

ELIMINATION

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QUICK START

Main Menu

- Press the up / down arrow keys to select game #1, game #2 or game #3.
- Press **2nd** to start a new game or continue a game that you've saved.
- Press **CLEAR** to quit and return to your operating system.
- Press **GRAPH** if you want to delete a saved game. Press **2nd** to confirm your choice or **DEL** if you change your mind.

During a cutscene

- Press **2nd** to proceed through a cutscene, for example when you want to continue a character's line of dialogue.
- Press **CLEAR** to skip the cutscene, although some cutscenes cannot be skipped.
- Pressing **DEL** during a cutscene will tell the calculator "please skip this cutscene only if it's a less-essential romantic cutscene. If it's a cutscene that's more essential to the story, please don't skip it."

When walking around a world / map

- Most of the time, actions are automatic by getting close enough to your targets. Presents and doors open automatically when you get close enough. NPCs speak to you automatically when you get close enough. You collect resources such as gold when you get close enough. However, you do need to press **2nd** if you want to:
 - Shop for items at a shop
 - Activate a teleporter that you're standing on
 - View information about a planet when standing in front of an "INFO" computer
- Most of the time, you can save your games by going to this place and "resting." There are a few levels where you will not have access to this "place of rest," in which case your game will save automatically at appropriate locations. **!!! This is a temporary copy of your saved game. You must go to the main menu and then exit the application with CLEAR if you want your games to stay permanently saved. If you remove your calculator's batteries before completely leaving the game, you will lose your newly saved game data. !!!**
- Press **GRAPH** to return to the main menu.
- Press **MATH** to run and **X⁻¹** to stop running.
- Press **ALPHA** to view your character's statistics, such as available weapons and health. Press **Y=** and **WINDOW** to switch between the different characters. You can use Megan to heal, etc. the other characters while using this menu, even if you're not in battle.



When engaging an enemy

You have a team of four characters, each with different weapons. It is up to you to determine which weapons are best against which enemy.

Most of the time, only one character can attack one enemy at a time. You will find it's probably best to have Jamie fight an "Alien" and Collin fight a "Patrol Bot." When you face teams of three enemies, you need to choose three of your four team members, and they can various enemies or all focus on one enemy. When you face bosses, you attack with three characters at a time rather than one character at a time.

- Press **Y=** and **WINDOW** to choose a character.
- Press **2nd** once to choose a weapon, and then again to choose which enemy to attack (when facing multiple enemies at once).
- Press **CLEAR** if you accidentally choose the wrong weapon. or press **CLEAR** twice if you want to clear all your mistakes, like if you change your mind about using Jamie in a fight against three enemies.
- Your character "Megan" is mainly a helper who can heal your team and keep Jamie and Collin's weapons powered. Megan will never, ever, ever be attacked by an enemy.

Questions? Bug Reports? Source code? malgrenerik@gmail.com

INTRODUCTION

Elimination is an RPG that plays similar to games such as Final Fantasy, Pokémon, Earthbound and Super Mario RPG. You start the game with a weak team of four characters. As you progress through the game and fight enemies in a turn-based combat system, your characters get stronger and stronger.

This game has one somewhat-unique feature. While you normally have four characters on your team, you can only engage enemies one-on-one, similar to Pokémon. Each character has its strengths, weaknesses and a unique set of attacks, so it's up to you to guess which character and which weapon a particular enemy is weak to.

THE STORY

It's 2050 A.D. The people of Earth are at war with a strange, insect-like alien race from the Whirlpool Galaxy. Four children, out of curiosity, board a destroyed flying saucer to see what's inside. Unfortunately for them, the flying saucer is transported back to the Whirlpool Galaxy for repairs while the children are still in it. As alien technology is incomprehensible, stealing a saucer and flying it home is not an option for them.

Thankfully, another alien race called the "Tosonians" have agreed to help the children return home to the Milky Way Galaxy. But first, the children need to gather materials such as gold, copper and lithium so that the Tosonians can build a space ship that can take the children home. The children will need to travel to many different planets and fight many different creatures to get the materials needed.

THE MAIN CHARACTERS



Ryan is 15 years old. He is very talented in engineering and space technology. Ambitious and decisive, he desires to be in a position of leadership someday. When you start playing the game, you'll take control of Ryan.



Jamie is 14 years old. She is Ryan's girlfriend. She is generally kind and compassionate.



Collin "Clums" is 15 years old. He is shy; he says very little and doesn't hang out with many of his classmates. He's known at school for being a klutz.



Megan "Meg" is 9 years old. She is Collin's sister. In most ways she's like any other 9-year-old girl, but she has a unique, mature understanding of feelings and relationships which cause older children to gravitate towards her.



Jaslin is the leader of a race of spiritual beings called the "Tosonians." Beloved by her people, she can predict the future, and she adores children.

GAME REQUIREMENTS

Apart from 9 flash pages, Elimination requires 200 bytes of archive space for saving games. You'll also want the appvar "EliminaF" on your calculator if you want to see the game's ending.

Elimination requires 12,000 bytes of free RAM.

Your saved games are stored in the appvar "EliminaS." If you delete this, you will lose all your saved games.

MAIN MENU

When you start the app, you'll be given three "save slots," meaning you can save up to three games. The very first time you run the app, all three slots will say "New Game." After you start a game, it will be saved, and in the future, you can select a slot that says "Load Game" to continue a saved game.

- Press the up / down arrow keys to select game #1, game #2 or game #3.
- Press **2nd** to start a new game or continue a game that you've saved. Again, any slot that has a saved game will say "Load Game."
- Press **CLEAR** to quit and return to your operating system.
- Press **GRAPH** if you want to delete a saved game. Press **2nd** to confirm your choice or **DEL** if you change your mind.

PLAYING THE GAME

At the very beginning of the game, you'll be at an alien base. Your goal is to escape from here. To escape, you'll need to roam around the map and find the exit. Along the way, you'll encounter aliens and robots who will try and stop you. You'll need to fight them. The more enemies you fight, the stronger your characters will become, and this will make it easier for you to win the game.

Here are the controls you'll need to play the game when you are not fighting enemies.

- Press the **arrow keys** to move. For most of the game, you'll control Ryan, so the **arrow keys** will move Ryan. The other characters on your team will follow Ryan.
- Press **2nd** to activate a teleport, which will take you to another part of the map. A teleport will not activate unless the player you're controlling (for example Ryan) is standing on the teleport.
- Press **MATH** to run and **X⁻¹** to stop running.
- Press **GRAPH** if you want to quit the game. **Your game will not save when you leave to go to the main menu.** Therefore, be sure to save your game before you choose to exit the game. Please see the section "Saving Your Game" for more information.

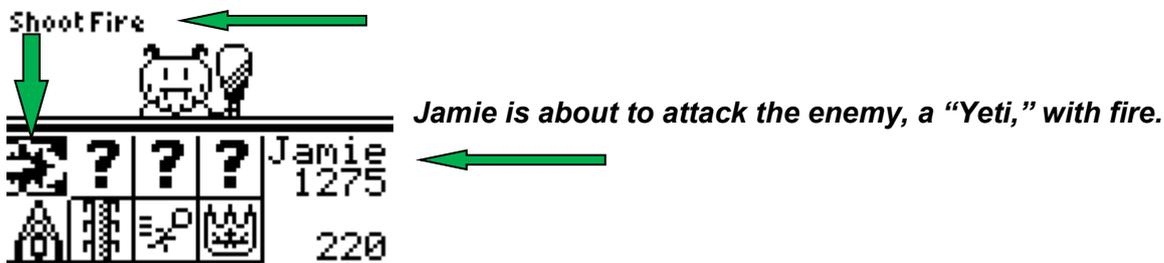
Unlike most RPGs, you do not need to press a key to open a door or talk to people / creatures on the map. Just walk up to them, and this will all happen automatically.

As you explore the map, you will come across animals, robots and aliens. When an enemy wants to attack you, your screen will turn black, and you'll enter "battle mode."

BATTLE MODE: OVERVIEW

For most of the game, you'll have a team of four characters that you can use to fight enemies. Each character has unique weapons and strengths and weaknesses. For most fights, you will need to decide which character will attack the enemy. Normally, only one of your characters can attack the enemy at a time. Here is the normal procedure for fighting enemies:

- Press **Y=** or **WINDOW** to select a character to attack the enemy. For example, you can choose Jamie, Collin or Ryan to launch an attack the "Yeti" below, but only one of the three can attack.
- Use the **arrow keys** and **2nd** to choose what weapon the player will use.



- Press **2nd** again, and your selected character will attack that enemy.

Yeti HP:400 S:0



The enemy has been "selected" / "highlighted." To attack it, just press 2nd again. The numbers above the enemy tell you how much "health" it has left.

- Your character will attack, normally damaging the enemy.
 - Watch the screen! If the screen shakes, the enemy you've attacked has taken a huuuuge amount of damage. You might want to use this same weapon during your next attack, knowing that the enemy is quite vulnerable to this weapon.
- The enemy will attack you back. Press **2nd** to go through the messages that tell you how the battle is proceeding.
- It is now your turn to launch a second attack. You can use the same character to attack the enemy over and over, or you can choose a different character to launch your next attack. Press **Y=** or **WINDOW** again if you want to choose a new character.
 - If your character is Jamie or Collin, every attack will drain a little bit of the battery that is used to power either of their weapons. If there's not enough battery power left for your next attack, you'll see a message "Not enough power," and you'll need to choose a different character or a different weapon.
 - If your character is Ryan or Meg, your attack will use up one item. When you run out of an item, you'll have to choose another item or weapon.

If, after selecting a weapon, you change your mind, you can press **CLEAR** to choose a different weapon. If, after selecting a weapon, you want to use a different character, press **CLEAR twice**. Your screen will flash to confirm your choice, and then you can use **Y=** or **WINDOW** to select a new character to attack.

You can use **GRAPH** to leave a battle and return to the main menu. **Again, your game will not save when you do this.**

Keep an eye on the status box located at the right of your screen!

- The top number, located below the character's name, tells you how much health your character has left. If this number gets **below zero**, your character will die, and you will lose the game.

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- The bottom number tells you different things depending on which character you're using:
 - If the character you've selected is Jamie or Collin, the number will tell you how much battery power Jamie's weapon or Collin's weapon has left. Don't let this reach 0!
 - If the character you've selected is Ryan or Megan, the number will tell you how many of the selected item you have left. If you want to use grenades, the number will tell you how many grenades you have left. If you want to use a bomb, the number will tell you how many bombs you have left.

Sometimes, an enemy will **“dodge”** your attack. This means that the enemy will jump out of the way of your attack, and so your attack won't hit its target. This is important to remember, because there are some weapons that are so powerful that an enemy will not simply be able to “dodge” out of the way.

Some enemies are equipped with **“shields.”** Shields will block every single attack you launch. You will need to fire protons at the enemy to destroy their shields. Once their shields disappear, you can continue to launch other attacks as normal. **Note that a few enemies have the ability to power up something called a “ray shield.” This shield blocks only Jamie's weapons and Collin's weapons. You will be told when the enemy has a “ray shield” as opposed to a “normal shield.”**

BATTLE MODE: MEGAN'S ROLE

Jamie, Collin and Ryan can be used to attack the enemy. Megan cannot attack the enemy. Instead, she heals the other characters, deploys shields to protect them or gives Jamie and Collin additional batteries to power their weapons.

When you select an item for Megan to use, a special menu will pop up. Choose the character you want to help by pressing **up / down** and then **2nd**. For example, if Jamie is low on health and you want to heal her, choose the “needle” item, and then choose “Help Jamie” from the menu that pops up.



Megan can never help or heal herself. However, the enemy will never, ever, ever attack Megan, so this is not a problem.

BATTLE MODE: WEAPONS AND ITEMS

Your four characters each have unique weapons / items that they can use in battle. Some of these are unusable when you start a new game; you'll need to buy these options at a shop.

It is important for you to understand your weapons and what they do. Not all weapons will work against all enemies. For example, robots cannot be attacked with poison, but some robots will lose a huuuuuuuge amount of damage when attacked by electricity from Jamie's weapon. Other enemies can take damage from Collin's weapon but are too fast to be attacked by fire.

Jamie 

Jamie has a special bracelet that lets her use her mind to shoot fire and other elements. Her power bracelet runs on battery power, so Meg must give her fresh batteries from time to time. Jamie's bracelet can hold up to 250 gAmps of power.

	Fire -- This is Jamie's basic weapon and can combat many enemies. It costs 10 gAmps of battery power to shoot fire, so Jamie can shoot fire 25 times before she needs new batteries.
	Electricity -- This does more damage than fire, but uses 15 gAmps of power.
	Poison -- The most powerful weapon in Jamie's arsenal. Not only does it do a huge amount of damage, but it also lowers the enemy's attack power. It uses 25 gAmps of power. An enemy cannot simply "dodge" poison.
	Water -- This does as much damage as fire against enemies who are vulnerable to water, and it uses only 7 gAmps of power.
	Proton Beam -- This weapon is used to disable basic shields. It uses 10 gAmps of battery power and is ineffective against "ray shields."
	Phase Beam -- You'll have to discover which enemies are vulnerable to this weapon. It uses 10 gAmps of power.
	Run Away -- You can try to run away if the enemies you face are too powerful for you. You have a 75% chance of successfully running away from an enemy, but if you succeed, you will become a little bit weaker, and that means it will take you longer to become strong enough to win the game. Furthermore, there are some enemies that you will not be able to run away from no matter how much you try.
	Power Kick -- Somewhat weak, but effective against almost any enemy. It does not need any battery power and thus makes a good "emergency" weapon.

Ryan

Ryan has weapons that he can throw. His aim is so good that enemies cannot dodge his weapons. Ryan has a limited supply of projectiles, so you'll need to go to a shop to buy more for him.

	Grenade -- This is Ryan's basic weapon and can combat many enemies.
	Bomb -- Probably the best weapon of all. Apart from doing high damage, (almost) no enemy is immune to bombs, and the enemy will be stunned and temporarily unable to attack. Bombs are, however, ineffective against basic shields.
	Missile -- Great against flying enemies, but will work against most other enemies in a pinch.
	Rocket -- Does massive damage. Great against slower enemies who have high amounts of health.
	Proton Bomb -- This weapon is used to disable basic shields. It is twice as powerful as a proton beam.
	Smoke Bomb -- This weapon will blind certain enemies, making it harder for them to score hits and making it impossible for them to "dodge." It is also effective against fast enemies. In some cases, a smoke bomb will make an enemy vulnerable to weapons it would normally be invulnerable to, such as fire.
	Run Away
	Power Kick

Collin

Collin has a ray gun that can be configured to fire in different ways. It runs on battery power.

	Basic Beam -- This is Ryan's basic weapon and can combat many enemies. It uses 10 gAmps of power per shot.
	AA setting -- Great against flying enemies, but unlike missiles, it's less useful against ground-based enemies. It uses 10 gAmps of power per shot.
	Full power -- Does massive damage. Great against slower enemies who have high amounts of health. Only fast enemies can dodge this weapon. It costs 25 gAmps of power.
	Full sweep -- A weapon that works well on small and / or fast enemies. It cannot be dodged. It costs 15 gAmps of power.
	Proton Beam -- This weapon is used to disable basic shields. It uses 10 gAmps of battery power.
	Phase shots -- You'll have to discover which enemies are vulnerable to this weapon. It uses 10gAmps of power.
	Run Away
	Power Kick

Megan



Megan's job is to help out. Megan has a limited supply of items, so you'll need to go to a shop to buy more for her.

	Small vial of P-Plasma – Heals someone by giving them 50 HP.
	Large vial of P-Plasma – Heals someone by giving them 250 HP.
	Riot Shield -- Once this shield is deployed, it will block 50% of any physical attack, such as punches or bites. Normally, it breaks after blocking three strong attacks, but it will last longer against weaker enemies. Once deployed, it will remain deployed from battle to battle until it breaks. Your shield will remain deployed after saving and loading games, too.
	Energy Shield -- Exactly like the riot shield, except it blocks elemental attacks such as lightning torpedoes and fire. You can deploy both a riot shield and an energy shield at the same time.
	Battery -- Gives Jamie or Collin 50 more gAmps of battery power for their weapons.
	Battery Pack -- Jamie's bracelet or Collin's beam gun will become fully recharged.
	Run Away
	Power Kick. Meg cannot level up, but she can kick an enemy in an emergency, and the enemy will not attack her back.

BATTLE MODE: EXAMPLE ENEMIES



Security Guard – This is the very first enemy you'll encounter. Jamie can attack this enemy with fire, Collin can attack it with his ray gun, and Ryan can throw grenades at it.



Goblin – Just like a Security Guard, you can attack a Goblin with either Jamie, Collin or Ryan. However, Goblins are weak to fire, so maybe it's best to use Jamie to attack Goblins!



Patrol Bot – This robot is so fast, you won't be able to hit it with fire or with grenades. However, it isn't too fast for Collin's ray gun!



Master Alien – This enemy is protected by a shield! You will therefore need to destroy its shield with proton weapons before using other weapons such as fire.

BATTLE MODE: FACING MULTIPLE ENEMIES

Sometimes, two or three enemies will attack you, and not just one enemy. When two enemies attack you, you'll need to choose **two characters** to launch an attack. You can decide whether you want these two characters to attack the same enemy or whether you want one character to attack one enemy and another character to attack another enemy. The same rule goes for when you face three enemies; you can assign three characters to the same enemy or to different enemies. Press the **left / right** arrow keys after selecting a weapon to choose which enemy you want your character to attack.



Here, you are facing three enemies: a Polar Bear, a Yeti and a Snow Leopard. The player has just selected Ryan's grenade weapon and is now commanding Ryan to launch an attack against the Polar Bear.

Again, if you've made a mistake, you can hit **CLEAR** to change your character / weapon choices.

BATTLE MODE: BOSSES

You will occasionally need to fight giant enemies or "bosses." If you select a character, choose his / her weapon, hit enter to select the enemy and then see the character menu shift to a new character, it means you're fighting a boss. You will need to select three characters to launch an attack against a boss.

BATTLE MODE: END

After you defeat the enemy / enemies on your screen, the battle will end, and you'll see a message saying "YOU WIN!" Hit **2nd** to proceed. You will then see how many experience points each character has. The more experience each character has, the stronger your character is.

EXPERIENCE	PTS.
Ryan	5655
Jamie	7073
Collin	5673

Notice that Jamie is currently stronger than Ryan or Collin. Her attacks will be more powerful than theirs until you use them to fight other enemies.

If you get enough experience points, your character will level up! This means your character will have stronger attacks and higher health.

Press **2nd** again, and you'll return to the level map, where you can continue your quest.

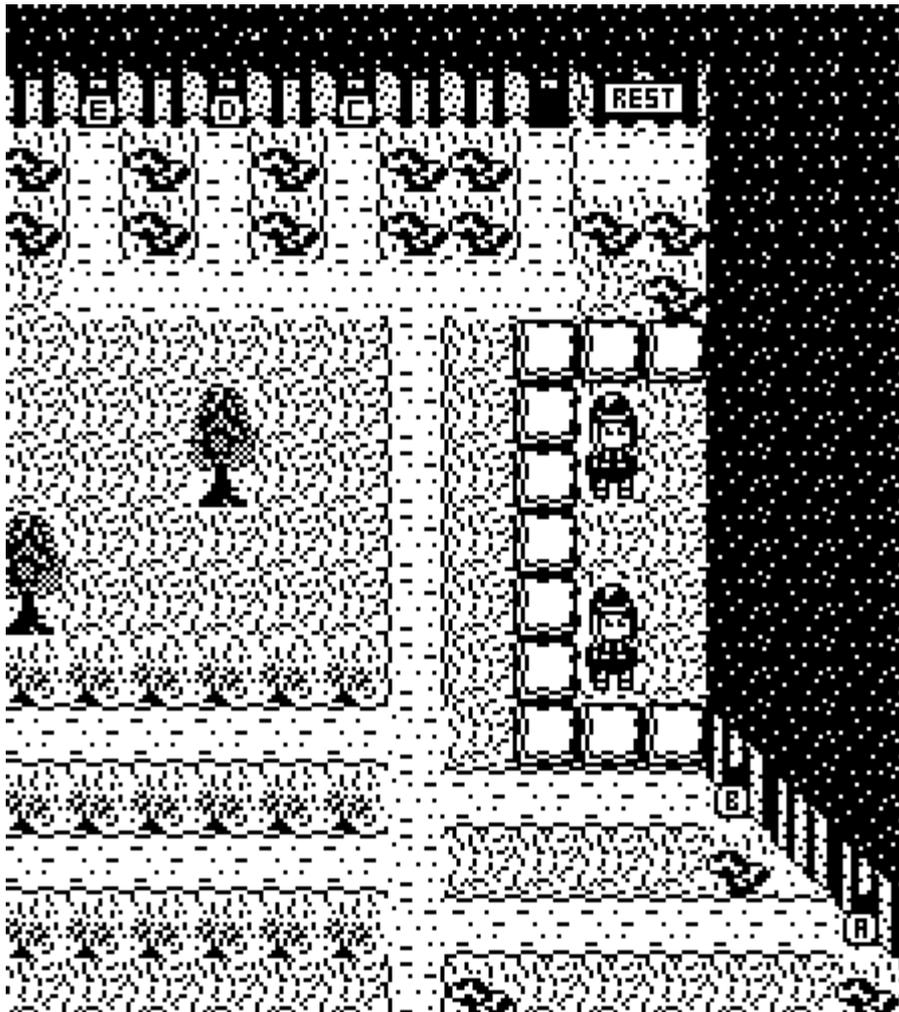
BATTLE MODE: TIPS

- Remember that once a player loses all his health – when his / her health gets below “0” -- **you lose the game.** There are several things you can do to prevent this:
 - Choose a character high on health to attack. During 1-on-1 battles in particular, the enemy will attack only the character who is attacking him. (However, when Megan is helping someone, the enemy will attack a random character.)
 - Use Megan to help the other characters. P-Plasma will give them back some of their health, and shields will help in blocking attacks. Keep plenty of batteries and P-Plasma vials on hand!
 - Try to run away from the enemy. However, don’t do this too often, because every time you run away, you lose experience points, and you’ll have to fight more enemies to level up and grow stronger.
- If you look at the top of the screen when selecting an enemy to attack, you’ll see how much health that enemy has left and how strong the enemy’s shield is (where applicable).
- Try different weapons on an enemy. You’ll see that grenades can hurt Goblins, but fire will be **much more effective.**
- Don’t constantly use just one player to do all the attacking. If you use Ryan all the time, he’ll grow to be a strong character, while Jamie and Collin will be weaker. This will be a problem when you face stronger enemies that are invulnerable to Ryan’s weapons. So look at your characters’ experience points; if one character is far lower on points than any of the other characters, try to use that character in battle to help him / her grow stronger.
- Megan cannot grow stronger. You do not need to try to “level her up.”
- Some enemies have special attacks that do more than just damage your health.
 - If you see a message that says “This character is briefly unable to attack,” it means that your character is not able to launch an attack this time. You must temporarily choose another character to launch an attack.
 - If you see a message that says “This character is scared stiff or has passed out,” it means that your character is permanently unable to attack this enemy. There is nothing you can do about this; you will not be able to use this character during this battle and must use other characters until the end of the battle.
 - If your character has been “burned,” it means that sometimes your character’s attacks in this battle will be weaker. You may want to choose another character to attack the enemy during this battle.
 - If your character has been “poisoned,” it means your character will lose additional health each turn until the battle is over. You may want to choose another character to attack the enemy during this battle.
 - If your character is “ill,” it means that your character will lose health **even after the battle is over.** You can cure your character with P-Plasma.

VALKOS

Valkos is a moon where the Tosonians live. This is considered your “central HUB” or “overworld” when playing the game. You’ll arrive here after completing the first level of the game. Here, you can:

- Go to another level. To win the game, you will need to collect materials from seven different worlds. There are seven tunnels located around the map, labeled with letters from A-G. They will normally have rocks in front of them, but a rock will disappear when it’s time for you to go to that world.
- Rest. Resting will restore all of your health **and save your game**. To rest, just walk up to the tunnel with the “REST” sign.
- Buy items. There are two Tosonian soldiers who sell weapon upgrades, shields and P-Plasma. To buy items, go to one of the soldiers and press the “2nd” key. The top soldier will sell you items that Ryan and Megan can use. The bottom soldier will sell you weapon upgrades that Jamie and Collin need.
 - To buy items, you will need “silicon.” You can get silicon by fighting robots throughout the game.



GOING TO ANOTHER LEVEL

When you are on Valkos, look for a tunnel that doesn't have a rock blocking the path. Go through that tunnel.

You will enter a corridor. Walk through this corridor to the other side to get to the next level.

If you want to read about the planet or moon you're about to visit, stand in front of an "INFO" computer and press **2nd**.

COLLECTING MINERALS

To gather the materials you need to win the game, just walk up to them. The game will collect them automatically. After you collect all the materials you need, the level is complete, and you can return to Valkos.



These weird-looking rocks have gold, silver, etc. Look for these rocks to collect the necessary materials you need.

RETURNING TO VALKOS

Most of the time, you can return to Valkos to save your game, buy things, rest and recover all your health, even if a level is incomplete. Just go to the place where you started the level. You will return to the corridor that took you to this level. Walk **to the left** (instead of to the right) to return to Valkos. After completing your business on Valkos, just return to the level's tunnel to continue playing that level.

VIEWING STATS / HEALING YOUR CHARACTERS

You can press **ALPHA** while walking around a level to view how strong your character is. You'll see what level your character is at, how power the character's attacks can be, how much HP you have left, how much battery power / projectiles / helpful items you have left and how much XP you have (along with how much XP you need to level up). Press **Y=** and **WINDOW** to switch between the different characters so that you can see all of their statistics.

To see how much money / silicon you have, you need to view Meg's "statistics." In addition, you can use this opportunity to heal your other characters and give them battery power or shields so that you don't have to waste time doing so in battle.

Level:	9
HP:	175 / 275
Attack Pwr.	53
XP:	455 / 490
   	Ryan 1275
   	455

SILICON: 500

   	Megan 75
   	13

SAVING YOUR GAME

If you'd like to save your game, you can do so on Valkos by "resting." Most of the time, your game will also save after collecting minerals or other important items. If your game doesn't save after you've collected something, this is not a bug, it's because the game doesn't want you to get "stuck" in an unwinnable situation. In any case, you'll be told that your game has been saved.

!!! This is a temporary copy of your saved game. You must go to the main menu and then exit the application with CLEAR if you want your games to stay permanently saved. If you remove your calculator's batteries before completely leaving the game, you will lose your newly saved game data. !!!

TIPS AND F.A.Q.

- Jamie and Collin have become very powerful, but Ryan is still weak!
 - Try to switch between players when walking around a level attacking enemies. Understandably there are some enemies which are better fought with a particular character, for example, Jamie is the best character for fighting Goblins. However, other enemies have no special weaknesses and can be fought by any player. If Ryan is too weak because Jamie is attacking all these Goblins, use Ryan on Super Goblins. Or, use Ryan and Collin to attack Goblins for a change, since you don't **have to** use Jamie to fight them.
- I don't have enough money!
 - Explore! Look around the level for robots. These robots will give you money. These same robots will reappear after you fight other enemies, so you can come back and fight them again to get more money.
- The game is too hard!
 - Try not to complete a level too quickly, including an early level. The more enemies you fight, the stronger you will become. By fighting lots of easier enemies in early levels, you'll become stronger against harder enemies in later levels.
 - Remember what weapons your enemies are weak against. Since you'll face multiple Goblins, for example, you'll last longer against them by remembering that they're very vulnerable to fire.
 - Keep track of where on the map enemies are located, as well as robots that give you money. 99% of the time, if you fight an enemy such as a Master alien somewhere on the map, that very same enemy will appear again on that part of the map, so you can simply walk around it if you don't want to face it again later. In the same way, robots that give you money will reappear in the same place you've fought them, so you can go back and destroy another robot at that location for more money.
 - Bombs, while expensive, are effective. Almost any enemy hit by a bomb will not be able to retaliate.
 - In the same way, some enemies are vulnerable to smoke bombs, so smoke bombs are another way you survive in battle longer.
 - Meg can give someone P-Plasma, batteries and shields during a battle, but it's better to do so ahead of time – while you're on the map – before going into battle.

DISCLAIMERS / COPYRIGHT

First and foremost, the human characters in this game should be viewed or thought of as **caricatures**. I'm not an artist, so if you, the player, are insulted by the way a human character looks, I apologize. Any time a character looks too fat, too thin, too tall, etc., this is unintentional and does not reflect my personal view on men, women, boys or girls.

The characters, the undiscovered planets / moons and the storyline in this game are copyrighted, including, but not limited to:

- The human characters Jamie, Collin, Hope, Megan, Ryan, Colonel Lee and the Sergeant
- The Ptaloid race, including names, enemies (such as the Protar) and how they look
- The Tosonian race, including names and how they look
- The character Djanus
- The 4-legged creatures residents of Ronosa
- Cardon Bol and the race of humanoid beings on Ragnor
- Any planet or moon in this game (apart from Earth)
- The levels. The graphics are not under restriction (see below) but I hold ownership of the map data itself.

I hold no copyright and do not ask for any credit for anything else, including:

- The source code, **except for routines developed by other programmers, including lambian and ChickenDude**
- The graphics / sprite art. For example, Jamie is copyrighted, but the sprites I drew of her are not copyrighted.
- Any enemy that is not included in the above list. If an enemy is not Cardon Bol, a humanoid, a Ronosian, a Ptaloid or a Tosonian, I hold no copyright to it. For example, the Balkstone and the Medusa are not copyrighted.