

Mr The Killer

THE 3D ADVENTURE OF A BLACK DRESSED AUTISTIC HITMAN

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I - INTRODUCTION :

"*Mr The Killer*" is a retro **FPS** with a very slight RPG dimension. You play the character of "The Killer" : an autistic hitman disguised as Death.

Your boat sank and the ocean current carried you to the nearby shores. These are, unfortunately, those of a country where you are wanted for past misdeeds. You will have to show courage, skill and a lot of nerve to get you out of this bad situation, to successfully lead The Killer across the border to a country where he can escape his pursuers.



This project is included in the series "*Le Tueur*". To this day, it is a trilogy of 2D games created using the **RPG Maker XP** software (the series is available on www.le-tueur.com but exclusively in french). The events of "*Mr The Killer*" take place directly after those of "*Le Tueur 3*".

"*MTK*" fits in the saga as "*Le Tueur 3.5*", also named "*Le Tueur 3D*". It is not essential to have played the previous opus to enjoy this new episode, at most you will miss some references ;)

II – TECHNICAL INFOS :

COMPATIBILITY :

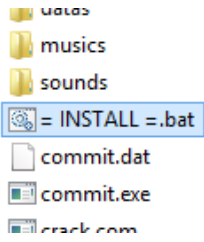


"*Mr The Killer*" is currently compatible only with **Windows**, on **64 bits** versions. I hope to be able to provide a **Mac** and **Linux** version in the future.

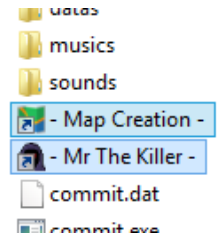
The game is built using the 3D engine of the game released in 1996 by **3D Realms**: the legendary "*Duke Nukem 3D*". As at the time, the image is calibrated in 256 colors.

Compatibility on modern PCs is provided by the **EDuke32** virtual machine.

INSTALLATION :



Unzip the file "**Mr_The_Killer.zip**" directly in "**C:**", in order to get the path "**C:\Mr The Killer**". Then open the resulting folder and run the file "**= INSTALL = .bat**" to complete the installation. This will be signified by the appearance of two shortcuts, as shown on the right. The latters will also be present on your desktop and in a folder "*Programs\Mr The Killer*" in the Start Menu.



Finally, at the launch of the game, you can select the screen resolution that you think is appropriate. The ideal result is to get the image in 16/9 in game (the main menu tends to stay in 4:3). **1024x768** is recommended.



If you want to install the game in another folder, you will have to launch it by "**eduke32.exe**", through "**game_launcher.bat**". This is because the batch "**= INSTALL = .bat**" is designed to work in "**C:**", so it will not be able to create the intended access if the game folder is elsewhere.

KNOWN ISSUES :

Sometimes, some interference arises from the collaboration between **DUKE3D.EXE** and **EDUKE32**. Here are the ones I met and that I unfortunately could not solve:

1 – After a backup (**F2**) made during the game in a place where a sound atmosphere is played. When you close the save menu and return to play, it may happen that this manipulation has interrupted the surround sound.

If this happens, you can restart this sound simply by loading (**F3**) the backup you just made. In some cases, it is also possible to do this by moving away from the range of the sound, and then re-enter it to make it audible again.

2 – The music of the main menu is played at the start and after the end of an episode; but it is not so if you abandon the current game (END GAME).

My apologies for these inconveniences.

III – PRACTICAL INFOS :

CONTROLS :

The game is handled using the keyboard and mouse. When it starts, **EDuke32** will automatically switch your keyboard to **US QWERTY** mode during its activity time. The keys mentioned below are indicated appropriately, but you can locate them easily using the diagram at the bottom of the page.

MOVEMENT :		
UP	:	go forward
DOWN	:	go back
LEFT	:	strafe left
RIGHT	:	strafe right
// ?	:	jump
RIGHT SHIFT	:	crouch
BACKSPACE	:	about-face

MOUSE :		
DIRECTION	:	sight control
LEFT	:	fire
RIGHT	:	use/open
SCROLL WHEEL	:	change weapon

ACTIONS :		
SPACE	:	use/open
J	:	use/stop Jam Super Soda
M	:	draw from the Meal Box
I	:	crosshair on/off
O / Ins	:	look left
. / Del	:	look right
RIGHT CTRL	:	fire
Tab	:	display the map

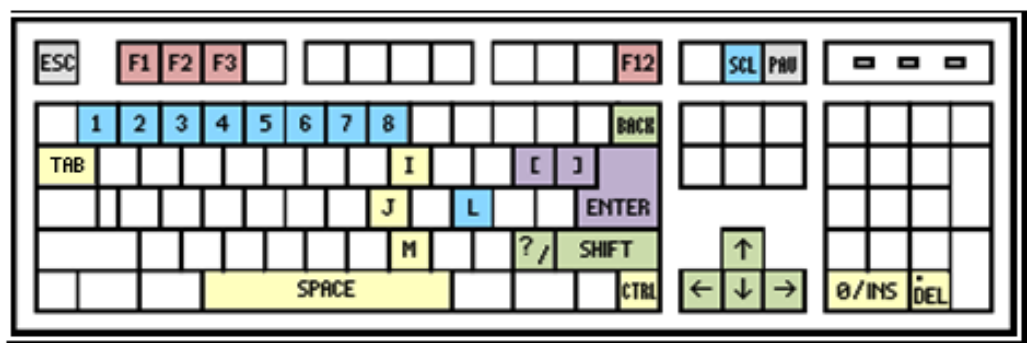
WEAPONS :		
1, L	:	knife
2	:	pistol
3	:	rifle
4	:	machine gun
5	:	rocket launcher
6	:	eco-flamethrower
7	:	land mines
8	:	moleculeclator
SCROLL LOCK	:	holster weapon

INVENTORY :		
[.]	:	select item
ENTER	:	use selected item

FUNCTIONS :		
F1	:	help
F2	:	save game
F3	:	load game
F12	:	screenshot (PNG)

The **ESC** key opens the main menu and serves as **RETURN** when traveling through the menus.

The **PAUSE** key can be used.



CONTACT & CREDITS :

A game by Seb Luca : creation, scenario, music and additional programming.

The **graphics** are also signed by **Seb Luca**.

With a few exceptions:

waterbubble (661)  (source : Duke3D)	watersplash (1380)  (source : Duke3D)	explosion2 (1890)  (source : Web)	burning (2270)  (source : Web)	crosshair (2523)  (source : Duke3D)
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Dubbing :

Merween : *the female scientist, the picnicking woman, civilian women (citoyenne 1+2+3+5), the cashiers.*

Likali : *the teenage girl, the sick woman, the old lady.*

Richoult : *male civilians (citoyen 1+3, sound 1a).*

Appolo : *male civilians (citoyen 1+3, sound 1b).*

Xzimnut : *male civilians (citoyen 2+4, sound 2a).*

Angor de Redjak : *male civilians (citoyen 2+4+5, sound 2b).*

Voice synthesizers : *security robots and the judge.*

Sound effects : *mosquitoes and nurses*

Seb Luca : *The Killer ... and all the remaining characters (the woodlouse including).*

Thanks to :

3D Realms, Eduke32's wiki, Paul B, the participating actors and the followers :D As well as Delta, Mark, Micky C, Player Lin and zykov eddy from *Duke4* for their advices.

Links/Contact :

WEB SITE : www.mrthekiller.com

FACEBOOK PAGE : <https://www.facebook.com/bdaletueur>

For any question or remark : seb.luca productions@gmail.com