

REBEL VISION

present

KILLING IMPACT



- User's manual -

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In the near future, raw materials begin have become scarce on Earth. So the colonisation of space is started. You are a member of X-Plorer, a scientific expedition which is in charge of assessing resources and dangers of unexplored worlds. Your spaceship, the X-Frontier, has just landed on a new planet of the Ilugema system, 827 light years away from our solar system.

You have left X-Frontier a few hours ago on your X-Bot, a small atomic powered motorised exploration robot.

Suddenly, all communication ends. A quick diagnostic shows that your X-Com unit has failed. Now, you have no way to get in touch with the X-Frontier, and bad luck, you are completely lost.

It is not the best time for this happen. This is an unfriendly world, you sensed that from the beginning. The strange fauna starts to surround you and there is no-one you can ask for help. You will have to link up the X-Frontier on your own. You will have to clear a way through these mean and vicious creatures. You will have to defend yourself. You will have to... KILL !

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Installing the game.

To install KILLING IMPACT on your hard drive, you should first create a new folder and then copy the floppy disks to the new folder. **To play, you must have disk 1 in the disk drive.** The game can be started from any of the video modes except TRUE COLOR.

Principles of the game.

To kill a monster, you have to jump on it. If a creature jumps on you, you will lose energy. Whether you or a creature attack, the faster the attack, the more damage is caused.

The damage will be increased further when you pick up the "power" bonuses in the game. You will also find weapons hidden in the game in the form of bonuses. There are three weapons, "laser", "mine", "freezer". The last one does not kill but paralyses the monster.

The damages are figured by the lasting time of withering at impact. At the beginning, you are not very strong so the creatures' withering is not very visible.

As your energy decreases, you will start to flash red. When you have full energy, you do not flash. Every time you are hit by a monster you lose energy and you begin to flash faster. You have to find the "energy" bonus to restore your energy.

If you pick up an "energy" bonus when you have full energy, your energy levels are boosted until the end of the game.

Some monster automatically give you bonuses, others give you bonuses at random.

Within each levels, there are doors (blue with purple arrows) which block your passage. To open them, you should kill a number of monsters. Some monsters may carry a "key" which open the next door. The message "door opened" shows you that the door is now open and your way forward is clear.

The "power", "laser", "mine", "paralyser" and "faster shoot" are cumulative. For example, if you pick up the "laser" option more than once, your laser shots will cause greater damages each time you pick up that bonus.

General joystick controls.

Pressing fire will ignite the engines for a short time. To go in a certain direction press fire and the direction you want to go. If you are standing on the ground, you can use the joystick to walk left or right.

To get more powerful thrusts, push the joystick up whilst pressing fire.

Once you have picked up the "engine" bonus, your engines can also accelerate your descent.

To shoot, hold fire down until your X-Bot is wrapped by a coloured aura. When you release the button, the direction which is selected affects which weapon is selected :

- left : laser shot to the left.
- right : laser shot to the right.
- up : freezer shot.
- down : mine.

Noe : You can only use the relevant weapon after the bonus has been gathered.

The "*faster shoot*" bonus allows your X-Bot aura to charge faster, so you can start to shoot quicker.

The Power Pad also acts as a joystick.

Equivalent keyboard controls.

- Up arrow : up & extra engine boost.
- Down arrow : downward thrust.
- Space : normal engine thrust & charge aura.
- Left & right arrow : on the ground, you walk in the direction pressed. In the air, you need to mix these keys with an engine thrust to go in the direction you want.

Settings.

- Esc* : end the current game.
- Help* : pause.
- Undo*: information screen. It shows you the score, the number of lives left and the bonuses per player.
- With the Power Pad : *Help* pauses, *option* gives you the information screen.

Number of players, controls, monster density.

During the title screen, press the *Return* key to go to the settings screen. Using the arrows keys, you can select the number of players, the control method and the monster density. Once you

have done this, you can return to the title screen by pressing the *Esc* key, or start a new game by pressing fire.

Increasing monster density does not increase the game difficulty as the number of bonuses is adjusted. This option is useful to take advantage of accelerator boards, you need one to increase the number of monsters without slowing down the game.

You should have an accelerator card to play a 3 or 4 player game on a VGA monitor.

The multiplayer mode is a cooperative one, so you can not kill each other. Also score and lives are shared.

Engine power.

If you experience difficulties whilst playing, you can increase the power of the engine by using the function keys or the numbers of the Jaguar Power Pad :

F1 (0): weak engine ... *F10* (9): powerful engine.

WARNING : More powerful engines give you less accuracy in your movement.

In multi-player mode, grey uses the function keys whilst other players chose by mixing these keys with the *Shift* key for the yellow player, the *Control* key for the red player or the *Alternate* key for the green player. This also applies to the player control selection in the next section.

Player control selection (main keyboard).

- 1 : Joystick 1.
- 3 : Joypad A.
- 5 : Keyboard.
- 2 : Joystick 2.
- 4 : Joypad B.

Screen settings (numeric keyboard).

- : lower brightness.
- + : increase brightness.

/ : lower contrast.	* : increase contrast.
0 : lower red brightness.	1 : increase red brightness.
2 : lower green brightness.	3 : increase green brightness.
4 : lower blue brightness.	5 : increase blue brightness.
6 : lower red contrast.	7 : increase red contrast.
8 : lower green contrast.	9 : increase green contrast.
(: lower blue contrast.) : increase blue contrast.
. : reinitialises settings.	

Volume settings (main keyboard).

7 : decrease sound fx.	8 : increase sound fx.
9 : decrease music.	0 : increase music.

Settings are automatically saved if you exit the game by pressing the *Esc* key whilst on the title screen.

Problem due to accelerator cards.

If you own an accelerator card and a VGA monitor some problems may appear :

- an interference line in the centre of the screen.
- image flickers sometimes.

The scrolling technic used in this game requires a software synchronisation for VGA monitors. This means that the CPU has to wait a few cycles. This wait state is provided by a few "nop" instructions. On accelerated FALCONS, these instructions run faster, so the programme needs more "nop" cycle to synchronise.

A simple solution is included with the programme. These are :

Shift-[: removes a "nop".

Shift-] : adds a "nop".

Shift-Backspace : reinitialises the number of "nop".

During the game, try to modify the number of "nop" cycles (to start with, you should add some). Modify it until the scrolling is perfectly smooth.

Doing this is quite boring, but once it has been done, it will be saved as are the other parameters when you exit the game. You should only have to do it once.

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Problems.

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