TERRIAN SAGA KR-17

/ QUICK START GUIDE

/ BASIC CONTROLS

KEYBOARD



- LEFT ARROW – Move Left (*Double Tap = Dash Left*)
- RIGHT ARROW – Move Right (*Double Tap = Dash Right*)
- DOWN ARROW – Activate/Interact (Open Doors, Save, etc)
- UP ARROW – Jet Pack (when found)
- A – Jump
- S – Launch J1M (control with Arrow Keys)
- D – Use Special Weapon
- F – Laser
- ENTER – Cycle Through Special Weapons
- ESC – Pause Menu

CONTROLLER (360)

- D-PAD/LEFT ANALOG STICK: LEFT/RIGHT – Move Left/Right (*Double Tap=Dash*)
- D-PAD/LEFT ANALOG STICK: DOWN – Activate/Interact (Open Doors, Save, etc)
- D-PAD/LEFT ANALOG STICK: UP or R BUMPER – Jet Pack (when found)
- A – Jump
- Y – Launch J1M (control with D-Pad/Analog Stick)
- B or LEFT TRIGGER – Use Special Weapon
- X or RIGHT TRIGGER – Laser
- BACK BUTTON – Cycle Through Special Weapons
- START BUTTON – Pause Menu

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/ QUICK START GUIDE

/ EXPLAINING THE GAME

- **HEALTH METER** – Red bars in upper left corner diminish each time you take damage. Lose all your health and you will restart from your last save point. Some enemies will drop health when defeated (red bar).
- **POWER METER** – Below your Health Meter is your Power Meter. Each time you fire a Special Weapon or launch J1M it uses up your power.
- **RECHARGE STATIONS** – Scattered around the levels are Recharge Stations that will refill your Power Meter. Just press DOWN in front of one to fill up.
- **GEARS** – Each level is filled with collectible GEARS that you will see floating about in both easy and hard to reach places. Your current number of Gears is displayed in the upper left corner of the screen.
- **SAVE POINTS** – Saves your current progress in the game. Should you die you will restart at the last Save Point you activated (Save points are not automatic and must be activated by pressing DOWN in front of one unless you are starting a new level in which case the game will automatically save for you).
- **COLOR KEYS/COLOR DOORS** – Some doors are color coated and can only be opened by finding the key of the corresponding color (Red, Blue, Green, Yellow).
- **EXIT TRIGGERS** – Some levels require you to find and activate a specific number of triggers before the EXIT becomes available. Triggers can vary from Red Buttons, Pressure Valves, or could be specific targets that must be taken out. The number of triggers required to open an exit along with how many you have activated appear in the upper left corner of your HUD below your Health and Power Meters (ex: 0/8).
- **BLUE TRIGGERS/SWITCHES** – These generally activate something in the immediate surrounding area. Switches often turn power on to a dormant lift where Blue Triggers might drop a box or cause temporary platforms to appear.
- **J1M** - Not only is he a trusted friend, J1M will need to be utilized to access areas KR-17 cannot go. Once in motion, you can only change the direction J1M moves by pressing Up, Down, Left or Right and he will not stop moving until he has run into something.
- **JETPACK** - A number of levels throughout the game encourage exploration to find new and hidden areas with goodies to collect. Whenever you find the JETPACK you can fly to areas you once could not reach. Take advantage of your time with the jetpack because it will go away as you advance through the levels of the game.

Terrian Saga: KR-17 is a side-scrolling platformer that takes you back to the glory days of 90's gaming. The game is broken up into a series of levels where some are designed to foster exploration, where other levels are intense action platforming sequences that will require concentration and dexterous thumbs. There will be **8 bosses** you will encounter, each one with different attacks and methods needed to defeat them.

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