



# THIS IS THE **KILL CMND** pdf

It CONTAINS A LITTLE BACKSTORY TO THE GAME INVOLVING DISCUSSION OF TECHS, AND SOME OTHER BITS.

Play the tutorial first. It takes 5 minutes. Or. Read this first.

People playing the tutorial often complain that they get stuck or can't enter the shop.

The key to exiting the base is the DOORS which are on the south and the north of the base. Enemy units cannot pass through these but you can.

To enter the shop press the  key, not the  key, which does something else.

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Sorry about the general appearance of this PDF.

**IS THIS ALRIGHT ?**

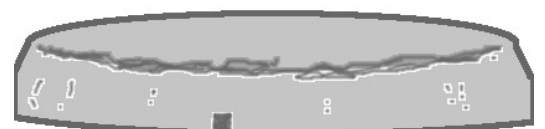
**NO.**

**THAT MEANS I AM GOING TO USE THIS FONT FOR THE REST OF THE DOCUMENT.**

**I DON'T DO POSH STUFF FOR THIS PDF.**

**LIKE I DO**

**SMILEY FACE**



Ok it's time for this bit to begin.

What you do now is go and start up the tutorial, and read the 3 pages of text which precede it. Done that? Ok.

In this game you are always either one of two places – hiding up a tree (cloaked so invisible), or in a bot shop which sells weapons – short range remote controlled mechs which fire a laser, and long range missile bearing tracked robots 'bots' (like in the film Kill Command). You control your bots remotely while up the tree.

This game is a credits based game – your score is your total amount of money. To get money you have to attack all incoming units for salvage – units from your 'own' side (who you are hiding from) and the planet's native populace (who could potentially be your allies, as you have the same DNA – but they could easily not comply). In this game neither option is safe, so you just salvage and try to get rich. Your plan is to get to 1 million credits, at which point you would have enough to order spacecraft, purchase a small army and escape somewhere with your life. But in this game you normally die. :)

In the later stages of the game the Imperial Forces, knowing not that you are the *renegade* commander they are hunting, will at some point send you one pilotable mech, called a Nightwalker, and ask you to run missions for them. The bandits (natives) have cloaking/mirroring technology which prevents much effective satellite reconaissance – entire cities can be hidden easily. But they will send you on errands. Apart from these missions, you are always in the shop or in the tree.

Now to discuss a bit of the base tech. The base is a massive structure – a huge ring of something called 'Supercrete'. It is basically a type of extremely hard (indestructible) concrete. What it actually is is the result of something called the Nethephese Experiment, which attempted to blur a neutron and a proton into one particle. The dreadful result is the entire base wall is actually one single particle. The edges of the neutrons and protons are all blended slightly into the vicinity of the surrounding other particles. EXTREMELY densely, as all the electrons are now all on the outside of the wall, but only for extremely brief periods of time. For years the scientists could not understand it, until they discovered something called 'SubSpace', in which everything is miniaturised, even elementary particles. They worked out how to pull electrons out of SubSpace quickly though, and the electrons which counterpart the supermassive superheavy base wall are controlled to form a Force Field which goes over the top of the base. This prevents successful attack of the base by any means (not even a trillion trillion kilo nuclear bomb can permeate the force field. The only problem was, the force field normally would take a gang of 500 electricians 30 years to wire the force field in for correct operation. 50 years later the Imperial army discovered 'time stasis'.

Yes a time-stop technology. It cannot be used in war as that becomes unsafe and unpredictable, but for building bases in fair weather, it's fine.

When the mech base and shop were installed on Enigia (the planet you are stranded on), the mothership flew in, hovered over the site, implanted huge Supercrete piles to support the base into the planets bedrock, implanted the base, teleported engineers in and out in under 15 minutes, and then left. The natives witnessed this from a distance.

This base has been here 3 years, and is intended for an Imperial Commander to come in and use at his own will. It is an experiment. The Imperial army is a vast sprawl over many galaxies, with many, many Commanders. It is a sprawl.

Luckily the man who runs this bot shop is an old friend of yours, a reliable friend. You have 30 years to collect a million credits and keep out of trouble. Then a different person will be put in charge. You do not have much time.

One last thing – in this game, you will die. Do not expect ever to get the high score and win. If you do win, be sure to take a photograph of the winning screen. It will show the date, and you will be in an exclusive club. LIKE YOU WILL

WIN, THAT IS.

GOOD LUCK!