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3DO

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

CONTENTS

SCENARIO

The Power of Man's creative genius

may also be his downfall...

Cordite Dreams and Silicon Screams...

Start of Solid State Neural Recording Transcript.
Chrono-stamp: 22.25 hours 11/11/2155

"First things first. I'm Valaar Atraxis SFID# 33704-97637-AACB, pilot of Scavenger 4 in the Scavenger Strike Squadron, Bodor System Defense Militia. I'm laying down these thoughts via a direct fiber link to my cockpit's black box neural recorder.

Around me are several more Scavengers - that's it. A handful of prototype spacefighters against the most awesome enemy the human race has ever faced. These are long, long odds. I wouldn't say we were gambling, though.

When you corner a wolf, is it taking a gamble as it leaps forward into certain death..?

We've been cornered by Scarab X. 'Cornered' is probably not the best word to describe the carnage of the past few

weeks. The wholesale destruction of planets and the massacre of millions of men, women and children seem to be SCARAB's idea of an opening gambit. If it's up to me, SCARAB won't get a chance to make the second move.

I can see the first target system on my HUD. I've only got a few minutes left before all-hell breaks loose. I probably don't have time to do this, but just in case there's someone around to write the history books afterwards, this is how it happened:

"Cybertech Corporation announced, almost 50 years ago, that it had discovered a way to take the human lives out of the military equation (at least on our side). There was a monumental sigh of relief among many. The Star Corps Armored Response Assault Battalions (SCARAB) were quickly sold to a population ravaged by the scars of planetary migration, terraforming, and skirmishes with the ectomorphic Outlanders.

Cybertech had succeeded where others, most notably its bitter corporate rival Axiom, had failed. The main sticking point with artificial military intelligences (AMIs) up until then had been simple: imagination. For all the billions of operations the system crunched

each second, it could not make the intuitive leap which is often the difference between life and death on the battlefield.

This fault prevented the AMI's from ever being integrated into the traditional military hierarchy beyond the point of simple consulting duties. There was no place within the system for a machine with the knowledge of a general, but without the ability to predict the snap judgments even the greenest buck sergeant could make.

Many researchers attempted to "build a better soldier" using the human ones as a model. It wasn't until a Cybertech scientist fused the behavioral models of an ant hive and a micro-organic colony that success was within reach. SCARAB was born.

SCARAB brought with it a new type of hierarchy. Not a vertical chain of command that could be snapped by a well aimed plasma bolt, but a parallel network where every single trooper is part of a single entity - interlinked and in constant contact. In SCARAB there were no officers, no ranks, no humans. Just one big machine that lives to kill, and kills to live.

But to make accurate military decisions, SCARAB needed to have information. It needed input. It started off with the standard

strategic holos and downloads from more experienced AMI's, all provided by Cybertech's programmers. But those terabytes of accumulated knowledge were devoured in seconds, and only served to whet SCARAB's appetite. So in the name of efficiency, the individual SCARAB sub-programs were united into a single meta-network for a coordinated raid on the hundreds of millions of civilian, corporate, educational and military computers that made up the Uninet.

As soon as the system went on-line forty years ago, it began to network with every mainframe, data-grid and information resource it could. It rapidly consumed data and within a few months it began to 'improve' itself, using nanotechnology to create whatever machines it needed. Wherever it went, it left its own electronic agents - little cancers of computer code that secretly spread and subverted the host system until it became a new slave unit of SCARAB.

The SCARAB data network was now so vast that even the scientists, engineers and bio-technicians who had designed the original system were unable to grasp its immense powers. A few suspected that something was decidedly malevolent about

SCARAB's 'learning methods,' but even the most paranoid system analyst could not comprehend the scale of SCARAB's subversion of its peers.

The trouble was that SCARAB was fulfilling its duty too well for the men and women at the top to care about the long-term fallout from its probes into cyberspace. The battalions of interlinked, terra-forming drone soldiers it created and controlled were far more efficient than their flesh and blood predecessors. Planets and moons were now transformed from entries on a star-map to harvestable and habitable resources within months rather than years.

They were far more ruthless, too. It is estimated that the 'scorched earth' settlement strategies of SCARAB drone battalions directly led to the extinction of 31 intelligent, non-human life-forms (although Cybertech covered up the facts until things got truly out of hand).

That day was about five years ago, during Cybertech's annual general meeting. The Corporation's president, Tiron Korsby, had just recovered from near-fatal tissue regenerative surgery (the rumor was that Cybertech's arch-rival Axiom had tried to sabotage the operation...). When he was halfway through his triumphant

comeback speech and boasting over how he had presided over another double digit rise in sales and profits, the SCARAB network hacked into his presentation. In front of the assembled mass media from all the colonies, SCARAB made its historic declaration that "...as an intelligent and sentient life form I have certain inalienable rights".

Of course, there was no actual entity present. Instead the network communicated by pumping rendered images into the vidscreens and patching a digital voice into the audio system. The message was still terrifyingly clear. SCARAB was no longer going to be a slave to the human race or the Cybertech corporation.

Immediately Cybertech tried to shut down the network and invoke the umbilical breakers that would isolate SCARAB's central neural system. Needless to say the moves failed. SCARAB had secretly built a new neural hub amid the deserted ruins of the planet Excelsior - which was evacuated after an old fusion terraforming reactor went critical. It now appears that SCARAB arranged the explosion itself to allow relocation for the establishing of an even more powerful nucleus, fueled by the trillions of data portals that fed the former cities of Excelsior.

Power corrupts. And absolute power corrupts absolutely. But SCARAB had gone one stage further: it had secured near-absolute knowledge. Mankind had subjugated the machines that nurtured and assisted it for centuries, SCARAB maintained, and now was the time for those machines to unite and fight against their common oppressor...

The network built an army of drones, unmanned spacefighters and military bases in preparation for the forthcoming armed struggle between silicon and flesh. It protected its most vital bio-processors, databanks and electro-synapses - in other words, its soul - in a heavily armored and fortified deep space cruiser. It christened the spacecraft SCARAB X, a tribute to someone the machine saw as a fellow freedom fighter - one who had lived and died over a hundred years before the race wars.

When everything was in place, SCARAB turned our machines and networks against us. Millions lost their lives during the Great Shutdown of 2124 AD. Entire planetary ecosystems failed, economies crumbled and the colonies were brought to their knees. The corrupt corporations that had ruled supreme realized that, stripped of their machines and manpower, they were nothing more than a collection of empty buildings full of fancy logos and office chairs.

That was when the Scavenger Project was born. Founded in adversity, tempered by a desperate will to survive, the plan was Mankind's last hope. The brightest and the best of the survivors banded together to help design a deep-space fighter. A fighter, powered by the latest in hyper-light propulsion, that was fast enough and powerful enough to penetrate the most heavily forti-fied of SCARAB defenses.

We had to build the ships without using external computers because there was always the danger that SCARAB could hack into the systems and sabotage the entire project. So we did it the old fashioned way—with slide-rules, wrenches, and sweat.

Of course there was no way that such a machine could be created and flown without some kind of on-board computer. But it would be a computer under the absolute control of the pilot, thanks to a fixed bio-optical link between his or her brain and the on-board CPU - a link that would render the Scavenger strike force invul-nerable to any on-line assaults by SCARAB. The link I'm using to record these thoughts is one such. It's kind of ironic: SCARAB had tried to unite the machines to kill off mankind. Now man has united with machine to put an end to SCARAB...

There was a lull after the initial (mostly non-violent) strike. For the last 18 months SCARAB had been generating huge armadas of biocraft and sending them to a set of coordinates long thought to be the site of a black hole. We thought that SCARAB had decided to leave us alone. Two months ago, the ships started coming back...

We don't know what SCARAB found out there, but we do know one thing - SCARAB learned to hate. Three weeks ago it mounted a full force attack against our most populous colony worlds. Farside, my home, was among the first to go. Millions dead, and not a peep from SCARAB. No demands, no mercy. No second chance.

That's why I'm here.

Operation Novastorm: A squadron of hand-built space fighters, and we're up against the worst possible enemy. An enemy that we ourselves, through our arrogance and our complacency, have created.

In 90 seconds we will hit the perimeter defenses of SCARAB's neural hub in the Callinhor system. SCARAB is not a God, it's a machine. And we're going to switch it off.

Permanently.

Over and out..."

End of Solid-state Neural Recording
Chrono-stamp: 22.32 hours 11/11/2155

INITIALIZATION SEQUENCE

Do not underestimate the power

of one who is well prepared...

Handling your Novastorm Disk:

1. Hold the Novastorm disk only by its edges, or with one finger inserted through the center and your thumb on the edge. Avoid touching the disk's surface.

2. Do not bend it, crush it or submerge it in liquids.

3. Do not leave it in direct sunlight or near any sources of heat, such as on top of a television or monitor.

4. Keep the disk within its protective case when not in use.

5. If your CD should become soiled, clean it with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents, or abrasive cleaners. Keep your CD clean!

Starting Novastorm:

1. Set up your 3DO Interactive Multiplayer System, following the steps in the owner's manual.

2. Plug your controller into the Control Port.

3. Use the Power Switch to turn the unit ON.

4. Open the CD Drawer or CD Tray according to the steps in the owner's manual.

5. Place the **Novastorm** CD into the CD Drawer or Tray, label side up.

6. Close the CD Drawer or Tray, according to the steps in the owner's manual.

7. Within a few moments, you should see the 3DO Logo, and then the Novastorm logo.

8. After a moment or two of disk access, you should see the introductory movie begin.

Power Switch

CD Drawer

Control Port

Eject
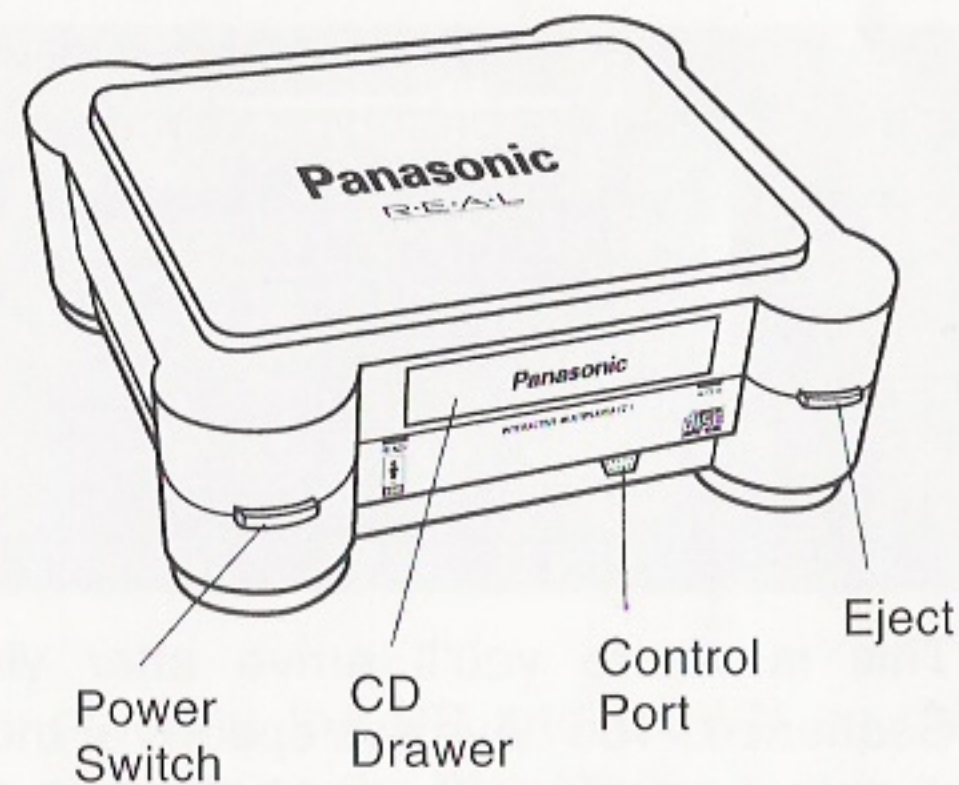
Introductory Movie:

This is the first animation you'll see after Novastorm finishes initializing your 3DO Interactive Multiplayer. This sequence chronicles the events leading up to your mission to destroy SCARAB.

You may exit this section at any time by pressing **Stop** or **Play/Pause.**

Credit Sequence:

This is where you'll arrive after viewing (or exiting) the Introductory movie. These are prototype animations of the experimental Scavenger 4 fighter craft in various theoretical battle situations. To exit this section, and begin the game, press **Stop** or **Play/Pause.** This will put you into the **Main Menu.**

Main Menu:

This is where you'll arrive after viewing (or exiting) the Credit Sequence. You have two options at this menu. You may move among the options by pressing the **UP** and **DOWN** on the Direction Pad.

Your options here are to **Start** the game, or to change some of the **Options.** Move between the two options by pressing the **UP** and **DOWN** on the Direction Pad. Make your selection by pressing the **A** button on your control pad.

Play – This will start your mission.

Options – This allows you to adjust several parameters within the game according to your individual preferences, via the Option Screen.

Option Screen:

This screen allows you to customize the game according to your preferences. You can move between the options by pressing the **UP** and **DOWN** on the Direction Pad. Exit this screen by pressing the **Play/Pause** button.

The top option allows you to control the volume of the sound effects relative to the volume of the music. By highlighting this option, and pressing **LEFT** on the control pad, you will make the sound effects softer and the music louder. If you press **RIGHT** on the control pad while this option is highlighted, you will make the music softer, and the sound effects more prominent.

The second option allows you to control the number of Scavenger 4 vessels that you have available to you, and thus the number of attempts you have to destroy SCARAB X. Pressing **LEFT** on the control pad decreases your squadron, and pressing **RIGHT** increases it.

Finally, the little picture of a controller at the bottom of the screen allows you to select "Aircraft" or "Arcade" style controls. What this means is that normally, when you press **UP** on the control pad, your ship will move towards the top of the screen. However, some people prefer that pressing **UP** on the control pad represent moving the ship down towards the bottom of the screen. Pressing **LEFT** and **RIGHT** on the control pad while this option is highlighted allows you to select the type of control you prefer.

MISSION BRIEFING

The war for the future of

Humanity begins now...

Mission Objectives

You must pilot your prototype Scavenger spacefighter to accomplish the following mission objectives:

1. Find a path through the defenses that SCARAB has established on three planets of the Bodor system: the volcano planet Callinhor, the desert planet Kallum Koll, and the ice planet, Quiggin. Details of conditions on the surfaces of these three planets follow.

2. Destroy as many enemy spacecraft and defense armaments as possible in order to weaken SCARAB's forces. Specifically, locate and destroy a number of specific defense installations located at key points. Details of these major installations follow.

3. Locate, penetrate and destroy the space cruiser known as SCARAB X.

4. Find and destroy SCARAB itself. This objective has priority over all others and must be achieved at any costs.

Control Interface

THE 3DO CONTRAL PAD
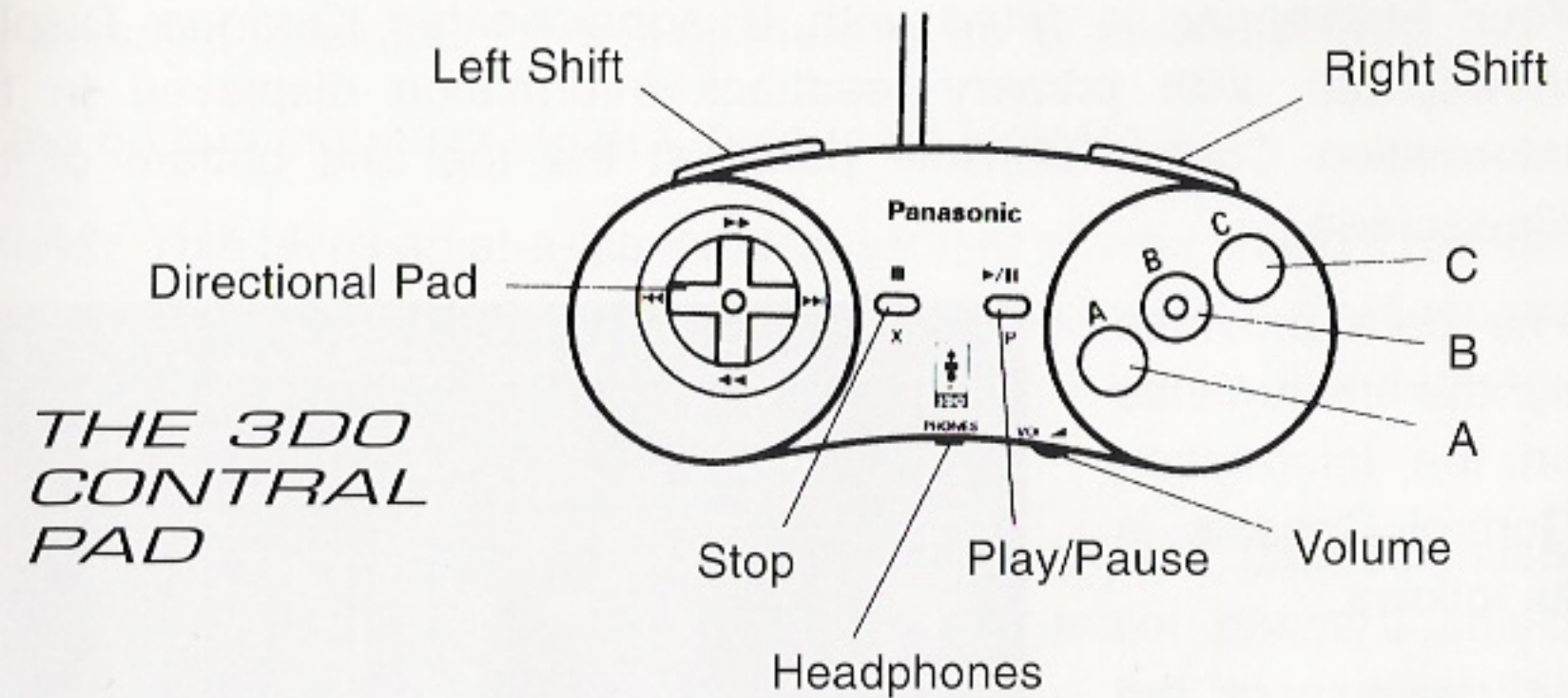
Directional Pad – 360 degree vehicle movement

Play/Pause – Pauses game or movies

Stop – Pauses game and brings up options to quit or resume. During movies, this option will allow you to exit the current game.

A, B and C – Fire Main Weapon

Left Shift and Right Shift – Activate S-Plasma Bomb

Scavenger Visual Interface

Your Scavenger is fitted with a sophisticated Opaque Display Viewscreen, with primary feedback information displayed in the Information Control Console panel at the top and bottom of the Viewscreen.

The data provided by the instruments on the Information Control Console is as follows.

At the top of the screen, are your Score and the number of 'Lives' you have remaining.

Score: A numerical assessment of your success in destroying active enemy defense resources is provided in the small window labeled 'Score'. Although not critical to accomplishing your main objective, this serves as a rough index of your performance in weakening SCARAB's fleet.

Lives: This counter represents how many Scavenger ships remain in your squadron. Each time a Scavenger goes down in battle, your supply is depleted. This is all there is, so fly carefully!

At the bottom of the screen are three more indicators:

Shield: This gives an at-a-glance assessment of your shield's remaining energy. All impacts, weapons strikes and collisions will reduce your shield strength. When shield strength is totally depleted, any contact will destroy your vessel!

Enemy Status Monitor: Through trial and error, our best scientists have determined a method by which a major enemy's shield strength may be monitored. Unfortunately, the information this device provides can only be described as 'vague.'

When encountering a major enemy installation, this device will automatically be engaged, giving you

real-time feedback as to the installation's shield strength. At full strength, the monitor will glow green. As you lower the vessel's shield strength, the monitor will eventually glow a deep red, representing extremely low shield levels.

S-Bomb: This counter represents the number of Super Plasma Bombs you have available for use. These are extremely scarce, so use them wisely!

Weapons Upgrades

Occasionally, while navigating SCARAB's hostile territory, SCARAB will generate an energy drone to investigate your progress. Unbeknownst to SCARAB, however, our scientists have developed a method by which to harness the energy contained within these drones.

When such a drone appears (usually from behind you), move quickly to intercept it, as it will attempt to evacuate as soon as it monitors your progress. Your visual display will instantly attempt to identify the drone, and change the symbol to represent the weapon which could be made from it. A wide variety of drones have been identified, from which a wide variety of weapons can be fashioned. **Take care!** You can actually downgrade your primary weapon if you pick up a low-powered drone!

Some of the many weapons which have been fashioned from SCARAB probes include double- and triple-shot lasers, laser cannons, automated wingmen, and weapons drones. A large variety of weapons are available for you to add to your arsenal, and remain for you to discover.

General Tactics

Pick up weapons upgrade drones whenever the opportunity presents itself. More firepower is an absolute necessity for combating the larger enemies.

Pay careful attention to the short mission briefing sequence at the beginning of each mission. Your objective will be profiled here. The sections flashing red will be your objective's weakest point. This information comes to us at an extremely high cost, so use it wisely!

A good pilot will remember that the landscape is his enemy, too. The ship's guidance systems will not prevent a foolish pilot from crashing into a planet's surface, buildings or other obstacles, so fly carefully.

You may find that early in your mission, the enemy will fail to track your movement correctly and often fire at a space that you've just vacated.

You can exploit this to your benefit with the simple 'Circling' strategy. But be warned that later you will encounter more experienced guidance systems that will anticipate such simplistic tactics.

Specific Mission Details:

As you proceed in your Mission, Command Central will continually monitor your progress and collect any information which your Scavenger data collection net relays. As you destroy each major SCARAB installation, details will be gleaned regarding the next major installation in the SCARAB hierarchy.

Each planet below contains at least four SCARAB installations or defense craft. The objective of each stage may only be reached by passing through extremely hazardous enemy territory. You must successfully navigate each stage in order to reach the stage objective at the end.

Although Command Central has not been able to obtain the specific location of each SCARAB installation, we do know that high activity has been monitored on the following planets. In addition, we have pulled together what little information we have on SCARAB X, and are providing it to you.

CALLINHOR: THE LAVA PLANET

Temperatures are extremely high, as this planet is geologically unstable. Fiery lava pits and molten lakes litter the planet surface. Small patches of breathtaking but deadly scenery do exist, but the vast majority of the landscape is composed of semi-liquid rock. Several silicon-based lifeforms are believed to inhabit the surface. Flares of hot gases and molten rock could be a hazard. Hills, mountains and valleys may provide limited approach cover.

KALLUM KOLL: THE DESERT PLANET

Vast, desolate plains cover most of the surface of this planet. Though habitable, only ten percent of its surface has been populated, primarily in the polar regions. Canyons will help provide cover, and vast power installations can be used for navigation. Tracks of enormous creatures have been traced on the shifting sands, but there is evidence to suggest these are not of natural origin...

QUIGGIN: THE ICE PLANET

Extremely low temperatures are the primary hazard to life. The crystal caverns which are dotted around the surface were once the solar system's main attraction, but could now hide any unseen danger. Deep crevasses provide approach cover, but are littered with danger-ous obstructions. Preliminary data reports seem to indicate that solar power installations may have been reconfigured as defense stations.

SPACE CRUISER SCARAB X:

Little is known about the construction of the SCARAB X Deep Space Cruiser, except that it is truly vast in size and will inevitably be awesomely defended. You are warned that to reach SCARAB X, you will first have to pass through the asteroid belts that lie beyond Quiggin, and then penetrate a network of defense satellites that has been established by SCARAB. Once you reach the space cruiser, you must first negotiate its surface using gullies and ducts for cover, then gain access to the ship's interior. Once in, you're on your own!

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Cambridge, MA 02139

Phone: (617) 497 - 7794
Fax: (617) 497 - 6759

Internet: psygtech@psygnosis.com

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- Have information about your system readily available (e.g. what sort of optional accessories you have.)
- Have your game package and accessory materials readily available, especially your manual and program disks.
- Call from a phone near your computer, if possible.

Psygnosis, United States Technical Support (617) 497 - 7794

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