

ELIMINATION

(Ti-84+ CE)

Quick Start	2
Introduction	3
The Story	3
The Main Characters	3
Game Requirements	4
Main Menu	4
Viewing and Skipping Cutscenes	4
Playing the Game	4
Battle Mode: Overview	5
Battle Mode: Megan's Role	6
Battle Mode: Weapons and Items	7
Battle Mode: Example Enemies	9
Battle Mode: Jamie's Scanning Computer	10
Battle Mode: Facing Multiple Enemies	10
Battle Mode: Bosses	11
Battle Mode: End	11
Battle Mode: Tips	12
Valkos	13
Going to Another Level	14
Collecting Minerals	14
Returning to Valkos	14
Viewing Stats / Healing your Characters	15
Saving your game	15
Tips and F.A.Q.	16
Disclaimers / Copyright	17

QUICK START

Main Menu

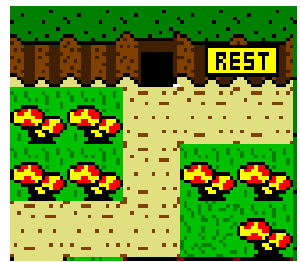
- Press the up / down arrow keys to select game #1, game #2 or game #3.
- Press 2nd to start a new game or continue a game that you've saved.
- Press CLEAR to quit and return to your operating system. **Your saved games will be archived.**
- Press the minus key (-) if you want to delete a saved game. Press 2nd to confirm your choice or DEL if you change your mind.

During a cutscene

- Press 2nd to proceed through a cutscene, for example when you've finished reading what a character is saying.
- Press CLEAR to skip the cutscene, although some cutscenes cannot be skipped.
- Pressing DEL during a cutscene will tell the calculator "please skip this cutscene only if it's a less-essential romantic cutscene. If it's a cutscene that's more essential to the story, please don't skip it."

When walking around a world / map

- Use the arrow keys to move. Press (and release) MATH to move faster / run. Press X⁻¹ to stop running.
- Most of the time, actions are automatic by getting close enough to your targets. Presents and doors open automatically when you get close enough. NPCs speak to you automatically when you get close enough. You collect resources such as gold when you get close enough. However, you do need to press 2nd if you want to:
 - Shop for items at a shop
 - Activate a teleporter that you're standing on
 - View information about a planet when standing in front of an "INFO" computer
- Most of the time, you can save your games by going to this place and "resting." There are a few levels where you will not have access to this "place of rest," in which case your game will save automatically at appropriate locations. **!!! This is a temporary copy of your saved game. You must go to the main menu and then exit the application with CLEAR if you want your games to stay permanently saved. If you remove your calculator's batteries before completely leaving the game, you will lose your newly saved game data. !!!**
- Press GRAPH to return to the main menu. You can also do this when fighting an enemy.
- Press ALPHA to view your character's statistics, such as available weapons and health. Press Y= and WINDOW to switch between the different characters. You can use Megan to heal, etc. the other characters while using this menu, even if you're not in battle.



When engaging an enemy

You have a team of four characters, each with different weapons. It is up to you to determine which weapons are best against which enemy.

Most of the time, only one character can attack one enemy at a time. You will find it's probably best to have Jamie fight an "Alien" and Collin fight a "Patrol Bot." When you face teams of three enemies, you need to choose three of your four team members, assigning one player to each enemy. When you face bosses, you attack with three characters at a time rather than one character at a time.

- Press Y= and WINDOW to choose a character.
- Press 2nd once to choose a weapon, and then again to choose which enemy to attack (when facing multiple enemies at once).
- Press CLEAR if you accidentally choose the wrong weapon. or press CLEAR twice if you want to clear all your mistakes, like if you change your mind about using Jamie in a fight against three enemies.
- Your character "Megan" is mainly a helper who can heal your team and keep Jamie and Collin's weapons powered, although she can attack in an emergency. Megan will never, ever, ever be attacked by an enemy.

Questions? Bug Reports? Game balance suggestions? Source code? malgrenerik@gmail.com

INTRODUCTION

Elimination is an RPG that plays similar to games such as Final Fantasy, Pokémon, Earthbound and Super Mario RPG. You start the game with a weak team of four characters. As you progress through the game and fight enemies in a turn-based combat system, your characters get stronger and stronger.

This game has one somewhat-unique feature. While you normally have four characters on your team, you can only engage enemies one-on-one, similar to Pokémon. Each character has its strengths, weaknesses and a unique set of attacks, so it's up to you to guess which character and which weapon a particular enemy is weak to.

THE STORY

It's 2050 A.D. The people of Earth are at war with a strange, insect-like alien race from the Whirlpool Galaxy. Four children, out of curiosity, board a destroyed flying saucer to see what's inside. Unfortunately for them, the flying saucer is transported back to the Whirlpool Galaxy for repairs while the children are still in it. As alien technology is incomprehensible, stealing a saucer and flying it home is not an option for them.

Thankfully, another alien race called the "Tosonians" have agreed to help the children return home to the Milky Way Galaxy. But first, the children need to gather materials such as gold, copper and lithium so that the Tosonians can build a space ship that can take the children home. The children will need to travel to many different planets and fight many different creatures to get the materials needed.

THE MAIN CHARACTERS



Ryan is 15 years old. He is very talented in engineering and space technology. Ambitious and decisive, he desires to be in a position of leadership someday. When you start playing the game, you'll take control of Ryan.



Jamie is 14 years old. She is Ryan's girlfriend. She is generally kind and compassionate.



Collin "Clums" is 15 years old. He is shy; he says very little and doesn't hang out with many of his classmates. He's known at school for being a klutz.



Megan "Meg" is 9 years old. She is Collin's sister. In many ways she's like any other 9-year-old girl, but she has a unique, mature understanding of feelings and relationships which cause older children to gravitate towards her.



Jaslin is the leader of a race of spiritual beings called the "Tosonians." A wise leader beloved by her people, she adores children.

GAME REQUIREMENTS

You will need the program “ELIMINAT,” plus the AppVars “EliminaA,” “EliminaB” and “EliminaC.” All of these must be archived. You’ll receive an error message if you are missing a file or if you don’t archive these variables.

The AppVar “EliminaD” is optional. It will allow you to see animations and special effects when you attack enemies. If you do not wish to see the animations (for example if you want to do a “speed run”) just delete this AppVar, and the game will still run normally.

Your saved games are stored in the appvar “EliminaT.” If you delete this appVar, you will lose all your saved games.

MAIN MENU

When you start the app, you’ll be given three “save slots,” meaning you can save up to three games. The very first time you run the app, all three slots will say “New Game.” After you start a game, it will be saved, and in the future, you can select a slot that says “Load Game” to continue a saved game.

- Press the up / down arrow keys to select game #1, game #2 or game #3.
- Press 2nd to start a new game or continue a game that you’ve saved. Again, any slot that has a saved game will say “Load Game.”
- Press CLEAR to quit and return to your operating system. **This will archive your saved games so that you won’t lose them in the event of a RAM failure.** (See the section “Saving Your Game” for more information.)
- Press the minus key (-) if you want to delete a saved game. Press 2nd to confirm your choice or DEL if you change your mind.

VIEWING AND SKIPPING CUTSCENES

Press 2nd to proceed through a cutscene, for example when you’ve finished reading what a character is saying.

Press CLEAR to skip the cutscene, although some cutscenes cannot be skipped.

Pressing DEL during a cutscene will tell the calculator “please skip this cutscene only if it’s a less-essential romantic cutscene. If it’s a cutscene that’s more essential to the story, please don’t skip it.”

PLAYING THE GAME

At the very beginning of the game, you’ll be at an alien base. Your goal is to escape from here. To escape, you’ll need to roam around the map and find the exit. Along the way, you’ll encounter aliens and robots who will try and stop you. You’ll need to fight them. The more enemies you fight, the stronger your characters will become, and this will make it easier for you to win the game.

Here are the controls you’ll need to play the game when you are not fighting enemies.

- Press the arrow keys to move. For most of the game, you’ll control Ryan, so the arrow keys will move Ryan. The other characters on your team will follow Ryan.
- Press (and release) MATH to move faster / run. Press X^{-1} to stop running
- Press 2nd to activate a teleport, which will take you to another part of the map. A teleport will not activate unless the player you’re controlling (for example Ryan) is standing on the teleport.
- Press GRAPH if you want to quit the game. Your game will not automatically save when you leave to go to the main menu. Therefore, be sure to save your game before you choose to exit the game. Please see the section “Saving Your Game” for more information.

Unlike most RPGs, you do not need to press a key to open a door or talk to people / creatures on the map. Just walk up to them, and this will all happen automatically.

As you explore the map, you will come across animals, robots and aliens. When an enemy wants to attack you, your screen will turn black, and you’ll enter “battle mode.”

Questions? Bug Reports? Game balance suggestions? Source code? malgrenerik@gmail.com

BATTLE MODE: OVERVIEW

For most of the game, you'll have a team of four characters that you can use to fight enemies. Each character has unique weapons and strengths and weaknesses. For most fights, you will need to decide which character will attack the enemy. Normally, only one of your characters can attack the enemy at a time. Here is the normal procedure for fighting enemies:

- Press Y= or WINDOW to select a character to attack the enemy. For example, you can choose Jamie, Collin or Ryan to launch an attack on the "Yeti" below, but only one of the three can attack.
- Use the arrow keys and 2nd to choose what weapon the player will use.



- Press 2nd again, and your selected character will attack that enemy.



The enemy has been "selected" / "highlighted." To attack it, just press 2nd again. The numbers above the enemy tell you how much "health" it has left. The miner bot has 5000 health points and no shield.

- Your character will attack, normally damaging the enemy.
 - Watch the screen! If the screen shakes violently, the enemy you've attacked has taken a huuuuge amount of damage. You might want to use this same weapon during your next attack, knowing that the enemy is quite vulnerable to this weapon.
- The enemy will attack you back. Press 2nd to go through the messages that tell you how the battle is proceeding.
- It is now your turn to launch a second attack. You can use the same character to attack the enemy over and over, or you can choose a different character to launch your next attack. Press Y= or WINDOW again if you want to choose a new character.
 - If your character is Jamie or Collin, every attack will drain a little bit of the battery that is used to power either of their weapons. If there's not enough battery power left for your next attack, you'll see a message "Not enough power," and you'll need to choose a different character or a different weapon.
 - If your character is Ryan or Meg, your attack will use up one item. When you run out of an item, you'll have to choose another item or weapon.

If, after selecting a weapon, you change your mind, you can press CLEAR to choose a different weapon. If, after selecting a weapon, you want to use a different character, press CLEAR twice. Your screen will flash to confirm your choice, and then you can use Y= or WINDOW to select a new character to attack.

You can use GRAPH to leave a battle and return to the main menu. Again, your game will not save when you do this.

Questions? Bug Reports? Game balance suggestions? Source code? malgrenerik@gmail.com

Keep an eye on the status box located at the right of your screen!

- The top number, located below the character's name, tells you how much health your character has left. If this number gets below zero, your character will die, and you will lose the game.
- The bottom number tells you different things depending on which character you're using:
 - If the character you've selected is Jamie or Collin, the number will tell you how much battery power Jamie's weapon or Collin's weapon has left. Don't let this reach 0!
 - If the character you've selected is Ryan or Megan, the number will tell you how many of the selected item you have left. If you want to use grenades, the number will tell you how many grenades you have left. If you want to use a bomb, the number will tell you how many bombs you have left.

Sometimes, an enemy will **"dodge"** your attack. This means that the enemy will jump out of the way of your attack, and so your attack won't hit its target. This is important to remember, because there are some weapons that are so powerful that an enemy will not simply be able to "dodge" out of the way.

Note: In this game, "dodge" means an enemy has quickly jumped out of the way or ducked an attack. You were unlucky and can try using the same weapon again. But some enemies can be "too fast," "out of range" or otherwise able to "avoid" a shot. If an enemy "dodges" your attack, your weapon may still be effective. BUT if an enemy is "too fast," "out of range" or "avoids" a shot, you should probably switch to a different weapon.

Some enemies are equipped with **"shields."** Shields will block every single attack you launch. You will need to fire protons at the enemy to destroy their shields. Once their shields disappear, you can continue to launch other attacks as normal. By looking at the numbers above the enemy you want to attack, you can see if the enemy has a shield and, if so, how strong it is. Just look at the number next to the "S:"

Some enemies can put up **"ray screens."** When this happens, the enemy will be immune to everything except for wrist lasers, Ryan's weapons and Megan's ion gun. These ray screens are temporary, after which the enemy will become more vulnerable again.

BATTLE MODE: MEGAN'S ROLE

Jamie, Collin and Ryan can be used to attack the enemy. Megan can also attack in an emergency, but mainly she heals the other characters, deploys shields to protect them or gives Jamie and Collin additional batteries to power their weapons.

When you select an item for Megan to use, a special menu will pop up. Choose the character you want to help by pressing up / down and then 2nd. For example, if Jamie is low on health and you want to heal her, choose the "needle" item, and then choose "Help Jamie" from the menu that pops up.



Megan can never help or heal herself. However, the enemy will never, ever, ever attack Megan, so this is not a problem.










BATTLE MODE: WEAPONS AND ITEMS

Your four characters each have unique weapons / items that they can use in battle. Some of these are unusable when you start a new game; you'll need to buy these options at a shop.

It is important for you to understand your weapons and what they do. Not all weapons will work against all enemies. For example, robots cannot be attacked with poison, but some robots will lose a huuuuuuuge amount of damage when attacked by electricity from Jamie's weapon. Other enemies can take damage from Collin's weapon but are too fast to be attacked by fire.











Jamie has a special bracelet that lets her use her mind to shoot fire and other elements. Her power bracelet runs on battery power, so Meg must give her fresh batteries from time to time. Jamie's bracelet can hold up to 250 gAmps of power.

	Fire -- This is Jamie's basic weapon and can combat many enemies. It costs 10 gAmps of battery power to shoot fire, so Jamie can shoot fire 25 times before she needs new batteries.
	Lightning -- This does more damage than fire, but uses 15 gAmps of power. In later levels, once its range is upgraded, it can also attack flying enemies.
	Poison -- The most powerful weapon in Jamie's arsenal. Not only does it do a huge amount of damage, but it also lowers the enemy's attack power. It uses 25 gAmps of power. An enemy cannot simply "dodge" poison, although some enemies can be immune to it.
	Water -- This does as much damage as fire against enemies who are vulnerable to water, and it uses only 7 gAmps of power.
	Proton Beam -- This weapon is used to damage or disable basic shields (but not "ray screens"). It uses 10 gAmps of battery power.
	Phase Beam -- You'll have to discover which enemies are vulnerable to this weapon. It uses 10 gAmps of power.
	<p>Computer – If there's an enemy that you're having trouble attacking because it seems invulnerable to any weapons you attack it with, you can scan the enemy. This computer will tell you what weapons will work well against the enemy as well as what weapons are completely useless against the enemy. However, limited use of the computer is recommended, as it costs 150 gAmps of power.</p> <p>The data on the enemy's strengths and weakness will be color-coded, so refer to the section "Jamie's Scanning Computer" for more information on how to interpret the data and decide what to attack the enemy with.</p>
	Wrist Laser – This is a very good "emergency weapon." It uses no battery power and is effective against <u>almost</u> all enemies, including those with "ray screens." It is, however, weak, and it has limited range. <i>There is no enemy in the game so powerful that you must resort to this weapon, so use it only if you're low on battery power. Jamie's computer can help if you don't know what other weapons you can use.</i>
	Power Kick – Another very good "emergency weapon" for when you lose your wrist laser.









Ryan

Ryan has weapons that he can throw. His aim is so good that enemies cannot simply “dodge” his weapons, although some enemies can still be too fast, too far away or too cunning for him to hit. Ryan has a limited supply of projectiles, so you'll need to go to a shop to buy more for him.

	Grenade -- This is Ryan's basic weapon and can combat many enemies.
	Bomb -- Probably the best weapon of all. Apart from doing high damage, (almost) no enemy is immune to bombs, and there's a 50% chance the enemy will be stunned and temporarily unable to attack. Bombs are, however, ineffective against basic shields.
	Missile -- Great against flying enemies, but will work against most other enemies in a pinch.
	Rocket -- Does massive damage. Great against slower enemies who have high amounts of health.
	Proton Bomb -- This weapon is used to damage or disable basic shields. It is twice as powerful as a proton beam.
	Smoke Bomb -- This weapon will blind certain enemies, making it harder for them to score hits and making it impossible for them to “dodge.” It is also effective against fast enemies. In some cases, a smoke bomb will make an enemy vulnerable to weapons it would normally be invulnerable to, such as fire.
	Run Away -- You can try to run away if the enemies you face are too powerful for you. You have a 75% chance of successfully running away from an enemy, but if you succeed, you will become a little bit weaker, and that means it will take you longer to become strong enough to win the game. Furthermore, there are some enemies that you will not be able to run away from no matter how much you try, especially when they fight in groups.
	Wrist Laser / Power Kick

Collin









Collin has a ray gun that can be configured to fire in different ways. It runs on battery power.

	Basic Beam -- This is Collin's basic weapon and can combat many enemies. It uses 10 gAmps of power per shot.
	AA setting -- Great against flying enemies, but unlike missiles, it's less useful against ground-based enemies. It uses 10 gAmps of power per shot.
	Full power -- Does massive damage. Great against slower enemies who have high amounts of health. It cannot be “dodged.” It costs 25 gAmps of power.
	Full sweep -- A weapon that works well on small and / or fast enemies. It will also attack any and all enemies on screen, not just the enemy you select. It cannot be “dodged.” It costs 15 gAmps of power. While this weapon does as much damage as Collin's “basic beam” setting, there are some enemies who are vulnerable to the more focused and armor-piercing “basic beam” but are either immune or resistant to the more spread-out “full sweep.”
	Proton Beam -- This weapon is used to damage or disable basic shields. It uses 10 gAmps of battery power.
	Phase shots -- You'll have to discover which enemies are vulnerable to this weapon. It's 50% stronger than Jamie's “phase beam” but uses 15 gAmps of power.
	Run Away
	Wrist Laser / Power Kick

Megan



Megan's job is to help out. Megan has a limited supply of items, so you'll need to go to a shop to buy more for her.

	Small vile of P-Plasma – Heals someone by giving them 50 HP.
	Large vile of P-Plasma – Heals someone by giving them 250 HP.
	Riot Shield -- Once this shield is deployed, it will block 50% of any physical attack, such as punches or bites. Normally, it breaks after blocking three strong attacks, but it will last longer against weaker enemies. Once deployed, it will remain deployed from battle to battle until it breaks. Your shield will remain deployed after saving and loading games, too.
	Energy Shield -- Exactly like the riot shield, except it blocks elemental attacks such as lightning torpedoes and fire. You can deploy both a riot shield and an energy shield at the same time.
	Battery -- Gives Jamie or Collin 50 more gAmps of battery power for their weapons.
	Battery Pack -- Jamie's bracelet or Collin's beam gun will become fully recharged.
	Run Away
	<p>Ion Gun – This is, hands-down, the best “emergency” weapon. Absolutely no enemy is immune to this weapon at all. Again, this weapon is effective against every, single enemy, even those with defenses such as “ray screens.” However, using this weapon will not help any of your characters in leveling up, so it’s best reserved for emergencies.</p> <p><i>In fact, you should almost never need to use this weapon. Every enemy is vulnerable to a normal (that is, non-wrist-laser) attack from either Jamie, Collin or Ryan. If you’re struggling, try experimenting and use weapons such as overload or smoke bombs to help you before using the ion gun.</i></p>

BATTLE MODE: EXAMPLE ENEMIES



Security Guard – This is the very first enemy you’ll encounter. Jamie can attack this enemy with fire, Collin can attack it with his ray gun, and Ryan can throw grenades at it.



Goblin – Just like a Security Guard, you can attack a Goblin with either Jamie, Collin or Ryan. However, Goblins are weak to fire, so maybe it’s best to use Jamie to attack Goblins!



Patrol Bot – This robot is so fast, you won’t be able to hit it with fire or with grenades. However, it isn’t too fast for Collin’s ray gun!



Master Alien – This enemy is protected by a shield! You will therefore need to destroy its shield with proton weapons before using other weapons such as fire.

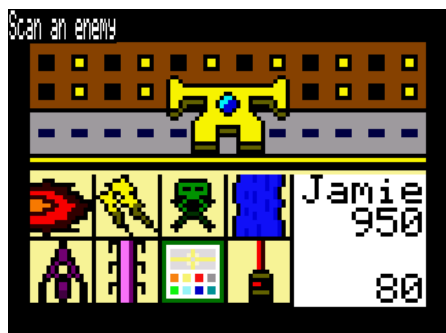
Questions? Bug Reports? Game balance suggestions? Source code? malgrenerik@gmail.com

BATTLE MODE: JAMIE'S SCANNING COMPUTER

As a reminder, there is absolutely no enemy in the game so powerful that it can only be attacked by lasers or Megan's ion gun. Every enemy in the game is vulnerable to at least one normal weapon.

However, some enemies are, in fact, extremely resilient. Instead of resorting to your emergency weapons, you can use Jamie's computer to find out more about an enemy.

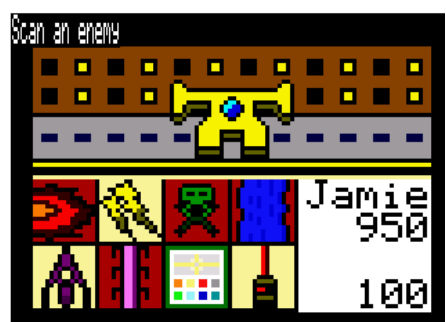
After using Jamie's computer, some of your weapon icons will turn from tan / beige to either red or blue. If an icon is red, the enemy is immune to this weapon, and you shouldn't use it. If it's blue, the enemy is extremely vulnerable to the weapon and will take extra damage.



*This enemy is a **flying ship** called a "**Pterodactyl**." Jamie is about to scan the enemy with her computer.*



You are now looking at Ryan's weapons after Jamie scanned the enemy. You now know that you should not attack the enemy with grenades, bombs or rockets; they will not harm the enemy at all. If you wanted to, you could attack with your wrist laser, but as you can see, missiles are super-effective and should be your weapon of choice.



The same enemy, but you are now looking at Jamie's weapons. It appears that you can attack the enemy with lightning, although based on the data on Ryan's weapons, you should really use missiles if you have any.

A few notes about the use of the computer:

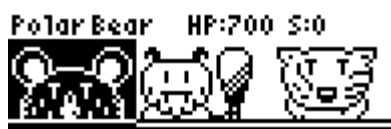
- Remember that using the computer costs 150 gAmps of power. Use it wisely.
- The computer will not work if there are two or three enemies on screen. It can, however, scan bosses.
- The computer will not tell you whether or not proton weapons are effective. You should be looking at the information above the enemy (the "S:" portion) to determine if the enemy has a shield or not.
- The computer will not tell you whether or not you will be able to run away from an enemy.
- If an enemy puts up a ray screen, flies out of range, etc. the computer will not update its information. Rescanning the enemy also won't work. You must figure out for yourself what the enemy is now immune to.
- If you use the computer on an enemy and find out it is vulnerable to smoke bombs, the computer WILL update its information after you throw a smoke bomb at the enemy. That is, if an enemy was immune to fire but is now vulnerable to fire because you threw a smoke bomb at it, the computer will tell you that you can attack the enemy with fire. (The "fire" icon will change from red back to tan / beige.) **Remember, though, not all enemies hit with smoke bombs gain new vulnerabilities.** Thus, even if an enemy can no longer dodge you or can sometimes have bad aim due to a smoke bomb, your icons may have no color changes whatsoever, which means the smoke bomb did not give the enemy any new vulnerabilities.

Questions? Bug Reports? Game balance suggestions? Source code? malgrenerik@gmail.com

BATTLE MODE: FACING MULTIPLE ENEMIES

Sometimes, two or three enemies will attack you, and not just one enemy. When two enemies attack you, you'll need to choose two characters to launch an attack. Each enemy must be attacked by a unique character; you cannot simply ask both characters to attack the same enemy. The same rule goes for when you face three enemies; you must assign three characters to different enemies. Press the left / right arrow keys after selecting a weapon to choose which enemy you want your character to attack.

If you are using Collin's "full sweep" weapon, it will attack both or all 3 enemies on screen, but you'll still need to target one enemy.



Here, you are facing three enemies: a Polar Bear, a Yeti and a Snow Leopard. The player has just selected Ryan's grenade weapon and is now commanding Ryan to launch an attack against the Polar Bear which, by the way, has 700 health points but no shield.

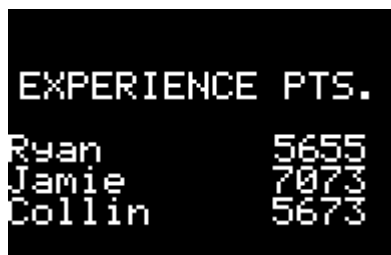
Again, if you've made a mistake, you can hit CLEAR to start over and change your character / weapon choices.

BATTLE MODE: BOSSES

You will occasionally need to fight giant enemies or "bosses." If you select a character, choose his / her weapon, hit 2nd to attack the enemy and then see the character menu shift to a new character, it means you're fighting a boss. You will need to select three characters to launch an attack against a boss.

BATTLE MODE: END

After you defeat the enemy / enemies on your screen, the battle will end, and you'll see a message saying "YOU WIN!" Hit 2nd to proceed. You will then see how many experience points each character has. The more experience each character has, the stronger your character is.



EXPERIENCE PTS.	
Ryan	5655
Jamie	7073
Collin	5673

Notice that Jamie is currently stronger than Ryan or Collin. Her attacks will be more powerful than theirs until you Ryan or Collin to fight other enemies.

If you get enough experience points, your character will level up! This means your character will have stronger attacks and higher health.

Press 2nd again, and you'll return to the level map, where you can continue your quest.

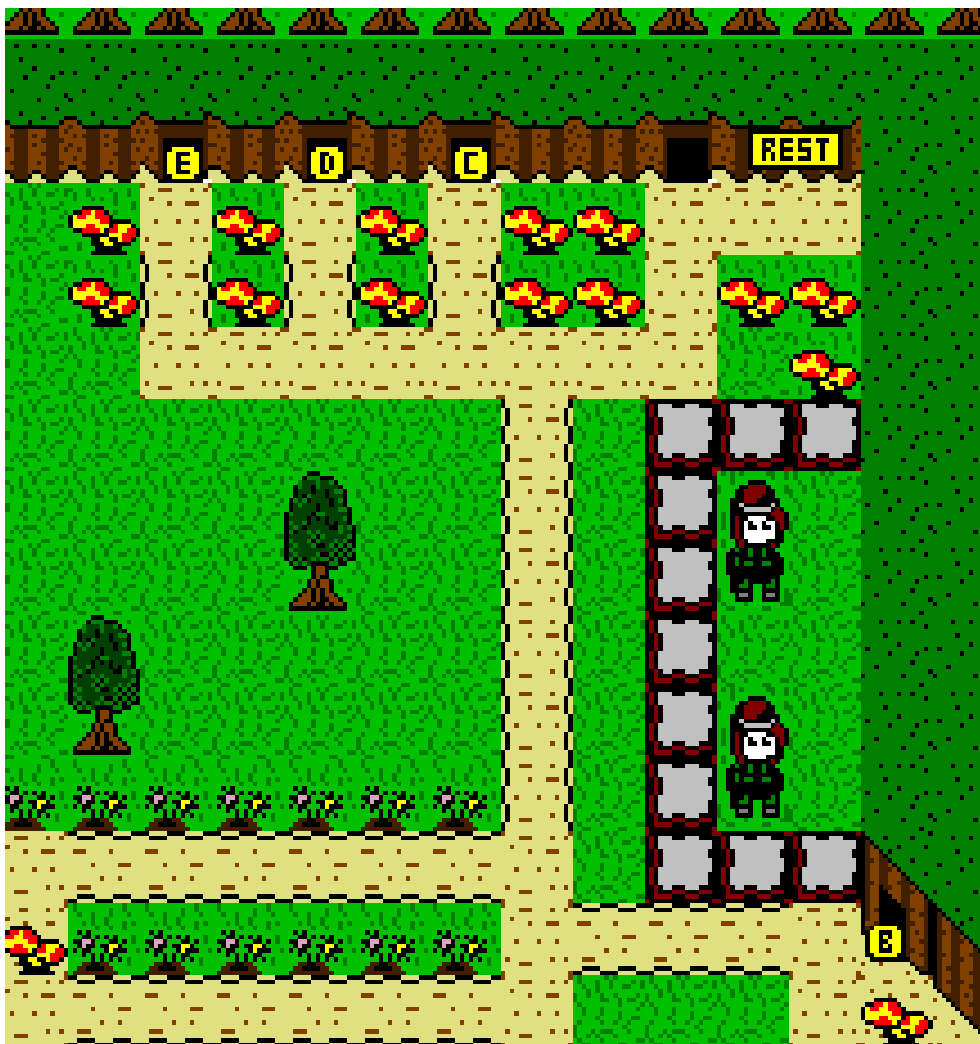
BATTLE MODE: TIPS

- Remember that once a player loses all his health – when his / her health gets below “0” -- you lose the game. There are several things you can do to prevent this:
 - Choose a character high on health to attack. During 1-on-1 battles in particular, the enemy will attack only the character who is attacking him. (However, when Megan is helping someone, the enemy will attack a random character.)
 - Use Megan to help the other characters. P-Plasma will give them back some of their health, and shields will help in blocking attacks. Keep plenty of batteries and P-Plasma vials on hand!
 - Try to run away from the enemy. However, don't do this too often, because every time you run away, you lose experience points, and you'll have to fight more enemies to level up and grow stronger.
- If you look at the top of the screen when selecting an enemy to attack, you'll see how much health that enemy has left and how strong the enemy's shield is (where applicable).
 - Wrists lasers, Jamie's fire, Collin's "basic beam," Ryan's grenades and Megan's ion gun are weak, but cheap. If you see that your enemy has almost been defeated, you should consider using these basic weapons instead of more expensive or power-hungry ones to finish the enemy off. This will save you money / silicon.
- Try different weapons on an enemy. You'll see that grenades can hurt Goblins, but fire will be much more effective.
- Don't constantly use just one player to do all the attacking. If you use Ryan all the time, he'll grow to be a strong character, while Jamie and Collin will be weaker. This will be a problem when you face stronger enemies that are invulnerable to Ryan's weapons or when you face groups of two or three enemies. So look at your characters' experience points; if one character is far lower on points than any of the other characters, try to use that character in battle to help him / her grow stronger. Remember, most enemies can be attacked by any of your three main characters.
- Megan cannot grow stronger. You do not need to try to "level her up."
- **It's worth repeating that every enemy is vulnerable to at least one normal weapon. Wrist lasers, power kicks and Meg's ion gun are useful if you get frustrated or desperate, but there is absolutely no enemy so powerful that these emergency weapons are your only option. You can use Jamie's computer to scan the enemy if you feel stuck.**
- **Remember that "dodge" is a special term used in this game. If an enemy "dodges" your attack, you were just unlucky, and maybe your weapon will work during the next attack. But if an enemy is "too fast," "out of range" or "avoids" a shot, you should probably switch to a different weapon.**
- Some enemies have special attacks that do more than just damage your health.
 - If you see a message that says "Stunned," it means that your character is stunned, shaken up or otherwise unable to launch an attack this time. You must temporarily choose another character to launch an attack.
 - If you see a message that says "Paralyzed," it means that your character is permanently unable to attack this enemy. There is nothing you can do about this; you will not be able to use this character during this battle and must use other characters until the end of the battle.
 - If your character has been "burned," it means that sometimes – sometimes -- your character's attacks in this battle will be weaker. You may want to choose another character to attack the enemy during this battle.
 - If your character has been "poisoned," it means your character will lose additional health each turn until the battle is over. You may want to choose another character to attack the enemy during this battle.
 - If your character is "ill," it means that your character will lose health even after the battle is over. You can cure your character with P-Plasma.

VALKOS

Valkos is a moon where the Tosonians live. This is considered your “central HUB” or “overworld” when playing the game. You’ll arrive here after completing the first level of the game. Here, you can:

- Go to another level. To win the game, you will need to collect materials from seven different worlds. There are seven tunnels located around the map, labeled with letters from A-G. They will normally have rocks in front of them, but a rock will disappear when it’s time for you to go to that world.
- Rest. Resting will restore all of your health and save your game. To rest, just walk up to the tunnel with the “REST” sign.
- Buy items. There are two Tosonian soldiers who sell weapon upgrades, shields and P-Plasma. To buy items, go to one of the soldiers and press the “2nd” key. The top soldier will sell you items that Ryan and Megan can use. The bottom soldier will sell you weapon upgrades that Jamie and Collin need.
 - To buy items, you will need “silicon.” You can get silicon by fighting robots throughout the game.



GOING TO ANOTHER LEVEL

When you are on Valkos, look for a tunnel that doesn't have a rock blocking the path. Go through that tunnel.

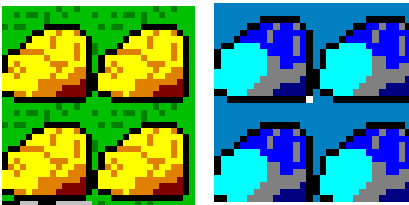
You will enter a corridor. Walk through this corridor to the other side to get to the next level.

If you want to read about the planet or moon you're about to visit, stand in front of an "INFO" computer and press 2nd.

COLLECTING MINERALS

To gather the materials you need to win the game, just walk up to them. The game will collect them automatically. Your game will also be saved, with one exception. Occasionally your game won't save even after you collect minerals because the game doesn't want you to be stuck in an unwinnable situation, like being low on ammo before facing a boss. After you collect all the materials you need, the level is complete, and you can return to Valkos.

You will almost always recover all your health after collecting minerals. This will save you from using valuable P-Plasma or from having to recover your health at Valkos so often.



These weird-looking rocks have gold, silver, etc. Look for these rocks to collect the necessary materials you need.

RETURNING TO VALKOS

Most of the time, you can return to Valkos to save your game, buy things, rest and recover all your health, even if a level is incomplete. Just go to the place where you started the level. You will return to the corridor that took you to this level. Walk *to the left* (instead of to the right) to return to Valkos. After completing your business on Valkos, just return to the level's tunnel to continue playing that level.

VIEWING STATS / HEALING YOUR CHARACTERS

You can press ALPHA while walking around a level to view how strong your character is. You'll see what level your character is at, how power the character's attacks can be, how much HP you have left, how much battery power / projectiles / helpful items you have left and how much XP you have (along with how much XP you need to level up). Press Y= and WINDOW to switch between the different characters so that you can see all of their statistics.

To see how much money / silicon you have and how much strength your shields have left, you need to view Meg's "statistics." In addition, you can use this opportunity to heal your other characters and give them battery power or shields so that you don't have to waste time doing so in battle.

Level:	9
HP:	175 / 275
Attack Pwr.	53
XP:	455 / 490
   	Ryan
	1275
   	455

SILICON:	405
R-SHIELD:	0
E-SHIELD:	0
   	Megan
	75
   	11

SAVING YOUR GAME

If you'd like to save your game, you can do so on Valkos by "resting." On some levels where it's impossible to go to Valkos, your game will automatically save itself at specific checkpoints or, in most cases, when you collect minerals. In either case, you'll be told that your game has been saved.

!!! This is a temporary copy of your saved game. You must go to the main menu and then exit the application with CLEAR if you want your games to stay permanently **saved via your calculator's archive**. **If you remove your calculator's batteries before completely leaving the game, you will lose your newly saved game data. !!!**

TIPS AND F.A.Q.

- Jamie and Collin have become very powerful, but Ryan is still weak!
 - Try to switch between players when walking around a level attacking enemies. Understandably there are some enemies which are better fought with a particular character, for example, Jamie is the best character for fighting Goblins. However, other enemies have no special weaknesses and can be fought by any player. If Ryan is too weak because Jamie is attacking all these Goblins, use Ryan on Super Goblins. Or, use Ryan and Collin to attack Goblins for a change, since you don't have to use Jamie to fight them.
- I don't have enough money!
 - Explore! Look around the level for robots. These robots will give you money. These same robots will reappear after you fight other enemies, so you can come back and fight them again to get more money.
- It takes a long time to walk everywhere!
 - Almost all maps have teleports. They can take you from one of the map to another end of the map. You should explore the entire map to find what you're looking for, but you can use teleports to quickly get back to the starting point so that you can return to Valkos for items and rest.
- The game is too hard!
 - When you are playing a level that lets you return to Valkos, save your game often!
 - Try not to complete a level too quickly, including an early level. The more enemies you fight, the **stronger you will become**. By fighting lots of easier enemies in early levels, you'll become stronger against harder enemies in later levels.
 - If you are worried about getting lost, you might want to make a map for yourself, but take note that each level has many, many notable locations such as waterfalls, bridges and large-screen TVs. You can make note of these special landmarks and use them to help keep track of where you are.
 - Remember what weapons your enemies are weak against. Since you'll face multiple Goblins, for example, you'll last longer against them by remembering that they're very vulnerable to fire.
 - Keep track of where on the map enemies are located, as well as robots that give you money. 99% of the time, if you fight an enemy such as a Master alien somewhere on the map, that very same enemy will appear again on that part of the map, so you can simply walk around it if you don't want to face it again later. In the same way, robots that give you money will reappear in the same place you've fought them, so you can go back and destroy another robot at that location for more money.
 - If you are facing very strong non-boss enemies, try these weapons or items:
 - Poison can lower the amount of damage an enemy's attack can do
 - Bombs have a 50% chance of stunning the enemy, preventing it from attacking
 - Smoke bombs will make it difficult for the enemy to see you and make it more vulnerable to weapons it would otherwise be immune to
 - Riot and Energy Shields can block 50% of incoming damage
 - Collin's "Full Sweep" isn't very powerful, but it can attack 2 or 3 weaker enemies at once, making it worth the 15 gAmps of power it costs.
 - Meg can give someone P-Plasma, batteries and shields during a battle, but it's better to do so ahead of time – while you're on the map – before going into battle.

DISCLAIMERS / COPYRIGHT

First and foremost, the human characters in this game should be viewed or thought of as caricatures. I'm not an artist, so if you, the player, are insulted by the way a human character looks, I apologize. Any time a character looks too fat, too thin, too tall, etc., this is unintentional and does not reflect my personal view on men, women, boys or girls.

The characters, the undiscovered planets / moons and the storyline in this game are copyrighted, including, but not limited to:

- The human characters Jamie, Collin, Hope, Megan, Ryan, Colonel Lee and the Sergeant
- The Ptaloid race, including names, enemies (such as the Protar) and how they look
- The Tosonian race, including names and how they look
- The character Djanus
- The 4-legged creatures residents of Ronosa
- Cardon Bol and the race of humanoid beings on Ragnor
- Any planet or moon in this game (apart from Earth)
- The levels. The graphics are not under restriction (see below) but I hold ownership of the map data itself.

I hold no copyright and do not ask for any credit for anything else, including:

- The source code, except for routines developed by other programmers, including Iambian and ChickenDude
- The graphics / sprite art. For example, Jamie is copyrighted, but the sprites I drew of her are not copyrighted.
- Any enemy that is not included in the above list. If an enemy is not Cardon Bol, a humanoid, a Ronosian, a Ptaloid or a Tosonian, I hold no copyright to it. For example, the Balkstone, the Aerospider and the Medusa are not copyrighted.