ONIKEN

Epilepsy Warning

READ BEFORE PLAYING THE GAME

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsions while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

CONTENTS

STARTING UP

☒ Power up your computer system.

☒ Plug in the control pad BEFORE launching the game.

☒ Open the game executable file. You should see the game launcher.

☒ Choose your settings, and click "Play".

☒ If you are starting the game for the first time and want to use a control pad, change the game control layout on the options screen (see page 6 for more details).

(!) If the game Title Screen doesn't show up after launching the game executable or you're having some issues (like poor performance or extremely fast gameplay), restart your system and launch the game again using the "Software" Display Mode.

Fight The Evil

The entire world has been ravaged by war. A military organization, called the 0niken, uses an army of robots to control the planet and the remaining survivors.

Our resistance group is now trying to destroy the military organization and free humanity from their control.

Right now they are attacking the resistance base, trying to get our mainframe's data. We tried to initiate the self-destruct system, but there's something preventing the start of the countdown.
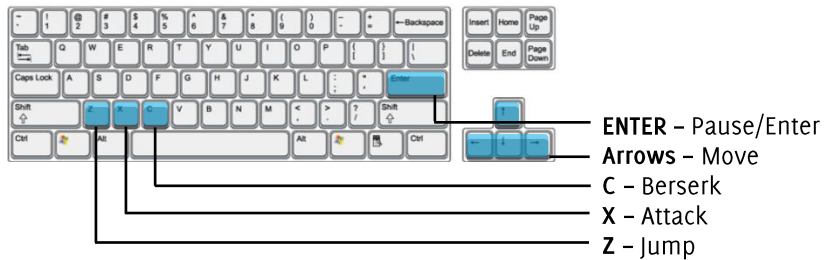
Your first mission is to unlock the self-destruct system to keep the 0niken from getting our mainframe's data. Meanwhile, I'll evacuate the base and meet you outside.
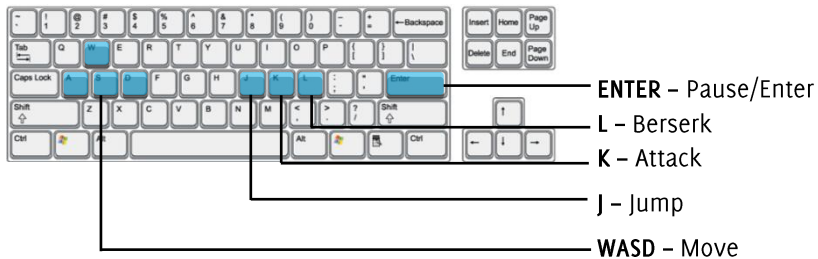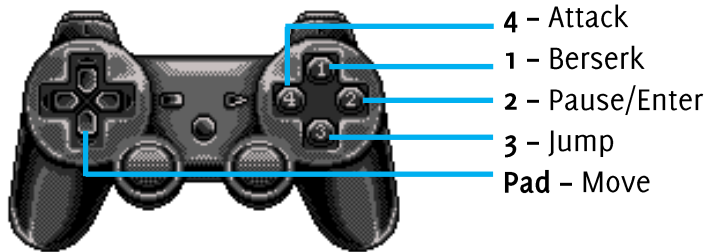
You and your sword are the last hope of mankind.

Layout 1: Keyboard A

ENTER – Pause/Enter
Arrows – Move
C – Berserk
X – Attack
Z – Jump

Layout 2: Keyboard B

ENTER – Pause/Enter
L – Berserk
K – Attack
J – Jump
WASD – Move

Layout 3: USB Gamepad

4 – Attack
1 – Berserk
2 – Pause/Enter
3 – Jump
Pad – Move

Layout 4: Xbox 360 Controller

X – Attack
Y – Berserk
B – Pause/Enter
A – Jump
Analog – Move

POWER TRICKS

Bars
Grab on to these bars to help you to get to higher places.

Supply Box
Can contain some useful items such as Health Kits, Grenades and Sword Power items. Destroy to open it.

Health Kit
Recovers some life. In Boss Rush Mode, it will greatly decrease the bonus score.

Grenades
To throw Grenades, press **UP+ATTACK.** Grenades are useful against bosses and other enemies that take more than one hit to be destroyed.

Sword Power
This item increases your Sword Power level, improving your sword speed and causing your sword to launch blade-shaped air vacuums that damage enemies. (Caution: Taking damage decreases your Sword Power level by one.)

BERSERK!
When you press the **BERSERK** button while you have at least one Sword Power item, Zaku enters in Berserk Mode. While in Berserk Mode, Zaku is invincible for a short period of time, and his sword creates a slashing wind that does massive damage. (Caution: Berserk Mode decreases your Sword Power level to zero.)

Extra Life
In all levels, there are some hidden areas that contain extra lives, helping you beat the game and boost your score.

Select "Game Start", and press the **Pause/Enter** to enter the Mission Menu and start the game. When a mission is cleared, you can choose it in the Mission Menu later and beat the high score.

Select "Options" and press the **Pause/Enter** button to enter the Options Screen. (See more about the Options Screen in page 12.)

Select "Exit" and press the **Pause/Enter** button to quit the game and return to your operating system.

OPTIONS SCREEN

☒ **Screen Size**
You can choose between "Full", "Window x1", "Window x2" and "Window x3".

☒ **V-Sync**
Enables vertical synchronization.

☒ **Input**
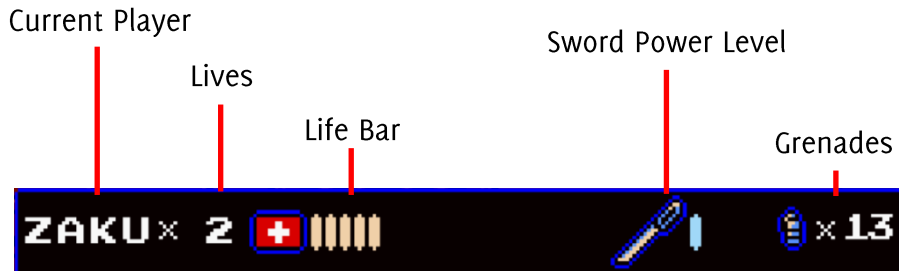Changes game control layout. See the game controls on page 6 and 7.

☒ **SFX**
Enables or disables the in-game sound effects.

☒ **BGM**
Enables or disables the in-game music.

HUD

Current Player

Lives

Life Bar

Sword Power Level

Grenades

ZAKU × 2 [+]▮▮▮▮▮ ✎ ▮ 🔋 × 13

⊠ If you die, you lose a life.

⊠ When you die and your number of lives reaches zero, it's Game Over and you have to start the mission again from the Mission Menu.

⊠ Your score will be recorded automatically for every mission cleared.

MISSIONS

Mission 1 – Resistance Base

Our base is under attack. The enemy wants the base's mainframe data. To keep it from them, the base's self-destruct system has been activated, but something is blocking it. You need to check it out and escape the base.

Enemies you might encounter:

Nightmare

Head Hunter

Reaper

Crawler

Heavy Reaper

Nightmare Reaper

Cannon

☠ ???

13

Mission 2 – Battleship Raid

Oniken has ordered the largest ship equipped with an anti-materia cannon to wipe out the remains of the resistance base, but there are still survivors in that area. Now you have to stop the ship while the resistance fights the Oniken.

Enemies you might encounter:

Reaper

Biker Reaper

Cannon

💀 Hovercraft

Crawler

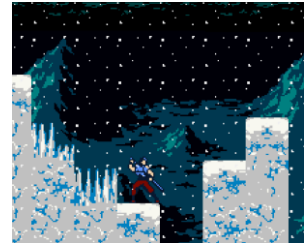Heavy Reaper

Head Hunter

Bomber

💀 ???

💀 ???

Mission 3 – Ice Fortress

The resistance intelligence has discovered that there is a weapons factory hidden in the North Mountains. Your mission is to destroy the factory and stop the 0niken's weapons supply.

Enemies you might encounter:
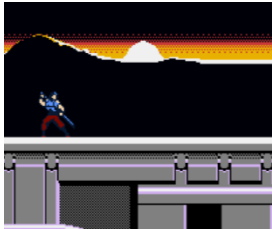
Reaper

Steel Hawk

Sniper

Mine

Cannon

💀 ???

☠ ???

Mission 4 – Enemy Supply Route

We have tracked the Oniken's supply route. A train is bringing weapons and supplies through the Wastelands to a station inside Ricardo's Forest. Board the train and destroy everything.

Enemies you might encounter:

Road Warriors

Shuriken Ninja

Windmill Ninja

Sniper

💀 ???

💀 ???

💀 ???

💀 ???

💀 ???

Mission 5 – The Brain Palace

Thanks to Dr. Grimm's memory implant, we've found out what the 0niken has been planning all along. They are about to start this evil plan in the depths of East Capital's ruins. The fortress, named Brain Palace, is the central operations center of the 0niken. Your mission is to infiltrate and destroy their mainframe before the plan starts!

Enemies you might encounter:

Windmill Ninja

Nightmare

Reaper

Crawler

Bomber

Cannon

💀 ???

Heavy Reaper

Head Hunter

Hovercraft

💀 ???

💀 ???

Mission 6 – The Core

You are in the Brain Palace core. Find the mainframe room
and destroy it. The destiny of humanity depends on you.
Please take great care.

Enemies you might encounter:

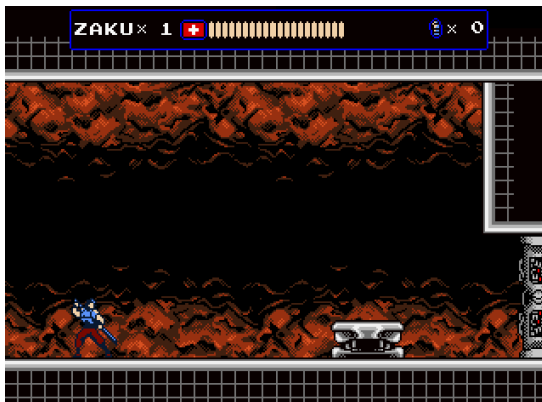*Heavy Reaper*

Cannon

Head Hunter

Windmill Ninja

Reaper

Sniper

💀 *???*

BOSS RUSH MODE

Beating the game for the first time will unlock the Boss Rush Mode in the Mission Menu.

In Boss Rush Mode, you will fight every boss sequentially without any Supply Boxes to help you.

After the Mission 2 boss, a very special Health Kit will appear. It will recover all of your life but will significantly decrease your final score.

Remember:
Your Boss Rush Mode score will be recorded only after beating all the bosses!

SCORING

Your score is recorded after clearing a mission.

☒ You receive points for every enemy destroyed.

☒ Destroying respawned enemies doesn't give you any points.

☒ The faster you clear the mission, the higher the bonus.

☒ You'll receive bonus points for extra lives. Try not to die!

☒ Finish the Boss Rush Mode after clearing all the missions to boost your final score and rank up in the Leaderboards. (See page 21 for more info.)
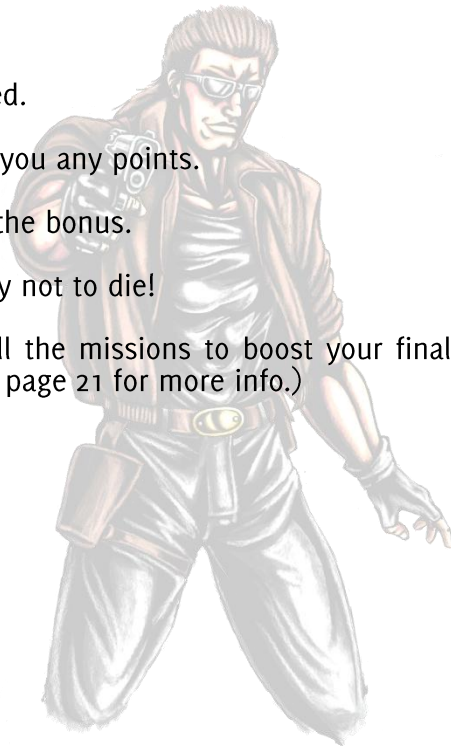
▭▭ LEADERBOARDS

The leaderboards are a special feature for players that purchased Oniken via Desura. You can compare your score with other hardcore players all over the world.

You can submit your score at anytime in the game launcher by clicking on the "Online Leaderboards" button.

Every time you submit your score, the old one will be deleted. The best score will be recorded.

You can see your global position on Leaderboards after submitting a score for the first time. Your position will be avaliable on **http://www.oniken.net/**
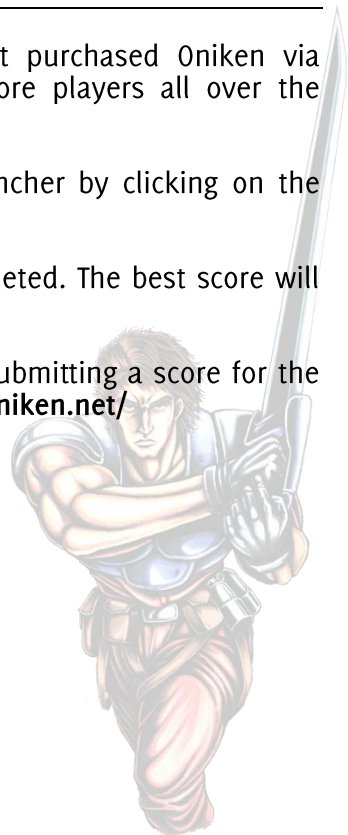
Main Foes

There are many different enemies in the 0niken army. This is all the information we could get for now. We hope it helps.

Reapers
Reapers are cyborgs made from the bodies of dead soldiers. They aren't very smart, but the 0niken has many of them.

Heavy Reapers
They are almost like tanks on legs, and are much stronger than conventional Reapers, but have limited movement due to their weight.

Nightmares
Nightmares are a biological and gelatinous form of life able to merge with inorganic material to create the most gruesome and deadly creatures.

Nightmare Reapers
Are Reapers that have been exposed to Nightmares, causing a violent transformation that makes them faster and fiercer.
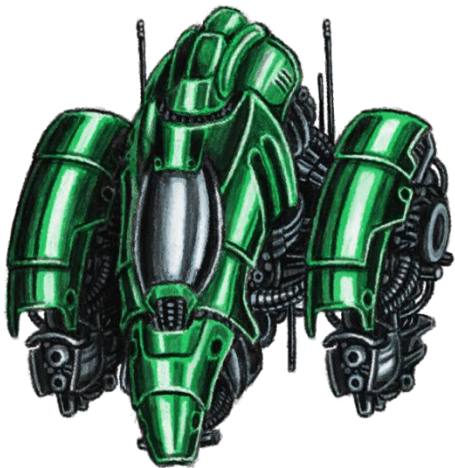
Snipers
As human soldiers are rare, the 0niken decided to keep their snipers human because no machine can surpass the instincts of a true human soldier.

Ninjas
They are professional assassins, at the service of the 0niken, used only in extreme situations. Their fighting skills are outstanding.

Hovercrafts
Are ships capable of flying very close to the ground. Their missiles are a terror to any soldier.

Crawlers
These insect-like machines are deadly. They can move very fast and attack at the ground level, making them a difficult target.

Game Design And Programming
Danilo Dias

Level Design
Danilo Dias
Pedro Paiva
Thaís Weiller

Graphics
Danilo Dias
Pedro Paiva

Additional Graphics
Paulo Cezarino
Thaís Weiller

Additional Programming
Marco Galvão (Keyo)

Music
Bruno Araujo
João Felipe Santos
Tiago Augusto Santos
Thommaz Kauffmann
Wendell Jean Kuci

Sound Effects
Danilo Dias
Pedro Paiva

Copy Editor
Adam Milecki

Manual
Marco Galvão (Keyo)

Trailer
Gabriel Camelo

Special Thanks
Bruno Ferreira
Bruno Hiram
Bruno Ribeiro
Bruno Vieira
Everton Vasconcelos
GamesFoda
Glauber Kotaki
Macbee
Pixel Prospector
Renato Duchini
Robson Moraes
Rodrigo "Ferio" Pereira
Rodrigo "Shin" Testa
Samuel Pavlovic
Studio Miniboss

HANDLING THE CARTRIDGE

- ☒ This game is intended for use exclusively on a PC system running Microsoft Windows.

- ☒ Do not bend, crush or submerge it in liquids.

- ☒ Do not leave it in direct sunlight, near a radiator or any other source of heat.

- ☒ Be sure to take an occasional break during extended play to rest yourself and the PC system.

- ☒ This game is intended for your enjoyment only, but please feel free to tell others about it.

WARNING TO OWNERS OF PROJECTION TVS:
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

CONTACT AND SUPPORT

For questions, criticisms, bug reports or any other type of contact:

gameoniken@gmail.com

Do not contact regarding:

☒ Broken gamepads/keyboards

☒ Complaints about difficulty

☒ DLC requests

☒ Alternate ending requests

☒ Free copies of the game

☒ An iOS/Android version

☒ An NES version

☒ The Konami code

DISCLAIMER

- Windows and Xbox 360 are trademarks of Microsoft Corporation.

- NES is a trademark of Nintendo of America Inc.

- iOS is a trademark of Apple Inc.

- Android is a trademark of Google Inc.

All trademarks are copyright of their respective owners.

Notes