

XENOCRISIS



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Introduction



A distress call has been received from Outpost 88, a research colony situated in the orbit of Io, Jupiter's fourth largest moon - reports indicate multiple fatalities amid some kind of "alien" presence. As part of Earth's most experienced marine corp under the direction of Commander Darius, you are tasked with investigating the cause of the incident and rescuing any survivors.



With little time to prepare and be briefed aboard the ISS Vanguard, you enter hyperspace and arrive at the colony in a matter of minutes. You feel ill-prepared for a mission with so many unknowns, but armed with your trusty assault rifle and a clutch of grenades, you board the dropship to begin the final approach...



How to play

Xeno Crisis is a top-down arena shooter for one or two players. After choosing your preferred marine(s) you will see them leave the dropship and enter the colony through an airlock. The colony consists of hundreds of rooms, and in order to progress you must clear each room you enter of enemies, which can be dispatched in a variety of ways. Generally though you will want to engage the enemy at a distance using your assault rifle or any other weapon you can get your hands on.



Ensuring your ammo doesn't run out is crucial to your survival, but you can always attack enemies at close quarters with the butt of your rifle. Contact with an enemy or projectile will result in you taking damage - losing all of your health means "game over" when playing solo, but in 2-player mode you can revive your fallen comrade after a few seconds.

If the going gets too tough you can make use of the roll move to get yourself out of trouble. You can also throw a grenade to destroy several enemies at once, but remember that you have a limited supply. Vanquished enemies will occasionally drop a set of dog-tags which can be traded for upgrades between areas.



At the end of each area resides that area's boss, each posing a different challenge. Advance through all 7 of the game's areas and you will finally confront the source of the colony's troubles, but be prepared for the fight of your life! If you do happen to perish then all is not lost - you have been supplied with several "elixirs" which can instantly revive your marine and get you back in the action, but at what cost...?

Controls

3-button controller



Start: Press to pause the game - press again to resume.

D-pad: Control your marine's movement.

A button: Perform an evasive roll.

B button: Fire your current weapon.

C button: Drop / throw a grenade.

Note - whilst firing you are able to strafe, and you can also press 'A' or 'C' to change your shot direction.

6-button controller



Start: Press to pause the game - press again to resume.

D-pad: Control your marine's movement.

A button: Shoot downwards.

B button: Shoot to the right.

X button: Shoot to the left.

Y button: Shoot upwards.

C button: Perform an evasive roll.

Z button: Drop / throw a grenade.

Mode button: Discard weapon.

Note - two buttons can be pressed simultaneously (e.g. 'X' and 'A') to fire diagonally.

The marines



Name: John Marsh

Age: 32

Blood type: O

Weight: 214 lbs

Height: 182 cm

Bio: A hardened veteran of several conflicts, John is more than at home on the battlefield. He can carry more ammo than Sarah, but isn't quite as agile.



Name: Sarah Ridley

Age: 27

Blood type: B

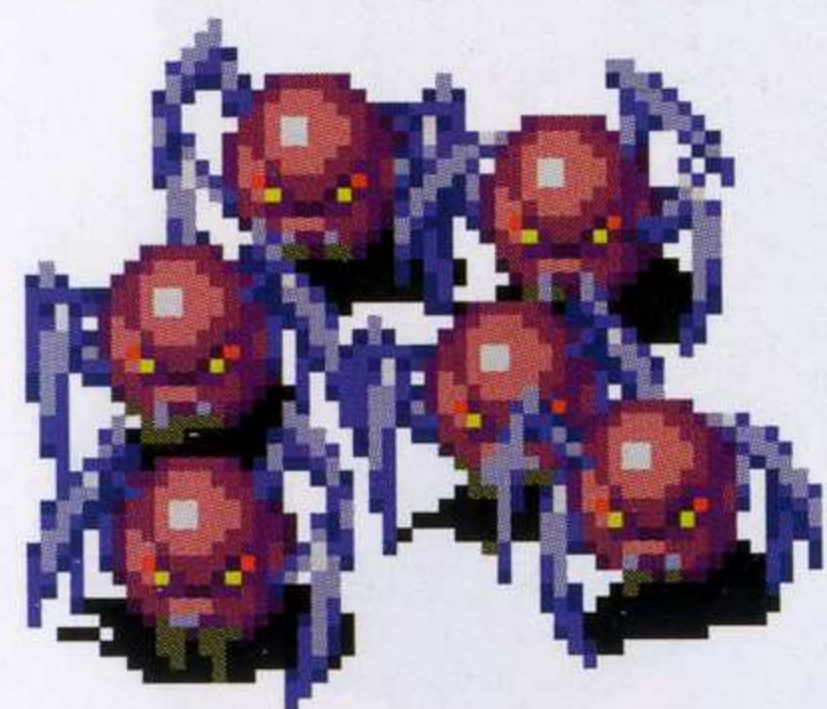
Weight: 128 lbs

Height: 176 cm

Bio: One of the marine corp's more experienced members, Sarah is renowned for having a cool temperament in any situation. She is lighter on her feet than John.

Enemies

As you progress through the colony you will encounter many different enemies, each with their own traits and means of attack. Many of them can be gunned down without too much thought, but others will require cunning and guile to defeat! Here are just a few of the enemies you'll come across:



Arkanid

These scavengers rely on their sense of smell to hunt down their prey, and are typically found in large groups.

Ovulum

They pose no threat until disturbed, at which point they'll release worm-like creatures which are more of an annoyance than anything, and can easily be crushed by rolling over them.



Xenoid

These vary in toughness, speed and aggression, but will always head straight for the player on sight. The most common enemy you will come across in the early stages.

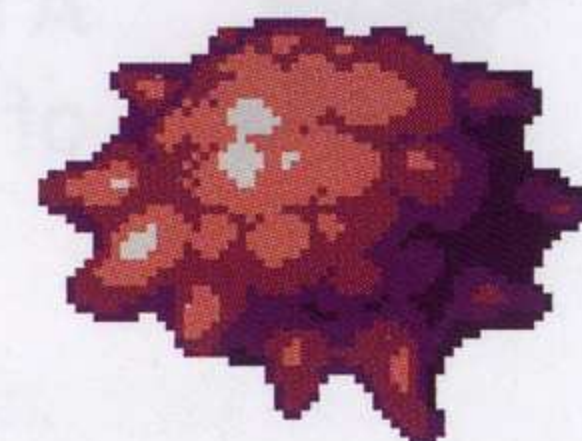


Haemedon

A disgusting lifeform that can burst through the floor without warning and launch a projectile directly at its target.

Nemecyst

A large gelatinous blob that seems harmless at first glance, but after a few seconds it will explode, releasing its deadly contents...



Vigilis

These somewhat resemble the standard Xenoids you come across, but have a tougher exoskeleton and prefer to shoot from a distance than fight hand-to-hand.



Weapons

There are 10 weapons available throughout the game, each with their own characteristics. Your standard assault rifle requires you to constantly be on the look-out for ammo crates, but additional weapons you pick up will give you 20 seconds or so of continuous fire.



Assault rifle

A marine's standard weapon, capable of rapid, concentrated fire.



Spread shot

Its 45 degree spread makes it particularly effective when dealing with multiple weaker enemies.



Laser

Can pierce through alien flesh and even walls.



Homing

Inflicts a moderate amount of damage, but homes in on anything nearby, reducing the need for accuracy.



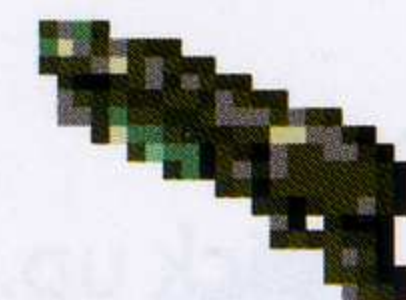
Flamethrower

Its short range can be overlooked for the increased damage it inflicts upon organic enemies...



Rebound

This unconventional weapon can hit enemies hidden behind walls out of your line of sight.



Shotgun

Has the shortest range but is devastating when used up-close, felling most enemies with a single blast.



Vulcan

Decimates anything that stands in your way.



Rocket launcher

Possibly the most devastating weapon in your arsenal, it is only hampered by its slow rate of fire.



BFG

Takes time to charge but launches a single blast of plasma capable of annihilating multiple enemies.

Equipment

At the end of each area you will be given the chance to exchange any dog-tags you've collected for upgrades ranging from increased health to weapon power-ups to extra continues. Which upgrades you go for will depend on your style of play.



Health boost

Increase your maximum health by one unit.



Weapon power-up

Improves your weapon power, including any weapons you pick up.



Increase ammo capacity

Increases your assault rifle's ammo capacity.



Increase grenade capacity

Gives you the potential to carry an extra grenade.



Grenade powerup

Makes your grenade attacks more powerful, and increases their range too.



Speed-up

Increase your athletic ability, making you run faster and roll further.



Gas mask

Protect yourself from toxic gases.



Elixir

When taken you will be instantly revitalised, allowing you to continue your mission from where you fell.



Pickups

During your mission you will come across various items which can help you progress. If you're playing with a friend then be sure to share what you find!



Medi-kit

Restores a single unit of health.



Medi-kit plus

Restores you to full health.



Dog-tags

Collect these from vanquished foes then trade them at the end of each area for improved equipment.



Ammo

Completely refills your assault-rifle's ammo.



Grenade

Increases your grenade count by one.



Security card

Required to open certain doors in the colony.

Hostages

Many hostages are scattered throughout the colony which ideally need to be rescued - each hostage rescued will result in a bonus, and rescuing each hostage in a room will have other effects too...

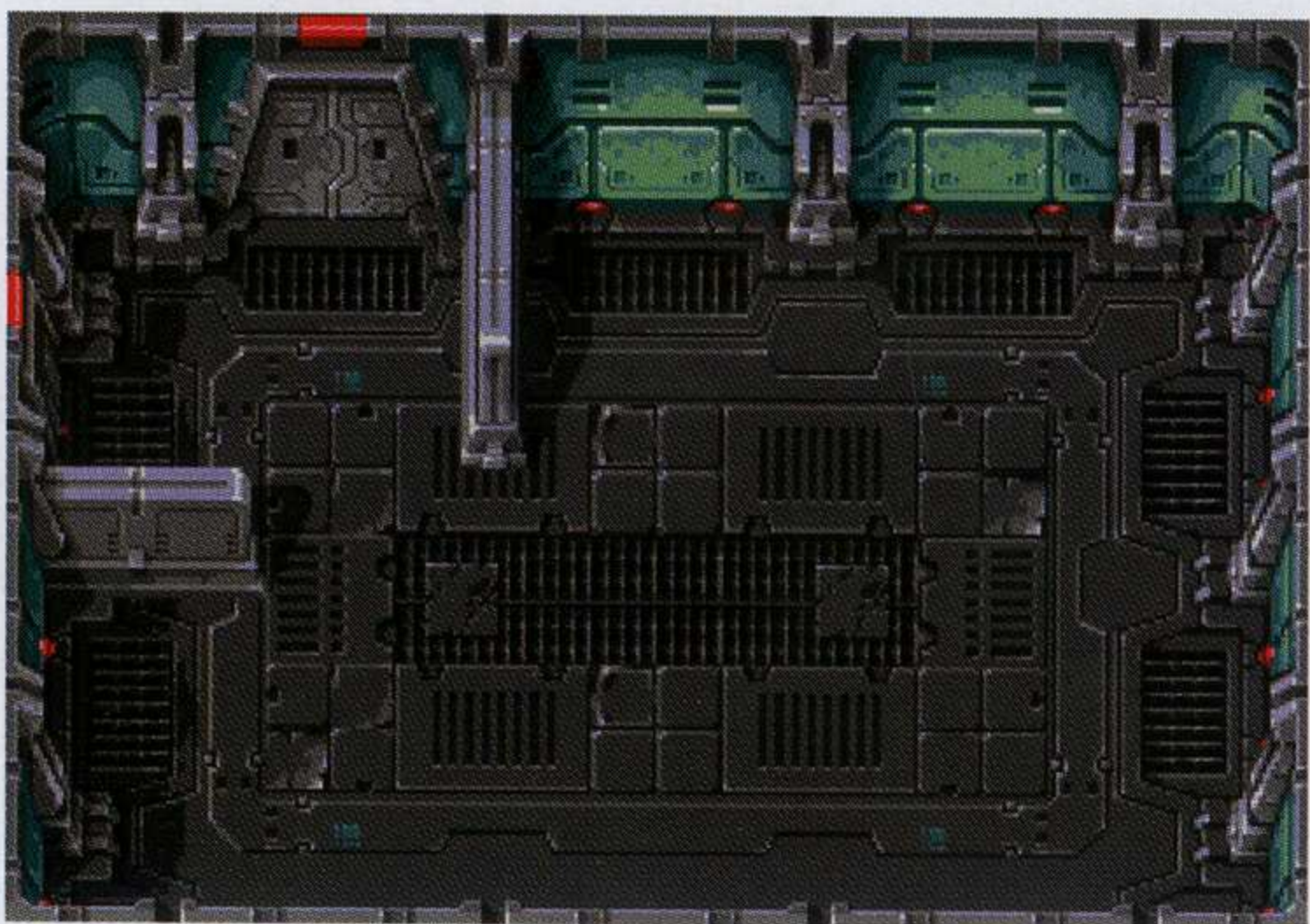


Areas

Your mission will span seven areas, each with their own unique enemies and nuances. Here are a few of them:

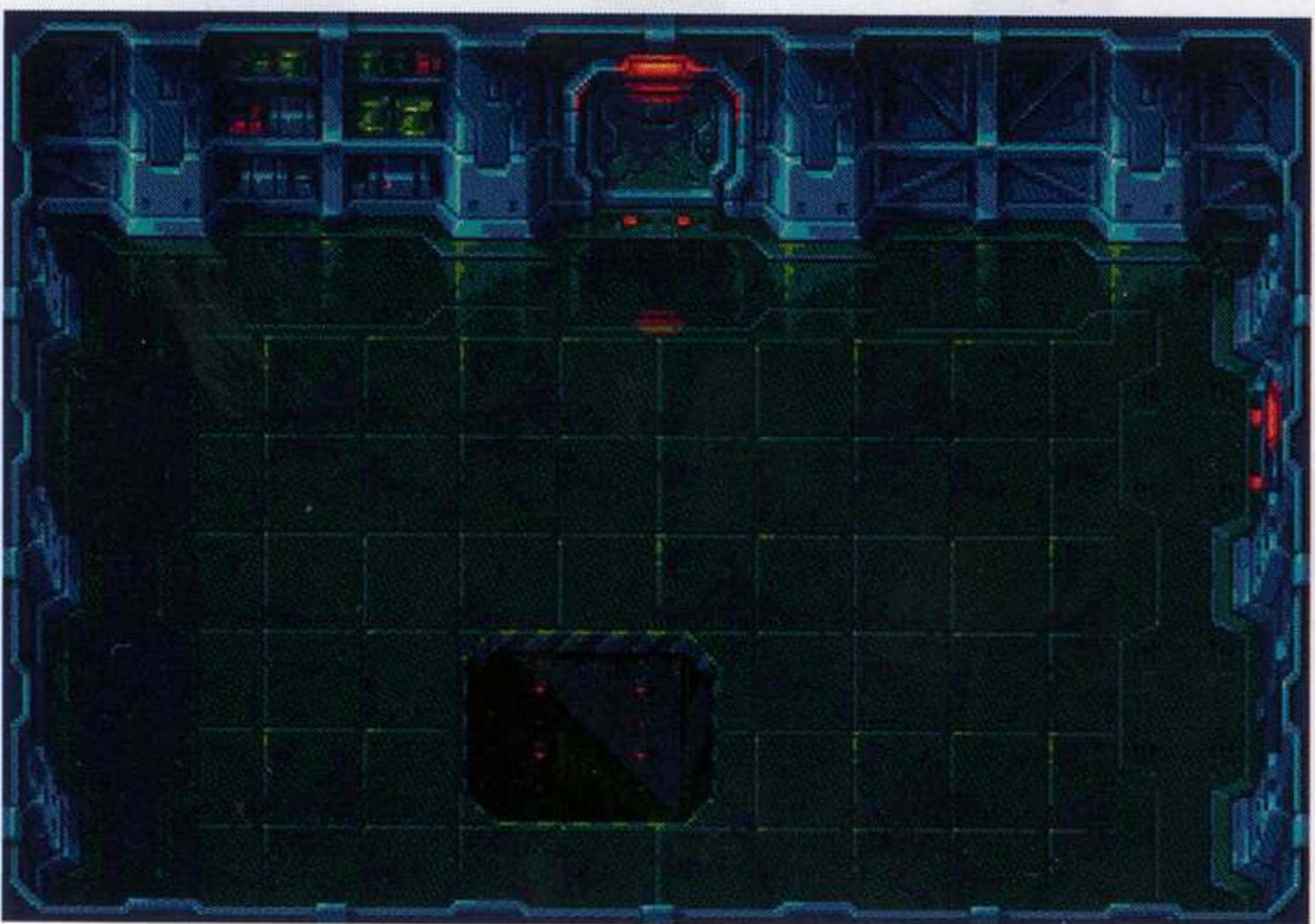
Area 1: The Perimeter

This is where you begin your mission, but don't expect a pleasant welcome...



Area 2: The Facility

This storage facility is home to some particularly deceptive enemies that lurk in the shadows.



Area 5: The Forest

One of two exterior areas you'll have to traverse - just don't expect your adversaries here to be any less aggressive than those you face inside.



Area 6: The Lab

What can you expect to encounter in the colony's laboratory area?



Advanced play

There are several advanced strategies which may help you progress further in your mission:

Melee attack

If you run out of ammo or simply want to conserve it, then dispatching enemies with your melee attack is essential - it can only be performed when not firing your weapon, and is triggered when an enemy gets close.



Roll cancel

Although the evasive roll is perfect for dodging bullets and enemies alike, you may wish to break out of a roll early so as to avoid injury when ending the roll naturally. To do this, simply push the roll or shoot button when mid-roll.



Roll attack

Despite being an evasive move, the roll can also be used to inflict damage upon certain enemies - we'll leave you to find out which ones. Whilst rolling it is also possible to drop a grenade to inflict damage...



Discard weapon

There are times when the weapon you're carrying isn't ideal for the current situation, so to revert back to your assault rifle just hold B then A and C on a 3 button controller or all 4 shot buttons on a 6 button controller. The 'Mode' button also serves the same purpose.

