Killing Engine

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www.killingengine.com

INTRODUCTION

Killing Engine is a free multiplayer shooter where you team up with your friends to beat the opposing team. It takes place in a fictional universe where Finland and Russia are at war with each other.

REQUIREMENTS

ATi x800, GeForce 6 series or equivalent 3D accelerator
Internet connection (preferably 1/1 Mbit DSL or cable)
1000 MHz processor
256 MB of RAM
1024*768 screen resolution
Keyboard and mouse

GETTING STARTED

Killing Engine can currently be played only over the Internet against other people, i.e. there are no single player mode or bots in the game.

First thing you need to do is register yourself a game account in www.killingengine.com. The account is needed in order to log in to the game. Your game statistics will update in your online profile.

When you have an activated account start the game.exe in the Killing Engine game folder, type in your user name and password and click OK.

JOINING INTO A GAME

When the game opens you are presented with the JOIN screen. The fastest way to get playing is to select a server from the server list and hit JOIN button. This will connect you to a server that another player has hosted. You might want to select a server that has other players in it. Otherwise you won't have anyone to play against.

In case you know the IP address of the server you want to join in, type the address in the ADDRESS field and click JOIN.

HOSTING A GAME

You might want to host a game of your own. In this case select HOST GAME from the top bar. Now you have to type a name for your server, e.g. if your name is Jack, you could consider "Jack's server" or something similar. Then select the desired settings for your game and hit HOST.

Default port for the server is 8887(UDP) which can be changed from server sheet in the options. Make sure that you have that port enabled from the firewall of your operating systeml (Windows Firewall in Windows, iptables in Linux, etc.) You may also need to configure a port forwarding (virtual server) for example on your DSL router, if the server doesn't have direct access to the internet.

CONTROLS

There are two different control modes in Killing Engine. In ABSOLUTE MODE the character aims with the mouse and moves to the direction of the movement key, e.g. the 'W' key moves the character towards the upper side of the screen, the 'A' key towards the left side of the screen and so on.

In RELATIVE MODE the character aims with the mouse and moves towards the crosshair with the 'W' key. 'A' and 'D' keys are used to strafe.

The mouse scroll can be used in browsing through the weapons you are currently carrying with you.

Below are the default key commands used in Killing Engine. They can be modified in the options.exe if desired.

MOVEMENT

MOUSE	aiming
W	move up
A	move left
S	move down
D	move right
SHIFT	sprint
CTRL	crouch / dive

OTHER

E	use
F	flashlight

WEAPONS

LMB	fire
RMB	throw a grenade
C	detonate satchels
R	reload
G	drop weapon
1	select explosive
2	select small weapon
3	select main weapon
4	select grenade

GAME COMMANDS

M	display the map
Y	chat
T	team chat
O	change team
TAB	display scores
F5	screen brightness down
F6	screen brightness up
F7	master volume down
F8	master volume up
F11	capture a screenshot
ESC	quit to menu

ADMIN COMMANDS

F1	kick player menu
F2	balance teams menu
F3	change map menu

METHODS OF COMBAT

The goal of the game depends largely on the game mode you are playing. However the methods and tactics to achieve that goal are pretty much the same all the time.

GET WEAPONS

The game maps have many different weapons scattered all over and you may carry quite a few of them with you simultanously. If you see a weapon on the ground, pick it up and it will become selected automatically if it's the first weapon you pickup in the match. You also might want to find some ammunition for it. The weapons generally come with few rounds in them but hardly enough to keep you going in the long run.

HEALTH AND ARMOR

Keep an eye on you health at all times. If the value next to the red cross in the HUD runs to zero your soldier is history. When you find yourself running down on health pick up a first aid kit if you can find one. If you can get your hands on an armor it will increas the chances of your survival a lot.

TAKE COVER

While taking a fire try and find yourself some cover. If you see boxes, fences or sandbags nearby you can go hide behind them. While near to this sort of objects you can still shoot over them. You may also duck in order to hide from the eyes of scouting enemies.

DIVING

If you find yourself surrounded in water you may press Ctrl in order to dive. Now you are invisible from the enemy but cannot fire with your weapon. Also remember that if you get hit by a bullet you still take damage. Keep an eye on your oxygen level. If you run out of it you will take damage.

DOORS

Doors can be opened and closed from 'E' in your keyboard. Of course you can shoot the doors down but remember that open doorways tell enemies that there might be someone inside.

LIGHTEN UP

From 'F' key you can light up your flaslight in order to see inside dark places. Use you light with caution because it is well visible for your enemies.

SMOKE

One useful tactical element e.g. in Capture the Flag is using smoke. Players cannot see through smoke which makes it a perfect escape route.


PLOW THROUGH THE OBSTACLES

In this game the walls and the objects won't stand in your way if you are equipped with the right tools. Few explosives will easily tear down any walls when placed down right. Just be sure to take cover before detonating your bombs.

GRENADES

Use grenades to blow the enemies up. These weapons come especially handy when fighting in tight places. You can also blow up some light weight obstacles with these.
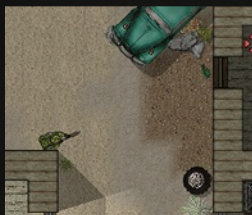
SATCHELS AND MINES

If you own a good tactical sense using satchels and mines to your advantage can be very effective. Mines explode when walked over so you can easily secure tight spots with them. Satchel charges are heavy explosives that are detonated remotely with 'C' key or the detonator. They can kill people from quite a distance and also easily bring down any walls in your way. Just remember to take cover before hitting the button.

GAME MODES

TEAM DEATHMATCH (TDM)

In Team Deathmatch you team up with your friends to beat the other team. The winner is whichever team reaches the kill limit first or the team that has the most kills when the time runs out.

CAPTURE THE FLAG (CTF)

In this game mode the goal is to capture the flag of the opposing team and bring it back to your own base as many times as possible. Simultaneously you must try and protect your own flag from the enemy.

KING OF THE HILL (KOH)

In King of the Hill your team tries to capture all of the flagged areas located in the map. You can capture the area by standing few moments near the flag. After you have capture the flag, defend it so that the opposing team can't take it from you.

OPTIONS

GRAPHICS

SCREEN > WINDOWED makes the game run in a windowed mode instead of fullscreen.

SCREEN > BRIGHTNESS sets the brightness of the screen in Killing Engine.

SCREEN > VERTICAL SYNC

SCREEN > SCREENSHOT FOLDER sets the folder where your screenshots are captured. In default they are saved to the root of Killing Engine game folder.

RENDERING > RENDER LIGHTS determines whether or not the in game lights are rendered. NOTE: if your FPS is low, disabling lights may bring it up a bit.

RENDERING > RENDER OBJECT SHADOWS determines whether the objects have rendered shadows.

RENDERING > RENDER ENVIRONMENT SHADOWS determines whether the buildings have rendered shadows.

RENDERING > USE FLOOR BLENDING determines whether or not the floor tiles use shader blending.

SERVER

CONNECTION > SERVER UDP PORT determines which port server listens when hosting game. Other players must connect to this port using the address hostname:port. If default port 8887 is used then port isn't needed.

CONNECTION > UPSTREAM LIMIT sets the maximum Kb/s that the server will send. If this is empty then limit isn't used.

CONNECTION > ENABLE LEVEL UPLOADING determines whether or not the server can send player a level which that player doesn't have yet.

MAP CYCLE > GAME MODE determines which game mode map cycle you are configuring.

MAP CYCLE > (LEVEL LISTS). When the round ends in the game the next level will be the next one in SELECTED LEVELS list. You may add levels to SELECTED LEVELS list from AVAILABLE LEVELS list. The order of the list can be changed by dragging with the mouse.

SERVER CUSTOMIZATION

INFO FILE FOLDER OR URL determines path for a file where the server writes information about it's status and players.

GAME HUD

The Killing Engine game hud has several important items in it.

HEALTH AND ARMOR are located in far left side of the hud. They are represented with red plus and shield signs. When you take damage it will be subtracted from your HEALTH and ARMOR. If your HEALTH runs down to zero your character will die.

STAMINA can be used to execute short sprints by pressing the SHIFT key. If the blue bar goes all the way down your character must rest a few moments before he can sprint again.
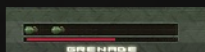
GRENADE bar can hold a total of six (6) throwing items such as frag grenades or molotov cocktails. When you decide to throw one of them and hold down the RMB the thin bar below the grenades will start to fill up indicating the power with which the item will be thrown.

WEAPON slot holds two items in it. In right is the weapon you are currently holding in your hand. These can vary from mines to pistols, rifles and bazookas. In left is shown your selected throwing item such as frag grenade.

CLIP slot shows the amount of ammo the current clip of your weapon holds.

AMMO shows the total amount of the ammunition you are carrying for the selected weapon. If the CLIP slot runs down to 0 the weapon will be reloaded with a full clip from the AMMO slot.

CREDITS

Lead designer & project leader
Juha Keränen

Lead programmer
Juuso Savolainen

Graphics
Toni Kontio
Juha Keränen

Sounds
Toni Kontio

OS X version
Jani Hast

Special thanks
Jarno Kirjavainen
Sami Salminen
Joona Muje