

ULTRACORE



GAME MANUAL

THE YEAR IS 2099...

MANKIND HAS CONQUERED **SPACE!**
IT'S A TIME OF GREAT **TECHNOLOGICAL ADVANCEMENTS!**

ON A MISSION TO MAP THE SURFACE OF THE PLANET,
PRIVATE H.C. RECEIVES AN **EMERGENCY CALL** FROM
MILITARY OUTPOST ALPHA:

*"ALL PERSONNEL RETURN TO BASE IMMEDIATELY!
WE ARE UNDER ATTACK!"*

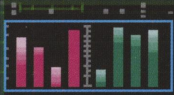

*"CAPTAIN VANCE HAS GONE MAD AND TAKEN OVER
ALL THE COMBAT DROIDS TO DESTROY EVERYTHING!"*



STOP HIM AT ALL COSTS!

PLAYER CHARACTER

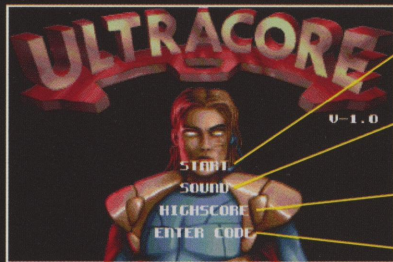
COMBAT FILE



PRIVATE H.C.
Age: 35
Weapon Specialist



MAIN MENU



START GAME

CHANGE BETWEEN
SOUNDFX / MUSIC /
CD AUDIO

SHOW HIGHSCORE

ENTER LEVEL
PASSWORD

HUD



DOOR
CARD

SECURITY
CARD

WEAPON
UPGRADE
STATUS

CURRENTLY
SELECTED
WEAPON

LIVES

SPECIAL
AMMO

SCORE

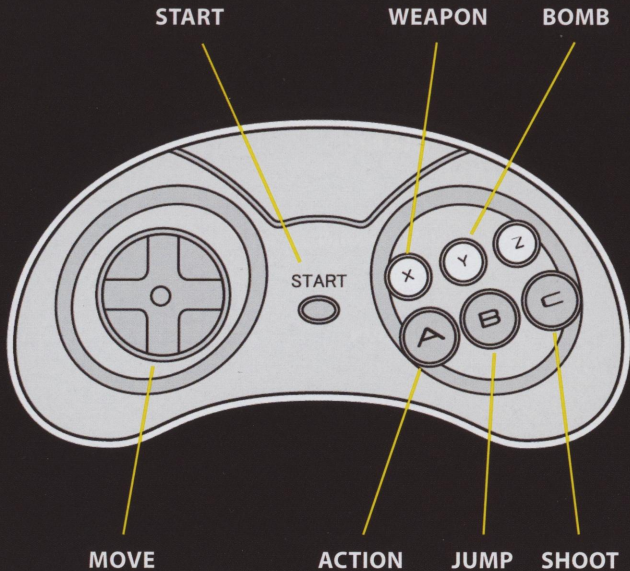
BOMBS

TIME



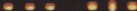



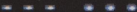




















COINS

HEALTH














CONTROLS



WEAPONS

		STD	UPG1	UPG2
DEFAULT				
MACHINE GUN				
LASER RIFLE				
SCATTER GUN				
TWIN GUN				
ROCKET LAUNCHER				
SUPER LASER MK3				

ITEMS

	EXTRA LIFE		EXTRA BOMB		EXTRA AMMO
	EXTRA TIME		EXTRA ENERGY		SHIELD
	DOORCARD YELLOW		DOORCARD RED		DOORCARD BLUE
	SECURITY CARD		SWITCH / LEVER		COIN
	WEAPON UPGRADE		WEAPON BOX		TERMINAL

TERMINAL SCREEN



AVAILABLE
TERMINAL OPTIONS

USE KEYPAD
TO SELECT OPTIONS

PRESS „ENTER“
TO CONFIRM

TIPS & TRICKS

- » COLLECT **100 COINS** FOR AN EXTRA LIFE
- » **JUMP ON ENEMIES** TO REACH HIGHER AREAS
- » USE BOMBS TO OPEN SOME **SECRET WALLS**
- » TOUCH WALLS TO UNCOVER **SECRET AREAS**
- » USE **PLATFORM PHYSICS** TO REACH HIGHER AREAS
- » JUMP TO USE THE **MOMENTUM** OF MOVING PLATFORMS
- » **SHOOT CRUMBLY WALLS** TO DESTROY THEM
- » **SHOOT HIDDEN PLATFORMS** TO UNHIDE THEM
- » HOLD THE SHOOT BUTTON TO **LOCK DIRECTION**
- » **LEVERS** DO MORE THAN OPENING DOORS
- » SOME **PLATFORMS DISAPPEAR** ON TOUCH
- » WRITE DOWN YOUR **LEVEL PASSWORDS**
- » SOME **BOSSSES** CAN'T BE HURT BY YOUR WEAPONS

SOUNDTRACK



1. TITLE SCREEN

2. LEVEL 1 A

3. BOSSTHEME 1

4. LEVEL 1 B

5. CUTSCENE 1

6. BOSSTHEME 2

7. LEVEL COMPLETE

8. LEVEL 2 A

9. CUTSCENE 2

10. LEVEL 2 B

11. CUTSCENE 3

12. LEVEL 3

13. TERMINAL ACCESS

14. LEVEL 4

15. CUTSCENE 4

16. CUTSCENE 5

17. LEVEL 5 A

18. LEVEL 5 B

19. LEVEL 5 C

20. BOSSTHEME 3

21. CREDITS

NOTES

A large rectangular area of white paper with horizontal ruling lines, intended for writing notes. The paper is centered on a dark blue background with small white stars.

CREDITS

ORIGINAL TEAM

PROGRAMMING

BO LANKINEN

GRAPHICS

JOAKIM HEJDEMAR

MUSIC AND SFX

OLOF GUSTAFSSON

SOFTWARE MANAGING

FREDRIK LILIEGREN

ADDITIONAL GRAPHICS

MARRUS NYSTRÖEN

LEVEL DESIGN

JOAKIM HEJDEMAR

BO LANKINEN

OLOF GUSTAFSSON

FREDRIK LILIEGREN

MARRUS NYSTRÖEN

CONCEPT AND IDEAS

OLOF GUSTAFSSON

JOAKIM HEJDEMAR

BO LANKINEN

FREDRIK LILIEGREN

MUSIC PROGRAM

ZYRINK

PACKING PROGRAM

STEFAN BOBERG

TEAM ULTRACORE

MIHAEL KALIS

STEVE SAARH

MATTHEW GAMBRELL

MATT PHILLIPS

GERHARD WEINHAUCH

FREDRIK LILIEGREN

JOAKIM HEJDEMAR

DENNIS MERDEL

BENEDICT BRAITSCHE

TEAM ULTRACORE

SPECIAL THANKS

MARTIAS NYLEN

DAVID JOHANSSON

CASEY AL KAISY

MARTIN LINDELL

SVEN GRONDBERG

RYAN MERDEL

AND YOU

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PLAYING ULTRACORE



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