

THE UNTOUCHABLE



Developed by



Creative Edge Studios, Inc.



Produced By: Travis Riggs

Programmed By: Danny Espinoza

The Cast

The Untouchable: Jon Valera

Khan: Francis Pineda

Tommy Base: Carmichael Simon

Paul Osuda: Jeff Durbin

Kingston Lau: Kingston Ng

Li Kwai: Tracy Fleming

X: Mallory Woods

Prodigy: Anita Lopez

MayDay: Greg Maye

Dae-Han: Vincent DeOcampo

Ahmee Love: Amy Reyes

Chance: Harry Carter

Genesis: Allen Sandoval

Jordan Sky: Larry Jordan

Zodiac: Louis Diaz

Lava: Karen Acosta

Solo: Omar Olumee

Asia Lau: Amerasia Liu

Maya: Deirdre Harriet-Welsh

THE UNTOUCHABLE

User Guide

www.theuntouchable.com

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Installation

For Windows users:

Insert Untouchable CD-ROM. Using Windows Explorer, navigate to CD and find the file named "setup.exe" and double click on it to start setup. Follow setup routine prompts.

There are three installation options:

Typical - The program will be installed with the most common options. Recommended for most users.

Compact - Program will be installed with minimum required options.

Custom - You may choose the options you want to install. With this option, you can configure the installation to take of from 175 MB to 650 MB of hard drive space.

For PowerPC Macintosh users:

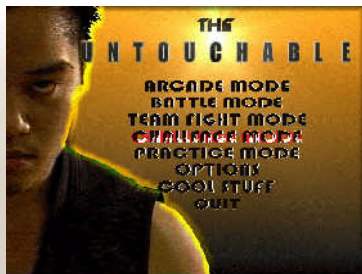
Insert Untouchable CD-ROM. Use the installation program on the CD.

Notes: **1)** Do NOT increase the memory allocation to the Untouchable. **2)** Do not use virtual memory in the memory control panel with the Untouchable. If it is on, turn it off. **3)** Quitting other applications before playing the Untouchable will increase game performance.

Main Menu

Regarding Menus: PUNCH, KICK and BLOCK select an item, SPECIAL and the ESCAPE key return you to the previous menu.

NOTE: The Untouchable will only operate when you have the CD in the CD-ROM drive



Arcade Mode

This mode pits you against the computer. You will fight your way to The Untouchable. Each time you beat him with a new character, one of the mystery characters will become available for gameplay. You normally fight the computer in this mode. You may, however, challenge other humans by enabling that option in the Game Options menu. Use the SPECIAL key to randomly choose a character.



Battle Mode

This will pit your skills against the best and worst opponents around: other people! Two players can play with the same keyboard, a controller and a keyboard, or (the best scenario) two controllers. Characters unlocked in arcade mode will appear in Battle Mode.



Team Fight Mode

Teams may be comprised of one to eight characters and may compete against a like number of characters controlled by the computer. When playing another human, you may choose differing numbers of players. For example: player one is highly skilled and chooses two characters to contend a novice player who chooses all eight available characters, bringing a degree of parity to the contest. If you win a round, your character will play the opponent's next character until one team is exhausted. Winners regenerate some health between rounds.



Challenge Mode

In Challenge Mode, you fight a very tough computer opponent to earn game secrets, cool moves, pictures, music and sound effects. In Challenge Mode, select the character you would like to know more about and then select an item (music, pictures, move codes or sound effects) that you would like to earn in a contest against a computer opponent. A win's spoils will appear in Cool Stuff in the Main Menu.



Practice Mode

The Untouchable offers a practice mode for inexperienced players to hone their talents and try new characters. The practice mode will allow you to fine-tune your skills. Hit the escape key for a menu of options for this level.



Options Menu: Game Options

Difficulty: There are two difficulty settings: Normal and Easy. You may want to start in Easy mode until you feel comfortable with the controls.

Challengers: When this setting is activated, another person may interrupt your Arcade session by tapping one of their action keys (Punch, for example)

Win After: Choose either one or two matches for win criteria.

Round Time: Choose the amount of time you want on the countdown clock. The round will end after the time you select has passed. Blocks may be either Full or Partial. Full blocks mean no damage is incurred with a successful block. With the Partial setting, damage is reduced with a successful block, but not eliminated. Leg sweeps cannot be blocked.

Options Menu: Display Options

The Untouchable will run on most modern computers. On older machines, you may experience some performance issues with certain display settings. You may adjust the following settings to adapt to your computer's capabilities:

Fighters: *High Resolution/Low Resolution* High resolution takes a substantial amount of memory and processing power. High resolution fighters look best at 100% or greater camera zoom.

Backgrounds: *High Resolution/Low Resolution* High resolution looks better and is more detailed but uses more computer resources. Switch to low resolution if performance is an issue.

Layers: *Single/Multiple* Multiple layers make the background appear more three dimensional. Switching to single layers will improve performance on under-powered machines.

Animation FX: *On/Off* Animation effects look cool, but turn them off if your system is under-powered.

Shadow FX: *On/Off* Much like layers and animation effects, shadow effects are not necessary for playing the game. Turn them off if your system is under-powered.

Max Zoom: 25%, 50%, 75%, 100% or 110% Max Zoom controls how close the camera zooms in on the players and action. 110% zoom will give you the closest view of the players. As characters move farther apart, your view of the setting will zoom out automatically. When the characters are in close hand-to-hand fighting, the camera will zoom in to the Max Zoom you have specified.

Camera Lock: *On/Off* This sets the max zoom as the only perspective. With the camera lock on, the max zoom set at 50% and the characters on low resolution, The Untouchable operates smoothly on most older PCs. This should be the first option you turn on if you are experiencing performance problems.

Frame Skip: *On/Off* This option allows your computer to skip frames when the load becomes too heavy for your processor to handle. While this will effect the smoothness of the fighters, it will help your computer keep up with the action.

FPS Display: *On/Off* This option will tell you how many frames are being displayed per second. An optimal display rate is around 33-39. This is very smooth for a game. The game will still appear reasonably smooth at frame rates of 26 or higher. At 25 frames per second or lower, you should adjust some of the aforementioned display options to bring that rate up.

Audio Options

The sound controls may be adjusted by volume and activated (On) or deactivated (Off). If you turn off all sounds, you will experience a small increase in performance.



Controls

The Untouchable comes pre-configured with keyboard commands for both players. The Controls menu lets you customize the keyboard commands. You may reassign any command to any key on the keyboard.

Strategy

This is a brief summary of some simple, effective rules to help you get started playing any character from The Untouchable.

Block! Don't be afraid to be defensive. With the exception of leg sweeps, blocking reduces damage from all attacks. Many times you can block an assault and immediately follow with a counter attack. You can also block while crouching which means that you can block an attack and counter with an uppercut and do much more damage than you sustain.

Sweep! Every character has a leg sweep. Some have more reach than others, but it is still a very effective way to take control of the game. A successful sweep should knock your opponent down and let you take the offensive. But be careful, some of the characters have a kicking attack as they get off the ground.

You don't have to knock someone out to win a round. If your health is greater than your opponent's when the time runs out, you win the round. Sometimes running away from your opponent as the few remaining seconds tick away is a safer bet than trying to knock the other out. This is especially true when both players are low on health.

With few exceptions, jumping forward or backward is faster than moving forward or backward on the ground.

Don't delay! Timing is crucial in a fighting game like this. This game allows you to input your next move while you are still executing another move. This way you will begin your next move as soon as your first move is completed. Chaining your moves in this fashion can make the difference between victory or defeat.

Basic Moves

The Untouchable offers three basic action categories: Attacks, Blocks and Positionings. Attacks are divided into kicks, punches and special attacks which are listed with each character, since each character will have different special attacks. Blocks allow you to defend against attacks from your opponent. Positionings are jumps, moving towards and away from your opponent and turning around. For the purposes of these moves, it is assumed that the character is facing to the right. For left facing moves, simply invert the right and left direction arrows.

Note: Items are performed in sequence unless in parentheses, in which case they are simultaneous. The default setup for Player one moves is as follows:

- 0 on the number pad is set to Block
- 1 on the number pad is set to Punch
- 2 on the number pad is set to Kick
- 3 on the number pad is set to Special Attack

Those are the default settings for Player One. You may reconfigure those moves to any key via the Controls menu under options. But for the purposes of this manual, “**P**” will represent punch, “**K**” will represent kick, “**B**” will represent block and “**S**” will represent special. Also note that items are performed in sequence unless in parentheses, in which case they are simultaneous. For example:

P + ⇨ + K

Punch, then move right, then tap kick

(P + K)

Punch and kick simultaneously

P + (⇨ + K)

Punch, then move right and kick simultaneously

Attacks

Attacks can be either kicks or punches. Leg sweeps cannot be blocked.

P

Simple Punch

K

Simple Kick

B

Simple Block

(↓ + B)

Crouching Block

(↓ + P)

Crouching Punch

(↓ + K + P)

Uppercut

(K + P)

Uppercut while crouching

(↓ + K)

Leg Sweep

Positionings

You may jump, crouch or walk. If you find yourself facing away from an opponent, move once in their direction to turn around.



Move Left



Move Right



Crouch



Jump

(↑ + ←)

Jump Left

(↑ + →)

Jump Right

If in the course of fighting you sustain a serious hit or a sequence of hits, your character will get knocked to the ground. You will remain on the ground, vulnerable to attack, until you tap a control. Some characters incorporate an offensive attack as they get up, some retreat as they get up, others are simply vulnerable as they get up.

Player Specific Special Attacks



Zodiac

Intelligence: He claims to have "traveled from the future and emerged in our day to defeat the Untouchable and change the times to come."

⇒ + ⇒ + (P + K)

Bonsai Kick

(⇒ + K + S)

Street Cleaner

B + (⇒ + P)

Blister Twister



"X"

Bears an unknown identity and motive. His actions have always been a positive element in this affair.

P + P + K

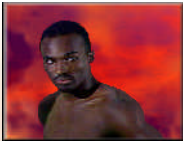
Face Smasher Combo

(K + S)

Back Handspring

⇒ + ⇒ + (P + S)

Tidal Wave Combo



**Jordan
Sky**

This ex-Navy Seal is now a specialist for hire. He is currently working with the US Government to stop Kingston and his sister from causing more diplomatic problems in China.

K + K + K

Sky Scrapper

(K + S)

Action Axe

P+ P + P

Jordan Jab



Dae-Han

An extensive martial arts repertoire has served this Korean soldier well. His personal quest to achieve Untouchable status stems from a desire to build a better world.

(K + S)

Action Axe

⇒ + ⇒ + K

Killer Capoeira Combo

⇒ + P + K

Pump Sidekick



**Paul
Osuda**

This martial artist's unique style is borne of a self-imposed isolation of many years. Paul seeks to find his lost brother.

$$(\Rightarrow + K + S)$$

Turtle Kick

$$P + P + K$$

Crazy Kick

$$(K + S)$$

Beach Blast



Khan

By means unknown, Kingston has produced a remarkable likeness of history's greatest warrior. Khan acts as guarantor to Kingston's ascension to Untouchable status.

$$\Rightarrow + \Rightarrow + (P + K)$$

Bronco Kick

$$(\Rightarrow + K)$$

Barbarian Blitz

$$\Rightarrow + \Rightarrow + (P + S)$$

Mongol Madness



Prodigy

Orphaned at an early age, her special skills were discovered and refined by monks in Southeast Asia. They harnessed her potential that she might unseat The Untouchable.

$\Rightarrow + (P + K)$
Whip Kick

$(\Rightarrow + K + S)$
Destroyer Combo

$\Rightarrow + (\Rightarrow + P)$
Pulse Punch



Tommy Base

This club dancer, turned martial artist, seeks to become Untouchable. With the belief that music and dance is the key to creating a lasting peace, he intends to "get funky" on all that stand in his way.

$P + P + P$
Smack Attack

$\Rightarrow + \Rightarrow + K$
Party Crasher

$(P + S)$
Funky Fists

Credits

Director: Travis Riggs

Asst. Director: Francis Pineda

Video Editor: Travis Riggs

1st Camera: Eric Gsell

2nd Camera: Travis Riggs

Production Manager: Cathy Dawson

Lighting: Eric Gsell

Grips: Colleen Egan

James Dempsey

Graphic Artists

(Characters): Seth Berger, Larry Aronson, Bryan Davis, Charlotte Yakovleff, Celeste Spade, Dan Rubin Sharon Beck, Travis Riggs

Graphic Artists (Backgrounds/
Special fx): E.W. Swan

Graphic Artists (Menu Design): E.W. Swan, Andy Sikorski

3-D Animators: E.W. Swan, Travis Riggs

Rotoscoping: E.W. Swan, Seth Berger, Travis Riggs

Martial Arts Choreographers:

Francis Pineda, Mallory Woods

Additional Choreography by: Jeff Durbin

Music Director/Licensing

Coordinator: Brian Nern

Public Relations: Jeff Little

Sound fx editing: Brian Nern, Travis Riggs, Richard Morel, Danny Espinoza

Voice Narration: Scott Ditto

"The Untouchable" Soundtrack:

"The Untouchable Theme" (credits)

Written, performed, and produced by:

dSx! Edited by: Brian Nern and Richard Morel

"Snake" (Zodiac)

Performed by: Sister Machine Gun

Written and Produced by: Chris Randall

Edited by: Brian Nern and Richard Morel

Sister Machine Gun appears courtesy of Wax Trax! Records

"Jimmy's Prayer" (Maya)

"Glory" (Dae-Han)

"Wetwork" (character selection)

Performed by: Morel. Produced by:

Richard Morel and John Allen. Written

by: Richard Morel

Morel appears courtesy of Deep Dish Records

"Mr. Charlie Rod's Laundry" (Li Kwai)

"I Killed A Man" (X)

"Miss America" (Prodigy)

"Hype" (Solo)

"Tune Out" (MayDay)

"Get Up Today" (end sequences)

Performed by: Morel. Produced by:

Richard Morel and John Allen

Written by: Richard Morel and John

Allen. Morel appears courtesy of Deep

Dish Records

"Herd Killing" (Paul Osuda)

Performed, written, and produced by:
Future Sound Of London
Edited by: Brian Nern and Richard
Morel. Future Sound Of London
appears courtesy of Astralwerks/
Caroline Records

"God Is God" (Kingston Lau)

Written, performed, and produced by:
Juno Reactor
Edited by: Brian Nern and Richard
Morel. Juno Reactor appears courtesy
of Wax Trax! Records

"Kerberos" (Khan)

"Outer Limits" (Jordan Sky)

Written, performed, and produced by:
Kazu Nishida

**"toxic soul youth (cold science
remix)"** (Genesis)

"urban method" (Asia Lau)

"cold science" (Lava)

Performed by: static lab
Written and produced by: Adam
McLellan. Static Lab appears courtesy
of: chemical.08 records

"BLAM!" (Tommy Base)

"Deathmatch" (opening sequence)

Written, performed, and produced by:
Grayzone. Edited by: Brian Nern and
Richard Morel

"We Look So Small" (Chance)

Performed by: Pistel w/ Mohammed
Written, recorded and produced by:
Mark Pistel. From the album "Pistel"
Baraka Foundation/Caroline-dis

"Five Leaf Dub" (The Untouchable)

Written, performed, and produced by
Mang Dub All-Stars

"The Untouchable Mix"

"Liquid Sky" (Ahmee Love)

Written, performed, and produced by:
dSx!

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Jackie, John Heinz, Matt Brock, Peter
Cohen, Mike Dixon, Rafi Guroian, Scott
Rogers, Gerard Talbot, Jackie Sussman,
Nicola Scott, Richard Morel, Kofi Yiadom,
Dawn Harvey, Allan & Diana Riggs, Jose
Ho, Black & Blue Productions & Cindy
Hesson

Additional 3D models provided by: 3D
Cafe (www.3dcafe.com)

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