit all the shields hanging on the school walls. Trouble is, this isn't as easy as it looks. Some of them can be hit by jumping up. Others are more difficult. You could try and hit a shield by bouncing a pellet off a master's head whilst he is sitting on the ground. Or, being Eric, you may decide to knock over one of the boys and, whilst he's flattened, clamber up on him so that you can jump higher.***

# BACK TO SKOOL

***Having managed to steal your report during the last few skooldaze of term, you've spent the whole holiday forging teachers' signatures and handwriting to make yourself look like the brightest, sweetest natured, most helpful little soul ever to carry a satchel.***

***Now all you've got to do is get it back into the Head's safe...***

***A couple of years ago, your elder brother had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's cap, you work out what to do.***

# NU SKOOL

**You've moved to a more modern school. But this hasn't changed you're bad behaviour. All records of your exam results and troublesome going ons, are stored in the schools computer database.**

**In order to keep your image as a wonderful and sweet little boy who is always willing to help, you just need to gain access to a computer and delete the database.**

**The elderly brother of one of your new friends, had exactly the same problem and has lent you his old copy of the School Rules, on which he's scribbled some notes in invisible ink. Holding the paper over a bonfire made from the swot's math's book, you work out what to do.**

## SKOOL RULES

- Boys shall attend lessons as shown in the time-table at the top of the screen. (Remember that because you cheated in the exams last year, you always go to the same lessons as the swot.)
- Boys do not score points by attending lessons, but may be given lines if caught in the wrong place.
- Boys who acquire over 10,000 lines shall be expelled immediately from the school.
- Boys are not allowed to enter the staffroom or the Headmaster's study. Take care.
- At playtime, boys are supposed to be playing and not in any of the classrooms.
- Boys shall not hit their schoolmates.
- Boys shall not fire catapults.
- Boys are expected to walk quietly in the corridors - they are not for running or sitting in.
- School dinners are compulsory.



# CONTROLS

## Mouse

Left click and hold to move and aim

## Keyboard

There are two keysets to choose from, Default or Classic. As well as the two sets mentioned, you are able to redefine the keys.

### Default Keyset



Right

Left

Upstairs in the direction you are moving

Downstairs in the direction you are moving

Also:

A - Left

D - Right

W - Upstairs in move direction

S - Downstairs in move direction

Shift - Fast movement

If **SHIFT** is pressed at the same time as **A,D,W,S** this will result in Fast movement in that direction

Other keys to perform specific actions are:

E - Sit/Stand

Q - Hit

CTRL - Write/Action/Hold for inventory

F or L - Jump or Leap

ENTER or O - Fire

/ - Lesson HUD

## Classic Keyset



**Right**

**Left**

**Upstairs in the direction you are moving**

**Downstairs in the direction you are moving**

**Also:**

**O** - Left

**P** - Right

**Q** - Upstairs in move direction

**A** - Downstairs in move direction

**CAPS** - Fast movement

**If CAPS is pressed at the same time as O,P,Q,A this will result in Fast movement in that direction**

**Other keys to perform specific actions are:**

**S** - Sit/Stand

**H** - Hit

**W** - Write/Action/Hold for inventory

**J or L** - Jump or Leap

**F or O** - Fire

**/** - Lesson HUD

## Gamepad

**Move**



**Pause/ Start**



**Move**



**Aim and fire**



**Hold for inventory**

**Tap for Blackboard/Action**

**Punch**



**Jump**



**Sit/  
Get up**



**Press Left Bumper to  
show/hide Lesson HUD**



**Hold Right Bumper  
to aim with Left stick**

# FAQ'S

## **How do you highlight the shields?**

To highlight the shields you need to either hit them with your catapult (Shoot against the fallen teachers to shoot up) or jump up and touch them (Jump over your fallen mate's bodies to get higher).

## **How do teachers reveal their secret number?**

The teachers will say a number if you hit them with a catapult or if you drop water over them (fill the trophies with water using your water pistol and hit them with your catapult when a teacher walks below them).

## **Why doesnt Mr Creak reveal his number when you hit him in the Skool Daze Level?**

For Mr Creak to reveal his secret number you need to write his D.O.B on the blackboard before he starts his lesson. To find out his D.O.B attend his lessons and pay attention to the questions he asks.

## **How do you knockout the caretaker?**

To knockout the caretaker you need to hit a branch with your catapult for it to fall on him. Keep an eye out for the trees in Back to Skool and Nu Skool levels.

## **How do you catch the rat?**

Look out for the rat trap in the desks, and place it down near the rat and wait till it catches it.

## **Can you play with different characters?**

Yes there's 5 different characters you can play with. You start off with Eric and as you progress through the game you have the ability to unlock more characters. To change your character, click on the character button in the main menu. This brings up the character select menu which you can scroll through to select the character you want. This screen also gives you the information on how to unlock certain characters.

## **How do you take part in the quiz?**

**When you are sat at your desk and a teachers asks you a question, you need to put your hand up to answer the question. To do this you need to press the punch button.**

## **How do you escape from the school?**

**To escape from the school you need the teachers to first open the windows. Use stink bombs to help you with this. Once the windows are open, use your water pistol on the plant pots to then escape.**

## **How do you jump the fence on the bike in the Tutorial?**

**To jump the fence you need to pick up speed on the bike riding towards the fence. Before you get to the fence you need to enter Stunt Mode. You can do this by climbing on top of the bike's seat by pressing the jump button. When you get close to the fence you need to time your jump to clear the fence.**

## **How do you frighten the headmistress with the frog?**

**To frighten the headmistress you need to put the frog in the trophy located in the girls school. You need to use the bike to place the frog in the trophy. When the headmistress is below the trophy, use your catapult to hit it which causes the frog to drop on her.**

## **How do you interact with the blackboard?**

**To write on the blackboard you need to walk up to one and wait till a floating icon appears above your character. When this happens click on the icon which then enables you to write on the blackboard. When you have done, press on your character to return to the game.**

## **Where do you find the in-game hints?**

**To looks at the hints for the tasks, go to the pause menu and click on the flashing light bulb icon in the top right. This will reveal a hint for the task you are currently on. You can enable/disable hints by clicking on the light bulb icon in the main menu.**

## **How do you redefine a key?**

**To redefine a key you need to highlight the key you want to redefine with your mouse. Then select to redefine. You then simply press the key you want, and then unhighlight the key.**

**To toggle between Default and Classic keysets you just click on the keyset you want. Note any redefines you have made will be lost when you toggle between the keysets.**

## **How does the score card work?**

**The score you get at the end of a level is based on the following variable's**

- Time:** The quicker you complete the level, the more points you get.
- Lines:** The amount of lines you have is multiplied by 10 and subtracted from your final score.
- Bullies lines:** The amount of lines the bullies get is added to your score.
- Player K.O:** The amount of times you get knocked out is multiplied by 100 and subtracted from you final score.
- Bullies K.O:** The amount of times you knock out the bully is multiplied by 100 and added to your score.
- Kids K.O:** The amount of times you knock out an NPC character is multiplied by 500 and subtracted from your score.
- Quiz:** For every right answer you give in the quiz, this is multiplied by 1000. For every wrong answer you give, it is multiplied by 500 and subtracted off your final score.



# SKOOL DAZE RESKOOLED!

