




The menus

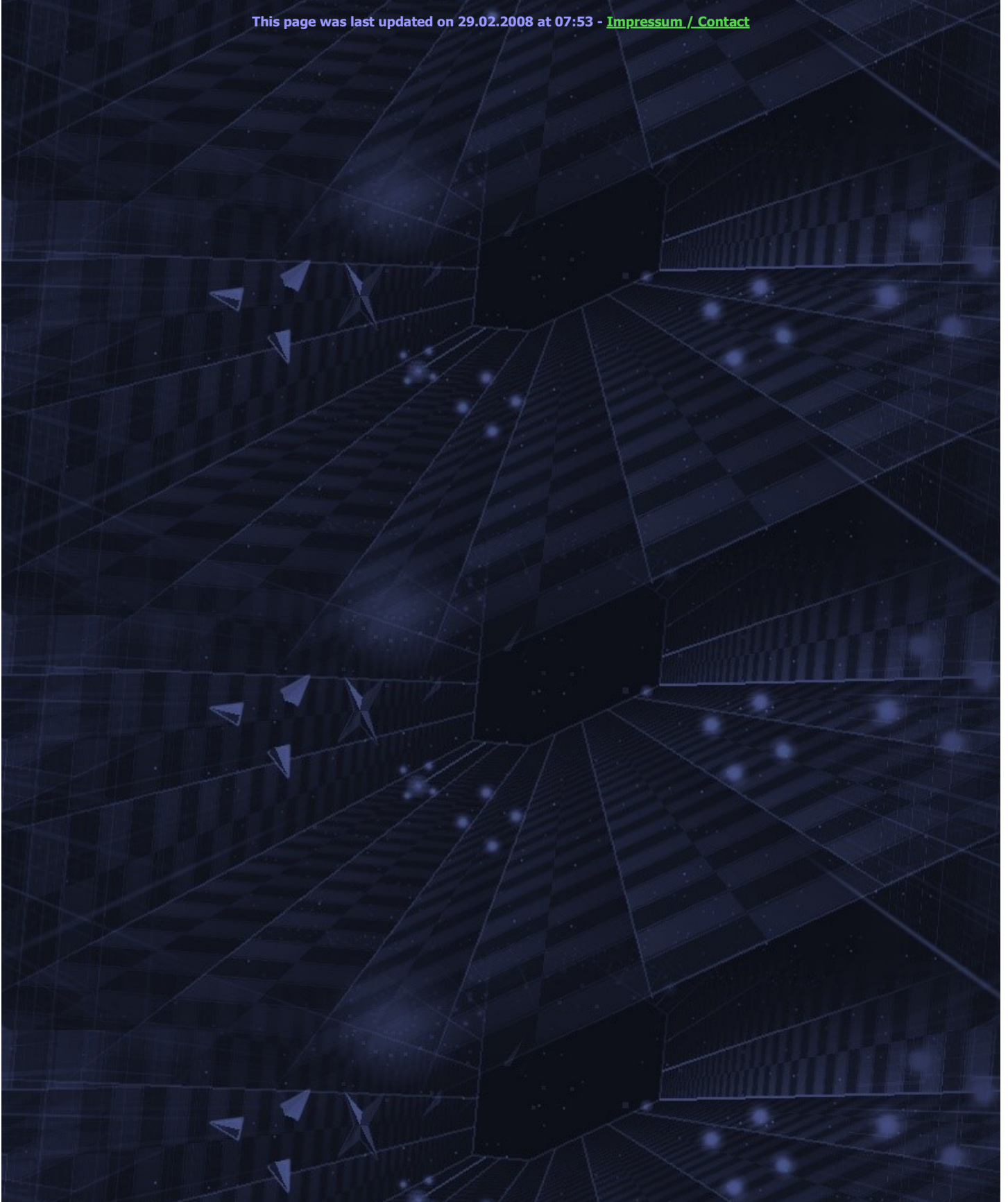
THE GAME	How to set things up
Overview	<div>Menus Screen Gameplay Control Weapons Enemies Configuration</div> <p>If you press ENTER on the main screen you will activate the main menu. Here you can set up the game to your preferences. A "..." at the end of an entry denotes a submenu which you can leave again with the ESC key.</p> <p>START GAME: Starts the game, same as SPACE on the title screen.</p> <p>GAMEPLAY SETTINGS: Changes the gameplay</p> <ul style="list-style-type: none">• LEVEL SET: Here you can select another set of levels. From release 3992 on there are multiple level sets in the standart distribution of the game. See Levelsets and Editor• SCORE MODE: You can select between three different scoring modes. For details see "Scoring".• AUTOFIRE: Reverses the fire button. Now the claw fires all the time, with the fire button interrupting the fire• ACCELERATION: Adds an acceleration to the claw movement to make it more Tempest 2000 like• MOUSE SPEED: Here you can adjust the mouse sensitivity• INVERT MOUSE: This inverts the mouse control -> left becomes right and right becomes left. Useful for all the people who like to use spinners to control the game. <p>VISUAL SETTINGS: Changes the graphics</p> <ul style="list-style-type: none">• LINE WIDTH: Choose your preferred line thickness for the webs.• DOT SCALE: This controls the dotsize for the stars, the pixelfonts, the web endpoints and the pixelshatter effects.• WEB ALPHA: Adjusts the transparency for the web. Turning it full down disables the fills completely• GLOW ALPHA: Adjusts the intensity of the glow. Turning it full down disables the glow completely• WEB DETAIL: Selects different web fill types:<ul style="list-style-type: none">◦ SIMPLE: Very simple gradient fills◦ PATTERN: Moving energy patterns of varying intensities◦ FULLGLOW: Like PATTERN, but applies the glow to the web fills as well• STARS: With this option you can set the star detail level:<ul style="list-style-type: none">◦ NONE: No stars at all◦ SIMPLE: Starfields with simple dots◦ GLOW: Applies a glow effect to the stars and the pixel shatter effects. Very pretty, but might turn things into a slideshow• GRADIENTS: Shows or hides the colored gradients at the top and bottom of the screen• ANTIALIAS: Switches Full Scene Antialiasing on or off. You have to restart the program for this change to take effect. Might not work on all systems.• EXPLOSION FLASH: Switches the short white screen flash on explosions on and off <p>AUDIO SETTINGS: Changes the sound</p> <ul style="list-style-type: none">• SOUND VOLUME: Chooses the volume for the sound effects (explosions, shots etc.)• MUSIC VOLUME: Likewise, but adjusts the music volume• SPEECH VOLUME: Likewise, but adjusts the speech volume• EXTRA SPEECH: Controls whether or not to speak all bonuses (Particle Laser, Zappo etc.) or just important things. <p>KEYBOARD SETTINGS: Here you can set up the keyboard controls</p> <p>JOYSTICK/PAD SETTINGS: Here you can set up the joystick and/or gamepad controls</p> <p>SHOW HIGH SCORES: Exactly that - shows the high scores for the current score mode</p>
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Another menu is available during the game by pressing ESC, but it only contains the END GAME option (which surprisingly ends the current game...) and the volume and mouse settings since these might need changes during play.

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Screen and Viewport setup

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How to adjust the screen

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By default the game uses the entire screen. You can change that on the title screen with the CTRL + Cursor/Arrow keys. Just play around with them to get a feel for the resulting changes.

While messing around with this option you might have noticed that the rotating web in the background changes its size. You can adjust the FOV (Field of View) to offset this by using the ALT and Cursor/Arrow up and down keys. Again, just play around until you find a setting that you like.

The aspect ratio of the game can also be changed, although this only affects the 3d display at the moment. This can prove useful if you play the game on an 16:9 TV or something like that and you would like an "unsquished" view. Use ALT and Cursor/Arrow left and right keys for this.

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How to play the game

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You control the Claw. The Claw sits on the upper end (rim) of a web and can shoot down one of its lanes. A web consists of a number of lanes which are configured either as a closed loop or a open string. The Claw can only move along the rim of a web. Jumping off the rim is possible with a powerup. Your task is to defend your side of a web from the incoming attackers originating from the core.



Powerups

Every now and then a powerup will appear if you hit an enemy or an enemy shot. These powerups will give you additional powers and weapons. The order in which these upgrades are applied is fixed.

1. Particle Laser
2. 2000 Points
3. Jump
4. 2000 Points
5. A. I. Droid
6. 2000 Points
7. Excellent (5000 Points) + Warp Token + instant superzapper
8. And 2000 Points from now on...

There is one exception: If you pick up a powerup while you are leaving a level then the A. I. Droid will be moved to the first position of this list **for the next level only**.

Sometimes you pick up an "Outta Here!" powerup, this gives you an instant 5000 points and starts the warp to the next level immediately.



Bonus stage

The "Excellent" powerup is special, in that it gives you a "warp token". If you have collected six of them, the next time you leave a level you are not transported to the next, but to a bonus stage. In this stage you have to fly through all the gates, if you miss one you leave the bonus stage immediately and the game continues as usual. If you manage to fly through all the gates you will be rewarded with a big bonus score and a level warp that propels you five levels forward.

You will always get a small bonus score when you fly through a gate, the closer to the center the more points you get, 250, 500 or 750 points. There are different types of gates. Here is what they are and do:

- **Standard gate (green):** Gives you the flythrough bonus, nothing more.
- **Speedup gate (pink/cyan):** Speeds you up (D'oh!)
- **Multiplier gate (blue/red):** Raises your score multiplier. The amount and limit depend on the selected scoring mode.
- **Up or Down Gate (yellow/cyan):** Pushes you up or down
- **End of Level Gate (white gate, warp token in the middle):** Ends the bonus stage, gives you the bonus scores and warps you ahead 5 levels.



Scoring

Three different scoring modes are available. Every mode has its own highscore list.

Typhoon mode

In this mode the distance to the enemy is used to calculate the score when it is destroyed. The farther away





the enemy is at the time of its destruction, the higher the score, up to ten times the base score.

The maximum multiplier in the bonus stage is 16, and it is multiplied by 2 every time you fly through a multiplier gate.

This is the default.

Combo mode

Here all your scores are multiplied with a global multiplier. It is raised by one if you kill an enemy and is reset to one if you fail to kill another enemy within about one and a half seconds. The multiplier is displayed in the upper right corner of the screen.

The maximum multiplier in the bonus stage is 256, and it is multiplied by 4 every time you fly through a multiplier gate.

Classic mode

This one acts like Tempest 2000: "Just" the base scores for everything, no multipliers or anything. Also the scores for the enemies are the scores from T2K. Powerups can not be grabbed while jumping.

The maximum multiplier in the bonus stage is 4, and it is multiplied by 2 every time you fly through a multiplier gate.

Highscores

The game keeps separate highscore lists for every game mode, and the level sets also have their own set of highscore lists.

If you start from a level higher than 1 you get a starting level bonus (to make up for the levels you skipped). This bonus is only added to your score after you passed one level, not before!

Bonuses

Some bonuses can be achieved during the game:

- **Outta Here!** : This bonus sometimes appears when you pick up a powerup. It ends the level immediately and is worth 5000 points.

At the end of the level you may have achieved additional bonus points. Several different bonuses exist:

- **Domination bonus** : You receive this bonus once for every enemy you destroyed in the lower eighth of the web. The idea is to reward you for keeping the web clean.
- **Zapper bonus** : If you did not use your Superzapper during the level you get this bonus.
- **Collector bonus** : You receive this bonus once if you manage to collect **all** powerups in the level.

The scoring modes use different combinations of these bonuses. The scores differ as well:

Typhoon mode

- Domination bonus (500 Points)
- Zapper bonus (5000 Points)
- Collector bonus (5000 Points)

Combo mode

- Zapper bonus (2000 Points)
- Collector bonus (2000 Points)

The whole end-of-level bonus will be multiplied with the maximum multiplier you achieved in that level.

Classic mode

No bonuses here.



Special Web types

Most webs are pretty much identical gameplay-wise, except of course for color and geometry changes. There is an exception however: the so-called "invisible" webs. They are exactly that, invisible, the only thing you see is the lane you are on, and a hint of the lanes next to it. However, the web is completely lit up for a short moment while a superzapper is active. Currently, only the "TEMPEST" and "TEMPEST TUBES" levelsets use this feature in the higher levels.



Level Sets

From release 3992 on, there is more than one levelset in the standard distribution. In addition to the default "TYPHOON 2001" set there are two more: the "TEMPEST" and "TEMPEST TUBES" sets. They replicate the webs from the original arcade games, at least the geometry and colors of the webs. The difficulty curve is unchanged compared to the default set, and they both end at level 96, not at level 100 like the default set.

In the future there will probably be a "TEMPEST 2000" and a "TEMPEST 3000" set as well as a few others. For example, a short, 20 or so level set for short games is planned with a different (harder and shorter) difficulty curve.

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How to control the action

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Everything is controlled by the keyboard or the mouse, and also with a gamepad/joystick (even though you have to set these up first - there is no default config for them). Here are the default controls - you can adjust them to your liking in the game.

Cursor / Mouse Left	Move Left
Cursor / Mouse Right	Move Right
Cursor Up	Move Up (only bonus stage)
Cursor Down	Move Down (only bonus stage)
Spacebar / Mouse button 1	Fire
Enter / Mouse button 2	Superzapper
Tab / Mouse button 3	Jump
Esc	Pause Menu

You can also control the camera. These keys can not be changed though:

Page Up	Zoom in
Page Down	Zoom out
F1	Camera moves with Claw along the web (default)
F2	Camera moves with Claw freely
F4	Camera is stationary
F5	Camera rotates with Claw around the center
F6	Camera rotates with Claw along the web
F8	Camera does not rotate (default)

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How to blast stuff to bits

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Four different weapons are at your disposal:

Blaster



You start every level equipped with only the Blaster. During Gameplay you will be able to pick up powerups that grant you access to the other weapons. Up to eight shots can exist at once.

Particle Laser



The Particle Laser is a powerful replacement for your Blaster that fires slightly faster. It also chews up spikes twice as fast and is not stopped by enemy shots like the Blaster is - the particles plow right through them instead. Like the blaster, up to eight shots can exist at once.

A.I. Droid



The A.I. Droid moves and fires by itself, no control over it is possible or necessary. It uses the same weapon as you do, so if you pick up the particle laser, the droid gets it too.

Superzapper



If you cannot cope with the intensity of the action anymore you can destroy everything on screen with the Superzapper. This Weapon is available once per level and has an truly devastating effect.

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Enemies

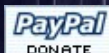
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These things can - and will - kill you

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Several different enemies try to blast you from the rim, in one way or the other. Scores are for Typhoon and Combo mode, the Classic mode score is in brackets behind them when it differs.

The score in these charts is the base score. Depending on the score mode this score is modified in certain ways. See the [gameplay manual](#) for details.

Flippers



These are the basic enemies in the game. They emerge from the core and come for you on one of the lanes of the web, sometimes flipping over to another lane, and sometimes firing shots at you.

If they reach the rim of the web they will flip into your direction and try to drag you down to the core.

150 Points - First appearance: Level 1

Crazy Flippers



These little fellas sometimes appear when you "crack" a tanker. They basically act like a flipper - only they move and shoot *much* faster.

500 (150) Points - First appearance: Level 15

Fuseballs



These will ride the corridor boundaries from the core up. They can not be shot while riding a boundary, only if they cross corridors. If they reach

Mutant Flippers



Mutant Flippers appear later in the game. They are pretty much the same as normal Flippers, but they are faster and more aggressive. They also shoot much faster shots.

250 (150) Points - First appearance: Level 50

Pulsar



Pulsars periodically fry single lanes of the web on their way up. If they reach the rim they vanish and fry the whole web - including you. They also flip over the lanes in a way similar to the flippers.

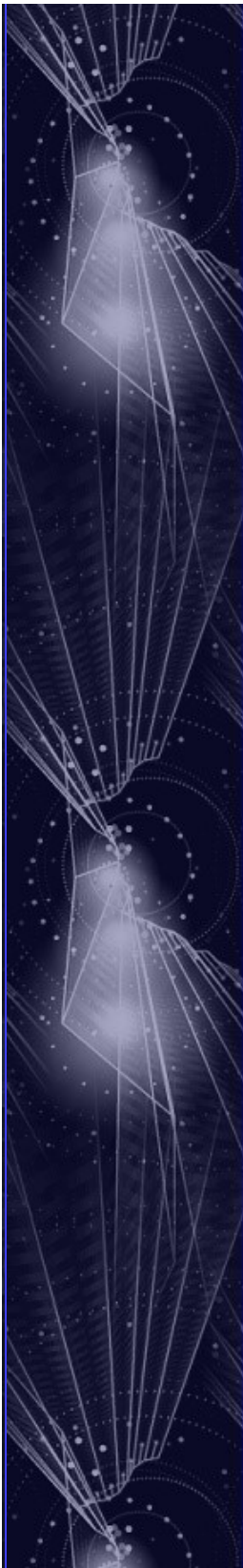
The only way to counter them is jumping when they are frying something or destroying them on their way up. Luckily they give a warning before they fry a lane - they will flash between blue and yellow before they "do their thing".

350 (200) Points - First appearance: Level 30

Mirrors



The mirrors move slowly upwards the web and will reflect your shots. They can only be hurt if they lower their shield and shoot. If they reach the top of the web they will stop and just hang there, deflecting your shots and sometimes lowering their shield.



the rim, they will try to touch your flipper for a while - if they do then you are history.

After being unsuccessful for a while they will drop back to the lower end of the web and start ascending again.

750 Points - First appearance: Level 3

Spikers



The Spikers create a green spike of random length on their lane while they are ascending the web. Spikers also open fire on you just like flippers do.

If they reach their highest point they descend down the spike they just created, and vanish as soon as they reach the lower end.

500 (200) Points - First appearance: Level 70

Spikes

Spikes are not actually enemies, they are more like some kind of "minefield" laid down by the spikers. They not only block your shots, they also throw you back to the beginning of the level if you hit one of them on your way out of the level.

From level 20 on the spikes will be there from the beginning, the later the level is, the higher the "base height" of the spikes will be.

50 Points - First appearance: Level 6

Tankers



These enemies contain two other enemies, the type varying on the difficulty of the level. If they are shot or reach the rim they will break up and release their content. Tankers have no weapons. You will receive no score for them if the tanker is allowed to reach the rim.

10 Points per hit - First appearance: Level 6

Shielders



Shielders are protected by just that - two shields that have to be shot away before you can actually hurt them. If a shield is shot away it moves towards the rim fast - and beyond, which means you are NOT safe from them when jumping. And yes, they fire at you as well. A shield that is shot away will block your Blaster shots, but the Particle Laser flies right through them, this makes it possible to destroy even a full shielder with one salvo.

If a Shielder reaches the rim it will "shed" its shields and try to drag you down in the same manner as a flipper will.

100 Points - First appearance: Level 3

Contents:

- From Level 4 to Level 49: Flipper
- From Level 50 to Level 69: Mutant Flipper
- From Level 70 on: Fuseball

500 Points (150 Points) - First appearance: Level 20

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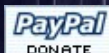
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How to mess around in the config file

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Some game settings are only available in the config file. Here is a short description of the more interesting options. The config file is named "typhoon.cfg", resides in the game directory and is structured like a windows INI file, here is an example :

```
[display]
fixed_res = 1
xres = 1280
yres = 1024
xvp = 1280
yvp = 1024
zbuf = 24
cbuf = 32
```

```
[sound]
music = 1
music_channels = 1
music_volume = 0.000000
```



Section [display]

- **accel**
If you want to use your 3D graphics hardware you should set this to 1, this is also the default. 0 disables hardware acceleration. If you want to play the game like this (because you do not have 3D hardware) you also should set details to 0 and the screen resolution to something like 320x240. Anything else will be a slideshow even on the fastest of computers.
- **details**
Full details (1) is the default, low details (0) uses simpler effects instead of textured quads for all the explosion effects, and most of the alpha blending is removed. Kinda looks like T2K in this mode.
- **fixed_res**
The default is 1 and this means the resolution is only autodetected on the first launch and will then be left alone. 0 means that the resolution is autodetected on every launch. Useful if you play the game on different computers from a USB drive or something like that.
- **xres and yres**
Like you already guessed, this selects the resolution the game should be run at.
- **xvp and yvp**
Selects the viewport inside the resolution, can be more conveniently set up during the title screen.



Section [sound]

- **music**
Enables (1) or disables (0) the music completely
- **music_channels**
Mono (1) is the default, but you can set it to stereo (2) if you want. Not recommended for headphone users though.



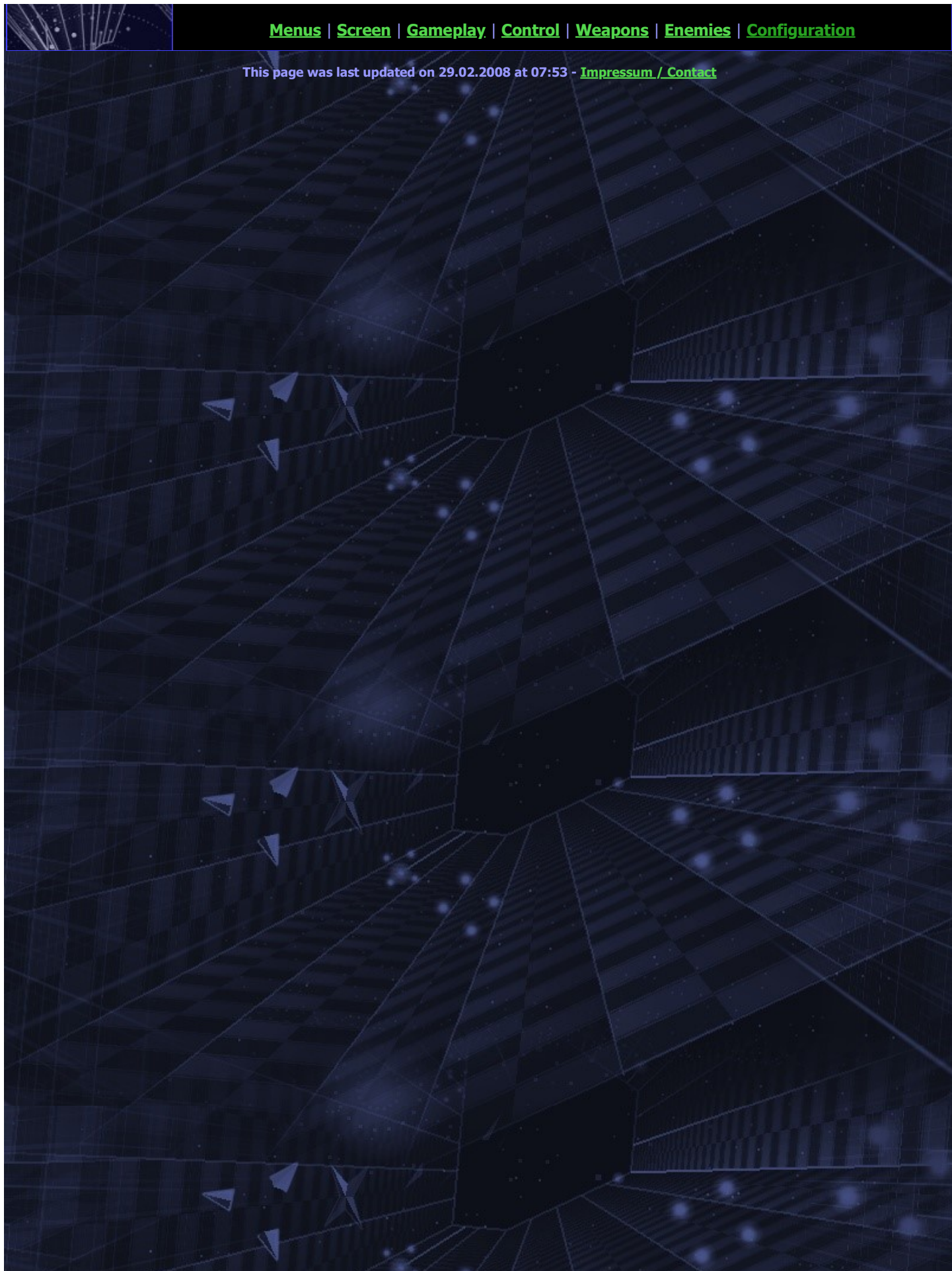
Section [sys]

- **priority**
Sets the task priority of the game. Normal (1) is the default, but you can also set it to 2 (above normal) and 0 (below normal).



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The Editor

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For creative people

You want to design your own webs? The built in editor of Typhoon 2001 makes it possible!

Before you start messing with the webs a word of warning: If a new version comes out the webs in the "default" set will be overwritten without warning! So if you plan an entirely new web set do not edit the default webs, make a copy of the default set instead, else your work will be lost when you install the newest version!

Simply press E on the level selector screen and the currently selected web will be loaded into the editor. You can then select a node with the square bracket keys and modify its angle or coordinates (depends on the web mode) with the cursor/arrow keys. Several shortcuts and modifier keys exist, so make sure you have read the "Controlling the Editor" section below!

And also do not forget to SAVE the web (F8 key) after you are done with it - this is NOT done automatically when you leave the editor!



Using and editing several sets of webs

The webs are saved below the "game" directory. There you will find another directory named "default": this is (as the name implies) the default set of webs - 100 web files, a special control file named "game.cfg" (see below) and the high score files. You can have several web sets, the one you want to use is specified in the "GAMEPLAY SETTINGS..." menu. For more details see [the manual](#).

The editor can also be started by passing a filename as argument to typhoon.exe, like for example "typhoon 00.web". The path to the currently selected web set will be prepended to this, so "00.web" becomes "./game/default/00.web" if you are using the default web set. If the file exists it is opened, if not a new empty web is created and the name will be used when the web is saved.



Controlling the Editor

Everything is controlled by the keyboard, the mouse is not used in the editor.

The game and editor now support webs that are defined using coordinated instead of angles. Use the ALT + F11 and ALT + F12 keys to switch to angle or coordinate mode respectively.

WARNING: When you do the switch, your current design will be deleted! (but it will not be saved automatically so you can restore the last saved state with the quickload key).

Cursor Left	Rotate <i>*only*</i> current node 5 degrees to the left OR move current node .25 Units to the left
Cursor Right	Rotate <i>*only*</i> current node 5 degrees to the right OR move current node .25 Units to the right
Cursor Up	Rotate <i>*only*</i> current node 25 degrees to the left OR move current node .25 Units up
Cursor Down	Rotate <i>*only*</i> current node 25 degrees to the right OR move current node .25 Units down
Brace Right	Select next node
Brace Left	Select previous node
Home	Select first node
End	Select last node
Alt + Cursor Left	Move Web 0.25 units to the left

Alt + Cursor Right	Move Web 0.25 units to the right
Alt + Cursor Up	Move Web 0.25 units up
Alt + Cursor Down	Move Web 0.25 units down
Ctrl + Cursor Left	Rotate current and all further nodes 5 degrees to the left
Ctrl + Cursor Right	Rotate current and all further nodes 5 degrees to the right
Page Up	Zoom in
Page Down	Zoom out
Enter	Add node at end
Backspace	Remove node from the end
Insert	Insert node at current position
Delete	Delete node at current position
1	Select color 1
2	Select color 2
Q	Raise Red for current color
W	Raise Green for current color
E	Raise Blue for current color
A	Lower Red for current color
S	Lower Green for current color
D	Lower Blue for current color
C	Toggle between normal and inverted control
O	Toggle between open and closed web
F1	Enter name for Web
F2	Enter author for web
F3	Set camera path height for web
F7	Reload Web
F8	Save Web to disk
ALT + F11	Switch to Angle mode (Web will be erased!!!)
ALT + F12	Switch to Coordinate mode (Web will be erased!!!)
Esc	Quit (Web is NOT automatically saved...)



Modifying the game behaviour - game.cfg

game.cfg should exist in every game directory and controls the web colors and the music to play for certain level "ranges". Here is a short example:

```
[mods]
m0 = tempest1.mod
l0 = 25
r0 = .2
g0 = .2
b0 = 1
```

The Digit after the letter denotes the "zone" for this set of values. In this case everything is used for zone zero which is the first one.

m* specifies the MOD file to play during gameplay. l* is the "upper border" for this zone - the zone ranges from the last zones last level plus one to this level. In this case it ranges from 1 to 25. The r*, g* and b* values specify the red, green and blue values for the web color in this zone. Every value ranges from 0 (minimum) to 1 (maximum).

A full example of a game.cfg follows:

```
[mods]
m0 = tempest1.mod
```




```
l0 = 25  
r0 = .2  
g0 = .2  
b0 = 1  
m1 = tempest2.mod  
l1 = 50  
r1 = .75  
g1 = .1  
b1 = .1  
m2 = tempest3.mod  
l2 = 75  
r2 = .8  
g2 = .4  
b2 = .1  
m3 = tempest4.mod  
l3 = 100  
r3 = .1  
g3 = .8  
b3 = 1
```

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