

## **How to play**

Shoot everything and defeat the endstage boss to advance to the next round!

## **Controls**

### **Keyboard and Mouse**

You can move Jen by using the keyboard and aim using the mouse. You can configure the controls in the options menu. Weapons behave differently depending on the location of the mouse.

### **Keyboard Only**

This allows you to play without the mouse, ideal for laptops. Your aim is locked in a fixed position in front of Jen. You will not be able to control the spread of the Spreadshot.

You can only throw a grenade once your grenade meter fills up (top center, shaped like a grenade.)

Any points you score are multiplied by your Carnage, which is shown in the top right. Kill more enemies with bigger guns to increase your Carnage Level!

## **Enemies**

Your Enemies come in many flavors: zombies, sharks, slightly psychotic playing cards, but there are 3 different types.

Basic Unit, worth 100 points will lunge at you and swarm in large groups. They are easily dispatched with any weapon but come in large numbers.

Exploding Unit, worth 250 points will lurk in the midst of the basic units. You can tell these apart from the basic units because they are glowing red, but don't get too close, the slightest touch will cause them to explode, taking out anything unlucky enough to get caught in the blast.

Specter Unit, worth 500 points, these are the most skilled of the units, they can materialize right in front of you and almost "bend" the rules of the program to their will. You must dispatch these enemies as fast as possible before they get you. Fortunately you can tell which enemies are Specters by their blue glow.

## **Bosses**

Each stage has its own specific boss which flies around looking to end your game. You can attack the boss with any weapon in the game, but beware the bosses can fire back at you and unleash more enemies to attack.



# KILL MONTY



**Spreadshot** It's a 3-way blaster at first. You can change the angle of the shots by moving your crosshairs further away from you. Getting more of this power-up will increase shots.

**Machine gun** High rate of fire, although it is fairly weak. It is a very well rounded weapon that is effective against all enemies.



**Railgun** Very low rate of fire, but extremely strong. The railgun fires through enemies clearing everything in its path.

**Bombs** Small landmines. They explode on touch by any monster and deal damage to anything caught in the blast radius.



**Flamethrower** Very powerful deadly flame, but has a limited range.

**Laser** A constant laser beam that can vaporize an enemy on contact.



**Armageddon "X" Laser** It's so powerful, it only comes with a few seconds of ammo. It will completely vaporize anything caught in its path, allowing you to clear the entire room in a matter of seconds.

**The Carnage Meter affects the rate of powerups and lups, so the more carnage, the more goodies you get.**

### Game Modes

**Normal Game** Enemies are released from the gates into the room, after all the enemies are dispatched, the boss will attack you. Survive 3 rounds and you get to enter the next stage, with a new theme, enemies and boss.

**Survival Game** See how long you can last with one life. All weapons are available at the start, so pick your weapon of choice wisely.

**Practice Game** Practice any difficulty with as many lives as you want! Press ESC at any time to return to the main menu.

**Excessive Mode** This is a special game mode that unleashes hordes of enemies at you. All of your weapons are increased but the amount of carnage and chaos on the screen is unbelievable. This mode must be unlocked first.

### Unlockables

As you progress in Kill Monty, you unlock new difficulties, stages, characters and settings. When these are unlocked the "?" in the menus will be replaced by the new item.

