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### TENKA Manual

#### CONTROLS

Up Directional button	Move Tenka forwards
Down Directional button	Move Tenka backwards
Left Directional button	Rotate Tenka left
Right Directional button	Rotate Tenka right
X button	Fire weapon/Use/Select
Circle button	Duck/Crouch
Triangle button	Jump
Square button	Run
R1	Display HUD/Select weapon Interact with object
R2	Strafe- when used with Directional buttons
L1	Look up
L2	Look down
START button	Pause - brings up in game menu.

#### N.B.

These are the default Controller settings. If you wish to re-configure your Controller, go to the Options menu, go to Configure Controller and you will be able to choose from four pre-set Controller set ups.

During the course of the game you may quit the current game and return to the title screen by pressing the start button and at the quit menu screen choose "NO" to return to the game or "YES" to exit the game and return to the title screen.

#### USING THE MAIN MENU

Tenka has two game environments the menus and the game itself. When in the menu system, use the Directional buttons on your Controller to highlight each option box. Press the X button on your Controller to select the option currently highlighted. Press the TRIANGLE button on your Controller to back up one screen anywhere within the menu system.

Once the game is loaded, you will be presented with the main menu screen, Use the Directional buttons to move around the menu options and press the X button to make your choice.

#### ON SCREEN INFORMATION

4

3

5

6

7

1. Target Locked On
2. Ammo available
4. Shield Energy
5. Heartbeat
6. Object Detection Light
7. Health
8. Keys Collected (colors correspond to doors)
9. Inventory

#### USING THE INVENTORY

Press the R1 button to bring up the Inventory. Use the Directional buttons to move the highlighting effect through the contents. When the item you wish to use is highlighted, release the Directional button and your choice will be implemented.

Projectile Weapons - the left hand icon indicates single, double, or triple shot weapon.

Plasma Weapons - the left hand icon indicates single, double, or triple shot weapon.

Explosives

Activation Icons

#### USING DOORS

Most doors will open as you approach them, However, there are other doors that are not as co-operative, You may need to go into the HUD and choose a key that you picked up on the way. Or there may be an obstacle in the way of a door, in which case you will have to figure Out away of removing it. Or you may have to solve a small puzzle to open the door. Whaddya mean, I got to think??! It's not all BLAST, BLAST BLAST you knew,

#### PICK UPS

Some of these come in handy for like, well, you know, completing a level, To collect a pick up, simply walk over the item and you will instantly add it to your collection of incredibly useful stuff.

#### CUBES

Some bad guys drop these as you liquidate them. Pick em up and when you have amassed enough your mighty morphin' weapon will grow bigger and more powerful. Who says size doesn't matter? These can also help you upgrade your radar.

#### SHIELD

Boost your shield. Hey who knows? You may live to fight another day, you may eat slime.

Sometimes life's a kick in the...?

#### AMMO

Feed my big weapon.

#### MINES

#### LASER

#### ROCKET

#### GRENADE

#### BULLET

#### KEYS

Open the door and see what lies, crawls, flies, limps beyond.

#### ARMORY

The Innovative Self-Generating Polymorphic armory (SG-26) gives the user a virtual Armageddon at his finger-tips.

The bullet read-out and magazine are favorably situated at the rear of the weapon allowing the user to easily identify the rounds and magazines available at a glance.

Pre-defined mechanical alterations are activated on the recovery of security clearance cubes, gathered from the dying or dead bodies of the enemy forces, As your security level increases through the game the following features become available through your morphing' gun:

#### PROJECTILE WEAPONRY - APEX.LV - Standard Ammunition Firing

The projectile weapon utilizes low velocity armor piercing explosive rounds (Depleted Uranium Tipped) which can be fired at three different rates:

##### Single Round

Fires a single round - Man's best friend and will never desert you. You will find it ideal for taking down low level security forces.

##### Burst-Semi Automatic

Fires a small burst, impacting on enemy shields. Provides instant user gratification.

##### High Velocity - Pathfinder - Machine Gun

Fires rapid fire, If you're caught in across-fire or simply confronted by a group of bad guys. the High Velocity Rapid fire will always plot a safe route for you!

#### PLASMA WEAPONRY - THE HAYMAKER - Laser Gun

A fusion-powered laser system with dual diamond settings.

##### Single Laser

Fires single stream of piercing laser energy. Can cause a nasty rash - of gore!

## Dual Laser

Fires double stream of disrupted laser flux. A design flaw in the SG-26 meant that the gun generated more power than could be concentrated into a single beam, Consequently, energy seepage occurs when using this weapon causing electrical charge build-up around the diamond tips.

## Burst Laser

Equipped with a charged burst facility. Hold down the X button on your Controller to generate the charge. Release the X button to discharge the weapon. The longer you hold the X button down the bigger the charge and the louder the 'pop' when this baby blows!!

## EXPLOSIVES

### APAD - Anti Personnel Area Denial Munitions - MINE

Released from the underside of the gun. Anything that moves in the fall out area from this baby won't do for much longer! Press the X button to drop these. They have a small delay device to allow you to walk away in one piece! You can also link them together by dropping them close to each other which will form a deadly chain reaction. They may also be set off by shooting at them with another weapon which makes them very useful as booby traps.

### Rocket - 2.8 hvapr - THE VAPOR - ROCKET

The HVAPR is a 2.8cm, high velocity, anti-personnel rocket fired from a miniature rocket launcher which emerges from the right side of the gun.

The vapor welcomes enemies with open arms... and obliterates them.

### Grenade K220 FM - TEARDROP - GRENADE

The K220 is a compact grenade packed full of radioactive shrapnel which explodes in an expanding dome causing maximum carnage as it does so.

Distance and trajectory is player controlled - aim left and right using the Directional buttons and use L1 /L2 to alter the trajectory. Press the X button to lob the grenade. The longer you hold the fire button down, the further Tenka will launch the airborne death egg.

## ENEMIES

Bionoids (STALKER, RETALITOR)

Bionoids are security personnel created by the corporation. Human body parts, sealed in heavy armor, they are controlled by the BIONOID version of ZENITH which is inserted into the cerebral cortex. Defined as the definitive weapon.

Each character has unique weapons and various means of getting around from the shambling simplicity of the spike wielding, machine-gun toting STALKOR, to the delicate FLIK FLAKKING of the RETALIATOR.

The Bionoids ensure that progression in TENKA is not for the fainthearted.

#### Robots

Low level security droids.

Again each of the six robots has unique characteristics and weaponry.

Robots range from the slow moving single shot laser firing VINCENT to the GUNNOR, a fast moving, low flying, double barrel machine gun wielding son of a gun.

#### Genetic Mutations

The genetic mutations and research samples encountered on Extrevius place TENKA as a game for all the family. These bizarre creatures can have their arms and legs shot off, so they lie on the floor in a pool of blood or run around in hopeless circles.

The four genetics range from a head with three steel legs, namely the BRAIN EATOR, to the floating bag of expanding gas and pus that is the charming SUBJECT B.

#### GROOOOVY TRACK LIST

1. Data track		8. Head First	(3:08)(Clarke)
2. Speech		9. No Perception	13:10)(Clarke)
3. Tenk-art	(2:30)(Wright)	10. Work zone	(3:22)(Clarke)
4. Look Behind You	(3:44)(Clarke)	11. Beefy Justice	(3:21)(Clarke)
5. Tapered Mind	(3:36)(Clarke)	12. A Hammer	(4:26)(Clarke)
8. Half Of The End	(3:03)(Clarke)	13. Who's There?	(3:08)(Clarke)
7. Joey Does Dallas	(3:27)(Clarke)	14. Scaremonger	(3:05)(Clarke)
		15. A Suitable Death	(3:03)(Clarke)

DON'T PLAY TRACK 1 IN A CONVENTIONAL CD PLAYER