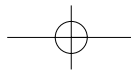
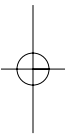
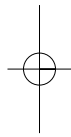
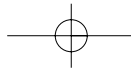


LIQUIDATOR

WELCOME TO HELL

USER MANUAL





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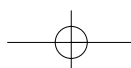
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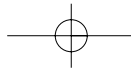
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INTRODUCTION

Liquidator

This is a first-person action game. The hero of the game gets to go on an entertaining, mysterious and dangerous trip through parallel worlds. On this trip, the hero can count only on his own powers, the thickness of his bullet-proof vest, and the caliber of his weapons.

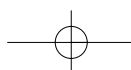
Pre-History

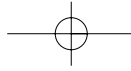
At a time when there were no wars and when civilization was at a level that the people of our day can only envy, there were many worlds similar to ours. Planet Earth had good relations with three of these worlds. These worlds were inhabited by simple people who could travel from one world to another, and share information and experience. In order to travel between planets, the people of planet Earth created special teleport technology. This allowed people to travel the incredibly long distances between planets at ease. The inhabitants of planet Earth traded the Earth's energy resources to supply the teleport technology with fuel. All was well in the relations between these planets.

But one day, all of a sudden all signals from other planets disappeared, and the inhabitants of planet Earth understood that something terrible had happened. This suspicion was seconded by a man who had just been transferred to Earth from one of these planets, and who said that that planet had been captured by enemy alien beings. The man reported that these aliens had killed all living life on the planet, and that he was the only single person who had managed, thankfully, to return to Earth.

This message could not be ignored, since it meant that planet Earth was in great danger. In a short time special groups of Green Beret forces were created, whose mission was to go to these three planets and destroy all teleporting mechanisms there. Thus the aliens would not be able to arrive on planet Earth. After some time the Green Beret forces came into contact with Earth, and said that they had mounted several firing systems there, and that they were just waiting for the signal to start. After this, the connection between the Green Berets and Earth was lost. For some time the "The Virtual Teleportation Agency" (VTA) tried to get back in contact with the Green Berets, but all their efforts were in vain. VTA didn't receive any information, and had no idea how the operation went.

The alien beings had not only captured the three planets, they had abnormal powers (mutant features) as well. Along with their appearance the structure of the worlds began to change irrevocably. These changes were made by a symbiosis of organic and inorganic structures, which led to the creation of irregular beings and plants. One planet transformed into a giant swamp, the second was transformed into a well of poison, and the third became an empty, abandoned city. In order to save the only place where humans could still live, planet Earth, by stopping the aliens from reaching our planet, the VTA sent one player to these three planets so that he would turn off the communications between these planets and planet Earth. This player's mission: to destroy the fuel tanks used to supply energy to the systems of inter-planet teleport.





The Office

The “The Virtual Teleportation Agency” is the place where the player gets his first skills, is accompanied with the weapons he can use, and learns the capabilities of the game and its heroes. After having gone through a training course the player will be offered to visit, based on his own preference, any one of the three planets so as to destroy the teleport systems there.

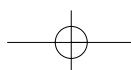


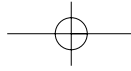
The first world: “The Lost Town”

The first world, called “The Lost Town”, consists of empty and abandoned buildings and ruins.



This planet reminds us of the atmosphere of the early Middle Ages. There is also an underwater world there, which can be extremely dangerous for the player.





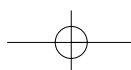
The second world: “The Swamp”

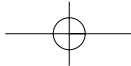
The second world, called “The Swamp”, is a whole region of swamps with all the flora and fauna of such an ecosystem. This makes a very gloomy atmosphere. This planet has many half-destroyed buildings, catacombs, and underground passages.



The third world: “The Land of Hell”

The third world, called “The Land of Hell”, consists of regions of burning flames, with active volcanic craters and lakes full of burning lava. This world is inhabited by fiery creatures. An atmosphere of fear and terror rules on the Planet of Hell.





System requirements

The minimum requirements and system specifications to run Liquidator are as follows:

- OS: Windows XP/2000
- CPU: 1.5 GHz Intel Pentium IV or AMD Athlon XP processor
- RAM: 512 MB
- Hard Drive Space: 2 GB free hard disk space plus space for saved games
- Video: 64 MB AGP video cards using the NVIDIA GeForce 3, ATI Radeon 8500, or more recent chipsets with the DirectX 9.0c compatible driver
- Sound: DirectX compatible PCI 16-bit sound card
- DVD-Rom
- DirectX 9.0c
- Input: Keyboard, Mouse

Recommended system specifications:

- OS: Windows XP/2000
- CPU: 2.5 GHz or faster Intel Pentium IV or AMD Athlon XP processor
- RAM: 1024 MB or more
- Video: NVIDIA GeForce 6800GT/ATI Radeon X800 or better Direct3D capable video card
- Sound: Audigy 2 ZS
- Hard Drive Space: 2 GB free hard disk space plus space for saved games
- DirectX 9.0c
- DVD-Rom
- Input: Keyboard, Mouse

Supported Video Cards:

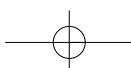
To run the game you will need a video card that supports modern technologies (Vertex/Pixel Shaders) and whose video memory is no less than 64 Mb. The game has been tested on the following video cards:

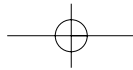
- Geforce3
- Geforce4 (except MX type (three-digit numbers like 420, 440))
- GeForce FX
- Radeon 8500
- Radeon 9000
- Radeon 9700
- Radeon 9800
- Radeon X700

More powerful video cards will be fine to run the game.

We have not tested how the game works on laptops however we assume that the game should work on laptops with the following video cards:

- Mobility Radeon9600
- GeForce 4200 Go
- GeForce FX Go





Installing and Running Liquidator

1. Insert the game DVD into your DVD-ROM drive. The setup should begin automatically. If not, use Windows Explorer to open the game DVD and run the file labeled Installer.exe in the root folder of the Liquidator DVD.
2. The installation wizard will guide you through the setup process.
3. To start the game, click start>programs>Liquidator.

Removing the game

Click start>programs >Liquidator and run Uninstall or use the Windows add/ Remove utility from the Control Panel.

GAME SETUP

You will see the main menu after running the game.



New Game

Use this function to start a new game.

Continue

The player may continue the last saved game.

Load

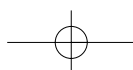
The player may load a saved game from the list.

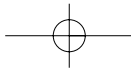
Settings

The player may change default settings here (controls, audio, video, game options).

Game – Game Options

1. Always Run: The player always runs.





Video – Video Settings

Changing default video settings may improve the performance of the game at the cost of the visual appeal. By default, all settings are set to match the capabilities of the recommended machine specs. To make all changes effective, confirm them using “Apply” in the menu.

1. Resolution: choose from a list of all available resolutions.
2. Refresh Rate: adjust display’s refresh rate. Changes can be applied in full screen mode only.
3. Color Depth: adjust color depth. Changes can be applied in full screen mode only.
4. Anti Aliasing: adjust anti aliasing settings.
5. Full Screen: play in full-screen mode.
6. Vertical Synch: check this to synch display rate to the game’s refresh rate.
7. Anisotropic Filter: adjust anisotropic filter quality settings from 0 to 16.
8. Texture Quality: adjust the texture resolution.
9. Screen Effects: turn screen effects on/off.
10. Mirrors: turn reflections on/off.
11. Relief Textures: turns relief texture mapping on/off.
12. Dynamic Shadows: turn dynamic shadows on/off.
13. Gamma, Contrast, Brightness: adjust your display device gamma, contrast and brightness properties.
14. Glow: turn on/off the glow effect (halo) around the game objects.

Audio – Audio Settings

1. EAX: check this to enable EAX-effects (needs hardware mixing and EAX support)
2. Safe Mode: use this mode in case of troubles with sound reproduction.
3. Music Volume: adjust the volume of the background music in the game.
4. Effects Volume: adjust the volume of sound effects and voices in the game.

Control – Control Settings

Choose «Control settings» to see the list of computer keys and current control settings. In the left corner of the screen you will see a description of the movement made when pushing the “hot key”. In order to change the controls, click twice on the name of the action and bind a new key to be used for this action.

In the section in the menu called “Default key settings” there is a list of all keys and bindings.

Input – Input Devices Settings

1. Mouse Sensitivity: mouse sensitivity settings
2. Inverse Mouse: inverse mouse
3. Joystick: activate joystick

Credits

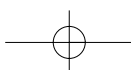
Use this function to view the name and e-mail of the developers of Liquidator.

Intro

Use this function to see the introduction

Exit

Use this function to quit from the game.



GAME

Main Characters

The game "Liquidator" features a wide collection of characters, each of whom is unique.

Chris Hope

In order to stop the invasion of alien aggressors on planet Earth, the The Virtual Teleportation Agency (VTA) made a group of special forces (Green Berets).

Chris was lucky enough to be chosen as one of the members of this group and to find himself together with the best specialists of the most elite defense organizations of planet Earth.

But Chris' good luck didn't last long. The first attempt to send the landing force to the other planets was unsuccessful since contact between these special forces and planet Earth was lost. The governing body of VTA gave the main hero the task of going to the parallel worlds, and to find out why the group disappeared. Furthermore, the hero must eliminate the systems of teleport by destroying the fuel tanks, thereby making it impossible for the aliens to invade planet Earth the way they invaded the other planets.



Faceless Brother

This character lives in the The Lost Town.

This character is a faceless and body less spirit which hovers in the air. Upon seeing the hero, this spirit disappears and tries to reappear behind the back of the hero so as to attack him.



Chancellor

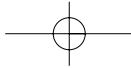
This character lives in the The Lost Town.

This character is a flying spirit with a skull in place of his head and luminescent holes instead of eyes.

This character protects his territories and doesn't follow the hero over long distances. He attacks using the rays from his eyes.

When the player kills the Chancellor, the Chancellor can transform into the Skeleton by shedding his clothing.





Skeleton

This character lives in each of the three worlds. This character is an aggressive one, who constantly attacks the player. Since he has already been killed himself, Skeleton can either crumple into a pile of bones, or become a Head-Cracker.



Head-Cracker

This character lives in each of the three worlds. This character is a skull on several small legs, and resembles a spider. Head-Cracker is an extremely dangerous and omnivorous being. When he attacks, Head-Cracker jumps on his enemy's head.

It's possible to kill Head-Cracker by throwing him into a wall.



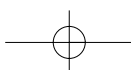
Red Demon

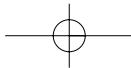
This is a tall, wide-shouldered character with horns and hooves. He lives in the land of hell. He can move around by jumping. He attacks his enemies with clots of plasmic energy. If the hero kills Red Demon, then Red Demon either dies instantly, or his body is engulfed in flames, and, having burned to nothing, turns into a shadow.



Shadow of the Red Demon

This character lives in the land of hell. He attacks the hero with clots of plasmic energy. He is much more maneuverable than Red Demon, since he can move from one place to another in any direction, in other words, both horizontally and vertically.





Swamp Demon

This character is dark green and black, like a swamp, and behaves like a devil. When the player comes too close to Swamp Demon, this devil tries to jump over him and attack him from behind with clots of energy.



Sand Man

The Sand Man lives in the land of hell. When the player comes close to him, the Sand Man burns him lowering the player's health. When the Sand Man is killed, two smaller Sand Men are born, and this pattern continues in the same way until the newly born Sand Men become one quarter the size of the original Sand Man.



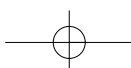
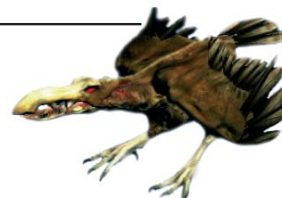
Swampy Man

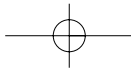
This character lives in swamps. When Swampy Man sees the player, he immediately gives birth to several small birds, which attack the player. The Swampy Man continues to give birth to these birds until he himself is killed. It's not a good idea to come too close to Swampy Man – just one precise shot from Swamp Man can kill the player.



Swamp Bird

This character lives in swamps. It attacks the player with its beak.





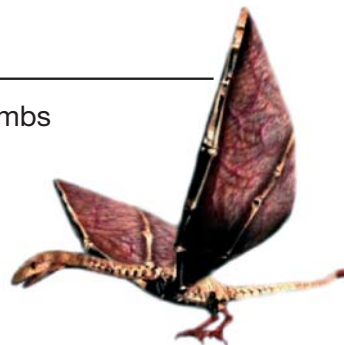
Shadow

This character lives in the The Lost Town in dark holes. He relates to the player in a neutral way as long as the player doesn't attack him. The Shadow attacks with a special chemical substance that makes wounds equal in magnitude to those the player makes on the Shadow.



Bird

This character flies around planet Swamp. It attacks using bombs thrown from a great height.



Bat

This character lives in the The Lost Town. The Bat has a terrible temper. The Bat uses his nails and fangs as his main weapons.



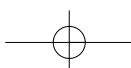
Spider

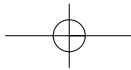
This character lives in each of the worlds. It is a normal spider with 8 legs. Spiders can be both large and small.



Small Spiders are especially evil. They can crawl anywhere. They can cause damage with just one touch.

Big Spiders are immortal and very useful, but one doesn't come across them often in the worlds of the game. They can be used as a means of transportation by the player.





Butcher

The Butcher lives in the world of the The Lost Town. If the Butcher sees the player from far away, then he throws his huge hammer at him. If the player finds himself close to the Butcher, then the Butcher just cuts him into pieces.



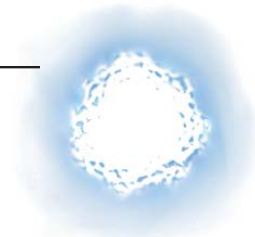
Gargoyle

This character lives in each of the three worlds. For the majority of time Gargoyle sits on the wall and sleeps. When Gargoyle sleeps, it is immune to any attacks, and isn't dangerous. As soon as the player approaches Gargoyle though, Gargoyle makes a warning cry. If the player comes still closer, then Gargoyle opens its eyes and shoots at the player with a deathly fluid.



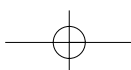
Lightning Ball

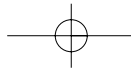
This character lives in the land of hell. There are two types of Lightning Balls: positive and negative. The Lightning Balls fly at the player, and try to strike him. If a positive Lightning Ball strikes the player then the player becomes stronger and healthier, but if the Lightning Ball is negative, and strikes the player, then the player gets injured. The player, however, cannot determine whether the Lightning Ball coming at him is positive or negative. The only difference between the two types of Lightning Balls is that the positive Lightning Ball is immortal.



Wizard

The Wizard lives in the world of the The Lost Town. The Wizard is a small old man who wears a long coat. If the player appears in the field of vision of the Wizard, then the Wizard calls his slaves, who in their turn attack the player.





The Summoned Slaves

These are deformed, armor-clad skeletons, summoned by the Wizard.

Slaves always work in a group. They try to surround the player, making a lot of noise.



White Mercury

This character lives in the world of the The Lost Town. This being has a fluid structure that is very similar to mercury. White Mercury attacks the player with balls of mercury. When the player strikes White Mercury, the mercury balls separate from White Mercury's fluid body.

Every mercury ball makes White Mercury smaller. After death White Mercury becomes a bomb that comes closer to the player, trying to make contact with the player during its moment of self-destruction.



Red Mercury

This character lives in the land of hell.

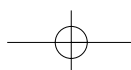
Red Mercury is made of lava, and transforms into a human form when the player comes close. Red Mercury attacks the player with clumps of magma.

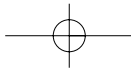
If Red Mercury is killed by a light firearm then he turns into a bomb, which in turn moves towards the player, trying to cause damage during its moment of self-destruction.



Green Mercury

Green Mercury lives in swamps in the form of a swamp puddle. When the player comes close to Green Mercury the latter takes on the form of a human being, and attacks the player with poisonous swamp clumps.





Flower

This character lives in the Swamp. It can appear in the most unexpected places. If Flower is killed by a heavy firearm then it leaves this cruel world forever.



If Flower is killed by a light firearm, then a worm appears from the remains of Flower, and goes into the ground. After this, Flower is born again in this new place, and this process repeats itself until the player kills the quick and gluttonous worm.



Neo-Shark

The Modified Shark lives in the underwater world of the The Lost Town. He attacks the player underwater by using his voracious jaws.



Weapons

1. Axe

This weapon is used for close combat. It can be useful if you've used all your bullets or if your enemy managed to come close to you.



2. Pistol

The 9 mm automatic pistol is useful in experienced hands and can be used very effectively. It has a laser-guidance system.

Fire Mode 1: single shot

Fire Mode 2: laser-sight

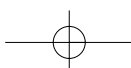


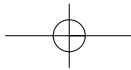
3. Shotgun

Double-barreled shotgun. A cartridge of shot from this shotgun can stop any monster that comes across your path in his tracks.

Fire Mode 1: Firing from one barrel.

Fire Mode 2: Firing from two barrels.





4. Assault Rifle

This 5.56 mm caliber NATO assault rifle with a grenade launcher under it's barrel is equally effective at both short and long distances. The grenade launcher is capable of destroying groups of enemies who make the mistake of sticking together.

Fire Mode 1: automatic

Fire Mode 2: grenade launcher



5. Flame Thrower

This light flamethrower is effective at destroying large groups of enemies in comparatively narrow corridors, as well as at killing small animals. As an alternative the flamethrower can throw fire balls which, when exploding, throw fire on any monsters located nearby.

Fire Mode 1: direct flame

Fire Mode 2: capsule with an explosive powder



6. Rocket Launcher

This weapon can cause real genocide. It is used to destroy monsters in a wide radius. Its rockets can be trained on a target if you use the alternative firing method.

Fire Mode 1: single rocket

Fire Mode 2: self-guided rocket

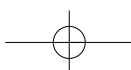


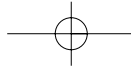
7. Sniper Rifle

This 7.62 mm caliber rifle with an electronic optical scope can increase the size of the target from 2 to 8 times, and can measure the distance to the target as well.

Fire Mode 1: classic

Fire Mode 2: scope





Ammunition

You can find ammunition that suits your weapon only in the weapons rooms, which doors are marked with a special symbol. When using ammunition one must be careful to follow safety measures; the ammunition can explode if a fire starts near it.



Pistol bullets

This widespread type of bullets can be used to shoot from 9mm caliber pistols.



Shotgun shells



Assault Rifle ammo

1. Assault Rifle cartridge



2. Under barrel Grenade Launcher ammo



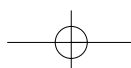
Rocket Launcher ammo

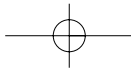


Flame Thrower ammo



Sniper Rifle bullets





Inventory

Medical Kit

In the mix of goods found in each weapons room, a medical kit can be found. This medical kit can help you in the most difficult situations. The medical kit supply is 100%, but this medical supply is used over time. Without the medical kit, the player loses his or her health over time.

The player can take the medical kit with him or her and use it in case of need. In order to raise the supply of life in the medical kit, the player needs simply to hit the “hot” button “TAB”.



Over the course of the game, the player will see one other type of medical kit.

It is not possible to take this medical kit with oneself. This kit is activated automatically when the player comes into contact with it, thereby raising the life energy level to 25 points.



Bulletproof vest

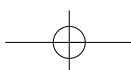
In the mix of goods in each weapons room, there are titanic plates for bulletproof vests that can be used to replace old armor. By changing used, worn out titanic plates in one's bulletproof vest, one can increase the resistance of the vest to damage.

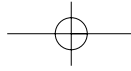


Game Objects

Runes

Runes are in fact keys to various doors which will be found in the world of the game.





Jugs

Jugs will be found on the player's path throughout the game.



Opening these jugs is a sort of lottery for the player. The jugs may be empty, but they can also give you extra energy, or take energy away!

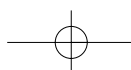
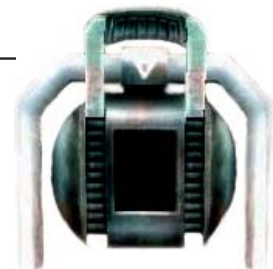
Fuel Cells

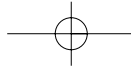
This energy source is necessary to the functioning of the system of teleport. For the player these can serve as an extra source of life, since the player receives 5 units of life after destroying each container of this type.



Detonator

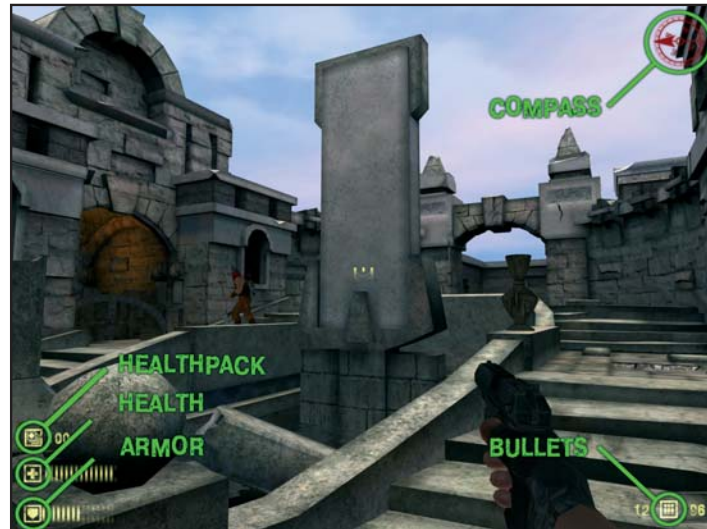
The detonator can be used to make fuel cells explode. Detonators are always found nearby to fuel cells. After turning on the knife-switch, the player will have 5 seconds to leave the dangerous zone. Otherwise the player will get serious injuries from the explosive wave and fire of the detonator.





Player's Screen

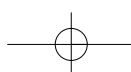
This screen gives information about the current amount of energy and armor that the player has left. It also gives information about the charge of the medical kit and the aqualung, as well as about the amount of ammunition left for the chosen weapon.

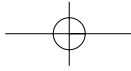


At the moment when the player goes underwater, his screen turns into a mask for underwater diving, and the indicator on the screen shows the amount of energy left in the aqualung.



When underwater the player can use only one type of weapon – the axe.





Health

This shows the amount of energy the player has left.

Armor

This shows the level of protection the player's armor can provide. If this level reaches zero, then the player becomes more vulnerable.

Medical Kit Energy

This figure shows the amount of additional units of health that the player can use to rehabilitate himself.

Aqualung Energy

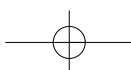
This control shows the current level of oxygen in your tank. If this level reaches 0, the player gets injured and the health level of the player will start to go down.

Ammo

This figure shows the amount of ammunition left in the current firing setting that the player is using.

Compass

The compass shows the proper direction to the next key object.



DEFAULT CONTROLS

«Hot Keys» can be changed from the game menu in: Settings >Controls.

The game is controlled in the following settings:

- Direct control over the movements that the player makes;
- Control from the user's menu;
- Control from the play menu.

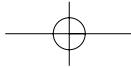
Keys

Movement Controls

Control	Binding 1	Binding 2	Function
Forward	Up	W	Move Forward
Backward	Down	S	Move Backward
Strafe Left	Left	A	Move Left
Strafe Right	Right	D	Move Right
Walk/Run	LShift	RShift	Hold this down to run/walk. You will walk if "Always Run" is set off, or run if "Always Run" is set on.
Jump	Space		Jumps
Crouch	C	LCtrl	You can shoot "crouched"
Turn Left			
Turn Right			
Side Step			

Action Controls

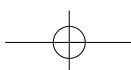
Fire	Mouse 1		Fire weapon
Alternate Fire	Mouse 2		Toggle the attack mode for the weapons that have two attacks
Use	E	Enter	Use items, perform actions
Use Medical Kit	TAB		Use Medical Kit
Reload	R		Reload weapon
Next Weapon	Mouse wheel Up		Choose the next weapon slot
Previous Weapon	Mouse wheel Down		Choose the previous weapon slot
Holster	Mouse 3	H	Hide/ready weapon
Axe	1		
Pistol	2		
Shotgun	3		
Assault Rifle	4		
Flame Thrower	5		
Rocket Launcher	6		
Sniper Rifle	7		

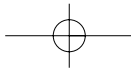
**Vision Controls**

Control	Binding 1	Binding 2	Function
Look Up	Page Down	-	Look Up
Look Down	Delete	-	Look Down
Zoom In	=	-	
Zoom Out	-	-	

Misc.

Control	Binding 1	Binding 2	Function
Pause	PAUSE	-	Game Pause
Screenshot	F11	F10	Screenshot
Quick Save	F6	-	Quick Save
Quick Load	F9	-	Quick Load





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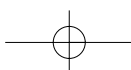
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