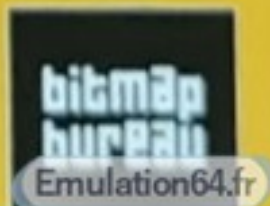


INSTRUCTION BOOKLET

<http://www.emulation64.fr>

XENO CRISIS



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INTRODUCTION

A distress call has been received from Outpost 88, a research station 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 that can either be played solo or cooperatively with a friend. After choosing your preferred marine(s) you will see them leave the dropship and enter the outpost through an airlock. The outpost consists of hundreds of rooms, and in order to progress you must clear each room you enter of enemies. Enemies can be dispatched in a variety of ways, but generally 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 should you run out you can attack enemies at close quarters with the butt of your rifle. Try not to get surrounded though - contact with an enemy or an enemy projectile will result in your marine taking damage!



If the going gets too tough you can make use of the roll move to get yourself out of trouble. You can also drop or 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, which must be defeated in order to progress. Each boss fight will test your skills in different ways, but don't be too disappointed if you get a game over - you have been supplied with several "elixirs" which can instantly revive you and get you back in the action. Make your way through all 7 of the game's areas and you will finally confront the source of the colony's disaster, but be prepared for the fight of your life !



CONTROLS



- | | |
|----------------|--------------------------------|
| ❶ Pause/Resume | Start |
| ❷ Move | D-Pad / Analog Stick |
| ❸ Shoot | C-Pad Up / Down / Left / Right |
| ❹ Grenade | Button B / Button L |
| ❺ Roll | Button A / Button R / Button Z |

Alternative layout options can be found on the
Options > Controls Menu.



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

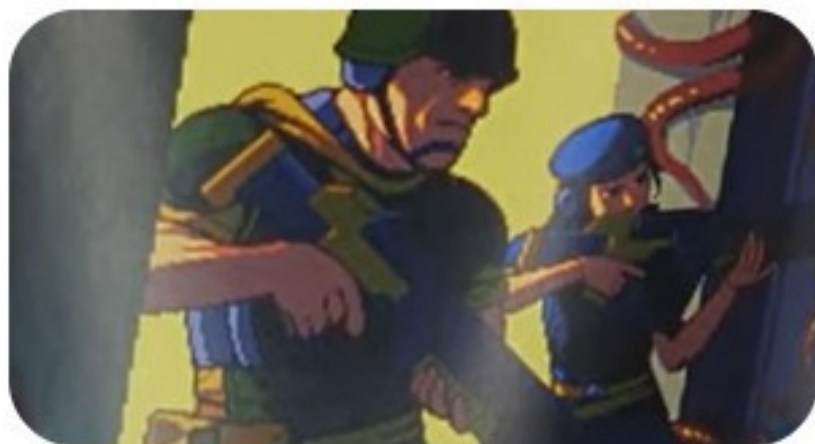
Height: 176 cm

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 a number of worm-like creatures which are more of an annoyance than anything, and can easily be crushed by rolling over them.





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 as it slowly edges away from anything it deems to be a threat, but a few seconds later it will explode, releasing its deadly contents...



Xenoid

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



WEAPONS

There are 9 weapons available throughout the game, each with their own characteristics. Weapons you pick up have their own ammo counter, and are discarded when their ammo reaches zero. Keep your ammo count up by collecting the crates of ammo that appear when your ammo is running low.

**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, hitting multiple enemies with one blast.

**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

Needs time to charge for maximum effectiveness, firing a single blast of plasma capable of annihilating the enemy.



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 weapon'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.

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...



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.



AREAS

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

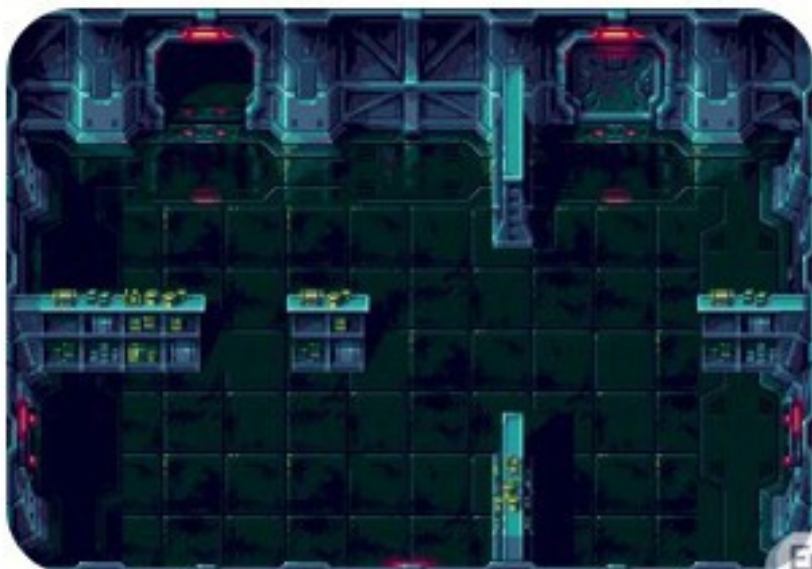
The Perimeter

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



The Facility

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



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The Forest

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



The Lab

What can you expect to encounter in the outpost'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. Melee attacks also award you with double the amount of points for killing an enemy.

**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 push the 'discard' button.

