



**SUPER!**



**LINKIN PARK:  
THE TEAROT CHAPTERS**

**CHAPTER 01  
Teabags**



**INSTRUCTIONS**

# CONTROLS

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**LEFT/RIGHT - MOVE**

**UP - JUMP**

**DOWN - DROP DOWN\*/OPEN CRATES**

**SPACE - USE POWER**

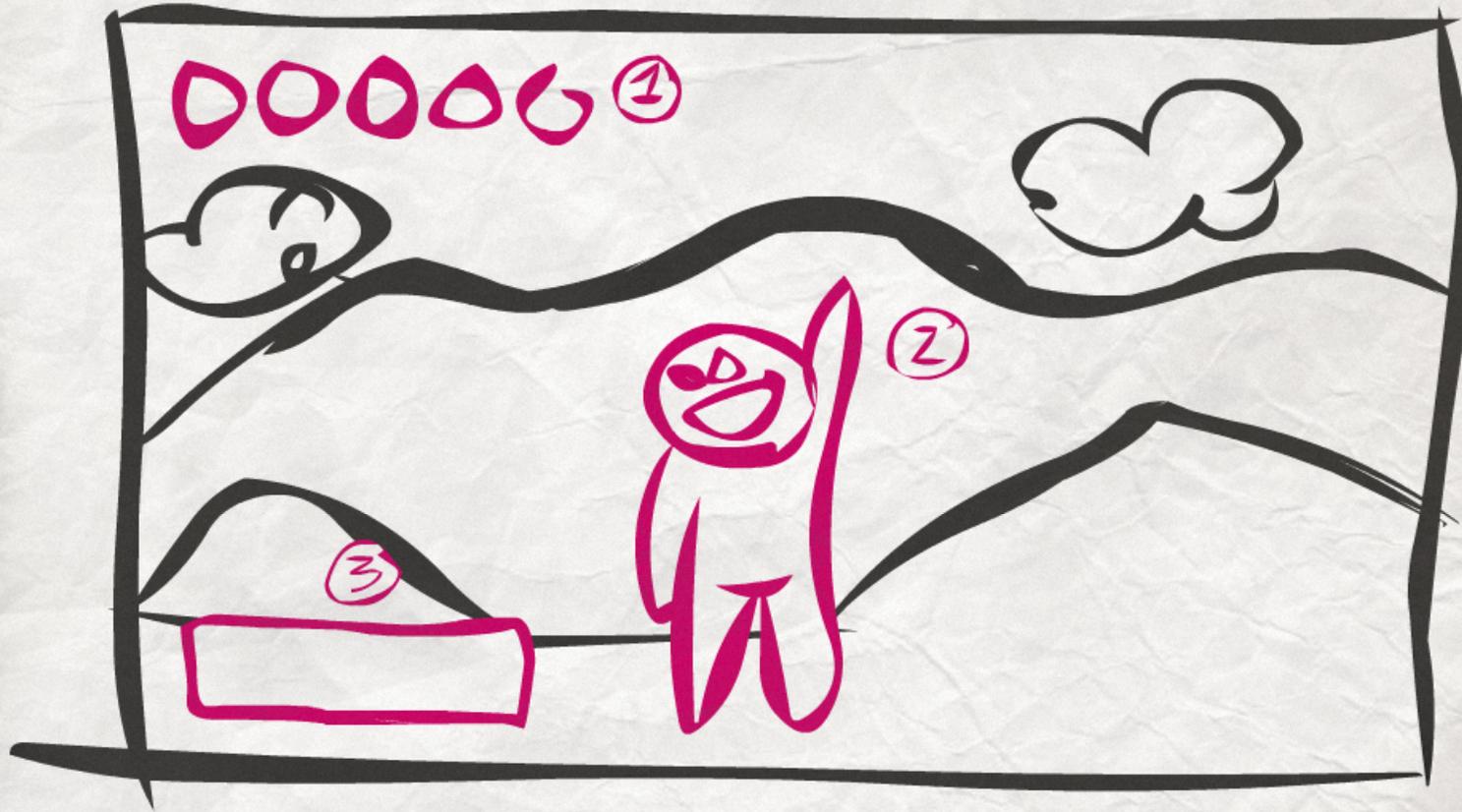
**SHIFT - USE SUPER MEGA POWER**

**ENTER - PAUSE/CHANGE CHAMPION**

**\* ONLY APPLIES TO CERTAIN TYPES OF TERRAIN**

**HELPFUL NOTE:** REMEMBER THAT EACH CHAMPION HAS HIS OWN ABILITY AND THAT SOME WORK DIFFERENTLY THAN THE OTHERS. SOME USE ARCS, OTHERS MOVE IN A STRAIGHT PATH AND OTHERS WILL MOVE ACCORDING TO TERRAIN. CHAMPIONS ALSO POSSESS THEIR OWN SPECIALTIES THAT WILL SOMETIMES MAKE TRAVERSING LEVELS EASIER, SO IF YOU'RE HAVING DIFFICULTIES, TRY USING ANOTHER CHAMPION!

# HUD/GAMEPLAY TIPS



01. HEALTH

02. PLAYER

03. SUPER MEGA POWER METER

**HELPFUL TIPS:** RAINBOWS ARE NOT YOUR FRIENDS. DON'T TAKE A LONE BUSH FOR GRANTED. IN FACT, BE CAUTIOUS OF ALL BUSHES. BUTTERFLIES ARE ANNOYING. THE MAGICAL CHIME OF A BELL WILL HEAL THE CHAMPIONS. WHEN SWITCHING CHAMPIONS, REMEMBER ENEMIES WILL RESPAWN, SO MAKE SURE YOU'RE IN A SAFE SPOT FIRST! IF ANY OF THESE TIPS SOUNDED INSANE, WELCOME TO THE TEAPOT CHAPTERS! ENJOY!

# GAMEPLAY TIPS (CONT.)

[ AKA THE STUFF MENTIONED IN THE MANUAL THAT YOU WON'T BOTHER TO READ BUT LATER COMPLAIN ABOUT TO YOUR FRIENDS. ]

 JUKEBOXES ARE CHECKPOINTS. IF YOU MANAGE TO DESTROY ONE AND DIE, YOU WILL START THERE INSTEAD OF AT THE START OF THE LEVEL!

 FOR THOSE OF YOU WHO DIDN'T GROW UP PLAYING OLD-SCHOOL PLATFORMERS, SOME TERRAIN WILL ALLOW YOU TO DROP DOWN AND JUMP THROUGH.

 SHOULD YOU FIND YOURSELF IN AN "IMPOSSIBLE" SITUATION, TRY USING A DIFFERENT CHAMPION. PERHAPS YOU WILL HAVE BETTER LUCK?

 UNLOCKING LEVELS WORK ON A HIERARCHY SYSTEM. THE HIGHER ON THE OVERWORLD MAP A LEVEL IS, THE HARDER IT'LL (PROBABLY) BE. IN ORDER TO UNLOCK THE FINAL LEVEL (MIDDLE TEAPOT), YOU MUST CLEAR ALL  OTHER LEVELS FIRST.

 IF YOU FIND YOURSELF GETTING FRUSTRATED AND/OR CURSING OUT THE CREATOR, TAKE A BREAK AND COME BACK TO IT LATER. DON'T SEND HATE MAIL. IT'S MEAN.

 **SUPER TIPS:**

- ENEMIES DROP POWER ORBS (COMMON), CRATES (UNCOMMON) OR KEYS (RARE). KEYS ARE REQUIRED TO OPEN CRATES.
- FIVE POWER ORBS ARE REQUIRED TO USE THE SUPER MEGA POWER AND WILL BE DEPLETED UPON USE.
- IF YOU START A NEW GAME AND CLEAR A LEVEL, YOUR OLD SAVE WILL BE OVERRIDDEN. THIS INCLUDES EXTRA CONTENT.
- AFTER CLEARING THE GAME, IN ORDER TO RE-ENABLE EXTRA CONTENT AGAIN YOU MUST FIRST CHOOSE "CONTINUE GAME".

# **SUPER** LINKIN PARK: THE TEAPOT CHAPTERS CHAPTER 01: Teabags



**CREATOR'S NOTE:** THIS GAME IS IN NO WAY OFFICIALLY TIED WITH THE ACTUAL BAND LINKIN PARK, AND IS A FAN-GAME MADE FOR FUN. IT SHOULD IN NO WAY BE TAKEN AS AN ATTEMPT TO VIOLATE COPYRIGHTS OR MAKE FUN OF THE BAND. SPRITES/GRAPHICS USED IN GAME ARE REMAKES, DRAWN FROM SCRATCH, OR MODIFIED FROM OTHER WORKS.