XENOPHAGE™
Alien Bloodsport

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System Requirements

Minimum: An IBM® or 100% compatible 486DX/33 MHz with 8 Mb RAM, VGA graphics card, 38 Mb free space on a hard disk drive, and a CD-ROM drive.

Recommended: A 486/66 or better computer with 16 Mb RAM, local bus SVGA card, a game pad or dual joysticks, 16-bit sound card (all of the samples in *Xenophage* are 16-bit) with wavetable synthesis and a quad-speed CD-ROM drive.

Supported Input Devices

Music Cards: Adlib™, General MIDI, SoundBlaster/Pro/16/AWE 32™, ProAudio Spectrum™, Sound Canvas™, SoundMan 16™, SoundScape™, Gravis Ultrasound™, WaveBlaster™

Sound Cards: AWE 32™, ProAudio Spectrum™, SoundBlaster™, SoundMan 16™, SoundScape™, Sound Source™, Gravis UltraSound™

Control Devices: Keyboard, one 4-button joystick (such as Gravis GamePad™) or up to two 2-button joysticks

Installation

To play *Xenophage*, you must first install the game. The program's installation utility will place all of the necessary files onto your hard drive. To install the game, follow these simple instructions.

1. Place the CD into the appropriate CD drive. Type the letter of the drive followed by a colon and press the ENTER key. Example: D: <ENTER>.
2. Type INSTALL and press the ENTER key.
3. Follow the instructions in the installation program.
4. After installation is complete, type SETUP and press the ENTER key to configure your sound and music.
5. Once setup is complete, select the "Start Xenophage" option from the setup program to play the game. To run the game from the DOS prompt, type XPR and press the ENTER key.

If you have difficulty following these procedures, please run XHELP.EXE

NOTE: This is a DOS only game. *Xenophage* is <u>not</u> designed to run error-free within the Windows™ or Windows 95™ operating systems. It is advisable to boot into DOS before playing.

XENOPHAGE STORY

Because of the aggressive tendencies shown by your semi-sentient species, the Council has bestowed upon you the honor of relieving their boredom by fighting for the propagation rights of the species of your world.

The combat will be weaponless. The matches will take place in a holographic simulation of you or your opponent's homeworld, and will be farcast to the Council Chamber.

If you fight well enough, you will be given the honor of defeat at the hands of the Grand Champion.

Failure to fight will result in automatic forfeiture of propagation rights.

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MAIN MENU

After the introduction is complete, press the ENTER key and the Main Menu will appear. Use the arrow keys to select an option from the Main Menu and press the ENTER key.
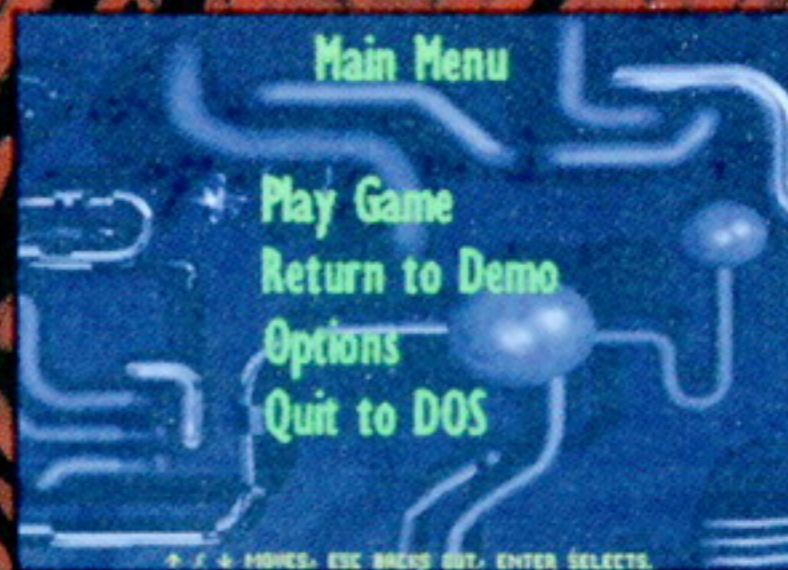
PLAY GAME

To begin a new game, highlight this option and press the ENTER key. Next, select the mode in which you would like to play. You have three different options to choose from: Story Mode, Free Play, and Training Mode.

Story Mode (See page 6)
In this mode, you fight against all the characters in consecutive order.
Free Play Mode (See page 7-8)
Play as any character against whomever you feel like.
Training Mode (See page 9)
Lets you practice against the inflatable dummy.

STORY MODE

After selecting Story Mode and pressing the ENTER key, a menu of options will appear.

- **Start New Game:**
  Begins a new Story Mode session, after selecting the difficulty level.
- **Choose Player:**
  Selects which character you will be in the fight.
- **Player Control:**
  Keyboard - Sets control for single player keyboard.
  Joystick #1 - Selects joystick connected to port 1.
  Joystick #2 - Selects joystick connected to port 2.
- **Set Match Options:**
  Rounds per match - Can be set for 1, 3, or 5 rounds per match.
  Match Time - Sets the length of the rounds in your match. When the timer runs out, the round ends.
  Overkills - Toggles whether you can rip your opponent's head off at the end of the last round of a match.
  Postmortem Humiliations - Toggles whether you can beat on your opponent after they're dead.
  Resurrections - Toggles whether you can get up after being humiliated.

FREE PLAY MODE

After selecting Free Play Mode and pressing the ENTER key, a menu of options will appear.

- **Play Next Match:**
  Begins the next match with currently selected characters.
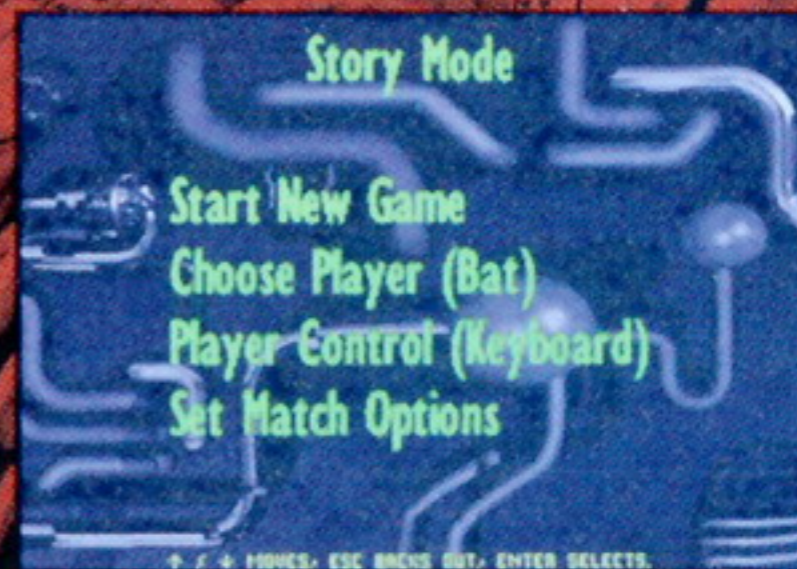
- **Match Options:**

  Rounds per match - Can be set for 1, 3, or 5 rounds per match.

  Match Time - Sets the length of the rounds in your match. When the timer runs out, the round ends.

  Overkills - Toggles whether you can rip your opponent's head off at the end of the last round of a match.

  Postmortem Humiliations - Toggles whether you can beat on your opponent after they're dead.

  Resurrections - Toggles whether you can get up after being humiliated.
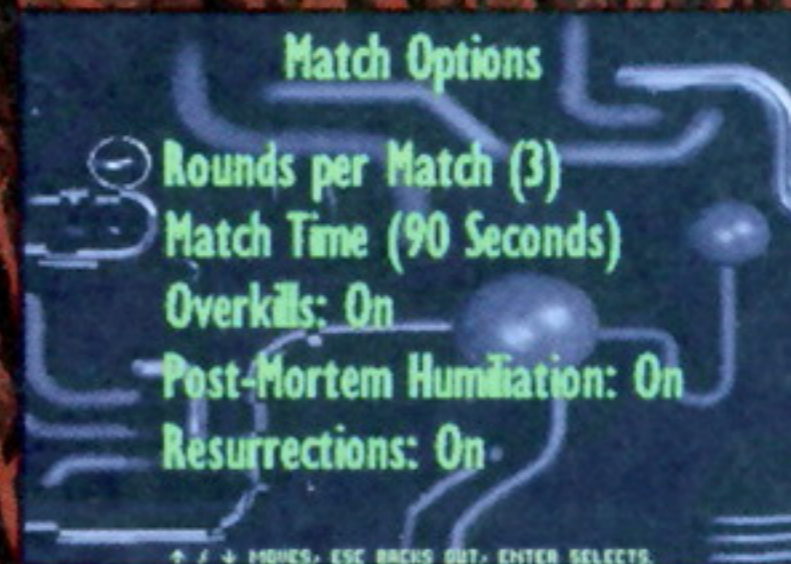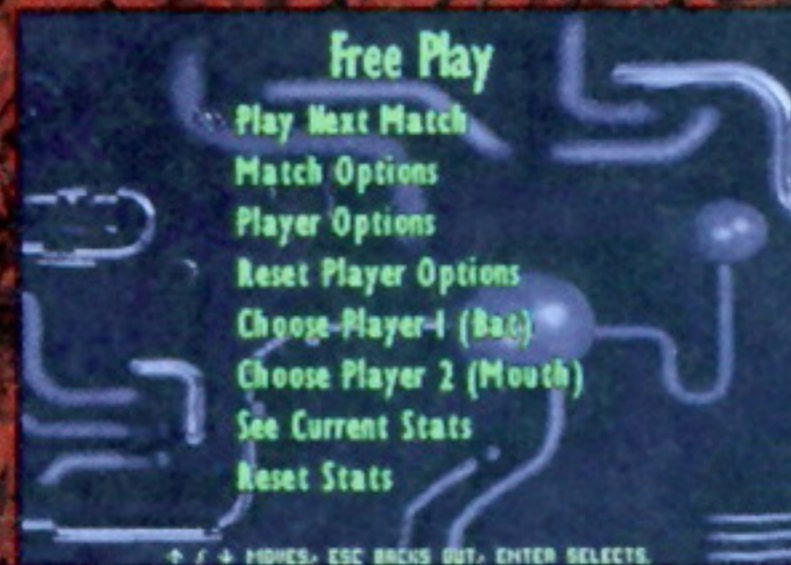
- **Player Options:**

  Player control

  Keyboard - Sets control for single player keyboard.

  Joystick #1 - Selects joystick connected to port 1.

  Joystick #2 - Selects joystick connected to port 2.

  Computer - Makes the character computer controlled.

  Specials - Toggles your character's ability to execute special moves.

Throws / Pummels - Toggles your character's ability to execute these moves.

Auto Block - Toggles automatic defense mode (automatically blocks).

Cunning - Sets the difficulty of the computer opponent.

Strength - Lets you increase or decrease the amount of damage you can inflict with an attack.

Speed - Lets you make your character faster or slower.

Health - Lets you increase or decrease the amount of damage you can take.

- **Reset Player Options:**
Resets all handicapping options in the Player Options sub-menu to their defaults.

- **Choose Player 1:**
Selects which character player 1 uses in match.
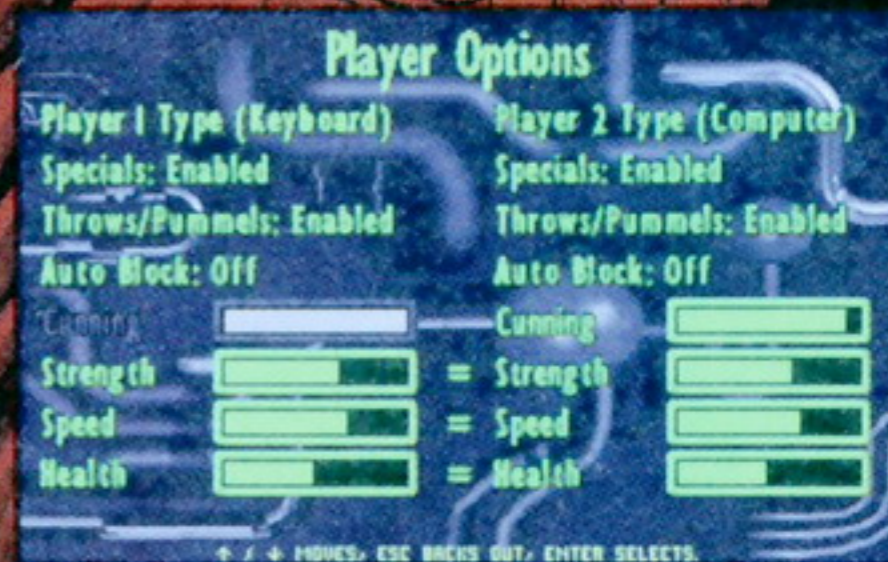
- **Choose Player 2:**
Selects which character player 2 uses in match.

- **See Current Stats:**
Shows win / loss standings for current session of Free Play.

- **Reset Stats:**
Resets win / loss table to zeros.

TRAINING MODE

After selecting Training Mode and pressing the ENTER key, a menu of options will appear.

- **Start Training:**
Lets you practice against the inflatable dummy. *"Go kick its ass."*
- **Player Options:**
  Player Control:
  Keyboard - Sets control for single player keyboard.
  Joystick #1 - Selects joystick connected to port 1.
  Joystick #2 - Selects joystick connected to port 2.

  Specials - Toggles your character's ability to execute special moves.

  Throws / Pummels - Toggles your character's ability to execute these moves.

 **Auto Block** - Toggles automatic defense mode (automatically blocks).

  Strength - Lets you increase or decrease the amount of damage you can inflict with an attack.

  Speed - Lets you make your character faster or slower.

  Health - Lets you increase or decrease the amount of damage you can take.

- **Reset Player Options:**
Resets all handicapping options in the Player Options sub-menu to their defaults.

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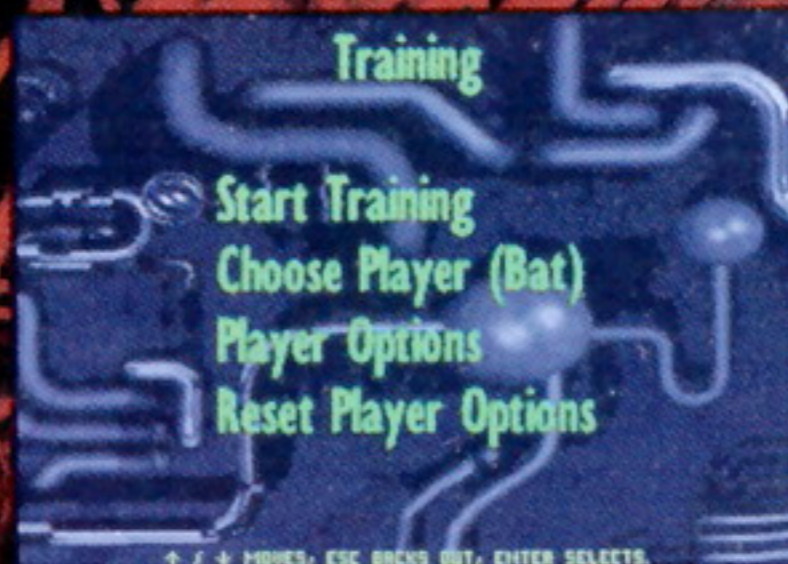
RETURN TO DEMO

Returns you to the demo mode. In this mode, you will see the characters battle it out. Pay attention, you might learn a thing or two!

OPTIONS

After selecting Options and pressing the ENTER key, a menu of options will appear.

CONTROLS

After selecting Controls and pressing the ENTER key, a menu of options will appear.

- **Configure Joysticks** - Select 2 or 4 button and calibrate joysticks (2 button mode uses the length of the button press to distinguish between weak and strong punches / kicks. 4 button mode allows separate buttons for weak and strong punches / kicks).
- **Single Player Keyboard** - Customize the keyboard for single player mode, including specifying 2 or 4 button control type.
- **Dual Player Keyboard 1** - Customize the keyboard for player one, including specifying 2 or 4 button control type.
- **Dual Player Keyboard 2** - Customize the keyboard for player two, including specifying 2 or 4 button control type.
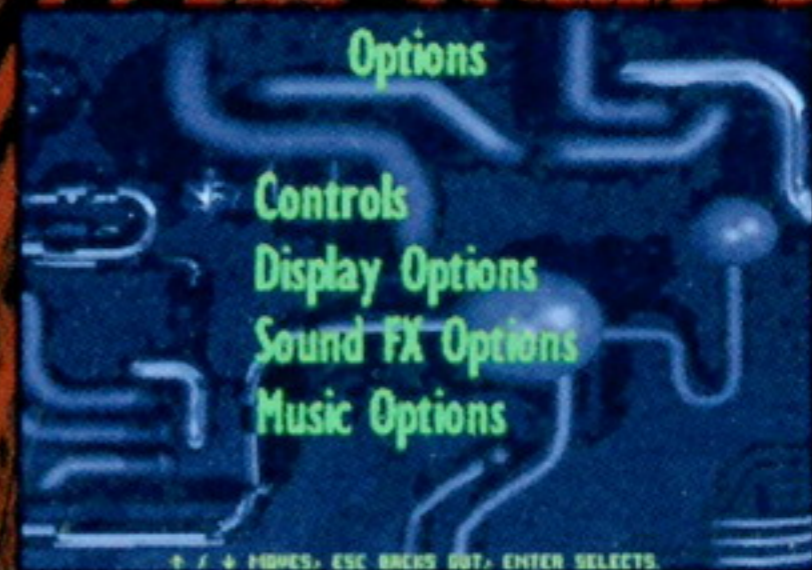
XENOPHAGE
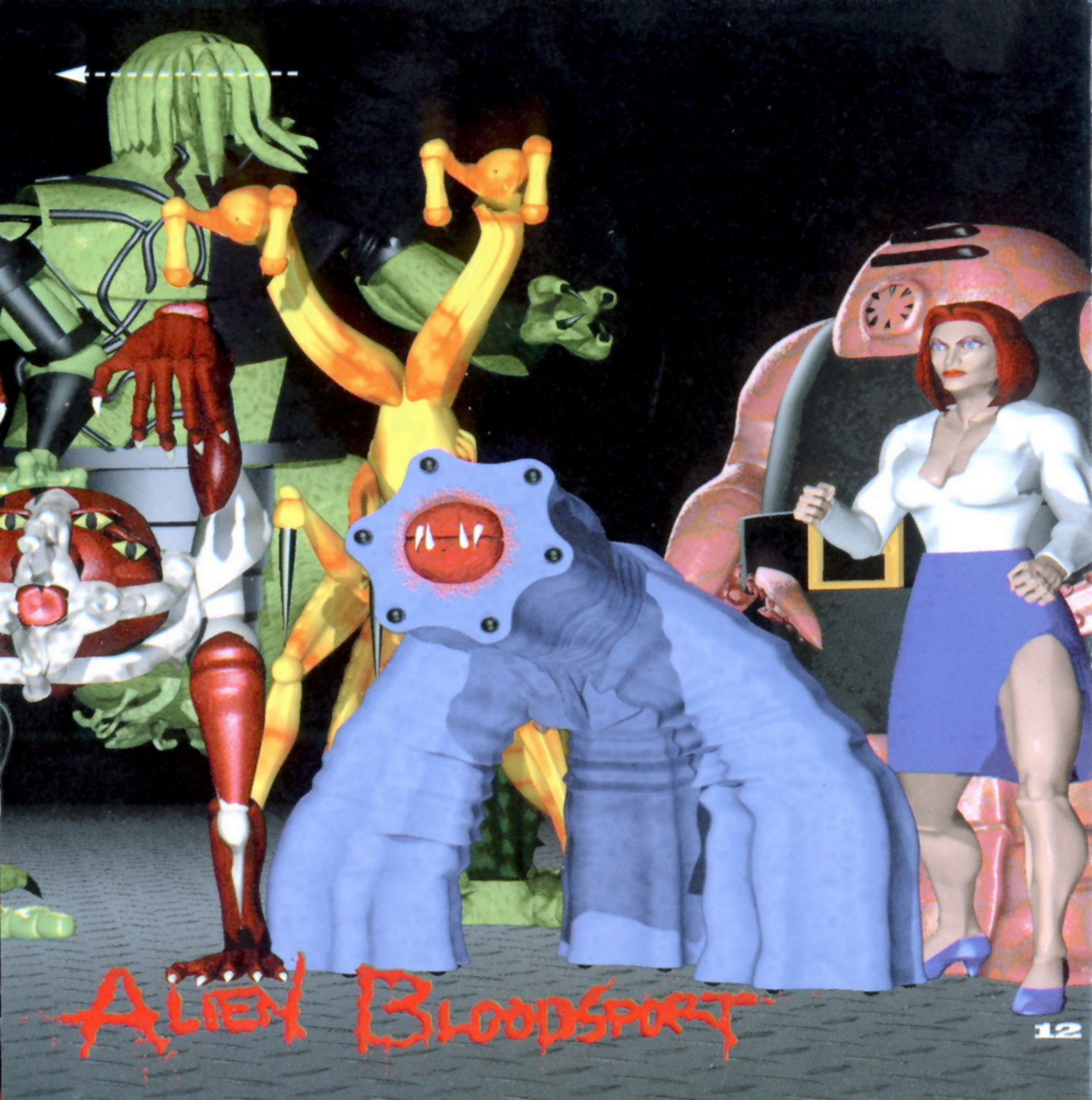
ALIEN BLOODSPORT

BAT

HOME PLANET: Fleder
STAMINA: Low
STRENGTH: Aerial Combat
WEAKNESS: Not very strong
WEIGHT: 130 lbs
HEIGHT: 5'11"

↓ ↘ → + punch

SELENA

HOME PLANET: Earth
STAMINA: Average
STRENGTH: Speed and flexibility
WEAKNESS: No natural defenses
WEIGHT: 112 lbs
HEIGHT: 5'7"

← → + kick

PARASITE

HOME PLANET: Bysmol
STAMINA: High
STRENGTH: Variety of attacks
WEAKNESS: Some attacks are hard to recover from
WEIGHT: 145 lbs
HEIGHT: 5'6"

↓ ↙ ← + kick

SPIKE

HOME PLANET: SFPN-10
STAMINA: Low
STRENGTH: Very fast
WEAKNESS: Short reach
WEIGHT: 187 lbs
HEIGHT: 6'4"

→ ↗ ↑ + kick

MOUTH

HOME PLANET: Orus
STAMINA: High
STRENGTH: Long reach
WEAKNESS: Bulky and slow
WEIGHT: 400 lbs
HEIGHT: 4'2"

← ↙ ↓ + punch

WORM

HOME PLANET: Moreau's World
STAMINA: Average
STRENGTH: Very compact
WEAKNESS: No long range contacts
WEIGHT: 253 lbs
HEIGHT: 4'0"

← + kick

NICK

HOME PLANET: Earth
STAMINA: Average
STRENGTH: Military training
WEAKNESS: No natural defenses
WEIGHT: 211 lbs
HEIGHT: 6'2"

↓ ↙ ← + punch

TOAD

HOME PLANET: Zong
STAMINA: Average
STRENGTH: Sharp, ponty teeth
WEAKNESS: Long, bully body
WEIGHT: 336 lbs
HEIGHT: 5'1"

↓ ↙ ← + punch

SQUID

HOME PLANET: Calamis
STAMINA: High
STRENGTH: Very strong!
WEAKNESS: Very slow
WEIGHT: 650 lbs
HEIGHT: 6'0"

↓ ↙ ← + kick

CHAMPION

HOME PLANET: Mallochia
STAMINA: Average
STRENGTH: Fast, aggressive
WEAKNESS: Very Few!
WEIGHT: 1652 lbs
HEIGHT: 6'1"

↓ ↙ → + punch

DISPLAY OPTIONS

After selecting Display Options and pressing the ENTER key, a menu of options will appear.

- **Super VGA** - Toggles between on / off. This option only available if *Xenophage* finds VESA 1.2 compatible SVGA BIOS.

- **Fast Palette** - If the screen colors appear to be incorrect, this option may be toggled on to fix the problem.

- **Palette Animation** - Should be toggled off if snow or distortion appears in some level backgrounds.

- **Camera Zooming** - Turns zooming on / off.

- **Shadow Type** - Selecting this option brings up the sub-menu for shadow detail. (The lower the detail of the shadows, the faster the game will run).

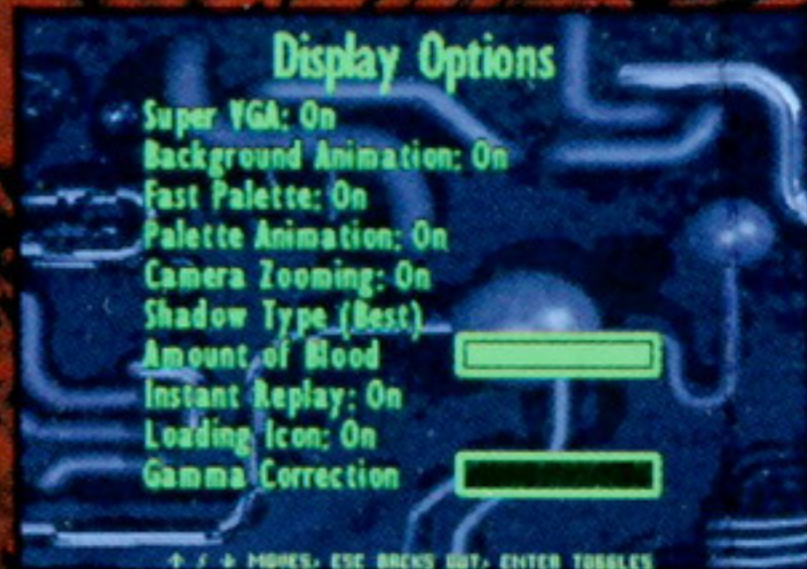 *None* - No shadows.　　　　　*Solid* - Single color shadows.
  Better - Translucent shadows.　*Best* - Edge anti-aliased translucent.

- **Amount of Blood** - Controls blood spewage in the game.

- **Instant Replay** - If the user has about 16Mb of computer memory (8Mb free when the game loads), this option will let them have live instant replays inside the game (if they do an impressive enough set of moves).

SOUND FX OPTIONS

Selecting this option and pressing the ENTER key brings up the sub-menu for adjusting the sound effects.

- **Sound Effects Volume** - Sets volume for all noises.
- **Ambient Sound Volume** - Sets volume for background sounds, like crickets or wind.
- **Reverse Stereo Channels** - If for some reason your sound card should be playing the sound effects with the stereo imaging reversed, you can toggle this option.
- **Enable Reverb** - Turns on software reverb emulation; may be turned off for slight speed gain.
- **Force Software Volume** - If changing the volume on the sliders doesn't seem to affect sound levels, this may be turned on to attempt to fix it.
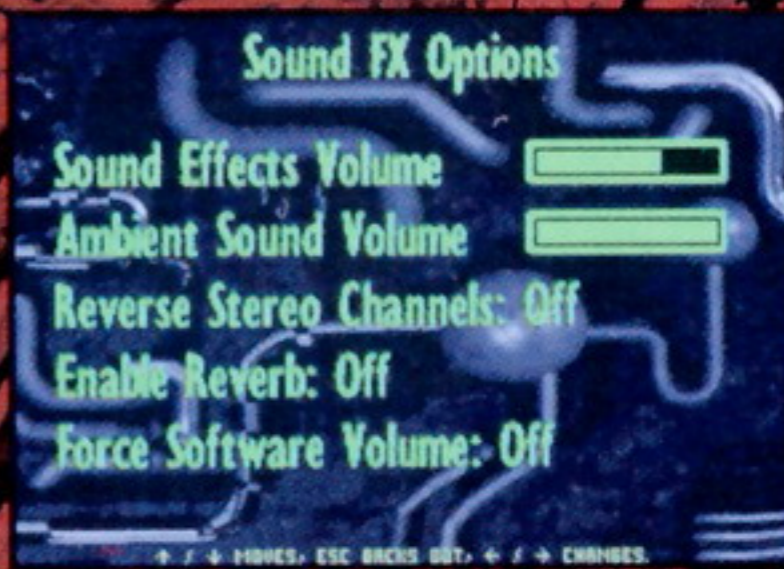
MUSIC OPTIONS

After selecting Music Options and pressing the ENTER key, a menu of options will appear.

- **Music** - Toggles music on / off.
- **Music Volume** - Sets music volume.
- **Force Software Volume** - If changing the volume on the sliders doesn't seem to affect sound levels, this may be turned on to attempt to fix it.

QUIT TO DOS

After selecting Quit to DOS and pressing the ENTER key, you will have the option to select YES / NO. Selecting YES will return you to DOS and selecting NO will return you back to the Main Menu.

NOTE: From inside any match, you can press the ESCAPE key to go to the In-Game menu, where these options appear:
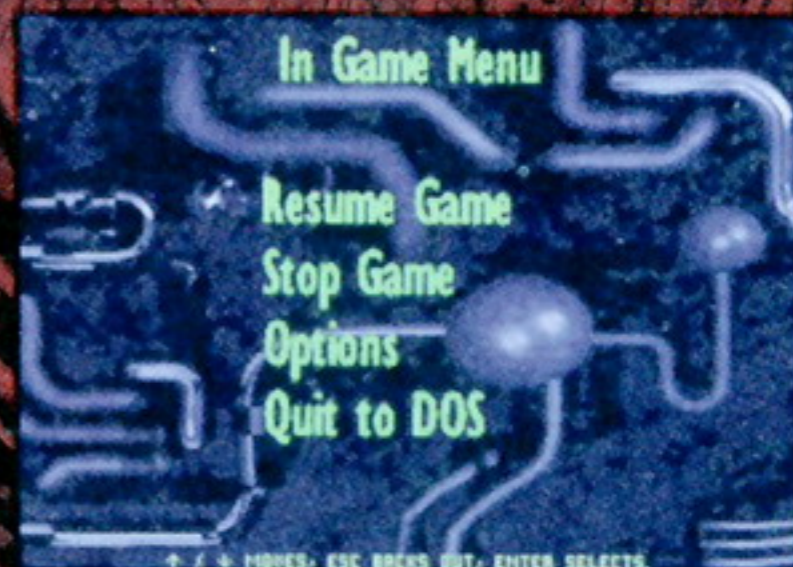
Resume Game - Picks up exactly where you left off in the action.

Stop Game - Ends current match.

Options - Lets you adjust anything from the regular Options Menu except Display Options.

Quit to DOS - This option will quit to DOS.

Controlling the Action

You can play *Xenophage* by using a joystick (2 or 4 button), game pad, or the keyboard.

Basic Blocking for all input devices:
To do a standing block, move your character in the opposite direction of the nearby threat — i.e an attacking opponent or a projectile. If no apparent threat is nearby, you will simply move away from your opponent. To do a crouching block, move down and away from the nearby threat.

Game Play Tip:
Xenophage uses a "sweep" method to activate special moves. This means you need to move your controller (or press your direction keys) in a sweeping, continuous motion, without pausing, to do a special move. If you look at all the special moves shown on the center pull-out section, you'll see that all of the special moves are "sweeps" through a set of directions, plus a punch or a kick at the end.

The following guide outlines the player input actions and the functions they control:

JOYSTICK

Movement	Jump, Crouch, Block
Button 1	Kick
Button 2	Punch

GAMEPAD

Movement	Jump, Crouch, Block
Button 1	Weak Punch
Button 2	Weak Kick
Button 3	Strong Punch
Button 3	Strong Kick

Single Player Keyboard

If you choose to play against the computer, the following guide shows the movement patterns and attack controls for a Single Player Keyboard game.

Up

Home   PgUp

Left   Right

End   PgDn

Down
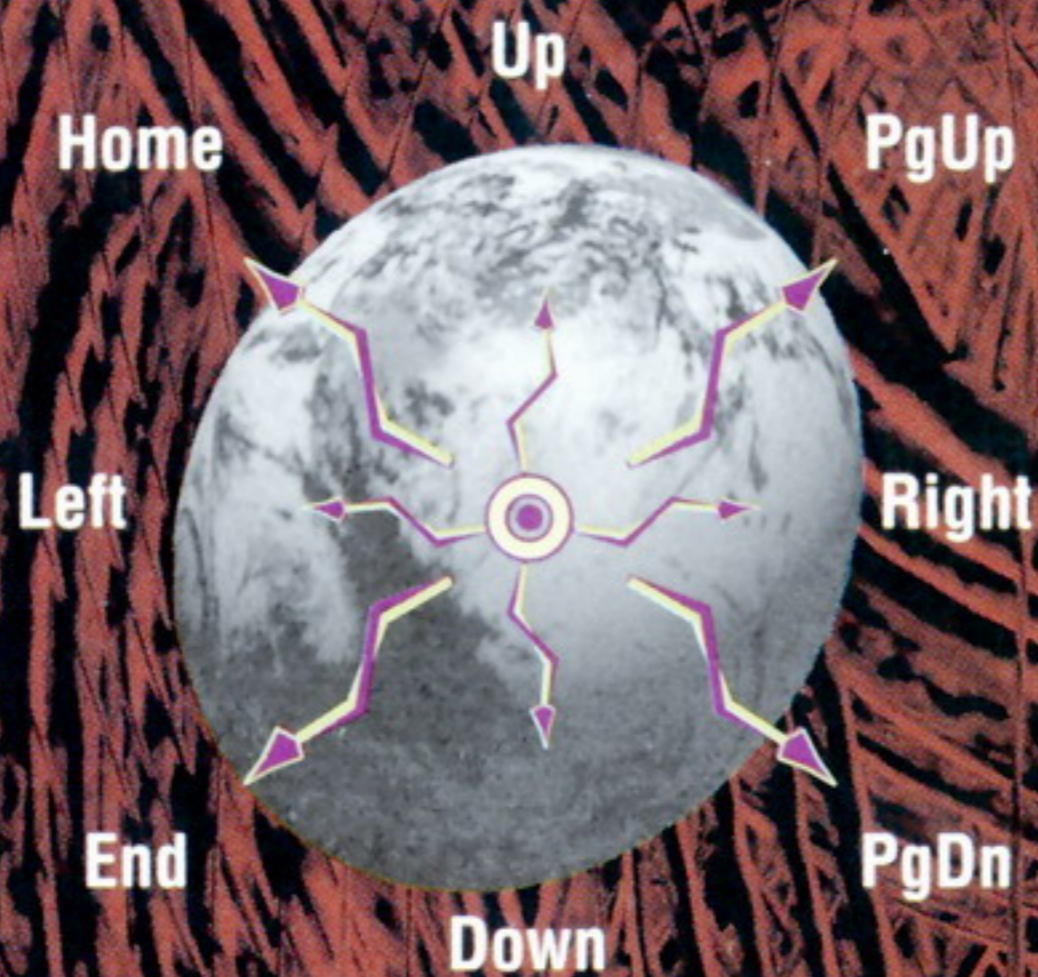
KEYBOARD

Ctrl	Weak Punch
Alt	Weak Kick
Left Shift	Strong Punch
Z	Strong Kick

Dual Player Keyboard - Player 1

If you choose to play against another human player, the following guide shows the movement patterns and attack controls for a Dual Player Keyboard game - Player 1.

Q **W** E

A   D

Z X C

KEYBOARD

G	Weak Punch
B	Weak Kick
H	Strong Punch
N	Strong Kick

Dual Player Keyboard - Player 2

If you choose to play against another human player, the following guide shows the movement patterns and attack controls for a Dual Player Keyboard game - Player 2.

Up

Home

PgUp

Left

Right
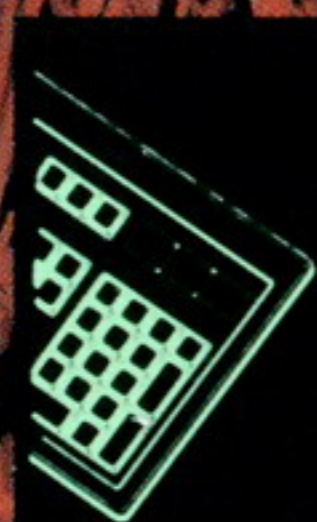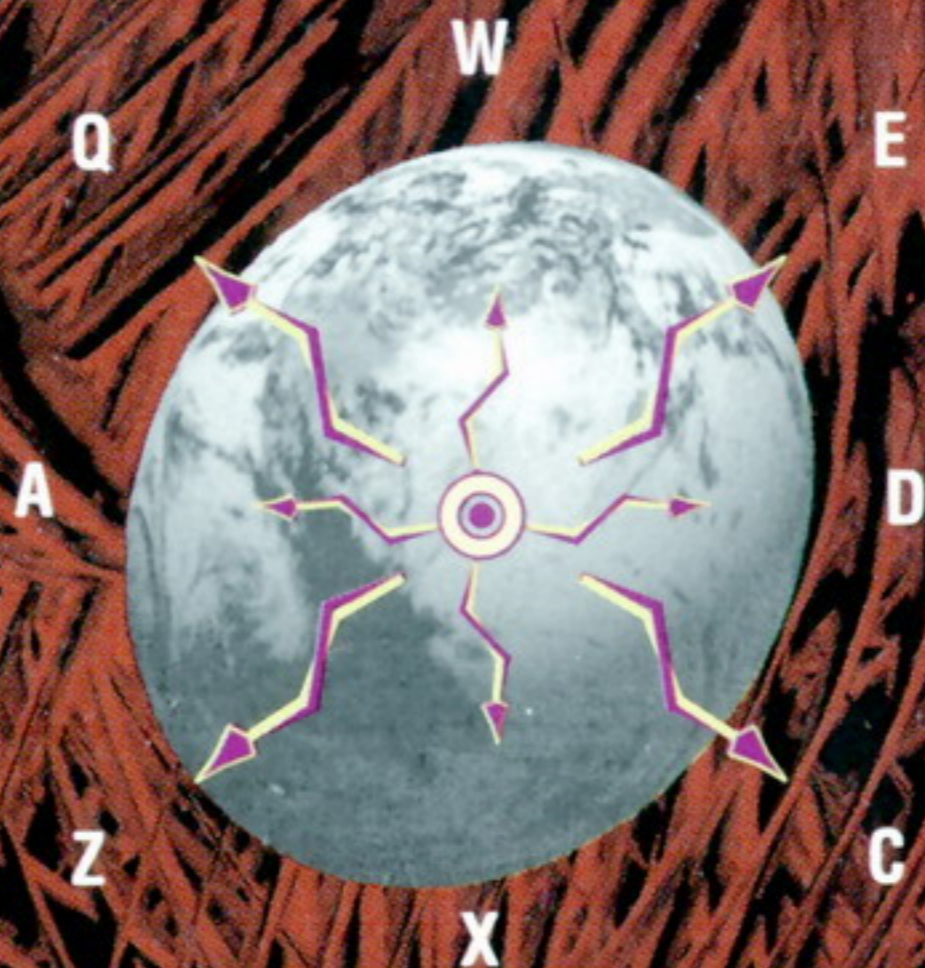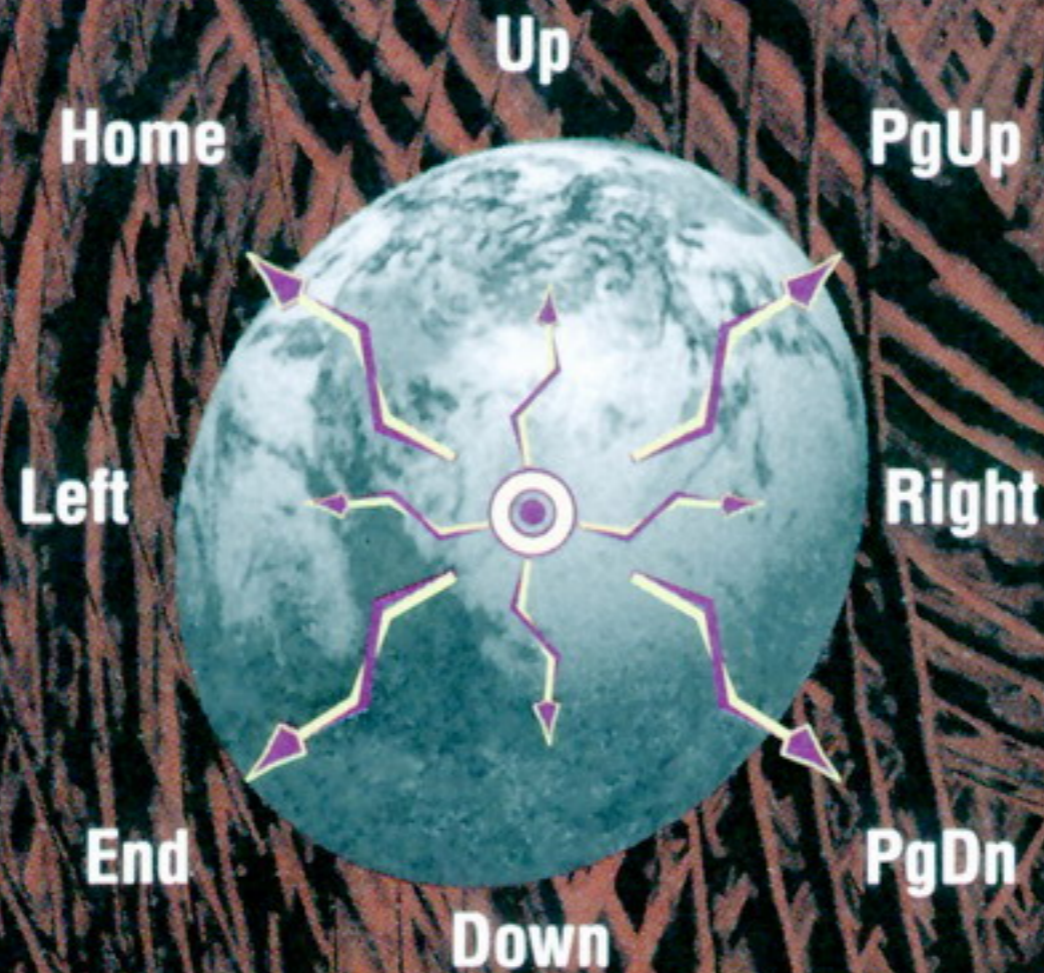
End

PgDn

Down

KEYBOARD		
Alt	Weak Punch
Ctrl	Weak Kick
/	Strong Punch
Rshft	Strong Kick

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As a registered user of *Xenophage*, you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling (214) 278-5655, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at (214) 278-4670, 24 hours a day. If you prefer to write, send correspondence to:

Apogee Software, Ltd.
Technical Support / Game Hints Department
P.O. Box 496389
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To assist us in providing you with faster service, please have your registration number ready and be at your computer system when you make the call. Written inquires should include your registration number, system type and accessories, and printed copies of your CONFIG.SYS and AUTOEXEC.BAT files.

Please do not call the 800 number for technical support or game hints, as this information will not be provided on this line.

There is a file included with the *Xenophage* CD which contains detailed technical support information. This file is named XPHELP.EXE. If you are having difficulty running *Xenophage* once it has been installed, please consult this file before you call Apogee Software, Ltd. The file contains solutions to the most commonly encountered problems of our customers.

Thanks from Apogee Software, Ltd.

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Keyword "APOGEE"

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Cheat codes

glassjaw - type this in to stun your opponent after each punch/kick.
blarney - type this in during any menu screen and you will be able to fight the secret blarney character.

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