PCP-LR-IRE

ENHANCED



Raining Lamppost

This official seal is your assurance that Larank has reviewed this product and that it has met his standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when downloading games and accessories to ensure complete compatibility with your Computer.

Unless it explodes in which case we never wrote this.



THANK YOU FOR SELECTING THE ENHANCED DOWNLOADABLE GAME PAK.

Please read this instruction booklet carefully to ensure proper handling of your new game and then save the booklet for future reference. Do not leave it lying around and let it get all scuffed, bent, ringed by caffeinated beverages or, Aeon forbid, water damaged.

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THE ENHANCED STORY
OBJECT OF THE GAME/GAME DESCRIPTION

You control H, a security guard who lives onsite with his family in a mostly underground base. He awakens to find the base may be under attack!!

But Larank is around to help out in this time of crisis; everyone needs someone like him around when the going gets tough!

Wanting to secure the base with minimum casualties, as well as find and protect his family at any cost, you play as H as he jumps into action! Run, perform aforementioned jump, gun, missile, grenade and other incorrectly used nouns to get through the overrun base!
With Larank's help of course!

CHARACTERS



ENHANCED

IN THE FAR FUTURE A SECURITY GUARD KNOWN AS "H" WORKED IN AN UNDERGROUND "BASE" THAT HE AND HIS "FAMILY" LIVED IN. AFTER A STAFF "PARTY", "H" WAKES TO FIND THAT THE "BASE" SEEMS TO BE UNDER ATTACK, THAT THE MANY DANGEROUS CREATURES KEPT IN THE "HOLDING BAY" HAD ESCAPED AND THE ONLY PERSON WHO "H" COULD FIND ON TRANSMITTER WAS "ADMINISTRATOR" "LARANK".

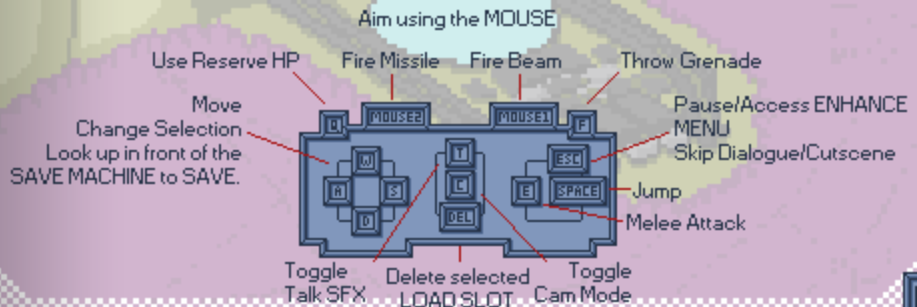
GO FIND THE "H"'S "FAMILY" AND PUT A STOP TO THE "SHENANIGANS" AND "GOINGS ON".

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold, if this is unavoidable, sunscreen or a scarf may be in order to prevent damage to the game. Never hit it or drop it, but if you do, be sure to do it in an over the top fashion and record it for the Internet, then link back to the game.
2) Never attempt to disassemble your GAME PAK, active C4 has been placed inside it's casing to deter interference with the games inner workings.
3) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game if you didn't buy it dinner first.
4) Do not clean with benzene, paint thinner, alcohol (cheap, non-vintage alcohol) or other such solvents. Root Beer may be an acceptable substitute.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller 1



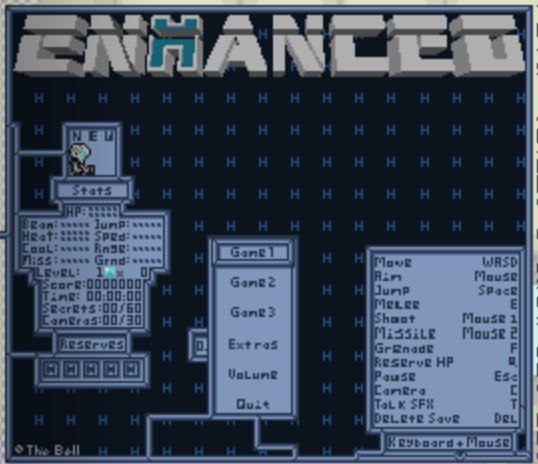
3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS (CONTINUED)

Controller 1

Controller 1 – Used for all games
Controller 2– Not Used



4. HOW TO START PLAYING ENHANCED



The title screen will appear after the RAINING LAMP-POST logo, find and press the Any Key or Any Button to access the LOAD MENU, if you would rather see the game's EXPLANATION and KEY ITEMS via a lovely TEXT SCROLL, please wait at this screen.

Assuming you don't wish to see that, after successfully pressing the Any Key/Button, the LOAD MENU will appear. Using the [W] and [S] keys (UP and DOWN on the D-PAD), one can browse the selection, and with [SPACE] ((A) on CONTROLLER) one can select their desired option.

Or one could use the MOUSE, same diff.

On the left of this MENU is usually the LOAD SLOT STATS window, showing one the state of things in their GAME SAVE. If it says 'NEW' then there is no DATA saved to this LOAD SLOT.

On the right is a CONTROL HELPER to show one what KEYS or BUTTONS do what. This automatically changes if one changes INPUT METHOD.

Finally, in the centre of the LOAD MENU, one of three LOAD SLOTS can be selected, EXTRAS can be checked, VOLUME controlled, or the game can be QUIT.

Pressing [DELETE] or (Y) on a LOAD SLOT will show the option to DELETE the LOAD SLOT, proceed with caution as I am not going to pick that back up mister.

Pressing [SPACE] or (A) on a LOAD SLOT will load the game to where you last SAVED, or if it's a NEW GAME, it will start you at the start of the game, which is always a good place to start

Pressing [SPACE] or (A) on the EXTRAS option will show one the EXTRAS they have unlocked by SAVING after gaining a certain LEVEL of EXPERIENCE. There's also a well written MANUAL one can access too, it's recommended as it's quite good.

5. START PLAYING ENHANCED

After two well-choreographed modern-age "CUT SCENES" the game will finally begin with H at (what seems to be) the back of the HOLDING BAY.

By collecting "COINS" and defeating "ENEMIES" "H" will "LEVEL UP" which gives one a "CREDIT" to spend in the "ENHANCE" menu*

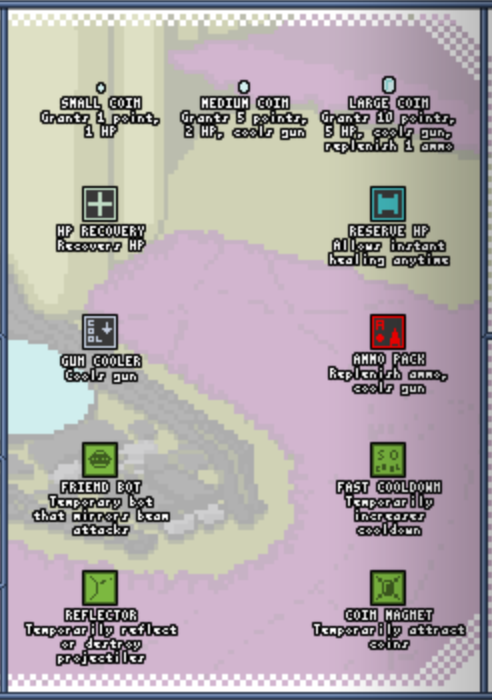
If H is defeated due to one's incompetence, one is given the option to begin the game again at the latest CHECKPOINT.

CHECKPOINTS are created when entering a new area, they are not SAVE GAMES however and any progress made since the latest SAVE will be lost if the GAME is QUIT.

*also known as the "PAUSE MENU" this can be accessed with [ESC] or (START).



If you just wait at the TITLE SCREEN, where "PRESS THE ANY KEY" is displayed then you'll get this handy dandy little sheet on the right show up right on your screen! Best to printscreen it, print it out and tape it to your car windshield so you don't forget such complex info! What? You don't have a car?? Then just staple it to the fridge. Then buy a car and staple the fridge onto it.



6. ANATOMY OF A ENHANCED HUD

During H's adventures you may notice the HUD taking up a quarter of the SCREEN:



1. **HP:**
HEALTH METER, this horizontal BAR and SIMPLE INTEGER sums up all of H's current STAMINA and LIFE-FORCE, without which he is unable to continue the GAME, thus the GAME will END.

2. **HEAT:**
CURRENT WEAPON HEAT, this vertical BAR and SIMPLE INTEGER denote the current capacity of H's WEAPON being able to FIRE once again, if it gets too HEATED then it will not be able to FIRE for a second or two.
Note: MISSILES cause more HEAT and GRENADES are thrown, thus do not add to the WEAPON'S HEAT. BEAMS can be SHOT with [MOUSE1] or (RT).

3. **MISSILES & GRENADES:**
Denotes H's current stock of MISSILES and GRENADES, he begins with NONE. They are unlocked and increased in the ENHANCE MENU. MISSILES are FIRED with [MOUSE2] or (LT) while GRENADES are thrown with [F] or (RB).

4. **RESERVE HP PACKS:**
These five ICONS show if H has any space RESERVE HP PACKS on his person. These are generally found from defeated ENEMIES. RESERVE HP PACKS are used with [Q] or (LB).

5. **SCORE:**
H's current SCORE from picking up COINS and defeating ENEMIES, when the SCORE is high enough, it increases H's LEVEL and awards him a CREDIT.

6. **LEVEL:**
H's current LEVEL, increased by SCORE.

7. **CREDITS:**
Amount of CREDITS left that H has accumulated during his adventure by increasing his LEVEL. CREDITS are spent on the ENHANCE MENU SCREEN (more info on this on the next page).

8. **OBJECTIVE:**
Indicates what H is meant to do next to PROGRESS the GAME. Occasionally used for the INFREQUENT* DIALOGUE that may occur during the GAME.

7. ANATOMY OF A ENHANCE MENU

When the GAME is PAUSED during [ESC] or (START), the ENHANCE MENU will appear. Here one can choose to spend hard-earned CREDITS to INCREASE (or ENHANCE) H's current STATS (or UNLOCK MISSILES or GRENADES).

One can SELECT a stat using the [MOUSE], [W], [A], [S], [D], (UP), (DOWN), (LEFT), or (RIGHT) then [MOUSE1], [SPACE] or (A) to CONFIRM that ENHANCEMENT, unless of course H hasn't got enough to afford it, sorry but I can't give CREDIT; try again when you're a little RICHER.

MAX HP:
Increases H's maximum STAMINA and LIFE-FORCE.
Costs 1 CREDIT

MAX HEAT:
Increases H's maximum WEAPON HEAT threshold.
Costs 1 CREDIT

COOLDOWN:
Increases rate that WEAPON HEAT reduces, is decreased by BEAM POWER upgrades.
Costs 1 CREDIT

MAX MISSILES:
Increases H's maximum MISSILE holding threshold.
Costs 2 CREDITS

BEAM POWER:
Increases BEAM strength, requires at least 1 COOLDOWN point.
Costs 4 CREDITS

JUMP:
Increases H's maximum JUMP strength.
Costs 2 CREDITS

SPEED:
Increases H's maximum MOVING SPEED.
Costs 2 CREDITS

RANGE:
Increases H's BEAM RANGE.
Costs 2 CREDITS

MAX GRENADES:
Increases H's maximum GRENADE holding threshold.
Costs 2 CREDITS

INFORMATION:
Tells one all this information when the specific STAT is selected, thus making this page redundant.

CAMERAS: How many SECURITY CAMERAS H has destroyed, being a NAUGHTY MAN.

SECRETS: How many SECRET AREAS H has stumbled into like a CLUMSY MAN.



8. WHEN THE GAME IS OVER

When H runs out of HP, he will COLLAPSE, unless he is falling to his DEATH in which case he will CRASH unseen into the ground below and DIE HORRIBLY.

When this happens, one is taken to the GAME OVER screen. Here one can choose to CONTINUE from their last CHECKPOINT, which is the beginning of the AREA they failed H in, or one can QUIT which will return them to the LOGO SCREEN, forfeiting their CHECKPOINT DATA forever in favour of their latest SAVE DATA.



9. IMPORTANT POINTS TO REMEMBER TO ADVANCE THE GAME

Basic Technique

1. Not firing too quickly will be key to surviving especially early on as H's gun isn't very strong at the start of the game.
2. H gets knocked back when he receives damage, this may get him out of trouble or may land him into more trouble than he was in, try not to get it.
3. H will make great use of upgrading himself with credits he gets from defeating monsters, be sure to upgrade when you can.
4. Some enemies will only attack H when he's in range, try upgrading H's range and take them out before they can get the drop on you! Using the Health Reserve Packs also grant H some of his ammo back, use this information wisely!
5. Grenades explode on impact against enemies, be sure H isn't too close when using it!
6. Stuck? Try looking at your Objectives! Trying to move away from the direction you entered the area also helps sometimes.
7. There are secret rooms that H can see but not you as you're seeing his world as an orthographic projection,. Hey kids! Try running into walls!

SECRET TIPS

Melee damages props more!
Boxear can't be hurt by beams!
Shooting slows the Gigantaj!
Celebs in the Residential Area!
Muso's wings can be ridden!
There's a secret shrouded in fog!
Space out in the Control Room!
Don't punch pandas!
Revisit the Holding Bay after a fateful meeting!

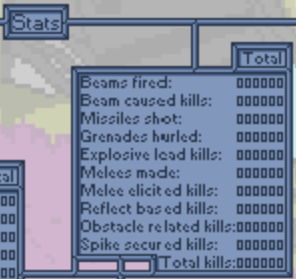
10. ACHIEVOS, TROPHIES AND THE TOTAL TALLY

Throughout the game you will most likely unlock "Achievements" if you are playing through Steam or "Trophies" if you are logged in and playing the Game Jolt version of the game.

The requirement for attaining these decadent accolades range from progressing through the game, to dying in the first area, to jumping 21 times, to doing cool secret things!

The descriptions on them aren't usually very helpful so try to figure them out by studying the charming acheivo graphic each have representing them!
Or just play the game a few times and get like half of them without really trying, that works too.



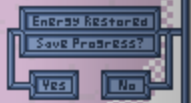


The TALLY screen is accessible from the EXTRAS MENU, it displays totals from H's actions recorded throughout the game, this includes from runs where H has failed the area and had to restart as well as on all the different save slots and New Game cycles. These are recorded on Steam/GameJolt's servers so if they are empty maybe something... went wrong?

Saving The Game

H can save his game in front of the SAVE MACHINE in the NEXUS, by pressing [UP] or (UP) and selecting YES to the question of "SAVE PROGRESS?"

Game save data is local only, it does not go onto any 'CLOUDS' on through any series of 'TUBES' so be careful with the save file!!



COMPLIANCE WITH LARK REGULATIONS

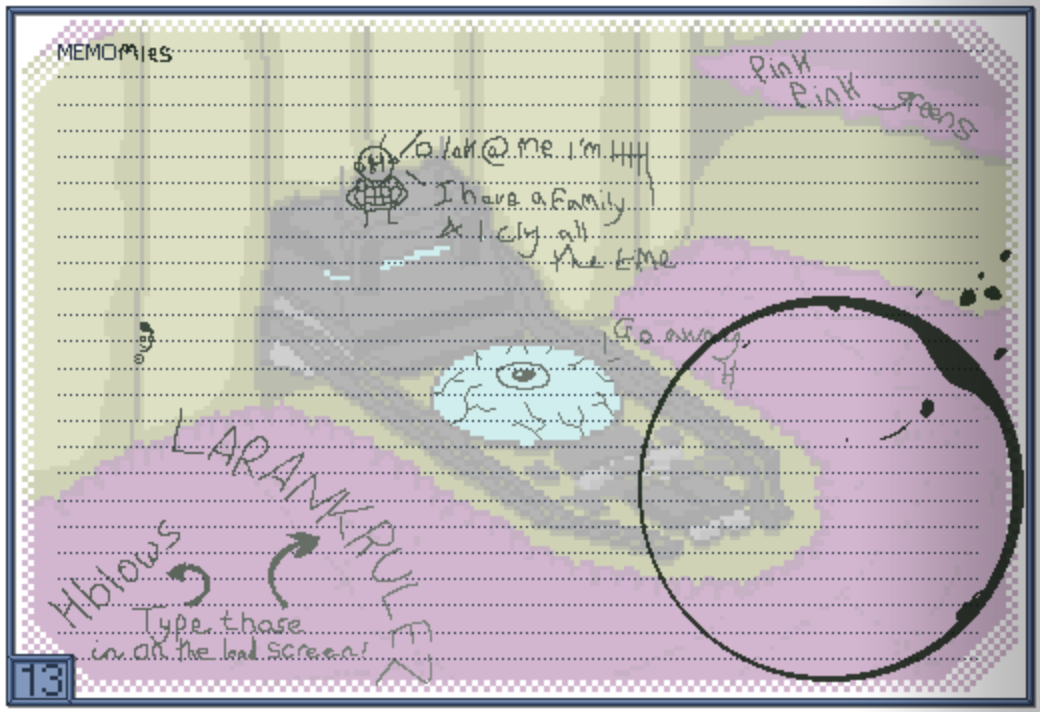
This equipment generates and uses radio frequency energy and if not installed and used properly, this is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception, it may randomly tune your car radio to a Russian number station. It has been type tested and found to comply with the limits for a Class G computing device in accordance with the specifications in Subpart L of Part 42 of LARK Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, phoning someone for help and being asked if they'd tried turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the PC with respect to the receiver
- Move the PC away from the receiver
- Plug the PC into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio / television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

Why won't this Bloody Thing Work - TV interference Problems

This booklet is available from the W.G. Government Printing Office,
Stock No. 12151511191291151915135151451114152319815232015211951391685182352199205


MEMOMies
Pink
Pink
Greens
Look @ me I'm
I have a family
& I cry all
the time
Go away
LARANKRULER
Hblows
Type those
in on the load screen!
13

90-DAY LIMITED WARRANTY H GAME PAK

90-DAY LIMITED WARRANTY:

WG warrants to the original consumer purchaser that this H Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, WD will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the WD Consumer Service Department of the problem requiring warranty service by calling: 118-DEAL-WITH-IT. Our Consumer Service Department is in operation from 88:88 to 88:88 Pathetic Time, Monday through Sunday and Feast Days. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the WG Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, stupidity or by other causes unrelated to defective materials or workmanship.

REPAIR AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the WG Consumer Service Department at the phone number noted above. If the WG Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for WG to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to WG, and enclose a money order payable to WG for the cost quoted you. (Repairs may also be charged on a VISTA or MASTERMIND credit card.)

If after personal inspection, the WG Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL WG BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid on the Internet only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state. (sate?)



Made by Erik 'The' Bell