

Expect No Mercy
Mission Briefing and Operations Manual
(Demo Version)

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Microforum is proud to present the most brutal, fast action fighting game ever! Real actors, state-of-the-art animation, graphics, ruthless martial arts fights, intelligent enemies, exciting play levels, a bizarre cast of virtual opponents, explosive special effects, deadly battles and traps are woven into a suspenseful story line based on the feature film "EXPECT NO MERCY."

The demo game you are about to enjoy is a limited version of Microforum's exciting, brutal, explosive, fast action fighting game. This demo allows you to select two opponents to spar with in limited versions of the one and two player games. Please take a minute to review this document before installing the demo.

In the commercial version of Expect No Mercy, you can expect to find:

- A wide array of bizarre, challenging and intelligent opponents!
- Brutal "Expect No Mercy" moves!
- Multiple game play levels as you find yourself in a virtual martial arts film!
- Live action video!
- Puzzles, hidden games and deathtraps!
- A whole lot more!

Technical Requirements

Minimum

486/50MHz IBM or compatible
8 MB RAM
Windows 3.1
Windows-compatible Sound Card
Double-speed CD-ROM Drive
Accelerated Video Card

Recommended

486DX4/75MHz Pentium IBM or compatible
16 MB RAM
Windows-compatible Sound Card
Local Bus or PCI-Accelerated Video Card
Joysticks or Gamepads
Windows '95

- Expect No Mercy can be played in any resolution, but must be played in 256-color mode.
- Expect No Mercy requires about 10 Mb of free hard disk space.
- Beta-testing has demonstrated that Expect No Mercy performs better under Windows '95 than under Windows 3.11.

Speed Considerations

To optimize Expect No Mercy's speed, try some or all of the following:

- Make sure no other applications are running while playing Expect No Mercy.
- Install the latest versions of your sound and video drivers.
- Turn off network connections.
- Turn off the "Blood" feature in the Options Menu.
- Turn off the "Background music" feature in the Options Menu.
- Install more memory into your system.
- Play Expect No Mercy in 640 x 480 mode.

INSTALLATION INSTRUCTIONS

The **INSTALL.EXE** program will automatically install the Expect No Mercy demo on your system. Simply follow the prompts as indicated on the installation screens.

Options

Allows you to change game settings, such as sound and controls.

Begin Mission

Begins a one-player martial arts adventure.

Versus

Begins two-player head-to-head combat.

Credits

Displays game credits.

Quit Game

Quits Expect No Mercy.

Back To Game

Returns to the game in progress.

Lives

Displays the number of lives you have left.

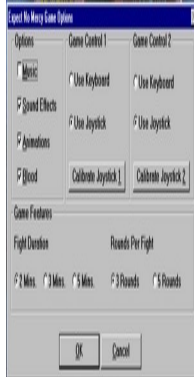
Difficulty

Allows you to choose from three levels of difficulty: Child's Play (Easy), Tough Guy (Medium) and Expect No Mercy (Difficult).

Level

Indicates which level you are playing in a one-person mission. ***This demo version is limited to Training Level only.***

THE OPTIONS PANEL



Music

When this box is checked, background music will play during fights.

Sound Effects

When this box is checked, sound effects will play during fights.

Animations

When this box is checked, animations will play before fights.

Blood

When this box is checked, blood will fly when players or opponents are hit.
Note: turning off this option will speed up game play.

Game Control 1

Sets game controls for Player One to Keyboard or Joystick. Refer to your Windows manual for instructions on calibrating your joystick.

Game Control 2

Sets game controls for Player Two to Keyboard or Joystick. Refer to your Windows manual for instructions on calibrating your joystick.

Fight Duration

Sets the timed duration of a fight to 2, 3 or 5 minutes.

Rounds Per Fight

Sets the number of rounds in a fight to 3 or 5.

OK

Returns you to the Main Menu with the options you have selected.

Cancel

Returns you to the Main Menu, but does not keep any changes you may have made to the Options Menu.

Game Controls

These are the basic moves for any character in Expect No Mercy.

Note: Some Virtual Characters cannot jump forward or backward due to their size.

Joystick Layout

Button 1	Kick
Button 2	Punch

Left Side Keyboard Layout

Q	Punch
A	Kick
Z	Punch + Kick
Y	Up
N	Down
G	Away
J	Toward
T	Up/Away
U	Up/Toward
B	Down/Away
M	Down/Toward

Right Side Keyboard Layout (Versus Mode Only)

Insert	Punch
Delete	Kick
+	Punch + Kick
Up	Up
Down	Down
Right	Away
Left	Toward
Page Up	Up/Away
Home	Up/Toward

Page Down	Down/Away
End	Down/Toward

Basic Moves

Walk Forward	Towards
Walk Backward	Away
Jump Up	Up
Jump Forward	Up/Towards
Jump Backward	Up/Away
Crouching Block	Down
Standing Block	Down/Away
Idle	None

Basic Punches

Low Punch	Punch + Down/Towards
Mid Punch	Punch
High Punch	Punch + Up/Towards
Uppercut	Punch + Down/Away

Basic Kicks

Low Kick	Kick + Down/Towards
Mid Kick	Kick
High Kick	Kick + Up/Towards
Foot Sweep	Kick + Away
Aerial Sidekick	Kick + Up/Away

Player's Special Moves

Flying Kick	Punch + Kick + Up/Towards
Speed Kick	Kick + Towards
Butterfly Kick	Kick + Up
*No Mercy Move	Punch + Kick + Down/Away

*The No Mercy Move can only be used in 1-player mode, when your opponent is close to death in the final round.

"Versus" Mode

Versus Mode allows two players to fight in head-to-head combat in the Virtual Reality arena.

Each player is presented with a screen from which they can select their fighter. Both players can choose the same fighter. ***In the demo version you can only select Khan or Player.***

Khan's Special Moves

Spin Kick

Two-Fisted Punch

Flying Bicycle Kick

Throat Crusher

Kick + Down

Punch + Away

Punch + Kick + Up/Towards

Punch + Towards

Training Level



Energy and Health

The bars at the top left and top right-hand sides of the console indicate your health and energy and the health and energy of your opponent. The thick bar indicates health; if it runs out you are defeated. The thin bar beneath indicates your energy. Every time you make a move, your energy decreases. If your energy reaches zero, you must rest until your energy rises again.

Timer

The time you have left to defeat your opponent is indicated in the timer at the top center of the training console. Should the timer expire before either fighter is defeated, the fighter with the most remaining health will win the fight.

Training Environments

There are six Virtual Reality Training Environments to choose from. Select a training environment with the buttons along the bottom left-hand side of the training console.

Virtual Reality Opponents

Select your virtual reality opponent with the buttons along the bottom right-hand side of the training console. Once you have defeated an opponent, you cannot select them again. There are four Virtual Reality opponents you must defeat in order to progress to the next stage of your mission:

Note: Only Khan is available in the demo version

Khan



Height: 6' 0"
Weight: 187 lbs.
Style: Kung Fu (Shaolin)

Inspired by the renegades from Shaolin, Khan is as deadly as they come. His speed and wide array of techniques make him lethal from almost any position. He was created for advanced students who must learn to "take no prisoners and give no second chances."

TROUBLE SHOOTING

1. **“.....CALL TO UNDEFINED DYNALINK”**
SOLUTION: find all occurrences of MSVIDEO.DLL, and delete those that are not dated 1994 or later, and reinstall Expect No Mercy.

STEPS : go to WINDOWS/MAIN/FILE MANAGER from file manager select FILE/SEARCH
Search for: MSVIDEO.* start from: C:\
If can't see the date go to VIEW and select ALL FILE DETAILS)
If files are not in alphabetical order, go to VIEW option and select SORT BY NAME)
Once you find MSVIDEO files, delete all those not dated 1994 or later.

2. **If you find, you have problems with MMTASK error:**
a) SOLUTION: do a search for file called UDH.DLL under directory c:\windows\system\ if found rename it to UDX.DLL
STEPS: FILE MANAGER/FILE/SEARCH :
SEARCH FOR: UDH.DLL
START FROM: C\
Once the file is found, do the next steps:
FILE MANAGER/FILE/RENAME :
FROM: UDH.DLL
TO: C:\WINDOWS\SYSTEM\UDX.DLL
IF THE PROBLEM PERSISTS, and you do not have the file UDH.DLL, you may not have the latest video drivers.
GET NEW DRIVERS (VERSION 1.1 OR HIGHER).
CIRRUS LOGIC, DIAMOND AND ATI VIDEO CARDS tend to have these problems.

3. **When playing the game on Windows 3.1 your game might appear in “.....FULL SCREEN MODE”**
SOLUTION: - go to CONTROL PANEL, select DRIVERS from the list of drivers select MCI MICROSOFT FOR WINDOWS (by double clicking)
Make sure the following options are disabled:
* Windows
* Skip video frames if behind

JOYSTICK - CALIBRATION

When running Windows 3.1 or Windows '95 you need to initialize and to calibrate your joystick each time you start the game.

To do so, go to the OPTIONS section of the game and select joystick/calibrate.

VIDEO FOR WINDOWS (AVI)

If you are having problem running VIDEO FOR WINDOWS (AVI), do the following steps:

FOR WINDOWS '95

Go to CONTROL PANEL select ADVANCED VIDEO COMPRESSION CODECS
check if you have CINEPAK (TM) and RLE
IF YOU DO NOT HAVE THESE VIDEO COMPRESSION CODECS THEN go back to
CONTROL PANEL select ADD/REMOVE PROGRAMS
WINDOWS SETUP select by clicking MULTIMEDIA COMPONENTS
click DETAILS select by clicking VIDEO COMPRESSION
NOTE: Please make sure your Windows '95 CD-ROM is in your drive.

SOUND PROBLEMS

If you experience a situation where the sound does not play during certain sequences,
your sound card may be having trouble with the compressed audio.
Please contact your sound card manufacturer for the most recent drivers.