

XAIN'S SLEENA

ザインド・スリーナ



INSTRUCTION MANUAL

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INTRODUCTION

The background of the entire page is a dark, atmospheric image of a mecha, likely the 'Xain'D Sleena' mentioned in the text. The mecha is shown from the waist up, with its right arm raised and holding a large, cylindrical weapon. The lighting is dramatic, with highlights on the mecha's armor and the weapon, set against a dark, possibly night-time or space-like background.

Welcome to the Xain'D Sleena Instruction manual. This game was written over a 3-month period for the RetroRemakes competition.

In 1986 TECHNOS JAPAN CORP unleashed a now classic game into the arcades, 20 years later we bring you an anniversary PC conversion of this great game. Some aspects of the game have changed slightly, only to benefit the game (we hope).

I hope you enjoy my version of this game, I have had a great time working on it.

THE STORY SO FAR...

Your mission is to defend all planets against the empires invasion. 5 planets have been over run by the empire, you must reclaim these planets and destroy the empire base on each. The planets are:

- | | |
|----------------------|------------------------------------------------------------------|
| Cleemalt Soa: | A moon of Jupiter, within its asteroid-belt. |
| Lagto Soa: | Lush vegetation, indogenous life forms abound. |
| Cleedos Soa: | Extreme heat in this desert planet, he wary un-friendly natives. |
| Kworai Soa: | Aquatic life a plenty in this under-sea adventure. |
| Guwid Soa: | Close to the sun, this scorched planet is hostile to life. |

Reclaim these planets, then make a final assault on the empires mobile-fortress and force them from our solar system forever.

INTRODUCING XAIN

You control Xain, an armoured soldier - the rebellions finest. At your disposal are jet powered boots, which allow Xain to jump greater distances than the average soldier, an upgrade-able blaster.

Your armoured exo-skeleton has an onboard computer with a HUD to gage its state. With this you can survive great distance falls and some enemy attacks. It is impervious to intense heat and water, and will continue you to sustain Xain's life.



WEAPONS

Keep an eye open for the empire's scientists. They are scattered about the solar system, each carrying a prototype weapon for the empire. If you can catch them, you may just be able to use them!



There are four known powerup's, each has its strengths and weaknesses:



Grenade: An extension to the basic blaster, but with powerful grenades.



Double: This upgrade fires off two shots at a time, good for aerial attacks.



Wide: Larger than the other upgrades and with a rapid rate of fire.



Power: A very powerful upgrade, but very slow rate of fire.

Some weapons are better suited for certain locations, its up to you to decide which. There may be hidden secret weapons that we are un-aware of, keep your eyes open!

THE ENEMY

The empire has a variety of infantry and weapons at its disposal, here we will list the various types the rebellion has encountered.



Soldier: Basic infantry soldier, variety of types ranging from foot soldier to cannon operator.



Commando: Slightly tougher than the soldiers these commando's have an armour plated exo-skeleton.



Warrior: This soldier carries a laser-sword rather than a blaster, so powerfull it will cut through any amour - beware!

The empire also has a variety of vehicles which the infantry can commandeer:



Each vehicle has its own set of attack characteristics, and take multiple shots to destroy. But, each can be destroyed with a single well placed shot on the driver.

Besides the empire, some planets also have indigenous lifeforms, mostly hostile... Avoid if possible.

BOSSES

ザインド・ブリーチ

According to our intelligence reports, each planet-base station is protected by a super-soldier, we don't know much about them, except they are extremely badass.



SUB SECTIONS

After each of the planet base-stations has successfully been destroyed, Xain must jump back into his space-craft. While leaving the planets orbit, the empire will have a last attempt at thwarting Xain's mission.

You must help Xain reach his next destination, destroy the empire space-fleet and avoid incoming fire.

Ofcourse, Xain is no push-over, and his space-craft is equiped with both lasers and torpedo's.

CONFIGURATIONS

XAIN'D SLEENA has a number of options, which can be configured via the options menu on the main-game-screen. None-the-less the default controls are as listed:

LEFT/RIGHT ARROWS:	RUN	/ Control ship during sub section
UP/DOWN:	CROUCH/PRONE	/ Control ship during sub section
X:	JUMP	/ Fire torpedo's
Z:	SHOOT	/ Fire lasers

Alternatively a joystick/joypad can be used (recommended)

PAUSE:	PAUSE
ESCAPE:	QUIT to main menu again to exit game.

VIDEO OPTIONS

There are a number of video options that you may toggle, most can be changed via the options menu but there are also shortcut keys so you can adjust them at any time:

- F1:** Toggle Fullscreen.
- F2:** Toggle display settings, if shaders are available. (scanlines etc)
- F3:** Toggle FPS display.
- F4:** Toggle post processing effects, if shaders are available.
- F5:** Toggle between hi & low resolution.
- F6:** Toggle image quality. Warning, higher system specs are required.

THE TEAM

Programmer:

Ron 'X-Out' Bunce.

Sound Engineer:

'Rocko'

I would also like to thank the following beta-testers, your help and feedback was invaluable:

Edge, Randomnine, Lerc, Sol HSA, Smayds, Kungphoo, DrDerekDoctors, Wolfy, Uavfun, Psykr, Xeno... And anyone that I missed.

And most of all to the original creators of Xain'Da Sleena, for such a great original game and the many fun memories that it brings me.

Peace.