KILLMIL

USER MANUAL

Welcome to **Killmil User Manual**, here you can read many aspects of Killmil such as all the enemies there are, game mechanics, and much more…

Killmill is an Amstrad CPC action game in which your main objective is to defeat all ninjas there are on levels.

INSTALL INSTRUCTIONS

WinAPE

If you already installed the last version of WinAPE and downloaded the .sna of the game, it is very simple to play game:

1. Execute WinAPE.

2. Load the snapshot:

- Press F5 and select the snapshot.
- Or go to File > Load Snapshot > Select the snapshot.

3. Now you are playing the game.

Amstrad CPC 464

1. Insert the cassette.

2. Type RUN" and press ENTER.

3. Press PLAY at the cassette unit.

4. Press any key.

5. Wait until the game loads.

LEVEL SYSTEM

On Killmil game you will have to make your way by killing all the ninjas until the top door opens. There are 5 levels and in each level that you advance the difficulty of the game will increase, increasing the life of the enemies for example. In addition, the door and the walls will change color depending on the level. The ninjas will appear near the walls normally and depending on their color they will have one mechanical or another.

MENU

Killmil game has the main menu, here you can press 1 to start game or 2 to exit the game. Also it has the pause menu, pressing 1 you can continue the game but playing 2 you restart the game and go back to main menu. Finally, if you die, you will go to death menu in which pressing 1 you return to main menu.

CONTROLS

The controls are the classics of amstrad controls:

- Q to move up.
- A to move down.
- O to move left.
- P to move right.
- SPACE to shot a shuriken.
- ESC to pause game.

It is important to advice that you can pause the game and restart many times as you want, but you will start again on main menu.
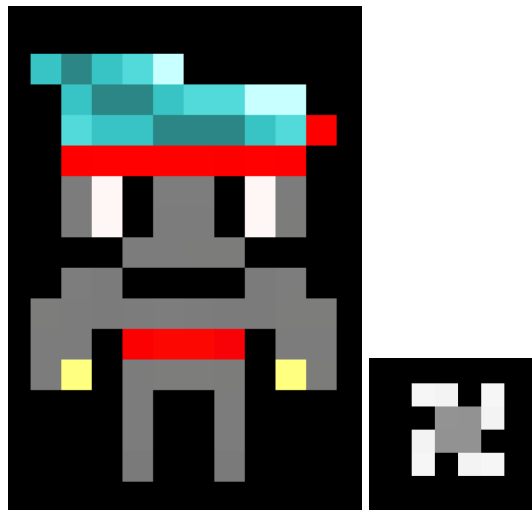
USER INTERFACE

On the top-left corner you can see the life that you have left. You start with 100 healths points at the start of each level and ninjas will reduce it. Later we have on the top-right corner the level which you are playing in.
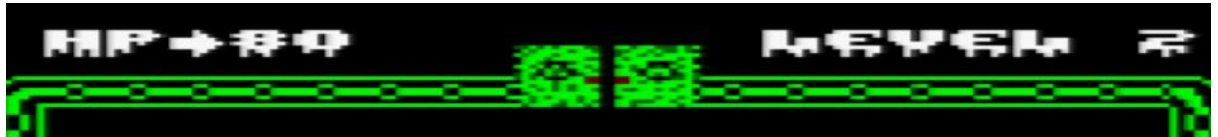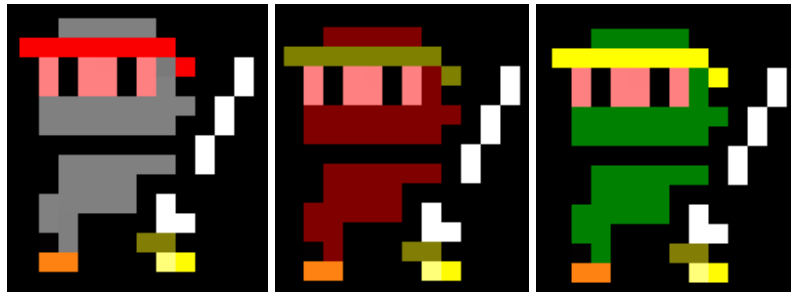

ENTITIES

PLAYER NINJA

In this game you manage a ninja who shoots shurikens that harm other ninjas. Each shuriken deals 10 health points (HP). Player entity has 100 HP, if Killmil has 0 HP, he will die and you will have to start over from level 1.
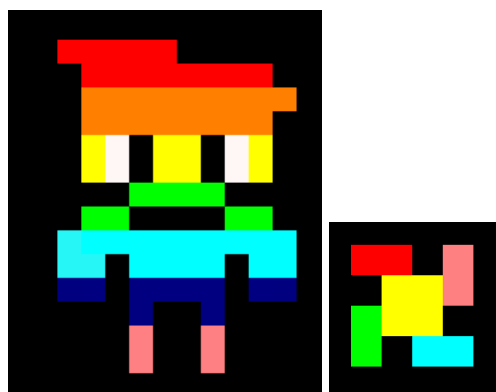
NINJAS

There are 3 ninja types, each one has a different mechanic:

- Gray ninja will go to player moving half as fast as him.
- Red ninja will shot shuriken has player when you stay on line with him. The red ninja movement will be always bouncing next to horizontal or vertical walls.
- Green ninja will go to player moving as fast as him. They are the most dangerous ninja enemy.

It should be noted that whole of them will have 10 HP but from level 3 they can have 10 or 20 HP regardless of their type. All of them have melee damage and just red one has shurikens and melee damage.

FINAL BOSS

The final boss is ninja player against himself but corrupted by the Rainbow Islands game with a rainbow. This boss will have 100 HP as Kill have, he will reduce 30 HP with melee damage and rainbow shurikens will reduce 20 HP. Be careful with him because he is the strongest enemy in the game.