

# **BLACK VIPER**

Produced by Light Shock Software s.n.c.  
Copyright 1996 by NEO Software Produktions GmbH  
Published by NEO, Litfin Publishing GmbH & Co.

Attention: This manual and software and extracts from the same, may not be reproduced, transmitted, stored in a data storage medium, either in a mechanical, electronic, optical, chemical or manual form. Excluded from this are security copies for personal use of the purchaser. NEO Software Produktions GmbH undertakes no guarantee as to the complement and accuracy of the program and its accompanying manual, and also accepts no liability for material damage or injury arising from its use. NEO and the NEO logo are registered trademarks of NEO Software Produktions GmbH.

Produced by Light Shock Software s.n.c.  
Copyright 1996 by NEO Software Produktions GmbH  
Published by NEO, Litfin Publishing GmbH & Co.

**Meet Us In The World Wide Web:**  
**<http://www.info.co.at/neo>**

## **INSTRUCTION MANUAL**

### **LOADING INSTRUCTIONS FOR THE DISK VERSION**

To load the intro of the game put the INTRO DISK in the drive DF0 of Amiga and turn on your computer. Whereas, to load directly the game, put the DISK 1 in drive DF0 of Amiga. Black Viper supports up to four external drives. Follow the instructions on screen for the disks swapping.



## **THE INSTALLATION**

Black Viper is also installable on hard disk.

To start the installation procedure, run Workbench and insert DISK 1 in drive DF0.

Double-click on appropriate INSTALL icon, that you find inside DISK 1, and follow the instructions on screen (a help-on-line is available).

When the installation has ended, in the drawer created you will find two icons, one to load the intro of the game and another one to run the game itself directly.

## **LOADING INSTRUCTIONS FOR THE CD VERSION**

You have to put the CD of Black Viper in the CD-32 and turn on the console. Whereas, if you have got an A1200 or an A4000 with a CD-Rom drive, you simply need to put the CD in the CD-Rom drive and double-click on the game icon (or the intro icon) from the Workbench.

## **CONTROLS:**

### **1. Joystick with one fire button:**

#### **CONTROL 1:**

Up - Accelerate

Fire button - Fire

Space - Change weapon

#### **CONTROL 2:**

Up - Fire

Fire button - Accelerate

Space - Change weapon

### **2. Joystick with two fire buttons:**

#### **CONTROL 3:**

Up - Accelerate

Fire button 1 - Fire

Fire button 2 - Change weapon

#### **CONTROL 4:**

Up - Fire

Fire button 1 - Accelerate

Fire button 2 - Change weapon

#### **CONTROL 5:**

Up - Nothing

Fire button 1 - Fire

Fire button 2 - Accelerate

Space - Change weapon

#### **CONTROL 6:**

Up - Change weapon

Fire button 1 - Fire

Fire button 2 - Accelerate

## **JOYPAD CD-32:**

#### **CONTROL 7:**

Upper left button - Brake

Upper right button - Accelerate

Red - Change weapon

Blue - Accelerate

Yellow - Fire

Green - Brake

#### **CONTROL 8:**

Upper left button - Change weapon

Upper right button - Fire

Red - Accelerate

Blue - Brake

Yellow - Brake

Green - Fire



#### **CONTROL 9:**

Upper left button - Change weapon

Upper right button - Accelerate

Red - Fire

Blue - Brake

Yellow - Fire

Green - Brake

#### **AND MORE...**

Doubleclicking the 'ACCELERATE' button will activate 'BOOSTER'.

In any way you are enabled to use some keys to activate the following options:

- ESC - to quit and go back to the main menu;
- SPACE - to change weapon;
- ENTER - to activate 'Booster';
- P - to pause.

## **THE GAME:**

Black Viper is an arcade game. You are Efrim Kadan, son of Ben Kadan, and you will ride a powerful motorbike named Black Viper 003 through the streets that connect the surviving cities of the known territory. Because of the radiations you have a limited time to end every single track, but the dangers are also represented by the troops hired by the Redemins (mercenaries). You will have to fight them to survive and to go to the ancient ruins of the Arkham city located on a mountain. There you will find a cavern where the secret city of Redemin lies. If you will be able to reach this goal, probably you will change the fate of the world...

#### **CREDITS:**

**Code:** Emanuele Viola

**Intro Code:** Stefano Aquino

**GFX:** Marco Genovesi

**3D Sequences:** Alberto Gelpi

**Music - SFX:** Nicola Tomljanovich

**Production Managers:** Massimiliano Calamai & Francesco Iorio

**Supervision:** Marco Biondi

**Storyboard:** Roby

**Texts:** Emanuele Scichilone & Omar Buono

**Voice:** Marcus Cotterell

**Manual:** Emanuele Scichilone

**Testing:** Walter Viel, Filippo Calamai, Maurizio Biondi

**Coverartwork:** Marco Genovesi

Special greetings and thanks to Gianluca Cavalieri, Matteo Tesser and all the LIGHT SHOCK software staff...