

# SKULL CRACKER

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## INSTALLATION

### INSTALLING SKULLCRACKER ON YOUR PC

#### PC SYSTEM REQUIREMENTS :

- 486/66 or faster processor recommended
- 8 Mb RAM
- Super VGA with 256 colors
- Windows™ 95, Windows™ 3.1, or Windows NT™ 3.51
- Double speed or greater CD-ROM drive
- 100% Windows™ compatible sound card

#### INSTALLING SKULLCRACKER :

##### Windows 95 and later

1. Insert the SkullCracker CD in your computer's CD-ROM drive.
2. Select "Install SkullCracker" from the window that appears.
3. Follow the on-screen instructions.

##### Windows 3.1

1. Insert the SkullCracker CD in your computer's CD-ROM drive.
2. In Program Manager, select "File/Run" from the menu.
3. Type "D:\SETUP", where "D:" is the drive letter of your CD-ROM drive.
4. If SkullCracker says you need to "Upgrade Windows", follow steps 5 through 7. Otherwise, proceed to step 8.
5. Select "Upgrade Windows" from the window that appears.
6. Follow the upgrade instructions.
7. After your computer restarts, rerun the SkullCracker setup program as you did in steps 2 and 3.
8. Select "Install SkullCracker" from the window that appears.
9. Follow the on-screen instructions.

For important instructions on ensuring that your Windows configuration is Win32s compatible, please read the "Upgrading Windows 3.1" section located in the "Install.doc" file on the root directory of the SkullCracker CD.

##### Windows NT 3.51

1. Insert the SkullCracker CD in your computer's CD-ROM drive.
2. In Program Manager, select "File/Run" from the menu.
3. Type "D:\SETUP" where "D:" is the drive letter of your CD-ROM drive.
4. Select "Install SkullCracker" from the window that appears.
5. Follow the on-screen instructions.

If you have trouble installing SkullCracker, refer to the "Troubleshooting - General" section located in the "Install.doc" file on the root directory of the SkullCracker CD.



## UNINSTALLING SKULLCRACKER:

SkullCracker is designed to be easily removed from your computer when you are finished playing. To uninstall SkullCracker, select the SkullCracker icon as you normally would to play, and choose "Uninstall" from the title screen. Then, follow the on-screen instructions. Windows 3.1 users may want to remove Win32s and WinG from their computer, although doing so is not recommended, as it may cause other programs that use these components to stop working. If you know what you're doing and want to remove them anyway, see the instructions in the "Troubleshooting - Windows 3.1" section.

## UPGRADING WINDOWS 3.1:

SkullCracker is a 32-bit Windows application. It is designed to run under Windows 3.1, Windows 95 or later, and Windows NT. Windows 95 and Windows NT have built-in support for 32-bit applications. If you're running Windows 3.1, SkullCracker will install Microsoft's 32-bit extensions, Win32s, and Microsoft's graphics accelerator, WinG. These extensions are used by many other recent applications, and are a shared system resource.

For more detailed information on Windows 3.1, please refer to the "Upgrading Windows 3.1" section located in the "Install.doc" file on the root directory of the SkullCracker CD.

Since Windows 3.1 was not originally designed to run 32-bit applications, some existing video and sound card drivers are incompatible with Win32s or WinG. To ensure that SkullCracker runs smoothly on your machine, you should make sure that you are using the most recent drivers available. Please look up your sound and video cards in the sections "Audio Driver Information" and "Video Card Manufacturers" sections located in the "Install.doc" file on the root directory of the SkullCracker CD and install upgraded drivers if necessary.

It's important that you have virtual memory set up correctly to run Win32s. Please do the following:

1. Double-click on the Control Panel icon in the Main Program Manager group to open the Control Panel, then double-click on the "Enhanced" icon.
2. Select "Virtual Memory..." and verify that you have a permanent swap file that is at least 8000 KB. If necessary, select "Change" to change your swap file settings.
3. If possible, enable 32-bit disk and file access. This will improve the performance of your hard drive and CD-ROM under Windows.

If you have any problems with Win32s, please refer to the "Troubleshooting - Windows 3.1" section located in the "Install.doc" file on the root directory of the SkullCracker CD.

## PC TROUBLESHOOTING

If you have any general problems while running SkullCracker, please refer to the "Troubleshooting - General" section located in the "Install.doc" file on the root directory of the SkullCracker CD. For specific problems related to Windows 95, 3.1 or NT, refer to the sections "Troubleshooting - Windows 95 and Later", "Troubleshooting - Windows 3.1", and "Troubleshooting - Windows NT".

## INSTALLING SKULLCRACKER ON YOUR MAC

### MAC SYSTEM REQUIREMENTS:

- System 7.1 or later
- 8 Mb RAM
- Color monitor (256 colors)
- 68040 or higher processor recommended
- Double speed or faster CD-ROM drive

### INSTALLING SKULLCRACKER:

#### To install SkullCracker:

1. Copy the "Install" folder from the SkullCracker CD to your hard drive by dragging it to the hard drive icon on your desktop.
2. Once copied to your hard drive, you may rename the folder if you wish. Do not change the names of any files inside the "Install" folder, or SkullCracker may not work properly!

### IMPORTANT NOTES FOR MACINTOSH USERS:

1. All screen saving programs should be disabled before installing and playing SkullCracker.
2. Be advised that there are sound-compatibility problems with the Powerbook 540c.
3. SkullCracker is not compatible with Mobius Excellators.
4. SkullCracker is compatible only with Macintosh sound cards and will not work with Media Vision or non-Macintosh sound cards.

### MACINTOSH TROUBLESHOOTING

If you have any general problems while running SkullCracker, please refer to the "Troubleshooting Tips" section located in the "Read Me!!" file on the SkullCracker CD.

### TECHNICAL SUPPORT

CyberFlix provides technical support via telephone, fax, America Online, and the Internet.

**TELEPHONE:** (423) 546-7846. Customer support technicians are available from noon to 5 PM Eastern time. Automated help service available day and night at the same number.

**FAX:** (423) 546-0866. We will respond to faxes promptly via voice telephone or return fax.

**AMERICA ONLINE:** Technical support questions can be sent via email to "CYBERFLIX".

**INTERNET:** We provide three forms of technical support on the Internet:

World Wide Web - <http://www.cyberflix.com>

Internet Email - [support@cyberflix.com](mailto:support@cyberflix.com)

FTP Patches and updates for CyberFlix products are available from our FTP site, <ftp.cyberflix.com>

**SNAIL-MAIL:** If you'd like to send us a letter, or if you need to return your SkullCracker CD to us for a replacement, our mailing address is CyberFlix, Inc., 4 Market Square, Knoxville TN 37902.

# CONTROLS

PC Keys	Mac Keys	Function
Esc	Esc	Skip the current animation, pause the game, or access the save game menus
Arrow keys	Arrow keys	Control the player
A, W, S, D	A, W, S, D	Same as the arrow keys; use the preferences menu to change
Use Up or Down keys	Use Up or Down keys	Flip switches and pick up objects
K, P, J, I	K, P, J, I	Kick, punch, jump, and inventory; use the preferences menu to change
Ctrl+0 thru Ctrl+9	Command+0 thru Command+9	Set sound volume, Ctrl+0 or Command+0 is off Ctrl+9 or Command+9 is loudest
Ctrl+P	Command+P	Toggles full screen mode on or off
Ctrl+Q	Command+Q	Quit the game and return to the main menu
Ctrl+F1 / Ctrl+F2	F1 / F2	Increase/decrease the brightness of the screen
Ctrl+F3 / Ctrl+F4	F3 / F4	Increase/decrease the redness of the screen
Ctrl+F5 / Ctrl+F6	F5 / F6	Increase/decrease the greenness of the screen
Ctrl+F7 / Ctrl+F8	F7 / F8	Increase/decrease the blueness of the screen
Ctrl+F9	F9	Restore the screen to its default settings

# SPECIALS

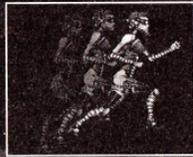
Mix up your attacks for maximum damage!

Rumor has it that some secret areas can be accessed by walking down alleys and through some doors... see what you can find!



## RUN

Up and Forward keys.



## KNEESTRIKE

Up and Kick keys.



## FLIP-KICK

Press and hold Up and Punch keys while ducking.



## UPPERCUT

## BACKFIST

Up and Punch keys.



## HEADBUTT

## ELBOW

Press and hold Punch and Kick keys while standing.



## POWER UPS



### 1-UP

Get awarded an extra life!



### EXTRA TIME

Adds two minutes to the mission timer.



### HEALTH

Increases the amount of health your player has.



### SWITCHES

Control Goop flow and open doors. Stand next to switches and press Up or Down.



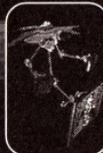
### MILESTONE

Restart your mission at the last activated milestone.



### EXTRA POINTS

Skooch-A-Bonus!



### MISSION GOAL

After the monster quota is met follow the probe for your next mission.

## SAVE GAME FEATURE

### TO SAVE A GAME DURING GAME PLAY:

1. Hit "esc" key to access the Exit and Save Game menu.
2. Click on the "SAVE" button and a dialog box will appear.
3. Type a name and select a folder or directory for the game to be saved under.
4. After saving the game, the Exit and Save Game menu will appear again and the player may continue or quit the game.

### TO LOAD A SAVED GAME:

1. Before starting a game, click on the "open" button on the Main Menu screen.
2. When the dialog box appears, select the file name of the saved game you wish to open.
3. Choose a character from the character selection screen and start the game.
4. The game will automatically start at the level you saved the game under.

## SPECIAL WEAPONS

The weapons appear in the same order throughout the course of the game every three levels (i.e. Flamer somewhere in the first 3 levels... Flare Gun in levels 4-6 etc.)



### FLAMER WITH FUEL CARTRIDGE

Spews deadly flames several yards in the direction of choice.



### FLARE GUN WITH FLARES

Belches deadly (and slightly inaccurate) flares toward target.



### SUPERSOAKER' WITH CANISTER OF HOLY WATER

This common toy becomes a worthy weapon against the undead when filled with holy water.



### SCEPTER

Emits a charge of electricity which causes serious damage to your opponent.



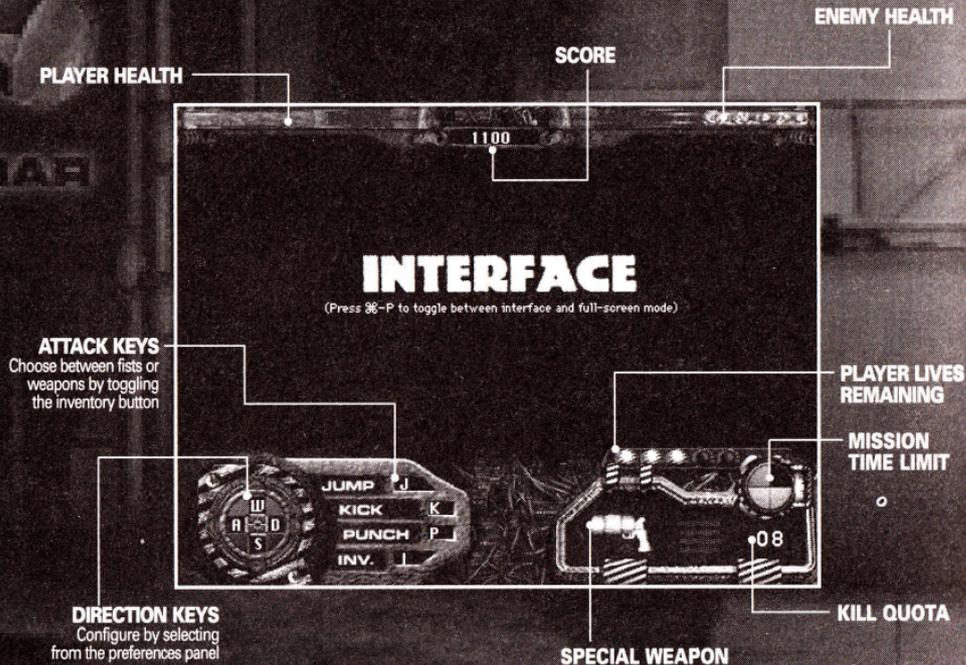
### MACHINE GUN WITH CARTRIDGE

Weapon of choice for the tentacle cops... if you can snag one of these, you can inflict heavy damage with a deadly spray of bullets.

## GAME INTERFACE

**HELP MAC :** Press  $\text{⌘}$ -P to toggle between interface and full-screen mode

**HELP WINDOWS :** Press Ctrl-P to toggle between interface and full-screen mode



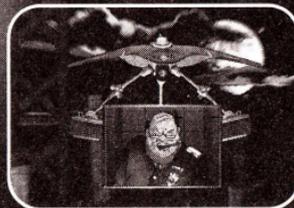
## BACKGROUND

*Skullcracker* unfolds in a parallel universe where a legion of macabre characters, or Freaks, have become a commonplace part of day-to-day living. Dealing with a smorgasbord of walking dead on a daily basis may not be a cakewalk, but in this world they have become no greater a nuisance than, say, interstate gridlock or daytime-TV talk shows. The freakish and the undead are just another entry in the compendium of popular culture.

Until now.

Heretofore, the supernatural deviants have been kept nominally in check by an organization known as Mortality Enforcement Inc. (MEI), a vast and bureaucratic corporation whose motto is "Helping the Dead Stay Dead." But the company is in peril. MEI built a monopolistic empire as undead exterminators. But as society has gradually gotten used to this supernatural freak show, MEI is no longer needed. Moreover, the company is under attack. A band of politically correct hellspawn is agitating for civil rights. MEI is in need of some creative way to protect its image and boost its business – fast.

Making matters worst, the Freak community is growing particularly nasty due to the effects of a sinister mind-altering substance known as goop. What's more, certain unexplained phenomena, which may also be goop-related, have begun to occur; normal citizens and ordinary creatures have begun to mutate and become incredibly fierce.



## THE MISSION

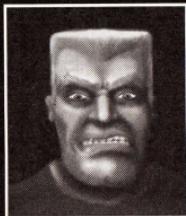
By becoming a freelance exterminator – Mortis Rigor, a.k.a. "Skullcracker," or his female counterpart, Penelope "Bonebreaker" Jones – you have the opportunity to help Mortality Enforcement Inc. achieve what it has thus far failed to do: regain control over the uncooperative cadavers. Your official contract for assignments at MEI is Control Agent Boggs Groggle. In preparing for your mission, you also gain officially sanctioned background information (of questionable validity) from MEI's public-relations spokesperson Dick Charmin. More reliable information comes your way from TV news reporter Regan Learton.

Your mission consists of four separate assignments that lead you through a variety of locales including woods, cemeteries, cathedrals, catacombs, city-sewers, and – perhaps most horrifying of all – the suburban shopping mall. As you proceed, you'll encounter numerous advisories and a few surprises. Is Mortality Enforcement behind the insidious goop epidemic? You must decide how to handle this ticklish situation while squaring off against a gamut of nasty interlopers.



# CHARACTERS

## MAIN OR NON-GAME PLAY CHARACTERS



**SkullCracker**

AKA Mortis Rigor, a former crack squad leader for Mortality Enforcement who left the "company" after learning about questionable actions and assignments dealing with new business contracts and services. A weapons expert and considered lethal at hand to hand combat, SkullCracker has a somewhat spotless record, except for the use of excessive force and violence against monsters and freaks. He is called on frequently by MEI for freelance assignments that other MEI operatives could not complete and runs a small business with Bonebreaker Jones for freak/monster extermination.



**Bonebreaker**

AKA Penelope Jones, who fought vampires and werewolves in London while working for Scotland Yard and the British Secret Service. She left because of a sexual harassment suit (that's the "official" report). She is the only female ever to be given a license to kill by the British government. Bonebreaker was considered a blunt instrument and used only for missions that other operatives could not complete. She moved to the states because the US government outlawed all monsters and bounty pay is higher here. Bonebreaker is called on frequently by MEI for freelance assignments that other MEI operatives could not complete and runs a small business with SkullCracker for freak/monster extermination.



**Dick Charmin**

Our intrepid Mortality Enforcement PR Rep, who is always vainly ducking an issue. Used as a foil between media (Regan Lerton) and MEI, Dick inadvertently gives away company secrets through his "info" commercials.



**Regan Lerton**

ANN (All News Network) female reporter, who confronts Dick Charmin and investigates into Mortality Enforcement's goop problem.



**Boggs Groggle (LB)**

The Mortality Enforcement Control Agent that gives you assignments during the game. He is behind the goop epidemic and must be stopped. His character mutates throughout the game, becoming uglier and more disgusting. You find him/it in the secret inner laboratory.



**MEI Flying Video Probe**

Remote control flying video camera, MEI management's way of spying on its operatives and a potential combat unit. This is the POV (point of view) during transitional and introduction movies.

# ASSIGNMENTS

Within each of the four assignments, there are as many as four sublevels plus the possible addition of hidden levels. The setting and cast change with each assignment, and with each subsequent level the difficulty increases. Each level leads ultimately to a Level Boss, a creature who is particularly ferocious and who, in order to be defeated, may require you to use key weapons or advanced moves.

## ASSIGNMENT 1: THE WOODS AND PLAYGROUND.

In your first assignment, you are instructed to clean up the local playground and woods where a pack of werewolf bikers and their hell-hound pets are making quite a stir. Local television news reports indicate that the werewolf gang is giving goop to schoolkids and endangering their lives. You must first confront the bloodthirsty canines, then their overly zealous owners. If you fall into one of the open pits, you'll find yourself in a sewer where you may have company. To complete this assignment, you face down a particularly menacing werewolf who initially masquerades as a harmless puppy.

### Cletus (Highway Level)

The Werewolves' pets, they are a cross between baboons and pit bulls. They're very nasty and they get nastier in groups. A couple of swift kicks and they run whimpering.

### Werewolves (Streets/tops)

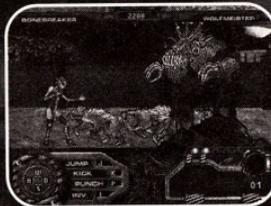
A gang of outlaw bikers, the werewolves ride Harleys and terrorize anyone who gets in their way. Suspected for peddling goop. They'll grab at you with a swinging arm and clawing action or may even run over you with their at motor-cycles. There's also a werewolf who throws exploding molotov cocktails you.

### Da Crow (Streets/tops)

This flying menace wakes up in a lousy mood and pesters the living day-lights out of you.

### Ox ghoul (Sewer Level)

The ox ghoul is a mutated cross between an ape and a lizard. He's green, aggressive, and dangerous. Watch out or he'll club and claw you to death.



### Tentacle (Sewer Level)

Mutated tentacles from the sewers of the city. They're very difficult to defeat and get past to safety.

### Da Rat (Street Level)

A giant street rat mutated by goop. He attacks by sneaking up on you and biting, then he runs away like a dirty rat.

### Wolfmeister (Level Boss)

The biggest, ugliest werewolf around, he lives in the playground and throws tires your way. Timing is the key to defeating this oversized werewolf.

## ASSIGNMENT 2: THE SHOPPING MALL AND ARCADE

Your next assignment is a shop-till-you-drop stint at the local mega-mall, appropriately named Romero Mall. Unfortunately for the would-be shoppers, the mall is held hostage by an armed and goop-crazed gang of skate-punks, the Mall Crawlers, and their leader, video-arcade owner Moss Kragg (who also runs The Goop Bar in the mall's food court). MEI has sent several extermination teams to the mall, but the skaters still rule. Your job is to defeat the skate-terrorists and their boss. As an added challenge, giant mutant cockroaches have infested the mall. (Be careful where you step!)

### Cockroaches (Mall Level)

Since they began eating goop in sewers and trash cans the roaches have gained not only a bigger size, but also an appetite for humans.

### Nally (Mall Level)

He belongs to the skate gang, The Mall Crawlers, that hangs out in Romero Mall. He's become violent and dangerous by eating goop that Moss Kragg serves through his "Goop Bar" fast food stand in the mall food court. He uses a bat as an offensive/ defensive weapon.

### Grinder (Mall Level)

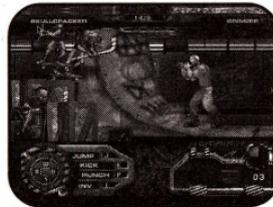
Grinder uses a hockey stick as an offensive/ defensive weapon.

### Thrasher (Mall Level)

Thrasher uses a hockey stick as an offensive/ defensive weapon.

### Billy Poker (Corridor Level)

Watch out! Billy throws his knife as a weapon!



### Big Brother (Corridor Level)

He is the "enforcer" for the Mall Crawlers. He actually hangs in front of the door that leads to the arcade in the corridor. Beware! He throws his Frisbees as weapons! To beat him you must hit the target on his shirt as you dodge the saw-blade Frisbees he slings your way.

### Moss Kragg (Level Boss)

A dangerous and powerful vampire that owns several businesses in the mall, including "Kragg's Video Arcade" and the "Hot Goop Bar" fast food stand. Responsible for serving goop to the mall kids and skaters. Wears electronic floatation system, to help offset size. You must force him down by setting off the sprinkler system. If you see any old MEI chums laying around you might want to ask them how they would do it.

## ASSIGNMENT 3: GRAVEYARD AND CATHEDRAL

You discover that zombies are operating a "free goop kitchen" from inside a deserted cathedral. When an anti-freak demonstration erupts into chaos, the zombies, wired on goop, go on the offensive. You must rout the zombies, facing off against their wraith leader, Mizithra—and shut down the goop-dispensing operation. Mizithra is a fearsome adversary who wields electricity as a weapon and possesses the uncanny knack of splitting in two. Your confrontation with her is certain to be positively shocking. What's more, make one false step and the floor beneath you may crumble, leaving you trapped in subterranean catacombs! Can you find your way out?

### E-gore (Cathedral Level)

Typical hunch-backed ghoul that was brought up from the catacombs to help the zombies with their "free goop kitchen" in the old cathedral. He'll shuffle along then suddenly throw hatchets at you.

### Rotting Flesh Zombie (Cathedral Level)

These zombies are fresh from the graveyard and ready to defend their "free goop kitchen" from any attacker. There are several versions of them, from those that throw body parts to others that attempt to thrash at you with their flailing arms. By the way, their breath is nothing you want to smell. There's just something really gross about rotten lung breath.



### Bone Head (Cathedral Level)

He's fresh from the graveyard and ready to defend his "free goop kitchen" from any attacker. He only wants to strangle, bite, or slam you to the ground. (Oh yeah, he'd probably also be willing to settle for simply killing you...)

### Hands (Cathedral Level)

New zombies that have not fully broken earth yet grab you through the graveyard earth. They try to hold you still till other freaks can get at you. You better just keep moving 'cause there's no way to stop them.

### Bella (Catacombs Level)

A good bishop gone bad, he can either summon bats using his evil powers or else form electricity balls to hurl at you.

### Cerberus (Catacombs Level)

With a crocodile tail, this mutated cross between a gargoyle and human lives in the catacombs of the cathedral, protecting the sacred scepter. He's big, made of stone, and very ugly, aggressive and dangerous. If you wake him up you'd better duck or he'll nail your head with a skull or bone. If you get too close he'll even slam you back to where you began. (So don't wake him.)

### Bats (Catacombs Level)

After eating goop in sewers and trash cans the bats in the catacombs have gotten pretty big. Usually they're just annoying, but sometimes they'll run right over you. Think fast!

### Mizithra (Level Boss)

A secret operative like Moss Kragg that helped set-up the zombies with their "free goop kitchen" in the old cathedral. She splits into two equal characters, making her twice as hard to defeat. Watch out, as she can also stun you with "evil vision" then bite your neck to drain your energy. To defeat her you must use the sacred scepter to capture energy from lightning rods running through the bell tower. Timing is everything

## ASSIGNMENT 4: MORTALITY ENFORCEMENT HEADQUARTERS AND SECRET LAB

By now, the corruption at Mortality Enforcement is baldly apparent, as is the link between MEI's synthesizing the toxic substance and masterminding its proliferation in order to create a more violent breed of Freak. It is a cleverly executed scheme designed to create societal conflict between the quick and the undead. In the final showdown, you must first face MEI's agents who are defending the company headquarters, then confront and defeat Boggs Groggle—the engineer of this evil scheme—and destroy the machinery that produces the goop. In so doing, you free the world from the clutches of an evil corporation that will stop at nothing to further its own monetary gain. Good luck!



### Mr. Slurpy (Air Duct Level)

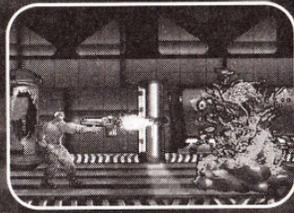
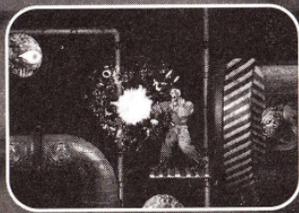
Dr. Larkin's mutated science experiment, it travels in a "brainmobile" and keeps surveillance in the duct work of MEI. A small note of interest: he really enjoys eating brains on the job.

### Puke Boy (Lab Level)

Puke Boy is a seriously mutated science experiment who shoots vile substance from its mouth-like area. This is Dr. Larkin's personal bodyguard.

### Dr. Larkin (Lab Level)

A Mortality Enforcement Laboratory Technician mutant that has been infected with goop and is now an aggressive zombie-like freak. Beware, as he has several attacks. He can whip you with his mutated tentacle arm, blow some goop-like mucus at you, or simply shoot a fire ball at you.



### MEI Tentacle Cop (Barrel Level)

These Mortality Enforcement Patrol mutants have been infected with goop and are now aggressive zombie-like freaks.

### Bill "The Arm" (Lab Level)

A mutant arm that sneaks up and punches you in the back. Dr. Larkin has regenerated these arms from the dead in a series of bizarre goop experiments.

### Goopa Loopa (Vat Level)

Mutant experiment that Dr. Larkin has created to protect MEI and, more importantly, Boggs Grogle.

### Boggs Grogle (Level Boss)

The Mortality Enforcement Control Agent that has given you assignments throughout the game. He's behind the goop epidemic and must be stopped! His character has been mutating throughout the game and is now an ugly disgusting monster. You find him/it in the secret inner laboratory.

## CREDITS

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