

Skullcaps : Contents

Players

Skullcaps Objective

Skullcaps Overview

Getting to Know Your Skullcaps

Workers

Builders

Soldiers

Scientists

Your Skullcaps Control Panel

Worker Icon — Changes Skullcaps into Red Workers

Builder Icon — Changes Skullcaps into Blue Builders

Soldier Icon — Changes Skullcaps into Green Soldiers

Scientist Icon — Changes Skullcaps into White Scientists

Angel Wings Icon — Transports Skullcaps

Landedit Icon — Adds/Deletes Land

Target Icon - Sends Skullcaps into battle

House Icon — Builds Housing

Pickup Hand Icon — Grabs Skullcaps & Objects

Energy Bars — Shows Available Skully Power

Red Worker Energy Bar

Blue Builder Energy Bar

Green Soldier Energy Bar

White Scientists Energy Bar

Invention Slots — Stores Your Inventions

Trash Can Icon — Clears Inventions Slots

Globe Icon — Displays Mini-Map View

Magnifying Glass Icon — Switches to Zoom View

Housing

Housing Categories

General (or Breeder) Houses — Red Icon Dwellings

Soldier Barracks — Green Icon Dwellings

Science Labs — White Icon Dwellings

Moving In, Out, and Around Housing

Inside Housing

Worker Room

Builder Room

Builder Blackboard

Scientist Room

Scientist Blackboard

Soldier Room

Tree Houses

Inventions

Angel Cloud

Balloon

Cannon Size 1

Cannon Size 2

Cannon Size 3

Catapult Size 1

Catapult Size 2

Catapult Size 3

Earthquake

Electrocute Size 1

Electrocute Size 2

Electrocute Size 3
Exploding Cow
Fertility Minus — Fox
Fertility Plus — Rabbit
Firebomb Size 1
Firebomb Size 2
Firebomb Size 3
Fish Rain
Gas Mask
Land Minefield
Land Mine Size 1
Land Mine Size 2
Land Mine Size 3
Mass Fight
Pit Size 1
Pit Size 2
Pit Size 3
Popper
Popperfield
Rock Rain
Shark Bait
Shark Repellent
Skunk Bomb
Snake
Storm Strength 1
Storm Strength 2
Storm Strength 3
Teleport
Trap Size 1
Trap Size 2

Animals

Cows
Fish
Foxes
Rabbits
Skunk
Snakes

Things To Try

Frequently Asked Questions

Who's the little Skully guy in the corner of my screen?
Where do I go with troubleshooting questions
How do I build a house?
How do I get my Skullcaps to attack an enemy dwelling?
How do I get my Soldiers to fire bullets?
How do I surrender?
What inventions can be used together?
Why is there a big red X on my Builder Room blackboard
My is my Science Room blackboard black. Where are the inventions?
How do inventions get onto the Science blackboards?
Why would I want to make it rain or snow?
How do I make it rain fish?
What do goldfish do?
How do I set Skullcaps on fire?

Game Credits

Creative Edge Staff

Skullcaps



Players

One to Four (via Networking)

Skullcaps Objective

Breed your Skullcaps, build your dwellings, create your weapons and inventions, and wipe out all other enemy teams, reaching the Final level and getting rid of all the Hairies in your World.

Skullcaps Overview

Welcome to the amazing worlds of Skullcaps, where our follically challenged little friends engage in hilarious acts of warfare. With a skilled team of Workers, Builders, Soldiers, and Scientists; Skullcaps scatter the land with their towns, forests, Science Labs and Barracks, not to mention mine fields and cannons.

Unfortunately, your little Skully guys are not the smartest breed and rely on you, their friend in the sky to sweep them from danger and return them home. Guide them on their campaigns, to lead their Scientists to new levels of invention, and to plan strategies that will help them overcome the evil forces opposing them.

Whether you play on the icy terrain of the North Pole or the arid sandy Desert lands, the challenge remains the same: shepherd your flocks to World Skully Domination!

Getting to Know Your Skullcaps

There are four types of Skullcaps: Workers, Builders, Soldiers, and Scientists. Each has a special purpose.

Workers

Workers work and breed.

- Outside Workers — Workers outside a house add energy to the red Worker Energy Bar (watch the red bar on the right side of your control panel).
- Inside Workers — Workers inside a house breed; the only Skullcaps who can do this.

Builders

Builders build new or larger houses, and repair damaged housing.

- Outside Builders — collect materials to make home improvements or repairs, and also add energy to the blue Builder Energy Bar.
- Inside Builders — build or repair housing. The more Builders inside a house, the quicker they build or repair.

Soldiers

Tip: Use the Target feature by turning a group of your guys into Soldiers and then Targeting an enemy house, they will run in at high speed and do their best to take it over for you any Soldiers left over will hunt down the enemy. They love a good fight. If they don't have weapons, they'll punch out every enemy they can.

Soldiers defend your land and housing, and attack your opponent(s).

- Outside Soldiers — patrol and attack. They patrol until they see an opponent to attack. To attack an opponent's house, place your Attack Shield on it. If your Soldiers are in the vicinity, they will move towards the shield, and attack.
- Inside Soldiers — defend their dwelling when enemies invade; and also increase Soldier energy as they manufacture bullets, grenades, and bombs (when inside Soldier Barracks only). Outside Soldiers use these weapons when attacking enemies.

Scientists

Scientists create and deliver inventions you can use for a variety of means. The inventions are progressive. For example: if Scientists invent a land mine, they use the knowledge they have learned to build even bigger and more destructive land mines.

- Outside Scientists — collect materials needed to build their contraptions, and increase energy for the white Scientists Energy Bar. Scientists also deliver inventions by flying them to the spot on the map where you chose to plant it.
- Inside Scientists — needed to create and research inventions.

Your Skullcaps Control Panel

The top row of icons from left to right are as follows.

Worker Icon — Changes Skullies into Red Workers



Select icon. Hold down the left mouse button, drag your mouse, and highlight one or a bunch of your Skullies. Let go of your mouse button, and they become Workers.

Builder Icon — Changes Skullies into Blue Builders



Same procedure as described under *Worker icon*.

Soldier Icon — Changes Skullies into Green Soldiers



Same procedure as described under *Worker icon*.

Scientist Icon — Changes Skullies into White Scientists



Same procedure as described under *Worker icon*.

Angel Wings Icon — Transports Skullcaps



Angel Wings are used to pick up and send **multiple** Skullcaps to the destination of your choosing. Click on this icon, and highlight an area of land. Your Skullcaps in this area sprout wings and fly wherever you tell them. Send them inside a house or a tree, or even an opponent's territory for a surprise attack. Worker energy (red Energy Bar) is needed for this action, so the more red energy you have, the more Skullcaps you can fly.

Landedit Icon — Adds/Deletes Land



Need more land to build a house? Are you being invaded from a land corridor created by an opponent? Feel like trapping some Skullies or Hairies on an island, or maybe even drowning a few? Use the Landedit icon to add or remove land. The Landedit tool uses red (Worker) energy. Use this tool wisely or you will have no red energy for other purposes. **To delete land** — use the left mouse button. **To add land** — use the right mouse button.

Target Icon – Send Skullies into Battle



Click on the Target icon, left click the mouse and drag a box over a selection of Skullies. Now click on a destination for them to attack and they will run to the target as fast as they can.

House Icon — Builds Housing



Used to build a variety of houses. Once you place the spinning house on land, all Builders in the vicinity will move towards it, and begin building their new home. Housing can only be placed on land where there is enough room to build. Builders need Builder energy. Check the blue Energy Bar on your control panel.

Pickup Hand Icon — Grabs Skullies & Objects



Used to pick up and move your Skullies, as well as objects such as rocks, sticks, rabbits and anything else that's not nailed down. You can also open your dwellings and trees with the Pickup Hand. The hand is the easiest way to put individual Skullies inside a house: just grab them and drop them over a house. Note that you cannot pick up enemy Hairies, or open their houses or any trees used by them.

Energy Bars — Shows Available Skully Power

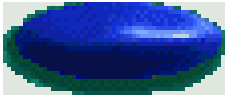
Four Energy Bars (on the far right of your control panel) show the amount of power (or energy) for each Skully type (Workers, Builders, Soldiers, and Scientists).

Red Worker Energy Bar



- Fills — when Workers are busy outside
- Drains — when you use the Landedit shovel or Angel Wings.

Blue Builder Energy Bar



- Fills — when Builders are outside
- Drains — when Builders build or repair housing.

Green Soldier Energy Bar



- Fills — when Soldiers are inside Soldier Barracks making ammunition.
- Drains — when Soldiers are outside attacking enemies or invading enemy housing.

White Scientists Energy Bar



- Fills — when Scientists are outside
- Drains — when Scientists inside your houses are working on your inventions.

Invention Slots — Stores Your Inventions

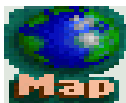
The second row of your control panel starts with six empty slots. Fill these slots with the inventions you have your Scientists create. After selecting an invention for your Scientist to create, (make your selection from the Science Room blackboard inside any of your houses) an icon of the invention appears in the first free slot. Just to its right you will see a bar indicating the inventions development stage. Red means the invention is still being made. Green means your invention is ready to be delivered and used. (See *Inventions* section for details on individual inventions, as well as how to create and activate them.)

Trash Can Icon — Clears Inventions Slots



Just to the right of the invention slots, is the trashcan. If you run out of space on the invention panel, click on the trash can to open it, and then click on the invention slot you wish to trash. The old invention disappears making space for a new one.

Globe Icon — Displays Mini-Map View



Sometimes its nice to see what's going on in the world from above. Click on the globe (located on the bottom right of the control panel) and a map appears showing a miniature version of the Skully world. This is very useful for seeing where your opponent's housing is located without scrolling all over the world looking for them. The map also shows where the Skullies or Hairies are. This allows you to see where opposing team(s) are sending attack forces to invade your territory, and gives you precious extra time to take preventative measures to defend yourself.

Magnifying Glass Icon — Switches to Zoom View



Clicking the magnifying glass enlarges your view. Clicking again reduces your view. This allows you to view battle scenes with particular ease. This is also handy when trying to catch fish — zoom up close and the fish are four times bigger, making it easier to catch with your Pickup Hand.

Housing

Tip: House won't grow? The red <X> on the Builder blackboard getting on your nerves? There may be obstacles around your dwelling that are preventing it from expanding.

There are lots of different houses in Skullcaps. A good battle plan includes a number of different houses on your Skullcaps landscape. Each homestead can have special purposes and/or benefits. If your Builders are efficient and plentiful, your housing could grow bigger and better.

Just a Reminder: build any of these houses by first selecting the House icon on your control panel. Click on land area where you want to build. Be sure there are a few Builders in the area to start construction. When the house stops spinning and turns in to a small House, click on the roof to open the structure. Click on Builder Room blackboard, and select the type of house you want from to build.

Housing Categories

There are three categories of houses.

- General (or Breeder) Houses
- Soldier Barracks
- Science Labs.

General (or Breeder) Houses — Red Icon Dwellings



General houses are where your Skullies breed best. With enough land and Builders, this house grows into more and more useful real estate. With a medium house you could add a Breeder Nursery . Keep your Builders busy building these structures, and your Scientists busy inventing the devices that go with them. Note: although built for Workers to breed, keep a few Builders in the house (for repairs and expansions), as well as a few Soldiers (for defense, in case the house is invaded by enemy forces).

Soldier Barracks — Green Icon Dwellings



Soldier Barracks are the only dwellings where Soldiers create weapons for attacking your opponents. In small barracks, your Soldiers make bullets for one-on-one combat. In larger barracks, they make grenades. The more Soldiers inside your barracks, the quicker they make the ammo. Barracks are also very difficult houses to overrun unless you send in lots of opposing Soldiers to try and storm it. Note: although built for defense, keep a few Builders in the barracks for repairs and expansions.

Science Labs — White Icon Dwellings



Tip: try dropping different animals or objects onto a Science Lab, and check the Scientist Blackboard to see what your Scientists come up with.

Science Labs are where your Scientists create the coolest inventions, the fastest. The Science Lab is also where you can drop things on the roof, and Scientists invent things based on that object. (For example: dropping rocks on the roof allows you to invent Rock Rain, or use goldfish to make it rain fish.)

Moving In, Out, and Around Housing

Moving Skullies in (from room to room) and out of housing is easy.



- To get Skullcaps **inside** housing — grab your Skully with Pickup Hand and drop on roof of housing.
- To get Skullcaps **outside** — with Skullcaps standing in lobby, click on main door. Caution: be careful not to send your Skullcaps into a trap placed at an entrance by an evil opponent.
- To get Skullcaps to **enter** a room — with Skullcaps in lobby, point inside room until door swings open. Left-click once for every Skully you want to enter. (Right-clicking sends more in at a time.)
- To get Skullcaps to **exit** a room — with Skullcaps inside room, point just outside door until it swings toward lobby. Click and Skullcaps exit.

Special Notes:

- To get Skullcaps in/out of rooms, one at a time — use left mouse button, and click once for each Skully.
- To get Skullcaps in/out faster —use right mouse button.

Inside Housing

Look inside any dwelling occupied by your Skullcaps by clicking on the roof. You'll see four rooms.

- Worker (or Breeder) Room — bottom left.
- Builder Room — upper left.
- Scientist Room — upper right.
- Soldier Room — bottom right.

Worker Room



Workers watch television or exercise in their room. They also breed, but this is a family game so they are very discreet about it. The more Workers you have inside a house, the more they breed; although they breed best in General (or Breeder) Houses. It takes as few as one Worker Skully to breed (we told you they were special!), but with too few in a room, breeding will slow down considerably.

Builder Room



***Just a Reminder:** you need Builders inside all housing for everyday repairs and emergency fixes if the dwelling is damaged by enemy forces. The bigger the house, the more inside Builders you'll need to maintain, repair, and expand the building.*

Builders build or repair in their room. The Builder blackboard displays the dwelling being built.

Builder Blackboard



Build different kinds of Skully housing by clicking on the blackboard in the Builder Room, and selecting from the available housing that appears. Note that in the corner of each choice is a small colored box. These colors depict the type of Skully the dwelling is associated with.

- **Red** — builds Worker (or Breeder) Houses
- **Green** — builds Soldier Barrack
- **White** — builds Science Labs



The Red <X> — means either (1) the dwelling is as big as it can get (you've got a skyscraper, what more do you want?!), (2) there is stuff in the area preventing expansion (try moving any twigs, rocks or traps that your opponents may have left out of the way), (3) you need more land (the Landedit tool adds land; hint, hint.), or (4) there's just NO MORE ROOM (give it up Pilgrim!).

Scientist Room



Just a Reminder: outside Scientists build science energy (check your white Energy Bar) for these inventions, and also deliver the inventions. (Note: outside Scientists give up their lives after delivering an invention. Now that's dedication!)

Scientists busily build inventions inside their room.

Scientist Blackboard

Like the Builder Room, Scientists have a blackboard. Click on it to choose an invention for your Scientists to work on. As long as you have other Scientists outside collecting raw materials and empty invention slots on your control panel, you can start inventing cool inventions straight away. Once again, the more Skullies in a room, the more and faster they create. Also note that in the Science Lab Scientist Rooms, some inventions need special supplies from the outside. (Try dropping different animals or objects on a lab, and see what pops up on the blackboard.) Note: the more inventions you try building at the same time, the longer it takes, and the more energy you use up. For details on the inventions you can create, see the *Inventions* section.

Soldier Room



You need Soldiers inside all housing to defend your dwellings, in case of an enemy invasion. With multiple inside Soldiers, it will take about four times more Hairies to overrun your dwelling. If your structure is a Soldier Barracks, the inside Soldiers spend their time making ammunition for their counterparts on the outside. The more Soldiers and barracks, the more bullets and grenades available for attacks, making the game much easier for aggressive tactics to be of use.

Tree Houses



Tip: when attacking an opponent's territory, don't forget to check out the trees.

Skullcaps love to play inside trees. They're also good places to hide from attacking enemies. Drop your Skullcaps on a tree, and you've claimed it. Click on the tree to watch your Skullcaps frolic inside; they don't work, they don't breed, they just frolic. To get your Skullies out of a tree, just click on them. Note: you cannot open a tree that has been claimed by an opponent, but there are ways to force out tree habitant Hairies. (Snakes and earthquakes, hint, hint). Trees can also be attacked from the air by flying Soldiers.

Inventions

Your imagination and Skully inventions are what make Skullcaps a different and ever-more-challenging experience each time you play. Experiment with your inventions. More inventions become available in certain levels, as the game progresses, after your housing gets bigger, or when combined with certain objects or animals. Never forget — you're a Skully, you're Bold, and life is better when it goes BOOM!

Creating Your Inventions

The coolest inventions are created inside the Science Rooms in your dwellings. These are selected from the blackboard in the Scientist Room. Initially only a few selected Inventions are available to you, once you progress all the inventions become available in all the different level (although some may look different in the various different lands). Some, however, are only available in certain levels, as the game progresses, after your housing gets bigger, or when combined with certain objects or animals.

Activating Your Inventions

Use your invention by clicking on its icon, and clicking on the area where you want the invention delivered.

Note the following.

- Watch your pointer. When it turns red, the action you are requesting is allowed.
- If your invention is of a deliverable type, such as a land mine or a trap, an **X** appears on the ground. The **X** shows Scientists in the area where to deliver and activate the invention.
- Some inventions require more energy to build and deliver than others.
- Some inventions require more than one destination target. For example: with a cannon, you need to first point out where the weapon should be placed, and then where its projectile should land.
- You must have outside Scientists or your inventions can't be delivered. These Scientists give up their lives after their assignment is completed. So don't expect them home for supper.

List of Inventions

Note from the author: many inventions are defined below. Some, however, may be missing. Scientists are a suspicious lot, and reluctant to share their secrets. They made fun of my hair, and made me cry, so after a while I stopped asking questions.

Angel Cloud



With a large house you can make this very powerful invention. This feature takes a lot of time and energy to invent. When dropped, a cloud appears turning your opponent's angel-winged Hairies into **your** Skullies when flying through or touching it. If placed properly this can be used to stop enemy air-based attacks, forcing them to take a land-based approach.

Balloon



The balloon invention takes a medium amount of time and energy to create. Once placed, the balloon attracts angel-winged Hairies or Skullies, and they land underneath it. This can distract Scientist from delivering offensive inventions, and if the balloon is over water, they'll be sleeping with the fishes.

Cannon Size 1



Quick to invent and deliver. Once you build a Soldier, use this weapon to target and fire a poor Skully out of the cannon toward the designated destination. This invention requires you to identify two delivery points for placement and final target destination; (1) where the weapon should be placed and (2) where the projectile should land.

Cannon Size 2



Takes a while longer and more energy, but shoots farther and lasts longer. Requires two delivery points for placement and final target destination.

Cannon Size 3



So the opposing teams think that hiding inland is the key to keeping their Hairies dry? Think again. This size cannon takes even more time and energy, but has a ridiculous range and lasts for ages. Just the thing to leave outside your opponent's front door, pointing toward the water. You can also string cannons together for added distance, fire a Skully out of one cannon and into another cannon, and even back again until he is no more. Requires two delivery points for placement and final target destination.

Catapult Size 1



Quickest way to put the spring into any Skully's step. When triggered, the catapult launches the unlucky Skully into the air.

Catapult Size 2



Takes longer to invent, but Size 2 has a stronger spring and larger detection area. Sometimes kills an unlucky Skully or two.

Catapult Size 3



Dubbed The Monster, this has an even larger detection area than its predecessors; roughly eight times greater the size 1. Needless to say, it lasts longer, hurts more, and is definitely lethal.

Earthquake



Once you build the biggest house, you can invent the Earthquake. This invention is one of the most energy and time-consuming to create. The Earthquake is very useful for shaking out opponents taking refuge in trees or dwellings.

Electrocute Size 1



Fairly quick to invent and deliver, delivers a chrome skull wired for sound. Any Skully walking into this ends up with a nasty 200-volt electric shock.

Electrocute Size 2



Takes longer to invent and more energy, but this size comes with a 2000-volt shock. There is no chance of survival with this one.

Electrocute Size 3



Tip: try using this invention with the Storm invention.

The Super Shocker, this little beauty comes packed with a 4000-volt shock. It takes lots of time and energy, but worth it.

Exploding Cow



Also known as the Bovine Blitz. Dropping a cow on your Science Lab lets you invent the Exploding Cow. This takes a long time and a lot of energy to invent, but the result is spectacular. Drop an Exploding Cow on enemy territory, and watch as innocent Skullies are attracted to it. When enough are gathered round, the cow gives a final MOO, and then BOOM! It's a beautiful thing.

Fertility Minus — Fox



Drop a fox onto one of your Science Labs to invent this anti-breeding invention. When the invention is used on a house, it makes all Workers breed slower. Can also be used to cancel a Fertility Plus invention.

Fertility Plus — Rabbit



Drop a rabbit on your Science Lab, and quickly invent this rapid-breeding invention. When the invention is dropped on your house, all your Workers breed like rabbits for a period of time. Can also be used to cancel the Fertility minus invention.

Firebomb Size 1



Once you build a level 2 Soldier Barracks, you can invent your first Firebomb. Fairly quick to invention, it lets you set fire to anyone unlucky enough to be your target. Requires two delivery points for placement and final target destination.

Firebomb Size 2



Takes longer and more energy to invent, but allows you to cover an area of land, torching all Skullies or Hairies within a certain distance. Requires two delivery points for placement and final target destination.

Firebomb Size 3



The Top Toasty, this takes a lot of time and energy, but worthwhile if you want to clear a very large area from all those pesky opponents. Requires two delivery points for placement and final target destination.

Fish Rain



Drop a fish on a Science Lab, and select this invention from the blackboard. Fish from the skies can then be given to a Skully for food, boosting their energy.

Gas Mask



Did some fiend drop a Skunk Bomb on your dwelling? Protect yourself by quickly inventing the Gas Mask. When dropped onto your house, it protects all the Skullies inside against the stinky skunk attacks (one mask per gas attack).

Land Minefield



Once you have a Soldier Barracks, take the time and effort to invent the minefield. When placed, it fills the area with Land Mine Size 1 mines. Particularly effective if used outside a dwelling in conjunction with a Skunk bomb.

Land Mine Size 1



Quick to invent and quick to kill, this is the first level of land mine. When delivered, it is triggered when a Skully walks over it, sending him flying into the air. Good for at least a couple of kills.

Land Mine Size 2



More destructive and lasts longer than the Land Mine Size 1. Takes more time and energy to invent, but is worth the effort.

Land Mine Size 3



The Big Daddy of land mines. Takes a while and a lot of Scientist energy to invent. Acts similar to other two land mines, except lasts longer and totally damages any dwelling it's placed against.

Big Fight



Once you have a large house, you can create this invention of mass destruction. This would have been Darwin's favorite weapon. Great for ending long, standstill battles. Only the strongest force survives. Create it, drop it, sit back, and watch as the computer takes over. First every Skully in the game turns into a Worker. Angels then fly everyone to a newly created island. After landing, everybody changes into a Soldier, and starts fighting until only one team are left standing. Be careful with this invention. If you have fewer Skullies than you think, you may not be victorious.

Pit Size 1



Dig your own hole, and keep somebody else's Skullies hidden away, never to be seen again. This invention is quick to invent and deliver. Once set, any Skullies walking over it drop to their doom.

Pit Size 2



Takes longer to invent, but has a larger detection area for capturing more Skullcaps. Being bigger it also lasts longer.

Pit Size 3



The Black Hole. Takes longer and more energy to invent, but lets you empty plenty of opposing Skullcaps in it. Also has a larger detection area and lasts quite a while.

Popper



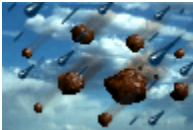
Quick to invent and deliver. This lets you carelessly leave a full cylinder of gas lying around that fills a Skully with air until his head pops off.

Popperfield



Takes a while to invent. Once you build a Soldier, use this to create a field full of poppers; particularly annoying if placed outside the front door of a house.

Rock Rain



Drop a rock or an ice block onto a Science Lab, and select this invention from the blackboard. It takes awhile for your enemies to clear away the debris. Oh, and if any Skullies happen to get hit with a falling rock, they're history.

Shark Bait



Someone cry SHARK? Quickly invent the Shark Bait invention, and drop it onto enemy territory with lots of innocent Skullies walking around. This attracts more hungry land sharks to the area, and they'll eat more Skullies.

Shark Repellent



Tired of your Skullies being snapped up by land sharks? Drop some repellent on your land.

Skunk Bomb



Drop a skunk onto your Science Lab, and select the Skunk Bomb invention from the Science Room blackboard. The result is very smelly indeed. So smelly that when dropped on an enemy dwelling, all the Hairies inside run outside.

Snake



Can't budge the Hairies out of a tree? Drop a snake onto your Science Lab, and quickly create the Snake invention. Drop it on a tree, and you have a quick and easy way to kick out all the occupants.

Storm Strength 1



This is quite quick to invent. Makes it rain on the grassy, desert and muddy level or snow on the icy levels. The rain damages the land, making Skullies slow down when going over it and the snow can increase the land depth on the ice levels.

Storm Strength 2



Takes more time and energy, but increases the effect the weather has on land. This is harsher, creates more damage, and also stops Hairies in the immediate area from adding energy to their respective bars. Can also be used to add land on the ice levels.

Storm Strength 3



The Skully Blizzard, this takes lots of time and energy, but covers a much larger area. It causes huge damage on the grass, desert and muddy levels or adds a lot of land around the land edges on the icy levels. Also stops Skullcaps or Hairies from flying or adding energy to their respective bars.

Teleport



Takes a medium amount of time and energy. Use this invention on yourself or your opponents. Once placed you're prompted for a target. This lets you Teleport a Skully from point A to point B. Use this for teleporting enemy Hairies into the center of a minefield, or to quickly transport your own Skullcaps onto opponent territory. Requires two delivery points for placement and final target destination.

Trap Size 1



Quick to invent and deliver. When a Skully or Hairy walks over it the trap springs shut, giving them a nasty nip in the undercarriage.

Trap Size 2



Takes longer and more energy to invent, but not only will this invention nip the victim, it also takes their poor head straight off.

Animals

All animals in this wondrous land have a purpose. Some have very special career goals (like the Exploding Cow), and others can be used to set off traps meant to destroy your Skullies.

Cows

Skullcaps love to admire cows, and often gather around them and envy their idyllic lifestyle. Because of this interest, it did not take those crazy Skully Scientists long to find a more sinister use for these grass-gobbling milk machines. Drop a cow on a Science Lab, and create the Exploding Cow invention. Place the completed invention near a flock of enemy Hairies. As they peacefully admire the angelic creature, it blows them all to smithereens. Just be careful none of your own Skullcaps are close by or they'll buy the farm too.

Fish

As you scroll around the world, you see numerous types of fish. The most common being the goldfish, a special Skully favorite. Skullcaps aren't smart enough to fish, however, so you have to use the Pickup Hand to catch them, not an easy task. Try using the Zoom tool on your control panel. Once caught, give it to a Skully, watch him eat and increasing his energy. You can also drop a fish on a Science Lab, and invent Fish Rain. This invention allows you to feed an army of Skullcaps in a short time.

Foxes

If there's a rabbit about, there's usually a fox right behind it. Their favorite meal is rabbit stew. Drop them into a Science Lab, and select the anti-breeding Fox invention from the Science Room blackboard. Once invented, drop the invention on an opponent's house, and it slows their breeding down to a crawl.

Rabbits

These furry rodents burrow and multiply. Drop them into a Science Lab, and select the Rabbit invention from the Science Room blackboard. Once invented, drop the invention on a house, and watch your Workers breed like rabbits.

Skunks

It takes a brave Skully to pick up a skunk, but once the Scientists get to work on them in one of their Labs, they can create a devastating Stink Bomb that will make your opponents run for cover when dropped on one of their houses. Skunks also make the most poisonous fish appear at the surface of any water they are put into.

Snakes

Once your Skully Scientists get their hands on one, they can make snakes burrow from under any tree and into the branches to scare out any Skullcaps or Hairies.

Things to Try

- Looking for a nice spot to build a bungalow or deliver a honking-nasty invention? Watch your pointer. When it turns red, the action you are requesting is allowed.
- Inventions are not always a one-shot deal. For instance, electricity just loves the wet, so if it's raining the sparks really start flying. Many inventions can be combined, with up to three levels of enhanced effect.
- Experiment with all the inventions. For instance, leave land mines next to different things. There are special effects just waiting to be discovered. As a great ancient Skully warrior once said, "If it's standing still — blow it up. If it moves — burn it."
- Having trouble catching those pesky fish? Use your Pickup Hand with the Zoom tool (on your control panel), and try thinking happy thoughts.
- Bored? Drown a skunk to the evil horned fish. If you can grab one, a well-fed Skully may have an allergic reaction. Why not drop a skunk on your Science Lab? You never know what those sly Scientists might come up with.
- Trees are great for hiding Skullcaps for later use, but watch out for visiting snakes.
- Cannon Skullcaps from cannon to cannon to traverse mine-infested lands, and receive the gift of living Soldiers in the midst of enemy territory.

Frequently Asked Questions

Who's the little Skully guy in the right corner of my screen?

We call him your Skullcaps Advisor. Right-click on something (or just hold your cursor over it for a few seconds) and the Advisor will tell you what it is and how to use it.

How do I build a house?

Click on the House icon on your control panel. Click on land area where you want to build. (Be sure there are a few Skully Builders in the area to start construction.) When the house stops spinning and turns in to an igloo (or sea shell in the Atlantis game), click on the roof to open the structure. Click on the Builder Room, and select the type of dwelling you want from the blackboard in the room.

How do I get my Skullcaps to attack an enemy dwelling?

Use the Target icon to group a selection of Skullies together, they will all wait until you give them the go ahead. Click on an enemy house will cause them to all rush in through the front door to try and take over the house for themselves.

How do I get my Soldiers to fire bullets?

Build a Soldiers Barracks with Soldiers busy inside making bullets for use by the Soldiers outside. Place some Soldiers in enemy territory, and watch what happens.

What inventions can be used together?

Some inventions are specially designed to work together, such as the skunk and a Popperfield or a Minefield. (Drop a Skunk invention on an enemy dwelling. The occupants run out, and fill up with helium gas until their heads pop off, or explode as they run over a land mine.) Rain combined with one of the Electrocute inventions is also pretty fatal, yet entertaining as well. Read the *Inventions* section in this file for more details and mayhem.

Why is there a red X on my Builder Room blackboard

This means either (1) the dwelling is as big as it can get, (2) there is stuff in the area preventing expansion (try moving twigs , rocks and enemy traps out of the way), (3) you need more land (try using the Landedit tool.), or (4) there's just no more room. Try another area for your next dwelling.

Why is my Science Room blackboard blank? Where are the inventions?

Click on the Builder or Science blackboards to see all the inventions that are currently available to you.

How do inventions get onto the Science blackboards?

At the start of each game there are a basic bunch of inventions available on a Science Room blackboard. (The number varies per level, per dwelling, per other stuff.) As your dwellings grow in size, so do the number of inventions you can choose from. Different types of dwellings also add inventions to the list. For instance, if you build a missile silo onto the side of your house, the Missile invention becomes available to you. With a Soldier Barracks numerous offensive weapons can be invented. Some of the more advanced inventions only become available after the game progresses to higher levels.

Why would I want to make it rain or snow?

There are three storm stages. The larger the storm, the heavier the havoc to surrounding land, dwellings, and inhabitants. Want to make an enemy land look like a Swiss cheese run the Storm invention, want to fill some pot holes in your backyard? A nice little Snow storm sometimes helps.

How do I make it rain fish?

Catch a fish, drop it on a Science Lab, and create the Fish Rain invention.

What do these animals do?

All the animals have special purposes, on land or in water. Nearly all the animals can be used in some way by the Scientists for experiments, allowing them to concoct wicked inventions, such as the Exploding Cow. Most animals can also be used to detonate traps and mines to make the land safe for your Skullcaps. Read the *Animals* section of this file for details.

How do I set Skullcaps on fire?

Feeling feisty, eh? Use the Firebomb (fries 'em one at a time) or Mass-firebomb inventions (takes out a bunch of Hairies or Skullcaps).

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