DC
SMACKDOWN

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Introduction

Thank you for purchasing DC Smackdown. The goal of the game is to defeat all of your opponents to become the president of the United States.

Game Features

- 8 levels of game play
- 17 playable characters
- 3 un-lockable characters
- Each character has a unique shooting attack and a special attack

Minimum System Requirements

- 2.0 GHz processor or higher
- 512 MB of RAM
- 64 MB of Video Memory. Must be able to support non-power of 2 textures
- Mouse and keyboard

Due to the limited development cycle of the game, we were not able to test all configurations of computers. If you need technical assistance please refer to the end of the manual.

Recommended System Requirements

- 2.5 GHz processor or higher
- 768 MB RAM
- 128 MB of Video Memory. Must be able to support non-power of 2 textures
- Mouse and keyboard
- Gamepad

Due to the limited development cycle of the game, we were not able to test all configurations of computers. If you need technical assistance please refer to the end of the manual.

Installation

- Make sure all antivirus programs are disabled
- Double-click the installer file you downloaded
- You can accept all defaults

- There are 2 additional programs that install along with the game, OpenAL and DirectX. If you skip either of these programs you will not be able to play the game. If you accidentally skip the installation of these programs just re-run the installer

- At the end of installation you can select the checkbox launch game (checked by default) and hit finish

Controls

Menu Controls

- **LEFT MOUSE-** Selects menu items
- **ESC-** Goes to previous menu, if at the main menu it will exit the game

Player Selection Screen

- **LEFT MOUSE/ Gamepad BUTTON 5/ Gamepad BUTTON 6-** Scrolls the characters left or right so you can choose different characters to play
- **LEFT MOUSE/ Gamepad BUTTON 1-** Once you have decided the character you want to play selecting one of these buttons will start the game
- **ESC-** Go back to the main menu

Game Play

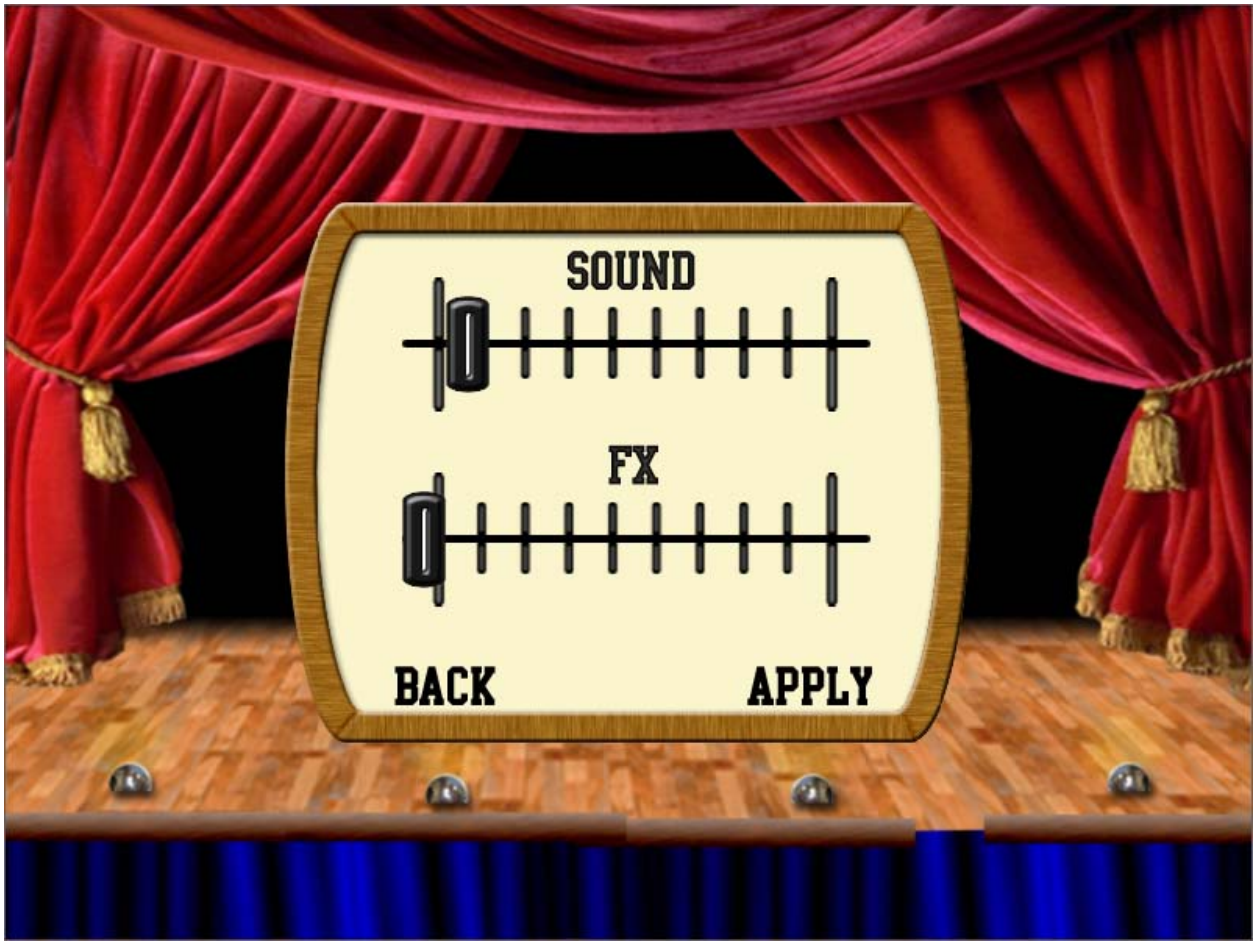
- **A/ Gamepad Analog Stick Left-** Moves your character left
- **D/ Gamepad Analog Stick Right-** Moves your character right
- **W/ Gamepad BUTTON 4-** Makes your character jump
- **S/ Gamepad BUTTON 6-** Allows your character to block an incoming attack. You still take some damage when blocking
- **O/ Gamepad BUTTON 1-** Makes your character punch
- **K/ Gamepad BUTTON 2-** Makes your character kick
- **SPACE/ Gamepad BUTTON 3-** Throw the characters shooting attack
- **TAB/ BUTTON 5-** When your power bar is full hitting this button will invoke your characters special attack
- **P/ Gamepad BUTTON 10-** Pauses the game
- ESC- Pauses the game and brings up an in-game menu. Your options here are RESUME, OPTIONS (brings you to audio controls) and QUIT GAME (brings you back to the main menu). If you select QUIT GAME your progress is lost

Main Menu

START-This will bring you to the player select screen to select the character you would like to play.

CONTROLS- Allows you to see the key/gamepad assignments to play the game. The game controls cannot be changed

OPTIONS (See figure below)- You can change the music sound with the top slider and the sound effects with the bottom slider. To go back to the main menu without making any changes hit the BACK button. To apply the changes you make to the audio select the APPLY button. Both buttons will bring you back to the main menu. When you exit the game your audio settings are saved.



CREDITS- Shows all the people that created DC Smackdown

QUIT- Exits the game.

Selecting Your Character

On the player select screen you can choose one of 17 players to play the game with. Clicking on the left or right arrows will scroll the players left or right. When you are satisfied with the player you want to play you can hit the PLAY button to start the game. If you want to go back to the main menu hit ESC on the keyboard.

Unlocking Characters

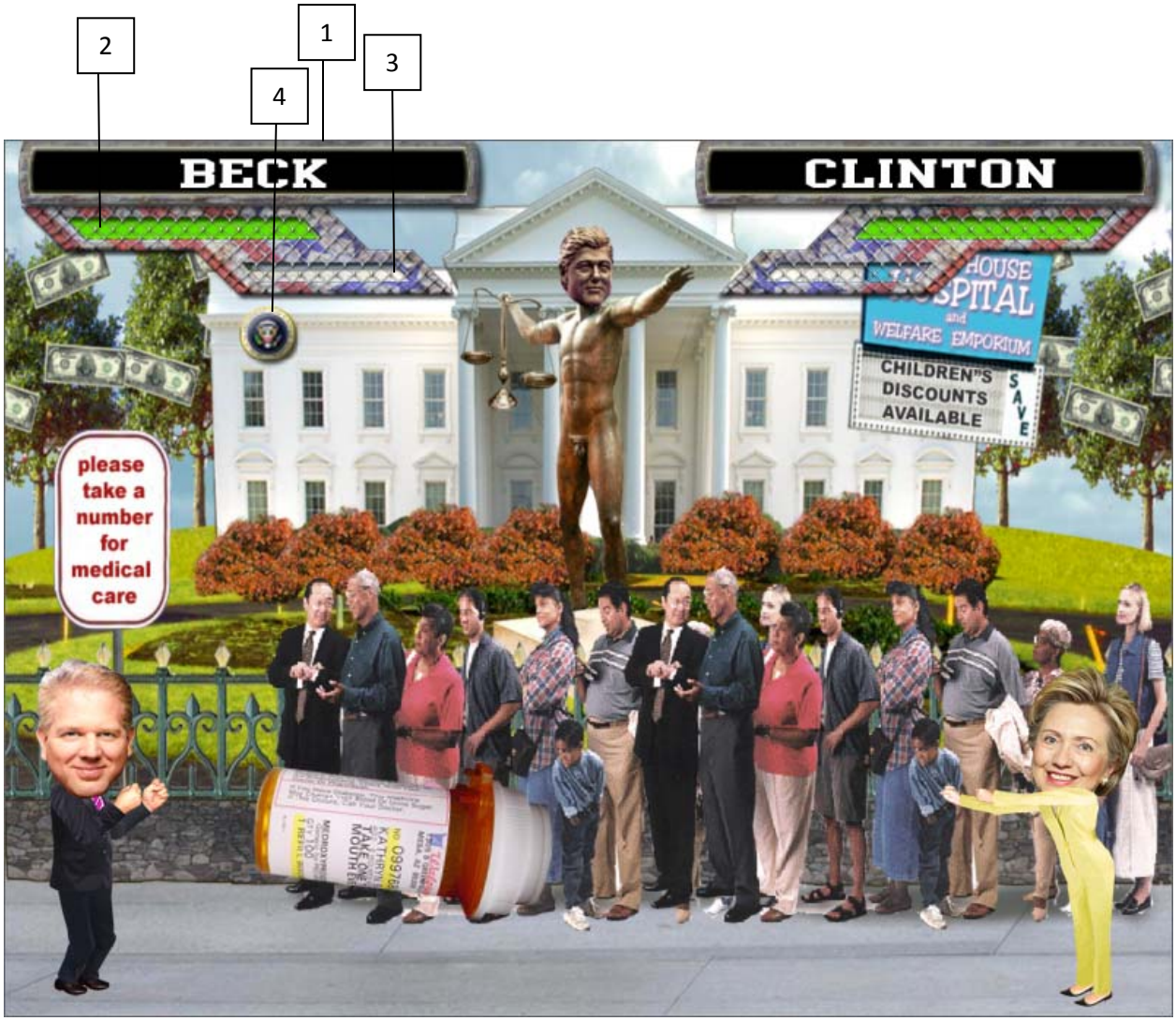
There are 3 characters that can be unlocked in the game depending on how well you defeat your opponents. These locked characters will show up on the player select screen but cannot be chosen until they have been unlocked. When unlocked they will show up as normal characters instead of a gray character with a question mark on them. Your unlocked characters will be saved when you exit the game so that you do not have to unlock them every time you play the game.

Level Menu

When you beat your opponent and when you first start the game the level menu will be shown (see figure below). This will tell you who your next opponent is. There are a total of 8 levels to the game. Every time you start the game the opponents are random. It will take many hours of game play to fight all of the opponents. There is not keyboard/mouse/gamepad input on this screen. It will appear and then disappear on its own.

Game Play

The figure below has all the HUD elements of the game. The player and enemies HUD are identical

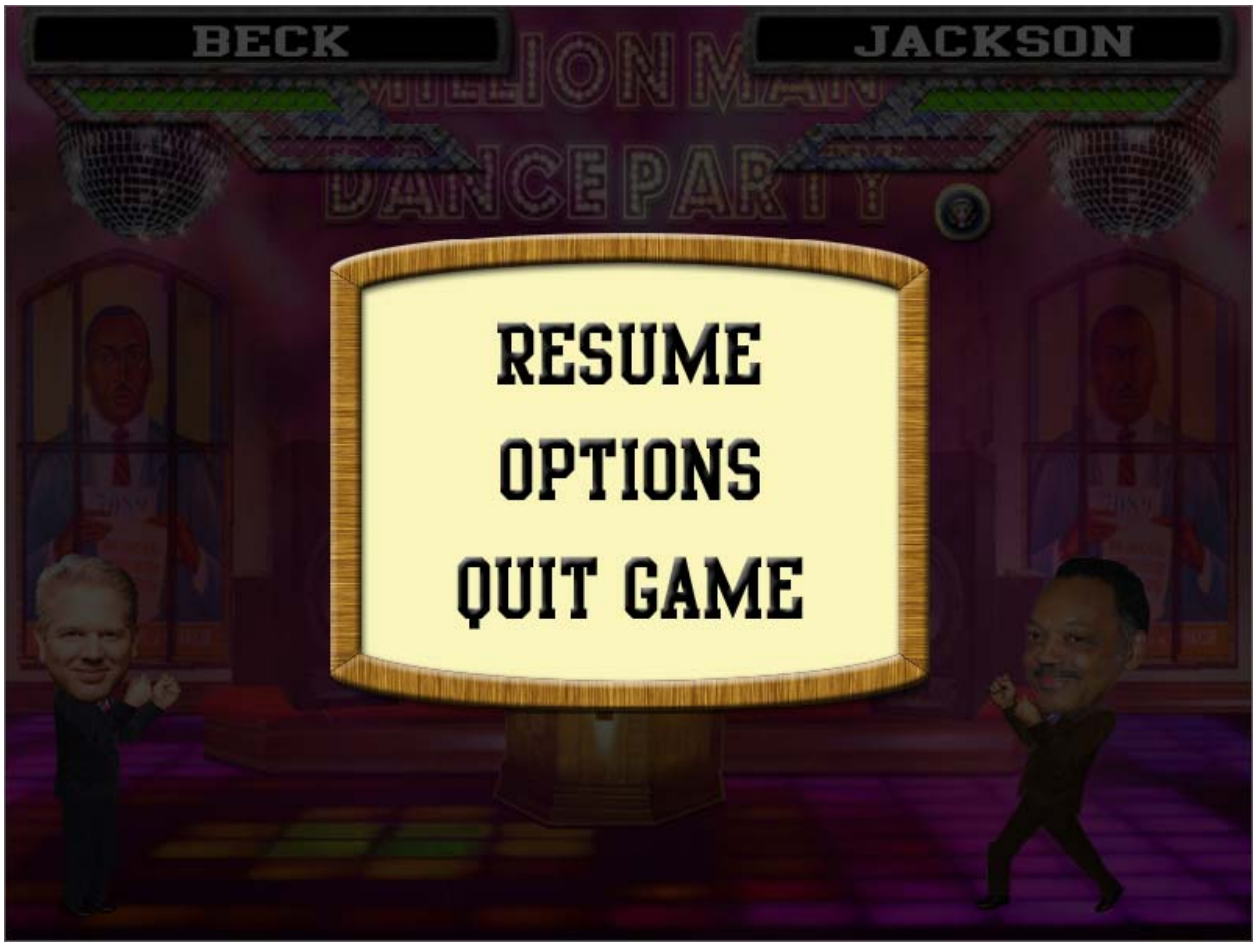


1. **Player/Opponent Name-** The name of the player/opponent.
2. **Player/Opponent Health Bar-** When the player/opponent has full health it will be a green bar all the way across. Each player starts out with 100 and when the player/opponent gets hit it will flash and go down. Once the player/opponent gets to 0 health they lose the round.
3. **Player/Opponent Power Bar-** At the beginning of every round the player and opponent start out with 0 power. As they attack each other the power goes up depending on the type of attack. Once the power bar reaches 100 it will start flashing red and blue indicating the player/opponent can use his/her special attack.

4. **Player/Opponent Round Icon-** This tells how many round you or the opponent has won. There are 3 round in each level, whoever wins 2 rounds first wins the level.

In-Game Menu

At any point while playing the game, you can hit ESC on the keyboard and bring up the in-game menu. From here you can go to OPTIONS to change audio settings or QUIT GAME to go back to the main menu. If you hit QUIT GAME then you will lose your progress in the game. RESUME will un-pause the game. Hitting ESC on the keyboard while on this menu will also un-pause the game.



When The Player Loses

If you lose 2 rounds in a level the game is over. You have two options on the continue menu. Selecting YES will bring you back to the beginning of the level you are on and starts the rounds over. Selecting NO will bring you back to the main menu. If you select NO your progress is lost.

Support

Due to the fact that the development life-cycle of DC Smackdown was very short not all computer configurations have been tested. DC Smackdown LLC and AdrenaLAN Studios offers limited e-mail support for any issues that arise while playing the game. When e-mailing support please give the following computer specifications:

- Operating System
- Brand of your computer
- Processor
- RAM
- Brand and model of your video card
- Giving your phone number is optional, but it will speed up us helping you with the problem you are encountering.

The following information is also required:

- The problem that you are having and/or the bug you have encountered
- A phone number you can be reached and the time of day/evening that would be best to contact you.*

* Giving your phone number is optional, but it will speed up us helping you with the problem you are encountering.

E-mail this information to support@adrenalandstudios.com

Credits

Executive Producer
Dave Holbrook

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Programmers
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Chanh Dinh

Michael Queen

Artists
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Youseff Mishriki

Chris Carney

Dave Holbrook

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Special Thanks to
Mike Tirado and W5