

Stick Soldiers

by Whitespace Unlimited

<http://sticksoldiers.port5.com>

Manual

Reviews:

"The only game of the millenium to score 0% in graphics and 100% in playability!" - Whitespace Reviews

"Excellent!" - Unlucky Passerby Held at Gunpoint

Story:

You are a pencil-drawn stick soldier fighting to..."preserve law and order in the universe?" - naah - just to save your own skin.

How To Play:

Controls:

Left Arrow	Run left
Right Arrow	Run right
Up Arrow	Aim up
Down Arrow	Aim down
Alt	Jump
Control	Use Jetpack
Enter	Jettison Jetpack
Space	Fire
1	Select Luger
2	Select AK47
3	Select Sniper Rifle
4	Select Grenade Launcher
5	Select Suppressed Uzi
6	Select Flak Cannon
F5	Toggle Show FPS
F12	Toggle Level Editor

You are fighting to achieve the rank of Fragmeister. You can do this by either fragging your enemies one by one, or (on CTF maps) by capturing the flag and bringing it back to the flag-stand, or by a combination of these methods. Frag or flag - you choose =)

Armour/Weapons Listings:

Armour:

"Tin Hat":

All soldiers are equipped with this at the start of every battle. It can take many hits before finally being shattered, but watch out for snipers!

Kevlar Body Armour:

This bulletproof vest protects your midsection against all unwelcome flying projectiles. It can take more punishment than the tin hat, but it won't last forever.

Weapons:

Luger:

Your basic weapon. Effective at close range against unarmoured targets. Very inaccurate at long range.

Magazine: Unlimited

AK47 Assault Rifle:

Long range, acceptable accuracy, and armour-piercing rounds make this gun an instant favourite with most stick soldiers.

Magazine: 60 rds

Sniper Rifle:

Equipped with a laser sight, this gun can deliver high-speed armour-piercing bullets to the unlucky victim of your choice.

Magazine: 12 rds

Grenade Launcher:

Pull trigger. Wait 2 seconds. Observe fireworks and unhappy yells.

Magazine: 10 rds

Suppressed Uzi:

God's gift to little stick soldiers. This little terror makes up for its inaccuracy with a rate of fire of approximately 18 rounds per second. But be careful - you can commit suicide with ricochets :-)

Magazine: 90 rds

Flak Cannon:

An old WW2 Bofors 40mm AA flak cannon still has a place in modern warfare... Useful for eliminating lightly-armoured enemies who have a preference for jetting all over the place.

Magazine: 40 rds

Jetpack:

This piece of equipment is generally used for flying to hard-to-reach places.

However, with a devious mind and a bit of imagination, it can be used for more...immediately satisfying purposes.

Magazine: N/A

Technical Notes:

Stick Soldiers requires DirectX 5.0 or later to run. It runs in 800x600 resolution and can run in either 16-bit or 32-bit colour. You can force Stick Soldiers to run in 32-bit colour by adding /32 to the end of the command line. It defaults to 16-bit colour. Stick Soldiers is not officially supported for Windows XP, though it may run without problems. Stick Soldiers does not support multitasking (Alt-Tab). Attempting this will crash the game. We recommend that you shut down all other applications before playing (especially active ones - MSN Messenger or ICQ, for instance.)

Credits:

Whitespace Unlimited Team:

Game Design:

Dylan Allison - aka AntilogicHyper

Tim Cowley - aka AdmiralBinary

Programming:

Tim Cowley - aka AdmiralBinary

Art:

Tim Cowley - aka AdmiralBinary

Sound:

Tim Cowley - aka AdmiralBinary

Heidi Cowley - aka UKChic

Technical Consultants:

Catriona Cowley

Creative Consultants:

Dylan Allison - aka AntilogicHyper

Catriona Cowley

Heidi Cowley - aka UKChic

Level Design:

Dylan Allison - aka AntilogicHyper

Andrew Vehlies - aka SuperRoy

Tim Cowley - aka AdmiralBinary

Webmaster:

Andrew Vehlies - aka SuperRoy

External Contributions:

Bezzant (Playtesting & Jetpack Idea)

Andrew Nguyen (Playtesting & LOTS of ideas!)

Diodor (Playtesting)

Mactabilis (Playtesting)

CrankDude (Playtesting)

Gamedev.net members in general for their support and suggestions.

Thanx a lot - couldn't have done it without you! =>