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Welcome to Eden

Years have passed since Julie defeated the would-be-God Lord Tyler on the bloody battlefields of the Holy Land. She has long since put the pain of those days behind her and turned her eye to more pressing matters. On the long journey from the Holy Land to the Galaxy of the Twin Suns she gathered those without a home in the universe and brought them back to her homeworld of Eden.

As the colonists rebuilt their New World, they discovered something wonderful — the water of the new Eden is the beginning and end of all life. None of the colonists have aged in the past 30 years. They have protected their world with a powerful energy shield, and perhaps more effectively, they placed into orbit a *F.A.K.K.²* (Federation Assigned Ketogenic Killzone) hazard beacon, alerting all who approach that Eden is a death trap. Knowing that the shield would keep possible attackers at a distance, and with the beacon hiding their secret under the veil of a fatal wasteland, the colonists have become happy and complacent in their comfort and safety.

From somewhere deep in space, a Planet Ship, a vessel which consumes entire worlds, approaches — its ancient leader Gith at the helm. In this Universe full of would-be-Gods, the machines of man alone cannot change the call of Destiny. There is one who must be called... The Starstrider.

Set up and Installation

Insert the *Heavy Metal: F.A.K.K.²* CD-ROM into your CD-ROM drive. Follow the on-screen instructions to install the game to your hard drive. This should not take long, and you will only have to do this one time. Thereafter, every time you play the game, you will need to insert the *Heavy Metal: F.A.K.K.²* CD into your CD-ROM drive.

If for some reason the installation screen does not appear, or if your Autoplay is not enabled, double-click on "My Computer," and then double-click on the icon for your CD-ROM drive. Locate the *FAKK2* directory on the CD-ROM and double-click on "SETUP.EXE."

On-screen instructions will guide you through the rest of the installation. Full installation is recommended and will improve overall performance.



Main Menu

When you've completed the installation, you will see the Start Screen. Julie will be kneeling on the left side of the screen, with menu choices on the right. Here, you will be able to select from six menu choices: New Game, Load \ Save, Controls, Video \ Audio, Credits and Quit.

New Game

Selecting this option will begin a new game. You should choose this option the first time you play after installation.

Load \ Save

In this menu you may load saved games, delete saved games and save games. Each saved game is represented by an entry in the list on the bottom left of the screen. Each entry includes the level that Julie was on when the game was saved, the elapsed time into that level and a time and date stamp. Additionally, there is a screenshot of each saved game in the upper left portion of the screen to help you see where you left off. To load a saved game, simply click on an entry, and press "Load Game". Alternatively, you can double click on an entry or press the "Enter" key. During gameplay, you can save a game by pressing the F2 key and you can load a game by pressing the F3 key. The F3 key will take you directly to this menu.



Heavy Metal: F.A.K.K.² also features quick saving and loading, which differs from normal saving and loading in that the same saved game entry is used each time you save. When saving normally, a new saved game entry is added each time you save. When quick saving, the same entry will be used again and again. To quick save during gameplay press the F6 key. To quick load press the F9 key.

From time to time, you can reduce the amount of hard drive space the game is using by going to the Load\Save menu and deleting any saved game entries which you may no longer be using. To delete a saved game, highlight it and click the "Delete Game" button in the Load\Save Menu.

Controls

Selecting this option will allow you to customize your keyboard, mouse, and joystick commands. As you adjust the commands, changes will be applied automatically. If you decide to reset your adjustments to the default settings, click the Default button, also on the right side of the screen.

Video\Audio

You will be able to adjust the performance of your video and sound. When you're finished adjusting your settings in this menu, click the Apply button on the right side of your screen.

Credits

Meet the talented madmen behind *Heavy Metal: F.A.K.K.²*.

Quit

Selecting this option will terminate the current game. You will be prompted as to whether or not you are sure you would like to quit before the game returns to the Main Menu. (Be sure to save progress before quitting.)



Back to Game

Selecting this option will return the player to the current game. This option will only appear when a game is currently active.

Note: At any time during gameplay, you will be able to call up the Main Menu by pressing the ESC key.

HUD (Heads Up Display)

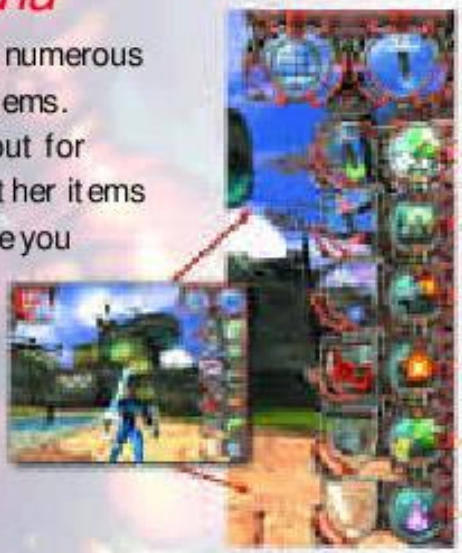
Health and Water Gauge



Keeping an eye on Julie's health and water supply is important, especially during combat. At the top left of the gameplay screen there is a round meter with two colored status bars. The red status bar represents Julie's physical condition; the blue status bar represents Julie's water supply. If either of the two bars gets low, it's time to search out some Water Ampoules (see page 20), Health Fruits\Mushrooms or use a Heath Vial.

Inventory Keys/Menu

Julie can carry numerous weapons and items. Be on the lookout for weapons and other items of interest while you explore.



Heavy Metal: F.A.K.K.²'s dual handed weapon and inventory system allows for many unique weapon combinations. Some weapons can be equipped in both the left and right hand, others use both hands, and some are exclusive to one hand. If the player attempts to equip an exclusive weapon in the wrong hand, the inventory system will produce an audible warning sound and the weapon will not be equipped.

The inventory menu is located on the right hand side of the screen and can be accessed in one of three ways:

1. Go directly to a specific weapon by pressing the number key that corresponds to the weapons category. By pressing the same category key again the next available weapon in that category will become highlighted. Once the desired item or weapon is highlighted, to equip the weapon press the left or right attack button to choose which hand the weapon will equip itself in. Once a weapon is equipped from this menu, the menu will disappear.



2. Pressing the 'I' key will enable the mouse cursor and also display the inventory category icons. Clicking on an inventory category icon will display all the items Julie has available to her in each category. To equip a weapon, highlight the desired weapon and press the left or right attack button to choose which hand the weapon will equip itself in. To close the menu, you can press the ESC key or click the mouse cursor anywhere off the inventory menu.

3. Scroll through all your available items by pressing the Next Weapon or Previous Weapon buttons. Once the desired weapon is highlighted, to equip the weapon press the left or right attack button to choose which hand the weapon will equip itself in. Once a weapon is equipped from this menu, the menu will disappear.

At the top right of the screen are two circular icons — each of the circles represents one of Julie's hands. If you have equipped Julie with a one-handed weapon that she carries in her right hand, it will be displayed in the right circle. If she is using double uzis, both circles will show an Uzi. Dual handed weapons such as the sling, will elongate the display to a single, wide oval. This means that the weapon or item requires both of her hands to operate. When the weapon is displayed, status bars will help you keep track of the total ammo available for that weapon.





To holster a weapon, you can access the inventory menu and click on the weapon you want to holster just as if you were equipping it - or you may press the holster weapons key (Z by default.) During gameplay, you may also use the holster weapons key to re-equip the last weapon(s) Julie used.

To use a weapon, you must first be sure that it is equipped. Use the mouse buttons to activate or use the weapon. Left click for weapons held in the left hand or right click for those in the right.

Some of the larger weapons have a visible sight to aid in aiming. The sight is the small red target that floats out in the distance as an extension of the end of the weapon. It signifies the area in which the concentration of the weapon's ammo will be disbursed. Center the sight over Julie's target before firing to ensure a direct hit.

If Julie needs to use a particular inventory item other than a weapon, such as a Health or Water Vial, you will follow the same selection procedure. Once the item is selected, Julie will automatically use the item.



Basic Movement

Default Commands

Forward — W or Up Arrow

Backward — S or Down Arrow

Strafe Left — A or Comma (,)

Strafe Right — D or Period (.)

Jump — Spacebar

Crouch — C

Fire Left — Left Mouse Click

Fire Right — Right Mouse Click

Use — X

Speed Control — Shift

Turn Left — Q, Mouse or Left Arrow

Turn Right — E, Mouse or Right Arrow

Freelook — Mouse

Cameralook — Tab

Next Weapon — Mousewheel Up or R

Previous Weapon — Mousewheel Down or F

Holster Weapon — Z

Inventory — I or Number Keys 1-6

Pause — Pause the game

Menu Commands

F2 — Save Game
F3 — Load/Save Menu
F4 — Controls
F5 — Audio/Video
F6 — Quick Save
F9 — Quick Load
F11 — Take a Screenshot

Walking

Julie's default movement is walking. While walking, Julie will avoid walking off of high ledges or walls. In order to speed Julie up, press the shift key while directing her.

Jumping

Julie can jump straight up, forward, and backward. If Julie has 90% water, which is attained by collecting water ampoules, then she unlocks the ability to jump further and run faster.



Wall Hug

Julie sometimes needs to pass narrow ledges by wall hugging. To perform this action, back Julie up to a wall until she stops, then press back again to become locked into wall hug. Using the left and right strafe keys moves her side-to-side. Move forward to move away from the wall. Julie must have all weapons holstered in order to perform a wall hug.

Wall Hang

To grab a ledge, run and jump toward the ledge, Julie will grab automatically. From the hanging position, move forward will pull Julie up. Back movement, Julie will release the ledge. Strafing left and right while hanging, Julie will shimmy along the edge.

Wall Climb

There are two climbable surfaces that Julie can scale. Just walk up or jump onto these surfaces, from the climbing position, move forward, Julie climbs up, move backward, Julie will climb down. Julie can also strafe left and right while wall climbing.

Climbing

Julie will automatically climb any steps, ledges, or objects that do not require jumping. To climb, push forward up against the object you want to climb.
Note: Julie cannot perform climbing maneuvers when she is holding a two-handed weapon and she must therefore holster her weapon before climbing. To holster weapons, press the holster weapons key (Z by default).

Combo Attacks

Julie can perform combination attacks whenever she is holding a single-handed sword in her right hand. A combination attack is accomplished by pressing the right attack button to start a normal attack. Once Julie has completed one swipe with her blade, hold down the left attack button to start the combo. Each successive stage of the combination attack inflicts more damage on the opponent, which makes combination attacks much more effective than single attacks. The combination attack Julie will perform is dependent on which weapons and armor she is currently using. She will perform a combination attack when she has no weapon in her other hand, and these can be the most powerful attacks she can perform.



Crouching

Low-hanging obstacles, destroyed walkways, or entrances into underground chambers may require Julie to crouch. She will be able to move in all directions while in this position. Press the crouch key (C by default) to put her into and take her out of a crouching position. Try strafing left or right for faster "rolling" movement.

Pipe Climbing

Julie is able to move while hanging from pipes. After centering Julie under the pipe, pressing the jump key will cause Julie to grab the pipe with both hands. Move to the left and right using the forward and backward movement keys.

Pushing the jump key will cause Julie to swing her legs up, allowing her to move forward and backward along the pipe in a condensed position. This can be used to navigate past some puzzles.

To release Julie's grip on the pipe, push the crouch key — twice if she is using hands and legs to hang onto the pipe, and once if she is suspended only by her hands.





Opening Doors

All unlocked doors will either open automatically, or open when Julie activates the glowing panel on the door itself. To activate the control panel, simply walk up to it.



Rope Climbing

Similar to Pipes, Julie can also climb ropes, vines, and chains in some areas. She will climb up and climb down ropes by using the jump and crouch keys. In addition, Julie can swing forward, backward, and side-to-side on ropes using the forward, backward, and strafing movement keys. To hang on a rope, walk up to it and press the use key or simply jump towards the rope and Julie will automatically hand on. She can release herself from the rope at any time, even while swinging, by hitting the "use" key. This allows Julie to swing from rope to rope, apeman fashion, to avoid unpleasant circumstances that may lie below.



Monkey Bars

Throughout Eden, Julie will find monkey bars. If she jumps up toward a monkey bar, she will automatically grab it. She can now move forward and backward with the forward and backward movement keys. She can also turn by using the mouse and turn keys; use the strafe keys to shimmy Julie left and right. Release Julie from the monkey bars by pressing the crouch key.

Levers, Valves, Cranks, Switches, and Buttons

These five controls are used to operate machinery, open doors, and commence various other actions throughout Eden. These mechanisms will glow and most will be multi-state, allowing Julie to do and undo events and actions. Julie should stand directly in front of the control mechanism as you hit the "use" key to activate or deactivate it. If Julie does not grab the object, it is an indication that she is not properly positioned in front of it.



Pushable/Pullable Items

Julie will find objects in Eden that glow similar to the control mechanisms mentioned previously. A good example would be a crate or bale of hay that is pushable/pullable. Have Julie stand in front of one these objects, tap the "use" key, and Julie will then be able push or pull the object around using the forward and backward movement keys. To stop pushing an object, tap the "use" key a second time. Some objects will glow and are usable only after certain events have been accomplished. An example would be a large boulder that can only be pried away if Julie has a sword.



What You'll Encounter

Julie will explore three areas of the planet: The colony of Eden, The Moogaly Swamps, and the WE Cemetery. Within each of these domains, she will find useful items that will aid her quest — weapons, Health Vials, Water Vials, Health Items and Water Ampoules. Collecting these items is important, but will only prove rewarding if Julie can win numerous life-threatening battles with Eden's varied creatures. Julie will also be faced with challenging puzzles that will need to be solved before she can progress further into her quest.



Weapons

Swords (Inventory Key 1)

To become familiar with the capabilities of each weapon, find the Training Area in the first level of Eden. Here, you will be able to test weapons, shields, and basic movements. You will not leave the Training Area with all the weapons you've tried out, but it will give you an idea of what to be on the lookout for.



Green Sword

Forged from the remains of the original Starstrider's blade, this sword is Julie's standard weapon by choice. This sword is powered in part by the crystals placed in its hilt.



Chainsaw Sword

A thin, ultra-long red sword, which buzzes to pieces anything that's in Julie's way. This unique sword has two unique attack modes.

Ammo: Gasoline



Electrical Sword

This is the most powerful single-handed weapon, but you need to find the blue crystal to energize it. When used it brings the power of the heavens down in the form of lightening to strike the enemy. The only drawback of the electrical sword is that it requires Julie to have at least half her water supply.



FAKK Axe

A giant warrior's axe, which requires two hands to swing.



Fire Sword

Once the fire crystal is located, her sword will take the form of a Fire Sword. Using the Fire Sword does more damage than the Green Sword, in part because it can light creatures on fire. This sword is enhanced because of Julie's water supply since she requires at least one quarter of her water supply to use the Fire Sword.

Slings and Shields (Inventory Key 2)



Sling

Julie places ammo in a long leather sling and twirls it overhead, hurling it toward her target. Although not a powerful weapon, the sling can be used for puzzle solving, knocking Shglieks around, knocking heavy plants off hard to reach ledges, enemy distraction, and for hitting buttons at a distance.

Ammo: rocks, asteroids, and Gasyerass pods.



Note: The larger glowing asteroids chunks mutate smaller creatures into dangerous beasts, but the smaller pieces make great explosive sling ammo.



Shell Shield

This large shield will block most enemy attacks, without using any water. The only drawback of using the Large Shield is that Julie can't move while she's using it.



Electrical Repulsion Shield

A small, round shield that is effective in deflecting light impact attacks.



Guns (Inventory Key 3)



Crossbow

A trigger-based bow-and-arrow gun, coursing with electricity for an extra zing of power. The power of this weapon is controlled by how long you hold down the fire button. Hold down longer for more powerful energy burst.

Ammo: Bolts.



Uzi

A fully automatic machine-pistol that peppers opponents' bodies with lead. [Note: When Julie has dual uzis drawn, you can fire one at a time, by holding down the corresponding mouse button (left click for left hand, right for right), or both at the same time, by holding down both mouse buttons.]

Ammo: Bullets.





Handgun

Your basic handgun that fires single slugs at Julie's foes.

Ammo: Bullets.



Explosives (Inventory Key 4)



Thermal Detonators

Alone they don't pack much of a punch, but combine these timed, hand-placed detonators with volatile materials such as creeper dung or glowing asteroids and Julie is certain to create a splash.



Rocket Launcher

An aimable, shoulder-supported launcher, capable of doing some serious bodily and structural damage

Ammo: Rocket Shells.



Big Guns (Inventory Key 5)



Over and Under Attack Shotgun

There is only one in the universe and Julie has it. This over and under Plasma Shotgun (left attack) and Grenade Launcher (right attack) packs dual firing action offering both short and long range killing power.

Ammo: Rockets, Plasma.





Flame Thrower

Not a small and easily handled weapon, but one that saturates anything near Julie in flame, leaving only charred remains.

Ammo: Gas.



XP-80

This high velocity chain gun (left fire) is combined with a center mounted plasma cannon (right fire). With either fire mode, you'll be killing with style. Great weapon when being attacked by hordes of enemies.

Ammo: Bullets, Plasma.





Soul-Sucker

The soul-sucking gun is a distance-based weapon that will first drain the life-giving water from a target, then drain the target's life until it dies. After Julie gets this weapon from a dead Soul Harvester, she will need to use it to suck the soul from creatures in order to get "water." The Right attack will shoot small water-power bursts that explode on contact.

Ammo: Souls, Water.



Armor

There are 3 different armor pieces you can receive in the game — forearm, knee and shoulder. Each armor piece reduces damage to Julie a small amount. When all three pieces are found, Julie's damage is reduced by much more. Additionally, each piece of armor unlocks different combination attacks that Julie uses. This means that as you collect these armor pieces Julie will attack in different ways, inflicting more damage on her opponents.

Shoulder



Forearm





Knee



Inventory Items (Inventory Key 6)

Plenty of beneficial items are strewn about the areas Julie explores. It is a good idea to seek out and collect as many of these items as you can since you never know when Julie might need one or all of them.



Water Ampoule

Eden contains a miraculous form of water which keeps Julie and her people healthy and young. During your quest you will discover ampoules of Eden's water distributed throughout the world. By picking up these ampoules you increase the amount of Eden water that courses through Julie's body. Eden water serves multiple purposes; it is the source of power for the electrical and fire sword, it acts as a global armor that reduces damage Julie suffers, and it unlocks special abilities when Julie has almost reached her full capacity of the special fluid. The Fire Sword and the Electrical Sword require a certain amount of water to function. Once Julie's water supply drops below a sword threshold, that sword will no longer function at its full potential. When Julie is damaged by something in the world, one quarter of that damage will be absorbed by Julie's Eden water supply, provided she has enough water to absorb the damage. When Julie has nearly a full supply of water she can run faster and jump farther. While it is not vital to collect every water ampoule you discover, water ampoules allow Julie to reach parts of the world she normally couldn't, and they make Julie a ferocious combatant. Located throughout Eden are pools of Eden water that will regenerate Julie's water supplies. To utilize these refreshing pools simply stand in them. Most pools will only charge Julie's water reserves to half their capacity.



Water Vial

A bottle of concentrated Eden water that will fully restore Julie's water supply.



Health Vial

A bottle of mystic potion that will fully restore Julie's health bar.



Sucknblaugh Juice

Pools of this juice can be found in the areas near the flesh eating Sucknblaugh plants. Julie must dip into the pool, coating herself with a layer of juice. While covered with the juice, the Sucknblaugh finds Julie unappetizing, and will launch her up into the air or to locations unreachable otherwise.



Health Plants

Throughout the world there are plants and mushrooms that have healing attributes. They will be eaten if needed, by simply moving over the fruit. Julie can also use the sling to knock fruit from hard to reach places

Quest Items

These are various items found throughout your adventure. They can be used to help solve puzzles, open doors and other craziness.



Tiki Runes

To unlock the secrets of the Tiki Heads, Julie must find all of the Tiki Runes. These little guys have a secret and they are not giving it up unless you place them at the base of the Tiki heads.



Creatures of Eden

Julie will encounter countless obstacles in her quest to protect Eden from Gith's forces. In every area Julie explores, there will be an abundance of vicious monsters that she will need to combat. The following are just a few of the creatures that will try to impede Julie's progress.

Shgliek



Shglieks are more than comic relief, they are Julie's friends. They have a lot to teach Julie about Eden, so pay attention. Julie can also use her sling to knock the Shglieks loopy, then she can walk up and pick them up by pushing the "use" key. Once knocked loopy, Julie can also throw them, which is a good way to feed and/or distract other creatures. Beware: Shgliek's don't react well to water.

Vymish



Vymish are insect-like creatures that infest Creeper pens. They are not restricted to ground mobility, and can take to the air at any time. Vymish travel and attack in hordes.

Grawlix



The quick moving Grawlix is a vicious underground creature, found deep within Eden's caves. Their abilities to channel natural electrical charges and blend in with their surroundings make the Grawlix a dangerous adversary.

Lymphorn



Female Lymphorns are stationary plants that have a natural defense mechanism that spits deadly acid thorns at a distance. The best way to combat them is to use the shield and work your way into melee range.

Gassyerass



Gassyerass Plants are located in the swamp. When threatened, they burst, filling the air with a poisonous cloud of toxic gas. From a distance, they can be taken out with the Sling.

Dark Creeper



The aggressive Dark Creepers inhabit the swamp. They can blend into the surroundings by camouflaging themselves as rocks or swamp foliage. After spitting acid to stun opponents, Dark Creepers will attack with giant jaw-claws.

Flesh Binder



Flesh Binders are Gith's main assault units, manufactured from the flesh of conquered races. Since Flesh Binders have no nervous system, they are impervious to pain, making them relentless opponents. You will never know what to expect, because Flesh Binders can carry up to five different weapons.

Happy Mask



Happy Mask Swarm Creatures are Gith's idea of recycling. They consist of pieces of Flesh Binder debris, with masks covering their faces to hide their unimaginable agony. These creatures travel and attack in chaotic swarms.

Recruiter



Gith sends the invincible yet peaceful Recruiters to spread propaganda before an attack. Those who resist will discover the pain that lies under a Recruiter's cloak.

Sucknblaugh Plant



The Sucknblaugh plant resembles a large Venus Fly Trap. Usually blocking paths, it spreads its maw across an entire pathway waiting for victims to walk over. Julie encounters these things in the Mooagly Swamps, and usually must find something to feed them to pass by unmolested. See also Sucknblaugh juice, page 21.

Soul Harvester



Soul Harvesters suck souls from the inhabitants of the planets that Gith wishes to acquire. Soul Harvesters are the most brutal part of Gith's army. Their abilities to teleport out of trouble and regenerate wounds often give them the upper hand in combat.

Ghost



These flying souls (a.k.a. Ghosts) are unhappy that Julie has awakened them. The best way to combat them is wait till they get into melee range, but if you miss they will fly through Julie, causing her damage.

Otto



Otto, a survivor of the Great War, is Eden's local handyman and one of Julie's closest friends. Explosives and weapons are not only Otto's specialty, but his passion.

Gruff



Gruff is an old gatekeeper that lives in the wilds of Mooagly Swamps. This eccentric wizard holds the key to the secrets of the planet Eden and Julie must find him before Gith does.

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If you have a technical problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

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Note: This information is for technical support only and representives cannot provide game hints or suggestions.

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