

ADVENTURER'S GUIDE

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# INTRODUCTION



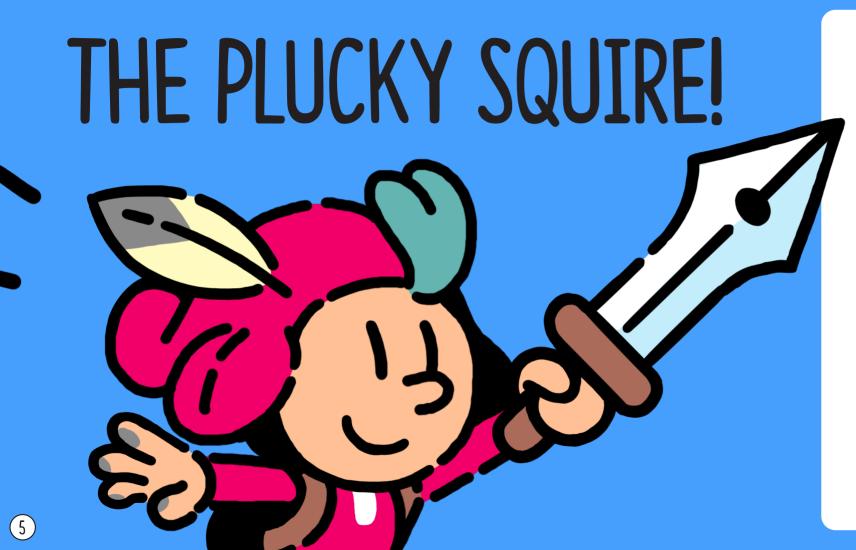
## WELCOME TO THE LAND OF MOJO!

A REMARKABLE REALM OF COLOUR AND CREATIVITY RULED BY A MOST MAGNIFICENT MONARCH, QUEEN CHROMA.

AND HOME TO A LIVING LEGEND ...

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JOT, A CHAMPION OF THE REALM WHOSE TALES OF VALOUR ARE BELOVED BY THE GOOD PEOPLE OF MOJO.

BUT WHEN THE MALEVOLENT HUMGRUMP REALISES HE'S THE VILLAIN OF THE STORY, DESTINED TO LOSE HIS BATTLE AGAINST THE FORCES OF GOOD FOR ALL ETERNITY, HE KICKS THE HEROIC JOT OUT OF HIS OWN STORY.

AND NOW THIS PLUCKIEST OF SQUIRES MUST FACE CHALLENGES UNLIKE ANYTHING HE'S EVER SEEN IF HE'S TO SAVE HIS FRIENDS FROM HUMGRUMP'S DARK FORCES AND ENSURE A HAPPY ENDING. NO PRESSURE.

# THE BASICS



## SO YOU WANT TO BE AN ADVENTURER?

A NOBLE ENDEAVOUR INDEED. BUT THERE ARE MANY DANGERS IN THIS WORLD - AND BEYOND.

MASTER THE BASICS BEFORE VENTURING FORTH.

FIGHT EVIL! HUNGRY MONSTERS, ANGRY WILDLIFE, HUMGRUMP'S MINIONS, AND OTHER FOES ARE OUT TO GET YOU. USE YOUR TRUSTY PEN-SWORD TO WRITE THEM OFF.

SOLVE PUZZLES! VIOLENCE ISN'T ALWAYS THE ANSWER. SOMETIMES YOU HAVE TO FLEX YOUR MENTAL MUSCLES TO GET PAST OBSTACLES AND PROGRESS TO THE NEXT PAGE.





### **MEET PEOPLE!** THERE ARE SO MANY PEOPLE TO MEET IN THE LAND OF MOJO. SOME FRIENDLY SOULS WILL EVEN LEND JOT AND CO. A HELPING HAND IF THEY GET IN A TIGHT SPOT.

### **GET STRONGER!** AS YOU PROGRESS THROUGH THE GAME, UNLOCK NEAT SWORD SKILL BADGES TO INCREASE YOUR STRENGTH IN BATTLE. SOME OF THESE CAN BE UPGRADED TOO.



### LEAVE THE BOOK! JUMP IN AND OUT OF THESE SWIRLY MAGICAL PORTALS TO LEAP FROM THE PAGES OF THE STORYBOOK INTO A STRANGELY THREE-DIMENSIONAL REALM BEYOND.

**PLAY MINIGAMES!** JOT IS A HERO OF MANY TALENTS, AND WILL FREQUENTLY GET A CHANCE TO SHOW THEM OFF - WHETHER FIRING A MAGICAL ELVEN BOW OR BOXING A HONEY BADGER.

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# SWORD SKILLS



## JOT MAY BE THE CHAMPION OF MOJO (AND A BEST-SELLING AUTHOR), BUT HE STILL HAS A LOT TO LEARN.

AS YOU PLAY YOU'LL DISCOVER SWEET NEW MOVES TO HELP YOU TAKE ON HUMGRUMP'S MONSTROUS MINIONS.

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# SWORD THROW HURL YOUR SWORD AT ENEMIES AND WATCH IT MAGICALLY FLY BACK INTO YOUR HAND!











# THESE MYSTERIOUS SCROLLS ARE HIDDEN ALL OVER THE WORLD. FIND THEM TO UNLOCK EYE-CATCHING ARTWORK AND LEARN MORE ABOUT THE LAND OF MOJO.

(P.S. MARTINA SELLS SOME AS WELL!)



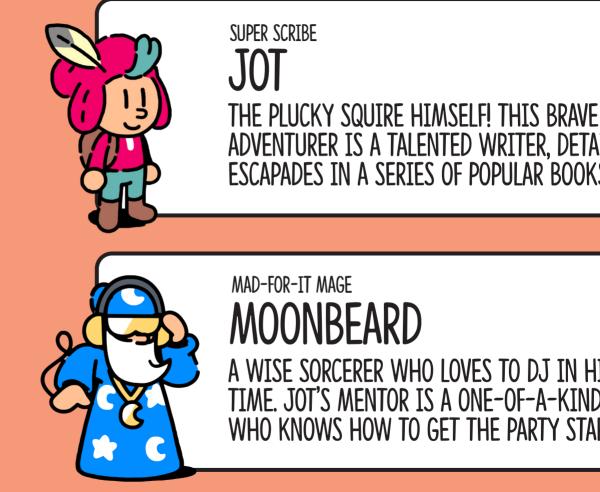
# **LHAKALIEKS**



### AS YOU EXPLORE THE MAGICAL LAND OF MOJO, YOU'LL RUN INTO ALL MANNER OF FASCINATING FOLK.

HERE ARE JUST A FEW OF THE COLOURFUL CHARACTERS YOU'LL ENCOUNTER ON YOUR GRAND ADVENTURE.

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# ADVENTURER IS A TALENTED WRITER, DETAILING HIS ESCAPADES IN A SERIES OF POPULAR BOOKS.



A WISE SORCERER WHO LOVES TO DJ IN HIS SPARE TIME. JOT'S MENTOR IS A ONE-OF-A-KIND WIZARD WHO KNOWS HOW TO GET THE PARTY STARTED.



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## POWERFUL PERCUSSIONIST FHRASH

AN EASY-GOING MOUNTAIN TROLL AND A RIGHTEOUS HEAVY METAL DRUMMER. HE'S A MELLOW FELLOW, BUT WILL ALWAYS FIGHT FOR HIS PRINCIPLES.

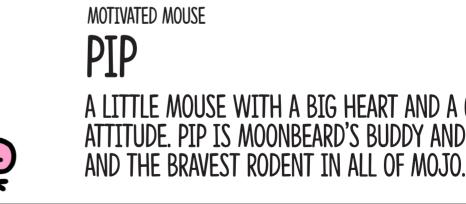


A TRAINEE WITCH AND TALENTED ARTIST FROM ARTIA CITY WHO IS POSITIVELY BURSTING WITH CREATIVE ENERGY. SHE HAS A REAL EYE FOR COLOUR.









### AN ILL-TEMPERED SORCERER INTENT ON TURNING EVERYTHING IN THE LAND OF MOJO UPSIDE DOWN. BADLY WISHES HE WAS THE MAIN CHARACTER.

# A LITTLE MOUSE WITH A BIG HEART AND A CAN-DO ATTITUDE. PIP IS MOONBEARD'S BUDDY AND HELPER





# MELIFLUOUS MONARCH queen chroma

THIS COLOURFUL QUEEN IS THE RULER OF THE LAND OF MOJO. SHE LIVES IN A GRAND CASTLE TOWERING OVER THE CITY OF ARTIA. YOU CAN'T MISS IT.





**BFNNY BEE** BEARD-SPORTING, VINYL-LOVING WIZARD...

# ...AND MANY MORE **INTERESTING CHARACTERS!**



CRUEL COHORTS HUMGRUMP'S HENCHMEN



EVERY EVIL-DOER NEEDS HIS LOYAL MINIONS, AND THESE ARMOUR-CLAD BADDIES HAVE SWORN ALLEGIENCE TO MOJO'S MEANEST MAGE.

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CAN'T FIND THE WORD YOU'RE LOOKING FOR? IT MIGHT BE ON ANOTHER PAGE! FLIP BACK TO A PREVIOUSLY VISITED AREA AND HAVE A LOOK AROUND.





# ACCESSIBILI



## ANYONE CAN BE AN ADVENTURER!

HERE ARE SOME OF THE HANDY ACCESSIBILITY FEATURES YOU CAN TINKER WITH IN THE PLUCKY SQUIRE TO SUIT YOUR OWN PARTICULAR PLAYING STYLE.

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JUMP ASSIST LENDS A HELPING HAND WHENEVER JOT IS REQUIRED TO JUMP SOMEWHERE.



SHOW HIDDEN PORTALS



DISABLE FALLING PLATFORMS



INVINCIBILITY THINGS THAT WOULD NORMALLY DAMAGE JOT BECOME HARMLESS.



ONE HIT KILL A SINGLE HIT FROM JOT'S SWORD IS ALL IT TAKES TO SLAY ANY ENEMY.

### HIDDEN PORTALS WILL BE REVEALED AUTOMATICALLY ON THE CURRENT PAGE.

# FALLING PLATFORMS WON'T FALL AND DAMAGE JOT WHEN HE LANDS ON THEM.



THIS BRIGHT BOOKWORM WILL SHARE HER WISDOM WITH JOT THROUGHOUT HIS ADVENTURE, AND CAN EVEN CONTACT HIM OUTSIDE THE BOOK.



# MINIBEARD

STUCK? SPEAK TO THIS WEENY WIZARD AND YOU'LL RECEIVE A HINT ABOUT WHAT TO DO NEXT. HE MAY BE SMALL, BUT HE'S COLOSSALLY HELPFUL.

**DIFFICULTY MODES** THERE ARE TWO DIFFICULTY MODES TO CHOOSE FROM:



**ADVENTURE MODE** NICELY CHALLENGING. THE DEFAULT DIFFICULTY.



PAGE'S TOP TIPS Q

STORY MODE

EASIER COMBAT, WEAKER FOES, AND JUMP ASSISTS.

YOU CAN ALSO ADJUST THE STRENGTH OF CONTROLLER VIBRATION, OR DISABLE THE EFFECT ENTIRELY, IN THE OPTIONS MENU.







