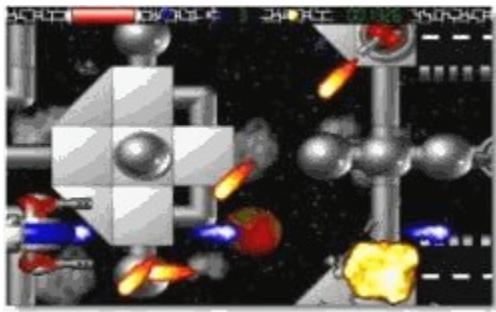


3D Terroid



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Introduction

You are alone! Your home-planet has been destroyed by the people from XRIMA. Only YOU can free the Orbians - which has been taken to XRIMA - from death and slavery. Blast your way through space, orbit, planet surface and the megacity on XRIMA and free your people!

3D TERROID is a classic-arcade game to bring the quality of R-Type, SWIV, Wings of Death or Lethal Excess on your PC. This is NONE of all these XXX-level just -look - on - the - screen - and - hold - the - firebutton - games with two different enemy types and a little - big - enemy - boss every five levels. You even will have to use your brain sometimes.

3D TERROID offers 9 levels filled with action, explosion and (of course) hundreds of different enemies, 2 bonuslevels with a 3D-flight through rings, mines and bonusitems and a training-game which guarantees endless gaming-fun on your way to the top-hiscore with an intelligent level-generator.

How to play

Controls

Action	Keyboard	Joystick
Move	Cursor	
Fire	CTRL/STRG	Button 1
Smartbomb	Space	Button 2
Pause	P	
Music on/off	F8	
Screenshot	F11	Shift

Before the game starts you can choose your difficulty-level. We added the BEGINNER and EASY levels, but remember: all levels are designed for the NORMAL grade - and if you are good enough, you can manage to complete the game. If you want to get as much of the game as you can: play NORMAL! In BEGINNER and EASY you will get much less points and it is much more difficult to get a good highscore. The fourth game-mode is TRAINING. Here you can play an endless (or better: until-you die) game created by a more or less intelligent level-generator which creates enemy-attack-waves for you. The enemies get more and more difficult the further you get, the more enemies you kill and the more points you get - there will appear less enemies if you don't manage to blast down enough. In the normal game you have to fly your fighter through the levels avoiding incoming hostile formations, managing difficult traps, minefields and other barriers and blast down as much of them as you can.

Extra-items: If you managed to blast a whole enemy-formation away, an extra-item will appear. You can collect it by flying on it. These extra-items can be weapons, lifes, points, ... The extra-weapon-system is the only thing which differs (from the great old arcade-action-games). We think it is much fairer to the player as it is now! You cannot lose a whole weapon you got, it just can lose some of its power.

The status-bar: On top of the game-screen you see your ships status. The red bar indicates the ships hull strength. The blue lamp shows your weapon state, the yellow one is lightened if you have got a smartbomb. Your lifes are displayed in the middle of the bar, the highscore-points right. If you approach a big enemy a strength-bar will appear on the bottom of the screen. It shows the enemies-energy and allows you to see your hits and the damage done by them.

The bonuslevel: After finishing level 3 and 6 you will get into a 3D-bonus level. You just have to fly your ship with the CURSOR-keys through EVERY silver ring (also marked with an arrow in front of them) and avoid ALL mines. You can (on your way through the rings) collect some of the bonus-items.

Continues: As there is no ability to save your game (which would rob you much of your gaming fun and will make the game a 'trial and error' game only) we added an option to continue your game by buying three new lives for 50000 points if you lost all your lifes. A Screen will appear asking you, whether you want to buy three lifes or better use your points for a high score.

Your highscores: If you after some time get some very good scores, you may want to exchange them

with your friends. With 'HSCMERGE.EXE' you can put yours and your friends highscores together to one file! Just rename your 'HISCORE.DAT' to 'HISCORE.1', the second one to 'HISCORE.2' and run 'HSCMERGE.EXE'. Then a new 'HISCORE.DAT' is created which contains the best scores of both highscore-tables.

How to Register

All of our programs have the ability to register them with a registration code. This will give you instant access to the Fully-Registered version of the program. Below are the methods you can use to register.

To place a secure online order just go to <http://www.ultisoft.com/terroid.htm>
Select the Place Order image.

For phone orders we accept Visa and Mastercard. You can place an order by phone seven days a week. We try to cover the phones 24 hours a day but you are sure to get an operator from 8AM Pacific Time to 5PM Pacific Time seven days a week. Our Toll FREE order line is 1-800-925-3147. (US and Canada)

You can also Fax an order in 24 hours a day, seven days a week. Just print out the registration form from within the program. The fax number is 1-541-664-3403.

You may also print the registration form out and mail it in with a check or money order to:

ULTISOFT, INC.
PO BOX 5015
CENTRAL POINT, OR 97502
USA

Credits

People involved in the production of this game:

Michael Haar - Coding, Leveldesign, Sound, Graphics, ...

Ulrich Haar - Graphics, Coding, Leveldesign

Michael Thayer - Music, Coding

Tobias Mueller - Betatesting, Betatesting, Betatesting

Tobias Lenz - Betatesting, Leveldesign

Requirements

Win95
Direct X 3.0+
Sound Card

Direct X can be downloaded at

<http://www.microsoft.com/msdownload/directx/dxf/enduser5.2/dx5eng.asp>

