
Planet Ending

Game manual

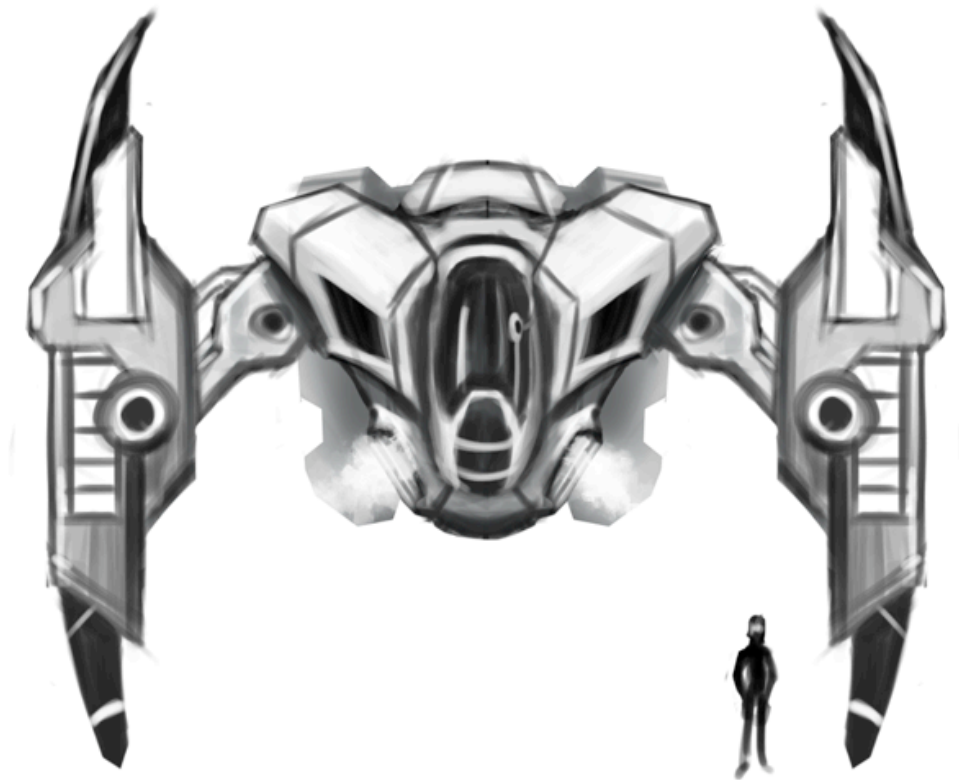
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User manual for the ASPEL-M140A Scout Suit.

HKTU-Tech Systems.

No warranty implied.

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About this manual

Welcome to the Planet Ending! This is the most revolutionary robot-slasher yet developed. This manual will inform you of the purpose of this game and explain its controls.

Story setting

In a galaxy far away on a planet named Algol lies the origin of the eldest race in the universe. Its people lived in an harsh environment, their ecosystem ensured that none ever reached a great age. These harsh conditions ingrained on them a desire for a longer life.

For years the Algol and Ragnari waged a war, a war that the Algol were about to lose. The Tzernobog created a ruse and lead his elite Legions to the moon in the oldest sector of the Universe. There they built an enormous necropolis on a cloud covered moon and laid themselves to rest. Leaving the universe to die. With no more organic life left in the galaxy, the Algol waited for life to re-emerge.

In the short history of mankinds exploration of the stars, a small scouting party crashed on a moon covered in clouds. Contact with the scouting part was soon lost. This is where you are. Lost and alone.

Controls

Fortunately your ASPEL-M140A Scout suit has been made combat ready. Please refer to the following table 1 for its controls.

Table 1 - Suit controls

Action	Keyboard + Mouse	XBox controller
Forward	W	L-Stick-Up
Backward	S	L-Stick-Down
Strafe Left	A	L-Stick-Left
Strafe Right	D	L-Stick-Right
Look/Aim	Mouse	R-Stick
Shoot/Strike	Left Mouse button	L-Trigger
Block	Right Mouse button	R-Trigger
Dash	Alt	Y
Change mode / W weapon	Tab	L-Shoulder Button
Reset Position	F1	R&L-Trigger + L&L-Shoulder
Quit	Escape	Back
Pause	Pause	Start

The controls in table 2 can be used to navigate through the menu structure of the game.

Table 2 - Menu controls

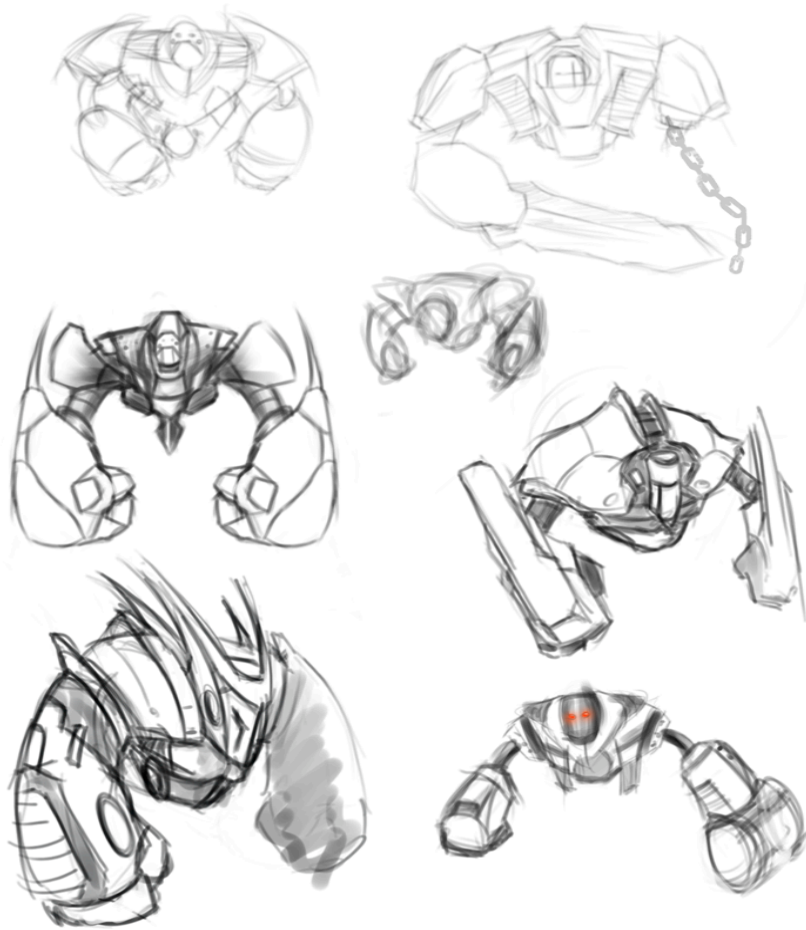
Action	Keyboard + Mouse	Controller
Select	Enter	A
Quit	Escape	Back
Browse	Arrows Keys	Any Stick or D-Pad.
Back	B	Backspace

Enemies

The enemy will send different types of enemies in an attempt to silence you. Different enemies will require a different combat strategy. The game contains the following enemy types:

Algol Brute

Brutes are heavy Algol enemies with an extra edge in melee mode. When you see a brute you better avoid massive fists. Try to use your ranged weapon to take them out.



Algol Snipers

Snipers are called this way because of their excellent marksman skills. In range mode, they will shoot high powered and well aimed bullets at you. Don't give them a chance to line up a shot and move in close!



Weapons

Your ASPEL-M140A Scout suit comes equipped with two weapons.

- Your ranged weapon has terrible aim, no stopping power and is actually not very well suited for heavy combat. It does however have a strong effect on enemy brutes.
- Your melee weapon on the contrary is much stronger, but places you in the middle of the fray. Be sure to use this extra power wisely.

Be sure to make use of their strong points by regularly switching modes, as the enemies you will encounter are programmed to match your style of combat. When you switch to melee mode, the enemy will also switch to melee mode and when you switch to range mode, the enemy will do the same.

Level

The crater your ship crashed in is full of destroyed building and rubble where you can hide from the Algol. When you feel like you are trapped by a swarm of Algol, you can switch to ranged mode and use the surroundings to escape. When you are in ranged mode, some debris that was at first an obstacle will no longer block your way because you can fly over it.