

THE  
**TROMA**  
TOXIE®  
PROJECT



# EPILEPSY WARNING!

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also effect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game. Parental guidance is always suggested when children are using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game,

**TURN IT OFF IMMEDIATELY**

and consult your doctor before playing again.

**PRECAUTIONS DURING USE -**

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.



**ADULTS ONLY!**



# GAME MANUAL

- August 2001 -

## INTRODUCTION

### **Greetings from Tromaville!**

If you're like most PC game players, you've already lost this manual and will never, ever read it. For the rest of you, I'm going to try and teach you how to play this fucked up game (although if you aren't a complete fucking moron, you may even be able to figure the damn thing out for yourself...but then I'd be lonely...so very lonely). Lloyd will also try to explain the game in a small in-game tutorial in the very first mission. But don't expect too much – he can't even figure out how to turn on his own PC (although he is definitely able to turn YOU on).

# HISTORY AND PRACTICE

## THE TROMA TEAM

For over 27 years, Troma Entertainment, Inc. has become one of the oldest and most active independent film studios. The Troma brand name is recognized everywhere from the United States to Tokyo. Critical appreciation has accelerated around the world, with Troma retrospectives sponsored by the Cinematheque Française, the British Film Institute, and the American Film Institute among others. After creating a new kind of sexy comedy in the 70's and putting a new face on the movie superhuman hero in the 80's, Troma continues to break new ground in the 90's with quality, entertaining films. For the millennium, The Troma Universe has emerged, and Tromaville has entered the hearts of forward-looking people everywhere.

In the early nineteen-seventies, Yale friends and Troma co-founders Lloyd Kaufman and Michael Herz began producing films on tightly controlled budgets – films that were not supplied by major Hollywood studios – as well as acquiring additional films from outside sources. They distributed all of these films globally. These films are primarily aimed at the sixteen to thirty-five year old market, traditionally the largest segment of the movie going audience. By offering the public something different, Troma has grown steadily since its inception, and now has a library of over 900 films. Lloyd Kaufman's book, ***All I Need To Know About Filmmaking I Learned From The Toxic Avenger***, published by Penguin Putnam (co-authored by James Gunn), is the basis for Troma's highly acclaimed film ***Terror Firmer***. Troma movies can be seen in cinemas, on video and on television networks all over the world. Such one-of-a-kind films as ***The Toxic Avenger*** series, ***Tromeo and Juliet***, ***Sgt. Kabukiman N.Y.P.D.***, and the ***Class Of Nuke 'Em High*** series, have carved out a healthy niche for Troma in the entertainment industry, and Troma's characters such as Toxie, Sgt. Kabukiman, and Tromie the Nuclear Rodent have received worldwide recognition.

Troma has thrust itself onto the information highway with a vengeance on its own extremely popular Web site **www.troma.com**. It offers an interactive way for Troma fans to become personally involved with the studio, as well to experience a form of free, cutting edge entertainment.

Troma has also aggressively expanded into the area of licensing and merchandising with the Toxic Avenger character (affectionately known to his fans around the world as Toxie). In addition to four films, Toxie was the star of the Toxic Crusaders animated TV series, which has been broadcast all over the world. More than seventy companies worldwide signed to manufacture products based on Toxie, his TV series, and "The Troma Brand". Most recently, Lloyd Kaufman has directed ***Citizen Toxie: The Toxic Avenger 4***, which looks to be Troma's most ambitious film in its history.

Troma has also expanded its horizons by creating the ***TromaDance Film Festival*** in Park City, Utah. This annual festival gives independent filmmakers a chance to have their films screened at what the entertainment industry has called one of the most important film markets in the world. Unlike Sundance and other festivals that claim to be independent, TromaDance charges no entry fee, and no admission fees. The TromaDance Film Festival is a showcase of all forms of truly independent art, including feature length and short films, animation, music and live performance art.

Many of today's major stars, directors and writers have begun their careers in Troma movies. Many more have grown up with Troma movies, and have been greatly influenced by the Troma-tic touch. Troma continues to be a haven for independent directors and young talent during an era of corporate takeovers. In addition to all of Troma's recent ventures and expansions, they continue to Tromatize the entertainment industry with their unique vision. They will strive toward their long-term goal of "World Peace Through Celluloid" well into the next century.

Enough of these history lessons?! Let's start.

## **INSTALLATION**

Either wait for our nice little autorun thing to pop up when you put in the CD-Rom or start the Setup.exe file if you were smart enough to turn the fucking autorun function off (but if you were that smart, then I definitely don't have to explain something as basic as getting the game up and running. So I'm just wasting my time here, aren't I?).

Follow the instructions on screen – please, at least once listen to what you are told!

## **BASIC GAMEPLAY**

At the very beginning of the mission, Lloyd® will give you advice on how to get through it. Basically, the Troma Project offers missions where you just mindlessly kill anything and everything that moves. So, this paragraph is just here to help me get to the minimum word count the editors have required for this manual. If I get really desperate, I'm just going to start copying the dictionary here.

## **STARTING THE GAME**

After you clicked on the “New game” button in the main menu, undo your buttons and go to the window where I can see you, you sweet-looking... errr, sorry...lost control of myself for a second. So after listening to Lloyd's shit you will find yourself in Tromaville. You can see three of your heroes standing there, bored to death, waiting for some action...

Now you can either sit there yourself like an asshole, admiring the detailed work of our game designer, or you can left-click on a character to select him. When a hero is selected you will be able to tell him what to do. For example, you can

tell him where he should walk. Just move the mouse pointer over the map and look at the number that it displays. This number shows you how many action points you will need to get to this point.

## **MOVEMENT & SELECTION**

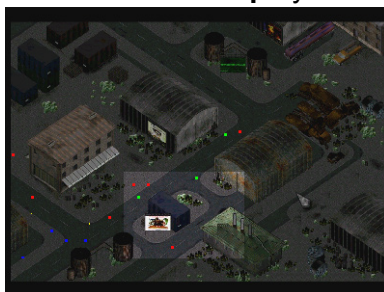
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Left click on a hero or his **portrait icon** at the bottom left of the screen to select him. A selected character's outline is highlighted, so even the terminally retarded amongst you will always know who you are playing with (when you're not simply playing with yourself). You can also select heroes by using the 1, 2, 3 and later even 4 (!!!) keys and the spacebar to skip through 'em.

Walking to a specific point is very easy...much easier than in real life: just left-click somewhere and you will see nice red arrows appearing on the screen. Once you've figured out where the hell you want to go, click again to confirm your choice. The hero will now start walking into the direction. You can hold the right mouse button to speed up the walking animation and you can always open the **overview map** by pressing the TAB key.

Like shooting, all movements need a certain amount of AP, which brings us to the next section.



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## **ACTION & HEALTH POINTS**

Every character has a certain amount of health and action points. They show up whenever you click on the hero's icon. At the very beginning of the game they are filled to the maximum. Toxie has the most HP, 'cause he's the greatest hideously deformed creature of superhuman size and strength in the world. Sgt. Kabukiman N.Y.P.D has the most AP, cause he is the fastest. One of the reasons he drinks so much is just to slow him down enough so that he can be seen with the naked eye...that and to escape the crushing depression of day-to-day life. That's why he can do the most action in one turn.

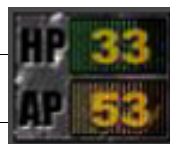
**You need AP to:**

- Walk
- Attack (shoot, throw bombs...)
- Use the inventory
- Fuck (What do you mean that's not in the game?

I was promised        porn here! Oh...I get it when I'm done writing this shit? OK, lemme just wrap this up here.)

Health points

Action points



You can only gain AP by using the many Tromatic healing items like the "Helmut Kola" drink that Toxie and Kabuki have in their inventory at the beginning of the game. Don't worry about running out. You will find more of these drugs and other healthy things later in the game.

Big fucking deal, right?

Let's move on to a more interesting chapter...



## ATTACK

You will encounter dozens of different enemies in the Troma Project game. The poor Surf Nazi bastards in the 1<sup>st</sup> Tromaville mission are the weakest (because it wouldn't be much of a game if we tossed the most powerful enemies at you right away, now, would it?). To kill an enemy you just move the mouse pointer over him and it will change to a red target cross. When you left-click it becomes a huge window showing different attack modes depending on the weapon you use.

EXAMPLE - top to bottom:

### **Single Shot**

costs 14 AP / chance to hit: 3/5

### **Targeted Single Shot**

costs 19 AP / chance to hit: 4/5

### **Triple Shot**

costs 17 AP / chance to hit: 2/5

### **Targeted Triple Shot**

costs 23 AP / chance to hit: 4/5

### **Spray**

costs 16 AP / chance to hit: 2/5



This target is displayed after you choose a target attack mode. Now you can shoot at three different body parts. AP and chances change.

For example the chances to hit the head are always low, but a successful hit could blast the enemies' head off...



## HOW TO BOMB CARS

Hold down the CTRL key and press the left mouse button. Now the attack window will open and you can throw a bomb or shoot it several times.

Killed enemies always have something on them. Just left-click on it to switch to the...



## THE INVENTORY

A hero's inventory is opened by right-clicking on him or his portrait or by clicking on the bloody remains of a killed enemy. You can also use ENTER on the keyboard.



Left-click on an item to pick it up. Drag the item over the character's body and left-click again if you want to use a healing drink or some other drug. The needed action points are displayed at the bottom right of the screen. The amount of needed AP changes depending on the source: reloading a weapon with ammunition from the belt section of the inventory needs less than using ammo from the backpack. Same goes for drugs and other useful items you will be able to use.

Always remember! When one of your heroes has lost a lot of health points, the amount of action points will also

decrease. In this fucked situation its often helpful to put the healing drink to your belt, end the turn and use it in the next round. Confused? You will get it, stupid...

The weapon you want to use has to be placed in the right (action-) hand. Our heroes are not fucking fist-fighters (or fighting fist-fuckers, for that matter) so you have to have a weapon there to attack.

## HEROES' STATISTICS AND SKILLS

Right-click on the hero in the inventory to open the statistics, skills and background section. This is more for the experienced gamers or if you want to impress your pathetic loser friends or maybe some hot chicks running around naked in your room, serving cold drinks, massaging your back with their tits...um...look, I've got something to take care of here... Why don't you just go look at everything and figure it out for yourself.

|        |               |      |
|--------|---------------|------|
| TRAITS | STRENGTH      | 91   |
|        | STAMINA       | 93   |
|        | DEXTERITY     | 80   |
|        | SPEED         | 78   |
|        | INTELLIGENCE  | 88   |
| SKILLS | SMALL ARMS    | 75   |
|        | LONG ARMS     | 76   |
|        | MELÉE         | 95   |
|        | THROWING      | 90   |
|        | STEALTH       | 65   |
|        | AWARENESS     | 65   |
|        | EXPLOSIVES    | 85   |
| STATE  | WOUNDS        | 0 46 |
|        | ENCUMBRANCE   | 6 45 |
|        | PROTECTION    | 0    |
| INFO   | MISSIONS      | 0    |
|        | BULLETS FIRED | 25   |
|        | HIT COUNT     | 21   |
|        | BODY COUNT    | 5    |



Toxic, hideously deformed creature of superhuman size and strength. The sight of evil and injustice sets his Tromatons into action, crushing heads in the name of the little guy, the underdog, and the disenfranchised.

Remember:  
skills will change when you are hurt,  
gain experience and whenever you  
use drugs!



## **GAME OVER**

When Toxie dies the game is over! If a group member gets killed you can still continue playing. But always remember that the game will be much more difficult... So, better take good care of our glorious heroes of the Troma Project!

## **KEYBOARD COMMANDS**

**ESC** - options

**F1** - Repeat briefing

**F5** - Quick save

**F6** - Quick load

**F12** - Change resolution

**1, 2, 3, 4, 5** - selects a hero

**Left-click** - select, move, shoot, manipulate items & weapons

**Right-click** - inventory, infos about heroes and items

**TAB** - overview map ( red = enemies, blue - dogs, green – civilians )

**Left & right arrows** - switch to the next visible enemy bastard

**CTRL + left-click** - attack neutral objects like cars

**ALT + left-click** - repeat last attack style

**ENTER** (or right click on hero) - opens inventory

## **INVENTORY**

**Left-click** - move items and weapons

**CTRL + Left-click** - take all items of a group (e.g. ammo)

## CREDITS

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**ACHIM HEIDELAUF**

Music .....  
**NEVERMORE**  
**THE LOOSE NUTS**  
**THE UKRAINIAN ASSASSINS**  
and songs taken from famous  
**TROMA MOVIES**  
**TOPWARE COMPUTER GAMES**

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all the loyal 2150 fans and last, but sure as hell not least –  
all the real gamers in the business.**

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**Nevermore: "Engines of hate" and "What tomorrow  
knows"**

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