XENOCIDE

REFERENCE CARD
IBM-PC AND 100% COMPATIBLES

INSTALLATION

Disk Configuration

DISK 1 (5.25")   Contains install file, CGA, EGA and TANDY versions.

DISK 2 (5.25")   Contains more data files for CGA, EGA and TANDY versions.

DISK 3 (5.25")   Contains install file and MCGA/VGA version.

DISK 4 (5.25")   Contains more data files for MCGA/VGA version.

DISK 5 (3.5")   Contains install file, CGA, EGA and TANDY versions.

DISK 6 (3.5")   Contains install file and MCGA/VGA version.

Install

1. If installing to floppies, simply copy the original diskette version of the game you wish to play onto blank, formatted disks. (Consult your DOS manual if you are unsure how to do this.)

2. If you are installing to a hard drive, insert the original disk which has the install file into your drive.

3. Type the letter of the floppy drive followed by a colon, then <ENTER>.

4. Type INSTALL C: <ENTER> if you wish to install to a hard drive with label C.

NOTE: Type INSTALL <ENTER> for more information about installation.

STARTING THE GAME

To start the Xenocide game, type XENO <ENTER> at the DOS prompt. The program will automatically detect your best graphics mode and sound card, if any. To overide this, type:

XENO E   for EGA 16 color
XENO C   for CGA 4 color
XENO T   for TANDY 16 color

> **View the README file for more information**

CONTINUE GAME

In order to help you complete your mission of destroying all three moons, a save game feature has been included. Upon the successful destruction of a moon, the current game is automatically saved for you. If, during your mission, you happen to die, select the Continue Game icon at the Startup Menu. This will place you at the hovercraft level of the moon where you died.

If you select the Start Game icon, the previously saved game, if any, will be erased and the game will be restarted at the first level of play.

GAME DEMO

Xenocide has a self-running demo mode for those who wish to get a brief look at what is in the game. So that you may see more of the game, it is recommended that you view the demo from either the 3.5" version or from an installed game on a hard drive.

COPY PROTECTION

Xenocide uses a manual-based copy protection system. There is no on-disk protection, so be sure to make backup copies of the software.

You will be asked a question from the manual only once, or unitl you exit the software and restart the game.

For example: The first word of line five on page 9 would be "score". Note that section headings and blank lines between paragraphs do **not** count as lines for the purposes of the copy protection.

KEY COMMANDS

[ESC]   Pauses game play
[Ctrl-Q]   Quits game and returns you to the startup menu
[S]   Toggles sound on and off
[M]   Toggles warning sound on and off
[spacebar]   Launch nuclear bomb (Hovercraft level only)

[spacebar]   Select an option (Cave & Bio-lab levels only)

USING THE KEYBOARD

7	8	9	up/left	up	up/right
4	5	6	left	center	right
1	2	3	down/left	down	down/right

NOTE: Make sure that the NUM LOCK Key is off.

FIRE CONTROLS

Joystick Button Ø = "1" on Keyboard
Joystick Button 1 = "2" on Keyboard

Hovercraft level:
[spacebar]: Launch nuclear bomb
"1": Fire fireball
"2": Fire missile

Cave Levels I & II
[spacebar]: Select option
"1": Fire lasers/Auto Blaster
"2": Throw grenade/Fire Sonic Wave
"1": Refuel/Fill oxygen tank (only when at a refueling bay)

Bio-lab Level
[spacebar]: Select option
"1": Fire lasers/Flame Thrower
"2": Throw grenades/Drop Land Mines

USING THE JOYSTICK

To use the joystick, simply point the joystick in the direction you wish to move. Press button Ø to fire Fireballs, Lasers and Flame Throwers and also to refuel.

Press button 1 to fire Missiles, Grenades, Sonic Waves, and Land Mines.

HINTS & SUGGESTIONS

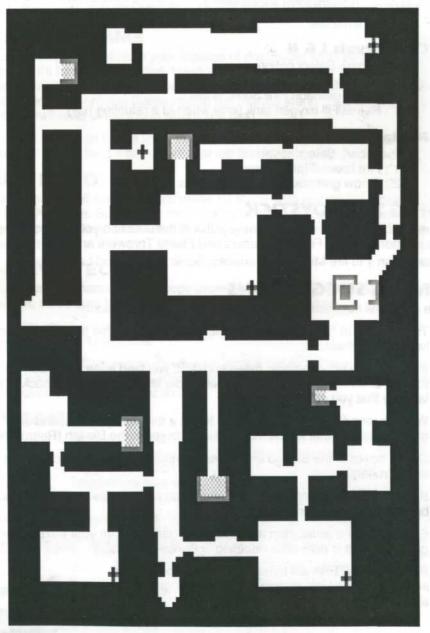Here are a few suggestions that will help you on your mission:

1. Try shooting at rocks and walls in the cave levels—some have bombs and keys behind them.

2. If you fly by a refueling bay, make sure that you land even if you don't need the fuel or ammunition—If you happen to die later, you will start back at the last bay that you anded upon.

3. When exiting Cave Level II, be sure to get a full supply of ammunition and grab the options that will be most valuable to you in the Bio-lab (Regro Shield).

4. Option boxes in the Bio-lab are not as plentiful as those in the caves, so use them prudently.

5. Be sure to check all areas in each level. You never know where a key or a bomb might be hidden!

6. Every once in a while, stop and pause the game to plan your next moves. A good example is right after refueling in the cave levels.

7. Pressing <ENTER> will bypass the startup animation sequence. Other information screens in the game may also be bypassed by pressing <ENTER>.

MICRO REVELATIONS, INC.

Xenocide: Bio-Lab Level on Malachite, the Rock Moon

Bomb ports: **+**   Teleporter: ▣

Ammunition Rooms: ▣ ▨

Obstacles are not shown!