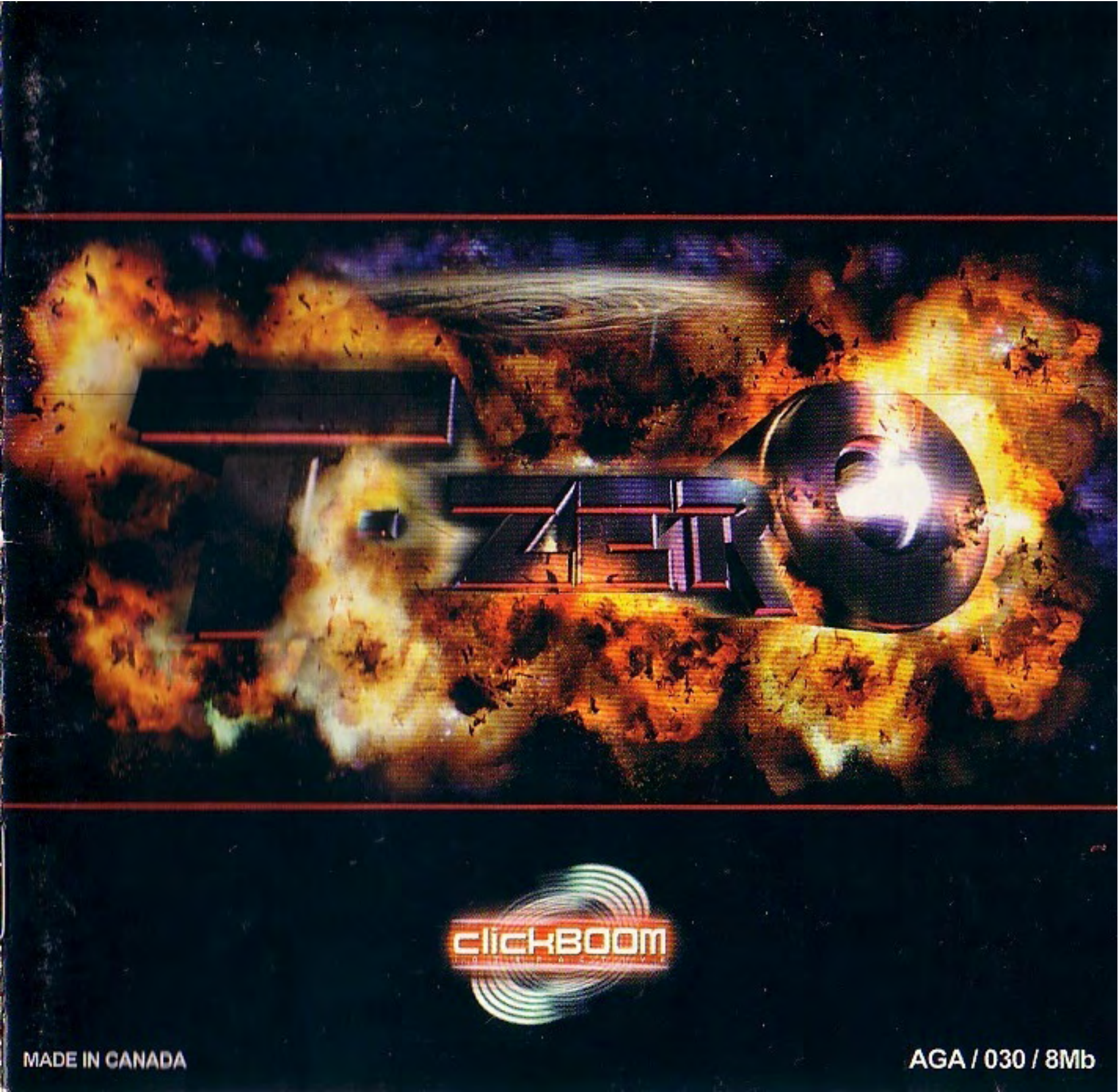


MADE IN CANADA

AGA / 030 / 8Mb

INSTALLATION

Insert T-zer0 CD in the CD-ROM drive. Double click on the "T0" CD icon. You can play T-zer0 directly from the CD, or you can install it to your hard drive.

A) To play from CD, run T0SETUP to adjust CD-DA settings, then run T-ZER0.

B) To install to your hard drive, run T0INSTALL, and follow the instructions. Once the game is installed, you should run T0SETUP (you will find it in the newly created directory on your Hard Drive). Then, run T-ZER0.

BEFORE YOU THINK "OK, LET'S KICK SOME ALIEN BUTT", PLEASE TAKE A MOMENT TO READ THIS MANUAL, BECAUSE T-ZER0 IS A DIFFERENT SHOOT-EM-UP. THERE ARE A FEW IMPORTANT THINGS YOU REALLY NEED TO KNOW.

SUPPORT

If you experience problems running T-zer0:

1. Check www.clickboom.com for possible updates and bug fixes.
2. Disable as many unnecessary items from WBStartup drawer and User-Startup file to free up as much CHIP RAM as possible.

If you still experience problems, use **The clickBOOM Portal** (www.clickboom.com/portal) to contact us for support.

When requesting support, please include:

Full description of the problem and your computer setup (software and hardware) used when the problem occurred.

CAPITAL PUNISHMENT

Also on T-zer0 CD you can find a full version of clickBOOM's first game, Capital Punishment. For more information, see the end of this manual.

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WE WILL GIVE YOU $10 IF YOU REGISTER T-ZERO

OK, now that we have your attention -- it's actually $10 for **every** clickBOOM game you register!!! So, don't wait:

a) Visit www.clickboom.com and fill out the online registration form. It takes only a minute. An email confirmation will be sent to you shortly thereafter.

or

b) Mail your registration card.



STORY

xxxxx xx, 2199 (exact date classified)



"...Sir, I can not change my story! I saw what I saw with my very own eyes! I told you a thousand times already, I was NOT tired, I was **not** feeling sick when I saw IT!"

"We respect your condition, Major Railey, but please try to understand how difficult it is for us to comprehend the story you are bringing before us today..."

"The story? It's not a story, it's the truth. I saw Hell with my own xxxxxxx eyes!"

"Major, please calm down, there is no need..."

"Don't tell me to calm down you xxxx. While you were here on Earth filing out forms, I was in outer space, volunteering to examine the Phenomena. And I am telling you that something horrible is on its way here."

"All right Major, let's say that the Devil himself really came out of that place ..."

"Let's say!? Let me say something to you - you better get off your stupid xxx and prepare my elite cadets of the 1st Aerospace Academy to defend the Earth, or soon there won't be any Earth to defend."



"Major, please, do not call the General names..."

"xxxx you, xxxx the General, I am going to the Academy to prepare a surprise attack on the enemy."

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xxxx xx, 2199
(exact date classified)



Major Railey was soon after locked away. But, fortunately for the Earth, before that he managed to discover a way on how to project a residual image of our most advanced crafts to the Dimension. Residual images were navigated from the Earth.

It was then that this Dimension was named T-zer0.

The first craft that was sent out was destroyed less than 0.2 seconds upon entering the T-zer0 Dimension. But, it's computer managed to gather and send back enough information so that a proper resistance could be organized.

It was then that we learned the truth about five Guardians. Each Guardian is protecting one diamond, and it was only by collecting all five diamonds that we would be able to open the Dimension Portal and face the main Guardian. The name of the main Guardian was impossible to pronounce by us, humans, so he was given the name Kakistos. The word Kakistos originates from Greek mythology, and means "the worst of the worst". It was used to depict the worst demon of all. So, we only found it appropriate enough to name this way the demon that threatened not only the Earth, but the whole Dimension.

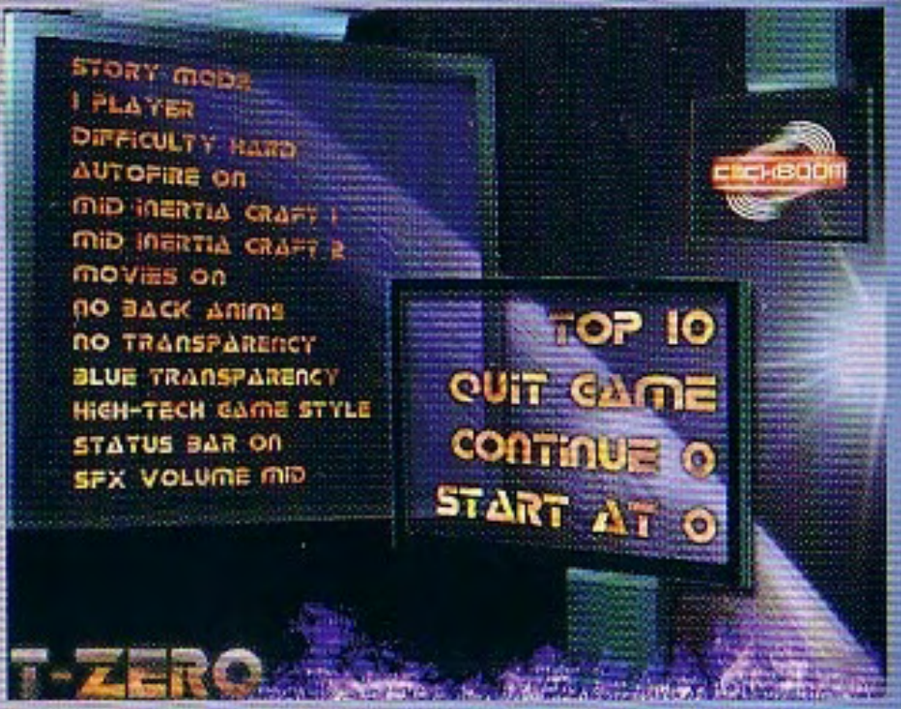
It is now up to the brave cadets of the 1st Aerospace Academy to defend the Earth. We trained them the best we could, and we gave them the best crafts and weapons we have. There is nothing else we can do.



The fate of our Dimension is in their skilled hands.

MAIN MENU

Move joystick up/down to go through the options, left/right to change them.



STORY/ARCADE MODE - In Story mode you go up against Kakistos' forces. This includes story movies, fighting all of the Guardians, choosing Routes (explained on the following pages), etc. There are 5 Worlds in the Story mode. Arcade mode is a straightforward shooter, you don't have to worry about collecting stars, or choosing routes. There are 4 Worlds in the Arcade mode.

1/2 PLAYERS - Play solo or with a friend. It's a lot of fun, regardless of choice.

DIFFICULTY EASY/HARD - Easy is easier, but you can only play Worlds 1, 2.

AUTOFIRE ON/OFF - If it's ON, you just need to hold fire, and your ship will shoot all the time. Off requires you to manually fire each round.

LOW/MID/HIGH INERTIA - Sets how sensitive your spacecraft is to controls. Can be adjusted for each player separately.

MOVIES ON/OFF - Sets if you want to watch between-level movies or not.

NO/LOW/HIGH BACK ANIMS - Per default animations in the background of the levels are set to high. But, on slower CPUs you may want to reduce or turn them off.

NO/LOW/MED/HIGH TRANSPARENCY - Per default rocket explosions and trails have high transparency. On slower CPUs you may want to reduce or turn them off.

BLUE/YELLOW/VIOLET/WHITE/RED/GREEN TRANSPARENCY - Choose your favorite transparency color. No affect on CPU.

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HIGH-TECH/ARCADE GAME STYLE - Choose your eye/ear candy. High-tech will play trance CD music and all bonuses and powerups look "high-tech". During Arcade game style you'll be listening to more classical shoot-em-up CD music straight from the arcades, and powerups look like the "old school".

STATUS BAR ON/OFF - In the game you may want to turn score display off.

SFX VOLUME OFF/LOW/MID/HIGH - How loud do you want to listen to the explosions and dying aliens' pain?

TOP 10 - See the current Top 10 list. Notice there are two Top 10 lists, one for Story, and one for Arcade mode.

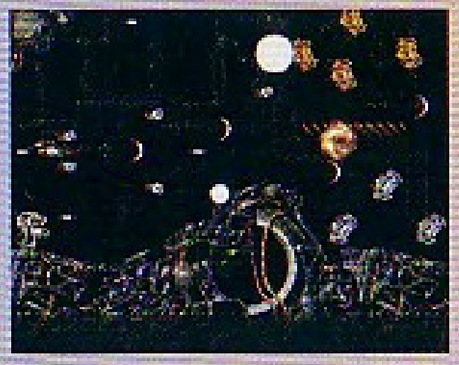
QUIT GAME - No, no, no, don't touch that.

CONTINUE 0-9 - Continue from a Saved Slot. More about save slots below.

START AT 0-9 - Start a new game from Save Slot of your choice.

All the options above will be saved and used next time you play T-zer0.

SAVE SLOTS



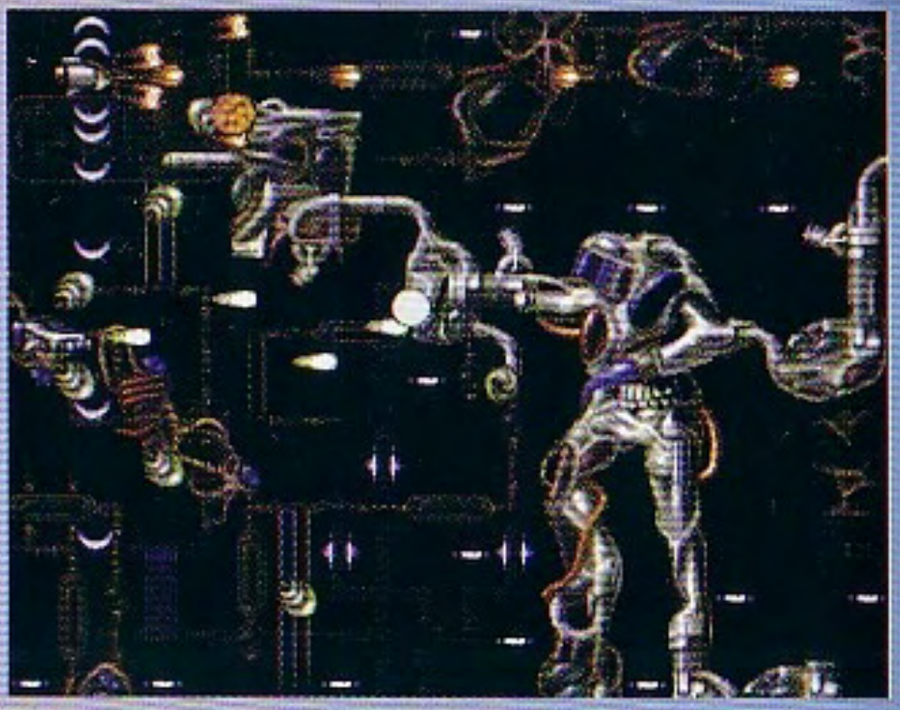
Saving status of a current game is very easy using 10 "save slots" (0-9).

When you want to start a new game (from level 1) use "Start at" in the main menu. Then, after losing all the lives in that game, you will be able to continue from the beginning of that level by choosing "Continue" and the same Save Slot.

Example: You want to start a new game and save status to Save Slot 5, so you can continue some other time. Choose "Start at 5" and play the game. Let's say you get to the World 3 that time. Next time you want to play T-zer0 from this slot, choose "Continue 5", and you will continue from the World 3 with the same number of lives you had when you entered the level.

Save Slot will "remember" what type of game was used (Story or Arcade), as well as other settings.

THE GAME



After you start a game from the main menu you'll be prompted to choose your spacecraft. There are 3 crafts to choose from, and then there's also a hidden craft (you'll have to figure out how to get it).

Move joystick left/right to flip through each craft and hear about their qualities.

Move joystick up/down to choose the color of the craft that suits your mood.

Press fire to start the game.

In the upper left corner of the game screen is the status bar for player 1, while in the bottom right is the status bar for player 2. Status bar shows score, number of lives, credits and Nuclear blasts available. In the beginning, you will have 2 credits with 3 lives each in the Story mode, or 1 credit with 3 lives in the Arcade mode.



IN-GAME KEYS

F1 - Autofire on/off player 1
F2 - display on/off player 1
F9 - display on/off player 2
F10 - Autofire on/off player 2

P - pause

Left Alt, Amiga, or Shift - Nuclear Blast player 1
Right Alt, Amiga, or Shift - Nuclear Blast player 2

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REALLY IMPORTANT STUFF

It is very important to know how the T-zer0 Dimension is organized. It is not just a matter of going straight and killing everyone in sight, hoping to get to the end.

HOW THE STORY MODE WORKS

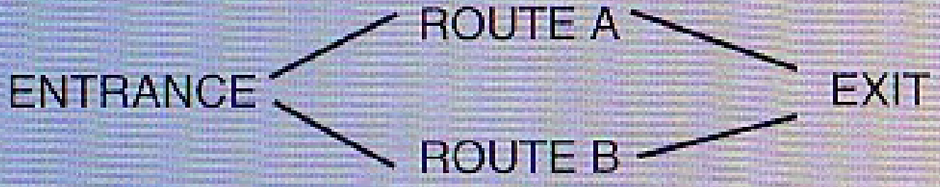
In the Story mode you go against Kakistos and his Guardians.

There are 5 Worlds in the Story mode.

Each World is divided in 4 sections: Entrance, Route A, Route B and Exit.

Entrance and Routes are regular "levels", while the Exit is where the Guardian of that World is.

Entrance and Exit for each level are fixed, while it is up to you to choose if you want to play Route A or B.



How do you choose which Route to take?

If during the Entrance part you collect **less than 4 gems you will play Route A**

If during the Entrance part you collect **4 or more gems you will play Route B**

Route B is more difficult, but it has more bonuses than Route A.

IMPORTANT: You can finish the game the same way, regardless if you chose route A or B.

In each of the T-zer0 Worlds there are numerous gems in various colors. **In each World you should collect 5 differently colored gems**, and then you'll be given a chance to collect the diamond of that World. This will happen just before facing the Guardian of that World (at the World Exit).

You must collect all 5 diamonds in order to open the Dimension Portal and face Kakistos himself. If you don`t collect all 5 diamonds, you will still be able to play the whole game except to fight Kakistos at the very end.

WEAPONS

Each spacecraft can be equipped with one Main and one Secondary weapon.

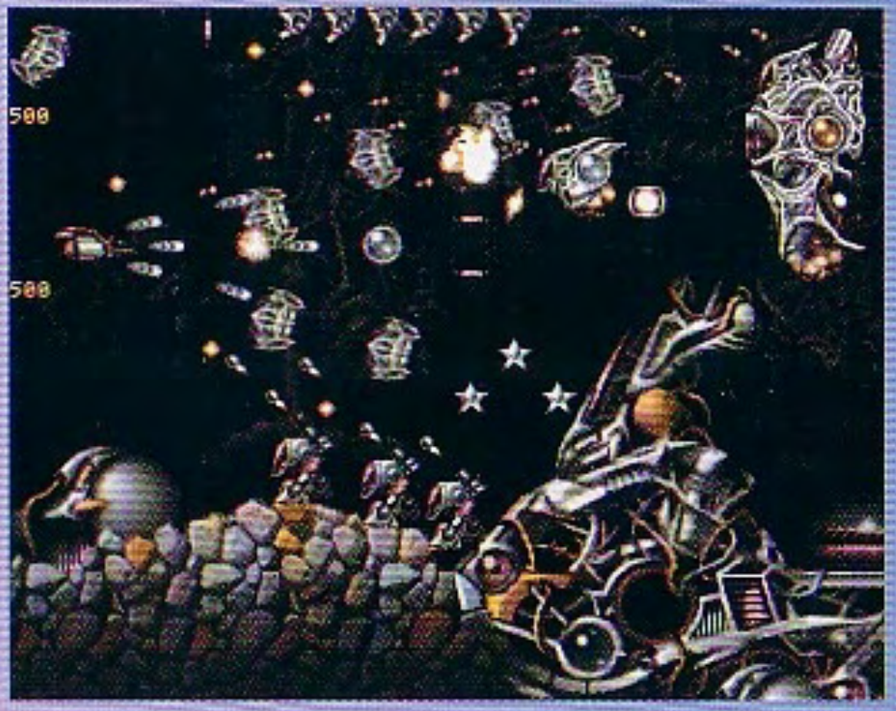
main weapons



Laser

Front Plasma

Guns



secondary weapons



Homing Missiles

Side Beams

Rear Plasma

Plasma

K-Missiles

Missiles

When you pick up a weapon that you already have, it's destruction power increases. On the other hand, if you pick up a different weapon, it will be used from that point on, but the destruction power will remain the same.

Example: You have Laser (Main Weapon) and Homing Missiles (Secondary). If you pick up another Laser, destruction power of your Laser will increase. If you pick up Front Plasma (Main), it will become your Main Weapon, and it's destruction power will be the same as the Laser's was. Notice how through all this you would still have Homing Missiles, because they are Secondary weapon, and are not affected by which Main Weapon is being used. If you pick up some other Secondary Weapon, it will replace Homing Missiles, and it's destruction power will be the same as Homing missiles' was.

SPECIALS

Along the way you will also be able to collect specials.
There are good and bad specials.



Nuclear blast. When you pick it up, your ship is equipped with the most powerful weapon of all. Fire it off at any time by using Alt, Shift or Amiga keys. Left set of these keys is for player 1, the right set is for player 2. Nuclear blast destroys everything in its radius.

Stealth. Will render you invincible for some time. You can even go through the walls. Hooray!

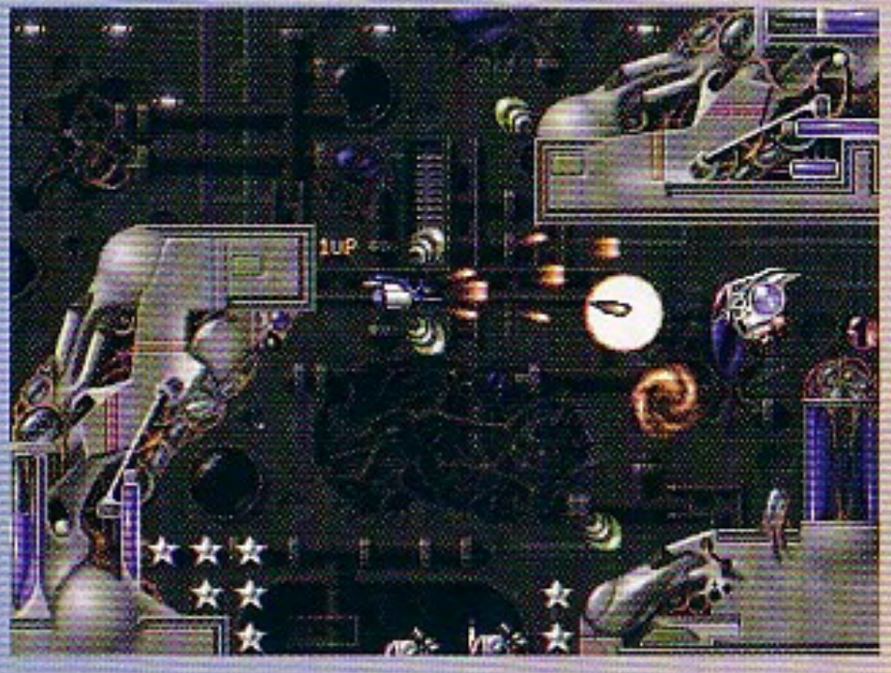
Extra life. 'Nuff said.

Special weapon. This will replace all of your Main and Secondary weapons with an enemy-guided killer blast. It will only last a couple of seconds, but it's a lot of fun.

Hyperdrive. Gives your craft a brief, yet powerful, energy boost to go faster.

Inversion. Screws up your craft's controls, so up is down, left is right... Nightmare.

Short circuit. Bad omen - all your weapons go dead for a few seconds.



BONUSES



Bonuses - Plain bonuses come in various shapes (High-tech and Arcade styles). The real difference is their value. If you collect enough bonuses you'll be able to collect a **big bonus** at the end of the World. For every two of those big bonuses you'll get an **Extra Credit** (you'll see "+1 Credit" on the screen).

 **Stars** - Another type of bonuses.

 **Gold star** - Gold stars have two purposes:

1. In 2-player mode the player with more gold stars collected is in control of the vertical movement of the screen. Notice how T-zer0 levels are higher than the screen, so there is some vertical scrolling. If two players are too far apart, the screen will "follow" the one who is in control of vertical movement. So, if the other player was too close to the wall... KABOOM.

2. In 1-player mode gold stars have a secret purpose. Discover it.

In any case, as you can see, collecting as many gold stars as possible will do you good.

 **Gems** - They only exist in the Story mode, and they are your key to meeting face to face with Kakistos. Read more about them in the "Really important stuff" section.

BETA TESTERS

Charlot Cobben

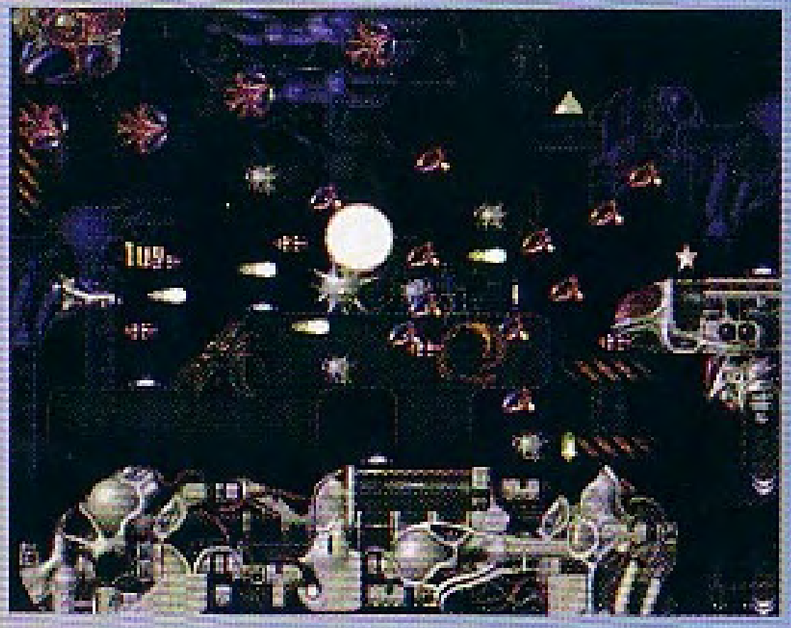
Joe Perkowski

Jochen Steffens

Adam Willis

Printed by Tricom graphics Inc.

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clickBOOM interactive

TIPS

- Sometimes powerups are "inside" enemies, and you can only collect them if you kill the enemy.
- Try not changing weapons too often. Stick to the ones you like and pick them up repeatedly to increase their destruction power.
- To kill a Guardian you must shoot him in the weak spot. The first Guardian, for example, must be shot in the mouth. You may also want to save Nuclear Blasts for this occasion.
- If you install the game to HD, you can run it even without the T-zer0 CD.
- If you are having trouble getting CD music to work, we recommend you install Atapi Plug'n Play from the CD.
- For best performance, clickBOOM recommends using 060 CPU for T-zer0.
- Data and instructions cache of your CPU should be set to the max.
- Blizzard/Cyberstorm owners make sure to have the latest flashrom update.
- If you have trouble reading the CD, make sure that "case sensitive RockRidge" option in cdfsprefs is NOT selected.



ATAPI PLUG'N PLAY

Authors: Georg Campana , Marco Campinoti.

Atapi Plug'n Play kit is shareware. Please consult the CD manual on how to register.

EDITOR

Depending on the World you want to edit, you'll have to launch one of the 4 executable files (called T0Editor_World1, 2, 3 and 4).

Once you start the editor, you'll have to select a map of the World (the name is usually something like "MapD.TraumaMap")

T0Editor comes with 4 example levels (one for each World). After examining these examples, creating your own levels should not be a problem.

MAP

The main part of the editor is a map on which you prepare enemy waves and place bonuses.

Mouse Pointer: usually the pointer image is some T0Object (enemy, bonus, ...). What you have to do is very simple: select a place where to put the T0Object, then press the left mouse button (LMB). To change the T0Object just press Num + (next T0Object in the list) or Num - (previous T0Object in the list). You can also use a shift key to speed up the operation.

By default, every T0Object comes with certain settings (like Animation Channel, Energy, Bonus Bank, ...). You'll be able to modify these from the SETTINGS PANEL (see point 2 below).

Current limit is about 100 T0Objects on every page of the map (so, since the map is 22 pages wide, you can create a level with more than 2000 objects!!)

Cursor Keys - scroll the Map.
F2 - erase level.
F3 - load Level.
F4 - save Level. **Don`t type the file extension of the level you are saving. The editor will do it automatically.**
F9 (SHORT CUT) - move the mouse pointer directly to the enemies.
F10 (SHORT CUT) - move the mouse pointer directly to the bonuses.
Help - delete last T0Object.
Del - delete all T0Objects of the current Page.
Esc - exit T0Editor.

THE SETTINGS PANEL

Every T0Object you put in the level (by pressing LMB) has its Settings Panel. This is where misc. information is stored (ie. MOVEMENT CHANNEL, ENERGY shields).

To change any of the parameters, do the following:

a) firstly, you have to change the mouse pointer (by pressing Num + or Num - until you see the T0Object you want to modify.

b) move the pointer **exactly over** the T0Object and then press the right mouse button (RMB). If everything is ok, you`ll see a black screen with all the information about that T0Object.

Movement Channel: is useful to modify a movement pattern of a T0Object.

Even a simple Bob such as bouncing bonus has a Movement Channel. There are 100-120 already predefined movement patterns, so you can easily create any type of wave you like...

If you select Movement Channel=0 the T0Object will be standing still.

Animation Channel: this selects the animation type of a T0Object.

Usually this is the less modified parameter because if an animation is composed of 10 looped frames, there is no particular reason to select a different animation (like 20 frames in a loop).

Special Channel: this is very important because here you can select what kind of weapons enemies will have. Remember that 0 value will always give no weapons. In other words, Special Channel=0 means that T0Object will be firing no weapons.

You can give a weapon to every T0Object, so if you want, you can even put a tough weapon on an extra life!! So you`ll be able to pick it up only when it's not shooting at you...

Most important channels: 1 - 6 is the simplest enemy-weapon, being shot every 2.5, 2.0, 1.5, 1.0 and 0.6 seconds.

Energy (shields): modify this number to make the game easier or harder. If you want a very difficult enemy to kill, choose about 250-300 (like the asteroids of the World 2).

Bonus Bank: if a T0Object is not part of a wave, and it won't give you any bonus, put 0 here. However, every T0Object can give you a bonus (usually a bonus is being given after all the enemies in a wave have been destroyed). So what you have to do is simple: just choose the enemies which you want to be giving a particular bonus, then modify the bonus bank in the setting panel for every one of them (select the first available number). In the BONUS PANEL you`ll be able to select which bonus they`ll give...

Press Esc to return to the editor...

BONUS PANEL.

When you assign a Bonus Bank different than zer0, (see the Settings Panel) you'll be able to set a bonus for that enemy... As in the settings panel (point a) you have to change the pointer (Num + or Num -) for a single enemy of that wave (ie. if a wave is composed of 5 enemies, to assign a Bonus to it, you only have to set the type of Bonus for one of the enemies).

Now, when the pointer is set, press F6 (enemies with no bonus will have WHITE TRANSPARENCY), and then move the pointer OVER the enemy, then press RMB. If all is ok, you`ll see a black screen with:

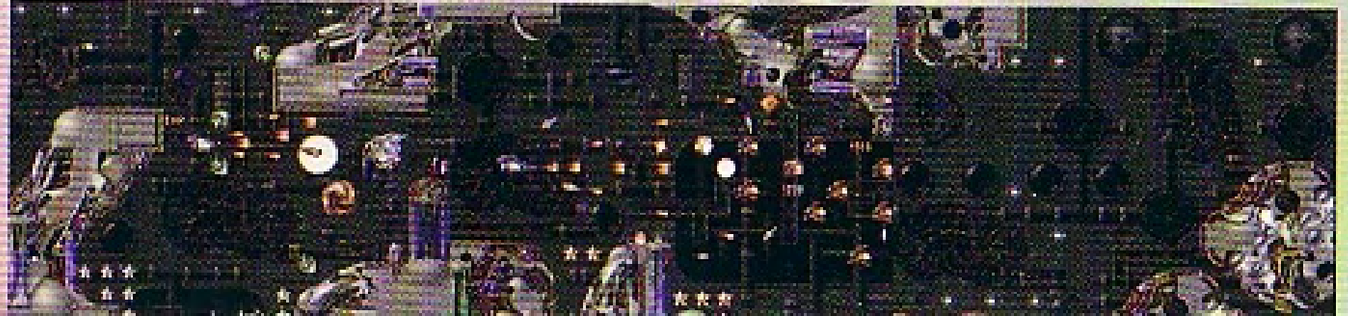
Bob of the bonus bank N. :

Bonus Type: this is where you can change the bonus by pressing LMB (next bonus on the list) and RMB (previous bonus on the list).

Press ESC to Exit, and then F6.

To play your levels (and tutorials), you only have to launch the executable file Custom_TZer0. Then, in the main menu, select:

"Start at 0" for World 1 ; "Start at 1" for World 2 ;
"Start at 2" for World 3 ; "Start at 4" for World 4





On this CD is a full version of clickBOOM's combat epic Capital Punishment.

"One of the best games ever. 95%"
Amiga Computing, UK

"There's only one word for the graphics - superb!"
Amiga Format, UK

"The best Amiga fighting game ever. 94%"
Amiga Games, Germany

"Technical Knock-Out!"
Amiga Joker, Germany

The game is locked. To play it, all you have to do is visit www.clickboom.com and register it for **only $10 CDN (~ 11 DM , £4 , $7 US) !!!**

clickBOOM will then mail you the original full color/poster manual and a copy protection sheet to unlock the game.



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INTERACTIVE

T-ZERO

T-ZERO

CD music tracks

02 ..... **Welcome to T-zer0**
high-tech level 1

03 ..... **Get ready for T-zer0**
high-tech level 2

04 ..... **Electric destruction**
high-tech level 3

05 ..... **Transfusion**
high-tech level 4

06 ..... **Plasma storm**
high-tech level 5

07 ..... **Facing evil**
Exit (Guardian) levels

08 ..... **The countdown**
main menu

09 ..... **Cosmic awakening**
classic/arcade level 1

10 ..... **Ancient galactic faceoff**
classic/arcade level 2

11 ..... **Search and destroy**
classic/arcade level 3

12 ..... **Dimension of the black hole**
classic/arcade level 4

13 ..... **The door of hell**
classic/arcade level 5

14 ..... **Project Xenon of R Type**
secret levels

clickBOOM interactive

COPY PROTECTION


1007


2240


8307


3423


5470


4304


8523


2631


5081


3913


1360


5607


7201


3702


1608


4690


8605


5206


6708


6856


6906


7903


4006


7149


8212


2006


1950


3100


6460


4905


2400


7736

CLICKBOOM
INTERACTIVE
T-ZERO


MYST
The best selling game of all time on any platform. (c) Cyan, Inc.
GET THEM FROM CLICKBOOM.COM
QUAKE
World's best 3D game. With added 16-bit gfx on Amiga. (c) id software.
OUT NOW
NAPALM
The best Amiga real-time strategy game, ever.