

Bernard & Hank

● Springtime again ●



Instruction booklet

Table of contents

National Liberal is back!	3
Getting started	4
The menu screen	4
Saving slots	4
How to play	5
The road map	5
In the game	5
Controls	6
Bars and signs	7
Collectibles	7
Enemies and traps	8
Enemies	8
Extra features	12
The jukebox	12
Liberball	12
Credits	12

NationalLiberal is back!

Last year the evil and cunning businessman NationalLiberal tried to get a hold on Bernards farm and turn it into a factory farm, but did not succeed in the end. Now he is back, and wants revenge. He knows all too well trying to steal the ranch again will be very hard, so he picks an easier target: Hanks chicken farm. Hank is just an old man right? Just steal his eggs and hide them and, most important, steal his award winning mega size egg! It will be as easy as that. What he doesn't know, Hank might be an old man, but he is still strong and will go to the other side of the world to gather his eggs and get his super egg back. It's time for a new adventure.



HAR HAR HAR!

Getting started

The menu screen

When you get to the title screen you will see three options. The first option, **Main game**, will start the adventure. The second option, **Extra**, gets you to the extra features. The third option, **Quit**, gets you out of the game in case you really don't like what you've seen so far.



Saving slots

After you have chosen **Main game** you will get to see the three **saving slots**, this is where your progress is stored in. Up to three players can save data here. Choose an empty slot to start a new game or continue a saved game.

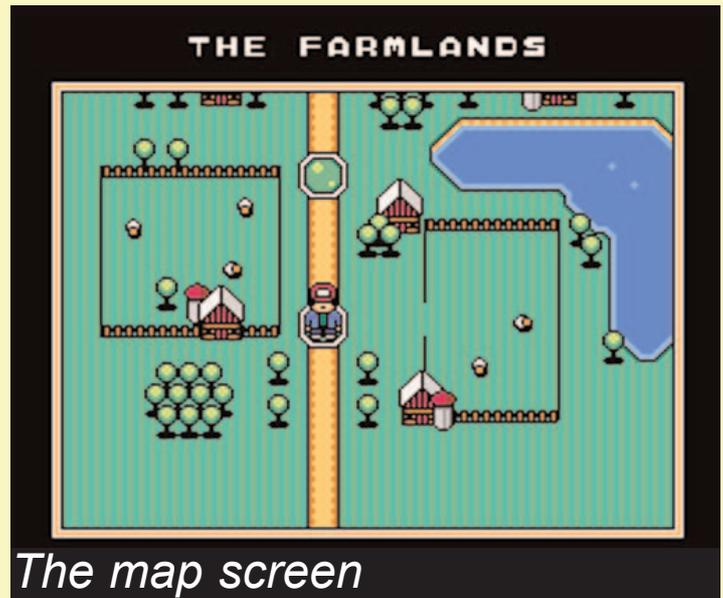


You can press the **right arrow key** to go to delete slot mode in case you want to erase your saved data. **Be sure to know you can't recover erased data.** Press the **left arrow key** to go back to normal mode.

How to play

The road map

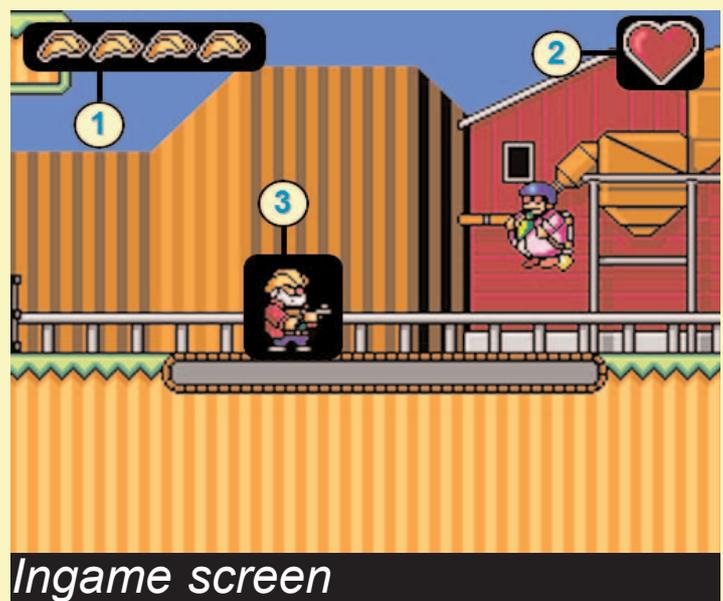
The first thing you will encounter when you start the adventure is the map screen. This map is used to select the levels. A level that has not been completed yet will show up **red**, a completed level is **green**. The map also shows which character the current level will be played with.



In the game

Once you enter a level the following things are important:

- 1 remaining number of lives.
- 2 health: every time you get hit you will lose a quarter heart.
- 3 player: this is either Bernard or Hank



Note: your game will be saved every five levels. When you lose all your lives or quit the game before completing five levels your progress since the last savepoint will not be saved.

How to play



The keys used in this game

Controls

Bernard and Hank are controlled with the keyboard, these are the keys used in this game:

Left directional button: walk to the left

Right directional button: walk to the right

Up directional button: climb up ladders

Down directional button: climb down ladders

Ctrl: shoot

Shift: jump

R: back to map

Esc: back to title screen

How to play



Bars and signs

In most levels you will encounter **bars** and **signs**. When you are past a **bar** and die after that, you will start at the bar instead of the beginning of the level the next time you enter the level. When you see a **sign** and pass it you have completed the level.

Collectibles

In this game several objects can be picked up on your way. The first object is the **egg**. Pick up every egg in a level and you will be awarded an extra life.

Don't worry when you are hurt, by picking up **corn** all your wounds will be healed.

Coconuts are rare around these parts, if you find one and eat it you will be taken to a **bonus level** where you can get an extra life if you complete the level in time.



Egg



Corn



Coconut

Enemies

Enemies

NationalLiberal is not alone, he has many minions. Here is a list of what you will encounter on your way.



Liberal

The standard businessman, not very intelligent so he just walks around with his suitcase. It takes two hits to knock this guy out.



JumpyLiberal

This pink liberal can jump pretty high, making him a hard target. He is not very strong on the other hand.



BunnyLiberal

This liberal owns stocks in easterbunny suits. You will find him hopping around in the fields of Bernards ranch and even in the Bayou area.



BarrelLiberal

This liberal won't hurt you directly, but he can be pretty dangerous anyway because his bouncing power can bring you into nasty situations.

Enemies



Ceiling Liberal

This liberal is like the standard liberal, but he can stick to ceilings and will drop down when you get too close.



Swimming stockmaster

The yellow liberals have jetpacks, but they are pretty weak so they shouldn't be a big problem as long as they aren't flying around ladders.



Jetpack Liberal

The yellow liberals have jetpacks, but they are pretty weak so they shouldn't be a big problem as long as they aren't flying around ladders.



Liberal miner

Liberal miner is carrying a suitcase filled with explosives to blow up rocks..or you. Jump on his helmet and he will explode a few seconds later.



Liberal mole

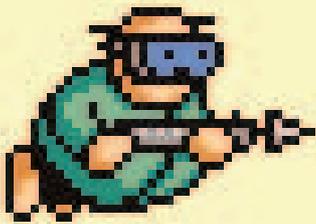
It looks like a mole but it's really a liberal with digging powers. You can only hurt him when he is surfacing.

Enemies



Flying helmet Liberal

This purple liberal is a lot stronger than regular flying liberals, jumping on his head won't hurt him and it takes four bullets to take him out.



Harpoon Liberal

Probably the most annoying liberal you will find in the bayou. Wearing a wetsuit and armed with a harpoon.



Bayou Liberal

Dressed in black and carrying a gun and orange sunglasses, this liberal guards the bayou area.



Pink Bunny Liberal

This guy is more trouble than the normal bunny. He can jump twice as far. He loves hopping around in the watchtower.



Decending Liberal

When you hear an eerie sound in the watchtower it might just be the decending liberal. He uses a rope to come down and will shoot at you with his uzi.

Enemies



Skating Stockmaster

Skating stockmaster lives in the big city and owns a skateboard, making him pretty fast. He can also protect himself against bullets with a shield.



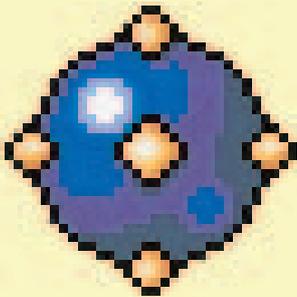
ParaLiberal

When you are in the skies you may find this liberal, try not to hit him with your plane.



Liberal jet

Another foe in the sky, National Liberals private jets can cause a lot of trouble when you try to make your way to the next area.



Wrecking ball

The wrecking ball can be pretty nasty as it doesn't try to wreck buildings, it tries you wreck you.



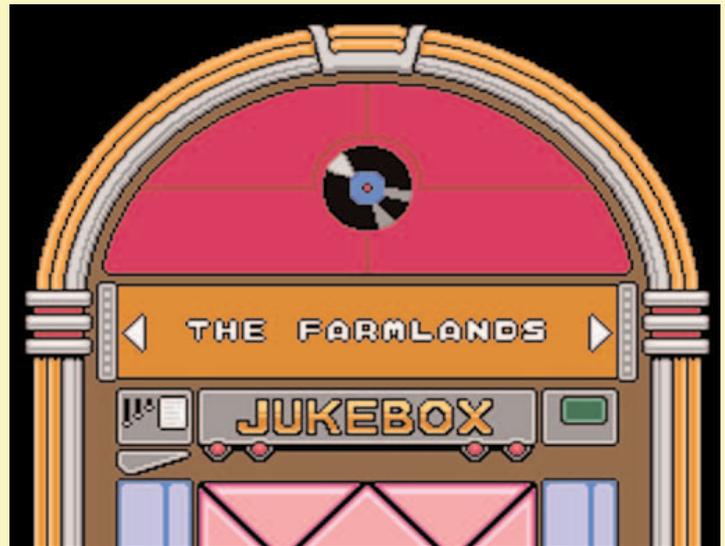
Beartrap

Although there aren't any bears in the area of Bernards farm, some farmers still use them.

Extra features

Liberball

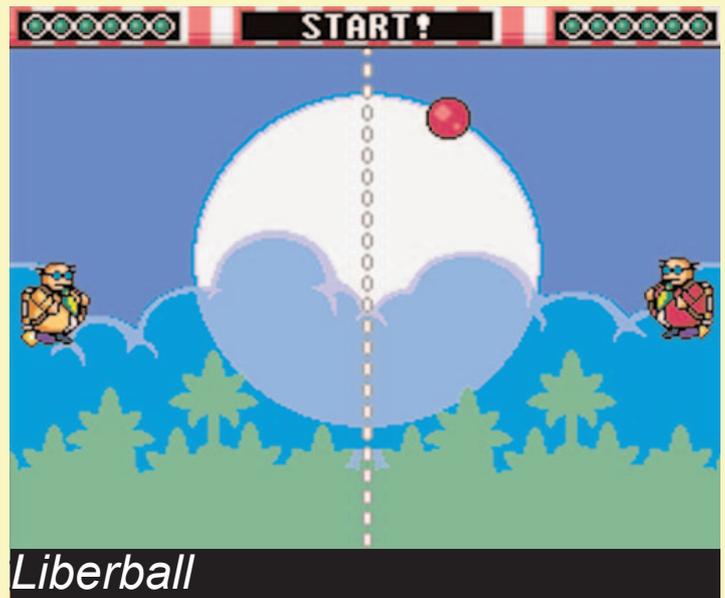
The jukebox simply lets you listen to all the music tracks of the game. Change track with the **left** and **right directional keys**, press **Esc** to go back to the menu



The jukebox

Liberball

Liberball is a small 2-player game. Each player controls a liberal with a jetpack, and you have to bounce the ball back. Every time the ball is hit it will speed up. The player who misses the ball 6 times will lose.



Liberball

Note: unlike in the first Bernard and Hank game, you don't have to unluck the extra features, you can use them as soon as you have downloaded the game.

Credits

Programming:

Matt Esch (lead engine coder, enemies)

Hayo van Reek (enemies, cutscenes)

Sander van Reek (wrecking ball)

Graphics:

Hayo van Reek

Level design:

Johan Jansen

Matt Esch

Hayo van Reek

Music:

Matt Esch (part of the intro, menu)

Hayo van Reek (ingame, title, gameover, outro and liberball)

Matt Olver (Flying , part of the intro)

Sound effects:

Hayo van Reek

Testing players:

Sander van Reek, Adam Lobacz, Joshua Mononoetoe, Steve Harris, Jonas Isakson, Marco van Waas, Ryan Peachy, Meggie Plat.