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Network Play

Getting into a Network Game

Select Connect from the File menu. You will be presented with a dialog box that allows you to select the protocol the game will use to pass messages back and forth- Modem, IPX or TCP. **All players in the same game must select the same protocol.** After the protocol selection screen, the main connect screen will appear. If there is a game in progress it will be listed here.

If you want to create a new game for others to join, click the Create button. You will be asked to name the game you are creating, and to make choices of options for the game. Make your selections based on the kind of game you want to play. The player with the fastest machine should be the host, if possible.

To join a game in progress simply click on the game you want to join, and click the Join button.

Note: If a player achieves the winning score, all players will exit network play and must choose CONNECT again to reenter network play.

Camera

The camera function is only available in network play. After a network game has started, the ENEMIES window will have an option called CAMERA at the bottom. Click on the word "CAMERA" and you will get a camera view of the area where Thexder is currently located. Then, regardless of where Thexder moves, you will be able to view this area in the ENEMIES window.

Note: this function slows game play somewhat. Once you are through using the CAMERA option to watch an area, a click on the word "ENEMIES" at the bottom of the ENEMIES window will return to ENEMIES mode and your game speed will return to normal.

Game Properties

1. Create Enemies: This option places Techies throughout the level.
2. Regenerate Enemies: This option causes Techies to be regenerated after they are destroyed.
3. Regenerate Objects: This option regenerates Weapons and Equipment after they have been picked by a Thexder.
4. Select Game Number: This determines the random seed used to create the random level. This can be changed to any number between 1 and 32767.
5. # of enemies: Determines the number of Techies included in the level.

Scored Game

Game ends at score: When this is checked the game will end when a player achieves the score selected in the WHAT SCORE box.

Getting into a Modem Game

1. First the person with the fastest computer should CREATE a game. Then the options and game seed should be selected.
2. The other computer must click on JOIN and enter the phone number of the person he/she is trying to connect with.
3. When the computers have connected, the other player's name will appear in the communication window.

Note: If a player disconnects during the modem game or either player achieves the winning score,

both players must exit modem play and choose CONNECT again to reenter modem play.

Scoring

You get points for every point of damage that you inflict on your opponent. In other words, one laser shot that hits your opponent earns you one point. If a grenade hits him, you get 20 points. Whenever you lose a life, you are penalized 25 points. Play until you are ready to quit. The highest score wins.



If you end up in a location where you can't get out, press the ESC key to be teleported to a new location. This will cost you 10 points in the score display, so don't do it if you don't have to.

Problems and Solutions



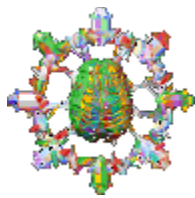
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Getting Started

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Saving Your Game



Credits

Designed by: Robert Clardy and Kirt Lemons
Directed by: Robert Clardy and Michael Branham
Produced by: Steven Miles, Sierra On-Line
Created by: Synergistic Software



Programming:

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Cheryl "Trooper" Makovsky
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● Jeremy "Jackaloid" Jones
● **Introduction/Finale/Intermissions**
Patrick "Primus" Watje
Kirt "Demon" Lemons
Mike "Exoskull" McMillen
● **Techies**
Mike "Exoskull" McMillen
Jerry "Vipercoil" Speed
Peter "Tech Wraith" Watje
Patrick "Primus" Watje
Kirt "Demon" Lemons
Kevin "Rockworm" Ring
Alan "Arachnobellum" Speed
● **Backgrounds**
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Kirt "Demon" Lemons
● **Character Sets**
Kirt "Demon" Lemons
Linda "Formic Horror" Westerfield
● **Level Decorators**
Carl "Amoeboid" Square
Linda "Formic Horror" Westerfield
Kate "Tech Star" Policani
Kirt "Demon" Lemons



Music:

Christopher "Spectre" Barker
Craig "Bug Breath" Utterback



Sound Effects:

Craig "Bug Breath" Utterback



Level Design:

Bob "Death Plumber" Westerfield
Robert "Pulsar Czar" Clardy
Derek "Dragon Lord" Clardy
Linda "Formic Horror" Westerfield



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Kate "Tech Star" Policani
Erin "Sundisk" Durdy
Derek "Dragon Lord" Clardy
Bob "Death Plumber" Westerfield
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Online Manual









Steven "Cerberus" Miles, Sierra On-Line
Linda "Formic Horror" Westerfield
Michael "Mega Gun" Branham



Special thanks and assistant game designer kudos for some great design ideas and game play suggestions to Ken Williams, Derek Clardy, Steven Miles and Michael Branham, as well as S. Uesaka and H. Godai of Game Arts, the creators of the classic 1987 version of Thexder.



Weapons and Equipment






| Weapon | Form with Access | | | How Used | | |
|---|--------------------|-------|------|----------|--------|--|
| | Robot | Plane | Tank | Amt | Damage | |
|  | Laser | R | P | 25 | 1 | <u>auto-aimed</u> for robot, <u>directionally-aimed</u> for plane |
|  | Fireball | R | | 5 | 10 | auto-aimed |
|  | Grenade | R | | 5 | 20 | <u>user-aimed</u> |
|  | Asp Missile | R | | | 1 | 25 user-aimed |
|  | Devastator Missile | R | | 1 | 50 | user-aimed |
|  | Thermal Bomb | R | P | T | 1 | 10 (range=6) dropped at the base of Thexder and controlled by gravity |
|  | Plasma Bomb | | | T | 1 | 60 (range=10) dropped at the base of Thexder and controlled by gravity |
|  | Fan-Fire Laser | | P | | 25 | 1 auto-aimed, 3 simultaneous bolts |

To Use the Weapons

Each Thexder form has a default weapon. For robotic Thexder, it's laser ammo; for the plane, it's laser ammo; and for the tank, it's the thermal bomb. If you are out of ammo for the default weapon, the next available weapon for Thexder's current form will be selected automatically. For example, if you're in Thexder's robot form and want to use a fireball, click the left mouse button on the fireball icon. This will put a rectangle around that weapon and is now the primary weapon for Thexder until you select laser ammo or transform into another form.

If you click the right mouse button on a new weapon, that will become Thexder's secondary weapon. You can then use the + (plus) key to toggle back and forth between primary and secondary weapons.

Hold down the space bar to fire an auto-aimed weapon. To fire user-aimed weapons, hold down the space bar and the directional key simultaneously. The direction key signals the path or direction that the shot is aimed.

| Equipment | How Used | |
|---|---------------|---|
|  | Jet Pack | timed; all Thexder forms move faster |
|  | Energy Cell | extra life ... If you fail on the current level of your mission, you will: a. restart back at the beginning of the same level if you have an energy cell or b. restart at the beginning of the current world if you don't have an energy cell. |
|  | Teleporter | transports Thexder to another place in the level |
|  | Jump Boots | timed; walker jumps higher |
|  | Energy Charge | adds energy charge to energy bar |



Charge Extender adds energy charge to energy bar and increases maximum by 10 points per extender. You start the game with 100 points of energy which is the maximum until you find a Charge Extender. Your new maximum then becomes 110 until the next one is located. There are a total of 12 placed throughout the first nine worlds bringing the highest maximum possible to 220 points.



Shot Armor timed; drops shot damage to 1/3 of normal. Thexder turns blue when Shot Armor is in effect.



Lava Armor timed; prevents lava damage. Thexder turns purple when Lava Armor is in effect.



Acid Armor timed; prevents acid damage. Thexder turns green when Acid Armor is in effect.



Mega Armor timed; prevents all damage. Thexder turns gold when Mega Armor is in effect.



Switch triggers any switchable platform to move. If you continue to stand on a switch, the platform will continue to move. See Problems and Solutions for additional help



Hover Pack timed; allows plane to hover



View Exit timed; shows exit, objects, and techies on the map



View Cells timed; shows all walls on the map



View Shoot-Away timed; shows all shoot-away walls on the map



View Foreground timed; shows all foreground walls on the map

To Use the Equipment

Double-click the left mouse button on the object you want to use, such as the jump boots. The time remaining for that object's use is counted down and shown directly below the object you selected.

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Optimizing Game Performance

Your Thexder game allows you to optimize the game's graphics so it plays at the best speed for your particular computer. If *Options!Save settings on exit* and *Window!Save Windows' Settings on Exit* both have check marks to the left of them, these settings will be saved when you leave the game so you will not have to change them every time you start the game.

 In the Online Manual, *Display Resolution* refers to the resolution of the Thexder game. It can be adjusted in the *Options* menu. *Screen Resolution* refers to the resolution that you have set for Windows 95. To adjust, right-click on the Desktop; then select *Settings*, and adjust the *Desktop Area* slider.

| Window Menu | Slower | Medium | Faster |
|------------------------|--------|--------|--------|
| Standard Configuration | | | XXX |
| User Configuration | XXX | | |
| Options Sounds/Music | Slower | Medium | Faster |
| On | XXX | | |
| Off | | | XXX |
| Options Speech | Slower | Medium | Faster |
| On | XXX | | |
| Off | | | XXX |

Options|Performance

This menu item controls whether or not the background will scroll. If you select the scrolling background, the program will run more slowly. This will not be a problem on a fast machine. However, if you have a slower machine, you will want *No Scrolling Background*. The default is set to *No Scrolling Background*.

Options|Update Speed


Your computer is running Thexder at x number of frames per second depending upon what processor you have. This rate is referred to as the *update speed*. To see what the update speed is, press the F3 key, and a number between 0 and 30 will appear. This is the frame rate that Thexder is running on your computer. Now, select *Update Speed* from the *Options* menu. You will get a dialog box with a slider bar on a number line going from 0 to 30. Move that slider bar by dragging it until the update speed matches the frames per second rate.

You can drag the slider to a lower number if you wish to play Thexder at a slower rate. But, setting the update speed higher than your computer can handle will make selecting other windows (weapons, equipment, etc.) more difficult.

Options|Display Resolution

Low (Least detail - most speed)
Medium (Average detail - average speed)
High (Most detail - least speed)

| | | | |
|-------------------------|--------|--------|--------|
| Options Playfield Width | Slower | Medium | Faster |
| Standard | | | XXX |
| Wide | XXX | | |

 Be sure that *Window!Save Windows' Settings on Exit* and *Options!Save Settings on Exit* both have a check mark displayed on the left side of the menu so that your controls and settings are automatically saved when you exit the game.

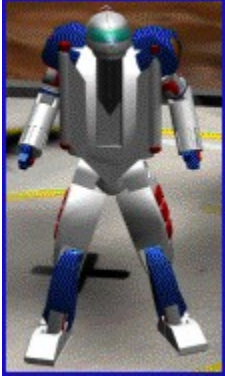
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The Thexder Saga

In the year 2054, population growth in the galaxy had accelerated to the point where overcrowding, unemployment, and crime rates were out of control. Most people blamed the galactic government, and rebellion was rampant on many planets. The human security force was found to be inadequate to quell this rebellion, and it was determined that an additional security force was needed to keep the peace.

The Interplanetary Security Force (ISF) was established to develop a police force of sentries that would quickly react to crimes and quell dissent. Two years later, the first prototype was complete - the THX-DR112. Code-named "Thexder", this multi-form vehicle/armor was developed with the ability to convert to a crawling form and a flying form for better flexibility in diverse environments. However, the vehicle fell short of design specifications, as it lacked a computer brain and needed a human pilot to operate it.

A small number of these prototypes went into service, but the ISF was dissatisfied with their performance. It was too dangerous for the human that piloted the vehicle, as the computer's auto-targeting could not sense walls. Also, the limited visibility of the vehicle/armor's helmet made it almost impossible for the pilot to see right above his head.

The ISF started development on an improved version of the THX vehicle, and three years later, a new vehicle was created - the PRM-TC169. Code named "Primus Tech," it was made from Plasteel and carbon fibers and contained an advanced computer brain. The computer brain was programmed via direct brain input from the scientist who created it. With this computer guidance, Primus would not need an internal human pilot to effectively find and destroy enemies.

While being Qual-Certified, Primus boosted his brain power by somehow overriding the external controls and leeching the lead scientist's entire brain into his own. With this enhanced neural network, Primus escaped from the laboratory and set out to rule the galaxy. First he modified the existing robots and biologicals on Terra Nova with new weapons and defenses. Then he reprogrammed these beings to protect the planet from any police force that might try to take the planet back from him. Reports from distant planets confirm that Primus has created the same types of beings on many other planets. These modified beings have come to be called "Techies."

The most advanced weapon available to the ISF is the original Thexder. Your mission is to explore Terra Nova and any distant worlds, destroy as many of the Techies as possible, and then find and destroy Primus Tech. As there are no transformation modules available for Thexder, new modules will have to be obtained during exploration. Other equipment, ammo, and weapons will also have to be obtained along the way.

Below is a letter that was sent to ISF Regional HQ. It sums up the situation as it currently stands:

Thexder,

We salvaged an auto-laser for you, but the targeting is a little inefficient. It doesn't sense walls, so you'll have to work around that little problem until you can find a way to manually aim. Also, sometimes you can't see enemies that are right above your head. So you'd better step lively if an

enemy gets into position right above you.

The good news is that yesterday we captured one of Primus Tech's assistants while she was trying to destroy Primus Tech's secret Techie files. Before we could stop her from erasing the files, many were completely or partially destroyed. I hope the info we saved is helpful to you. All SPEED data is relative, so if a Techie has speed rating of 4, it moves twice as fast as one with a speed of 2. We have also provided some data on how many HITS they can take and how much DAMAGE they can inflict.

Remember! The Mission Director will give you our latest intelligence reports when you land on each world. He'll give you updates on Primus' location, his progress, and how to beat this Techie scum. You should listen to the Director's briefings before you set out to explore each world. It could be the difference between life and death.

Good luck, Thexder.

Signed,

S

You will find Techie information on the poster provided to you. Read it carefully. The human race is counting on you.

Getting Started



Problems and Solutions

I'm Stuck, and I Can't Get Out

Try the following possibilities:

1. Use one of the diagonal movement keys. This will work where Thexder goes up stairs, turns, and can't seem to go back down.
2. Walk into walls...they may be foreground walls where you can actually walk behind them.
3. Shoot into the surrounding walls to see if any pieces disappear. If so, you've discovered a hidden shoot-away section.
4. Jump to a higher location using jump boots if available.
5. If space allows, try transforming into a different Thexder form (walker, plane, or tank form).
6. Try to jump and transform while in the air.

I'm Out of Ammo and Can't Go On Without It

Try replay and use a different strategy for solving the level, i.e. don't shoot every techie you see.

Sinister Forces Are Controlling My Scrolling Screen

Also known as being in trampoline mode, Thexder suddenly bounces and your screen begins to scroll without any help from you. This was caused when you inadvertently pressed a directional key along with either the num lock, scroll lock, or print screen key. Try pressing the same directional key and the num lock, scroll lock, or print screen key to toggle the bouncing back to off.

If this fails, quit the game. Rerun Windows '95 and Thexder.

I Can't Make the Jumps

Thexder (6 tiles tall) can jump 10 tiles high. If jumping at a diagonal, he moves at a 45 degree angle. He can change direction in midair which means he can jump going in one direction and land facing a different direction. He can also transform in midair. If he bumps into a wall when he's jumping, Thexder will continue to slide up the wall **if** you continue to hold down on the directional movement key. However, if Thexder hits the ceiling, he will fall immediately.

Some jumps may require jump boots which boost Thexder an extra 4 tiles.

Thexder in tank form can also change direction in midair which can help you control his fall. If you want Thexder to "hug the wall" when falling, continue to hold down on the directional movement key while he's falling.

Flying Is My Problem

If you find it too hard to steer the flying Thexder form, try using the diagonal keys when you are approaching a turn.

In cases where Thexder's bumping into something is a real problem, constantly hold down the transform key while flying along with the directional movement key.

My Tank Won't Dig, and It Won't Go Up the Stairs

Thexder's digging blades are only on the front of the tank. Therefore, use bombs to clear a space above and below you.

How Do Those Stupid Switches Work

All moving elevators and walls are referred to as *platforms*, and there are two kinds of platforms: non-switchable and switchable.

Non-switchable platforms move constantly and don't involve switches. They serve as elevators to move you to a different location or as crushing walls for you to avoid. Each time a platform hits you or bumps you into a ceiling or floor, it does 10 points worth of damage.

Switchable platforms are triggered into action by touching a switch. If you move Thexder across a switch, it triggers all of the switchable platforms on that level to move until each of those platforms bumps into something. At that point, the switchable platform stops **unless you are standing on the switch**. In that case, the platform will move again until it hits another wall a second time. The trick with the switches is to hit the switch and move off of it.

My Machine Is Too Slow

Read the section on Optimizing Game Performance and the next Problem and Solution.

I Click the Mouse on a Window and Nothing Happens

When you click inside a window, the bar at the top of that window should change to dark blue or the color you selected from your control panel. That window becomes the active window and is said to have *focus*. If you use the mouse to select weapons and equipment, there can be situations where the new window doesn't immediately have focus even though you clicked inside the window. The problem is that your update speed is not set properly, and your machine is slow to recognize your mouse clicks.

There are 2 ways to correct this problem.

- a. One is to use the keyboard instead of the mouse to select weapons and equipment. The default keys are described in the section Setting the Keyboard Controls, or you can change those default settings by selecting *Options ! Remap keys*.
- b. The second choice is to change the update speed for your computer. Press the F3 key to display your current frame rate. Next, select *Options ! Update Speed*. You will get a dialog box that shows a range from 0 to 30. The number shown in the middle is the current setting selected. Move the slider bar until the Update Speed rate matches the frame rate

Those Rascal Techies



Click the right mouse button inside the techie window to see the techie in action along with his statistics. Those will include the techie's name, his speed, the number of hit points needed to eliminate him, and the amount of damage he inflicts when he touches you. If a techie also uses a weapon, that weapon's damage points are also listed.

1. Some techies won't die.

All techies can be defeated, but some are invulnerable to laser fire. Use a different weapon to attack them. Other techies are hit only when they are in a certain phase of their attack on you. Some have shields requiring you to move around quickly to fire on them before they can raise their shield.

When you see a techie turn red, you'll know that your shot has hit the techie. On level 5 of each world, the boss's energy bar is displayed directly below your energy bar. This gives you an indication of how much more damage you will have to inflict before he succumbs to your blows.

2. Some techies do more damage than their damage indicator would imply.
The number shown is how much damage occurs per strike, and some techies, such as electric fences, strike continuously (up to 20 times/second). Damage is magnified accordingly.

3. The techies are in my face before I can shoot.
If you can't shoot fast enough, use 1 hand for the movement key and keep your other on the space bar. A second option is to try to outrun the techies or isolate them in order to deal with one or two at a time instead of several.

How Do I Use the Equipment?

Double-click the left mouse button or single click the right mouse button on the object you want to use, such as the jump boots. The time remaining for that object's use is counted down and shown directly below the object you selected.

Bombs also have a countdown timer beneath them showing the time until they explode. To detonate a bomb immediately, press the *Enter* key. Robotic Thexder should move away from the bomb before he receives damage from the explosion. Tank Thexder is not damaged by explosions.

The jet pack can be used by all of Thexder's forms to increase his speed.

Be aware that there are 11 pieces of equipment. Eight (8) are shown in the window at a time. Click on the pointers above the equipment icons to scroll left or right in order to display the other equipment that is available to you.

My Lasers Won't Hit the Shoot-away Walls

When your shots are from an auto-aimed weapon, techies always have priority. This means that if there is a techie on your screen above a shoot-away wall, your laser shots will be aimed at the techie and not the wall. When possible, move to a different location so that the techie is off-screen, and then you should be able to shoot out the wall. Remember that electric fences are also techies.

My Shots Don't Hit the Techies I Want Them To

When you are using an auto-aimed weapon, such as with lasers, your shots will fire one shot at each techie on the screen sequentially, even if some techies are separated from you by walls. Whenever possible, move Thexder so that there is only one techie to shoot at a time. Of course, many times this will not be an option. In that case, try using a directionally-aimed or user-aimed weapon.

Why Can't I Transform?

Tank Thexder is 4 tiles wide by 3 tiles tall; plane Thexder is 5 x 5; and robotic Thexder is 4 tiles wide by 6 tiles tall. However, walking Thexder can jump up and fall down openings that are only 2 tiles wide. Because of these dimensions, you'll need a space 6 x 6 for easy transformations.

Credits



Setting the Keyboard Controls

The following keys are the default keys. **They can be changed by using the Options | Remap keys menu item.**

Movement Keys

The movement keys default to the numeric keypad. They are as follows:

| | |
|-------------|--------------------------|
| Home | Move up left/Jump left |
| Up arrow | Move up/Jump |
| Pg Up | Move up right/Jump right |
| Left arrow | Move left |
| Right arrow | Move right |
| End | Move down left |
| Down arrow | Move down |
| Pg Dn | Move down right |

Transform Keys

The transformation keys also default to the numeric keypad. They are as follows:

| | |
|---------------------|------------------------------------|
| Ins | Transform Thexder to walking form |
| Gray * (asterisk) | Transform Thexder to flying form |
| Gray - (minus sign) | Transform Thexder to crawling form |

On the first world - Terra Nova (W01L01 to W01L05), Thexder can't transform; he can only use the walking form. On the second world - Delta 6 (W02L01 to W02L05), Thexder can transform to a plane but can't transform to the crawling form until the third world - New Hades.

Weapons and Equipment Keys

If the weapon selected is a **user aimed weapon**, you must hold down the shoot button and press the direction key for where you want the shot to go. In other words, Space Bar + Direction Key makes Thexder shoot the weapon in the specified direction. If the weapon selected is an **auto-aimed weapon**, press the space bar to shoot or fire the weapon.

The default keys are as follows:

| | |
|--------|---|
| Space | Shoot selected weapon |
| Enter | Explode last bomb dropped immediately (instead of waiting for it to "time out") |
| Gray + | Swap primary and secondary weapons selected |
| S | Select next weapon |
| A | Select previous weapon |
| W | Select next equipment |
| Q | Select previous equipment |
| E | Activate selected equipment |

Logging-on

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Logging-on

After the game's introduction is completed, you will be presented with a screen that asks for your PLAYER NAME. You should type in a name that you want to use for that game, and then click anywhere on the main screen with the mouse cursor. This name will be used to save game-specific information for each player on this computer. In subsequent sessions you can click on the arrow next to the PLAYER NAME box and select from the names that have been previously entered.

After you have entered a name, you will be presented with a dialog box that shows the current state of play for each level of difficulty for this player. You should select which difficulty level you wish to play for this session and click OK. For more information about how the different degrees of difficulty vary, refer to Difficulty Levels. Now you may adjust your menu settings to optimize the play of Thexder on your computer.

 The last level played is saved along with each individual difficulty level; e.g. you may be saved at World 1, Level 3 for the hardest difficulty level and World 5, Level 3 for the easiest.

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Saving Your Game

Select *File!Exit* from the menu bar. Your game location and difficulty level are automatically saved with the name you used to log-on. All of your keyboard control settings and optimization settings are saved also **IF** there is a check mark to the left of *Options!Save settings on exit* and *Window!Save Windows' Settings on Exit*.

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File Menu

LOAD

The LOAD option will allow you to load any level of the game. You can then play through that level but, after you complete it, you will return to the beginning of that level instead of advancing to the next. Also, you will not receive a final score at the end. To continue playing for score and to proceed through the levels sequentially, you will have to use the REVERT command (see below). This will take you back to the start of the last level in the sequential game.



You will be penalized for looking ahead by having to replay your last level again.



Using the LOAD command will place you at the beginning of the selected level with only 100 laser ammo for weapons and 100 energy points. This may not be enough to complete the level but will give you a taste of what the level is like. If you play the sequential game, you will have the opportunity to obtain the ammo and equipment needed to finish the succeeding levels.

REPLAY

The REPLAY option will abort the current level you are playing and place you back at the beginning of the same level. All the energy, weapons, equipment, etc. will also revert back to what you had when you first entered the level.

REVERT

The revert command will allow you to replay the game from the start of any world you have legitimately visited. You would generally use this option to replay a world for a better score. After selecting a world, you **cannot** return to your original game.

NEW GAME

This option will put you back at the log-on screen where you enter your name to begin a new game. You should enter a different name for each new game or choose from the drop-down list of previous names.

CONNECT

This option will allow you to create or join in a network game; see [Network Play](#) for more information.

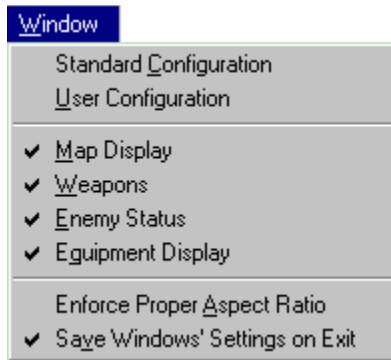
DISCONNECT

This option will disconnect you from the network game you are playing.

EXIT

If you selected *Window ! Save Windows' Settings on Exit* from the menu, this option will save your game location, difficulty selection, keyboard control settings, optimization settings and then exit the game. Otherwise, it will only save your game location and the difficulty selection.

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Window Menu

STANDARD CONFIGURATION

This option will move and resize all the game windows to their smallest natural size. This option is the faster of the two default window configurations. If you are running a slower system, you will generally want this option. You may even want to further reduce the size of the windows by clicking on the windows' edges and dragging.

USER CONFIGURATION

You can move any of the game windows to any position on your screen. You may also drag them to the size that looks best to you and that plays at your preferred rate of speed. If you have selected *Save Windows' Settings on Exit* option (see below) and if there is a check mark to the left of that option, the *User Configuration* option will return all the game windows to the state in which they were last saved. When you next run Thexder, the game windows will appear as you left them.

MAP DISPLAY

Selecting this option will show the map display window. Deselecting it will hide the window. The default condition of this item is *On*.

WEAPONS

Selecting this option will show the weapon display window. Deselecting it will hide the window. The default condition of this item is *On*.

ENEMY STATUS

Selecting this option will show the enemy status window. Deselecting it will hide the window. The default condition of this item is *On*.

EQUIPMENT DISPLAY

Selecting this option will show the equipment display window. Deselecting it will hide the window. The default condition of this item is *On*.

ENFORCE PROPER ASPECT RATIO

When selected, this option will enforce window resizing commands to keep the windows from being distorted. This option works on all game windows except the map view window.

SAVE WINDOWS' SETTINGS ON EXIT

With this option set (if there's a check mark to the left of the menu item), all window positions and sizes will be saved and restored the next time you run the program. If the menu item *Enforce Proper Aspect Ratio* has been selected to toggle it to *On*, it will also be saved. The default condition of this item is *On*.

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Options Menu

PAUSE

This option will pause the game. Reselecting this option will continue the game play. If you prefer to use the keyboard to pause the game, press the *Control* key and the *P* key simultaneously.

SOUND

This option controls the sound effects being played. The default is *On*.

MUSIC

This option will produce a dialog box that will allow you to select the proper music for your sound card. If your sound card is a Sound Blaster 16 or compatible you should select the FM synthesis option. If you have an MPU 401 or compatible card going to a general midi synthesizer, or your sound card has a daughter board for wave instruments, you should select the general midi option. We have authored the music in two forms, the only difference that you would hear is the difference in the volume of the drum tracks. If the drum tracks are too loud or too soft compared to the rest of the music, try the other option. Selecting NO MUSIC will turn the music off.

SPEECH

This option controls the voices being played. The default is on.

PERFORMANCE

This menu item lets you choose whether or not you want the background of the play screen to scroll. Slower machines should select *No Scrolling Background*. See [Optimizing Game Performance](#) for more information.

UPDATE SPEED

Selection of this menu item opens a dialog box with two control settings. The first option allows you to adjust the rate at which the on-screen graphics are processed. Setting this number too high for the processor you are running will make Thexder and other multitasking applications take a very long time to recognize mouse clicks. Setting this number too low will cause the game to run more slowly. The optimum setting is around 15. However if you notice Thexder and other programs taking a very long time to recognize mouse clicks, set this number to a lower value by dragging the slider bar. See [Optimizing Game Performance](#) for more information.

The control at the bottom of the dialog box functions only in network play. You leave a camera in any network play area. Then, you will be able to view that room in the Camera Window so that you can locate your opponents. You have an unlimited number of cameras but only the last one placed in a room will be displayed in your Camera Window.

DISPLAY RESOLUTION

With this option you can select between three different display resolutions. The higher the resolution

you select, the more detailed the graphics that are drawn to the screen and the slower the game will be. On fast Pentiums this is not a problem.

Also, the game will automatically look at the current resolution of your screen, and will dim out those choices that are not appropriate for your current display resolution.

Screen Resolution

Low
Average
High

Available Game Resolutions

shows the least detail in the graphics but gives the fastest speed.
provides average detail in the graphics with average play speed.
gives the most detail but has the least speed.

PLAYFIELD WIDTH

This option will allow you to select between two different widths of the main play screen, *Standard* and *Wide*. The *Wide* screen size will be slower since more graphics must be drawn to the screen. If you are running on a slower machine you may want to select the *Standard* width.

REMAP KEYS

This option will display a dialog box that allows you to redefine the game keys. The keys that you define will be saved for each log-on name if *Save Settings on Exit* is also selected.

HALL OF FAME

The hall of fame option brings up a dialog box that shows how you score against the par score for each level and other players on the same computer.

SAVE OPTIONS ON EXIT

All of the preferences you selected and set using this Options menu will automatically be saved when you exit the game **if** there is a check mark to the left of this menu item. The default is set to *On*.

File Menu

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Help Menu

CONTENTS

Brings up this help file.

ABOUT

Gives information about the Thexder game.

File Menu

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Network Play




Difficulty Levels

Whatever level of difficulty you choose, you will start the game with 100 points of energy, 100 shots of laser ammo, and 1 life.

 **Energy Cell** There is an energy cell or extra life at the end of the first 3 levels in World 1 (W01L01, W01L02, W01L03) and near the end of every level 5 in worlds 1 through 9. There are additional energy cells for difficulty levels 1 and 2. See [Weapons and Equipment](#).

 **Energy Charge** When Thexder moves over one of these objects, his energy charge will increase by 25 points with a limit of 100 until you locate the charge extenders. The easier difficulties contain more charges than the harder difficulties.

 **Charge Extender** There are 12 charge extenders in the entire game, and each one that you find will increase Thexder's maximum charge capacity by 10 points. Therefore, if all 12 are found, the maximum would be 220 points.

Difficulty 1

Easiest The number of shots required to eliminate the techies is reduced to one-third (1/3) of their normal value. For example, if a techie normally takes 15 shots of ammo to eliminate him, in Difficulty 1 that techie would require only 5 shots. There are more ammo and charges throughout each level. Finally, the player gets an energy cell at the end of each level along with 75 points of energy.

Difficulty 2

Easier The number of shots required to eliminate the techies is the normal value but there are more charges and ammo throughout each level. There is an energy cell near the exit of levels 2 and 4 in every world and an additional 50 extra points of energy for every level.

Difficulty 3

Average This is the difficulty level for the average arcade game player. The amount of energy charges and ammo have been set to eliminate the techies found on that level. There are no extras of anything.

Difficulty 4

Hard This difficulty level has an increase in the number of techies that appear for that level along with a limited increase in ammo. Succeeding with this difficulty will require more evasive actions and selective elimination of techies. In other words, don't shoot everything in sight...you'll run out of ammo.

Difficulty 5

Hardest For most players, this difficulty will be extremely hard. It is only for the most dedicated arcade game players with the fastest reflexes and quick decisions for choosing the most efficient weapons to eliminate selected techies. There is barely enough ammo to overcome the increased number of techies.

[Logging-on](#)

[Setting the Keyboard Controls](#)

[Optimizing Game Performance](#)

[Weapons and Equipment](#)

[Saving Your Game](#)

directionally aimed

Player holds down the space bar and weapon fires in the direction that the plane is moving. Example:
Plane is flying up; weapon fires up.


auto-aimed

Player holds down the space bar to fire the weapon and weapon automatically fires in the direction of the techie. Advantage: Quick to fire on techies. Disadvantage: Will try to hit techies that may be separated by a wall and will always fire at a techie before a shoot-away wall.

user-aimed

Player must hold down the space bar and one of the directional movement keys to control the path of the weapon. Example: space-bar + the Pg Up (9) key would make the grenade fire in a northeasterly (up-right) direction (at a 45 degree angle).

switchable platform

A platform or wall that is activated by a switch . The platform moves until it hits something. Hit the switch again, and the platform will move in the other direction.

hover

Plane will remain in a stationary position until one of the directional keys is pressed. When directional key is released, plane will resume hover mode until time of activation has expired.

tiles

The squares of art used to design and construct the levels

Thexder Extras

Available January, 1996

A supplemental on-line Help file that contains all the information you need to get through each level of Thexder plus an editor to create your own new levels to challenge yourself and your friends plus lots of new map levels to play. A real value and a great addition that makes Thexder even more fun! Included are the following:

Secret Stuff

This part of Thexder Extras gives you the secret codes to increase your ammo, equipment, energy charges, and energy cells (extra lives). It's as easy as typing phrases from your keyboard. Now you can get past those levels that are just a bit too tough.

Play Hints

Having trouble getting past one of the techies? Can't seem to avoid that lava pit? Can't find the hidden path to a new location? Use this section of Thexder Extras to find the most efficient weapon to eliminate that techie, the best form for Thexder in some locations, and where to find hidden weapons and equipment. Find out each techie's pattern of movement and when he is vulnerable to your attack.

Maps and Solutions

The third part of Thexder Extras illustrates graphically a successful path through every level and shows hidden shootaways and foreground cells. Find the locations of hidden ammo and equipment, and read hints on how to get to them.

Level Editor

Create new levels for any world to surprise and challenge your friends. This is the development tool used to create and decorate all of the levels in Thexder. Have access to the special tiles for walls that you walk behind instead of bumping into, shoot-away tiles, platforms, switches, lava, acid, caves, conveyers, and invisible floors and walls.

More Levels

Brand new levels have been created for those who just can't get enough of this robot. New ideas, new challenges, and new puzzles are all available to challenge you at any difficulty. Explore the new ice caves, race along the girders of Geigerus, or find your way through the caves of Chaox. An absolute necessity for all Thexderites.

How to Order

Cost of Thexder Extras is \$14.95 plus shipping and handling.

For more information call 1-800-757-7707 or contact Sierra via World Wide WEB at www.sierra.com

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