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EVOLVED games

PLAYLOGIC

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These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likelythan adults to experience these seizures.
The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.
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Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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Thank you for purchasing Xyanide for the Xbox® Video Game System from Microsoft. To obtain maximum enjoyment from the game, please read this manual carefully before you start playing.

Game Controls

Xbox Controller S

- Left trigger
- Right trigger
- Left thumbstick
- Right thumbstick
- BACK button
- START button
- Directional Pad
- Black button
- White button
- Y button
- B button
- X button
- A button

This game supports Xbox Live Aware. If you are an Xbox Live subscriber, Xbox Live Aware lets you view your friends list and see information about their status. You can also receive invitations to play other Xbox Live games online. To find out how to purchase a subscription to Xbox Live, go to www.xbox.com.

The Story

Mardar, a lonely, isolated planet on the outermost edge of the galaxy, has been under the influence of a black hole since the beginning of time.

The inhabitants of Mardar see the black hole as a divine tool, brought to them to inflict swift punishment on those who do not obey the holy laws. These laws are rigidly enforced by the feared Judges of Mardar.

Aguira the witch has been sentenced to death by the Judges of Mardar.

The charges against her are: devastation of worlds and civilizations.
The sentence: disintegration by throwing her into the Maelstrom (a.k.a. the black hole).

Drake is the guard chosen to escort the execution craft to the black hole and to enforce the execution.

But just as they arrive at their destination, the execution craft is hit by an asteroid. The asteroid consists of Xyanide, a substance with a single characteristic: it immediately materializes thoughts.

Drake witnesses the sudden formation of hostile worlds between the execution craft and his fighter vessel and realizes what is happening: Aguira is planning to use the Xyanide as a means of escape. Drake knows he has only one course of action: he must battle his way through the bloodiest worlds of horror and destruction, confronting waves of attacks from enemy hordes.

The Game

As Drake, you must fight your way through the hostile worlds created by Aguira's twisted mind. You will require the skills of an ace-pilot to maneuver your craft dodging incoming fire and shooting with the accuracy of a crack marksman to strike the enemy where they are most vulnerable.

You will also need navigation skills to plot your optimal routes through all the levels, either to avoid engaging your adversaries in battle, or to face the enemy and claim your rewards.

Fight hordes of different enemies and confront the fiercest boss enemies Aguira can summon in her attempt to thwart you in your sworn task: to bring her to justice...

The Main Menu Screen

Main Menu

After the introduction sequence you will see the main menu screen which serves as your portal to all the areas in the game.

Arcade Mode

This is the main game mode in Xyanide; it will start a new game from level 1 in true arcade mode.

Level Mode

Here you can prepare for arcade mode by playing separate levels. This mode is also a useful way of achieving level highscores for local and Xbox Live scoreboards.

NOTE: You can only play levels which have been unlocked in arcade mode.

Highscores

Choose highscores to view the local scoreboards to check who is the best player or killing machine, or find out who has the best aim or score for a particular level. You can make a detailed comparison of highscores with other players on the list.

Xbox *Live*

Use Xbox Live! to check your highscores and to see how well you are doing compared to the rest of the world and the players on your Friends List. See pages 16 and 17 for more information on Xbox Live.

Settings

The settings menu allows you to adjust your sound and player settings as well as to change names and Xbox Controller settings. You can also watch any movies you have unlocked.

Starting a Multiplayer Game

Playing with two players in Xyanide is very easy; simply connect and/or pick up a second Xbox Controller while any type of game is in progress and press START on the second Xbox Controller; player 2 will then immediately join the game.

Player 2 will play using the difficulty setting chosen by player 1 and a level-based mutation setting. The settings for player 2 can be selected using 'Settings' in the main menu.

NOTE: The game difficulty level will automatically change when a second player joins the game.
2 Player game scores will not be uploaded to Xbox Live!

Gameplay

When you start the game Aguira is still creating her world around her as she harnesses her strength, and she will order the first wave of enemies to destroy you. Although these enemies are fairly weak at first, you soon see how this changes as Aguira gradually masters and manipulates her new powers...

Mutation

A key element in your survival is the retrieval of shards of Xyanide that certain enemies leave behind. Your fighter will gradually start to morph as you collect these shards and there are two very different mutation paths; mechanic and organic. Small enemies are more vulnerable to the fire-spreading capability of the organic mutation path with its seeking missiles, while large enemies and bosses are more vulnerable to the highly powered and focused beam of the mechanic mutation path, with non-seeking siege missiles.

You can switch between these two paths using the right trigger (default controls). The mutation path of the fighter at the moment of picking up a mutator will determine which path receives the biggest boost from the mutator.

Your mutation will not only affect the level of damage inflicted, but also other characteristics of your ship, i.e. agility and speed, and the number of rockets you can load.

Primary Fire

Primary fire is directed and fired by moving right thumbstick (default controls) in the direction you want to shoot. The force of the primary fire depends on the mutation level of the fighter. Primary fire will automatically be disabled when secondary fire is activated.

Secondary Fire

Secondary fire is released using the left trigger (default controls). Primary fire will cease the moment the left trigger is pulled, and sights will be displayed on screen and the rockets will immediately start loading. When the sights are placed on a target using the right stick, it will indicate it has locked on to the target. Releasing the left trigger will fire the number of missiles aimed at the target. The number of missiles, their loading speed and their power depends on the mutation level of the craft. The organic mutation path has seeking missiles that do not require a lock, in which case they will seek out targets independently (they can only auto-target enemies at close range (glow).

Pick-ups

In Xyanide some enemies will drop pick-ups when they die during the game, these pick-ups can be collected by flying over them. Pick-ups will only stay in space for a limited amount of time, after which they will disappear.

Xyanide has three types of pick-ups:

1. **Mutators (Orange)**
   These power-ups permanently increase the mutation level of the fighter, improving it with each pick-up.
2. **Lives (Yellow)**
   These grant the player an extra life, with a maximum of 4 lives at any one time; points are awarded for every extra life collected.
3. **Power-ups (Pink)**
   These will temporarily alter the fighter's abilities and/or characteristics.

Specials

The fighter's mutation rate increases as mutators are picked up and the fighter becomes more powerful. More specials therefore become available and with increasing power.

There are four types of specials:

Type	Button	Effect
Offensive Specials	A	Will hurt/kill all enemies near to the fighter
Defensive Specials	Y	Will disrupt/disable all enemies near to the fighter
Shielding Specials	B	Will protect the fighter from various dangers
Support Specials	X	Will try to escape from all enemies in the vicinity

Power is required to use the specials, and this power will gradually be restored to the fighter. When the power level is too low to fire a special, its icon will remain dark. The icon will light up when sufficient power is available.

Certain power-ups can be collected which restore partial or full power to the fighter, or provide a higher rate of power replenishment.

PICK-UPS

Mutators (Orange)

Mutator
Adds 1 level to your mutation path; the mutation path at the moment of pick-up determines which mutation path receives the biggest boost from the mutator.

Power-ups (Pink)

Energy Shield
Can absorb one hit from fire or an enemy craft

Brute
Increases weapon damage inflicted

Stealth
Makes the player invisible to enemies

Mutation Boost
Boosts the current mutation level by 10 levels

Double Trouble
Adds an extra primary weapon to the rear of the ship

Slomo
Temporary time distortion; time slows down

Invulnerability
Makes the player immune to damage

Surge
Gives the fighter a full power boost for a short duration

Quick Load
Boosts rocket loading time

Life (Yellow)

Adds a life.

SPECIALS

Mechanic Specials

Laser Storm A
Will fire a burst of laser directions

Shaker A
Will create a powerful quake around the fighter

Nuke A
Will fire a huge nuclear blast

Iron Skin B
Protects the fighter from enemy bullets and deflects their bullets

Drones B
Launches a number of drones which circle around the fighter and absorb one collision

EMP Y
Will fire an electromagnetic pulse, temporarily slowing enemies down and disabling the cannons

Hacker Y
Will launch an electronic attack on the enemies' sub-systems, inflicting damage and slowing them down

Minimize X
Temporarily alters the physical form of the fighter, reducing its size by 50%

Cloak X
A cloaking device will hide the fighter from view; a fighter can only cloak when not engaging with enemies

Organic Specials

Lightning Storm A
Will attack all beams in all enemies nearby with flashes of lightning

Sonic A
The fighter will fire a high energy sonic wave

Fire Storm A
Will fire a range of fierce fiery blasts around the fighter

Deflection B
Protects the fighter from enemy bullets and deflects their bullets

Hive B
Launches a number of organic forms which will attack nearby

Epidemic Y
Will infect enemies in the vicinity with a deadly virus

Freeze Y
Will fire a frost wave freezing enemies nearby in their tracks

Fata Morgana X
Temporarily projects a hologram of the fighter, thus tricking the opponents

Pheromones X
Send out a cloud of pheromones making enemies view the fighter as one of their own, causing the enemies attack each other

Overview - Mechanical Mutation line

Offensive	Shielding	Defensive	Support
Laser Storm 1	Iron Skin 1	EMP 1	Minimize
Level 5 >	Level 4 >	Level 3 >	Level 2 >
Shaker 1	Drones 1	Hacker 1	Cloak 1
Level 9 >	Level 10 >	Level 6 >	Level 8 >
Nuke 1	Iron Skin 2	EMP 2	Static Field 1
Level 12 >	Level 12 >	Level 14 >	Level 11 >
Laser Storm 2	Drones 2	Hacker 2	Cloak 2
Level 16 >	Level 19 >	Level 6 >	Level 21 >
Shaker 2	Iron Skin 2	EMP 3	Static Field 2
Level 22 >	Level 23 >	Level 27	Level 24 >
Nuke 2	Drones 3	Cloak 3	Nuke 3
Level 25 >	Level 26 >	Level 26 >	Level 27

Overview – Organic Mutation Path

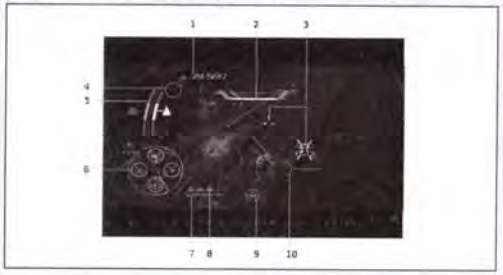
Offensive	Shielding	Defensive	Support
Lightning Storm 1	Deflection 1	Epidemic 1	Fata Morgana 1
Level 5 >	Level 4 >	Level 3 >	Level 3 >
Sonic 1	Hive 1	Freeze 1	Pheromones 1
Level 9 >	Level 10 >	Level 4 >	Level 6 >
Fire Storm 1	Deflection 2	Sickness 1	Fata Morgana 2
Level 12 >	Level 14 >	Level 7 >	Level 13 >
Lightning Storm 2	Hive 2	Freeze 2	Pheromones 2
Level 16 >	Level 19 >	Level 6 >	Level 17 >
Sonic 2	Deflection 2	Sickness 2	Fata Morgana 3
Level 22 >	Level 24 >	Level 17	Level 21 >

Fire Storm 2	Hive 3	Freeze 3	Pheromones 3
Level 25 >	Level 26 >	Level 27	Level 26>

Fire Storm 3

Level 27

The Heads Up Display (HUD)



1. **Score**
   Your current score will be displayed here and the symbol next to the score will light up once you attain a highscore.
2. **Boss Health Meter**
   The boss health meter will appear when you encounter a Mid- or Endboss. The boss's health will decrease if you hit a weak spot and the boss will die when his health level is depleted.
3. **Weak Spots and Targets**
   When you encounter bosses, your HUD will pinpoint the major threats and will mark these on the HUD as targets. The HUD will display the boss's weak spot(s) and will indicate where to strike in order to kill it.
4. **Power-up Display**
   The power-up will appear here when you pick it up. The circle around the symbol shows how long the effect will be active.
5. **Mutation Meter**
   This bar displays both the current organic and mechanic mutations. The side with the triangle-shaped fighter shows the mechanic mutation and other side, with the fanged fighter, displays the organic mutation level.

6. **Specials Display**
   The specials display indicates which specials are available to you. The specials will increase in power and strength as your fighter reaches a higher level of mutation. The circle around the specials indicates your current power level and also how much power is required to use each special. A special will light up once it reaches a sufficient power level to be fired. A circle will appear around these time-based specials when activated indicating the duration of the special. The layout of the positions of the specials is identical to the button configuration on your Xbox Controller.
7. **Health Display**
   There are various enemy attacks and hazards in the game which, although not immediately lethal, will drain your health. When your health drops to 0, your ship will explode and you will lose a life. The ship's health will gradually be restored.
8. **Lives**
   Your remaining lives will be displayed here, with a maximum of 4 extra ships. You will receive points for a life pick-up when you have used up the available number of lives.
9. **Credits**
   You will start the game with 3 credits. When you die you can use a credit to resume the game at the point you died. Using a credit will reset your current score to 0. Accepting defeat and ending the game will allow your score to enter the highscores. You will receive a new credit for every 1,000,000 points (with a maximum of 3).
10. **Rocket Sights**
    Using secondary fire will display the rocket sights; when this appears, you will see how many rockets can be loaded and the number currently loaded. The number of rockets you can fire is linked to your mutation level. You can aim the sights using the right thumbstick. Releasing the secondary fire button will fire the rockets you currently have loaded.

Scoring

There are many highscores to achieve in Xyanide. During the game the player will receive points for killing enemies, but all the combat moves are monitored at the same time and the player can earn bonus points by playing the game in different styles. These bonus points will be awarded when a level has been completed or the player has paid the highest price...

Highscores can be uploaded to Xbox Live so you can compete with players from all over the world (see also the Xbox Live section in this manual).

Different Routes

You have a choice of several routes in each level to lead you safely out of danger, while others may send you right into the hands of the enemy. Some routes will be profitable to you, others will not.

When you spot a junction, just steer your craft in the direction you want to go.

Credits

When you die you have the option of continuing gameplay using a credit. You start the game with a maximum of 3 credits.

NOTE: Your current score will be lost when you use a credit to resume the game at the point you died.

A second player joining a game will use up 1 credit, so another player can only join if there are enough credits remaining. The score of the first player will not be affected when a second player joins the game.

New game continues can be earned when you score a sufficient number of points.

Tips and Tricks

- You cannot collide with enemies when they are not surrounded by a glow. Watch out though, they may be heading right for you!
- Use mechanic firepower against large enemies and bosses.
- Use organic firepower against small enemies.
- Organic rockets are seeking, but can only detect enemies when they are close to you (glow).
- Organic rockets will still need to be locked on to an enemy manually when the enemy is some distance away.
- Mechanic missiles cause violent explosions and will not only damage their target, but the blast will also devastate any surrounding enemies and structures.
- Practice different skills and gameplay styles to get ahead in the high-scores table.

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