

Entering *The Worlds of Billy 2*

Introduction

Enter a vivid world of Billy's dreams - a world of fantasy and adventure. Once a beautiful place to visit but now a world inhabited by strange malicious creatures endangering Billy's own existence, monsters preventing him to return from the dreamland. Help Billy make this world nice and peaceful as it was before and return safely back home...

Thank you for purchasing *The Worlds of Billy 2!*

You are now the proud owner of a sequel to popular 2D platform action game *Worlds of Billy*. *The Worlds of Billy 2* pushes forward the boundaries set by its predecessor and brings you even more fun, more worlds to explore and more game-play in a new detailed cartoon world. We hope you'll have at least as nice time when playing the game as we had making it.

Enjoy!

Getting Started

Installing the Game

Please refer to the System Requirements section to make sure your computer is able to run the game.

The Worlds of Billy 2 supports the AutoRun function (activated by default in Windows). When the CD is inserted the start-up window should appear.

If AutoRun is not activated on your computer, you need to do the following:

1. Double-click on the “My Computer” Icon on your desktop.
2. Find the icon for the CD-ROM drive (in the My Computer folder just opened) and double-click on it.
3. Double-click on the Setup Icon (Setup.exe).

When the start-up window (named “The Worlds of Billy2 CD”) appears you will see several buttons, but only 4 of them are available on the first run of the CD:

- Install The Worlds of Billy 2
- Install GLSetup
- Install DirectX 8.0
- Exit

The game needs OpenGL for rendering graphics and DirectX for handling input devices like keyboard and joystick. If you do not have DirectX version 8.0 (or newer) installed you will need to install these drivers, otherwise you should go directly to installing the game by pressing the “Install The Worlds of Billy 2” button.

Note: Some older graphic cards may also require the installation of GLSetup for running the game. If you use Windows XP you can just go right ahead and install the game.

When installing just you need to accept the License Agreement and follow instructions of the installer. You can choose to run the game directly from CD or install the game if you have enough free space on your harddrive. Installing may take some time but gives the best performance when playing. The installation is done when you see the message “The Worlds Of Billy 2 has been successfully installed”. Click the “Exit” button and the installation is ready. Now you can start the game by clicking the “The Worlds Of Billy 2” icon on your desktop or from the “Start” menu where selected during installation.

Main Menu

Use arrow keys to navigate through the menu. Confirm your selection by pressing the “Enter” key or return to the previous menu section by pressing “ESC”.

New Game

This starts a new game (from first level in the first world).

Continue Game

This gives the choice of starting a new game from any level in any world you have already reached before. You do not regain the score and power-ups from previous games.

Options

Here you can configure the game music and sound properties as well as the joystick sensitivity (if you have a joystick attached).

Quit Game

Exits the game and returns you to your Windows Desktop.

Credits

This displays who are behind the making of Worlds of Billy 2.

Game Controls

Left	Arrow Left	(Joystick Left)
Right	Arrow Right	(Joystick Right)
Up / Elevator Up / Teleport	Arrow Up	(Joystick Up)
Down / Elevator Down / Teleport	Arrow Down	(Joystick Down)
Dig/Bury	Space	(Joystick Fire)
Baseball	F1	(Joystick Alt. Fire)
Mine	F2	
Blast	F3	
Bomb	F4	
Magic Wand	F5	
Exit to Main Menu	Esc	

Pressing “Esc” exits the game to main menu. The world and level you’ve been in becomes available in Continue Game option in Main Menu, however the game progress (such as score, weapons and power ups) isn’t be saved.

If you use a joystick, you may need to calibrate it (with Game Options in the Windows Control Panel) and possibly install a special driver. Please consult you installation manual from the joystick manufacturer for further details.

Game Rules

The journey Billy has to take is pretty long - it leads through 10 completely different worlds, each of them consisting of 15 colorful levels. Unfortunately, each of them is infested by powerful creatures which can't be defied face to face. Luckily, tricky Billy has his pickaxe and hammer for his clever tactic. He can dig a hole and wait for a creature to fall in and then bash it with the hammer before it manages to climb out. Some of the creatures may have more lives so it may be necessary to trap them again. Maybe if they fall from high platforms? Guess he has to try, there're surely more tricks to discover.

World Elements:



Penetrable platform

Great place to dig a trap for the enemy! Enemies can only be buried in holes completely penetrating platforms. However, shallow holes are useful for stopping enemies to get time for digging



Impenetrable platform

On some places the ground is too hard to break or it has obstacles like trees or plants on it which are preventing Billy from digging a hole.



Materializer

Machine transporting Billy between worlds and levels. When the level is complete this machine will activate. Place Billy on it to continue.



Elevator

Some machinery can be operated to get to places out of reach. Place Billy on it and press Up to activate.



Jump pad

The best way of getting to top platforms. Place Billy on it and press Up to jump.



Teleport

Billy can use them to transport from one teleport to another

Try to complete levels before the time runs out. Otherwise rocks and other objects will start falling unpredictably from the sky, endangering Billy's life. Look for the Clock Bonus to get more time for completing levels.

Game Objects

Tools



Dig Tools

In the beginning Billy only has a pickaxe which is not the most suitable for digging. Luckily, it can be later upgraded to a shovel and even to a pneumatic drill - now that makes digging fast as light!



Bury Tools

After a creature falls into a hole, Billy has to bury it with the hammer to get rid of the creature. There are three types of hammers which differ in strength and efficiency.



Toolbox

Really handy item preventing the loss of a tool in case Billy is attacked by an enemy. For each tool type Billy needs a separate toolbox that will display behind the tool icon in the top of the screen.

Weapons



Baseball

Powerful bouncing weapon can reach almost everywhere if wisely used. Billy can manage even to recollect the ball and use it again and again if he's fast enough



Blast

Intensive blast takes one life to every creature standing on the same level as Billy



Bomb

A great substitute for Billy's tools. After being dropped to a hot zone, it will create a hole in the ground within few seconds while Billy can run to safety.



Mine

Represents a good trap for carelessly wandering enemies. Be careful after the activation and don't step on it unless its deactivated with stroke of hammer!

(Note: Untouched mines will go off after a time period)

Bonuses



Clock

The time's ticking away in each level. Collecting this item refills the time-limit and in that level and stall the problem which was coming near.



Ring

While wearing the ring, Billy gets 200 points every time he falls through a hole.



Magic Wand

By simple flourish of a hand holding the Magic Wand, Billy can summon a magic ladder to get access to places out of reach. The ladder will disappear after a while.



E-X-T-R-A

Billy can collect separate letters to complete a word EXTRA and get an extra life.























Trunk

Every time Billy collects 50,000 points a trunk falls out of the sky carrying useful items.

Bonuses

Not all items that fall from beating creatures have magic effects. Collecting these will increase your score with the following amount of points:

Item	Value	Item	Value
 Diamond	200	 Banana	100
 Emerald	175	 Currant	100
 Ruby	175	 Grape Vine	100
 Zaphire	175	 Mellon	100
 Gold	150	 Apple	75
 Silver	150	 Apricot	75
 Kiwwi	125	 Pear	75
 Lemon	125	 Cherry	50
 Orange	125	 Nut	50
 Strawberry	125	 Plum	50

Potions

Drinking potions will give Billy special advantages and allowing him to do things he normally couldn't afford. However, the effect is temporary.



Crystal Potion

Turns enemies into crystals which can be collected for score but Billy won't get the bonuses for killing them ordinary way then. The opponents can still be affected by weapons or thunder potion - it's up to him whether he will collect them or face them.



Freeze Potion Freezes the enemies so Billy has a little time to prepare some traps for them. They can be also affected by weapons and thunder potion - the effects will appear after the potion effect wears off. Be aware: frozen opponents are as deadly as normal ones, better don't touch them!



Rain Potion After drinking this potion a magic rain will start. Each collected drop of this rain increases Billy's score by 100 points.



Rainbow Potion Creates a rainbow shield protecting Billy from enemies touching him.



Thunder potion Calls natural powers to help Billy. While his health remains intact, enemies struck by lightning or meteor lose one life.

Inhabitants of Billy's World

Common Creature



Generally a not very dangerous monster but its tendency to unpredictably change its direction shouldn't be underestimated.

Boss Monster

Each world has a huge creature in its last level - a boss guarding the teleport to next world. Boss creatures are fast, deadly and furthermore, they can summon new enemies. Luckily, every monster Billy buries damages the boss' health.

Special Creatures



Brutus

This monster cruises the platforms looking for intruders. Better not get close. As it spots Billy, it's immediately going after him.



Duplicator

This Creature is able to create an identical copy of itself, and so make some moments really hot.



Egger

As long as this monster breathes it tries to lay eggs. Dig a hole before another egger hatches because you'll be soon outnumbered!



Kinetic

His supernatural power allows him to help fellow creatures out of the hole.



Magician

Slow but dangerous monster throwing fireballs at Billy as it spots him.



Medic

This cute looking monster is in fact pretty tricky - it can heal its friends who are low on health.



Siren

Even a rainbow shield can't protect Billy from being affected by Siren's voice. The terrible shriek makes him stand stunned and defenseless for several seconds. Just hope no enemy will be near that time.



Stealth

Master of camouflage able to blend with environment and lurk for Billy.



Teleporter

Unforeseeable creature cruises the platforms fast and randomly.



Waxman

Can melt its body to a hardly recognizable puddle and wait for inattentive by-passer.

System Requirements

To be able to play *The Worlds of Billy 2*, your computer will have to meet the following minimum requirements:

Processor	Pentium 400 MHz
RAM	64 MB
Graphics Card	OpenGL compatible Graphic Accelerator with 16 MB VRAM
Sound Card	any sound card
CD-ROM	4x
Hard Disc Space	200 MB
Operating System	Microsoft Windows 98, 2000, ME or XP
Controllers	Keyboard

For optimum game performance and playability we recommend that your computer specifications be as follows (or better):

Processor	Pentium 800 MHz
RAM	128 MB
Graphics Card	OpenGL compatible Graphic Accelerator with 32 MB VRAM
Sound Card	any sound card
CD-ROM	32x
Hard Disc Space	500 MB
Operating System	Microsoft Windows 98, 2000, ME or XP
Controllers	Keyboard, Joystick

Credits - Developer

IAV Cyberwox

Producer
Lead Designer/SFX/Manual
Lead Programmer
Programmer
Lead Artist
3D/2D Artist
3D Artist

Character Design
Sound FX
Tester

Svet'o Hegyi
Tomáš Roller
Martin Surovček
Pavol Štugel
Pavol J. Lesňák
Michal Ševeček
Tibor Tóth
Franto Kormanak
Dušan Púpala
Martin Čorej
Michal Ambróz

Wild Cartoon

Animation Producer
Lead Animator
Animator

Jaroslava Kholová
Jaro Ninaj
Jozef Martinka
Robert Hiebsch

IAV KronoLogix

Music Producer
Music
Sound FX
Voice Recording Mother
Voice Recording Billy

Kriszta Heger
Attila "Ata" Heger
Laszlo "Duerer" Molnar
Heather Hermant
Laszlo "Duerer" Molnar

InterActive Vision A/S

Executive Producer
Associate Producer
Production Assistant
Concept Art and Game Concept

Website Manager

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