

Index.

Mayhem Squad	1.
Getting Started	1.
Your Objective	1.
Controls	2.
HUD	2.
Health Bars	2.
Score	3.
Winning the game	3.
Characters	3.
Sgt. Heavy	3.
Lt. Mage	3.
Enemies	3.
X5-02	3.
Spiderling	3.
Flour, the other white stuff	3.

Mayhem Squad.

An armada of alien invaders is coming towards our planet. But before their great assault will start they send a scouting force to Earth. These scouts were to establish a base of operations before the armada would arrive. But when the scouts' spacecraft tried to enter Earth's atmosphere they got hit a by a piece of Soviet space junk, which caused their spacecraft to crash down on the planet below. The spacecraft hits a massive flour factory and on impact the flour shoots off in all directions. When the scouts known as Cpt. Heavy and Lt. Mage regain consciousness they sniff up the flour by breathing. They don't have a product like this on their own planet and it turns out that flour has a mind-blowing effect on them. Human soldiers arrive at the crash side and find the aliens tripping out on flour. They could easily be captured in this state.

When taken into custody the aliens are fitted with special voice boxes, an experimental piece of human technology which is able to translate any language into another. But because they are still in development they have some flaws which cause some words not to be translated.

When the scouts are interrogated they won't tell a thing until the human's would give them some more of that "lovely white powder". Once they received the flour, they tell about the upcoming armada. Frightened as the human leaders are for this army of unknown spaceships they decided to make a deal with the two scouts, they would receive a life time supply of flour if they would fight for humanity against their own race. Addicted as the three scouts had become they accept the deal.

The scouts build up a forward base, as they were supposed to do. But instead of making it a safe haven for the armada to land they rigged it with traps and puzzles which only they know how to handle. This way they will stand a chance against the vast force of those who were ones their friends.

"The only men who can save humanity, aren't men at all..."

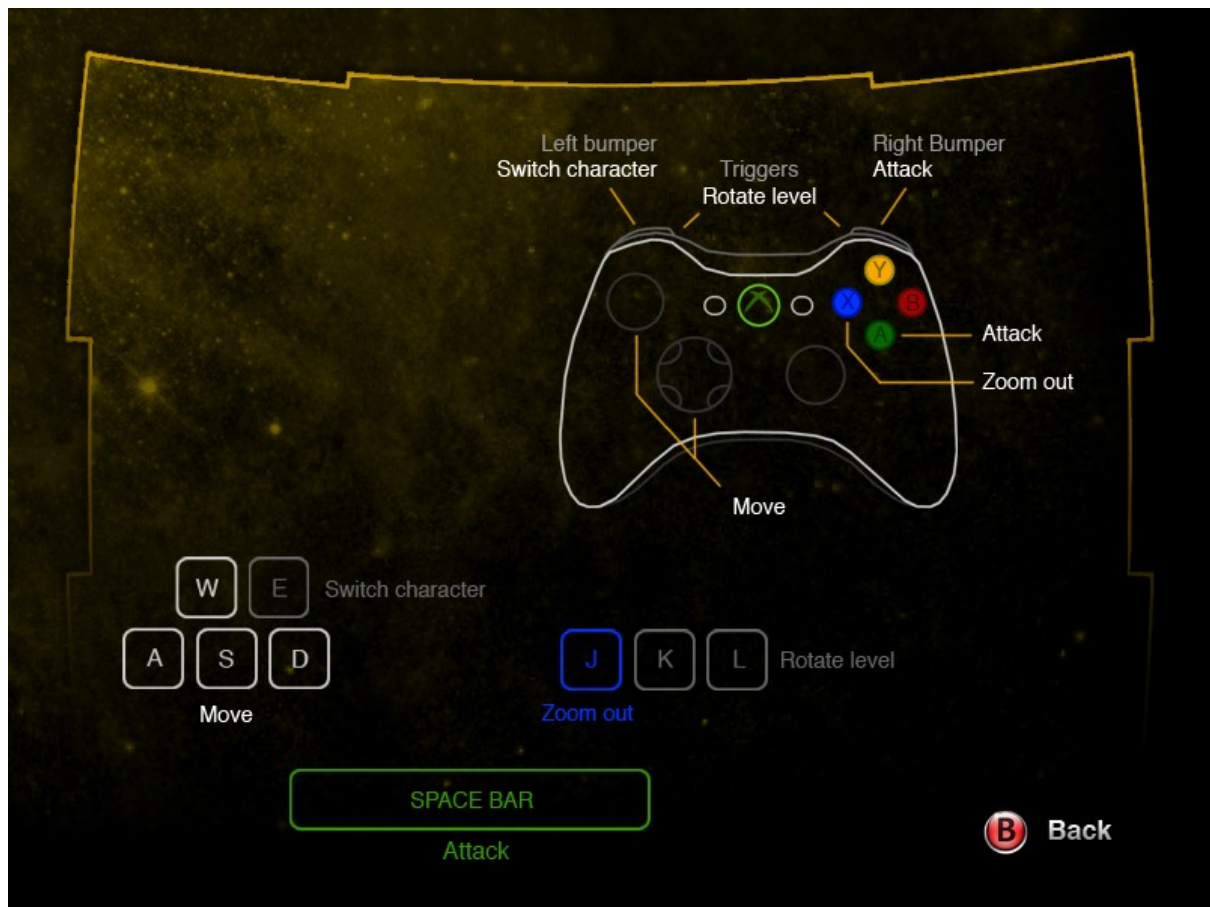
Getting started.

To start the game from the main menu, select "New Game" and confirm with the "Enter" key on the keyboard or the "A" button on your Xbox 360 gamepad. The first level will pop up immediately. All actions and controls are explained via conveniently placed signs throughout the level.

Your objective.

You are to guide Sgt. Heavy and Lt. Mage through the cube shaped compound and kill the alien intruders. Kill the intruders with Heavy, and navigate through the compound with Mage. Combine their skills and form an unstoppable force. Be careful that the enemies don't break through your defenses and attack your power core. When it explodes, your efforts will be in vain, and humanity will be lost.

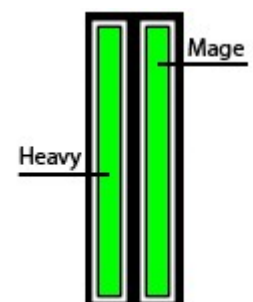
Controls.



HUD.

Health Bars

The two meters on the left side of the game screen indicate the player's current health. The meter on the left indicates Cpt. Heavy's health and the one on the right indicates Lt. Mage health. The non-active character will regain health.



Score

The number at the top of the screen indicates the current player score.



Winning the game.

When you've cleared all the levels in the structure, and both the characters and the core aren't destroyed, you've won the game. Depending on how many enemies you've killed and the remaining health of the core, you will be awarded a final score. Aim to be the best, and nothing but the best!

Characters.

Sgt. Heavy

Heavy is a stereotype big bad space marine; on his home planet he has won countless of medals for his heroic action in many wars and skirmishes. His weapons of choice are a Gatling Gun and his own body.

Lt. Mage

Mage is a mysterious character, on his home planet he is a much respected member of the high-council and he is one of the very few magic users still alive. He has powerful shockwave attack sends his enemies flying in all directions. Furthermore he has the ability to rotate entire areas on demand.

Enemies.

X5-02

The X5-02 battle droid is a standard combat unit controlled entirely by Artificial Intelligence. It has four spears mounted on his body which are able to bash his foes with great ferocity.

Spiderling

The Spiderling is a floating spider-like creature that uses his six legs to inflict damage to his opponents. This is an experimental combat droid used for the first time in the battle for Earth.

Flour, the other white stuff.

Around the level, there are bags of flour to be found. Picking them up will restore the active character's health. When flour heals more health than the character has lost, the character will lose his mind and starts shooting wildly around him. When this effect has passed, the character will be stunned for a short while.