FX FIGHTER

OTHER FORCES IN THE GALAXY INCLUDE THE *KANTI* OF THE PLANET *TROPIS,* A REBELLIOUS GROUP WITHIN OUR OWN EMPIRE.

SINCE OUR RESOURCES HAVE BEEN *TAXED* BY OUR EXTERNAL FOES, WE'VE HAD TO LEAVE THE KANTI TO THEIR ANTI-TECHNOLOGY, BACK-TO-NATURE WAYS--AT LEAST FOR NOW.

THEN THERE ARE THE *KARLAKIANS,* THE OLDEST KNOWN CIVILIZATION IN THE SECTOR.

THEY DON'T SEEM TO CARE ABOUT *CON-QUEST* OR *EXPANSION* --THEY SEEM SATISFIED TO STAY IN THEIR SYSTEM AND CONTEMPLATE THEIR NAVELS.

SO FAR, EVERY RACE HAS RESPECTED THEIR *NEUTRALITY--* MAYBE BECAUSE NONE OF US KNOWS WHAT THEY'RE REALLY *CAPABLE* OF, AND WE'RE NOT EAGER TO FIND OUT.

OUR *EIGHTH FLEET* WAS IN THE AREA AND RESPONDED IMMEDIATELY TO THE ATTACK.

GOOD LORD!

THE POWER!

THERE ARE *RUMORS* THAT, MILLENNIA AGO, THEY WIPED OUT AN EVIL RACE THAT TRIED TO CONQUER THE GALAXY.

THE GHOST PLANET, *URSAE,* IS SAID TO BE THE *HOMEWORLD* OF THAT LONG-DEAD RACE.

THERE ARE STORIES OF WHAT HAPPENS TO SHIPS THAT WANDER TOO CLOSE TO *URSAE--* AND THE *WRECKAGE* LEFT IN ORBIT MAKES US TEND TO BELIEVE THEM.

UNFORTUNATELY, OUR MOST POWERFUL WEAPONRY PROVED *USELESS* AGAINST ANARCHIS'S DEFENSES.

WE *LOST* THE EIGHTH FLEET AT 09:17 HOURS YESTERDAY.

WHAT *ADDITIONAL* INFORMATION DO WE HAVE ON THIS ANARCHIS? WHAT *IS* IT? WHERE'S IT *FROM?* HOW DOES IT AFFECT THE *OTHER* RACES IN THE GALAXY?

GASP!

HOW--?

TO ROUND OUT THE KNOWN--OR SUPPOSED-- POWER STRUCTURE OF THE GALAXY, THERE ARE THE FABLED *MAGMEN.*

THOUGH THERE'S NO *PROOF* THEY EXIST, THERE'S ENOUGH *EVI-DENCE* THAT WE ACCEPT THEIR PRESENCE AS *LIKELY.*

WHAT THEY *WANT,* WHERE THEY *COME FROM,* HOW THEY'VE *HIDDEN* FROM US--THESE ARE ALL QUESTIONS THAT *REMAIN* TO BE *ANSWERED.*

AND *THAT,* GENTLEMAN, WAS THE STATE OF THE KNOWN GALAXY--AT LEAST UNTIL *YES-TERDAY.* THAT'S WHEN WE LOST THE *NEE SYSTEM--* WHEN WE FIRST WITNESSED THE POWER OF...

...ANARCHIS. IT SEEMS TO BE A *WANDERING PLANET,* FREE FROM ANY STAR SYSTEM. IT APPEARED AS IF FROM NOWHERE.
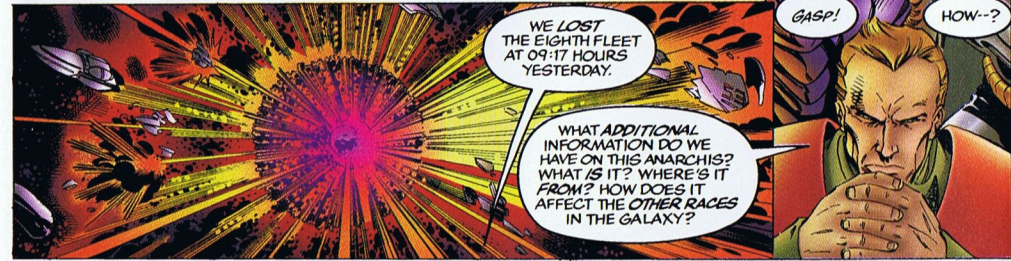
THIS RECORDING SHOULD ANSWER ALL YOUR QUESTIONS, MR. PRESIDENT.

WE RECEIVED THIS TRANSMISSION FROM *ANARCHIS* RIGHT AFTER THE FLEET WAS DESTROYED.

PEOPLE OF THE MILKY WAY GALAXY, BE *WARNED--*

--RYGIL HAS *ARRIVED!*

FX FIGHTER

EIGHT GREAT FIGHTERS...

EIGHT PROUD CIVILIZATIONS...

AND A CHAMPION WHO WANTS

TO DESTROY THEM ALL:

You are up against the best known fighters in the Universe in a brawl to the death. The competition will be held in 8 different arenas, on 8 different planets against 8 very different competitors. Robots, Insects, Cyborgs will all use a barrage of attacks to eliminate you from the competition, permanently. In this galactic event there are no prizes for second place...only body bags.

System Requirements

Minimum
- 486DX 33Mhz IBM PC or compatible
- 4Mb of RAM
- VGA
- SoundBlaster soundcard or compatible
- Single speed (150K transfer rate) CD-ROM drive

NOTE: FX Fighter requires an IBM PC compatible with a 486DX processor. It is not designed to run on PCs with 486SX processors.

Recommended
- 486DX2 66Mhz / Pentium IBM PC or compatible
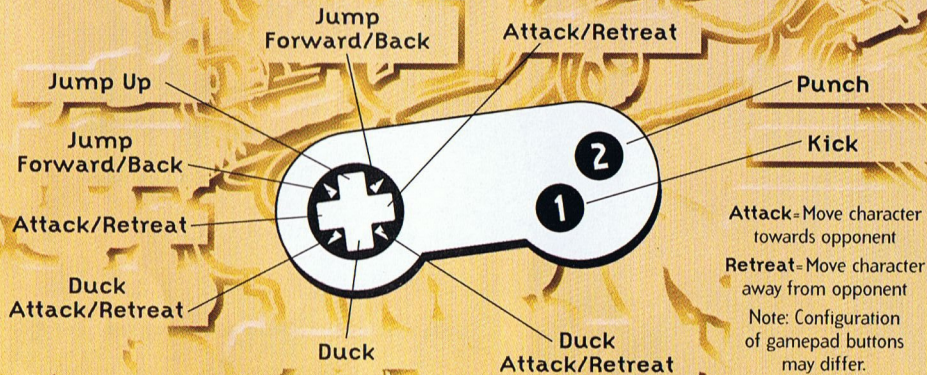- 8Mb of RAM
- Fast Local Bus VGA
- SoundBlaster Pro soundcard or compatible
- Double speed (300K transfer rate) CD-ROM drive
- Dual joystick port gamecard
- 2 PC gamepads

GAME SCREEN LAYOUT

Power Bar
Timer
Total # of Rounds (3)

Name
Name

Player 1
Player 2

# of Wins
(2)
Edge of
Arena

CONTROL PAD

Jump
Forward/Back
Attack/Retreat

Jump Up
Punch

Jump
Forward/Back
Kick

Attack/Retreat

Duck
Attack/Retreat

Duck
Duck
Attack/Retreat

Attack=Move character
towards opponent
Retreat=Move character
away from opponent
Note: Configuration
of gamepad buttons
may differ.

KEYBOARD

Kick
Q

Kick
P

Jump
A

Player 1

Player 2

Jump
L

Duck | Retreat | Attack | Punch
Z | **X** | **C** | **V**

Punch | Attack | Retreat | Duck
B | **N** | **M** | **,**

Attack+Jump=Jump forward   Retreat+Jump=Jump backwards
Attack+Duck=Duck while attacking   Retreat+Duck=Duck while retreating
Duck+Attack/Retreat+Kick=Roll Left/Right (Keyboard & Control Pad)

These settings are configurable from the KEYBOARD option menu available on the
OPTIONS screen. Default keys are shown. Depending on the direction your character is
facing ATTACK & RETREAT may be swapped.

Note: Certain keyboard combinations may interfere with one another due to hardware limitations.

MAIN MENU SCREEN

ONE PLAYER SCREEN

To compete as a single player choose "1 Player." Using
the direction keys, or control pad, you will then be
able to select one of the eight fighters. As you select
your fighter a short animation will be played, some
animations even give clues as to the player's special
abilities. After selecting your fighter you will also be
able to choose an opponent. The opponent selection
screen will appear after every successful fight before
you move on to the next arena.

VS. SCREEN

A two player game may be played by selecting
"VS." from the "Main Menu." With **Player 1**
controlling the top row of fighters, and
Player 2 controlling the bottom row of
fighters, each player can select their
Champion. Both players can select the same
fighter which will be shown on screen using
two distinct color schemes.

TOURNAMENT SCREEN

When more than two players want to compete
they can select "Tournament." In this mode up
to eight players can compete in a round robin
tournament using any combination of the eight
alien fighters. Each Player will select a fighter
and type in their name. The computer will
then schedule the bouts and keep track of
the standings.

OPTIONS SCREEN

The "Options" section allows you to customize
the configuration of the FX Fighter software.
You will be able to customize your controller,
modify fight options, and configure your
computer to give you the best combination of
speed and detail.

BOUT OPTIONS SCREEN

In "Bout Options" you will be able to adjust the following:

Time - the length of each round. The sideways looking 8 is the symbol for "infinity" or unlimited time per round.

Rounds - the number of rounds you must win to beat each fighter.

Level - the level of difficulty for computer controlled opponents.

KEYBOARD SCREEN

You can customize your keyboard controls using this section. You will need to test the keys after changing them because different computers handle keyboard input in different ways.

JOYSTICK SCREEN

When using game pads or joysticks you will probably need to configure the controllers. For more information consult the Quick Reference Card included with FX Fighter.

ON ALL MENUS: Use Reset to change the options back to their original settings. Load and Save can be used to store special key configurations to your hard disk.

DETAIL LEVELS SCREEN

The "Detail Levels" section will allow you to customize FX Fighter to find the best balance of speed and detail for your computer. Lower detail levels will increase gameplay speed. On very slow computers the user should set everything to "Low", "Off" and "Wide". On very fast computers the user can adjust all settings to "High", "On", "Textured" and "Full". Below is a brief description of each setting:

Detail (Low, High) - Determines the number of polygons for each fighter.

Shading (On, Off) - "Off" gives fighters a more polygonal look, but increases game speed.

Textures (On, Off) - "On" adds detail to fighters (eg., facial expressions, tattoos, etc.).

Floor (On, Off) - Determines the detail level of the arena floor.

Floor Detail (High, Med, Low) - Determines the number of polygons used to represent the arena.

Screen (Wide, Full) - Determines play screen size.
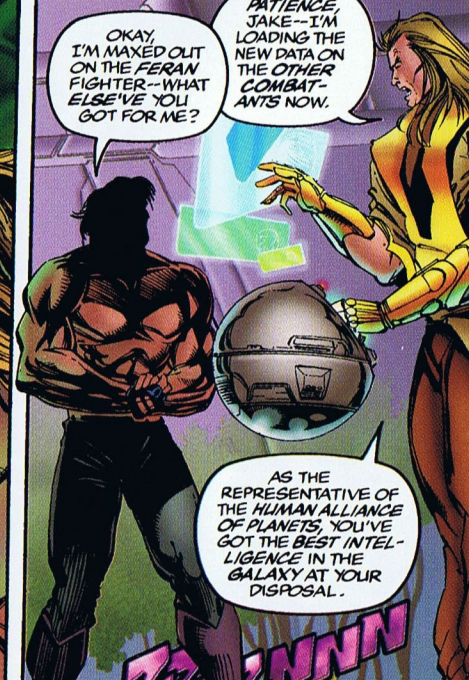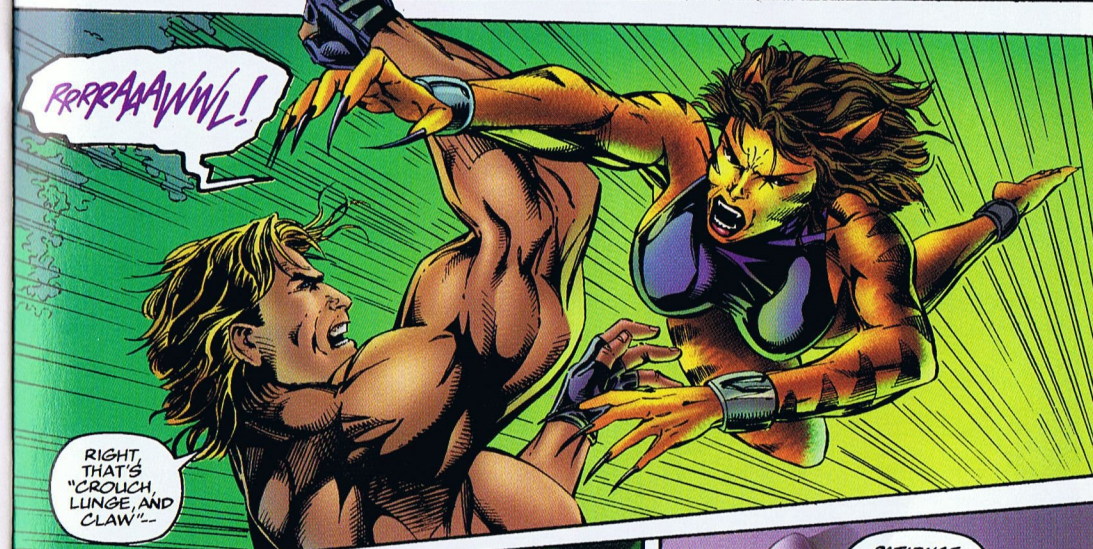
HERE--THIS FIRST SCREEN SHOWS MAGNON. AS YOU CAN SEE, THE MAGMEN *DO* EXIST, AND THEY'VE SENT A REPRESENTATIVE TO FIGHT FOR THEM.

REPORTS INDICATE THAT HE'S QUITE *STRONG*, VERY *DURABLE*, AND HAS...

LET ME GUESS-- LAVA BREATH?

EXACTLY. NOW, THIS WOMAN --*SIREN*-- CLAIMS TO BE THE *LAST* SURVIVOR OF THE GHOST WORLD, URSAE.

SHE APPEARED ON *PROCON 3* SHORTLY AFTER RYGIL'S CHALLENGE AND QUICKLY OVERWHELMED THE PLANET WITH HER *TELEKINETIC* POWERS.

SHE WANTS TO USE *ANARCHIS* TO REVIVE HER EVIL RACE AND CONQUER THE GALAXY.

NICE PLAN-- I'LL LOOK OUT FOR HER.

SOMEONE *ELSE* MAY BEAT YOU TO IT. THIS IS *ASHRAF*, A KARLAKIAN MONK. HIS RACE HAS AN *OLD GRUDGE* AGAINST SIREN'S.

HE MAY *SEEM* HARMLESS, BUT DON'T BE *FOOLED*--

--HIS *CHAKRA*-- HIS *LIFE FORCE*-- CAN MAKE QUITE AN *IMPACT* ON A FOE.

AS CAN THE *KANTI* CHAMPION'S THROWING STARS.

HER NAME'S *KIKO*. SHE'S STRICTLY *LOW-TECH*, BUT SHE'S *DEADLY* WITH HER WEAPONS.

THAT'S NOT ALL KIKO'S DEADLY WITH. WE'VE *MET*... AND I'M LOOKING FORWARD TO THE *REMATCH*.
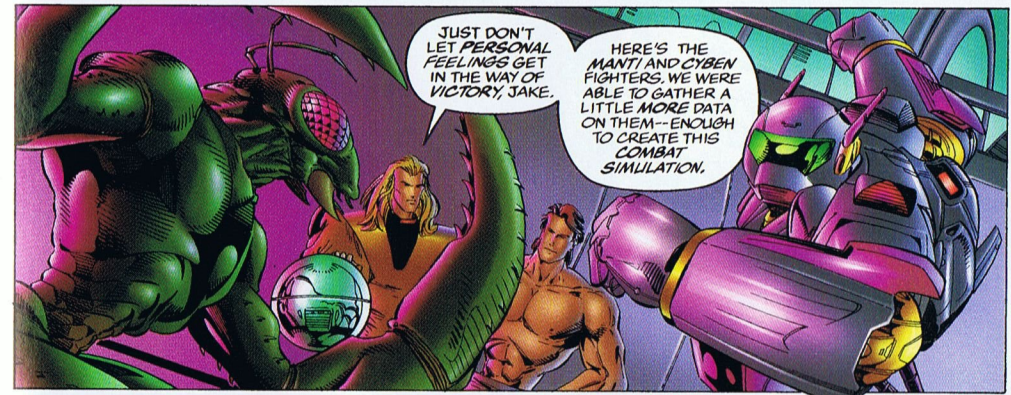
JUST DON'T LET *PERSONAL FEELINGS* GET IN THE WAY OF *VICTORY*, JAKE.

HERE'S THE *MANTI* AND *CYBEN* FIGHTERS. WE WERE ABLE TO GATHER A LITTLE *MORE* DATA ON THEM-- ENOUGH TO CREATE THIS *COMBAT SIMULATION*.

AS YOU CAN SEE, *CYBEN 30* HAS MASSIVE *STRENGTH*, BUT *VENAM* IS MORE *AGILE* AND CAN LEAP OVER HIS BLOWS.

SHE CAN *ALSO* SPIT A HIGHLY *CORROSIVE* ACID AT HER FOES, SO BE *CAREFUL* WITH HER.

SIZZLE

NO SWEAT-- I'M A LOT *FASTER* THAN THE BUCKET.

WHOOSH!

DON'T UNDERESTIMATE CYBEN 30'S SPEED-- OR HIS *COMBAT* ABILITIES.

HE CAN TAKE A *LOT* OF DAMAGE...

...AND HE'S EQUIPPED WITH A *CYBER-SHOCK* ATTACHMENT THAT CAN DISH OUT EVEN *MORE* IF HE CATCHES YOU BETWEEN THE *ELECTRODES*!

FZZZZAAK!

SKRKKKK!

OUCH. SO I SEE!

Left page (comic panels):

I HOPE YOU DO, JAKE. END SIMULATION.

AS YOU KNOW, GATHERING MOST OF THIS DATA WAS A DIFFICULT--AND DANGEROUS--TASK.

THE FOLLOWING HOLOFILE, HOWEVER, WAS BEAMED DIRECTLY TO US.

RYGIL?

ZZZN!!!

GREETINGS, HUMAN WORM! I AM RYGIL, YOUR MASTER.

RIGHT NOW, YOU ARE TRAINING, PREPARING TO MEET ME IN BATTLE.

LET ME SHOW YOU WHAT YOU FACE!

YOU DO THAT.

MY FISTS HAVE SHATTERED MOUNTAINS... FELLED PLANETS.

KRUUMP!

OR PERHAPS I'LL USE MY OPTIC BLASTS TO INCINERATE YOU WHERE YOU STAND.

IT WILL BE LESS MESSY THAN A PUNCH.

AND THEN, AS YOUR CORPSE SMOLDERS, I WILL EAT YOUR-- SKRECH!

THEY CAN CRUSH YOUR FRAGILE HEAD LIKE A MELON!

EAT THIS, RYGIL!

SHRAK!

KRACKLE! SZZT!

SORRY ABOUT THE EQUIPMENT, BUT PLAYTIME IS OVER.

NOW POINT ME TO THE ARENA, 'CAUSE I'M READY TO FIGHT!

FOR ALL OUR SAKES, JAKE, I HOPE YOU ARE.

GAME CREDITS:

PRODUCER	JERRY ALBRIGHT
ASSISTANT PRODUCER	NANCY NEAR
ASSISTANT PRODUCER	STEWART SPILKIN
TEST MANAGER	JEANNE COLLINS
LEAD TESTER	ROBERT SABLAN
TESTERS	PHIL ROBINSON
	MICHAEL STACKHOUSE
	MITCH LACEY
	GLENN SMITH
	DAVID SAMMONS
	ANDY KUEPPER
	MARK FERNANDEZ
	DAN MULVANEY
CHARACTER DESIGN	TOMMY YUNE
MANUAL	ROBERT BURNETT
MOTION CAPTURE TEAM	PAUL RHOADS
	STEPHANIE KOERNER
SPECIAL THANKS	MIKE BIRCH
	LORI NICHOLS
	ROBERT HUFFMAN
	ROD DAVIS
	TODD HOLLEY
	TERRY BARNUM
	DANE WYGAL
	DOMINIQUE WIDIEZ
PRODUCT MARKETING MANAGER	ROBERT BURNETT

ARGONAUT:

PROGRAMMER	STEVE THOMPSON
	SIMON HARGRAVE
CHARACTER ANIMATION	ADRIAN KING
	TINA BRADLEY
	JASON SMITH
	MANSOOR NAIM
IN-GAME ARTWORK	SCOTT BUTLER
	NINA-SIMEONE DRABWELL
	ALISTAIR MCNALLY
FRONT-END ARTWORK	SIMON HUNTER
	ADRIAN KING
	SCOTT BUTLER
GAMEPLAY DESIGN	DAVID BOWRY
	PAUL SAUNDERS
GAMEPLAY SUPPORT	CLIVE BURDON
	HATIM HABASHI
ORIGINAL DESIGN	GARY O'CONNELL
	JAID MINDANG
MUSIC	JUSTIN SCHARVONA
	GWYNN JONES
SOUND CODING	MARTIN SIMPSON
CODING SUPPORT	LEWIS GORDON
	CARL GRAHAM
BRENDER SUPPORT	SAM LITTLEWOOD
	SIMON EVERETT
QA / TESTING	STEPHEN ROBERTSON
	NEALL CAMPBELL
	LYNSEY BRADSHAW
	JIM MUMMERY
SPECIAL THANKS	JEZ SAN
	NEIL JACKSON
	TONY LLOYD
	PAUL BYFORD
	DAVE WILLIAMS
PRODUCER	NICK HALSTEAD

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For Information, Downloadable Artwork, Animation Clips and Hidden Moves, check out our home page! http://www.im.gte.com

THE ULTIMATE PC FIGHTING GAME...

FX FIGHTER

Featuring

over 40 DIFFERENT ATTACKS per fighter   ARCADE-STYLE FIGHTING action   first product to use B RENDER TECHNOLOGY

MOTION CAPTURE technology, for the smoothest fighting animation ever

3D TEXTURE MAPPED COMBAT ARENAS, with flying camera perspective   TWO PLAYER game option with handicapping

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SGI RENDERED backgrounds and character animations   choose from 9 DIFFERENT ALIEN FIGHTERS, each with their own fighting styles and attacks