



R I P

Manual

There's complete chaos in the world! The army of Terranans has broken in to the Other World and is terrorizing poor devils and other extramundane fauna!

After long hellish experiments the military specialists of our world managed to discover the way to the Other One. Aged leaders of power, craving immortal life (who isn't dreaming about it right?!) made a decision to launch a special operation aimed at destroying Death. For this purpose a Penal Army of general fon Pigman was created.

---fon Pigman- a real guardsman (in the meaning of blackguard), unmarried .---

Fon Pigman with his fellows exploded into the Other World and showed everybody what is what. Poor ghosts and devils scattered, and then it was Death himself who decided to defend the Other World.

Death is a kind of creature who's far from being the most harmless fellow in this and the Other World. Nothing can threaten him (the death of Death is a paradox leading to the collapse of the Universe), but nobody likes a mess in their house!

Having called on his nearest friends Halloween and the devil of Rock'n'roll for help, Death declared war on all the people of Earth...

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HEROES

Death



Who doesn't recognize the handsome guy with the scythe under his arm, sowing destruction and mayhem wherever he goes? Everyone respects Death, but nobody wants to meet him... which may explain why he's so cranky these days.

Special skills

Virulence - Death exudes a deathly aura around him that automatically damages any enemies who come into contact with it.

Illusion - Death can manipulate the feeble minds of his adversaries, causing himself to become almost invulnerable to their attacks.

Halloween



This cruel vegetable is best known for his appearance in our world every October 31st, but when he's not scaring small children on Earth he sure loves to raise hell in the Other World!

Special skills

Freezing - Halloween can enchant the bullets in his guns to freeze his opponent in their tracks, turning them into icy blocks that can be destroyed at his leisure.

Telekinesis - Halloween can move opponents with just the force of his incredibly warped mind. Once he hits an opponent with a bullet, there's no telling where they will land!

Rock'n'Roll



This handsome devil loves orphans and fuzzy kittens, Bloody Mary cocktails (made with real blood), and maiming and killing anyone who criticizes his tastes in music...which is just about everyone!

Special skills

Vampire - Rock'n'Roll gets stronger with each opponent he defeats. *"One down, one million to go!"* - Rock'n'Roll

Burning Looks - Rock'n'Roll's infectious guitar solos are so potent that he doesn't even need to shoot at an opponent to set him on fire - the cursor alone is all it takes. *"I have a burning desire to set things on fire."* - Rock'n'Roll

SKILLS

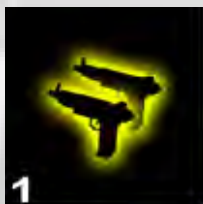
For each enemy the player disposes of they gets a certain number of experience points.

After a certain amount of experience points the character will rise in level they can then improve an existing skill or choose a new one.

Level	Required experience points	Level	Required experience points
1	500	10	50000
2	2000	11	60500
3	4500	12	72000
4	8000	13	84500
5	12500	14	98000
6	18000	15	112500
7	24500	16	128000
8	32000	17	144500
9	40500	18	162000

Common skills

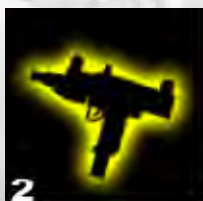
1. Rate of fire



Greased Lightning

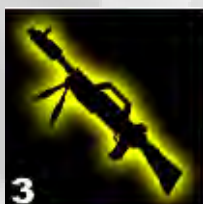
Increases the rate of fire of any gun by 15%. Greased Lightning will give your bullets wings!

"Live long, fire fast!"



Wall of Lead

Increases the rate of fire of any gun by 25%. This spell was created in the underworld labs by an undead mage.



Praise the Lord and Pass the Ammunition

Increases the rate of fire of any gun by 35%. This enchantment is a real crowd pleaser; your gun is the undisputed winner in the "tear-the enemy-to-pieces" category!

"I need bullets. Lots of bullets."

2. Power



Maxwell's Silver Bullet

+1 damage on every shot. This increases the power of each and every shot you fire.

"Bang, bang you're dead, fifty bullets in your head."



The Dragon's Fist

+2 damage on every shot. The Dragon's Fist is one of the most feared battle spells.



Depleted Uranium Slugs

+3 damage on every shot. These slugs will rip through damn near anything, and they glow in the dark, too!

"Nuke'em till they glow, then shoot 'em in the dark!"

3. Defense



Kevlar Vest

Increases your armor by 20%. This enchantment allows you to take more hits.

"Vitality is a great property of the undead" - General Mac Goblin



Diablo's Armor

Increases your armor by 30%. This spell failed to save its first master and was inherited by you. Ignore those little bullet holes!



Giant Cyber Armor

Increases your armor by 40%. Created with both magic and technology, neither this world nor the Other has seen a more powerful defense.

4. Experience



Elixir of Wisdom

+20% experience for every enemy destroyed. The elixir gives you the ability to get more experience from every enemy slain. Talk about learning from experience!



Evil Genius

+40% experience for every enemy destroyed. Evil Genius was invented by a real genius. He was pretty evil, too.



Carnage for Dummies

+50% experience for every enemy destroyed. This rare book is an artifact from the Other World. No wonder it's a best seller!

"Shoot first, ask questions never." - from Carnage for Dummies

Special Death Skills

1. Poison Aura



Poisonous Fog

Each enemy entering the radius of this spell automatically has a 50% chance to take 2 damage points every second they are in the damage area.



Anger in a Bottle

Increases the range and damage of your Poisonous Fog. Undead wizard Earl Mudd was awarded the "Dead Nobel Prize" for the best battle cocktail of the Other World 2005 for discovering this one.



Killer Smog

Increases the range and damage of your Poisonous Fog. Killer smog is a highly effective protective measure. This product hasn't been used since it was banned by the Otherworld Undead Chaotic Human Society (OUCH) Killer Smog makes sure your opponent's last breath will be an unpleasant one.

2. Illusion



School of the 9 Ghosts

Practitioners of this legendary skill has a 20% chance to completely repulse an enemy attack. According to legend, nine gamers fought their way to the Other World where they studied with nine ghosts to improve their combat techniques.



Aura of Insubstantiality

The skill gives a 30% chance to completely repulse an enemy attack. The Aura of Insubstantiality is acquired only by the most secretive and mysterious persons. Enveloped in the aura, the user simply becomes invisible to enemies. A useful property for Death, who doesn't like being the center of attention at parties.



Mass Hallucination

The skill gives a 40% chance to completely repulse an enemy attack. Mass Hallucination is a unique feature of the denizens of the nightmare realms. Complete intangibility and almost complete invisibility are rare features for anyone, alive or dead.

"I dreamed I was a man dreaming I was a ghost." - some ghost's dream

Special Halloween Skills

1. Freezing



Freeze Spell

Freeze your opponents in their tracks with the patented Freeze Spell™! You have a 20% chance to freeze an enemy you hit (encased in an ice block) for 3 seconds. Ancient Druids developed this spell to turn their enemies into icy blocks, and also to cool their drinks on hot summer days.



Magical Mini-Fridge

The skill increases your chance to freeze your enemies to 30% for 3 seconds. The Magical Mini-Fridge was invented for keeping Dwarf beer at the right temperature, and also for keeping perishable alchemical elixirs from spoiling. But after concerns about damage to the ozone layer, the spell is mainly used now to cause trouble on the battlefield.



Summon Liquid Nitrogen

The skill increases your chance to freeze enemies to 40% for 3 seconds. This spell is popular among the race of Nitric Trolls, who cast it to decorate the battlefield with ice sculptures, which they then carve to their liking. Those crazy trolls consider themselves real artists!

2. Repulsion



Increased Knockback

With every hit you land, you will throw your enemy back a certain distance. Good for keeping the masses at arms length, which is where they belong.



Talk to the Hand

Increases the distance enemies are thrown back when hit by your weapons. Enemies won't know what hit them once they've met the Hand!



Repulsion Beams

Increases the distance enemies are thrown back when hit by your weapons. As everyone knows, ghosts have nothing substantial to fight with, so they created special repulsion beams that allow them to affect the material world.

Special Rock'n'Roll Skills

1. Vampire



Blood of the Vampire

Every time you hit an enemy, you have a 50% chance to restore some of your health. Learning this skill automatically grants you the rank of Captain in the Vampire Army of the Undead.



Officer Vampire

Every time you hit an enemy, you have a 50% chance to restore some of your health. As you rise in the ranks of the Vampire Army of the Undead, you become a real pain in the neck for your opponents!



Vampire General for Life

Every time you hit an enemy, you have a 50% chance to restore some of your health. Congratulations, you've been promoted to Vampire General for Life! Just look at you with that crazy cape and long incisors, you're one gorgeous vampire - and you know it! Take your place among the pantheon of famous Vampire Generals such as Dracula and Blade.

2. Fiery eye



Evil Eye

The Evil Eye allows you to damage the enemy simply by pointing to him with your cursor. The Evil Eye causes 2 points of damage to the target. Rock'n'roll's furious look alone can burn the enemy, turning him into a hollow mound of black fuming ash.



If Looks Could Kill

Allows you to damage the enemy simply by pointing to him with your cursor. Now twice as deadly as Evil Eye!

"If looks could kill, you'd all be dead" - Rock'n'Roll






Third Eye of Power

Allows you to damage the enemy simply by pointing to him with your cursor. A certain well-known but not too bright fire giant has agreed to loan you his eye, so please be good to it and make sure to return it when you're done incinerating your opponents!

ENEMIES




Common soldier

Main characteristics:

Type	Speed	Health	Attack	Speed of attack	Experience points
	50	2	5	Fast	3
	70	4	5	Fast	5
	30	14	10	Fast	7




Penal officer

Main characteristics:

Type	Speed	Health	Attack	Speed of attack	Experience points
	40	8	7	Slow	10
	50	9	9	Medium	15
	60	9	12	Medium	20




The Dog Pig-terrier

Main characteristics:

Type	Speed	Health	Attack	Speed of attack	Experience points
	90	2	6	Average	5
	120	3	6	Average	8
	160	4	8	Fast	12




One-kick sapper

Main characteristics:

Type	Speed	Health	Attack	Speed of attack	Experience points
	70	12	50	-	6
	100	6	70	-	10
	40	30	90	-	15

Rocket thrower

Main characters:

Type	Speed	Health	Attack	Speed of attack	Experience of speed
	30	10	30	A single shot	10
	30	20	20	A single shot	15
	20	40	25	A single shot	25

ARMS



UZI - Use the left mouse button to fire powerful single bullets which are perfect for sharp shooting.



Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	8	15	0,6

Use the right mouse button to fire a burst of bullets.

Fire Rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	2	40	0,6



Shot-gun - Use the left mouse button to use the one barrel shot-gun.



Fire rate	Damage	Shells in the cartridge.	Time of recharge(sec)
Slow	4	4	2

Use the right mouse button to use the double barrel shot-gun.

Fire rate	Damage	Shells in the cartridge	Time of recharge(sec)
Very slow	4	2	2



Plasma radiator - Use the left mouse button to fire fast fire bursts.



Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	2	60	1

Using the right mouse button gives a single sharp shot covering many targets at once.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	2	12	1



Lightning-hurler - Use the left mouse button to fire a lightning ball which hits 3 targets nearby.



Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Slow	11	10	1,5

Use the right mouse button to defeat the enemy by destroying all targets standing in a line.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Very slow	11	5	1,5



Minigun - Use the left mouse button to fire heavy shells that target mostly the most armored soldiers.



Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	8	150	4

Use the right mouse button to fire a leaden tornado which destroys everything in its path.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Very fast	4	300	4



Rocket gun - Use the left mouse button to fire a single but very powerful rocket with a bursting shell.



Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	30	10	1,7

Use the right mouse button to fire bombs which fall down and rest on the field. The bombs explode on contact with the enemy.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	20	10	1,7

BONUSES



First-aid set – Magic first-aid kit is a relative term and it consists of such exotic medicines as wings of the bat in granules and healing pills “Toadish eye”. First-aid set restores 33 points of the character's health.



Big first-aid set- The top of Pharmacology of the Other World. Dragons' antibiotics, stimulators made of goblins' bile, live and dead water in ampoules-the set will help the bones of your skeleton to knit and to patch up the holes in the astral body.
Big first –aid set restores 66 points of the character's health.



Timer- A trick of slowing down time is a well-known feature of all modern superheroes. Death, Halloween and Rock'n'Roll decided that they should follow the fashion and launched their own factory on manufacturing the slowing timers.



Force field- This stuff was bought by Death at the anomalous auction. The seller was a slippery guy from Sirius (or from Mars?). This alien declared that the force field would be of great help in the coming war. And it wasn't a lie!



Grenade- It turned out to be a good substitute of different archaic methods like fireball. So lurchers-gremlins nipped a great deal of these useful bursting glandules from the ammunition depot of the terrans.
The grenade explodes and hits all enemies within a certain range!



Nuclear Bomb- The other world also took part in the arms race, but it did this secretly! Now the reserves of nuclear arms will be engaged, decorating the Other World sky with beautiful fire mushrooms!
Nuclear bomb bursts all the enemies in the certain range (two times bigger than a grenade)!

KIDS MODE

You can choose between two different game modes:

Blood mode – is a normal mode of the game, where you can see the blood of your enemies on the battlefield.

Kids mode – is a way to relax a little. In this mode you'll see a lot of flowers (instead of blood) and special music, creating a pacifistic atmosphere.



R I P

Strike Back Manual

In the year 2222, General Wildboar completed his world conquest. The entire planet remains hostage to his cyber-marines and war-bots, who destroy any who disobey the General's edicts. Any form of belief has been banned, including festivals such as Christmas and Halloween, and even fairy tale storybooks are burned in huge furnaces to help fuel the war-bot factories. Dreams and imagination became crimes, banned on pain of death.

Our world is running out of heroes that can resist the General and his mechanised army. But help is arriving from the most unexpected place...

In the dead of night in the remote Sahara desert, a gateway opens to the 'Other Side'. Through it step the heroes of the Other World: Halloween, The devil Rock-n-Roll, and Death himself. They have come to our world to overthrow the global dictator and remind the people that creatures of magic and imagination don't just hold magic wands or scythes – they can use a shot gun or plasma rifle too!

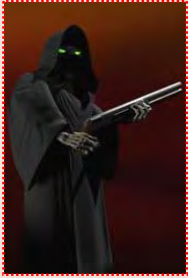
For General Wildboar, Doomsday has come early...

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HEROES

Death



The toughest and most well-rounded character, Death is the embodiment of the ghostly world. Nobody really likes him, but you gotta respect a guy carrying a huge scythe.

Special skills:

1. **Virulence** - Death extends his aura of ghostly mist in all directions. Enemies entering this mist suffer damage each second.
2. **Illusion** - Death becomes nearly invulnerable to all attacks. Bullets that don't miss just scratch his armor.

Halloween



Who doesn't recognize the famous Halloween? You can see his charming smile everywhere on October 31. Few vegetables are as cruel as he!

Special skills:

1. **Freezing** - Halloween can turn enemies into harmless blocks of ice. Martini, anyone?
2. **Mental Blow** - Halloween can beat enemies with sheer will-power (or, scientifically speaking, telekinesis). Enemies are sent reeling with every shot.

Rock'n'Roll



Even though the Other World has its own customs, "alternative" people such as Rock'n'Roll are still around. This devil adores heavy metal, a Bloody Mary (a pint of blood + two pints of fizzy alcohol), and shooting at anything that moves.

Special skills:

1. **Vampire** - Rock'n'Roll sucks the life out of every enemy he damages. The more he harms the better he feels!
2. **Burning Look** - Rock'n'Roll can cause damage to enemies with just a gaze. All you have to do is point the cursor and his pyrokinetic skills spring to life. Also useful for lighting cigarettes.

SKILLS

For each killed enemy the player gets a certain number of experience points. At a certain number of experience points the character raises his level and can improve a skill or can get a new one.

Level number	Required number of experience points for getting a level	Level number	Required number of experience points for getting a level
1	500	10	55,000
2	2,200	11	71,500
3	5,100	12	85,200
4	9,200	13	100,100
5	14,500	14	116,200
6	21,000	15	133,500
7	28,500	16	152,000
8	37,600	17	171,700
9	47,700	18	192,600

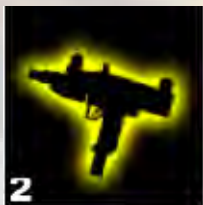
Common skills

1. Rate of fire



The Rate of Fire curse gives wings to your bullets to increase the firing speed by 15%.

"To live long you must fire fast!"



The Dead Wind spell was created in the underground laboratories of the Other World. It increases your rate of fire by 25%.



The Mad Afterburning enchantment increases your rate of fire by 35%, letting you mow down enemies with ease!

"The formula is simple: the faster the bullet, the shorter the enemy's life."

2. Power



Fathers' Underground Hammer gives a +1 damage bonus to every shot you fire.

"Big gun, much fun!"



The Dragon's Fist magical elixir is one of the most ancient forms of battle magic. It gives +2 damage bonus to every shot.



Instill your weapons with the power of an atomic warhead with the Nuclear Demons spell. Gives a +3 damage bonus to any weapon.

3. Defense

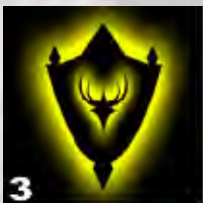


The Kevlar Enchantment increases your armor defense by 20%, allowing you to stay in the fight even longer.

"The undead are remarkably vital." - General MacGoblin

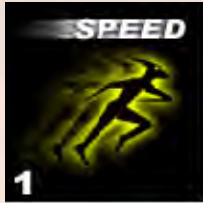


Diablo's Armor gives a +30% defensive bonus to any armor the character is wearing. Previously owned by Diablo himself, this armor failed to save its master and was thus inherited by you. It affords excellent protection to the wearer.

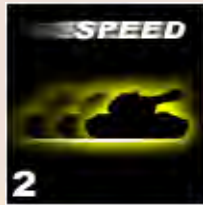


The Magical Giants' Power Armor gives a massive +40% defensive bonus to your armor. No one knows exactly how it was created, as neither This World nor the Other has seen anything like it.

4. Speed



The Speed Amulet increases running speed by 25%. Just as good as a pair of winged sandals but much more comfortable!



The Gear Insignia, invented by the patron saint of racing, St. Gas, increases your tank's speed by 25%.



The Turbo Talisman increases your tank's speed by 35%. It's the best racing artifact and can help skilled drivers reach incredible speeds.

Special Death Skills

1. Poisonousness



Sorcery of the Poisonous Mist creates a toxic cloud around your character. Any creature wandering into the mist has a 50% chance of suffering 2 damage. One bottle of this and you'll be safe and secure!



The Bottle of Anger skill increases the range of Magic Mist spells. Knock enemies off their feet with the unusual fragrance of rotten marshes and boggy quagmires. It was created by Earl Mud who subsequently received the Dead Nobel's Prize for "Best Cocktail of the Other World", 2005.



Ashy Gas increases the range of all Magic Mist spells. The ash is said to be the last breath of Hell and is saturated with vapors of hatred and anger. Any soldier under the influence of the gas immediately feels mortal depression that leads to death.

2. Illusion



The Sorcery of Nine Ghosts skill gives you a 20% chance to evade enemies without being seen. According to legend, nine gamers reached the Other World and discovered this spell. They have been evading police ever since.



The Aura of Transparent Non-Susceptibility gives you a 30% chance to evade enemies without being seen. It's especially useful for Death who isn't accustomed to being the target of attacks. Only the most cunning people can locate this mysterious spell.



Illusory Illusion gives you a 40% chance to evade enemies without being seen. This spell is said to emulate creatures of the nightmare realm who appear and disappear as a dream. True invisibility is rarely accomplished by the living or dead; this spell may be the next best thing.

"I wonder... Do I really exist or did I just see myself in a dream?" - Invisible thought of a Ghostly Ghost

Special Halloween Skills

1. Freezing



Cast the Freezing Spell and every enemy you hit has a 20% chance of becoming frozen for three seconds. Ancient Druids used this spell to turn their foes into ice. It's much simpler to kick a block of ice than to fight a demon.



Refrigeratory Sorcery increases your chance to freeze enemies with an attack by 30%. It was originally invented by Dwarves to cool their beer and keep elixirs from spoiling. After a few accidents it became clear the spell also had combat potential.



The Liquid Nitrogen enchantment increases your chance to freeze enemies with an attack by 40%. Nitric Trolls are said to have developed this spell as their last effort in the magical sciences. Icy statues decorate their battlefields as a testament to their feverish devotion to their work.

2. Trancation



Mental Blow gives you the ability to knock enemies back with each shot. Confused enemies will wonder how their teeth were knocked out of their head without anyone touching them.



Gravitational Sorcery increases the distance your shots knock enemies back. With every hit your foes tumble back with an unpleasant flight ending with a hard landing.



Magical Combo increases the distance your enemies are thrown back with each shot. The spell was conjured by ghosts who have no other means in which to inflict pain upon physical forms.

Special Rock'n'Roll Skills

1. Vampire



Army of Vampires allows you to regain some health every time you damage an enemy. You have a 50% chance each shot will restore 0.1 point of health. Great for going on satisfying killing sprees. Also good if you want to join the ranks of vampires.



Officer Vampire gives you a 50% chance to restore 0.15 points of health each time you damage an enemy. The more you kill, the better you feel.



General Vampire gives you a 50% chance to restore 0.2 points of health each time you damage an enemy. At this point, your fangs are so long you can't close your mouth. Earning this rank puts you on the same level as Dracula or Blade.

2. Fiery eye



Fiery Eye allows you to damage enemies simply by pointing at them with the cursor. Each hit causes 2 damage.



Burning Look allows you to damage enemies simply by pointing at them with the cursor. The range of effect is increased with this spell and you become twice as dangerous. Turn your burning hatred into searing napalm. Just don't get too angry while watching TV.



Third Eye allows you to damage enemies simply by pointing at them with the cursor. The range of effect is increased even more with this spell. When you gain enough experience points a great giant is said to give you his fiery eye. With it you are able to burn anything with just a glance. It adds a nice touch of demonic beauty, don't you think?

ENEMIES




Infantryman -

Guardman -

Sergeant -

Common soldiers of general Wildboar penal battalions are armed with the spades. This powerful fighters stand out due to their uncommon stupidity and obstinacy. Soldiers' tactics is simple- to run toward the character and to hit them with a spade.

Main stats:

Type	Speed	Health	Attack	Speed of attack	Experience points
	70	2	5	Fast	3
	95	6	2	Super Fast	5
	50	40	5	Fast	7

Cyber officer -

Warcar -

Storm trooper -

These units, unlike the soldiers can fire a battle laser. Along with the shooting, they can move! Tactical manual for the gunners runs:” Task 1-come closer to the target with your legs. Task 2- Cover the target. Task 3- shoot at the target, Task 4- come closer to the target with your legs...” On the whole there are more than 100 very difficult tactic tasks of the same kind in the field manual.

Main stats:




Type	Speed	Health	Attack	Speed of attack	Experience points
	40	6	10	Slow	10

	70	50	15	Average	15
	125	30	2	Fast	20

**The dog Pigterrier -
Cyberspider -
Piranha bot -**

They run out on the battle field and start to move towards the character, changing the direction and dodging the bullets. Having reached their goal, they gnaw it with their fangs enjoying a taste of fresh iron and crunching armor.



Main stats:

Type	Speed	Health	Attack	Speed of attack	Experience points
	90	2	6	Average	5
	120	3	6	Fast	8
	160	4	8	Fast	12

**One-kick sapper -
Cyber mine -
Super mine -**

A short-lived creature, the sapper or mine runs to the target with a bundle of dynamite dodging and changing the direction. Having reached the target he blows up, causing damage to the character.




Main stats:

Type	Speed	Health	Attack	Speed of attack	Experience points
	70	12	50	-	6
	120	6	50	-	10
	10	90	120	-	15

**Rocket thrower-
Rocket guardsman -
Mechanical racketeer -**

Army's elite. The very fact that they were trusted with expensive arms tells a lot. A rocket-thrower can move in different directions! And cover the target! And fire!

Main stats:

Type	Speed	Health	Attack	Speed of attack	Experience of speed
	50	10	20	Average	10
	60	30	25	Fast	15
	50	70	35	Average	25

Cyber tank Mk-I
Cyber tank Mk-II
Devastator tank

Cyber tank is the most dangerous enemy on the battlefield. Try to fight against the panzer monster armed with a heavy rocket cannon!

Main stats:

Type	Speed	Health	Attack	Speed of attack	Experience of speed
	30	200	30	Average	10
	70	200	30	Fast	25
	20	700	100	Slow	50

ARMS



UZI

Modified pistol and machine-gun with higher rate of fire was brought by Rock'n'roll from some known bandits from Garlem.



This weapon became very popular in the Other world due to its cheapness and availability. Now every ghost has got his own compact murdering machine.

Clicking on the left key of the mouse fires single bullets which are perfect for sharp shooting.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
average	8	15	0,6

Clicking on the right key of the mouse UZI gives a fire burst with the bullets of small gauge.

Fire Rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	2	40	0,6



Double UZI

These twin machine guns are made for a gangster-style fight. Speed and power of two barrels are really great!



Clicking on the left key of the mouse fires 2x bullets which are perfect for sharp shooting.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
average	8 x 2 bullets	30	1,2

Clicking on the right key of the mouse fires a burst with bullets of a small gauge weapon.

Fire Rate	Damage	Shells in the cartridge	Time of recharge
Fast	2 x 2 bullets	80	1,2



Shot-gun

Every fighter who respects himself has had the experience of using a shot-gun, so the settlers of the Other World had a chance to estimate the effect of leaden shell in the ass. Without any hesitation, Death acquired a dozen of these stylish guns for hunting for unwanted guests from the Earth.



Clicking the left key of the mouse fires one barrel covering the whole sector with shot.

Fire rate	Damage	Shells in the cartridge.	Time of recharge(sec)
Slow	2 x 20 bullets	4	2

Clicking the right key of the mouse fires two barrels covering twice the area.

Fire rate	Damage	Shells in the cartridge	Time of recharge(sec)
Very slow	2 x 40 bullets	2	2



Plasma radiator

The secret of the plasmic arms got to the Other World due to one venal engineer (90 years of life in exchange for the drawings of the secret weapon). The rate of fire of this device creates an unforgettable fire attraction on the field and illuminates the target with its hospitable lights.



Clicking on the left key of the mouse shoots off fast fire bursts from the plasma radiator.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Super Fast	2	50	1,5

Clicking on the right key of the mouse gives a single explosive shot.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
average	25	2	1,5



Lightning-hurler

A talented engineer, Tesla, who didn't manage to finish his experiments with electricity in this world, continued them in the Other World. In the framework of a common defense program, he created a Lightning-hurler "Energy-1" which is very popular among all the Other Word soldiers. You must admit, it's a great pleasure to feel like Thor!



Clicking the left key of the mouse fires a ball of lightning which hits 3 targets standing nearby.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	11	10	3

Clicking the right key of the mouse rips with an energy beam destroying all in the line of fire.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Super fast	1	50	3



Minigun

The eight-barrel machine-gun or minigun is a dream of every professional destroyer. The rotating barrels of this battle meat-grinder are able to horrify even the most stupid enemy. The battle field where the character uses this gun turns into a power-saw bench with live wood!



Clicking the left key of the mouse fires rounds like a precise large-caliber machine-gun. The heaviest shells hit the most armored soldiers.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	8	150	4

Clicking the right key of the mouse fires a barrage of bullets like a lead tornado and blows away everything in its way.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Very fast	3	300	4



Rocket launcher

With this gun you have a chance to feel like a tank. Death is thinking of giving up the scythe in his daily work and replacing it by a more impressive and modern rocket launcher. Though the bursting shell doesn't fit very well for individual work with every client, it's very good on the battlefield where "total destruction" is the best characteristic of a professional.

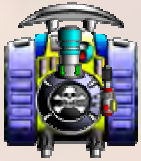


Clicking the left key of the mouse fires the rocket launcher with single but very powerful rocket.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	90	1	1,9

Clicking the right key of the mouse fires land mines which rest on the battlefield and explode on contact with the enemy.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	20 x 5 bullets	1	1,9



Tank

Left by the enemies, it'll stand you in good stead. Enjoy the power of the steel monster!

Clicking the left key of the mouse fires with a single, but very powerful hi-explosive projectile.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	55	4	2

Clicking the right key of the mouse fires rounds like a precise large-caliber machine-gun. The heaviest shells hit the most armored soldiers.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	12	100	2



Battle turret

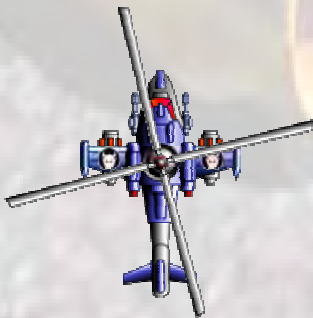
The powerful stationary cannon is built in a small iron dome. Get it and give the enemies a wake up call!

Clicking the left key of the mouse fires like an auto-cannon with explosive bullets.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	25	100	3

Clicking the right key of the mouse engages the minigun ripper, enjoy!

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Average	4	200	3



Storm Helicopter

It's quite hard to high-jack the helicopter from the enemy, but it's really worth it!

Fly over the battle field and become the Angel of Death for the dictator's troops.

Clicking the left key of the mouse fires the double rocket launchers to burn the battlefield

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Fast	20 x 2 bullets	3	2

Clicking the right key of the mouse activates Storm's double machineguns.

Fire rate	Damage	Shells in the cartridge	Time of recharge (sec)
Super Fast	2 x 2 bullets	50	2

BONUSES



First-aid kit –Magic first-aid kit is a relative term and it consists of such exotic medicines as wings of the bat in granules and healing pills “Toadish eye”. First-aid set restores 33 points of the character's health.



Big first-aid kit- the top of Pharmacology of the Other World. Dragons' antibiotics, stimulators made of goblins'bile, live and dead water in ampoules-the set will help the bones of your skeleton to knit and to patch up the holes in the astral body. Big first –aid set restores 66 points of the character's health.



Timer- A trick of slowing down time is a well-known feature of all modern superheroes. Death, Halloween and Rock'n'Roll decided that they should follow the fashion and launched their own factory on manufacturing the slowing timers.



Force field- this stuff was bought by Death at the anomalous auction. The seller was a slippery guy from Sirius (or from Mars?). This alien declared that the force field would be of great help in the coming war. And it wasn't a lie!



Grenade- it turned out to be a good substitute of different archaic methods like fireball. So lurchers-gremlins nipped a great deal of these useful bursting glandules from the ammunition depot of the terrans. The grenade explodes and hits all enemies within a certain range!



Nuclear Bomb- The other world also took part in the arms race, but it did this secretly! Now the reserves of nuclear arms will be engaged, decorating the Other World sky with beautiful fire mushrooms! Nuclear bomb bursts all the enemies in the certain range (two times bigger than a grenade)!!!!



Dragon - Leaves no chances for the enemies to survive. This bonus is really worth searching!



Sheep - This magic bonus turns your enemy into charming harmless sheep. Killing them is as easy as easy!



Panic - This crafty bonus makes the soldiers tremble from fear. Shooting at the enemies' backs lets the player experience the finer things in life!



Golden EXP - This bonus will double your experience points ten times for each destroyed enemy. Shoot as hard as you can while it's active!



Teleporter - Plop! And your hero is on the other side of the field. Teleporter makes you really difficult to catch!



Ghost - Take the bonus and meet your ghost double. He will distract the enemies from attacking you.



Toolkit - The bonus toolkit will recover your vehicle armor in no time.



Double bullets - Hurray! Your gun fires double shots!



Unlim - Your clip is endless while the bonus is active.



Blast wave - When the enemies surround you, this bonus will give you a real chance to survive!

KIDS MODE

You can choose between two different game modes:

Blood mode – is a normal mode of the game, where you can see the blood of your enemies on the battlefield.

Kids mode – is a way to relax a little. In this mode you'll see a lot of flowers (instead of blood) and special music, creating a pacifistic atmosphere.

GAMERS TRICKS FOR RIP - STRIKE BACK:

- The character's turret can be reloaded much faster. Jump out of the turret by pressing the space button and hop into it again. Reloading takes one second less than usual.

- Rocket launcher – you can use it more effectively. Firing this kind of weapon is not that accurate. So don't aim at the enemies on the levels with objects. Fire at the objects nearby the enemies.

- Shot-gun – can fire more effectively than usual. Shot gun has two fire modes: common shooting (4 shots) and two barrel shooting (2 shots). Usually you can fire either 4 ordinary or 2 double shots. The trick is in the following: firing 3 ordinary shots in the first fire mode allows you to fire another double shot in the second mode. Total shot number will be 5 instead of usual 4.

- Thunderbolt - Can fire effectively for a long time. Fire a blue energy ball (in the first fire mode) and drop it by the lightning (the second fire mode). At hitting the ball explodes, destroying everybody nearby.

- Button G Allows you to throw away the weapon and stay with the UZI. The thrown gun will remain on the field for 10 seconds and can be picked up again within this time. The button helps to evade fast. Heavy weapons prevent the character from moving fast. Throw it away, evade the rocket attack and pick up your gun back by aiming the cursor.

- Choosing the character:

The most simple and effective tactics to start developing the character is to develop the rate of fire and power skills. They will be of help in any situation. The further development depends on the character's peculiarities:

Death – develop Illusion and the Armor.

Rock-n-Roll – fiery eye works well –with its help you'll burn the enemies behind the objects. Should you decide to make the demon tenacious of life, develop the rate of fire along with vampirism – their lives will turn into your vital energy!

Halloween – The best warrior against heavy vehicles. Develop freezing perks and choose any quick firing gun (UZI or plasmagun). Hit the tank, freeze it and just shoot it down!

Bosses

Aircraft

Proper tactics: when fighting against this boss, you'd better run back to the right corner of the screen. The boss will follow you. You needn't bustle about; try to move only when evading the shots. It won't fire from the thunderbolts on its wings except when you're right against the boss or move.

Taking the position on the screen mentioned above, you'll easily kill the boss even with the UZI. But the best gun here is a thunderbolt. Firing power balls you'll manage to bring down the shots aiming at you.

ATTENTION: when the boss's health is almost out, run from the right to the left bottom corner of the screen. There you'll find a bonus skeleton which hides the Gold Expo bonus. It doubles the scores received for the killed enemy, ten times! Take it and finally destroy the boss. Your level up will be 3 levels instead of one!

“Descent bot”

This boss flies over the field and lands to drop groups of mechanic spiders. It'll never stop until stopped.

To kill the boss you should have the developed rate of fire and power skills (on “Hard” level of difficulty it's a must!) In this case the best weapon is a machine-gun.

“Power” must be doubled at least one time so that the machine-gun bullets damage the boss. If it's not, you'll need the laser gun (power balls).

The proper tactics – wait until the boss hangs up over the barrels and to blow them up at once. Evading the boss attacks, watch for the barrels and ensnare the boss to them.

The “Shield” bonus is hidden in the corner. It can be used at the most intense moments.

ATTENTION: Don't let the boss and cyberspiders drive you into the corner – you'll be easily killed there.

For those who like extreme:

You can gain great amount of scores on this level! Shoot the cyberspiders down and don't shoot at the boss. The cyberspiders will endlessly appear. And you'll get experience for each enemy killed. But this way fits only for those who can perfectly fire and move, developing the character and getting him ready for the fight against the boss.

(This trick can be also performed on the “kiddy” level of difficulty – but that's for kids and cheaters!)

“Vertibird”

This boss is really hard to pass from the first time. The battle helicopter flies out from different sides of the screen and continuously fires the rockets and bullets.

The proper tactics: take the rocket launcher and get close to the three stones below the screen center.

Count to four – the helicopter will take off. At this moment shoot at the point where it appears for the first time. Success is guaranteed!

Now run back to the stones to evade the response attack.

Every time, when the helicopter flies out: wait for its attack, hide behind the stones, run out and fire a rocket.

BEAR IN MIND: The rocket speed is low and you should fire a bit ahead.

For those who like extreme:

The most experienced players can set the level record – you need to fire at the helicopter, hide behind the stones, and to shoot one more time at the flying away enemy.

You can go this way only if your character has sufficient rate of fire, you fire accurately and move only to the point.

Vertibird can be also destroyed by firing from the double UZI. You should be constantly moving along the field. If you run in parallel direction with the boss, he won't damage you. But you'll have to fire long!

Cruiser

Impressive looking, but not very hard to pass.

A single difficulty consists in control the character's flying platform.
The platform is inertial.

If you like to change direction, you'd better press the button a second ahead, you'll manage to pull up and change your direction.

PROPER TACTICS – when the boss is flying out on the screen, you shouldn't wait until it fully appears! As you see its shadow (the half of it), start firing in the cruiser's direction (at the center of the bottom part of the screen). The boss hasn't flown out yet, but it's already damaged!

When the boss appears on the screen, fly around him along the screen edges. Most of his shots will explode behind your back.

NOTE: Be sure to destroy the front turret of the cruiser first. If you started the battle in a proper way, by the moment of the boss's appearance on the screen, it's already damaged. Fly and aim only at the front turret.

When you destroy it, the second turret is almost secure. You can destroy it the same way. All the rest you'll have to do is to ruin the cruiser generators (two red things on its body).

General

This cunning boss can apply the machine-gun, automatic rocket-launcher and teleport to any spot on the screen.

PROPER TACTICS – pick up a rocket-launcher and throw the mines right to the area on the center of the screen, where the general will always appear for the first time. Appeared, the general will at once get to the minefield.

When the general teleports, you should hide behind the stabs and other objects and shoot him down.

Don't forget to fire at the soldiers who assist the general! They can kill you anytime!

If the general teleports too close to the character – run around the boss but always from the **RIGHT** side! The general won't manage to damage you with the gun in his **LEFT** arm!

Avenger

This boss is very much like the general, but he is much harder to pass.

Beside a great number of lives, the robot "Avenger" has a thunderbolt. If you're hit with it – your character is dead.

Fighting against the robot, you'd better take a minigun (it's hard to reach the level with a rocket-launcher but it would be a perfect variant!).

PROPER TACTICS – to defeat the boss you'll need to ensnare him into the corner. Fall back in any corner on the screen. The boss will teleport closer to you and here is the moment to seize! Get right up to the boss **BETWEEN** his guns – here is "the silence zone" of firing. The enemy attacks will in no way damage the character.

Go this way every time you have the chance to get right up to the boss. But if the time isn't right - your character will be killed.

When the boss appears **TOO FAR** from you - you must hide behind the stone stab and fire at the boss from its corner.

When the game is passed, be sure to look through all the credits up to the end. You'll certainly find a Great **SURPRISE** there!

Good Luck in your arcade **WAR!!!**

RIP 3: The Last Hero

In the middle of the 22nd century, the Earth was conquered by the unknown invader, who announced himself the planet dictator. With the help of witchcraft and the newest technologies, he created an army of cyborgs, headed by General Data – the Dictator's right-hand man. After retributive operations and nuclear bombing, any rebellion was crushed down...

In the secret "GAP" bunker, the Dictator's scientists discovered the portal to the Sorcery world. The first attempt of the cyborg troops to invade into the Magic kingdom failed. The magic leaked onto the Earth, changing everything around. The world was threatened with a great disaster...

Three mortals from the Earth rebellion forces and three immortals from the Sorcery world volunteered for the unannounced war. At midnight, one of them will step into the portal between the worlds to stop the mad conqueror and release the Earth...

Heroes

CAPTAIN BLACK



Fearless and brave – Black is a real Commando. Formerly one of General Wildboar's elite officer-cyborgs, Black refused to participate in the destruction of innocents so was sent to Provost prison to be executed. No one knows quite how he escaped, but now he fights with the rebels – yet with his rough temper and attitude, even they think he's on his own side.

Captain Black is capable of using any weapon, and is well balanced in all abilities.

FOBOS



General Wildboar's latest experimental battle robot, code-named FOBOS, was the Cyber Empire's greatest weapon – until the rebels stole the only unit in existence from the remote lab. Now with reprogrammed AI and a mission to follow, FOBOS could be the victory that turns the tide for the rebels – a real electronic hero!

FOBOS is the death machine! He's right for those who like power and destruction. Additional weapons and extended ammunition allow you to arrange a small on screen Armageddon.

JANE VENTURE



Jane is a passionate but clearheaded girl. Since the age of 14 she's been traveling all over the world and has visited the mysterious and unassailable locations on the globe. In Japan she mastered the Ninja stealth arts, and then traveled to Mexico to be trained in all known ballistic weapons. All of this combined with her natural charm makes a deadly enemy!

Jane Ventura appeals to those who prefer stealth and to strike quick cunning blows. Speed and agility are her main advantages. Jane is extremely intelligent and makes any attack much more effective.

DEATH



Who doesn't recognize the handsome guy with the scythe under his arm, sowing destruction and mayhem wherever he goes? Everyone respects Death, but nobody wants to meet him...which may explain why he's so cranky these days.

Death is the toughest character, since his form is only semi-solid. He can create a poisonous mist that will kill all nearby enemies.

HALLOWEEN



This cruel vegetable is best known for his appearance in our world every October 31st, but when he's not scaring small children on Earth, he sure loves to raise hell in the Other World!

HALLOWEEN is the best against heavy vehicles. It's no effort for him to freeze the enemy, knock him back and fire at the immovable foe.

ROCK'N'ROLL



This handsome devil loves orphans and fuzzy kittens, Bloody Mary cocktails (made with real blood), and maiming and killing anyone who criticizes his tastes in music...which is just about everyone!

The demon Rock'n'Roll has some extremely cunning surprises in his arsenal. His fiery gaze can burn the enemy, and his vampiric abilities can rob enemies of their health.

Skills

Common skills:

RATE OF FIRE



RATE OF FIRE



RATE OF FIRE



This skill increases the firing speed by 15, 25 and 35%.

POWER



POWER



POWER



This skill gives a +10, 20 and 30% damage bonus to every shot you fire.

ARMOR



ARMOR



ARMOR



This skill increases hero's health by 20, 30 and 50%.



This skill increases running speed by 25%, vehicle's speed by 25% and both of your hero's and vehicle's speed by 35%.

Death skills:



This skill creates a toxic cloud around your character. Any creature wandering into the mist has a 50% chance of suffering 5 damage. The range of toxic cloud around your character increases with each skill's level.



This skill gives you a 20, 30 and 40% chance to evade enemies' attacks.

Halloween skills:



Every enemy you hit has a 20, 30 and 40% chance of becoming frozen for three seconds.



This skill gives you the ability to knock enemies back with each shot. The distance increases with each skill's level.

Rock'n'Roll skills:



You have a 50% chance each shot will restore 0.5, 1 and 1.5 point of health.



This skill allows you to damage enemies simply by pointing at them with the cursor. Each hit causes 10 damage. The range of effect increases with each skill's level.

Captain Black skills:



This skill restores 2, 3 and 5% of the hero's health per second up to maximum point.



1. The hero moves fast in spite of his weapon weight.
2. The hero receives the armor, which gives him +25% resistance for every attack.
3. This skill increases the hero's running speed and rate of fire by 15%.

Jane skills:



The active bonus period is increased by 40, 70 and 100%.



1. Allows the hero to evade the bullets.
2. Increases the firing accuracy (from any gun) by 50%.
3. Allows the character to walk through objects (bushes, walls, etc.)

FOBOS skills:



This skill increases the hero's ammo by 25, 50 and 75%.



While firing, the robot can periodically hit the target with laser beams from his eyes, the battle rockets and additional battle rockets, destroys foes behind the battle robot.

Weapons & Vehicles

The huge arsenal of weapons in RIP 3 include 25 different guns of which 7 of them are secret.






Passing from level to level, the hero picks up more and more powerful and thrilling weapons.

Two shooting modes for each gun (basic and alternative) add to RIP 3's variety.






All personal weapons divide into 3 types: light, average and hard. The hero can carry 3 guns (one gun from each type) at the same time. The player is able to select the best weapon against the attacking enemies at his discretion.

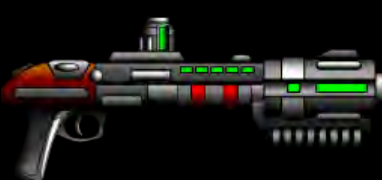




All the weapons in RIP 3 have different effects. The bullet guns can shoot with usual or splinter bullets; the flamers burn the enemy down; combat (power) rifles employ explosive bursts of fire, laser beams, etc...

On certain levels, the player will have a chance to capture the enemies' battle vehicles...






UZI		Power	Rate of Fire	Ammo	Explosive	Weight
		2/8	Average	50/10	No	Light
Shotgun		Power	Rate of Fire	Ammo	Explosive	Weight
		4/4	Average/Low	4/2	No	Medium
Rocket Launcher		Power	Rate of Fire	Ammo	Explosive	Weight
		150/50	Low/Low	1/1	Yes	Heavy
Plasmagun		Power	Rate of Fire	Ammo	Explosive	Weight
		2/20	High/Low	50/5	Yes	Medium
ThunderGun		Power	Rate of Fire	Ammo	Explosive	Weight
		40/10	Low/High	10/50	No	Heavy






Double Barrels		Combat Shotgun		Combat Rifle		Advanced UZI		MiniGun	
?	Power	4/4	Power	10/40	Power	25/10	Power	15/7	
?	Rate of Fire	Average/High	Rate of Fire	High/Low	Rate of Fire	Average/High	Rate of Fire	High/High	
?	Ammo	14/14	Ammo	55/3	Ammo	30/80	Ammo	400/200	
?	Explosive	No	Explosive	No/Yes	Explosive	Yes/No	Explosive	No	
?	Weight	Medium	Weight	Medium	Weight	Light	Weight	Medium	

Laser		Power	Rate of Fire	Ammo	Explosive	Weight
		25/150	High/Average	200/200	No	Medium
Flamer		Power	Rate of Fire	Ammo	Explosive	Weight
		4/2	High/High	300/300	No	Medium
Storm Block		Power	Rate of Fire	Ammo	Explosive	Weight
		25/25	High/High	400/200	No	Heavy
Plasma Revolver		Power	Rate of Fire	Ammo	Explosive	Weight
		40/30	Average/High	50/50	No/Yes	Light
OLD Machinegun		Power	Rate of Fire	Ammo	Explosive	Weight
		?	?	?	?	?

Plasma Shotgun		Power	Rate of Fire	Ammo	Explosive	Weight	60/60	Average/ Low	12/4	No	Medium
							30/30	High/ High	30/30	No	Medium
AK Millennium		Power	Rate of Fire	Ammo	Explosive	Weight	30/30	High/ High	30/30	No	Medium
							250/ 100	High/ High	50/ 300	No	Medium
Gutling Laser		Power	Rate of Fire	Ammo	Explosive	Weight	?	?	?	?	?
							Power	Rate of Fire	Ammo	Explosive	Weight
Tank Cannon		Power	Rate of Fire	Ammo	Explosive	Weight	25/ 100	High/ Average	20/5	Yes	Heavy
							Power	Rate of Fire	Ammo	Explosive	Weight
Rocket AutoGun		Power	Rate of Fire	Ammo	Explosive	Weight	25/ 100	High/ Average	20/5	Yes	Heavy















Smoking Barrels	Dragon Flamer	Spellgun	Old Cannon	Alien Blaster
				
~	~	~	~	~
Power	Power	Power	Power	Power
~	~	~	~	~
Rate of Fire	Rate of Fire	Rate of Fire	Rate of Fire	Rate of Fire
~	~	~	~	~
Ammo	Ammo	Ammo	Ammo	Ammo
~	~	~	~	~
Explosive	Explosive	Explosive	Explosive	Explosive
~	~	~	~	~
Weight	Weight	Weight	Weight	Weight
~	~	~	~	~

LT Guard-719		Power 20/50	Rate of Fire Low/High	Ammo 100/50	Explosive No	Armor 12
Turret C-415		Power 6/40	Rate of Fire High/Average	Ammo 500/6	Explosive No/Yes	Armor 14
CT9 Devastator		Power 3000/2	Rate of Fire Low/High	Ammo 1/300	Explosive Yes/No	Armor 13
T1 Frog		Power 100/10	Rate of Fire Low/High	Ammo 3/150	Explosive Yes/No	Armor 6
CT7 Morrigan		Power 500/15	Rate of Fire Low/High	Ammo 7/300	Explosive No	Armor 4

Canon Bunker		Power	Rate of Fire	Ammo	Explosive	Armor
		120/25	Average/Average	1/25	Yes	10
H-17 Werewolf		Power	Rate of Fire	Ammo	Explosive	Armor
		100/20	Average/High	3/150	Yes/No	14
H-21 Raptor		Power	Rate of Fire	Ammo	Explosive	Armor
		40/50	High/Average	50/1	Yes	18
CH-Phoenix		Power	Rate of Fire	Ammo	Explosive	Armor
		10/50	High/Low	100/25	Yes	6
Vostok-23		Power	Rate of Fire	Ammo	Explosive	Armor
		?	?	?	?	?






Enemies


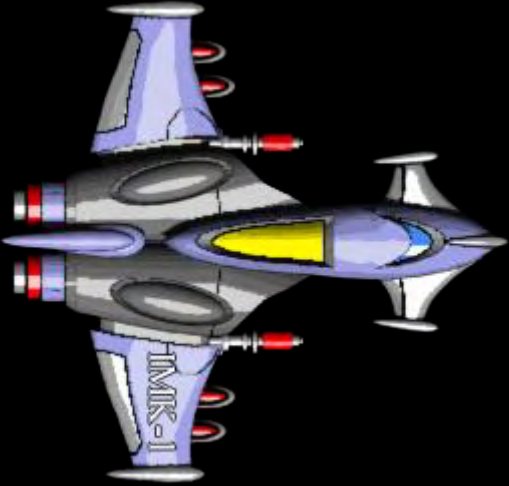



Soldiers

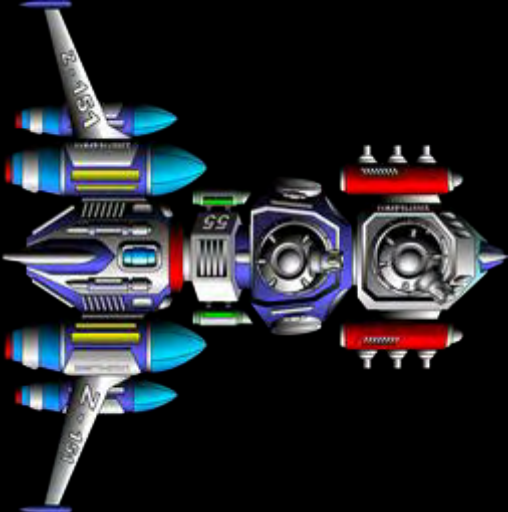
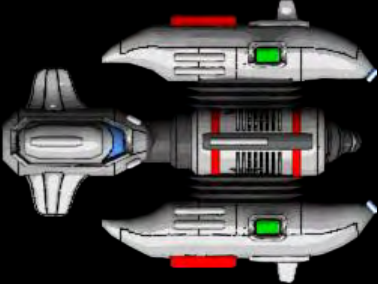
		Health	Atk. Power	Atk. Speed	Speed	XP
Jungle Trooper		30	10	Fast	50	3
Desert boy		5	3	Fast	75	1
Blood Guardian		200	7	Medium	50	20
Laser Trooper		20	6	Fast	40	2
Gun Cyborg		15	5	Medium	150	2
Pit-bull		3	3	Slow	220	1
Cyber Spider		1	1	Fast	120	1
Piranha Cyberbot		5	5	Medium	100	0
Blast Trooper		50	100	Medium	70	5
Cybermine Mk-1		10	30	Medium	70	1
Cybermine Mk-2 "Nuke"		200	100	Medium	100	20
Rocket boy		40	20	Slow	50	4
Goplit Trooper		100	50	Slow	60	10
Sheep		?	?	?	?	?

Droid		Health	Atk. Power	Atk. Speed	Speed	XP
		120	10	Medium	90	12
Spectre		Health	Atk. Power	Atk. Speed	Speed	XP
		∞	200	Medium	100	0

Vehicles

Carbot S-12		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		250	15	M	200	0	25
Security Bot		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		150	10	F	120	0	15
CT Mk-1 Cybertank		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		1000	50	S	30	1	100
CT Mk-2 Turbotank		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		3000	10	M	70	1	300
CT Mk-3 Devastator		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		3000	100	M	30	1	300

Space Hunter SC-001		Health	50	Atk. Power	5	Atk. Speed	S	Speed	300	Armor	0	XP	25
		Health	500	Atk. Power	10	Atk. Speed	F	Speed	500	Armor	0	XP	50
Interceptor "Witcher"		Health	500	Atk. Power	20	Atk. Speed	S	Speed	-	Armor	1	XP	50
		Health	900	Atk. Power	5	Atk. Speed	M	Speed	-	Armor	0	XP	90
Canon Bunker		Health	500	Atk. Power	20	Atk. Speed	S	Speed	-	Armor	1	XP	50
		Health	900	Atk. Power	5	Atk. Speed	M	Speed	-	Armor	0	XP	90
Energy Turret		Health	500	Atk. Power	20	Atk. Speed	S	Speed	-	Armor	1	XP	50
		Health	1000	Atk. Power	5	Atk. Speed	F	Speed	70	Armor	0	XP	100
Cyber Transport		Health	500	Atk. Power	20	Atk. Speed	S	Speed	-	Armor	1	XP	50
		Health	1000	Atk. Power	5	Atk. Speed	F	Speed	70	Armor	0	XP	100

Monitor Cruiser		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		2000	3	M	30	0	300
Droid Transport		Health	Atk. Power	Atk. Speed	Speed	Armor	XP
		1500	5	S	60	0	150

Bonuses



Get this bonus to fight in slow motion mode.



Try to make your own Armageddon!



Common army grenade can stop a huge group of enemy soldiers.



Big med-kit can restore your hero's health.



This bonus heals your hero and gives you the chance to survive.



Your hero is invulnerable with hi-tech energy shield.



Golden EXP increases the experience points that you gain for battle.



With teleport jump you can evade lots of attacks.



Get the repair-kit to repair your vehicle.



Phantom bonus creates the spectrum copy of your hero on the battle field. Every enemy will try to attack your ghost twin.



Unlimited ammo is your way to massacre.



This spell bonus gives you a chance to summon the dragon on the battlefield.



This fairy bonus can enchant your enemies and turn them in to peaceful sheep.



The number of bullets doubles in every shoot!



It is easier to aim with this bonus.



Fear is the best defense! Get this bonus and watch the soldiers flee!



This bonus can kick your enemies to the borders of battlefield.