

Kitchen Panic Game Manual

This is an action game where you move your potato to finish the stage by reaching the goal of the each stage. There will be plenty of monsters and traps which you have to defeat and avoid in order for you to reach the goal! Have fun!

Top Screen



①Start button

Tap this and the game will start.

②Language

You can tap this icon to change the language for the game.

In Play Store and Play Game, your language will change in various languages (Japanese, English, Chinese, etc) in accordance with the Android OS that you are using.

③Play Game services

Using Google' s Play Game, you will be provided with your score, leaderboard, sharing of saved data and other services.

*Your game record, purchased items and other records will not be shared between your standalone game data (locally stored saved data with no sign-in required) and the game data stored in Play Game (Google' s cloud-based game service where you can have your own account to compare scores, get trophies, and such). This is our policy to ensure that you will be able to compete fairly with other players.

④Life Purchase

You can finish this game without spending any amount of money. Your potato's life will be resupplied every 5 minutes when your life is lower than 5. But the maximum resupply of life in a day is 50 times (reset every 12:00 midnight). However, you can also buy additional life through our in-app purchase store.

⑤System

1. BGM&SE

You can adjust the sound, BGM, and special effects in this section.

2.Controller Setting

Here, you can choose the type of controller you would be using such as touch screen (V-PAD) and pluggable external controller such as the keyboard and the game pad.

The icon for each controller will be enabled depending on what is plugged in your phone.

You can adjust your V-PAD controller to fit the size of your finger.

⑥Tips

This will show you some tips on how to play the game.

⑦Timer

It will show you the remaining time before the next resupply of life.

Game Screen



①Time Display

It will show the time elapsed since the start of the game.

②Monsters

These monsters will do everything to stop you. You will be damaged if you touch them, but some monsters faint when you jump on top of them.

③The Potato

He is the main character of this game.

④Small Vegetables

These vegetables will regenerate your life by a small percentage.

⑤Remaining Life

It will show the remaining life you have. It decreases everytime the potato dies and game over when you have none left.

⑥Life Gauge

It shows the current life of your potato. Your potato will die once this reaches zero. You can eat vegetables or stew along the way to regenerate your life.

Checkpoint

You can restart your game from here when you die once you pass this checkpoint.



Door

Stand in front of the door and press ↑ to enter the door. You cannot enter doors that are locked.



Warp Portal

Stand on top of the warp portal and press ↓ to enter the portal and it will bring you to a different place. Some portals are locked and you can't enter them.



Goal Can

This is the final destination of each stage. Stand on top of them to finish the current level.



There are different items that can help you throughout the game.

Small Vegetables

These vegetables will regenerate your life by a small percentage.



Stew

A healing item with special sauce. There are golden stew which can fully regenerate your life as well. Collect all the stew in each stage to achieve a perfect goal!



Potato the Transformer (^0^)

Jumping Potato

One of the power-up items. You can jump once more in the air while you're not spinning when you are equipped with this power-up item.



Parachute Potato

Press the jump button while you're in the air and it will use the parachute to go down slowly. You can go down normally if you're not pressing the jump button. You cannot use the parachute in the air when you are performing a spin.



Rocket Potato

One of the power-up items. Your potato's running speed will dramatically increase when you have this item. The walking speed will stay the same.



Ice Potato

One of the power-up items. With this item, the iced floor will not be slippery anymore and you will be able to walk and stop normally on it.



Marine Potato

With this item, you will be able to normally jump even when you are in the water.



Flying Potato

Press jump while in the air and your potato will be able to stop mid-air for a while. You can go down normally by releasing the jump button. You can move around in the air while flying but you cannot perform spins or backspins.



*Once you get a power-up item, your potato will be affected by it until you receive damage. Only one power-up item can affect the potato at a time and the latest power-ups will replace the previous power-up item you got.

*You will be able to reach different places using different power-up items. It will also help you reach the goal more easily. Try experimenting with different power-up items.

Bonus Stage

Each time you perform a perfect goal, your potato will be able to enter a bonus stage. In this stage, you will have to get as many potatoes as possible while trying not to get anything else! Your remaining life will increase depending on the number of tomatoes you will get.

10 tomatoes: 1 life UP 20 tomatoes: 2 life UP 25 tomatoes: 5 life UP

*1 life UP will give you 1 additional life in the game.

Game Controls

Your potato will be able to perform different actions with easy controls. Be creative and combine different actions in order to finish the stage!

Button Explanation

[↑][↓][←][→] Cursor Keys

JUMP key / If you are using a GamePad then it is the B button

DASH key / If you are using a GamePad then it is the A button

Move

[←] or [→]

You can move your potato using these cursor keys.



Dash

[←] or [→] + DASH key / GamePad A button

Your potato will run when you press the dash key and a cursor key. You can also press the jump button while running to jump higher and farther than usual.



Jump

JUMP key / GamePad B button

Your potato can jump when you press the jump key. Your potato can jump higher when you press the jump key longer.



Sliding

Press [↓] while performing a dash

Your potato will slide when you press the down key while performing a dash. You will be able to enter tiny spaces using this action.



Spin

Press [↓] while in the air

Your potato will spin when you press the down key while he is in the air. Hit the ground while spinning and your potato will jump forward. Hit a wall while spinning and your potato will jump upward. Your potato can jump higher when you press the jump key longer.



Backspin

Press [↑] while in the air

Your potato will spin backwards when you press the up key while he is in the air. Hit the ground while back-spinning and your potato will jump upward. Hit a wall while back-spinning and it will go down at a rapid speed. Your potato can jump higher when you press the jump key longer.



Camera Control

Press [↑] [↓] while standing

You can check the upper part and the lower part of the stage. The game is still playing when you are checking so be careful!



*Utilize different actions mid-air and on the ground in order to go to different places. For example, you can perform a backspin and hit the ground to jump higher and then spin to hit the wall in order to jump way higher! Try practicing with it!

Move an object

[←] or [→]

You can move an object by pressing the right or left key. You can even move fainted monsters if they are not that heavy.



Enter

Warp Portal [↓]

Door [↑]

You can enter warp portals and doors. Warp portals can be entered by pressing the down key and doors by pressing the up key.



Character Introduction

Potato

The main character of Kitchen Panic. He was supposed to rest after a tiring day but he got into a trouble...



Tin Can

These are empty cans which were supposed to be disposed already. There are different types of cans and they are quite wild.



Saucer

They are busy moving plates. They become bigger when the potato is on top of it.



Lamp

A witty alcohol lamp. They'll blow fire and surprise you.



Fork and Knife

These two are brothers who love to jump and dance. But, they look edgy and seem painful.



Candy

They love sweets and will fire candies at others as well.



Nuts

Just like the candy, he will spit peanuts at your direction. He started by copying the candy but seems like he has his own style as well.



Bubbly

He's a kind bubble and he lets the potato ride on top of him. He's also very weak and pops when someone hits him from below.



Shaboon

Unlike bubbly, he is a witty one where he tries to hide stews and surprise you from nowhere. Just like bubbly, he bursts when something hits him.



Fluffy

He's a short tempered bubble and is always floating on water. Don't make him mad as he will burst right in front of you!



Pepper and Salt

These brothers are totally different from each other. Pepper cannot stay calm and is always moving around. Salt hates to move around and usually stays in once play. But both of them gets sad when left alone and tries to find his other brother.



Pizza Saw

He loves to run around the wall. Be careful, as you might get cut when you touch him!



Ice

He cannot stay calm as well and is always sliding and jumping on the floor. Try to dodge him as he might hit you!



Cheddar

A light cheddar with a lot of holes. He is always flying around but he's having a hard time since he is too light to fly.



Champagne

He loves to shoot his cork at someone who he wants to be friends with. Be careful!



Spike

He is always hiding in his armor because he is too scared to go outside. But it seems like he can't play with others because of his armor.



Café

He's a cup of coffee. It seems like he put too much coffee and now can't walk properly.



Sweets

A witty, but shy and lonely cake. He will try to get your attention by shooting the cherry on his top while hiding.



Soap

He's a kind soap who always has a problem walking straight because of his slippery feet. Don't jump on top of him as you will also slip!



Glass

A beautiful wine glass. He is always jumping trying to get some wine inside him.



Pick

His job is to pick the ice using the needle on his tail. He is a hardworking man who always tries to pick ice.



Barrel

The best friend of potato. He jumps towards the potato once he sees him. He' s a bit heavy which is a bit troublesome.



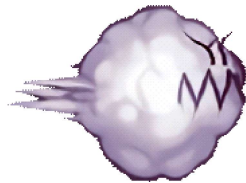
Stocks

Chef always buys too much stuff and becomes the stock of the kitchen. He' s having a hard time moving because of his weight. He' s trying to lose weight by jumping all the time.



Steam

A witty steam who always tries to prank others. He usually hides inside the pipe, but comes out and surprise anyone who passes by him.



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