

16-BIT MEGA

LITTLE MEDUSA



INSTRUCTION MANUAL

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Thank you!



TABLE OF CONTENTS

Basics	2
Story	3
Heroes	4
Villains	5
Enemies	6
Items	8
Obstacles	9



BASICS

CONTROLS:

D-PAD: Move Character, Navigate Menus

A - Shoot Eye Beam

B & **←** - To Place Boulder



GAMEPLAY

To save her friends and all of Mount Olympus, Arte must travel through the elemental domains and obtain stars to break Fiora's seals. There are stars in every level, and Arte must collect them from behind dangerous enemies, across vast pits, or even inside chests. Arte's gorgon form has some benefits - her gaze can turn enemies to stone, and she can solidify the earth beneath her. Using these abilities, Arte can push petrified enemies to make paths across unsafe ground, and protect herself or redirect enemies with the stone she creates.



As Arte travels close to Fiora, the evil sorceress' traps and soldiers grow in challenge and danger. Arte will need to equip Icarus wings to fly over pits, operate ancient mechanisms, and face foes who are unaffected by her stony stare.

COILING MALICE AND HISSES OF REVENGE...

For centuries, the Olympian gods have ruled the Cosmos with harmony and prosperity, after overthrowing the reign of the Titans, an older race of spiteful deities. While the Olympians hold court and control the fate of mortals, the Titans fester in their prisons deep underground. Now, a new generation of Olympians is coming into their own. The children of Zeus, Hera, Apollo, Athena, Poseidon, and others have begun to take up the duties of their sires.

One little goddess in particular, Artemiza, is the darling of Mount Olympus, and is destined to rule after Zeus ends his reign. She is intelligent, beautiful, and resourceful, but also quite aware that she is the favorite of the gods, and this has made her quite haughty and vain.

Fiora, a goddess of strife and magic, is angered by the smug Olympians doting on their precious Artemiza. Her husband, Kronus, was the lord of the Titans, and has been long-imprisoned in another realm. Their separation has stripped Fiora of the chance to have a family of her own. To wreak her revenge, she devises a cruel plan.

She replaces Artemiza's mirror with a Gorgon Glass - a Titan artifact which transforms whoever looks through it into a terrifying Medusa! Knowing that Artemiza cannot help but gaze upon her own beauty, it does not take long before the little goddess has a snake problem.

Fearing that she has gone missing, the Olympian gods begin to search all of the Cosmos for their darling Artemiza. While they race about, Fiora frees the Titans and their lackeys from their prisons, captures the other little gods and goddesses, and takes the throne of Mount Olympus for her own! Can Artemiza fight her way to the top and reclaim Mount Olympus, or is she destined to have a bad hair day for all eternity?

HEROES

ARTEMIZIA:

Favorite child of the Olympians, destined to rule all of the Cosmos, and an intelligent young goddess. However, she is also prideful and vain, particularly of her appearance and lovely hair.



THE LITTLE OLYMPIANS:

The companions and attendants of Artemiza, these little gods and goddesses are the children of the Olympians.



VILLAINS

FIORA:

A goddess of magic and discord, Fiora is married to Kronus, the Lord of the Titans. However, Zeus and the Olympians ousted Kronus and the other Titans from their place of rule, confining them to dark underworld prisons and realms of sorrow. Fiora has spent lifetimes gathering her malice, awaiting a day when she can write out her revenge on the very throne of Mount Olympus.



THE TITANS:

A proud and powerful race of deities that were the first rulers of the Cosmos. They were overthrown by Zeus and his siblings millennia ago.



ENEMIES:

CYKLOPS:

These one-eyed monsters were once the basic foot soldiers in the Titans' army. Although dumb, they are quite numerous, and decidedly loyal to the Titans.



CENTAUR:

Many strange hybrids inhabit the lands below Mount Olympus. Some tribes of these half-men, half-beast creatures supported the Olympians, while others, like the Centaur, kept their misguided loyalty to the Titans. They still keep their archery skills honed, in the hopes that their arrows will fill the sky once more.



SERPENTI:

An army of snakes was sent to the underworld, to torture the Titans for eternity. Fiora, however, used her magic to bend them to her will. They now strike at the first thing which crosses their path.



BOLTER:

Zeus approached these storm elementals to help him in his war against the Titans. They cast their lot with Kronus, and have rued that day ever since. After his victory, Zeus threw them from the sky, cursing them to dwell close to the ground and blast their anger upon it.



FALLEN HERO:

In life, these warriors were virtuous and proud; however, they fell prey to their own faults and cast aside the valiant and good parts of their souls. They now roam the underworld, carrying the weapons and magic reflective shields they bore while still alive.



MINOTAUR:

Once the fearsome guardians of a labyrinth, these creatures were punished for their part in the war against the Titans. Their ability to navigate mazes was taken from them, and they now roam through the hallways, staying close to the walls around them.



HOMERS:

Proud poets that told of the great deeds of the Titans, Homers were an artistic race of creatures that served in Kronus's court. After Zeus's victory, their senses were stripped from them, so that they could no longer drink in new experiences to put down in verse or song.



ITEMS:

STARS:

These mystic symbols are used to break the seals Fiora has placed between each section of the realms of the Olympians.



KARUS WINGS:

A device crafted by a brilliant human inventor, these wings provide limited flight to their wearer.



HOURGLASS:

Imbued with some of the first grains of sand created in the Cosmos, these valuable artifacts extend the fate of those who bear them.



EXTRA LIFE:

Gorgon Heads are often used to ward off evil spirits, even those who came to take individuals across the River Styx and into the lands of the dead.



OBSTACLES:

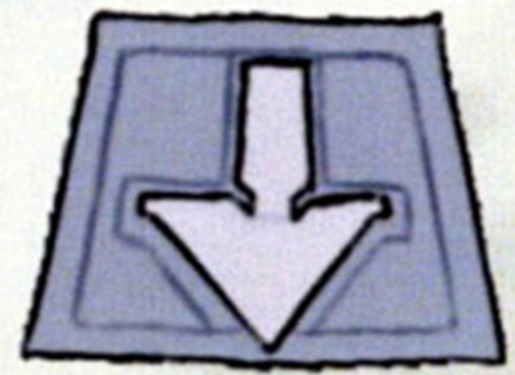
SWITCH:

An ingenious device created by brilliant smiths, these switches have various effects on certain elements of the palaces surrounding Mount Olympus.



APOLLO'S MARK:

The Olympian God Apollo is a grand archer, and his sigil featuring an arrowhead is a compelling sign, known to draw others in the direction it points.



CERBERUS STATUES:

The triple-headed hellhound is a common decoration in many Olympian abodes, as it is a symbol of protection. These statues have been tainted by Fiora, however, and now wait to immolate all who come near their deadly flame.



PANDORA BAGS:

Fiora has conspired with all manner of fell sorcerers and malicious forces. One benefit of these collusions are these portals through which the Titans' various soldiers can travel.



KEY:

An elegant golden key.



CHEST:

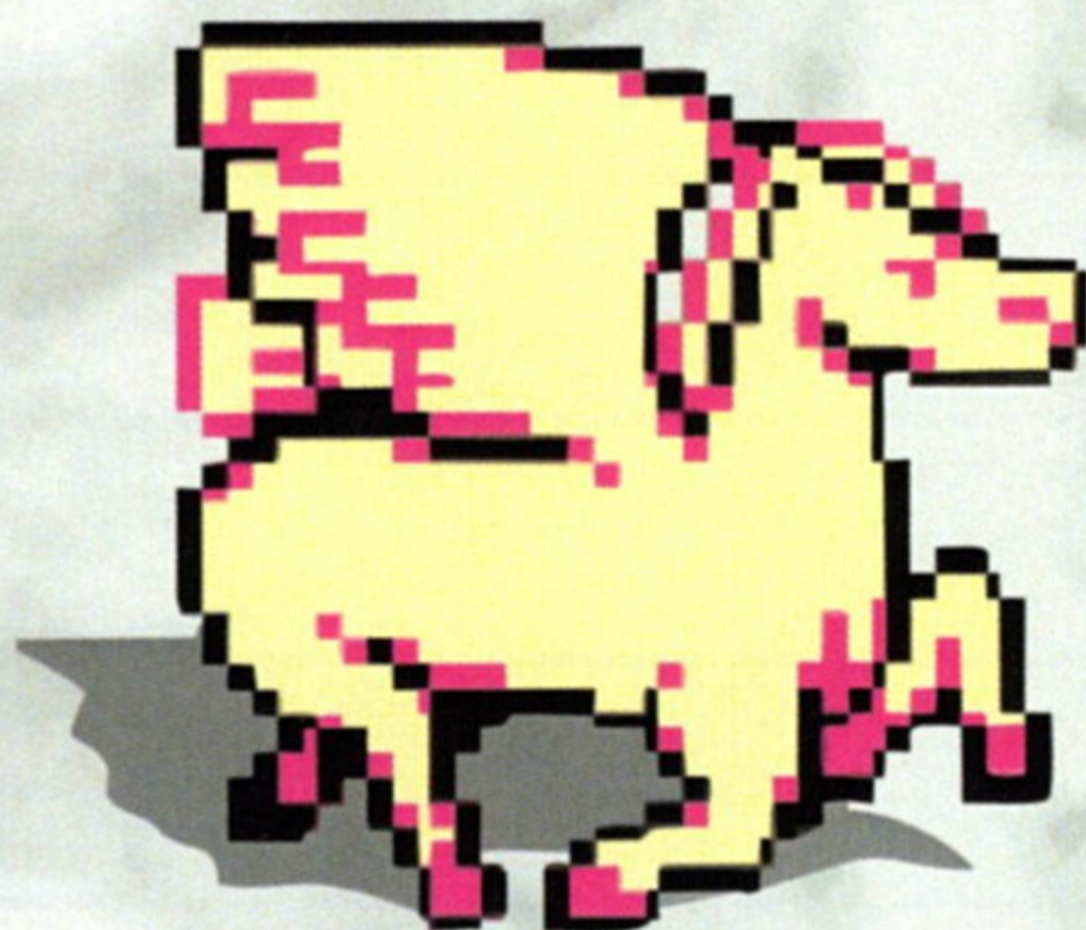
Sturdy and spacious, these contain many treasures.



MIRROR SHARD:

Facets of Artemiza's ornate mirror, shattered by Fiora in her rage. They are hidden throughout the Olympian lands, and only appear to those who prove themselves worthy...





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If an address is entered incorrectly on an order, thus causing the item to ship to the wrong location, Megacat Studios is not responsible for replacing the item. If the item can be retrieved, the customer is responsible for the additional cost of re-sending the item or, if the customer chooses a refund instead, they will receive the cost of the item minus the cost of shipping. If tracking information indicates an item is lost Megacat Studio will send a replacement at no extra cost to the customer. If tracking information indicates an item has been delivered, Megacat Studios is not responsible if the package can not be located by the customer. We recommend contacting your local post office for more information.

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