

P O W E R H I T S™

SCIFI

PROPHECY

TONGUE OF THE FATMAN

DEATHTRACK

CIRCUIT'S EDGE

MINES OF TITAN

P O V E R H I T S

SCIFI

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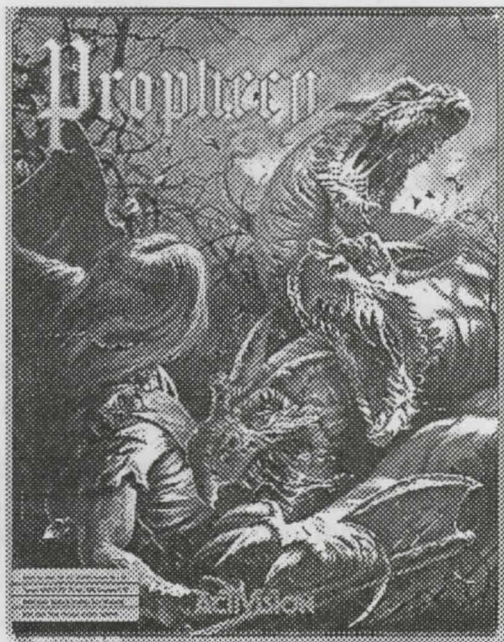
While you sleep, images from your past of childhood memories invade your mind. You see the bright light as you enter the dark, shadowy corridors of the Empire. You find yourself in a burning battle, streams of pain, falling about, dark forests, stars and nights of terror. Then all is calm, and with a blinding sensation of passing years, you find yourself talking of meaningless days, two faces twisted in pain. "We're in graveyards. The way was long and hard, and many lost their lives, despite their power. Now we live in hiding in our little village. Please, do not reveal our secret."

A group of figures appear, as you recall the years of struggle. There is a moment when the Empire will find us, hidden though we are, and you will find that the time that never again will bring death and grief.

You discover the little village of Crestwood you know so well—the one where the old men gather and tell stories of their days in the shadows, lit only by the flickering light. "Beware the power of the Empire," they say. "You cannot stand against them—only the great Knight of the Empire can. But someday the fate of the Empire will be sealed and you will see the truth."

The shining stories of Empire fill your mind, and the old men warn you of the dangers of the Empire in your peaceful village as the years pass. "Beware," they say, "The Empire will never find us. They will find us, and their words seem to follow."

As the night's shadows fall, the image of the "Other" stands before you. "You are the one," they say. "If you are the one, you will see the truth. You will see the truth and a few companions, armed with the power of the Empire, will see the truth. The Empire's soldiers have been here, and they will see the truth. A little later, you will see the truth as you look and turn in a restless sleep. The last of the Empire is coming, and you will see the truth as you look. You will see the truth, and your destiny is sealed."





The Adventure Begins

While you sleep, images from your earliest childhood memories parade before you. Swords flash in the torchlight as your father fight the hideous creatures of the Empire. You dimly remember a running battle, screams of pain, hiding in vast, dark forests, days and nights of terror. Then all is calm, and with a blurring sensation of passing years, you see your father talk of those frightful days, his face twisted in pain. "We fled the terror of the Empire," says your father in grave tones. "The way was long and hard, and many lost their lives. But we escaped Krellane's cruel servants, despite their power. Now we live in hiding in our little village of CrissCross, and we pray that the Empire will never find us."

A montage of scenes appear, as you recall the years of weapons training at your father's hands. "There may come a time when the Empire will find us, hidden though we are, and you must be ready," you see him saying. "Let's practice that maneuver again with long sword and shield."

Then appears the little village of CrissCross you know so well—the neat homes, the well-tended fields, the council chambers where the old men gather and tell stories of their days in the Empire. You see them speak, their faces made frightening by the flickering firelight. "Beware the power of Krellane and his Empire, and his vile creatures," they say. "You cannot stand against them—only the great Knight of Truth Richard could prevail, and even he failed in the end. But someday the hero of the Prophecy will appear and vanquish Krellane."

The chilling stories of Empire atrocities continue, and the old men warn of the ever-present danger. But you never see the minions of the Empire in your peaceful village as the years pass. You see the face of your constant companion, Newell, laughing about it. "The Empire will never find us. Why worry?" he says with a grin. But you feel a chill, and his words seem hollow.

As Newell's laughter echoes, the image of CrissCross' church appears. "The church is your refuge," your father says. "If trouble ever appears, that is where you should go." You see your father and a few companions, armed with all of CrissCross' scant weaponry, leave to investigate reports that Empire soldiers have been seen nearby in the forest. A terrible feeling comes over you now as you toss and turn in a restless sleep. You feel that danger is drawing closer still. With a scream echoing in your ears, You sit bolt upright in bed, and your adventure begins . . .



Swordsman-
Empire Sentry

Introduction

Prophecy is an action-oriented, role-playing game. Your character, guided by your lightning reflexes and quick wits, must fight his way through numerous obstacles to avenge the slaughter of his friends of the village CrissCross. You must try to fulfill the ancient Prophecy and save the world from Krellane and his evil Empire. Along the way, you'll encounter wondrous creatures and find vast treasures as you struggle to piece together the puzzle and find a way to defeat Krellane.

This game combines the challenge of fast, arcade-style action with the depth of a role-playing adventure. You'll have to choose the best weapons and armor for each situation, learn dangerous spells, and equip yourself with potent magical items to complete your quest. It won't be easy—but then, true adventure never is.

How to Use This Guide

This guide is organized so that you can get started right away, if you're familiar with computer games. If you're not, you won't have to spend too much time reading before you start playing.

Beginning Players: You should read the "Getting Started" section and follow those directions before doing anything else. If you want to try out the game before you spend too much time reading, look through the "Game Controls" and "Commands" sections. Then you'll know at least enough to have some fun. After you've played for a time, (and probably died a few times), you may then want to read through the rest of the guide to learn about the helpful powers your character commands.

Experienced players: All you really need is the "Getting Started" section, the "Command Summary" in Appendix A, and your well-honed gaming instincts. The "Magic" section is also highly recommended, though you can play for a time without it.

Everyone should read "The Adventure Begins," where the machinations of the evil Krellane are revealed to you, as you start forth on your quest. . .

Note: See "Responding to Prophecy" on page 10, to learn how to move from one area of the game to another.



Gnome (old man
with white beard)—
Ancient Sage

Getting Started

This section describes how to configure *Prophecy* for best results, and start up the game. *Prophecy* can be set to any of several different configurations to give you the best results on your particular hardware. Please read all the way through this section and follow the directions carefully.

Note: Whenever you need to type in a specific command, the key (or keys) to press are listed in boldface.

Hardware Requirements: *Prophecy* is designed for IBM PCs or PS/2s, all Tandy computers, and 100% IBM-compatibles with at least 512K of memory. DOS 2.1 or higher is required. *Prophecy* can be used with CGA, EGA, MCGA, or VGA, or Tandy 16-color graphics displays. The game can be played entirely from the keyboard; use of a joystick is optional.

Startup

To load *Prophecy* refer to the Power Hits Reference Card included in the package. If you wish to manually set the graphics mode of the game follow the directions below:

1. If you want to use a joystick, make sure it is plugged in *BEFORE* you turn on your computer.
2. Boot your system and load in DOS (version 2.1 or higher).
3. Access the *Prophecy* directory by typing **CD SCIFI\PROPHECY** and pressing **Enter**.
4. Type **PROPHECY** and press **Enter**. The game loads automatically.

In a few moments, a prompt appears asking you to tell *Prophecy* the speed of your system. Use the arrow keys to move among the selections (4.77, 8, 12, or 16 megahertz). Choose the system speed that's the closest to your system speed without being higher (for instance, if your system runs at 10 MHz, select 8 MHz). Press **Enter** to confirm your choice.



Goblin (small green-lizard like) –
Goblin King of Gobar

A new prompt appears, asking you to select the graphics mode that *Prophecy* uses for display. Use the arrow keys to choose among CGA, EGA, MCGA, VGA, or Tandy 16-color graphics. The CGA display is the least colorful, but it has the virtue of running faster than the other display modes—if speed of action is most important to you, use the CGA mode. Press Enter to confirm your selection.

The title screen appears and *Prophecy's* theme music plays. You can cancel the theme music and proceed to the game by pressing the spacebar.

After you've left your hometown of CrissCross, the mystic forces that control the world of *Prophecy* will present you with a magical question every time you load the game or transport from one area to another. In each such case, they'll ask you for the name of the creature displayed on the screen. The pictures of these creatures and their names are scattered throughout this guide. Find the picture of the creature in this guide, and the correct name is listed underneath its picture. Type in the correct name and press Enter, and you will be transported to the land of *Prophecy*.

The game begins with your Status screen; enter the action by pressing any key (see the "Status" section for more information on this screen). If you've played the game before, the game begins at the last saved position.

Playing Prophecy

This section tells you how to play *Prophecy*, with descriptions of combat, movement, magic, and items. The "Game Controls", "Movement Controls" and "Commands" at the beginning of this section give you enough information to start playing right away.

If you want to get the full use of your character's abilities, you should read the rest of this section before getting too far into the game.



Helf (wolf-like,
carrying a bow)—
Lord of Ertraxia

Game Controls

These controls govern various aspects of how the game plays. You can enter these commands whenever the game is not paused.

Key	Command
-	Reduces game speed; when you reach the minimum, press again to reset the game to maximum speed.
+	Increases game speed; when you reach the maximum, press again to reset the game to minimum speed.
Control-Q	Quits the game and returns you to DOS.
Control-T	Toggles keyboard buffering (the default is OFF); when buffering is on, the game remembers repeated keystrokes and uses them as fast as possible.
Control-V	Turns the sound on or off.
Control-P	Pauses the game (press any key to continue)
Control-J	Enables joystick control (the game starts with keyboard control).
Control-K	Enables keyboard control.
Control-S	Saves the game (with your character's current position and Status).
Control-L	Loads the last saved position.



Man in Full Plate
(carrying a mace)-
Lord Richard

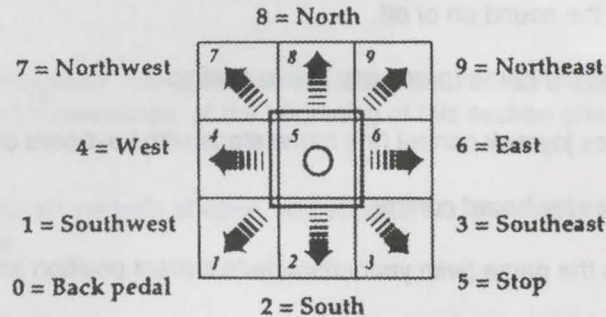
The following commands work only in CGA display mode:

- ! Selects CGA palette #10 with low color intensity
- @ Selects CGA palette #0 with high color intensity
- # Selects CGA palette #1 with low color intensity
- \$ Selects CGA palette #1 with high color intensity

Movement Controls

Num Lock must be on for the numeric keypad to control movement. The keys on the numeric keypad move the character in the compass directions corresponding to the keys (the top of the screen is North).

Once a key is pressed, the character continues to move in that direction until he hits an obstruction, he attacks, or you press the 5 key.



The joystick is activated by pressing **Control-J**. The top of the screen corresponds to the top of the joystick. The character moves in the direction indicated by the joystick as long as you hold the joystick. When the joystick is released, the character doesn't move. Pressing Control-K returns to the keyboard.



Commands

The following table shows the various commands available in *Prophecy* and their keyboard or joystick equivalents. These commands are all you really need to know to play *Prophecy*. A further explanation of each of these commands is given in the sections noted.

Key	Command
A	Attacks (using the item in your hand); see "Combat".
Space bar	Attacks (using the item in your hand); see "Combat".
Joystick button 1	Attacks (using the item in your hand); see "Combat."
Joystick button 2	Retreats.
T	Talks to the creature you are next to; see "Flora & Fauna."
R	Reviews last message; see "Flora & Fauna."
L	Looks for traps in the area; see "Flora & Fauna."
O	Opens closed doors, gates, and chests; see "Terrain."
C	Closes doors, grates, and chests; see "Terrain."
G	Gets treasure from chests; see "Terrain."
M	Memorizes spells (displays the Magic screen); see "Magic."
S	Status (displays the Status screen); see "Status."
I	Inventory (displays the Inventory screen); see "Equipment."
E	Equip (displays the Equipment screen); see "Equipment."



Krellane (Ming the
Merciless) –
Gendorian Overlord

F1-F10	Activates memorized magic spells; see "Magic."
Esc	Exits form the Status, Magic, Equipment, or Inventory screen.
Home	Takes you to the top of Equip or Inventory list, depending on which is active.
End	Takes you to the bottom of Equip or Inventory list, depending on which is active.

Responding to Prophecy

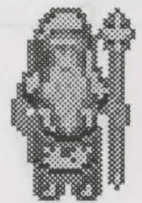
When long text messages appear in the course of the game, they won't fit on one screen. You must press any key (or the joystick button) to move to the next part of the message; do this whenever you see the word "MORE" in parentheses. When the word "DONE" appears, press any key (or the joystick button) to continue the game.

At certain points in the game, you're asked to make a response to a question. Many of these are simple yes-or-no type questions; in such a case, type either **yes** or **no** (just typing **y** or **n** will also suffice) and press **Enter**. Other questions may require a specific word (or words) in answer (such as a name or an object); type in the correct word and press **Enter**. Make sure that you don't have any extra spaces in the word, or it might not be accepted.

Whenever you move from one area of the game to another, a magical question appears, asking for the name of the creature displayed on the screen. The pictures of these creatures and their names are scattered throughout this guide. Type in the correct name (shown in *italics*) and press **Enter**, and you will be allowed to journey to the next part of the game.

Status

The Status screen, displayed when you press the S key, shows a number of facts concerning your character. The game is paused while the Status screen is displayed. Press any key to leave the Status screen.



Arch Mage
(red robes) –
Dark Necromancer

Characteristics

These are listed at the top left of the Status screen. Each of these Characteristics can be altered by certain magic items. Explanations of each Characteristic follow:

Strength: The greater this score, the stronger you are. A high Strength also adds to the amount of damage you can do when you use a weapon, and can affect the number of Hit Points gained when you go up a Level.

Intelligence: This shows your intellect; a higher Intelligence means you are a smarter character. This score also affects the number of Spell Points you get when you go up a Level.

Will: This score reflects your strength of mind, and affects the number of Spell Points you get when you go up a Level.

Vision: This score shows your mental power, and affects, the number of Spell Points you get when you go up a Level.

Charm: This score reflects your general charisma, influencing how well other characters may respond to your questions.

Agility: This score shows your quickness, and a high Agility means that monsters are less likely to hit you.

Endurance: This score reflects your physical toughness, and affects the number of Hit Points you get when you go up a Level.

Defense: This shows how much damage your armor can absorb. In combat the amount your armor absorbs each time you're hit is a random amount from 0 to your Defense score. For instance, if you have a Defense of 28, your armor will absorb between 0 and 28 points of damage each time you're hit. If you're lucky, the amount absorbed will be closer to the high end of the scale.

Speed: This score is always 1 unless you cast a spell or use an item that affects Speed. If your Speed is greater than 1, you can move that many times faster than the monsters, which can be extremely useful.



*Axeman-Empire
Hatchetman*

Other Listings

In the top right corner of the Status screen are the following listings:

Level: This shows your character's current Level, which is a measure of your overall power. The higher the Level, the more Hit Points and Spell Points your character has (see "Character Advancement").

Experience: This shows the current number of Experience Points your character has. When enough Experience Points are accumulated, your character advances to the next Level. See "Character Advancement."

Hit Points: This shows the current number of Hit Points your character still has. The more damage your character has taken, the lower this number will be. When it reaches 0, your character is dead (at that point, the game proceeds from the last saved position). You get Hit Points back with the passage of time in the game by using healing spells or magic items, or through certain encounters in the course of the game.

Max. HP: This shows the maximum number of Hit Points your character has—the total amount of damage your character can sustain before dying. This number increases as you gain Levels; certain spells can also raise this temporarily.

Spell Points: This shows the current amount of Spell Points remaining to you. The more spells your character has cast, the lower this number will be. When it reaches 0, your character can cast no more spells until more Spell Points regenerate. You get Spell Points back through the passage of time; certain special events in the game may also regenerate Spell Points. Each time you advance to another Level, your Spell Points increase.

Max SP: This shows the maximum number of Spell Points your character has—the total number of Spell Points your character can use to cast spells. Each spell costs a certain number of Spell Points when used (see "Magic"). This number increases as you gain Levels.

Damage: This is the number of Hit Points you inflict as damage with each blow. Different weapons give you different damage ratings. This is also influenced by your Strength, and by certain magic items.



Gendor
(large green lizard) –
Gendor of Trinadon

Gold: This is the number of gold pieces you have. Gold can be used at certain places in the game to buy healing, or other services.

Equipment: The center of the Status screen shows the items you are currently using and how you are using them. The items held in the right or left hands are shown on the top line (some items require both hands to use, and are so listed). The "Armor," "Helmet", and "Gauntlets" listings describe the exact items being worn by your character.

Spells: The spells that the character has memorized are listed here. Each spell has a number listed in front of it; this is the Function key that activates that spell (for instance, a spell in slot 3 would be activated by pressing F3).

Movement

Prophecy is a game of constant action, and in order to be successful in combat, your character must move frequently. You can use the keyboard or a joystick to control your character's movements; your character moves differently under each type of control.

Under joystick control, your character moves only as long as you move the joystick in a certain direction; when you leave the joystick in the center, your character doesn't move. Under keyboard controls, your character keeps moving once you've pressed a direction key, and doesn't stop until you meet an obstruction, you attack, or you press the 5 key. Whichever method you choose to use, the more practice you have with it, the better you'll fight. Some battles, especially later in the game, will require all your movement skills to survive.

Your movement may be blocked by objects such as tables or boulders, or by monsters. In some cases you can get boxed in by monsters, making it difficult to move. Keep trying different directions to free yourself from such a predicament. The size of your weapon will affect your movement, so you may find it helpful to switch to a smaller weapon if the one you are currently using is too large and is hampering your progress.

If the game action is too fast or too slow, use the + and - keys to change the speed (see "Game Controls").



Combat

There are many foes trying to stop you from completing your quest, and though you can avoid some of them, you'll often have to fight to survive.

The main screen of *Prophecy* shows your character's current Hit Points and Spell Points in the lower left-hand corner. Hit Points for any monsters on the screen are displayed in the lower right-hand corner. Attacking monsters is simple; just move up next to them (using the joystick or the keyboard to control your movement as described in the previous section) and press the joystick button (if you're using the keyboard, press the **A** key or the **spacebar**). You attack using the weapon in your hand (see "Equipment" for more details on arming yourself).

You may not do any damage if you're not in the right position when you attack, so move around until you do score a hit.

As you obtain weapons and try them out, you'll notice that they do different amounts of damage (as shown on your Status screen next to the Damage rating) and that different graphics are used on screen to show each weapon. The weapons also have different fighting characteristics; some are easier to hit with than others, or have a longer reach. In general, longer weapons require more space in order to use them. If you find yourself in a situation where you try to attack and nothing happens, you may need to move to a different position or a more open area or to change to a smaller weapon.

A bow or a crossbow can be used at a distant target, as long as there is no other object in the way. You must equip yourself with a bow or crossbow (which takes both hands) and have a supply of arrows before you can use the bow. Once equipped with a bow, activate it just like any other weapon, and an arrow is released in the direction you're pointing. One thing to note: missile weapons may not work in very close combat.

You'll also find that different weapons can alter your Defense value. A complete list of the weapons and their attributes are given in the "Weapons and Armor" section. Use the Equip command to change weapons (see "Equipment").

Casting spells and using magic items are also handy in combat, especially when you're facing multiple opponents or are in tough tactical situation. See the "Magic" section for more details.

The monsters you encounter will often be constantly maneuvering to get you into a position where they can hit you and you can't hit them. You must maneuver to try to make sure this doesn't happen.



Wizard
(green robes)-
Mystic Enchanter

Equipment

You obtain the various weapons, pieces of armor, and other items you use to defend your character by finding them in treasure chests or purchasing them from merchants you meet along the way. In order to use these weapons, you must equip your character. Only Equipped items give you the benefit of their abilities; use the Status screen to see the changes that various items make to your listings.

Press the **E** key to display the Equip screen; the game is paused while this screen is displayed. At the top of the Equip Screen, your current amount of gold is listed. Below that are listed all of the items you have acquired so far, in the following order: Weapons, Gauntlets, Helmets, Armor, and Magic Items. In the first four categories, the items are listed in increasing order of power; the most powerful item is at the end of its category. For instance, if you have a halberd, a short sword, a dagger, and a battle axe, the halberd is listed last because it does the most damage. Magical items are listed with their category (magic weapons with Weapons, for instance) unless they don't fall into one of the four categories, in which case they're listed randomly under Magic Items.

Your character can only have a maximum of five items in use at any time; one in the left hand, one in the right hand, a helmet, a pair of gauntlets, and a set of armor. Some items take two hands to use (such as a two-handed sword or a tower shield).

To equip yourself with an item, display the Equip screen by pressing the **E** key. Use the joystick or the arrow keys to move the highlight to the item you want to equip. As the prompts at the bottom of the screen show, press **L** to put the item in your left hand, **R** to put the item in your right hand, **G** to put on gauntlets (this only works for gauntlets or gloves), **H** to put on a helmet, and **A** to put on armor. If you want to remove an item, either select another item for that

Weapons & Armor

There are many types of weapons and armor that are used in the Gendorian Empire. Many are magical, and their properties are unknown. The following list describes the common types of weapons and armor. The weapons appear on your Equipment and Inventory screens as you pick them up from the treasure chests or purchase them from merchants, and they're then arranged in their category according to the amount of damage they do. The least powerful weapon is listed at the top of its category, the most powerful is at the bottom. The other weapons range in power according to their position on the list.



Servant
(prisoner)-
Toad Man Terry

You may need to experiment with different weapon combinations, since a magical shortsword may be more deadly than a battle axe or even a halberd. The usual combinations is a shield in the left hand and weapon on the right hand. A dagger or short sword can be used in the left hand instead of a shield, reducing your Defense but increasing your Damage. Some weapons and some shields require two hands to wield. Daggers and short swords are secondary weapons; these are the only weapons that can be used in combination with axes and long swords.

Daggers: These are small, usually double-edged knives, quite commonly used by goblins. One type of dagger, the main gauche, is useful for parrying, and so adds to your Defense.

Short Swords: These double-edged weapons are no longer than 24 inches, but still can be effective in combat, especially when held in the left hand as a backup to the main weapon.

Axes: These double-edged weapons are designed for hewing foes, not wood. They are a favorite weapon of the ancient dwarfs, who crafted especially fine battle axes. Though the axes are deadly in combat, they are sometimes awkward.

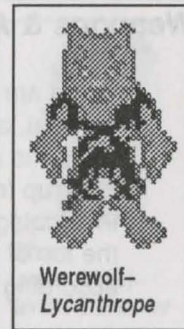
Long swords: The favorite weapon of many of the Empire's soldiers, this double edged blade is very dangerous. Several magical varieties are known to exist, and you could find one during your travels.

Two-handed swords: This mighty sword is up to six feet in length, and must be wielded with both hands. The loss of the Defense value from not using a shield is made up by the incredible killing power of this huge weapon.

Halberds: This long pole arm consists of an axe-like blade at the end of a long shaft. This is the most terrible of all weapons, though it must be wielded with two hands and is often difficult to use in close quarters.

Bows: If you have a good supply of arrows, the bow is often the best way to destroy the enemy, for you can attack at a safe distance. Of course, this doesn't help when foes get extremely close. A bow requires two hands to use, which means that you cannot use a shield. You may come across a magical bow; several magical varieties are known to exist, and they propel ordinary arrows with much greater force.

Crossbows: Both mechanical and magical crossbows are known to exist, and they are used in much the same way as ordinary bows. With the advanced designs of the Empire, the crossbows use the same arrows as the bows. Crossbows do more damage than bows, and also require two hands to use.



Gauntlets: These are heavy gloves designed to protect your hands and lower arms in combat, thus adding to your Defense score. There exist magical gauntlets, which are said to aid one's ability to attack.

Helmets: The helmet is vital for the warrior's protection, adding to his defense score. Some helmets cover more are, thus adding more to the Defense score. Legends tell of the wondrous Mambrino Helm, the helmet that guarded its warrior-king wearer like a suit of fine armor. This magical helmet is said to exist still; if you could find it, you could greatly benefit from its magical protection.

Shields: The shield comes in several shapes, but all are designed to be worn on the left arm and help guard the wearer against attacks.

Tower Shields: These huge shields were designed for the defense of Empire battlements and corridors, and must be wielded in two hands. Though you cannot use a weapon while bearing a tower shield, remember the words of the Sage: "There may be times when you want all the Defense you can get."

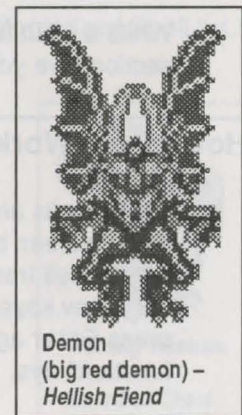
Leather Armor: This body armor is made of thick tanned animal hide, and offers some protection against attacks.

Scale Mail: This body armor is made of leather sewn with overlapping metal plates, and gives better protection against weapons than plain leather.

Chain Mail: This armor is constructed of closely interlinked metal rings, offering flexibility and a high degree of protection. The masters of this craft were the dwarfs, and the legends say that there may yet exist a product of their lost art somewhere in the treasure troves of the Empire.

Plate Mail: This fine armor is made of chain mail fitted with metal pallets for even greater protective value.

Full Plate: The highest product of the armorer's skill, this body armor is made completely of cunningly fitted plate of metal. The Gendors are rumored to plate armor of wondrous construction.



Demon
(big red demon) –
Hellish Fiend

Magic Items

There are many mystic items in the Gendorian Empire, with strange and wondrous properties. Many magical weapons were created in the forges of the Helms and the Goblins, as were stout suits of armor. More mysterious were the wands, powders, and potions, which can do such things as heal wounds or cast lightning bolts.

An item can be used by Equipping it in your left or right hand. You can even Equip two items at once (say, two different positions) by putting one into your left hand and one into your right hand. To use an item, leave the Equip screen and then press the joystick button (if you're using the keyboard, press the **A** key or the **space bar**). The item is then activated. If you have more than one of a particular item, press the joystick button again (using up another one of those items), until you either run out of that item or go back to the Equip screen and remove the item from your hand.

Some items are of vast power, and may affect a large area - if you're not cautious, you could be affected by the item, which could be deadly. Unfortunately, no information exists regarding the nature of specific items, so you must experiment to determine their exact powers.

Some items have no use until you get to certain places in the game; those items cannot be Equipped, but will activate on their own when needed.

Magic

While a stout fighter relies on his sword, the crafty adventurer knows when to use magic. The spells listed in this section give you a number of different abilities, from curing damage to scaring monsters.

How Magic Works

Many spells are available for your character's use. Learning new spells is simple. Go to the Magic screen by pressing **M**; the game is paused until you exit the Magic screen. Determine which spell from the Spell List found in this guide you want to use. Move the selection arrow with the arrow keys to a place on the list, press **Enter**, then type the "true name" of the spell, and press **Enter** again. The spell is now memorized. The numbers of the list correspond to the function keys. For example, 1=F1. Note: 0 = F10.



Flying Sword-
Unholy Flying
Sword

The Magic screen shows you the spells your character has memorized and allows you to add new spells or delete old spells. The Magic screen lists the number of the function key that activates the spell, the spell name, and the Spell Point cost for each spell you've memorized, as the following example shows.

1 - Harlock 2 SP

2 - BaeHarlok 2 SP

Casting a spell is a matter of pressing the function key that activates it. The spell goes off; if it is a Missile or Area spell, it goes off in the direction that your character is facing at the time. If you don't have enough Spell Points left to cast a spell, nothing happens (except for a dull beep) when you press the function key. The Spell Points required to cast the spell are automatically deducted from your total. Spell Points regenerate very slowly over time; there are places in the game where you can purchase Spell Point regeneration. When you go up a Level, you'll also gain some Spell Points.

The time a spell lasts depends to some extent on your Level; the higher your level, the longer the spell can last. Certain spells can last forever, though your knowledge of magic is not thorough enough to tell you which spells. You can learn this knowledge only by playing the game.

The spells are listed under their common names, and their "true name" is listed in parentheses. Only the proper true name can be used in the Memorized Spell list; using an improper (misspelled) name may cause you damage when you try to cast the spell.

Each spell can have its effects increased by adding the proper prefix to the spell name on the Memorized Spell list. You can add prefix to a spell name already on the Memorized Spell list, or enter the spell name with the prefix for the first time. When you enter the true name of a spell with a prefix, make sure that there are no spaces between that prefix and the true name; otherwise, the spell will not work.

The prefixes affect the types of spells in two different ways, according to the following table:



Prefix and Effect on Spell

Spell Type	Par	Kru	Ala	Sun
Area Damage	2x	3x	4x	5x
Self/Missile	2x	3x	5x	8x

Both the cost and the effect of the spell are increased by the multiplier listed. For instance, a base Heal spell (Harlok) costs 2 points and heals 10 points, while the AlaHarlok spell costs 10 points and heals 40 points.

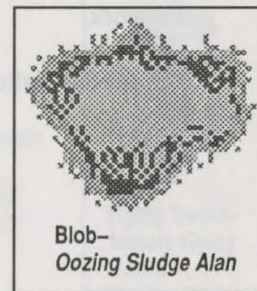
Decide what level spell you want when you memorize it. The level of the spell you want may change during the course of the game, particularly as you get more Spell Points and can afford to cast more powerful spells. You may want to keep two versions of a spell memorized at the same time, in case you need the different power level and Spell Point cost.

Area spells grow larger as the power of the spell increases. The patterns of the area radiate out from the detonation point; area spells detonate at the first obstacle they hit (be it wall, tree, or monster). When the area spell detonates in an enclosed space, the effect of the spell will splash back to fill the available area. With the larger patterns, it's quite likely that your character will be caught within the blast radius, and also suffer the effects of the spell. The most powerful spells are therefore very dangerous to use unless you have a large clear area around the target, and you are far away when you cast the spell.

To give you some idea of the area affected by different power levels, look at the following table:

Power Level	Squares Affected
Par	5
Kru	13
Ala	15
Sun	25

You can see from the relative sizes that the larger spells take up a much greater area than the smaller spells. A Sun spell will take up most of one screen.



Spell List

Air Wall (Arro): Creates a rush of wind that buffets all within it for 6 points of damage. Costs 3 Spell Points to cast.

Amnesia (Paxjed): Causes monsters in the target area to become stationary and passive for the duration of the spell, forgetting all desire to attack. Costs 8 Spell Points to cast.

Astral Armor (Magnin): Increases your Defense score by 1 point. Costs 4 Spell Points to cast.

Battle Fury (Killtenn): Increases your Damage rating by 2 points. Costs 4 Spell Points to cast.

Blade Missile (Millmenta): Shoots a many-bladed missile that inflicts 1 to 10 points of damage. Costs 3 Spell Point to cast.

Blade Wall (Metabran): Creates a field of whirling razor-edged blades that cuts all within it for 12 points of damage. Costs 6 Spell Points to cast.

Confidence (Baeinvofisk): Creates a random killer instinct in the monsters in the target area. Costs 5 Spell Points to cast.

Cure Disease (Cordane): Cures disease. Costs 4 Spell Points to cast.

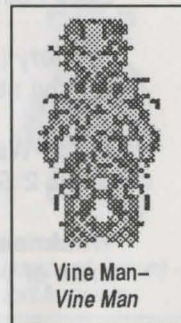
Drain Wall (Schibane): Creates a field that magically drains away 8 Hit Points of creatures caught within it. Costs 8 Spell Points to cast.

Enlighten (Baeduhmasti): Causes monsters in the target area to follow your character without attacking for the duration of the spell. Costs 5 Spell Points to cast.

Enrage (Baepaxjed): Causes the monsters in the target area to blindly follow your character and attack mercilessly. Costs 8 Spell Points to cast.

Fear (Invofisk): Creates fear in all the monsters in the target area, so they will not attack as long as the effect of the spell lasts. Costs 5 Spell Points to cast.

Fire Ball (Firalap): Shots a fiery missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.



Fire Wall (Firalle): Creates a firestorm that burns all within it for 15 points of damage. Costs 7 Spell Points to cast.

Harm (Baeharlok): Does 5 damage points to the target. Costs 2 Spell Points to cast.

Heal (Harlok): Restores 10 Hit Points. Costs 2 Spell Points to cast.

Hit Point Hype (Phyrdalk): Increases your Hit Points by 5 temporarily (if you were at your maximum Hit Points, this raises your maximum). Costs 4 Spell Points to cast.

Ice Spear (Colenses): Shoots an icy cold missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Lightning Bolt (Lomadahl): Shoots an electrical bolt that inflict 1 to 10 points of damage. Costs 3 Spell Points to cast.

Lightning Speed (Schnell): Increases your character's Speed rating by 1. Costs 10 Spell Points to cast.

Magic Arrow (Millikat): Shoots a magical missile that inflicts 1 to 6 points of damage. Costs 2 Spell Points to cast.

Melee Fumble (Forablee): Causes inaccuracy in the creatures' attacking abilities. Costs 6 Spell Points to Cast.

Mystic Meteor (Milleano): Shoots a missile that inflicts 1 to 10 points of damage. Costs 3 Spell Points to cast.

Neutralize Poison (Corsane): Neutralized poison. Costs 4 Spell Points to cast.

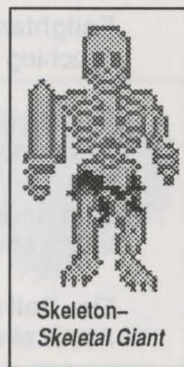
Rock Wall (Eano): Creates a fluid that crushes all within it for 10 points of damage. Costs 5 Spell Points to cast.

Slow (Baeschnell): Reduces the speed rating of all targets in the affected area by 1. Costs 10 Spell Points to cast.

Stupefy (Duhmasti): Confuses the monsters in the target area so that they move randomly without attacking. Costs 5 Spell Points to cast.

Water Wall (Waewan): Creates a wave of water that drowns all within it for 4 points of damage. Costs 2 Spell Points to cast.

Weakness (Baekilltenn): Decreases the target monsters' Damage rating by 2 points (to a minimum of 1 point). Costs 4 Spell Points to cast.



Wraith Drain Wall (Wrahbane): More powerful than Drain Wall, this spell creates a field that drains away 8 Hit Points of creatures caught within it and gives them to you. Costs 10 Spell Points to cast.

Character Advancement

In the course of your adventure, you will gain Experience Points as you slay monsters. When young et enough Experience Points, your character gains a Level, thereby adding some of his characteristics and increasing by his Hit Points and his Spell Points by a random number. The following table shows the amount of Experience Points needed to gain each level:

Level	Experience Points Needed
1	1,000
2	4,000
3	7,000
4	10,000
5	13,000
6	16,000
7	19,000
8	22,000
9	25,000
10	28,000
11	31,000
12	32,000
all thereafter	32,000

The World of Prophecy

This section gives you some facts about the world where your adventure takes place.



Kobold
(small red demon) –
Evil Incarante

The Jedist Order

This rather peculiar religious order arose in an obscure village on the fringes of the Gendorian Empire. A peasant named Jed was struck by a falling orange and experienced visions and revelations. He preached rebellion against the Empire, and his message spread like wildfire. though long years of brutal repression, the Empire has succeeded in crushing the outward signs of the rebellion, but there are still many secret supporters of the Jedist way. Their symbols can be found in strange places, and its even rumored that they have a stronghold hidden deep within the Empire. You would be wise to talk to any Jedists you may encounter.

Terrain

Your journey in the Gendorian Empire will take you to many strange places, some of them vast and complex. You may find it useful to sketch out on paper some rough maps to give you an idea of where you've been and the areas you haven't explored

You can't go though certain types of objects, such as tables or stones - you must go around them. Some objects, like chairs, don't impede your movement. Don't worry about water - you can't fall in.

Beware of traps in your wanderings; just the **L** key when you suspect them, as this will inspect your immediate area for anything dangerous. Watch the text messages at the bottom of the screen for valuable clues.

Many actions, such as opening doors and taking treasure form chests, happen automatically when you get close. You can also use keyboard commands to perform these functions when you are not in the right place for automatic action. Press the **O** key to open closed doors, grates, or chests. Press the **C** key to close doors, grates, or chests (which may be useful to stop pursuit). Press the **G** key to get treasure from chests and add it to your Equipment.

Flora & Fauna

The denizens of the Gendorian Empire are usually dangerous. In your travels, you may meet goblins, helps, wizards, and warriors. Some of the creatures you encounter will prove immune to some of even most spells - you'll have to think about what types of spells would be likely to harm particular monsters.



Some creatures cast spells, others use missiles - there creatures can be particularly dangerous, especially when they-re in groups, though they sometimes shoot each other by accident.

If you attack every thing you meet, you'll find your quest difficult, if not impossibly. Use the T key to talk to likely creatures; you may learn valuable clues. Sometimes creatures will attack you, but they may yet have something interesting to say. Sometimes you

have to take a few lumps to learn a few nuggets of wisdom.

If you want to look again at the last text message, press the R key to review it. You many want to take some notes on some of the important messages, if you feel the information will help you later.

The Hit Points of the monsters are listed in one of three colors. If the Hit Points are in red, then you can slay the monster with one blow of your current weapon. If the Hit Points are in yellow, you can slay the monster with two blows. If the Hit Points are in green, then it will take there or more blows to slay the monster. A Hit Point rating of "HIGH" means that the monster has more than 1,000 Hit Points, and it will take at least 1,000 Hit Points to kill it.

Some creatures won't attack you unless you attack them first. Others are highly aggressive, and will attack with great ferocity the instant you appear. Some will wander about at random, and only attack you if you happen to get near them. As you adventure, you'll discover the different personalities and learn the best ways of dealing with each type.

Sage Advice

Some fragments from the teachings of the ancient sage known only as Sol:

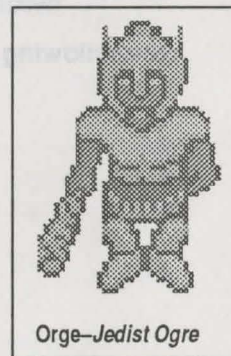
When thy oppponent's life forces re High, the danger is great. Avoid physical combat and seek thy salvation in the power of thaumaturgy, or perhaps in the lesson of the Artful Dodger.

When in a contest of arms, seek that spot where your blows find the mark and fore cannot.

Missiles and magic cause no fear in those who fight when very near.

When you fear that death approaches, preserve yourself (press Control-S to save the game). The universe itself will preserve your memory as you pass between realms.

If you need allies, seek to cause dissension in the ranks of you enemies; in the right position, enemies wielding magic or bows may fight amongst themselves.



Orge-Jedist Ogre

Look before you leap into battle; mayhap that you can scan the situation, withdraw and re-enter the fight at a spot more to your advantage, for your enemies will stay where you left them.

Though you are bold, look to your own safety - if your health grows precarious, use your magical healing or withdraw to safety before it's too late.

Discretion is the better part of staying alive.

Appendix A: Command Summary

Key	Command
-	Reduces games speed.
+	Increases game speed.
Control - Q	Quits the game and returns you to DOS.
Control - T	Toggles keyboard suffering (the default is OFF).
Control - V	Turns the sound on or off.
Control - P	Pauses game (press any key to continue).
Control - J	Enables joystick control (the game starts with keyboard control).
Control - K	Enables keyboard control.
Control - S	Saves the game.
Control - L	Loads the last saved position.

(the following commands work only in CGA display mode)

!	Selects CGA palette #0 with low color intensity.
@	Selects CGA palette #0 with high color intensity.
#	Selects CGA palette #1 with low color intensity.
\$	Selects CGA palettes #1 with high color intensity.

Keyboard Movement (Num Lock must be ON)

7+ Northwest	4+West	1=Southwest
8=North	5=Stop	2=South
9=Northeast	6=East	3=Southeast
		0=Backpedal

Command Keys

A	Attacks (using the item in your hand); see "Combat".
Space Bar	Attacks (using the item in your hand); see "Combat".
Joystick button	Attacks (using the item in your hand); see "Combat".
T	Talks to the creature you are next to; see "Flora & Fauna."
R	Reviews last message; see "Flora & Fauna."
L	Looks for traps in the area; see "Terrain."
O	Opens closed doors, grates, and chests; see "Terrain."
G	Gets treasure from chests; see "Terrain":
M	Memorizes spells (displays the Magic screen); see "Magic."
S	Status (displays the Status screen); see "Status."
I	Inventory (displays the Inventory screen); see "Equipment."
E	Equip (displays the Equipment screen); see "Equipment."
F1-F10	Activates memorized magic spells; see "Magic."
Esc	Exists from the Status, Magic, Equipment or Inventory screen.
Home	Takes you to the top of Equip or Inventory list, depending on which is active.
End	Takes you to the bottom of Equip or Inventory list, depending on which is active.

Appendix B: Spell Summary

Common Name	True Name	Type	Effect	Cost
Air Wall	Arro	Area	6 points of buffet damage	3SP
Amnesia	Paxjed	Area	Targets passive and still	8SP
Astral Armor	Magnin	Self	+1 Defense	4SP
Battle Fury	Kiltenn	Self	+2 Damage rating	4SP
Blade Missile	Millmeta	Missile	1-10 points of cutting damage	4SP
Blade Wall	Meatbran	Area	12 points of cutting damage	6SP
Confidence	Baeinvofisk	Area	Targets become random killers	5SP
Cure Disease	Crodane	Self	Stops disease	4SP
Drain Wall	Achibane	Area	Drains targets 8 points	8SP
Enlighten	Baeduhmasti	Area	Targets follow you no attacks.	5SP
Enrage	Baepaxjed	Area	Targets follow and attack	8SP
Fear	Invofisk	Area	Targets will not attack you	5SP
Fire Ball	Firalap	Missile	1-10 points of fire damage	3SP
Fire Wall	Firalle	Area	15 points of fire damage	7SP
Harm	Baeharlok	Missile	5 points of damage	2SP
Heal	Harlok	Self	Restores 10 Hit Points	2SP
Hit Point Hype	Phyrdalk	Self	+5 to max Hit Points	
Hold Monster	Baenaturlik	Area	Targets become speed 0	10SP
Ice Spear	Colenses	Missile	1-10 points of ice damage	3SP
Lightening Bolt	Lomadahl	Missile	1-10 points of shock damage	3SP

Lightening Speed	Schnellt	Self	+1 to your speed	10SP
Magic Arrow	Millikat	Missile	1-6 points of damage	2SP
Melee Fumble	Forablee	Area	Targets attack inaccurately	6SP
Mystic Meteor	Milleano	Missile	1-10 points of damage	3SP
Neutralize Poison	Corsane	Self	Stops poison damage	4SP
Rock Wall	Eano	Area	10 points of crush	5SP
Stupefy	Duhmasti	Area	Targets won't attack	5SP
Water Wall	Waewan	Area	4 points of water damage	2SP
Weakness	Baekilltenn	Area	-2 Damage rating to targets	4SP
Wraith Drain	Wrahbane	Area	Drains 8 points, gives to you	10SP

The Creators of *Tongue of the Fatman*

Brian A. Rice, who went to school, was the programmer for *Tongue of the Fatman*. Brian has done many educational and entertainment products, including *Willow*, *GFL Championship Football*, *Star Rank Boxing*, and *The Electric Crayon*. With *Tongue of the Fatman*, Brian continues to exhibit the quality and visual style for which he is known.

Mark D. Waterman created the art for *Tongue of the Fatman*. He also posed for the package cover photo. Mark was recently released from a New England mental institution, where he discovered a metaphysical link to the future. Using this connection, he's become the channeler through which the prophetic message of *Edwina* has become all the rage at Northern Minnesota and lower Canadian logging camps.

Sworat's Quick Start

MonduThe Fat

Rank: Champion

Kicks: Right

Punches: Left

Special Move: Tongue Lash

Wt: 1000 kgms.

Ht: 2.3 meters

Age: 70 solar rotations

Hometown: Glurst, Metabolin System

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2543	Glurst	1:55	Rubic	\$ 298760	10-0
2544	Glurst	0:44	Norkle	\$ 187330	9-0-1
2545	Cystbol	3:21	Edwina	\$ 288980	10-0
2546	Spack	0:21	Frybat	\$ 69720	8-1-1
2547	Spack	0:55	Frybat	\$ 210910	10-0
2548	Nukito	6:33	Borehead	\$ 29048	10-0
2549	Mondu	9:21	Stump	\$ 72780	7-3
2550	Mondu	5:17	Slasher	\$ 81000	9-1
Totals				\$1,490,960	73-5-2

Mondu has the winningest record in the history of the Fight Palace. He began his career on Glurst, but moved onto the tougher palaces before opening his own in '48, where he has reigned the last two seasons. In 2549 he suffered three defeats, losing to Stump, Edwina and Behemoth before besting Stump for the title in what is considered the best final match ever. Allegations Mondu threw the bouts to bolster his fledgling palace's receipts were dismissed, however rumors continue unabated. Mondu's famous tongue is insured for over \$1 million with Mutual Of Omicron.

Okay, I'm a long-winded rat-like creature from another solar system, sent down to the Fight Palace to bring truth, justice, and the Bingusian way to major betting houses everywhere.

If you don't want to hear about the Fight Palace and how it works from my perspective, or if a friend of yours is reading this to you and you just want to know how to play, simply follow these Quick Start instructions and go get killed. I don't really care one way or the other.

Quick Game Instructions

Select one of the three fighters. Use your joystick or the cursor keys or numeric keypad.

Answer the Fatman's query about one of the fighters by looking up the answer on their trading card. The cards are scattered throughout this book, including the Fatman's.

To bet: At the Wagemaker screen, select **BET**, then select one of the three time/odds options. Go to **BET AMOUNT** and use your control device to enter a number.

To buy weapons: Select **WEAPONS** Follow Dr. Kadaver's prompts. Select **FIGHT**.

In the pit, you have 16 moves. See the joystick and keyboard diagrams later in this section of the manual.

To use weapons: Weapons show up at the bottom of the screen in the four boxes. Press and hold your fire button, then point the stick or press the keypad button in the corner that corresponds to the corner of the box that that weapon is in.

Watch the blue line. When it reaches zero, you'll die. And lose. Other lines are explained under "The Fight Pit" section later in this section of the manual.

To turn the sound on and off, press **F5**.

*If after reading all that you're interested in knowing a little bit more about this place, just look for the **BOLD** headings in the manual.*

Sworat's Long-Winded Spiel

It's Saturday night at Mondu the Fat's Fight Palace, and the crowd is screaming for blood. As your eyes to adjust to the gloom, a shadow with a long tail and sharp, darting eyes sidles up next to you.

Pssst! Hey, listen, want a hot tip? Yes you, mulchbreath, who do you think I'm talking to?

You make out a large rat, its long whiskers bristling with excitement. The smell of it makes you want to toss your cookies, and you turn to leave.

Hang on a second. This place does it to you.

As if to prove his point, the rat takes aim and spits at a large durbeetle about eight feet away. The durbeetle fizzles and dissolves into a speck of ash.

Colonoid

Rank: #2

Kicks: Both **Punches:** Both

Special Move: The Blob

Wt: 105 kgms.

Ht: 2.2 meters

Age: Unknown

Hometown: None (Test Tube)

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2545	Glurst	1:00	Edwina	\$ 280560	10-0
2546	Cystbol	0:56	Zipla	\$ 56000	7-2-1
2547	Nukito	1:06	Scorpion	\$ 133500	9-1
2548	Spack	0:59	Rex	\$ 160090	8-1-1
2549	Mнду	0:25	Rex	\$ 200240	10-0
2550	Mнду	4:44	Borehead	\$ 274000	9-1
Totals				\$1104390	71-8-2

This wacky fellow likes to form himself into the shape of a small taxi—and then engulf and eat the unsuspecting tourists who hail him for rides. Look for Colonoid to be as antisocial as ever this year as he plots ways to defeat the top-ranked Fatman. Colonoid is recovering from a devastating incident after last season, when half of his right shoulder split off from the colony and declared itself an independent neo-syndricatic religious commune. In the ensuing warfare, the Colonoid almost suppressed himself into oblivion.

My name is Sworat, and I used to be the WageMaker here. Wait a minute. You can't make it without me. I can help you beat the system, and you can help me raise the ready cash to get me back home. I've been trying to get out of this slime-pit since Cystpopper was a contender, but something always comes up. Last time, I sold the doctor some Nasfarian Twerp Hairs. Just my luck, the Nasfarian Twerp showed up a week later and trashed the joint to get them back. Now I gotta pay for the damage.

You and me, we can beat this place, or I'm a Bingusian swamp rat. Come to think of it, I am a Bingusian swamp rat, but hey, who's to know?

He pokes around where his vest might be if he were wearing a vest, and pulls out a folded piece of paper.

Here, this might help you get your bearings around here. Just follow these instructions and you'll be up and running home to mommy in no time.

Puff Boy

Rank: #3

Kicks: Both Punches: Right

Special Move: The Pea Shooter

Wt: 400 kgms. Ht: 2.3 meters

Age: 300 solars

Hometown: Puftar

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2541	Cystbol	2:55	Trebor	\$ 9050	6-4
2542	Cystbol	3:44	Freezer	\$ 130650	8-2
2543	N.Y.	0:19	Stump	\$ 30170	6-5-1
2544	Spack	0:38	Jax	\$ 169120	9-1
2545	Spack	0:42	Zipfa	\$ 70650	5-5
2546	Mнду	3:06	Borehead	\$ 73880	4-4-2
2547	Nukito	4:51	Hydroid	\$ 40020	7-2-1
2548	Mнду	2:08	Zorko	\$ 38000	8-1
2549	Spack	6:53	Colonoid	\$ 200030	9-1-1
2550	Mнду	0:17	Scorpion	\$ 40500	5-5
Totals				\$802,070	67-30-5

Known on his home planet as the "Boy Wonder," Puff Boy is currently ranked 3rd on the Galactic Press Top 20. His nickname derives from the fact that he is only 78 years old, a mere babe by Puftar standards. Decidedly cynical and aloof, he is a true "Puff Without a Cause," who rides a Harley and smokes harsh, unfiltered cigarettes. Puff Boy had his best season ever last year, defeating Slasher, Scorpion, Colonoid, and fighting Hydroid to a draw. The year was marred, however, by his close loss to Trebor.

Sworat hands you a grubby, tattered document. He looks at you expectantly, as though he has just done you a great service.

Getting Started

To load *Tongue of the Fatman* refer to the Power Hits Reference Card included in the package. If you wish to start a two-player game or change your mode settings read the next two sections.

How to Start a Two-Player Game

To play a two-player game without changing the default setup (see the next section), start the game by typing **Fatman /two** and pressing **Enter**.

Setup

Tongue of the Fatman has been programmed to autodetect the optional devices you're using (for example, graphics mode, joystick or keyboard and sound boards).

If you wish to manually choose your setup or to specify a two-player game, you can run the setup routine prior to loading the program. Running setup will write a file to your disk so that the game will load under your desired options every time. If you change your configuration or wish to select new options, you can run the setup again—this will overwrite any previous setup file on your disks.

To run setup:

1. Turn on your computer and load DOS.
2. Access your **Fatman** directory by typing **CD SCIFIFATMAN** and pressing **Enter**.
3. At the DOS prompt type **SETUP** and press **Enter**.
4. Follow the screen prompts, choosing the options appropriate to your computer's configuration.

OK, so here's how it goes down. First thing you do is go to the Fighter Stable and choose your fighter. Then you go the Wagemaker's and place your bet. If you've still got a little cash, go to Doctor Kadaver's and buy some weapons. From there you can go back to the Wagemaker's, or go right to the Fight Pit where you'll get turned inside out by something really ugly and smelly that isn't me. Confused? Hey, that's just a polite word for stupid.

Behemoth

Rank: #4

Kicks: Both **Punches:** Left

Special Move: Gasser

Wt: 390 kgms.

Ht: 2.3 meters

Age: 60 solars

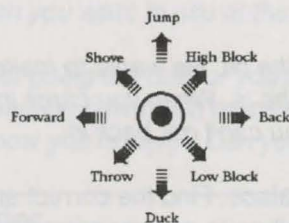
Hometown: Sanitation Lab, Antares

Professional Fight Palace Record:

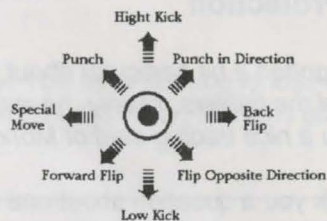
Year	Palace	Time	Opponent	Purse	Record
2544	Cystbol	3:32	Zorko	\$ 10600	7-1-2
2545	Cystbol	1:47	Freezer	\$ 189450	8-2
2546	N.Y.	0:15	Trebor	\$ 35900	6-4
2547	Spack	1:38	Jax	\$ 124450	9-1
2548	Spack	0:41	Zipla	\$ 20650	5-5
2549	Mнду	1:19	Borehead	\$ 173880	9-1-0
2550	Mнду	0:11	Edwina	\$ 140500	9-0-1
Totals				\$695,430	53-14-3

Recently given the lead role in Megagalactic's new holoversion of *Romeo and Juliet*, Behemoth is clearly capitalizing on his fight palace fame. Efforts are underway to boost his intelligence through judicious injections of Yak hormones. Behemoth (or just "The Hemoth" as he's known by his legions of admirers) continues to do well in the fight palaces. Behemoth's "Gasser" is sponsored by fifteen corporations, including Galactic Natural Gas and Dr. Skoler's Odor Eaters.

Joystick



Button Up



Button Down

Keyboard

Slasher

Rank: #5

Kicks: Right

Punches: Both

Special Move: MixMaster

Wt: 300 kgms.

Ht: 2.2 meters

Age: 16 solars

Hometown: Shicktar

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2545	Cystbol	2:51	Trebor	\$ 6540	5-4-1
2546	Cystbol	0:22	Rex	\$ 19500	7-2-1
2547	N.Y.	2:26	Behemoth	\$ 29490	7-3
2548	Spack	0:45	Puff Boy	\$ 71340	8-1-1
2549	Spack	0:51	Mondu	\$ 382980	8-2
2550	Mondu	4:30	Zipfa	\$ 74000	9-1
Totals				\$583850	44-13-3

Slasher is looking great this year. His sharp exterior is in fine form, as he demonstrated last April at the Glaron Nationals when he decapitated three fans and a journalist from Gnarsh. The Slasher is turning out to be as good a businessman as he is a fighter. He has just signed a lucrative contract with Galactic Ginsu, and his chain of Slasher's Slash 'N Burn Cutlery 'N Camping stores has grown to 200.

1 2 3
4 5 6
7 8 9

ACTION KEY: 0

5 together with 1, 3, 7 or 9
activates weapon

U I O
J K L
M , .

Enter

K together with U, O, M or .
activates weapon

W E R
S D F
X C V

Spacebar

D together with W, R, X or V
activates weapon

On two-button joystick, one button controls your fighter's actions, the other controls your fighter's weapons. Use the weapons button in combination with upper/lower diagonal movements to activate weapon.

Off-disk Copy Protection

Old Mondu's gotten a bit particular about just who gets to compete in the pit. He wants to make sure you've boned up on some of the fighters. Mainly, he wants you to know what a stud he is. When you came in, you'll remember, they gave you a nice trading card of Mondu himself. Hang onto it or you can't get back in.

Mondu will ask you a question about one of the fighter's in the Fight Palace. Find the correct answer on the trading card for that fighter — the cards are reprinted throughout this book. Failure to answer correctly will take you back to DOS.

Controlling Your Player

Look, here's what you do when you get into the pit. You walk up to the other guy by moving your joystick or arrow key towards him. Sounds simple, doesn't it? You want to hit him, you do what the diagram says. If you can't figure it out you might try a video game instead. One other thing you need to know—how to use your weapons. Now pay attention.

When you get into the pit stuff happens fast and furious. You go reaching for your notes and they'll be taking you out of the pit one spatula-full at a time. There's no time-outs, and if you haven't done your homework excuses won't be necessary.

Using Weapons

You're going to take some weaponry with you into the fight. I'll walk you over to the Doctor's a little later, where you can see all the weapons you have to choose from.

To use a weapon in the pit, you hit the fire button at the same time you move your joystick in the direction of the weapon you want to use. If you're playing with your keyboard, put it down while I'm talking to you. You're pretty rude for a sack of brittle

Stump

Rank: #6

Kicks: Right Punches: Right

Special Move: Spitter

Wt: 400 kgms. Ht: .9 meters

Age: 42 solars

Hometown: Bulkar

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2543	Cystbol	0:52	Edwina	\$ 4000	5-4-1
2544	L.A.	0:48	Slasher	\$ 17000	5-3-2
2545	Cinci	1:11	Colonoid	\$ 21050	7-3
2546	Spack	0:59	Freezer	\$ 60000	4-6
2547	Nukito	0:38	Scorpion	\$ 71010	8-2
2548	Glurst	1:34	Hydroid	\$ 48090	5-1-4
2549	L.A.	5:15	Zorko	\$ 70550	7-3
2550	Mondu	6:17	Trebor	\$ 98160	9-0-1
Totals				\$389,860	50-22-8

The Bulgar champion, Stump believes in "high fiber, good scotch, the hanging curveball, and long, deep, slow face-smashings that last three days." Stump has had a complex ever since losing to Mondu the Fatman in 2087, when he was a victim of the famous "Tongue-Lashing Where the Sun Don't Shine." The tabloids have made a big deal over the bad blood between Stump and Mondu. Apparently, Mondu denied Stump a management position at his fledgling fight palace in 2549, marking "Fighting: 10, Brains: 1" on Stump's evaluation. Watch for Stump to be a strong contender for the Galactic Title this year.

bones and soft ecto-plasm. From the keyboard, hit your fire button (5) and the arrow key (1, 3, 7, or 9) associated with the weapon you want to use at the same time.

Got all that? Not going too fast for you am I? OK, so let's give it a try. You have nothing to lose but your life's savings. Incidentally, how much money do you have? Only a thousand bucks? Boy, this isn't gonna be easy. Does your mother know you're here? Can you introduce me?

Choosing a Fighter

Keyboard:

- Press 0 on your keypad to enter the Fighter Stable.

Edwina

Rank: #7

Kicks: Left

Punches: Left

Special Move: Mohawk

Wt: 115 kgms.

Ht: 2.3 meters

Age: 29 solars

Hometown: Andromeda 9

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2534	Spack	3:27	Puff Boy	\$ 10080	2-8
2536	Spack	0:23	Freezer	\$ 16040	7-3
2537	Glurst	3:17	Freezer	\$ 28090	7-2-1
2538	Glurst	5:22	Stump	\$ 13440	6-3-1
2545	Cystbol	0:47	Jax	\$ 14030	5-2-3
2546	Nukito	0:12	Scorpion	\$ 11200	4-5-1
2547	Spack	0:33	Zipla	\$ 189930	3-7
2548	Mondu	0:32	Zipla	\$ 12640	5-5
2549	Mondu	3:04	Mondu	\$ 8880	4-4-2
2550	Mondu	1:10	Colonoid	\$ 5600	4-5-1
Totals				\$309,930	47-44-9

Known as the "First Lady of the Fight Palaces," Edwina has had a colorful career. Her brash comments to the press and her quaint rallying cry of "Let me tear you a new one" have kept her on the minds of fight fans everywhere. Last season she beat Mondu the Fat himself in one of the controversial "fledgling fights." Edwina hangs out with the hot band Lupo the Butcher and is known for slam-dancing the night away before and after her bouts.

- Press the left or right arrow keys (4 or 6 on the keypad) to highlight a fighter, then press 0 on your keypad to select the highlighted fighter. Press 0 on your keypad again to go to the WageMaker.

Joystick:

- Press the fire button on your joystick to enter the Fighter Stable.
- Move the joystick left or right to highlight a fighter, then press the fire button to select the highlighted fighter. Press the fire button again to go to the WageMaker.

OK, so here's the straight dope on choosing a fighter. There are ten different species of fighters here at the Fight Palace, and each one can go up against any of the others. Sometimes you even get two members of the same species going up against each other, which makes for some gnarly action at the gambling windows.

Each time you play, your fighter will be pitted against the other fighters at the Fight Palace. Keep winning, and you advance to the next level where you fight a higher ranked opponent. Lose a fight and you gotta go back two fighters and work your way up again. Lose three times, and you're back at the stable, shoveling sweat.

Now when you first start here at the Fight Palace, you can choose to control only one of the first three fighters: the Humanoid, the CyberDroid, or the Cryoplast. (If you could control a Celluloid, the Fatman's species, right away, you'd lick everybody all the time. Wouldn't be much fun and your tongue would get pretty raw).

As you work your way up the ranks, and beat some of the higher fighters, you will have more fighters to choose from the next time you play. For example, say you're lucky enough to work your way up and beat Edwina, the Super-humanoid, but then you lose the next three fights against Stump, the Bi-Husker (and my money's on Stump, buddy). The next time you play, you will be able to fight as a member of the Superhumanoid species, if you choose to do so.

About the Fighters

I hope I haven't confused you too much. I realize you fighters have pumped a lot of iron but have never lifted a book in your life. Some of these goons around here are so dumb they've been known to lose limbs and not notice. That's why I had these made up when I was the WageMaker.

Sworat hands you a small deck of grubby, dog-eared cards. Each of the nine cards in the deck has a picture of the fighter on the front, with a description of the fighter and his record on the back. These cards appear throughout this book.

Everything you want to know about these fighters is on these cards (plus an illustrated history of what I've had for lunch for the past few years). All that's missing is how many seconds it'll take any one of them to reduce you to compost.

Look at the Fatman there. Take a good look, 'cause that's as close as you're gonna get to the Fatman. He didn't earn his position as top seed here at the Fight Palace by being Mr. Nice Guy. As everybody around here knows, when you get licked by the Fatman, you stop ticking.

Enough of this gossip and innuendo. You look like you're in for the duration. Since you're signed up, let's scurry over to the WageMaker.

Freezer

Rank: #8

Kicks: Left

Punches: Left

Special Move: Ice Kick

Wt: 120 kgms.

Ht: 2.2 meters

Age: 54 solars

Hometown: Cyberia, Pluton

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2546	Spack	1:00	Zorko	\$ 15000	6-2-2
2547	Nukito	0:57	Rex	\$ 60670	8-2
2548	Mundu	2:21	Stump	\$ 29000	6-3-1
2549	Spack	1:29	Jax	\$ 99070	8-1-1
2550	Cinci	4:03	Behemoth	\$ 22010	4-5-1
Totals				\$225,750	32-13-5

This heinous individual, who once tried to sell his mother for a case of Cool Ranch tortilla chips, is currently wanted in fourteen systems for multiple violations of Galactic code 34.546: *Assault with intent to turn into a popsicle*. Freezer is freshly recovered from his epic confrontation with Flamer, a fight that destroyed 17 ecosystems and devastated thousands of acres of lush woodlands.

Placing Bets

Keyboard:

- From the fighter selection screen, press 0 on your keypad to go to the WageMaker.
- Use the left and right arrow keys to highlight the WIN TIME - FIGHTODDS button, press 0 on the keypad, and then press the up and down arrow keys to highlight the desired setting. Press 0 on the keypad to select the highlighted setting.

Now you're ready to back up your boast with cold hard cash. To put your money where you hope your mouth is after the fight:

Rubic

Rank: #9

Kicks: Both Punches: Both

Special Move: Expando Kick

Wt: 210 kgms. Ht: 2.2 meters

Age: 3 solars

Hometown: Lethal Systems, Inc.

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2548	Mondu	1:00	Behemoth	\$ 75800	9-1
2549	Nukito	1:44	Stump	\$ 98990	10-0
2550	Mondu	3:22	Rex	\$ 2000	1-9
Totals				\$176,790	20-10

Rubic had a difficult time last year. Several software bugs were discovered in his personality ROMS. These caused him to think at times that he was a long extinct Cocker Spaniel, Ed "Buzz" Aldrin (the second American to land on the Earth Moon), and a ball peen hammer. In addition, he was infected with a virus which deleted most of his left leg. He has since undergone a complete software upgrade, and should prove to be a much stronger fighter this year.

- Use the left and right arrow keys to highlight the BET AMOUNT button, press 0 on the keypad, and then press the up and down arrow keys to increase or decrease your bet. Press 0 on the keypad to select the highlighted amount.

Joystick:

- From the fighter selection screen, press the fire button to go to the WageMaker.
- Use the joystick to highlight the WIN TIME - FIGHT ODDS button, and press the fire button. Now move the joystick forward and back to highlight the desired setting, and press the fire button to select the highlighted setting.

Got that? Not too hard, was it? OK, now you need to put the old cash on the barrel, and your butt on the line.

- Use the joystick to highlight the BET AMOUNT button, and press the fire button. Now move the joystick forward and back to increase or decrease your bet, and press the fire button to select the highlighted amount.

Here's the inside scoop on the Wagemaker.

He's automated the whole process, so you just punch a few buttons and you'll find your bets have been placed and your wallet has been lightened, automatically. Right now you need to place some bets to maximize your miserable purse. If you're curious about your opponent, you can choose OPPONENT BIO for the Wagemaker's inside scoop on the player's who get pleasure from pain—yours.

Here's how the betting system works: Odds are based on the amount of time you think you will need to beat your opponent. For example, if you choose to fight against Freezer (who is ranked number 8), you'll face 6 to 1 odds that you can't beat him in under 30 seconds, 5 to 1 for under a minute, and 3 to 1 for under 2 minutes. But here's the catch (ain't life tough?): you have to specify beforehand how long your opponent will last. If you go over that time, you lose the bet (although you can still win the purse for the fight).

OK, you still with me? Now, you can bet by choosing your opponent and the duration of the fight right from the tote panel here. Before you do that, however, I strongly recommend you visit Doctor Kadaver's Weapons Store to even your chances a little with some of these super-thugs.



Weapons

Keyboard: Use the left and right arrow keys to highlight the **WEAPONS** button, and press **0** on your keypad to go to Doctor Kadaver's. Press **0** again to see the first set of weapons.

- To see the description and price of a weapon, highlight the weapon by moving the cursor with the keypad and press **0**.

- To buy a weapon, highlight **YES** with the left arrow key, then press **0** to purchase. To see another weapon, highlight **NO** with the right arrow key, then press **0**.
- From Dr Kadaver's you can exit to the fight by selecting the **FIGHT** button and pressing **0**, or you can return to the Wagemaker's screen by selecting the **BETS** button and pressing **0**.

Note: You cannot view a weapon unless you have enough money to buy it. You can buy up to four weapons.

Joystick: Move the joystick to highlight the **WEAPONS** button, and press the fire button to go to Doctor Kadaver's. Press the button again to see the first set of weapons.

- To see the description of a weapon, highlight the weapon by moving the cursor with the joystick, then press the fire button.

Rex

Rank: #10

Kicks: Right PUNCHES: Right

Special Move: Death Kick

Wt: 105 kgms. Ht: 2.2 meters

Age: 36 solars

Hometown: Los Angeles, California, Earth

Professional Fight Palace Record:

Year	Palace	Time	Opponent	Purse	Record
2546	Spack	1:25	Jax	\$ 22360	4-6
2547	Spack	2:09	Puff Boy	\$ 3000	2-8
2548	Cystbol	0:52	Borehead	\$ 14780	3-7
2549	L.A.	6:40	Edwina	\$ 17030	4-6
2550	Mundu	5:16	Freezer	\$ 24500	6-4
Totals				\$ 81670	19-31

Rex's hobbies are martial arts, electric guitar, and eating small, furry animals raw. A graduate of Harvard University, he recently received his Ph.D in Classical Torture and Dwarf Tossing. In addition, Rex holds the Earth record for Most Decapitations in a Single Year. Despite his unassuming appearance, Rex has surprised many opponents with his tendency to go berserk any time anyone insults the San Francisco 49ers.

- To buy a weapon, highlight **YES** by moving the joystick to the left, then press the fire button to purchase. To see another weapon, highlight **NO** by moving the joystick to the right, then press the fire button.
- From Dr Kadaver's you can exit to the fight by selecting the **FIGHT** button and pressing the fire button, or you can return to the Wagemaker's screen by selecting the **BETS** button and pressing the fire button.

Note: You cannot view a weapon unless you have enough money to buy it. You can buy up to four weapons.

Whoa! Check out these prices! Let's face it, pal, with only a thousand bucks, you can only afford the cheaper weapons, but these will work fine against the lower-ranked fighters. This means you have to go up against the weaker slobbs first, kick some tail, and then come back and buy some of the more expensive weapons. But be careful out there. What some of these exo-droobs might lack in stamina, they make up for in cunning, and fairplay is not part of their limited vocabulary.

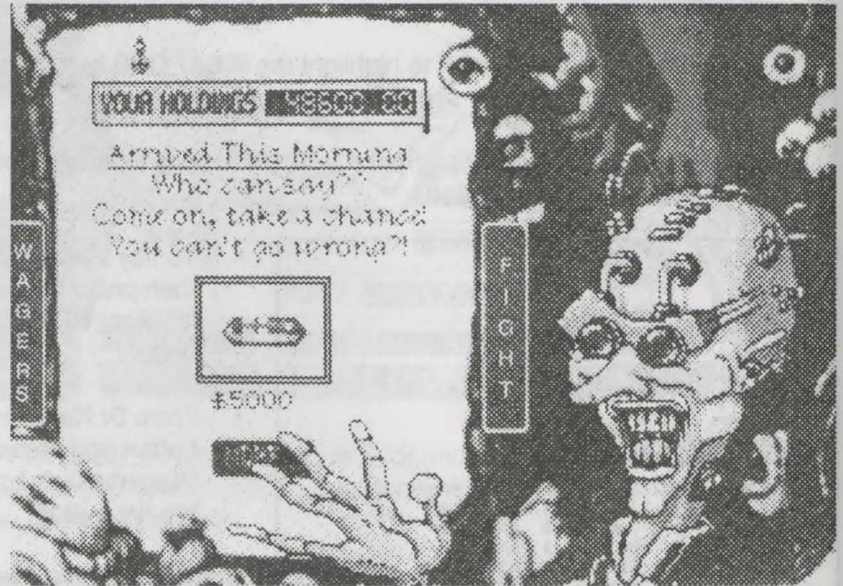
The Daily Specials feature the fanciest items in Doctor Kadaver's boutique of bloodlust. These rotate every fight, so be smart and check them out. Who knows, maybe you'll be able to afford one of them someday.

And don't forget that each fighter has favorite weapons, specific to that species. You never know what special moves some of these alien geeks can come up with in moments of desperation. Let's see some of what Doctor Kadaver has in his extensive arsenal.

Ah! Doctor Kadaver! Delighted to see you again! (This guy's a real jerk, but it doesn't hurt to pour it on now and then.) We got a live one here, Doc. A real corn-husker from Earth, thinks he's gonna beat some of the most vicious fighters in the free universe. (Hey, just kidding, pal. Maybe the Doc'll take pity on you and give you a good deal). Let's see what you got in the economy line of weapons.

It appears that Doctor Kadaver's weapons store has been automated as well. The following weapons are in the economy line:

- Hands of Sutmar
- MultiMax 764
- Wheel of Pain
- Grease Slime
- Force Field
- Zan Zan Needles



Hey, Doc, is that all you have right now? What happened to the Tutu Twister? And the Woody Eyepecker?

Sworat turns to you, shaking his head.

Looks like the Doc's dropped some of the better weapons from his economy line. The Tutu twister was one of my favorites. It had the effect of a pair of ballet tights being twisted around certain parts of your anatomy until they parted from you.

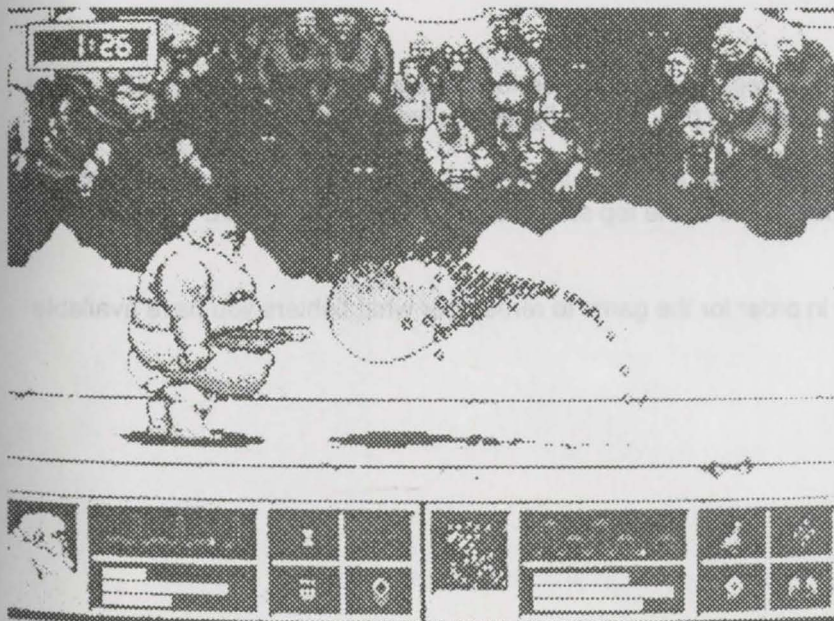
Anyway, that's about all you can afford for now, pal. Win some fights, and you can come back here and invest in some of the more expensive weapons.

Now whatever you do, don't spend all your cash on weapons, otherwise you won't have any left to wager with or, and this is important, for reanimation back here at Doctor Kadaver's. Last I heard, it costs you \$100 for resuscitation, but since you aren't planning on losing any fights you're probably not listening. Hear me now and believe me later—the Doc gets you coming and going.

Now that you have your weapons, it's either back to the WageMaker to place your bets or right into the pit for a little toe-to-toe with some creature that floats like a glomen and stings like a zan-zan needle.

If you want to go into the Fight Arena, just highlight the FIGHT button (look, if you don't know how to do this by now, I suggest you pack it in— seriously) and press 0 or the fire button. This takes you straight to the ring.

The Fight Pit



Now that you've decided to attend the school of hard knocks (It's a short curriculum but the final's a killer) you need to know some of the rules of the pit.

You'll notice that both fighters are electronically monitored, so you can tell at a glance how strong they are in each of three different areas:

The Green (top) line indicates a fighter's offensiveness. It measures the tide of the battle. When yours is getting shorter, your opponent's is getting longer. It lets us know out there in the crowd who's taking the fight to who.

The Blue (middle) line indicates the amount of life a fighter has left. The shorter the blue line, the closer the fighter is to death. When the blue line is gone you can take one more hit before I start collecting my winnings.

The Red (bottom) line indicates the effectiveness of a fighter's attack. The red line gets shorter as your punch loses effectiveness. You keep doing the same thing to some poor dumb alien and eventually it won't hurt them anymore. So mix up your punches while you mess up your opponent.

Your EKG line at the top goes flat when you die. It's different for every species. Doesn't mean much, just means it's different. If it meant anything else, I'd tell you. I would. It was supposed to mean something. But it doesn't. But it is different. For everyone. Got it?

When you're using a weapon, you'll see the selected device highlighted while it's in use. You'll know when a weapon is in use (for example, you'll be hung up off the ground from the anti-grav weapon while Edwina whacks you to death).

Well, kid, you're on your own from here on. I've taught you everything I know; the rest is up to you.

Good luck. Remember, I'm right here betting against you.

Quitting the Fight Pit (Exit to DOS)

It's going to get tough in there for a rookie like yourself. If you get too bruised and beat up to continue, you can get out of the pits and restart at a later time with an option to play as any fighter you've defeated during the game.

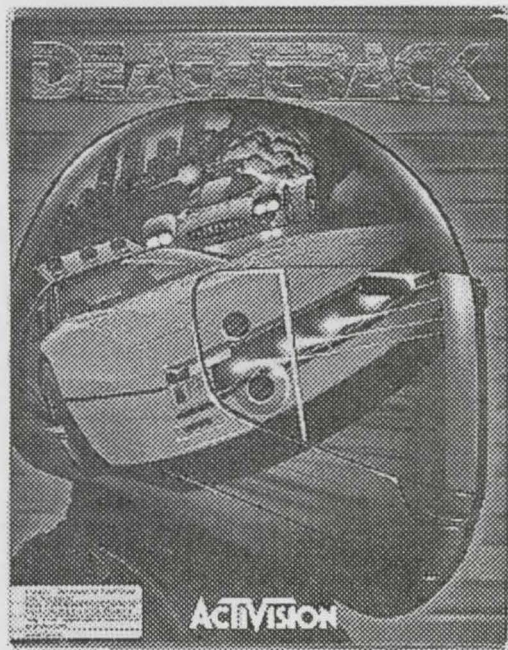
To exit *Tongue of the Fatman*, press **CONTROL** and **ESCAPE** simultaneously. This will put you back at the top scores screen from anywhere in the game. Once you're at the top scores screen, press **CONTROL** and **ESCAPE** together once more to return to DOS.

You must quit *Tongue of the Fatman* this way in order for the game to remember what fighters you have available next time you play.

A Note to the Impatient

If you want to jump right in and start riving the DeathTruck, skip these instructions. When you've played enough times to want to know more about the car, weapons, parts, and controls, refer to the main section of this guide.

NOTE: These Goldilocks instructions contain a working knowledge of basic DDT fundamentals. If you have any problems, please refer to other sections later in this manual.



- Big Iron/Truck E-20
- Favorite Weapons: G43, Delta Max-1
- Home: Fort. Sam-1470
- Don Track: Chicago
- Don: High School
- Favorite Food: Spicy Licks

"I like to build my car up really early. When I put a big weight, I don't notice the tons, lbs, inches, and orbits. I find I like to have so-so quality everywhere than awesome parts in some places and cheap parts in others."

A Note to the Impatient

If you want to jump right in and start racing the DeathTrack, follow these instructions. When you've played enough times to want to know more about the circuit, weapons, parts, and controls, refer to the main section of this guide.

NOTE: *These Quick Start instructions assume a working knowledge of basic DOS commands. If you have any problems, please refer to other sections later in this manual.*

Sly



- Avg Elims/Year: 5.29
- Favorite Weapon: S&B Delta Max-1
- Home: Moon Base Alpha
- Best Track: Chicago
- Car: Night Stalker
- Favorite Food: Smokey Links

"I like to build my car up pretty evenly. When I get a big engine, I also improve the trans, tires, brakes, and airfoils. I find it better to have so-so quality everywhere than awesome parts in some places and cheap parts in others."

The Creators of DeathTrack

Tom Collie, Mark Brenneman, Darek Lukaszuk, Bryce Morsello

It was a cool autumn day when we all sat down to find a fun game concept that would excite players into that emotional catharsis that results only from that unique culmination of speed and maneuverability delivered by a car-racing game. And, more importantly, a game concept that would let us pose in front of a Ferrari looking nonchalant. With that solid premise we set to work on *DeathTrack*—after, of course, convincing everyone that we were qualified to create a game about motorsports.

Mark: "I *know* cars, man. I spent *seven* years off the coast of Alaska, so I *know* cars."

Bryce: "The Ferrari Testarossa is the serious road-racer's choice. You can very well race without power windows, can you?"

Tom: "I really know vintage cars. I've got a 1978 Ford Fiesta that works as well now as when it was new."

Darek: "I own a Mercedes, man. What more do you want?"

After dazzling them with our innate sense of automobile racing, we went for it. Darek wrote the code, Tom did the art and Bryce sound effects, and Mark built all the 3-space objects. Jeff got us pizza late nights and ran errands (he was also company president in his spare time).

Drive safely and remember: "Porsche" is a two-syllable word.

Pit crew:

Piotr "Hmm" Lukaszuk for fast graphics

Dave "Wiz" McClurg for 3-space etc.

Paul Bowman for playing foosball with us

Jeff "Really, I am the president" Tunnel

Steve "Is yesterday too soon?" Ackrich

Dedicated to the memory of Enzo Ferrari.

Moral Support: W.L., T.L., T.R., A.T., C.T., T.H., S.S.

Thanks to Steve Wendell for the red Ferrari (we'll probably return it soon).

Special thanks to Terry Ishida.



Quick Start Instructions

1. To load DeathTrack refer to the Power Hits Reference Card included in the package.
2. You can manually load the game by first accessing the DTRACK directory by typing **CD SCIFIDTRACK**.
3. Type **DTRACK** and press Enter at the DOS prompt. After the game loads, press the joystick button or spacebar to begin.
4. Answer the question that appears about a DeathTrack driver by finding the answer in this guide and selecting that answer from the choices on the screen.
5. To move through the menus, move the pointer with the cursor keys or joystick or use the TAB key to jump between menu choices. To enter your selection, press the Enter key, spacebar or joystick button 1.
6. You start the game with \$10,000. Go to THE SHOPS to buy new parts and weapons. The Weapons shop gives you your money back on your old weapons when you buy new ones. The Parts shop does not.
7. When you've improved your car, choose RUN A TRACK or choose FULL CIRCUIT RUN. (See the rest of this guide for details). Once you're in a FULL CIRCUIT RUN, you can SAVE THE CIRCUIT or BAIL ON THIS CIRCUIT, which allows you to start over with a new car. You can't load an old circuit or start a new game till you finish the current one, or BAIL ON THIS CIRCUIT.
8. Control your car with the joystick, mouse, or keyboard. See main manual for more details.
9. When you're finished, select BAIL OUT to return to DOS.

Motor Maniac



- Avg Elims/Year: 6.42
- Favorite Weapon: RDI Metalstorm 50's
- Home: Atlanta, GA
- Best Track: Boston
- Car: MondoBondo
- Favorite Food: Corn on the cob

"When you come tearing up on wreckage in the road, make every attempt to miss it. It tears up your underside and scratches the finish. The same goes for staying on the track. Off-road racing is hard on these beasts."

From the Pit: *DeathTrack* for Beginners

Greetings, Sports Fans!

Hey, how about that dustup in Orlando last month? Was that *DeathTrack* at its best or what? I thought I was going to die and go to heaven when Angel Slammed that Terminator up Wrecker's tailpipe and blew his carcass right into the press box! Just another night on the circuit, and the stars were out (some more than others)! I know there are lots of runny-nosed young shavers coming in new to the monster sport of *DeathTrack*, beguiled by bright lights and big guns. So as a public service to all you virgins out there, I'll explain how 'Tracking works.

You cruise your ground pounder at maximum speed and eliminate the competition by ramming them, slicing their tires, dropping mines beneath their underbellies, and of course, blasting them with a charming variety of particle beams, lasers, missiles, and good old fashioned machine guns.

Road signs point out which way the road is going to turn, so keep an eye on them and try to stay on the track. Running off the road slows you down a lot, and it's hard to get traction when you're off the blacktop. If your car gets damaged, its performance will drop. Pull over into the pits to repair or get more weapons. Outrace'em or outgun'em or both. The object is to cross the finish line first. Kills are worth points to your final score, but they don't earn you bucks, so drive hard. The more you win, the more bucks you snatch to repair or soup up your car between races. The more you soup up your car, the more you win. Got it? Good. Sound easy? Well, lots of other buzzard bait and highway pizza thought so too...

Know Your Drivers

After starting the game, you'll be asked a question about one of the *DeathTrack* drivers. Find the answer in this guide, and select the correct answer from the choices onscreen. If you answer incorrectly, you'll enjoy a brief demonstration of the game before being returned to DOS. Find the illustration of the track displayed on your screen in the manual and enter the answer to the question on our screen exactly as it appears in the manual.

Player Control—Menu Selections

DeathTrack supports joystick or keyboard. The game automatically recognizes a joystick if it's present when you start the game.

To toggle through the various menu selections, move the pointer with the cursor keys or joystick, or use the **TAB** key to jump between menu choices.

To enter your selection, press the **Enter** key, spacebar, or joystick button 1.

To quit the game and return to DOS, select **BAIL OUT** as available. The **CTRL** and **ESC** keys pressed together will also return you to DOS.

Game Speed Adjustment

The following keys are active at any time to configure *DeathTrack* for optimum performance on your computer:

<u>Key</u>	<u>Function</u>
+	Increase screen detail (default is maximum detail)
-	Decrease screen detail (faster frame update)

Use the + or - key on the keyboard (not the keypad) to change screen detail. The + key increases detail; the - key decreases it (allowing for faster frame updates). The default is maximum detail.

Wrecker (The Polish word for Wrecker)



- Avg Elims/Year: 14.3
- Favorite Weapon: S&B Auto-Cannon
- Home: Warsaw, Poland
- Best Track: Phoenix
- Car: Warthog
- Favorite Food: Cottage cheese

"If you're hopelessly out-gunned and your modifications haven't kept up with the rest of the trackers, try falling behind the pack and letting them pick off each other before getting into the action. Don't fall so far behind you get lapped, though."

Choosing a Car

So, you say you want to be a *DeathTrack* racer, hmm? Worse beginners have strapped themselves into a ton and a half of death machine. Let's see how you do.

Your first big decision will be choosing a car. The frames and dashboards of the cars are all different, but the main differences are their weapons and auto parts. You see, *DeathTrack* cars are pretty modular. You can replace all the basic parts and weapons. If you really wanted to, you could take your Pitbull to the part shops and chop it into a Crusher. Or vice versa. Or transform it into something even better. The differences between the cars are only really important in the first few races. After that, your car will be better than any starting car. If you're still alive.

The HELLCAT is a fast car, with a good engine and transmission; an XT Turbo and PowerStream Deluxe. The weapons are standard, except for some Ajax B260 Wheel Spikes and an Auto Pike SR60 Ram Spike. It's good for people who like to win by outrunning the competition. The engine and spikes make it a car designed for passing. And causing lots of damage as you go by.

The CRUSHER has a decent airfoil and armor, and a good laser. The airfoil is a SlipStream Deluxe, the armor is Steel Plate, and the laser is a PolyTech Sunburst, by SDL. It's a good all-around, middle-of-the-road car.

The PITBULL knows how to take and give out punishment. It comes with outstanding Titanium Core armor, and a Delta Max 1. Everything else on it isn't the greatest, but it'll get you around the track. SuperSlip Brakes. Stuff like that. Good for people who want to bully their way through the race.

Once you pick your car, cruise on over to the Parts Shop and modify your new beast. Select **THE SHOPS** and see how quick you can spend the \$10,000 you start with.



Buying Parts and Weapons

All you have to do to equip your death machine is select things from a simple menu. Select the part you want and it'll be requisitioned from storage, billed to your account, and fitted to your car.

Want to upgrade some gear? No problem. The Parts Shop will even buy your old weapons back from you, and credit the value of it to your new purchase! What more could you ask for?

Offer only good for used weapons. Used auto parts cannot be exchanged.

Buying parts and weapons is a two-step procedure:

- Select an object. The object will be highlighted.
- Select BUY IT. The object number will increase by one, and your money will decrease in payment.

You may also purchase parts and weapons by pressing B on your keyboard.

The automated purchase system can't be cheated—it'll tell you when you're trying to get something you can't afford, or when you've purchased the maximum amount you're allowed to carry of any part or weapon.

Melissa



- Avg Elims/Year: 6.89
- Favorite Weapon: TTI Dragon Terminators
- Home: Eugene, OR
- Best Track: Manhattan
- Car: Vixen
- Favorite Food: Oysters

"When you start feeling real degradation in performance, pull into the pit and check damage. Your car will run with most of your parts severely damaged. You can even run around the tracks on your rims if you like."

Shop or Die: Buying Auto Parts

The Parts Shop stocks three grades of each component, ranging from mediocre to excellent to outstanding. The highest grades of each component are all designed to satisfy your most outrageous cravings for power! Make a monster, monster, monster car!

Beef up that mauler as much as you can afford. You can only buy higher grades of auto parts between races, so choose your start parts carefully. Your battles could be won or lost in the Shops before the race begins.

If you want the specs on the stuff you're buying, select the item you're interested in, and then select **DESCRIBE** or press **D** on your keyboard.

When you're done outfitting your rig, select **OUT'A HERE** and get set to race!

Which Auto Parts Should You Buy?

Read the on screen descriptions for all parts for a good understanding of their relative strengths and weaknesses. As a general rule, the more expensive parts will perform substantially better than the less expensive ones. Many of the higher-priced parts have additional armor enhancements which reduce the amount of damage done to that part, regardless of your car's armor rating.

ENGINES: The better the engine the higher your top speed.

BRAKES: Good brakes can keep you out of trouble. You don't need to try and outrun everything thrown at you.

TRANSMISSIONS: Transmissions handle three of the most important aspects of *DeathTrack* racing: Acceleration, acceleration, and acceleration!

TIRES: Poor tires slip all over the road. And off the road as well. But good tires grip the road reliably and improve acceleration.

AIRFOILS: Airfoils work with your tires to increase traction, and improve your road handling. Good tires without good airfoils are a waste of money. The most powerful engines and transmissions are inefficient and sloppy without a good airfoil.

ARMOR: Higher-grade armor weighs less and protects better. Any armor can be torn apart with enough hits. Face it. There are only two places you can be: On the road or scattered all over it.

Deadly Toys: A Visit to the Weapons Shop

Buying weapons works exactly like buying auto parts. Just select the item you want to select, and select **BUY IT** or press **B** to purchase it.

When you're buying weapons, unlike auto parts, there are more selections than will fit on one screen, and you can have more than one of most weapons.

Paging Through Weapons

Select the upper right or left arrows on the screen to see more weapon choices. There are nine kinds of weapons with three grades apiece.

MegaDeath



- Avg Elims/Year: 2.54
- Favorite Weapon: SDI PT Sunburst
- Home: Unknown
- Best Track: Los Angeles
- Car: Hammerhead
- Favorite Food: Vitamine E

"When the race starts, I don't waste time getting ready to blow up the guy in front of me. I put the foot down before the WCI kicks in to put some asphalt between me and the pack."

Buying Multiple Items

Some *DeathTrack* weapons can be bought only once, but most can be bought several times. Each time you select **BUY IT** or press **B**, you buy another of the same item. All weapons have an upper limit that will fit in your car. Your current inventory of any weapon is indicated by a number in the lower lefthand corner of the weapon icon.

So go on. Soup up our hot rod with some powerful artillery.

Weapon Limits

Weapon	Low Grade	Med Grade	High Grade
Caltrops	30	20	10
Lasers	1	1	1
Ammo	1000	700	400
Mines	30	15	7
Missiles	20	10	5
Beams	1	1	1
Ram Spikes	1	1	1
Terminators	15	10	5
Wheel Spikes	1	1	1



The Lowdown on High-Powered Weapons

CALTROPS: In the great Roman chariot races, unscrupulous charioteers threw sharp, twisted shards of metal in the path of enemy horses. The horse's hooves would be slashed to ribbons, toppling their driver and leaving him easy prey for the cheating contestant.

DeathTrack brings back a modern, hightech version of the caltrop, which sends a shower of spikes into the underbelly of the opponent's car, damaging the tires, brakes, transmission, and even the engine. Drop a few into the path of a car behind you, and watch the sparks fly!

LASERS: Lasers! The word says it all. You want firepower? Buy a laser! You want to be able to effortlessly slice up your opponents? Buy a laser! You want a weapon that recharges itself fully after each race? Then buy a laser!

Truth in advertising laws force us to reveal that laser batteries are good for a limited number of shots per race, and can't be recharged at the pitstop. But who cares? And who reads the small print anyway?

GUNS & AMMO: FREE DEATHTRACK MACHINE GUN! Well, sir, when it comes to weapons, newfangled gizmos come and go all the time. But for good old-fashioned mayhem, nothing beats the Machine Gun. Nothing.

Get a Model 95, a Delta Max 1 or even a top-of-the-line AutoCannon CX750 free with the purchase of ammunition for it. All you ever have to buy is the ammo. Keep the gun as long as you like. The shop will be glad to keep selling you fresh ammo for it.

MINES: Having a problem with tailgaters? Other cars tearing around the track twice before you complete it once? Want to get rid of that pesky cruiser before he can pass you? Don't get mad. Get even. With Assassin Mines from Rear Defense.

Mines are small packets of explosives that your car drops directly behind it. Your little present comes to life when the offending car passes over it, tearing up his undercarriage.

If you can't outrace'em, outthink'em. With Assassins. Go ahead and drop'em all. There are more where these came from.

MISSILES: Stop messing around with inferior weapon systems. Stop trying to save money by buying cheapo weapons. There's only one real way to win. Missiles. They cost a little more. But then, so does everything that's worthwhile.

Darkwing Weapon Systems, Ltd. For when your tastes grow up.

BEAMS: Picture yourself strapped behind 555,000 Megawatts of particulate vengeance!

Particle Beam weapons are the newest trend in *DeathTrack* racing! Unlike guns, there's no more ammo to buy. Unlike Lasers, they won't give out on you during the race. And you don't have to keep buying them over and over again, like missiles. Of course, there is a slight pause between shots while the weapon recharges, but that's hardly worth mentioning. Besides, a short pause between shots is a lot better than having your laser's battery die during a race!

The Arrowhead Particle Accelerator. It's the only weapon you'll ever need.

RAMSPIKES: Face it. In an aggressive sport like *DeathTrack*, you're gonna get knocked around a lot. You need all the protection you can get. But you also want to be able to dish it out.

You need Trojan Spikes. Strapped to the front of your car, these ramming systems can puncture engines and fuel tanks as well as armor!

TERMINATORS: Picture a high-explosive warhead strapped to a skateboard. Now slap on a rocket pack and launch it from your machine, and you have a Terminator. As Melissa says, "Are you willing to take the chance that your opponent doesn't have one?"

Terminators from Terminal. Melissa's got them. Shouldn't you?

WHEELSPIKES: Why pass a car when you can trash a car? Get Ajax or Achilles Wheel Spikes from Trojan War Systems.

Trojan Wheel Spikes. They're not for everybody. But they could be for you. Available by invitation only. To see if you qualify, send roadkills resume to: Trojan War Systems, Reno, Nevada. Or use your Automatic Purchasing System to buy them.

Start Racing

When you're done souping up your car, you're ready to race! Select **Out A'Here** for the racing menu:

RUN A TRACK. Practice any of the 10 tracks.

FULL CIRCUIT RUN. Run all 10 tracks to see who's the best DeathTracker.

SCOPE THE STATS. Review High scores or scan the pros and tracks.

SET YOUR LIMITS.

Number of Laps per Race: To change the number of laps, enter a new number from the keyboard. Enter a 0 first if you want to race less than 10 laps (that is, 06 for a 6-lap race). To change your selection, press backspace to delete.

Level of Difficulty: Select the level of competition you want to race against, from punk to megadestroyer, then press **Enter** to accept.

RUN AN OLD CIRCUIT. Restores a selected **Saved Game**.

SAVE THE CIRCUIT. Allows you to save your circuit in progress. If you **BAIL ON THIS CIRCUIT**, you can restore the circuit from your last save. Have a formatted blank DOS disk handy if you're playing from floppy disks. See Appendix B if you don't know how to format a disk with DOS.

END RACE. A race ends when your car completes the designated number of laps or is destroyed. You can also exit a race at any time by pressing **ESC**, taking a last-place finish in return. At the end of a race you'll be informed of your number of kills, your order of finish, and the amount of money you earned during the race. Before continuing to the next race in a circuit, visit the Weapons Shop to rearm and the Parts Shop to repair. See "Entering the Pit" for instructions on repairing and rearming.

Keep Your Eyes Off the Road

A Diabolical Display of Instruments Designed to Put the Wreck Back In Reckless Driving

Readouts are the lifeblood of a *DeathTrack* driver. Without this sophisticated array of computer-controlled driving and targeting indicators, you may as well be driving and shooting blind.

There are three sets of readouts in your car's cockpit: The Upper Dashboard, the Windshield, and the Lower Dashboard.

Upper Dashboard Readouts

DAMAGE LEVEL DISPLAY (DLD)

Location: Upper Left Corner

The Damage Level Display (DLD) shows damage to your armor. If your armor's trashed, chances are a lot of other parts are banged up, too. Got it? Anyone who can't figure that out is in a lot of trouble already. When you take a hit, the border of the screen flashes, and the DLD shows you the new damage. The DLD warns you when your car is in trouble, giving you time to pull over into the pits and get repairs. Pay attention to it or fry.

AUTOPILOT ON/OFF

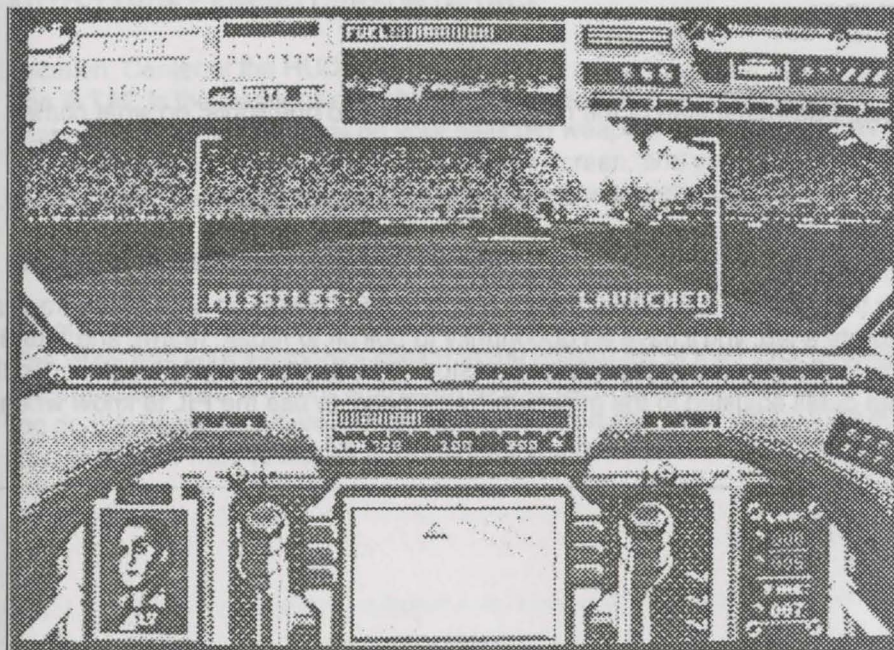
Location: Upper Left Center

This shows whether your AutoPilot is on or off. Use the A key to switch it on and off. AutoPilot will drive your car for you, leaving you free to target weapons, catch your breath, pick your toes or whatever. It doesn't drive fast and it doesn't drive well. Real Trackers do their own driving. Got it?

FUEL GAUGE

Location: Top Center

After your intensive study of the *DeathTrack* sport, you can guess what this does by yourself. Sitting stalled on the track is not just publicly humiliating, but you make such an inviting target for the rest of the pack.



REARVIEW MIRROR

Location: Upper Center

What do you want, a physics lesson? This is just a rearview mirror. It shows the track directly behind you, and is good for lining up mines and caltrops on that speedhead trying to ram you from behind. Also helpful when you want to block faster opponents to keep them from passing.

WEAPONS COUNTDOWN INDICATOR (WCI)

Location: Upper Right Center

All *DeathTrack* cars have this override system that keeps weapons systems inactive until the cars have driven about ten seconds. When the bars reach the right of the graph, your weapons can fire. Your HUD display flashes onto your windshield, and you can start blasting away! In the early days of *DeathTrack*, before they added the WCI, races used to be real short.

RACE COUNTDOWN INDICATOR (RCI)

Location: Upper Right Center

These three lights under the WCI count down the start of the race. When the third one lights, do what comes naturally.

PITSTOP INDICATOR LIGHT (PIL)

Location: Upper Right Corner

The PIL flashes as you come up on the pit area. Overshoot the pit area and you have to go around the track again before pitting. Every time you complete a lap, you'll have an opportunity to pull off to repair, rearm, and refuel (see page 17 for more information). Look for the pit area and pull over and stop. You'll automatically be placed in the pit menu. When playing with the screen detail adjusted to the minimum, you'll need to use the PIL to know when to get over into the pits.

Windshield Readouts

HEADS UP DISPLAY (HUD)

Location: Center

Love that HUD. It's a mondo targeting and tracking system that's projected onto your windshield. It gives you state-of-the-art computerized target acquisition, weapon specific aiming cursor, and automatic weapons display. It's a special gift to good little *DeathTrack* drivers. If you're really crazy, you can turn the HUD off by pressing the **H** key.

RADAR EARLY WARNING DISPLAY (EWD)

Location: Upper Left Corner of the HUD

Most of the time there won't be anything in that upper left corner. But when there is, you better pay close and careful attention to it. It doesn't give you a lot of advance notice, but if you're good, a little warning is all you'll need. If someone locks a missile on your car, it'll follow you no matter how hard you swerve. Fortunately, missiles can be fooled into zooming harmlessly overhead and detonating in the road if you brake rapidly. If you have a truly monstrous engine, you can try to outrun them.

AUTO-TARGET AIMING CURSOR (A-TAC)

Location: Center of the HUD

The A-TAC is the weapons crosshair that shows up at the center of the HUD. Use it to line up your shots. The shape of the A-TAC depends on your selected weapon, and it changes as you change weapons. The gun, laser, and beam cursors all stay in the center of the screen, and you line up your opponent in your sights by maneuvering behind him. The Missile cursor moves to follow the target's car.

WEAPON ACTIVATION STATUS (WAS)

Location: HUD Lower Left

The WAS lists your weapon of choice at the bottom left of the HUD, usually with a message about the weapon. The message tells you your ammo remaining, units of the weapon remaining, or the status of the weapon, depending on the weapon. When you use up the weapon, the WAS will change color to let you know. Pay attention to this. You don't want to launch a Terminator you don't have.

Killer Angel



- Avg Elims/Year: 10.6
- Favorite Weapon: DMS Steel Arrows
- Home: Chicago, IL
- Best Track: Seattle
- Car: Devil's Revenge
- Favorite Food: Tortellini

"The best way to dodge a missile is to stomp hard on the brakes. You can't outrun a missile going 400 mph in a car with a top speed of 300 mph. I always get the best brakes at the parts shop to pull this off."

Lower Dashboard Readouts

SPEEDOMETER (MPH)

Location: Center

This is your speedometer. Your speedometer shows your speed. If you need more information, go to night school.

OPPONENT DETECTION DISPLAY (ODD)

Location: Lower Left Corner

Whether the targeted driver is a snob or a slob, his smirking face will pop up on the TV viewer on the lower left dashboard. Just below his mug shot is his name, and above it is his standing in the race. If the number reads **#01**, you know you have the leader of the pack clearly in your sights. And that's such a good feeling. Press **Enter** to cycle through your available targets on the ODD.

MAP ACTION DISPLAY (MAD)

Location: Lower Center

The Map Action Display shows you an overhead map of the current race track and the name of the city. See the one little red dot running around the track? That's you. See all the black dots? Those are all your enemies. Kind of sobering, huh? The **X** points to the pitstop area. The triangle points to the finish line. Try to get there before they kill you.

LAP COUNTER

Location: Far Right

The upper number in the lap counter shows laps traveled. The lower number shows laps remaining.

RACE POSITION INDICATOR (RPI)

Location: Lower Right Corner

This shows your current position in the race. If it consistently says **#10**, you better look for a new line of work.

Player Controls: On the Track

Joystick Controls

Low Rt Corner	Turn right and brake
Middle Lower	Head straight and brake
Low Lft Corner	Turn left and brake
Middle Rt Side	Turn right at current speed
Middle	Head straight at current speed
Upper Rt Side	Turn right and accelerate
Upper Middle	Head straight and accelerate
Upper Lft Side	Turn left and accelerate
Button 1	Fire
Button 2	Toggle through weapons

The best way to drive a *DeathTrack* car is to use the joystick. It's fast, easy, and intuitive. You just lean forward on the stick to accelerate, and yank back to slow down. Slide the stick right and left to steer the car.

Firing is just as easy. Press button 2 to scroll through your weapons, then squeeze button 1 to fire.

Joystick and keyboard functions can be used together or independently.

Numeric Keypad Equivalent to Joystick Controls

1 Move left and brake	6 Move right at current speed
2 Head straight and brake	7 Move left and accelerate
3 Move right and brake	8 Head straight and accelerate
4 Move left at current speed	9 Move right and accelerate
5 Head straight at current speed.	

Up arrow	Head straight and accelerate
Down arrow	Brake
Right arrow	Move right
Left arrow	Move left

Keyboard Controls for Use with Joystick or Numeric Keypad

Key	Weapon Readied	Key	Weapon Readied
1	Machine Guns	5	Missiles
2	Laser	6	Mines
3	Particle beam	7	Caltrops
4	Terminators		
A	AutoPilot on/off		
B	Buy a weapon or auto part (in the shops only)		
C	Drop caltrop		
D	Read weapon or auto part description (shops)		
H	HUD on/off		
M	Drop Mine		
P	Pause		
S	Turn sound effects on/off		
T	Turn music on/off		
W	Toggle weapons		
+	Increase screen detail (slower frame rate)		
-	Decrease screen detail (faster frame rate)		
Spacebar	Fire selected weapon		
Enter	Cycles through targets on the Opponent Detection Display (changes target on missiles only)		
ESC	Exit race		
TAB	Move between menu items		
ALT C	Recenter your joystick		

Selecting Weapons

The **W** key and joystick button 2 select weapons by scrolling through all available weapon choices. Or you can select the weapon directly by pressing the number **1** through number **7** keys (*not* the function keys) along the top of the keyboard. Try each of these techniques and see which works best for you.

Special Controls

Besides the obvious motion and firing controls, the *DeathTrack* car comes equipped with some special additional keys to trigger the Autopilot, Drop Mines and Caltrops.

For example, you can use the keyboard shortcuts to drop mines while you're firing your front guns. You don't have to give up firing your big gun just to get rid of a pesky tailgater.

The control keys and their functions are:

A Autopilot On/Off

The race begins with the AutoPilot off. You can turn it on if you really want to. But we've never found an Autopilot that can drive like a true DeathTracker.

C Drop Caltrop

Pressing this key drops a caltrop behind you without your first having to select caltrops as your ready weapon. Very useful when you're sandwiched between two grunts.

M Drop Mine

Works just like caltrops, only better.

ESC Exit Race

Lets you bail out of the current race without having to finish it. You'll end the race prematurely and come in last place. How disappointing.

Lurker



- Avg Elims/Year: 3.61
- Favorite Weapon: MX-35 Mines
- Home: San Francisco, CA
- Best Track: Orlando
- Car: The Grunt
- Favorite Food: Black-eyed peas

"The Pitbull is one of my favorite cars. Its armor keeps you in the hunt longer and more than makes up for its relative lack of speed. The firepower isn't much, but you can always improve that at the shops."

Entering the Pit

As you pass the flag at the end of the lap you'll see the pit on your right. Pull to the right and stop your car to enter the pit. In the pit you can refuel, rearm, or repair in the Weapons or Parts Shops.

Elapsed race time is determined solely by the number of selections (button clicks) you make while in the pit.

Repair: In the parts shop, damaged parts are indicated by a big **Damaged** banner running through the parts icon. The cost to repair the damage is indicated in the lower righthand corner of the icon where the purchase price is normally displayed. Highlight the damaged part and select **Buy It** to repair.

Rearm: Weapons do not take damage during a race. They do, however, run out of ammunition and inventory. To replenish, simply purchase the weapon as you did in the weapons Shop before the race.

Refuel: Refueling is free; however, race time elapses while you're getting tanked. You start each race automatically with a 3/4 full gas tank.

Preying Menace



- Avg Elims/Year: .59
- Favorite Weapon: Scorpion Terminators
- Home: Manhattan, NY
- Best Track: St. Louis
- Car: The Bandit
- Favorite Food: Sardines

"Once I've got my car maxxed out on parts and weapons, I simply stop in the pits near the end of a race and repair and rearm. Then I just keep on racing through the entire circuit."

Bounties

During a circuit, one of your opponents will occasionally have a bounty on him. This is a special cash bonus available if you take him out during the course of the race. Whether you win or lose, you receive the stated amount for eliminating that DeathTracker.

Now you know everything there is to know about life in the fast lane on the *DeathTrack* circuit.

Appendix A: Formatting Blank Disks to Save Game

1. Boot your system and load DOS.
2. At the A> prompt, insert the disk to be formatted to drive A and type FORMAT A: and press Enter.

Crimson Death



- Avg Elims/Year: 10.8
- Favorite Weapon: DWS Falcon missiles
- Home: Tokyo, Japan
- Best Track: Houston
- Car: Samurai
- Favorite Food: Hot Dogs

"If you time it just right, you can come down off the jumps and land right on top of the poor sucker in front of you. It does a great deal of damage to him, even if it isn't so good for your own car."

Appendix B: User Options at Start-Up

Graphic Mode Options

To select a different graphics mode, enter one of the options below after typing **DTRACK**.

- The game automatically selects the graphics mode for you. If you like, however, you can manually select the mode by typing one of these options after DTRACK:

GE	(Enhanced Graphics Adaptor, 16-color)
GC	(Composite Graphics Adaptor, 4-color)
GH	(Hercules™ monochrome)
GT	(Tandy 1000 series, 16-color)

For example, typing—

DTRACK GC

will load the game with 4-color CGA graphics.

Sounds and Music Options

To start *DeathTrack* with sound or music turned off, type the following after DTRACK:

SØ	(turns sound effects OFF)
TØ	(turns music OFF)

Sound and music can also be turned off during gameplay by pressing **S** for sounds or **T** for music. To turn sound or music on again, press **S** or **T** again.

Any of the above options can be combined when starting up *DeathTrack*. For example:

DTRACK GC SØ TØ

will load the game in CGA's 4-color mode and turn off all sounds and music.

Demonstration Mode

To start *DeathTrack* in self-running demonstration mode, type **DEMO** at the DOS prompt.

George Alec Effinger

George Alec Effinger was born in 1947 in Cleveland, Ohio, studying and reading the works of H.G. Wells, Robert A. Heinlein, and Gene in the Municipal Branch of the Cleveland Public Library, and memorized any word he saw in his grade school.

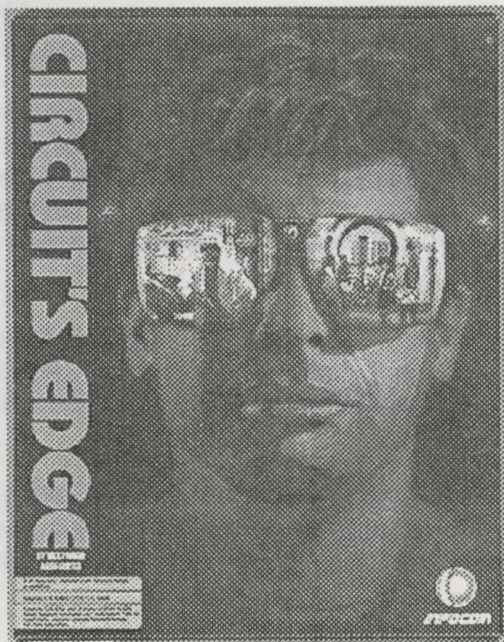
Effinger attended Yale University, where a chemistry degree did not interest him, so he began writing science fiction in 1973, and has since written over 100 stories.

This early interest appeared to be one of life's great joys for Effinger, but he had failed to win a Nebula Award for his first novel, which was the first published story, "All the Last Wars at Once," and he took to the internet—thus becoming the first science fiction writer to utilize the web as a venue in the juvenile category (for "The Axiom Who Jumped...")—and won a Hugo and a Nebula and a Hugo for his novel *When It Rains, It Pours*.

Maybe he just can't take a hint, because despite every effort he has made, he never received the nod by Bestowing an HUGO, until the 1997 "Schrodinger's Fleas," which also won the 1997 Theodore Sturgeon Award for work of short fiction.

Effinger's most recently published novel is *42 One*, the last in the series he has completed, *The Edge Kids*, the first book in the series, published in 1998, has become a best-selling YA fiction. What will be an alternate world that is a far space from World War II spy fiction.

Effinger has lived in New Orleans since 1978. He has written a novel, *When It Rains, It Pours*, at age of 7, the makes the project drive in an open-top road, every thing, including his eyes a machine, other to hear.



George Alec Effinger

George Alec Effinger was born in 1947 in Cleveland, Ohio, where he discovered the works of Heinlein, Norton, Asimov, and Clarke in the Memorial Branch of the Cleveland Public Library, one momentous day when he was still in grade school.

Effinger attended Yale University, where a chemistry course disabused him of the notion of becoming a doctor. Instead, he began writing science fiction in 1970, and his early works met with a certain amount of success.

This early success appeared to be one of life's cruel jests, however, as in rapid succession Effinger was nominated for but failed to win a Nebula Award (for his first novel, *What Entropy Means to Me*), a Hugo Award (for his third published short story, "All the Last Wars at Once"), and the John W. Campbell Award for Best New Science Fiction Writer—thus becoming the first science fiction writer in history to "lose" all three awards. Since then he has also lost a Hugo in the novelette category (for "The Aliens Who Knew, I Mean, *Everything*"), another Nebula (for the same story), and both a Nebula and a Hugo for his novel *When Gravity Fails*.

Maybe he just can't take a hint, because despite everything he has persevered. And at last The Powers That Be indeed rewarded his obstinacy by bestowing on Effinger both the Nebula and the Hugo Awards for his novelette "Schrödinger's Kitten," which also won the 1989 Theodore Sturgeon Memorial Award, given for the year's best work of short fiction.

Effinger's most recently published novel is *A Fire in the Sun*, the sequel to *When Gravity Fails*, and he has just completed *The Exile Kiss*, the third book in that series. Late in 1990, Avon Books will release his novelization of Infocom's best-selling Zork trilogy. Next will be an alternate-Civil War novel, *Everything But Honor*, and *Stone Heat*, a non-science fiction World War II spy thriller.

Effinger has lived in New Orleans since 1972. But he remains a Cleveland Indians fan, as he has been since the age of 7; this makes the prospect of life in an ozone-depleted, energy-hungry, post-cataclysmic age somewhat easier to bear.

The Usual Suspects

At the scene of the crime: The following suspects, believed to be members of the notorious *CIRCUIT'S EDGE* Syndicate, were last seen in a seedy Vegas alley. Eydie Laramore, street urchin turned terrorist, believed to be the author of seditionist literature; Michael Legg, nefarious hacker and data thief, responsible for the collapse of several international defense systems; Maurine Starkey, revolutionary insurgent, suspected of hefting six House of Representative 2B pencils from the Ways and Means Committee Room; Joe Bostic, cat burgler known for his numerous jewelry heists; and Aaron Powell, infamous womanizer and con man, last seen pursuing scantily-clad female models at a recent consumer technology show. Warning: Approach with caution! The *CIRCUIT'S EDGE* Syndicate is believed to be unarmed and still very dangerous!

Your Name is Marîd Audran. . . .

. . . although sometimes you wake up in such bad shape that you forget that. Sometimes you stay too long in the bars, sometimes people beat you up before you get home—morning is always an adventure, isn't it?

You live in a great city somewhere in the Islamic world, between romantic Casablanca on the Atlantic coast of Morocco and the ancient capitals of Persia far to the east. You probably couldn't find the city on a map, because that's never been important to you. You're a very practical kind of guy, and what's important to you is scoring enough cash to keep a roof over your head and eat for another day. If there's a few kiam left over, well, the part of town where you live is called the Budayeen—the one quarter of this Muslim city where crime and vice are tolerated. You like crime and vice. You're very good at that kind of thing.

The year is 1629 A.H. in the Muslim calendar (that's roughly 2202 A.D. in the Christian era). It's a time that seems specially designed for a guy like you—a fun-loving, smart Algerian refugee with his brain wired to accept “moddies” (modules that let you be someone else entirely, real or fictional) and “daddies” (add-ons that give you temporary knowledge of any subject under the sun). You, Marîd, may have an added advantage. You have a special brain implant that lets you control certain of your body's functions—for all the good that might do you.

You've got a lot of friends in the Budayeen, but most of them are petty hustlers, thieves, burnt-out cases of various kinds—you know, scum. Your kind of folks. And watching everything you do is Friedlander Bey—“Papa”—who owns just about everything and everyone. . . .

Now let's see if you can get out of bed and scramble for today's meals. And stay out of the clinic—or the morgue—for one more day.

That's not too much to ask, is it?

Introduction

In *CIRCUIT'S EDGE*, you assume the role of Marîd Audran, a private investigator living in a future ghetto called the Budayeen. You will be called upon to use your deductive powers—and your moddies and daddies—to solve the various mysteries in the game.

The action in *CIRCUIT'S EDGE* takes place after *When Gravity Fails* and before *A Fire in the Sun*, two novels by George Alec Effinger featuring Marîd Audran and the Budayeen. The characters and the places are drawn directly from the novels, but the story of the game is new. See the “Guide to the Budayeen” in this *Player's Guide* for more details about Effinger's world.

Author's Note About *CIRCUIT'S EDGE*

This game is based directly on my series of books about the Budayeen, a rough, dangerous neighborhood set in some unnamed 23rd-century city in North Africa or the Middle East. I chose an Islamic background for these books because I wanted to learn more about the Muslim culture and way of life, which I found immensely fascinating.

I was flattered when I was asked by the people at Infocom to write a game set in my futuristic world and based on the main character in my novels, Marîd Audran. Since I first bought a computer three years ago, I've been a big fan of Infocom games.

I shared with my collaborators at Infocom a concern that the world of the Budayeen as depicted in my fiction is in some respects too gritty and decadent for a computer game that will be played and enjoyed by people of various ages and beliefs. Most importantly, we agreed that, in my fiction, Marid Audran often acts in very self-destructive ways, and that surely one of his worst failings is his dependency on drugs.

Neither in my novels nor in *CIRCUIT'S EDGE* am I attempting to glorify the taking of drugs, excessive use of alcohol, promiscuous sexual conduct, or the use of violence as a solution to everyday problems. As a realistic author, I depict such behavior in my books because people do act in such ways in the real world—and indeed I foresee that many kinds of vice and decadence will be more prevalent in the far-future world of the Budayeen than they are in most cultures today. However, in creating *CIRCUIT'S EDGE*, I agreed with my collaborators at Infocom that Marid Audran's use of drugs should be both downplayed and indeed punished. We agreed further that excessive violence, abusive sexuality, and other forms of vice and decadence which appear often in my books, but which might be offensive to some game players and critics, should be treated in the game with tact and respect for a broad range of tastes.

I hope that you enjoy playing *CIRCUIT'S EDGE* as much as I've enjoyed helping to create it.

— George Alec Effinger
New Orleans, Louisiana
December 1989

Loading Circuit's Edge

To load Circuit's Edge refer to the Power Hits Reference Card included in the package.

Before starting play, you'll be presented with a list of preferences. The game will try to select the preferences that suits your system. If the list is correct, select **yes**. If the list is incorrect, select **no** and go through the lists of preferences, selecting the correct settings for your graphics adapter, mouse, hard drive, floppy disk configuration, and audio system. (See your hardware documentation, if necessary.) Select **cancel** if you wish to return to DOS. The program will remember your preferences, once set.

If you accidentally enter the wrong preferences and the game does not start, you will have to re-boot your system, reload the game, and reselect your preferences.

Note: You cannot use a mouse when playing on a Tandy machine.

Controlling the Game

All *CIRCUIT'S EDGE* commands can be executed by simple key presses. There are several ways to select options via the keyboard. You select a menu by typing its first letter (for example, **I** for the Inventory menu); once you've selected a menu, you can move among the menu selections using the arrow keys or **2**, **4**, **6**, and **8** on the numeric keypad. When the menu appears, select an option by typing the number or by using the arrow keys to highlight the option you want and pressing **ENTER**.

Be sure that **NumLock** is disengaged (off) when using the numeric keypad.

You can also execute commands with a mouse. To make a selection with a mouse, move the cursor to a menu heading and click on it. Then move the mouse down the list until the option you want is highlighted and click on it.

When you're presented with a "yes/no" option, you can make your selection by pressing **Y** or **N**, by using the arrow keys or numeric keypad to select your option and pressing **ENTER**, or by clicking on your option with the mouse.

Saving and Loading Games

You must be in Marid's apartment to save a game. Select **Game Options** from the Game menu and then **Save Game**. You'll be asked if you wish to save your current position. Select **Yes** or **No** as you wish. Only one game may be saved; any future saves will overwrite the currently saved game.

You can load a game at any point inside the Budayeen by selecting **Load Game** from the Game menu. The game will ask if you really wish to load your saved game. Select **Yes** or **No** as you wish.

Exiting to DOS

To exit the game and return to DOS, select **Quit the Game** from **Game Options** under the Game menu.

Getting Right Into the Game

The game begins with several title screens and an introductory dossier sequence about the Budayeen and its inhabitants. Once the dossier begins, you can page through the screens by pressing **ENTER**. Press the **spacebar** to bypass the rest of the screens and advance directly to the game. If you wish to view these introductory screens in silence, press **M** to turn the music off. You can also turn the music on and off from the Game menu.

You start the game inside Marid's apartment.

Using the Menus

To use any of the menus along the top of the screen, type the first letter of the menu entry (for example, type **G** to call up the Game menu). To select an option from a menu, type the appropriate number (for example, typing **2** when the game options are listed toggles the sound on and off). Type the first letter of each menu and watch what happens. Do not type **E** (Exit) yet.

You can also call up menus and move through them using the numeric keypad or a mouse. Press **Enter** or the mouse button to select an option.

Exploring the Budayeen

Once you're in Marid's apartment, you'll soon receive a phone call (notice that the Talk menu blinks and you hear a ringing sound, if the sound is on). Type **T** to listen to the phone call. When the word **More** appears at the bottom of the text screen, press any key to continue the conversation.

Now type **E** to exit your apartment. In the lower right corner of the screen is a small overhead view of the Budayeen, with an arrow showing your current location. Use the arrow keys or the **2**, **4**, **6**, and **8** keys on the numeric keypad to move around. (Again, make sure that **NumLock** is OFF.)

Explore the Budayeen until you know your way around and feel comfortable with the menus. Then restart the game (from the Game menu) and start your investigations.

Screens and Maps

There are two main screen layouts in *CIRCUIT'S EDGE*: The first is used when you're inside establishments and when you're moving around the Budayeen, and the second is used during fights. The fight screen is explained under "Fighting,."

1. **Menu Bar:** You can make a menu appear by typing its first letter, by highlighting your choice with the arrow keys or numeric keypad keys or by clicking on it with the mouse. Options under each menu are chosen by typing the number and/or letter, by highlighting it and pressing **Enter**, or by clicking on it with the mouse.

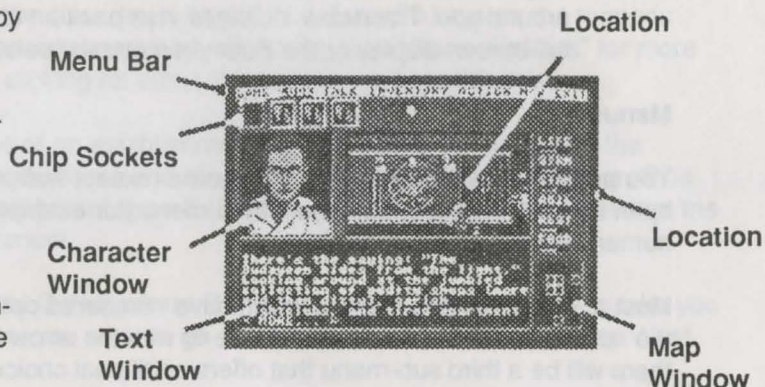
2. **Chip Sockets:** There's one moddy (personality module) socket, which is larger than the three daddy (add-on chip) sockets. You can have a maximum of one moddy and three daddies plugged in at one time.

3. **Time:** If the "Chronos 2000" daddy is chipped in, the current time is displayed.

4. **Bio-Scanner Monitor:** If the "Bio-Scanner" daddy is chipped in, the function monitors indicate Marid's general state of health (see "Health" for more details).

5. **Character Window:** Marid's face normally appears in this window, unless he's interacting with another character, whose face then appears.

6. **Location Window:** Inside an establishment, the window shows the interior and the name of the place. The scene may be scanned by using **Look** or the arrow keys (**2, 4, 6, 8** on the numeric keypad; make sure that **NumLock** is OFF). Outside, in the Budayeen, the window shows a three-dimensional view of the area ahead of you.



-
- 7. Text Window:** Conversations, descriptions of people and places, and other information appear in this window. If the word **More** appears at the bottom of the window, it means there is additional text to come; press any key to continue the text. Note that you'll sometimes have to make a "yes/no" decision based on your actions.
 - 8. Map Window:** When you're on the streets of the Budayeen, you'll see a small overhead map of the area around you. The arrow indicates your position and the direction in which you're heading. You can access a full-screen display of the Budayeen map by selecting the Map menu.

Menus

You perform most actions during the game (except walking) by using the menu bars along the top of the screen. To open a menu, type the first letter of the menu (for example, **A** for the Action menu) or select the menu with the numeric keypad or the mouse.

Most menus have sub-menus, which have numbered options. To choose an option from a sub-menu, either type the number, or select it with the mouse or with the arrow keys, then press **Enter** or the spacebar. Occasionally, there will be a third sub-menu that offers additional choices.

You can close a menu by typing **0** or selecting **Cancel**, by pressing **Esc**, or by opening another menu from the main menu bar.

The seven menus include:

Game This menu contains play controls and game options (see "Game Options").

Look Lets you look around your current location.

Talk The names of characters you can talk to, inside establishments and out, appear when you open this menu. You engage in a conversation with a character by selecting his or her name.

Inventory Objects you carry can be manipulated with this menu.

Action Lets you perform such actions as fighting, sleeping, and getting objects with the menu.

Map Shows a full-screen display of the Budayeen map.

Exit You leave an establishment by selecting this.

Movement

You move around the streets of the Budayeen using the arrow keys (or the **2**, **4**, **6**, and **8** keys on the numeric keypad). You have your choice of using relative or absolute arrows when moving (see “Game Options” for more details). You can also move around with a mouse by clicking on either the Location or Map Window.

When you move into a space adjacent to the entrance of an establishment and are facing the entrance, the location’s name will appear in the text window. When you move one more space in the same direction, you’ll be prompted to enter the establishment. To exit an establishment, type **E** (Exit) or select the Exit menu. Note that the Map Window is blank when you’re inside an establishment.

You can exit the Budayeen by moving through the East Gates, where Bill the taxi driver will be waiting to take you to your destination. Use the Talk menu to tell Bill where you want to go. Exiting the Budayeen through the West Gates takes you into the cemetery.

Note: Menus change to reflect your situation—be sure to check them when you’re unsure what to do.

Actions

Looking Around: When you enter an establishment or talk with a character, you’ll be given a description of that place or character. You can set these descriptions up to be brief or more detailed—see “Game Options” for more details.

Inside an establishment, you can select the Look menu to examine a location more thoroughly. You’ll discover important clues and objects by looking around. **Note:** You may want to look around a place more than once to make sure you didn’t miss something important.

You can look at objects in your inventory by opening the Inventory menu, selecting an object, and then choosing **Look at it**.

Talking With Characters: You can engage in conversation with characters both in establishments and on the street. When you select the Talk menu, a list of available characters appears. When you select a character to talk to, his or her description will appear (if the Brief descriptions mode is on, the description will appear only the first time you talk to the person—see “Game Options”). Then you’re given options of things to say to the character.

You can also ask characters about specific things using the **Talk about. . .** option. A message will appear in the text window, requesting that you enter what you want to ask about. Type in the name of whatever it is you want information on. If you make a mistake, use the backspace key (←) to back up and erase it.

When you wish to end a conversation, select the **End this conversation** option. You can then start a conversation with another person.

**Interacting
with Characters:**

Some characters will have objects you can buy. If the **I’d like to buy something** option appears on the Talk menu, that character has something to sell. Selecting this option shows a list of goods and their costs in kiam (the monetary unit of the Budayeen). Select the object you want to buy; the cost is automatically subtracted from the cash you carry. You can also buy something using the **Buy item** option on the Action menu.

You can also give objects to characters. From the Inventory menu, select the object you want to give. A sub-menu will appear. Select **Give it** to transfer the object to the character. You’ll be asked if you really want to give the object away. Note that you can use this option to give money to characters; select **kiam** and then type in the amount when prompted. When using this option, be very careful not to give a character the wrong object.

Some characters will be willing to buy objects from you. Select the object from the Inventory menu and then **Sell it** from the sub-menu, if this options appears. If the character is willing to buy the object, it disappears from your inventory and your kiam are increased.

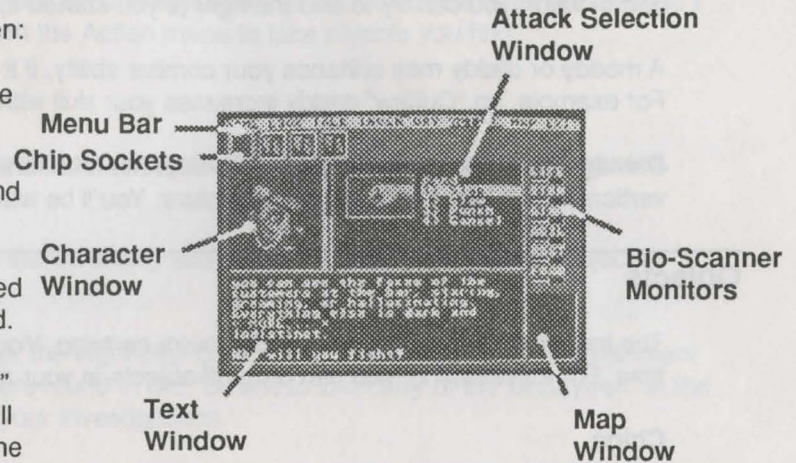
Note: You can sell an item only when conversing with a character.

Fighting

You'll sometimes be forced to fight another character, whether you want to or not. You can also decide to attack someone by selecting the **Fight** option from the Action menu; choose the person you want to fight when the list of characters appears.

The fight screen differs from the normal display screen:

1. **Menu Bar:** The menu bar is inactive until the combat is resolved.
2. **Chip Sockets:** You cannot chip moddies and daddies in or out during a fight.
3. **Time:** If the "Chronos 2000" daddy is chipped in, the current time continues to be displayed.
4. **Bio-Scanner Monitors:** If the "Bio-Scanner" daddy is chipped in, the function monitors will be reduced as Marid takes damage during the fight. The screen will turn red for a moment when Marid is hit by his opponent and damage is then recorded on the monitors.
5. **Character Window:** The character who is fighting Marid appears in this window.
6. **Opponent's Health Bar:** The vertical bar next to the Character Window shows the opponent's health level. It will continue to drop as Marid does damage to the person. When the bar reaches the bottom, the character falls dead and the fight is over.
7. **Attack Selection Window:** This window shows the weapon you're using in the fight and the attack options for the weapon.
8. **Text Window:** The course of the fight is described here.
9. **Map Window:** This window does not change during a fight.



To make an attack on your opponent, select one of the options in the Attack Selection Window. If you wish to use a weapon other than your hands, select the weapon's box or type the letter appearing under the box. The weapon will appear in Marid's hand and the options for attacking with that weapon will be shown. If discretion seems the better part of valor, you can try to end the fight (if you started it) or run away (if you were jumped).

A moddy or daddy may enhance your combat ability, if it is chipped in and you're holding an appropriate weapon. For example, an "Outlaw" daddy increases your skill with a firearm, but does nothing if you're wielding a knife.

Damage you take is shown on the Bio-Scanner Monitors (see "Health,"). Damage to an opponent is shown on the vertical health bar next to his or her picture. You'll be warned if your life functions begin to fall too low.

Objects

The Inventory menu lists the objects you're carrying. You can carry a maximum of 10 objects plus your kiam at any time. For safekeeping, you can drop off objects at your apartment.

Chips

Selecting **Chip Rack** from the Inventory menu brings up a sub-menu of things you can do with your chips. Selecting one of these options brings up a list of your chips. Moddies are noted by **M** and daddies by **D**. The list also indicates which chips are currently plugged in. When a chip is in, it appears in one of the chip sockets. You can have one moddy (personality module) and up to three daddies (information add-ons) chipped in at one time.

To pop a chip in or out, select **Chip Rack** and then the **Chip In/Out** option. If you're using a mouse, you can click on a chip in its socket to remove it, or you can click on an empty socket to bring up your chip inventory and then select a chip to pop in.

The Chip Rack sub-menu also allows you to **Use Chip Skill**, **Drop Chip**, and **Look at Chip**.

Moddies change your personality, and daddies give you temporary knowledge. When a chip is removed, the personality or knowledge disappears.

Chips will prove extremely useful throughout the game. Some improve your combat ability and your health. Some give you special talents you'll need in ferreting out clues. Others may prove useless.

Getting Objects

You can buy objects from characters by using the **I'd like to buy something** option from the Talk menu or the **Buy item** option from the Action menu. Sometimes, if you look around establishments or examine dead bodies, you'll find other objects to take. Use the **Get item** option from the Action menu to take objects you find.

Manipulating Objects

To use an object in your possession, open the Inventory menu and select the object. A sub-menu will appear. Select the **Use it** option to employ the object.

To examine an object, use the **Look at it** option from the Inventory sub-menu. You can also give an object to another character, drop it, or try to sell it.

If you're using your belt phone, you'll be asked to enter the eight digit commcode of the person or establishment you wish to contact. Commcodes for establishments are found in the "Business Directory of the Budayeen" in the back of this guide. Other numbers will appear during your investigations.

Using Automatic Bank Machines

To use an automatic bank machine, move to it as though you were entering a building. The location window will change into the bank machine. You must have your bank card with you to use the machine, and you'll be asked to type in your code: **4D424C**. You can withdraw kiam, deposit kiam, and look at your balance. Select **End Transaction** to continue play.

Health

Life in the Budayeen is harsh, so you should try to stay in good health. If you chip in the Bio-Scanner daddy, you'll see six function monitors appear on the right side of your screen: Life, Strength (**STRN**), Stamina (**STAM**), Agility (**AGIL**), Rest, and Food. You start the game with all monitors at 100%. As you suffer damage in fights or otherwise overexert yourself, your monitors go below 100%. You can improve your health by eating and sleeping and by getting treatments at the medical center. Some moddies and daddies may improve your health functions, while you have them chipped in.

Since all the real excitement in the Budayeen takes place late at night, you'll be accustomed to operating in the wee hours. Still, you will need sleep. Otherwise, you may overlook some important clues. Selecting the **Sleep** option from the Action menu allows you to get some rest—the more you sleep, the better you'll feel the next time you wake. You'll be asked how many hours you wish to sleep. You have to be in Marîd's apartment to use this option.

You will also get hungry. There are a number of restaurants in the Budayeen where you can buy food.

Gambling

There are two forms of gambling allowed in the Budayeen: roulette and baccarat. You can ask the owner to play one of these games at a gambling den.

Roulette

You select a 1, 5, or 10 kiam chip to place directly on the board or on one of the side boxes. You can place up to five chips as one bet. Select a chip by typing the letter under the value (**W**, **R**, or **Y**) or by clicking on it with a mouse. Move the chip to the board or side box, by using the numeric keypad or dragging it with the mouse. Select **Play Round** or type **P** to play. You can cancel the last chip you played by selecting **Cancel Bet** or typing **C**; you can cancel as many bets as you have on the board this way. To leave the game, select **Quit/Exit** or type **Q**.

When you play a round, the flashing box indicates where the ball is on the "wheel." The winning number flashes on the wheel and is shown in the upper right-hand box.

Baccarat

This game is similar to "Black Jack" and "Twenty-One," except that you're trying to get as close to 9 as possible. You make bets of 25 kiam increments either to win or to tie. Select **Win** or type **W** to win or **Tie** or **T** to tie. Select **Cancel Bet** or type **C** to withdraw your last bet.

Select **Play Round** or type **P** to play. You'll be dealt two cards (the bottom row); the top row is the house's hand. Ten-spots and face cards count for 0. The values of the two cards are added together; if the sum is 10 or more, 10 is subtracted from it; and the result is shown in the boxes next to the cards. You can draw another card by selecting **Draw 'Carte'** or typing **D**, or you can stand pat by selecting **Stand 'Non'** or typing **S**. An 8 or a 9 is a natural winner. If you and the house tie, neither side wins or loses money (unless you selected **Tie**, in which case you win).

Game Options

Select **Game** or type **G** to bring up the Game menu. The selections on the menu have the following effects:

Game Options Selecting this option brings up a sub-menu. When you select an option from the sub-menu, you'll usually be asked to confirm your selection. The sub-menu options are:

Save Game You can save your current position in the game with this option. However, you must be in Marid's apartment to save the game. You can have only one game position saved at a time.

Pause Game This option puts the game on hold. To resume the game, press any key.

Load Game Use this option to return to a saved game. You must be somewhere inside the Budayeen to load a saved game.

Restart Game Use this option to go back to the beginning of the game. *Do not* use this option to restore a saved game. You must be somewhere inside the Budayeen to restart the game.

Quit the Game Use this option to exit play. Make sure you select **Save Game** if you want to keep your current position before you quit (you must be in Marid's apartment to save a game).

Brief Mode This mode is set to "off" when you begin play, which means that whenever you encounter a character or enter a establishment, you'll get the full description of that person or place. Turn Brief mode "on" if you wish to have the description appear only the *first* time you enter a place or meet a person.

Arrows The game begins with the arrow keys (on the numeric keypad) set relative. Make sure you have **NumLock** OFF. You can change the arrow keys to absolute by selecting this option. The relative and absolute settings for the keypad operate as follows:

**NUMERIC
KEYPAD****RELATIVE
ARROWS****ABSOLUTE
ARROWS**

6 (→)

Turn right 90°

Face east, move east

4 (←)

Turn left 90°

Face west, move west

8 (up)

Move ahead

Face north, move north

2 (down)

Reverse direction

Face south, move south

Sound Use this option to toggle the sound on and off.

Music Use this option to toggle the music on and off. It appears only if you have a Roland or Ad Lib sound card.

Recall Events Use this option when you want to recall important conversations and observations. You can continue back through events by pressing the spacebar. You may recall up to 50 events. Pressing **Enter** or any other key after an event is fully described cancels this option.

A Guide to the Budayeen

by George Alec Effinger

Dramatis Personae

Marid Audran is somewhere in his early 30s, average in size (five feet nine inches, 150 pounds), clean shaven, with short, reddish-brown hair. Marid is half Berber and half French, and his skin is a few shades darker than the average European. He has lived on the streets by his wits most of his life, but now he's the protégé of Friedlander Bey, and he's beginning to earn a little money and live a little better.

He has a moddy plug protruding from the crown of his head, but it's often hidden when he wears a keffiyi, the white knitted skullcap of his homeland. He rarely wears the gallebeya, the long robe many Arabs wear throughout the Middle East. Marid is proud of his Western heritage, and usually dresses in jeans, boots, a work shirt, and the keffiyi (plain white). He is not very religious, and he has an addictive personality.

He has special daddies that control hypothalamic functions, so he can tune out fatigue, fear, hunger, thirst, and pain, and can boost sensory input.

Abdul-Hassan is a slender young American boy who was formerly the slave of Hassan the Shiite (in *When Gravity Fails*)—he minded Hassan's shop, sitting on a high stool in the bare store. Abdul-Hassan speaks no Arabic, although he has a moddy implant and several language daddies. His name is actually an ironic nickname, indicating that he was Hassan's in every respect except, perhaps, genetically. The rumor is that Abdul-Hassan was not born a boy. Now, he has been inherited by Saied the Half-Hajj, and he still sits on a stool in the empty shop, which now belongs to Mahmoud.

Arissa, a new girl on the club circuit, works for Chiriga. She is rather quiet and seems reluctant to build up a steady customer base. Chiri has warned Arissa that she won't last long on the circuit, and has suggested she get wired to loosen up some.

Bill the Taxi Driver has long, wild, sandy-colored hair which he hasn't cut in years, and a tangled beard that's rapidly turning gray. Bill is permanently fried on RPM, a frighteningly powerful hallucinogenic drug. Bill has occasional moments of lucidity, but he's learned to ignore them—or at least to keep functioning until they go away and he's seeing purple lizards again. He swears that RPM has opened his eyes to the hidden nature of the real world; he can see fire demons, after all, and his passengers can't.

Bill is almost Marîd's size, but more muscular. His arms are covered with blue-green tattoos, so old that they're blurred and indistinct. His skin, where it's exposed to the sun as he drives around the city, is burned a bright red. From out of his red face, his pale blue eyes stare with an insane intensity. He watches the people passing by on the sidewalk with patience, love, curiosity, and cold fear. Bill's driving is as crazy as he is.

Blanca is a dancer on the club circuit, a sexchange who used to dance at Frenchy Benoit's club. Marîd knows her well enough to say hello, but not much better.

Chiriga, better known as Chiri, owns Chiriga's, a nightclub in the Budayeen, and works behind the bar. She's a good friend of Marîd, whom she sometimes calls Bwana Marîd. Her eyes are shrewd and black, and her cheeks are patterned. She's a tall, lean, formidable woman, her black skin tattooed in the geometric designs of raised scars worn by her distant ancestors. When she smiles—which she doesn't do very often—her teeth flash disturbingly white, because she's had her canines filed to sharp points, in the manner of cannibals.

Chiri's a moddy, but she thinks of herself as a smart moddy. At work, she's always herself; she chips in her fantasies at home, where she won't bother anyone else. She doesn't have much patience with the crowd she caters to in her bar. Her philosophy is that somebody has to sell the other moddies liquor and drugs, but that doesn't mean she has to socialize with them. She drinks *tende*, a terrible-tasting East African liquor. She is about 40.

Fanya is a red-haired, hatchet-faced dancer on the club circuit. Her style of "dancing" has earned her the nickname Floor-Show Fanya, since she's more often horizontal than vertical. She drinks to excess, and sometimes she throws up on customers. She works at the Red Light Lounge.

Fatima and **Nassir** own the Red Light Lounge. Nothing but trouble ever happens there.

Greed lessens what is gathered.
- Arab proverb

Signor Ferrari owns the Blue Parrot. He wears a white suit and a red fez.

Frenchy Benoit owns the club on the Street where Yasmin dances—he fines her fifty kiam each day she comes in late, which is just about every day. Frenchy is a big man, about the size of two Marseilles enforcers, with a bushy black beard and black eyes. He spits into a cup. He doesn't drink because he has a bad stomach.

Friedlander Bey, often called Papa, is about five feet two inches tall, but weighs almost 200 pounds. He wears plain white cotton short-sleeved shirts, gray trousers, and slippers. He wears no jewelry. He has a few wisps of white hair brushed straight back on his head. Papa is very religious, and he expects others to be respectful of

religion in his presence. The powerful boss of the Budayeen and the city, he's an old-timer—more than 175 years old. He dispenses favors and punishments like someone's ancient idea of God. He owns many of the clubs, cookshops, and other establishments in the Budayeen, but he doesn't discourage competition. As they say in the Budayeen, Papa doesn't just have connections; he *is* connections.

Sometimes it seems as though vice and corruption are Friedlander Bey's main business in life, but the money that comes from vice is just pocket change to Papa. It counts for maybe five percent of his annual income. He has a much bigger concern: he sells *order*. Half the countries in the world have split up and recombined again, so that it's almost impossible to know who owns what and who lives where and who owes what taxes to whom. Friedlander Bey knows that there's got to be somebody who stays on top of it all, keeping the records straight—and that whoever does *that* will have the real power, because all the little states will need his help to keep from collapsing.

Fuad is a tall, scrawny, spindly-legged Arab who hangs around the clubs. No one likes Fuad very much, but they use him to run and fetch. He has long, dirty hair piled in a greasy pompadour on his head, and his arms are so thin that his elbows stick out like apples on a stick. He's not very bright, and he's often robbed and swindled. Marid feels sorry for him. Everyone else calls him *il-Manhous*, which means "the chronically unlucky."

Monsieur Gargotier is the owner of the Café de la Fée Blanche.

Hajjar is the police lieutenant in charge of the affairs of the Budayeen. He's a Jordanian who had a lengthy arrest record of his own before he came to the city. Ten years ago, he was an athlete, but he hasn't stayed in shape. He's about two years younger than Marid, somewhere around 30. He has thinning brown hair, and lately he's tried to grow a beard. It looks terrible, like the skin of a kiwi fruit. He looks like a mother's bad dream of a drug dealer, which is what he was in former times—when he wasn't administering the affairs of the nearby walled quarter. That's probably why he was considered untrustworthy—he was suspected of smuggling drugs and money to prisoners.

For some time Hajjar was in Friedlander Bey's pocket, even though he liked to pretend he was still his own man. Since he's been promoted and given command, though, Hajjar has gone through some startling changes. He's begun to take his work seriously, and he's cut back on his intrigues and profiteering schemes. It's not that he's suddenly discovered a sense of honor; he's just realized that he'll have to work his tail off to keep from getting fired as a crook and an incompetent. He's still not above taking a bribe or pushing a few pills if he thinks he can get away with it. Marid hates cops, and Hajjar is just the kind of cop he hates worst.

Heidi is a barmaid at the Silver Palm. She is a young German girl, very pretty, with blue eyes and blonde bangs.

Honey Pilar, the most desirable woman in the world, is the most famous of the sex-moddy stars. She's a blonde Spaniard with a voluptuous body and heavy-lidded, liquid green eyes. Her face seems to have a fragile innocence. She's 45, but looks 18.

Indihar is Egyptian, a dancer, a real girl with a real personality—one of the few people in the Budayeen who doesn't have her skull wired. Marid has known her for years. She used to work for Frenchy Benoit, but now she's in Chiri's club. When she's at work, she wears a pale peach-colored shawl that has little success in concealing her sensual body. By her own standards, Indihar is a good Muslim woman. She doesn't drink alcohol. Instead, Chiri serves her Sharab, a soft drink.

Jacques, Marid's Moroccan friend, is the token Christian in the crowd. He likes to tell people that he's three-quarters European. Jacques is strictly heterosexual, and smug about it. Nobody likes him much.

A clever man's mistake is equal to the mistakes of a thousand fools.

- Arab proverb

Jamila, a deb who works for Chiri, is a "pre-operation" transsexual who never intends to get the operation.

Janelle is a real black girl and a dancer on the club circuit. She works for Chiri. She has a famine-thin, unmodified body, is always chipped in, flounces when she dances, and sings along with the keypad track of the music. The other girls don't like her because she steals from the other dancers and cuts in on their customers.

Jo-Mama is a club owner whose bar caters to Greek seamen. She's a huge European woman, nearly six feet tall, somewhere between 300 and 400 pounds, with hair that changes color regularly—blonde, redhead, brunette, midnight black, and then a dull brown will grow out. She's a tough, strong woman, and no one causes trouble in her bar. She has no scruples about pulling out her needle gun or dagger and creating general peace all around her. She speaks in a loud, fast-talking, distracted way.

Kandy, a pre-op deb, is a dancer on the club circuit who works for Chiri on the night shift.

Laila is a scrawny, toothless, black hag with a shrill voice. She's always chipped in to some moddy, and she never stops whining. She has dry black skin as wrinkled as a raisin's, and straggly, dirty, thin white hair and yellowed eyes. Laila's not some boy you like to spend a lot of time with, but she knows her moddies. She knows more about the old, out-of-print moddies than anyone else.

Laila must have had one of the world's first experimental implants, because her brain has never worked quite right since. And the way she still abuses the technology, she should have burnt out her last gray cell years ago—she's withstood cerebral torture that would have turned anyone else into a drooling zombie.

Lily is another dancer on the club circuit, a rather pretty sexchange. She works for Chiri on the night shift.

Mahmoud, Marîd's Arab friend, is a sexchange, formerly a slim-hipped, doe-eyed dancing girl in the clubs on the Street. Now he's short, broad, and mean, like an evil djinn. These days, he runs the organized prostitution in the Budayeen for Friedlander Bey, working out of Hassan's Tourist Paradise.

Old Ibrihim is a tall, nervous, thin, white-bearded Arab who runs the Café Solace and doesn't trust Marîd or his friends. He wishes they'd go somewhere else.

Pualani is a new girl working in Chiri's. Her name means "Heavenly Flower." She's Polynesian, very pretty, and her body is perfect, small, and lithe. She has flawless skin. Her cheekbones have been emphasized with silicone, her nose straightened and made smaller, her square jaw shaved down to a cute rounded point. She has oversized breast implants and silicone rounding out her behind. Her brain is wired for daddies but not moddies. She works the early shift for Chiri.

Saied the Half-Hajj is Marîd's best friend, although he's a natural-born liar. He's tall and well-built, with a carefully trimmed mustache, rich, and strictly homosexual. His favorite moddy is of a heavy-duty, steel-belted, mean mother of a tough guy. Saied thinks it's beneath him to earn money. He likes to sit in the cafés with Marîd and Mahmoud and Jacques, all day and all evening. His teenage boyfriend, the American kid everybody calls Abdul-Hassan, goes out with older men and brings home the rent money. Saied likes to sneer a lot and wear his gallebeya cinched with a wide, black leather belt decorated with shiny chrome-steel strips and studs. The Half-Hajj is always careful of his appearance. He can make people like him whenever he wants; that talent is programmed into an add-on chip snapped into his bad-guy moddy. He's rough and dangerous, but also charming. He drinks Wild Turkey or Johnny Walker.

The Stones That Speak are Friedlander Bey's bodyguards, huge, muscular, taciturn, and imposing. Their names are Habib and Labib, and the only way you can tell them apart is that if you call one of them names, maybe one will blink. If not, it doesn't really make any difference.

Yasmin is Marîd's former girlfriend. Although she's a sexchange, Yasmin is *fully* modified, inside and out. She has a perfect body, but her long, straight, black hair is natural, and her best asset.

Fortune is with you for an hour, and against you for ten.

- Arab proverb

She has big hands and feet. She's famous for being late for just about everything. Not that she's lazy—she just loves to sleep.

Youssef, Friedlander Bey's butler, is an old Arab.

A Glossary of Slang and Common Expressions

"Come to prayer. Come to prayer. Prayer is better than sleep. Allah is Most Great!" This is the morning call to prayer of the muezzin.

"I am unable to express my thanks" is a frequent Arab expression of gratitude. Often answered by "No thanks are needed when one performs a duty," which is a frequent Arab substitute for "You're welcome."

"Ahlan wa sahlán" is Arabic for "Welcome."

"Allah is Most Great" is a frequent Islamic interjection, usually used at the end of some speech or negotiation.

"Allah yisallimak" is an Arabic reply to "Salaamtak," meaning "God keep you in peace."

"As-salaam alaykum" is Arabic for farewell, "Peace be with you."

Baksheesh is Arabic for gratuity, tip, or bribe.

Baraka is the almost magical presence possessed by certain great men. Friedlander Bey has baraka in great quantity.

Beauties is Street slang for Butaqualide HC1, powerful sleeping pills that are very illegal.

Bingara is a liquor Mar'íd likes mixed with gin and a little Rose's lime juice.

"Bismillah" is Arabic for "In the name of God."

Blue triangles is the street term for Tri-phets, a powerful amphetamine.

Boulevard il Jameel is the major north-south street running past the eastern gate of the Budayeen.

The Budayeen is the walled quarter of the city where crime is tolerated. “The Budayeen hides from the light.”

“**Business is business, action is action**” is the motto of the Budayeen.

Bwana is Swahili for mister.

Chipping in is using a moddy or daddy.

Choo is Swahili for excrement.

Cory plug. See moddy plug.

Corymbic socket is a socket at the crown of the skull into which moddies or daddies may be chipped. They are less common than the protruding plug variety of implants, but growing in popularity.

Daddy is an add-on chip that gives the wearer temporary knowledge. It is smaller than a moddy, and usually just chips into a socket on the side of a moddy or directly onto the cory plug in your skull.

Deb is the name on the Street for a pre-operation (pre-op) transvestite.

Fellahin is Arabic for peasants.

Fîq is a copper coin of small value.

“**Himmar oo ibn-himmar**” is an Arabic insult meaning “Donkey and son of a donkey!”

“**Ibn wushka!**” is an Arabic insult meaning “Son of an unclean woman!”

“**In the name of Allah, the Beneficent, the Merciful**” is a frequent Islamic interjection.

“**Inshallah**” is Arabic for “If God wills,” a frequent Islamic interjection.

Jam means to mess up, hurt, or have sex with.

“**Jambo**” is Swahili for “Hello.”

Kiam is the monetary unit of the Budayeen and city.

“Kwa heri” is Swahili for “Goodbye” (spoken to one person).

“Kwa herini ya kuonana” is Swahili for “Goodbye until we see each other again” (spoken to more than one person).

Laqbi is a wine made from date palm, drunk in poor neighborhoods.

“il-Mahroosa” is Arabic for “the guarded one,” meaning a daughter or young woman.

“Marhaba” is Arabic for “Hello,” often used to inferiors.

Moddy is a personality module, or a person wearing a personality module. A moddy is much bigger than a daddy.

Moddy and daddy bar—Chiri’s is one.

Moddy plug—also cory plug—is the hardware protruding from the skull onto which a moddy or daddy is snapped.

“Mush hayk?” is Arabic for “Is it not?”

Narjīlah is the bubbling water pipe in which tobacco and other substances are smoked.

Needle gun is a small handgun that fires flechettes, which look like they could strip the meat from the bones of an adult rhinoceros. It can alternate three sedative barbs, three iced with nerve toxin, and three explosive darts.

Paxium, a mild Valium-like tranquilizer, comes in small lavender or yellow tablets.

Qûr’an is the sacred book of Islam. The Noble Qûr’an is also called the Wise Mention of God.

RPM is the hallucinogen used by Bill the Taxi-driver. The real name of the drug is 1-ribopropylmethionine.

Sahtayn is an Arabic toast, equivalent to “Cheers!”

“Salaamtak” is a common Arabic farewell meaning “Peace be with you.” The reply is “Allah yisallimak.”

Sharâb is a non-alcoholic soft drink served to devout Muslim dancers like Indihar. It looks like champagne.

“Shukran” is Arabic for “Thank you.”

Static pistol is a sidearm that disrupts the functioning of the nerves and muscles.

The Street is the main avenue of the Budayeen, running from the eastern gate to the cemetery. Vehicular traffic is forbidden except for police cars.

Sunnies is Street slang for Sonneine, a powerful opiate painkiller. They are chalky yellow tablets.

Tende is an East African liquor, kept under the bar as private stock by Chiri. It is a truly loathsome African liquor from the Sudan or the Congo or someplace, made, Marîd suspects, from fermented yams and spadefoot toads.

Transpex is a game that lets two people with corymbic implants sit across from each other and chip into the machine’s CPU. The first player imagines a bizarre scenario in detail, and it becomes a wholly realistic environment for the second player, who’s scored on how well he adapts—or survives. Then the second player does the same for the first.

Tri-phets is slang for Tri-phetamines, futuristic amphetamines shaped like blue triangles.

Walid al-Akbar Street is perpendicular to the Boulevard il Jameel, across from the Budayeen. The police station is located here.

“Where you at?” is a common greeting in the Budayeen, sometimes shortened to “Where y’at?”

“Yas salaam!” is an Arabic exclamation of delight or dismay, roughly equivalent to “Oh, my God!”

“Tomorrow, with the apricots” is an Arabic phrase equivalent to “When pigs fly!”

Business Directory of the Budayeen

CHIRI 301LJC65

YASMIN ~~912KVL43~~
101EAL69

SAIED 182 BWM52

(1625 A.H. Edition)

PAPA 111BWS64

Business Directory of the Budayeen

(1625 A.H. Edition)

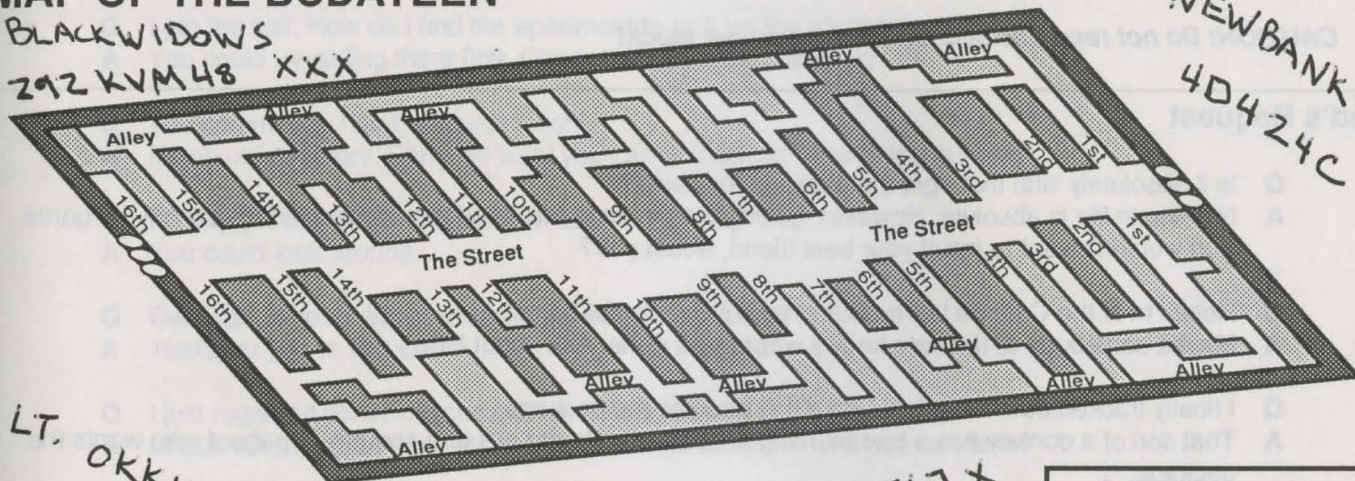
MAHMOUD ~~347XKLG~~
017JBL60

AAA Secured Loans, 1011 Street.....	555GFX67	Jewels of Morocco, 368 N. 1st St.....	419XEL51
Abu Salah's Rug Shop, 715 Street.....	014LBT52	Jo-Mama's, 521 N. 3rd St.....	415ZTF69
Ad-Dur House, 576 S. Alley.....	505QNK52		
Big Al's Old Chicago 516 Street.....	653GNE65	Kiyoshi's, 111 S. 14th St.....	551HLA69
The Blue Parrot, 214 Street.....	441GOE61	Laila's Mod Shop, 424 S. 3rd St.....	675ETN62
Bougainvillea Apartments, 402 S. 1st St.....	441GOH63	Leather Goddesses, 208 S. 1st St.....	617MAX52
Budayeen Hotel, 963 Street.....	670TRX60		
Cafe de la Fee Blanche, 277 N. 9th St.....	772XGW62	Madame Mimi's Tarot Den, 1156 Street.....	474HMG51
Cafe Solace, 202 S. 12th St.....	772XGF68	Maq-allah's Newstand, 818 Street.....	773NTE57
Chiriga's, 821 Street.....	745KBZ69	Martyrs of Democracy, 282 N. 13th St.....	774MRK62
Cold Tea, 323 S. 11th St.....	718WGG67	Medical Clinic, 271 Street.....	710BVT52
Crazy Abdul's, 666 S. Alley.....	747SRG68	The Medinah Apartments, 176 S. 16th St.....	441GZX55
		Meloul's, 127 Street.....	718HNE65
Data Security Systems, 356 N. 3rd St.....	876TGF69	Morgue, 57 Street.....	714ZNX52
Double Wisdom Acupuncture, 1467 Street.....	817UEX57	Muhammad's Glass, 529 N. 12th St.....	774TFF60
		Mustafa's Pawn Shop, 258 S. 1st St.....	775MTY69
Electroniques, 422 S. 5th St.....	981VMK60		
Elegant Rooms, 224 S. Alley.....	981ZTG52	Neural Warez, 1421 Street.....	817KTE57
The Eyes of Texas, 474 N. 1st St.....	441GRR65	New Orleans Soul and Fast Food Franchise, 532 Street.....	869UFU56
Five Pillars Apartments, 384 N. 12th St.....	441GSB51	Police Station, 7799 Walid al-Akbar St.....	911COP48
Franco's Tattoo Parlor, 1286 S. Alley.....	476MHH50		
Frenchy's Nightclub, 956 Street.....	041GVA69	The Red Light Lounge, 422 N. 7th St.....	441GEX52
Friendly's Pawn Shop, 1522 Street.....	045XGW51		
		The Sahara Apartments, 577 S. 7th St.....	441GFT57
The Gambling Den, 426 S. 5th St.....	441GTT68	Sahtayn's, 369 S. 3rd St.....	374MTR55
Gray House Apartments, 462 N. 8th St.....	441GTK61	Salah ad-Din Apartments, 400 S. 13th St.....	378TAG60
		The Scarlet Orchid, 461 N. 10th St.....	441GFV64
Han Lon's House of Hologames, 215 N. 6th St.....	270GYH59	The Sea-Ray Hotel, 124 Street.....	441GFX65
Hassan's Tourist Paradise, 725 Street.....	275LTG65	Sensory Deprivation, 234 N. 4th St.....	310LHK62
Heavenly Fragrances, 417 S. 9th St.....	217OXG51	Shimaal Mosque, 21006 Boulevard il Jameel.....	243DGE47
Hologames and More, 167 S. 13th St.....	218HZT61	Shoukri's Adult Video Holo, 334 S. 12th St.....	507EMG55
Hotel del Palazzo, 29356 Boulevard il Jameel.....	996HDP48	The Silver Palm, 509 Street.....	441GFB58
Houri's, 325 N. 16th St.....	217KBL52	The Smoke Shop, 516 N. 11th St.....	441GFF67
House of Snakes, 929 Street.....	217LXG62		
Iku Iku Bath House, 230 S. 14th St.....	377GVD62		

MAP OF THE BUDAYEEN

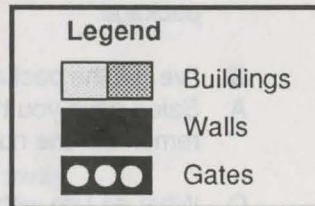
BLACKWIDOWS
292 KVM48 XXX

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LT. OKKING 396 ACE 58

ABDULAYE 742 DST 67 X



Tab, Caps & Pills, 1221 Street 478LSG67

Transpex Games, 333 S. 4th St 447GLI60

Vast Food, 277 N. 2nd St. 675MGS61

Hints and Clues

CAUTION: Do not read this section unless you get stuck!

Saied's Request

- Q** Is it absolutely vital that I get the package for Saied?
- A** Nothing in life is absolute. However, getting the package for Saied provides a clue for later in the game. You wouldn't want to insult your best friend, would you?
- Q** Help! I'm at the Cafe de la Fee Blanche, but Fuad's not here.
- A** Maybe somebody at the cafe knows where he's gone. Ask about him.
- Q** I finally tracked down Fuad, but he didn't give me the package.
- A** That son of a donkey has a bad memory. Maybe you should ask him about it—or about who wants the package.
- Q** I've got the package. Now what do I do?
- A** Saied gave you his new commcode number. Use your belt phone to call him. Recall events if you don't remember the number.
- Q** What do I do with the package when I find Saied?
- A** He's impatient for the package. Why don't you just give it to him?
- Q** What happened to the daddy he gave me?
- A** Have you checked your chip rack?
- Q** Okay, I've given Saied the package. Now what do I do?
- A** Relax. Have a drink, perhaps. Something's bound to happen sooner or later in the Budayeen.

Retrieving the Notebook

Q I got the call. How do I find the apartment to pick up the notebook.

A You could try calling there first. Check the Budayeen directory.

Q The commcode number doesn't work.

A It's an old directory. Sorry. At least you can find the address of the building.

Q I finally got to the building. Now what?

A You could look around.

Q Ow! I got jumped. Who was that guy in the apartment?

A That's for you to find out.

Q I just regained consciousness. What do I do now?

A Check out the apartment. Maybe there are some clues there you can take.

Q Great! Now I've been arrested by the police.

A Hang in there. You've got influential friends.

Q What happened to the answering machine and the holodisk?

A They're police evidence now. You'd better go talk to your "benefactor" right away.

Q I'm in the taxi, but nothing's happening.

A You have to tell the driver where you want to go. Once you reach your destination, exit the taxi.

Q I'm stuck waiting for Papa.

A Get used to it. Anyway, maybe he's available to talk now.

Q Papa's given me my orders. What do I do now?

A Papa has influence with the police. Maybe you should check out the police station. Check "Actions" when you get there.

- Q** I tried to use the police computer, but I was kicked off.
- A** You'll have to get around the police somehow. Perhaps you can find something in the Budayeen to help you—something that will make you look official when you try to use the computer. Maybe you should talk to Lt. Hajjar while you're here.
- Q** What should I ask Hajjar about?
- A** The time of day, perhaps. Seriously, do you remember what was scrawled on the wall of the apartment? Perhaps it's a name. You could also ask about the deceased. Maybe they have some of his effects at the station.
- Q** I've got the answering machine chip, but I have no way to play it.
- A** Perhaps you can find an answering machine in the Budayeen.
- Q** I can't get anything out of the attendant at the morgue.
- A** You'll need a police pass to check out the deceased's effects.
- Q** Help! I gave the pass to the attendant and he won't give it back.
- A** Don't be so anxious to give things away. Show objects to characters first.
- Q** Okay, I've got the disk. How do I view it?
- A** There's an acute shortage of portable holodisk viewers in the Budayeen. Still, there are establishments that have such viewers. Check around.
- Q** The pawn shop is closed!
- A** Establishments come and go quickly in the Budayeen. Ask around to see if anyone knows what happened to the pawn shop.
- Q** I can't understand the whole phone message.
- A** A language chip will help you translate the message. Check out the various establishments and street dealers for such chips.
- Q** I know the language chip I need, but no one seems to have it.
- A** It looks like the last one's been sold to someone in the Budayeen. Did you pay attention to what Laila told you? She's a jewel.

Q The store owner won't give me the chip I need.

A Once you complete the task he gave you, you'll get the chip. You might wish to investigate the suspect the owner described. Do you remember any distinguishing marks or characteristics?

Q What do I do now?

A You've got a number of leads to follow up on. 1) Who or what is "McDix"? 2) What is the rest of the message on the answering machine disk? 3) Where can you use the pawnshop ticket? 4) Who robbed the jeweler?

General Clues in No Particular Order

Q Where do I look for sharks in the Budayeen?

A Obviously, there's no aquarium in the Budayeen. Perhaps Franco didn't mean a shark that swims. What other kind of sharks are there? Ask other characters about the suspect.

Q Heidi didn't give me much help.

A Sure she did. Remember that in the world of the Budayeen you can change any parts of your body as you wish. The "ayes" have it.

Q Who has red hair and green eyes?

A Look around. Examine the characters and read their descriptions.

Q What do I do with half a ring?

A Find the other half. You might consider showing both halves to one of your suspects' previous employers.

Q How do I get back on the computer?

A You can use your belt phone. Of course, you'll need help connecting to the computer.

Q How do I contact the drunken American who's running around the Budayeen?

A He likes the odd pleasures afforded by the Budayeen. Check out locations where such pleasures are available. Remember that most Americans can't speak Arabic.

Q I keep running out of kiam.

A You'll be paid by certain characters for helping them. You can also give your benefactor a call. The street scum who try to mug you may in turn be mugged. If all else fails, you can go gambling. But first, be sure you have a good position saved in case you blow your bankroll.

-
- Q** A lot of characters demand bribes for their cooperation.
- A** The preferred term is “baksheesh.” Yes, they do. Dole out your kiam carefully. They’ll tell you when they’re satisfied.
- Q** How do I open the crate?
- A** It’s tied up with rope. Cut the rope.
- Q** Where do I find the black key?
- A** If you know who the right suspect is, you’ll find it in that person’s residence or shop—preferably while the person is out.
- Q** How do I break into places?
- A** Use your brains—or add-ons to your brains.
- Q** What can I do with the holo pictures I’ve taken?
- A** Frame them. Hang them on your wall. They’ll make your apartment look better. Of course, there’s no place to get the pictures developed in the Budayeen.
- Q** I’m having trouble collecting the things I need to blow something up.
- A** First, you’ll need the knowledge of someone familiar with explosives. Once you have the knowledge, you’ll be able to collect the items you need.
- Q** I can’t find the residence where one of my suspects lives. It isn’t listed in the Budayeen directory.
- A** As we said, it’s an old directory. Many numbers have changed. Perhaps some names have changed as well. Other sources of information on addresses may also be outdated.
- Q** I’m having trouble getting the earrings.
- A** The owner wants something very specific in return for the earrings. Check out the shops of the Budayeen for something the same color as the earrings.
- Q** What do I do with the bullet?
- A** Show it to people who know about firearms. They might give you useful information.

Q Do I have to rescue the person who was kidnapped?

A Yes. Besides, you'll be well rewarded. If not on earth, then in heaven—and in Papa's eyes.

Q How do I go about rescuing the kidnap victim?

A You could get the handwriting on the note analyzed, if anyone in the Budayeen could do such a thing. Since no one can, you might check the note again. Do you smell a clue here?

Q How can I show people the picture on the holodisk?

A Get a holodisk viewer. They're in short supply in the Budayeen, but there is one available—though you'll have to get a good way through the game before you find it.

Q I can't get into the establishment where the flowers I need are located.

A You'll need help. Try humming "Climb Every Mountain" until the answer comes to you. Use your brains.

Q I can't find the woman who picked up the cologne.

A How "odd" you should say that. You can ask other characters about her. Do you remember what was on the receipt?

Q The cops are after me!

A You're supposed to be an upright citizen of the Budayeen. Engaging in indiscriminate slaughter is not the way to survive in this world.

Q I think I need a weapon.

A Buy one. There's a weapons shop in the Budayeen. Also, certain freelance entrepreneurs have been known to peddle weapons.

Q Will drugs do anything for me?

A Just say no! Besides, Papa won't like it.

Q Help! It looks like a suspect has left town.

A Ask Chiri about your suspect—she's a great source of information.

- Q Do I have to leave the person who was...?
 - A Yes, you should.
- Q How do I go about...?
 - A You could get the... if you... it's...
- Q How can I show people the...?
 - A You could get the... if you... it's...
- Q I can't get into the...?
 - A You'll need help. Try...
- Q I can't find the woman who...?
 - A You could try... if you... it's...
- Q The cops are after me...?
 - A You could try... if you... it's...
- Q I can't find a...?
 - A You could try... if you... it's...
- Q Will you do anything for me?
 - A Yes, I will.
- Q Help! I need a...?
 - A You could try... if you... it's...
- Q Ask Chris about your...?
 - A Yes, I will.

Mines of Titan Command Reference Section

Loading the Game

To load a disk of Mines of Titan, refer to the Power Mac Reference Card included in the package.

Before starting to play, make sure that you have the minimum system requirements for your system; this may interfere with the proper running of the game.

To load the game correctly, first boot your computer into the system.

1. Access the TITAN directory by typing `CD TITAN` (without quotes).
2. Type `TITAN` and press `ENTER`.

Specifying a Graphics Adapter and Number of Disk Drives

Before starting play, you must choose a graphics adapter. If you have a graphics adapter you have, consult your computer manual. If you do not have a graphics adapter, other factory machines should correct their defaults. Consult your manual.

Next, type in the number of disk drives you have (1-4).

Starting a New Game or Resuming a Previously Saved Game

A menu will appear that allows you to start a new game, resume a previously saved game, or list the page. Make your selection by using the arrow keys to highlight your choice, and pressing the spacebar.

You must give names to the characters in your party after they are selected.



Mines of Titan Command Reference Section

Loading the Game

To load *Mines of Titan* refer to the Power Hits Reference Card included in the package.

Before starting to play, make sure that you have no memory-resident (or terminate and stay-resident) software on your system; this may interfere with the proper running of the game.

To load the game manually, first boot your computer with DOS, then—

1. Access the **TITAN** directory by typing **CD SCIFI/TITAN** and press **Enter**.
2. Type **TITAN** and press **ENTER**.

Specifying a Graphics Adapter and Number of Disk Drives

Before starting play, you must choose a graphics adapter for the game to support. If you're unsure which graphics adapter you have, consult your computer manual. **Tandy Graphics** is a mode for Tandy 1000 computers. Users of other Tandy machines should consult their computer manuals to determine their type of graphics adaptor.

Next, type in the number of disk drives you have. Since you are playing from a hard disk choose option 3.

Starting a New Game or Restoring a Previously Saved Game

A menu will appear that allows you to start a new game, load a saved game, see a demo of the game, or view the title page. Make your selection by typing the correct number or by using the arrow keys to highlight your choice and pressing the spacebar.

You *must* give names to the characters in your party when they are enlisted.

Controlling the Game

All *Mines of Titan* commands are executed by means of simple key presses. When you encounter a menu, move the highlighted bar up and down in the menu using the up and down arrow keys (the **8** and **2** keys on a numeric keypad,* or you may use **I** for up and **M** for down). Choose the highlighted selection by pressing the spacebar or the **ENTER** key. Note that the bar will initially highlight one selection—this is not a hint or a pre-selected choice.

On most menus, you can also make your selection by simply typing in the number you want.

Any **Yes** or **No** menu choices can be responded to with the **Y** and **N** keys, or by highlighting the appropriate response using the left and right arrow keys (the **4** and **6** keys on a numeric keypad,* or you may use **J** for left and **K** for right) and then pressing the spacebar or **ENTER**.

As long as you're not in combat, and no other menu or window is on the screen, pressing the spacebar or **ENTER** will bring up the General Options Menu (described in your *Player's Guide*).

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue game play, or to go on to the next screen, press any key.

* Be sure the **Num Lock** key is disengaged (off) when using the numeric keypad.

Movement

Depending on your computer, you control your party's movement by pressing various keys. You can use the arrow keys or letter keys for scrolling and movement. Note that movement in cities differs from movement in mines and tunnels.

<u>Letter Key/Arrow Key (Numeric Key)</u>	<u>Movement in Cities and on the Surface</u>	<u>Movement in Caves and Tunnels</u>
I/Up (8)	Ahead	Turn/move north
J/Left (4)	Turn left	Turn/move west
K/Right (6)	Turn right	Turn/move east
M/Down (8)		Turn/move south

Transferring Credits

When transferring items, you have the option of transferring credits directly from one character to another, in addition to pooling and distributing credits. You will be asked which character will transfer the credits. Type in the number of credits to transfer and select the character to receive the them.

Saving and Loading Games

Any time you can access the General Options Menu, you may save your position in the game, or load a previously saved game. The game allows you to keep a maximum of five saved games, numbered one through five, at one time. In addition, there is an automatic save game feature.

Saving Your Position

1. Select **Save Game** from the General Options Menu.
2. A menu will pop up, allowing you to choose a number from one to five (or to choose **Cancel** and return to game play). Each number is a position to which you may save your game. Select one of them. You can then give the saved game a name to help you remember where you were within the story in each saved game.
3. If you selected "Prompt Me" as your Save Map preference, you'll be asked if you wish to save the map. Answer **Yes** or **No**.
4. If you are saving to floppy disk, follow any prompts to swap disks in and out of the drive.

You can also change the name of a saved game from the **Save Game** menu.

Auto-Save

You can automatically save your position during the game if you select **Preferences** from the General Options Menu and then select **Auto Save Game**. The game will automatically be saved at various times during play—for example, after a successful combat or when exiting from a city to the surface. Each new auto-save overwrites the previously auto-saved game. You can still save your position during the game, as described in the previous section, when the auto-save feature is on.

Note that if you've lost any characters during combat, auto-save will give you the choice of saving your current position or not.

You can select the last automatically saved game by selecting **Load Game Auto Saved Game** from the Load Game menu. The auto-save feature gives you, in effect, a sixth saved game.

Restoring a Previously Saved Position

1. Select **Load Game** from the General Options Menu.
2. Select the number of a previously saved game or the auto-saved game you wish to restore, or select **Cancel** if you wish to return to game play.
3. If you have saved to floppy disk, follow any prompts to swap disks in and out of the drive.
4. The game will load, and you'll return to the spot where you saved the game.
5. If you've selected a position at which you had not previously saved a game, you'll see the message **GAME NOT SAVED**. Try loading again, selecting a position you've successfully saved.

Exiting to DOS

To exit the game and return to DOS, select **Exit to DOS** under the **Load a Game** option (from the General Options Menu, a police station, bar, lounge, restaurant, or barracks). Under **Save a Game**, select **Save Auto and Exit to DOS** if you want your current game position auto-saved before exiting.

Auto-Map Legend

Mines of Titan includes an auto-mapping feature that creates and updates maps of places you visit. Selecting **View Map** in the General Options Menu brings up this map. To return to the game, press any key.

The auto-maps of cities use icons (or letters, depending on your computer type) to differentiate establishments on Titan. The Auto Map Legend can be called up on any computer terminal during the game. The legend includes the key for the icons (or letters).

A Armory	R Repair Shop
B Bar, Lounge, Restaurant, or Barracks	S Speeder Transport Center
C Computer Center	T Combat Training Center
D Personal Development Center	U University
G Gambling Casino	W War Game Room
H Hospital	X Exit to Surface
M Mine Elevator	? Computer Terminal
O Controller's Office	! Munition Store
P Police Station	

Player's Guide to Mines of Titan

It was hard to keep my mind on what Cornelliuss Wrak, Controller of Primus, was chattering about, when my whole life was in ruins.

It was all so unfair—how little things added up. A tiny pebble no bigger than my thumbnail—a speck from the rings of Saturn!—had blown a hole in the main fuel tank as my supply ship entered the upper atmosphere of Titan. Normally, the sealant would have plugged the hole, but the feed line to the outer hull shuts down during final entry. So there I was, blowing my fuel reserves into space. What else could I do but jettison the cargo? Would they have been happier if I lost the ship *and* the mine equipment?

But they blamed me for the loss and forced me to hock my ship to pay for the equipment. My insurance company said they'll have a claims adjuster check things out as soon as possible. Probably in a year or two. Yeah. Right.

So here I am, stranded on Titan.

"You've worked with us before, Mr. Jetland," Wrak was saying as he studied my file on his monitor. "We can always use a person with your skills in our mines."

"Anything else available?" I asked. I'd become a Nomad roaming the frozen Titanian surface before I sold my soul to Paramount Mining, Inc.

"There's always free-lance bounty hunter," Wrak said with a smile, clasping his fat fingers together over his mound of stomach. "As a matter of fact, we do have rather an unusual situation here on Titan. We've lost contact with our newest project, the city of Proscenium. Because of the gravity of the matter, we Controllers are offering a handsome reward to the first party who discovers why the comm-links went down. Enough credit to reclaim your ship from customs. Sound interesting, Mr. Jetland?"

"Seems simple enough," I answered. "I'll do it." I started to rise from my chair, but Wrak's frown made me hesitate.

"If it were simple, we wouldn't be offering so large a lump of credits," he said with a sneer "You'll need assistance getting to Proscenium . . . and more than a little luck. Personally, I doubt if you have the intelligence or the intestinal fortitude to succeed. Titan is no paradise."

He reached into the drawer of his vast desk and flipped a small pamphlet at me. "A present, Mr. Jetland," he said. "Our Visitor's Guide to Titan. My last copy, I'm afraid, and a bit tattered. Welcome to Titan, Mr. Jetland, and a good hunt to you."

Leaving his office, I wondered if Wrak meant I was to be the hunter . . . or the hunted.

Introduction

Mines of Titan is a role-playing adventure set in the 22nd century on Saturn's moon, Titan. In this role-playing game, you create and control a party of characters exploring the satellite. You develop your characters by improving their natural attributes and by adding new skills. Undertaking special missions during the game allows your party to build up the credits (the monetary exchange system on Titan) they will need for training and for purchasing more powerful weapons. To win the game, you must discover why contact with the city of Proscenium has been cut off. Success depends upon competence in combat, using your characters' skills to their best advantage, and tracking down the clues to solve the mysteries of Titan.

The first part of the *Mines of Titan* section gives you information on how to play the game. The second part — "A Visitor's Guide to Titan" — provides useful tidbits about the world of the game, such as life-forms native to the satellite, maps of cities and the mines, and hints to help you along.

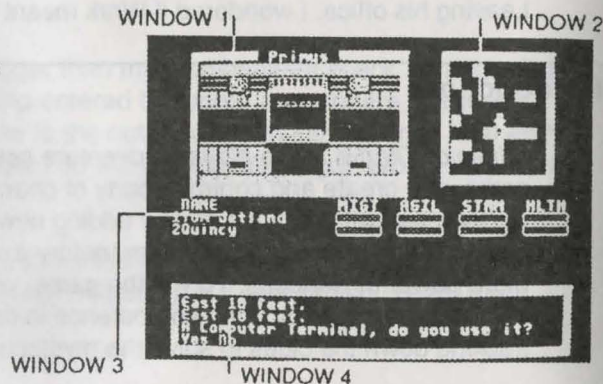
The third part of the *Mines of Titan* section is called the "Secret Dossier" section. It contains information you may discover on your own during play. **DO NOT GO TO THE "SECRET DOSSIER" SECTION (PAGE 151) UNTIL DIRECTED TO DO SO BY THE GAME!**

Maps and the Screen Layout

When your party explores a city or the moon's surface, the screen will appear as shown in diagram 1. The first window on the screen shows a three-dimensional picture of the area in front of your party. The second window shows an overhead view of the nearby surroundings. The third window lists the characters' names and uses horizontal bar slides to indicate their current conditions. The fourth window lists text messages.

The mines and tunnel systems of Titan are always depicted from an overhead point of view.

The game will automatically map the areas you visit, as described in "General Options," below.



Characters

You start off the game with Tom Jetland seeking recruits in a bar on Primus, the first city built on Titan. Not many people will want to join the party initially, but as your reputation grows, more recruits will become available. Recruits can be found in barracks, bars, restaurants, and lounges. Examine their backgrounds, interview them, and inspect their skills and attributes. A broad combination of skills and attributes is important for a successful party.

Characters gain *experience* through combat and successfully completing assignments. Gaining experience is important for improving skills and attributes. Also, *credits* (the medium of exchange on Titan) may be needed to improve a character. Credits are gained by successfully completing assignments, bounty hunting, gambling, and selling items gathered from dead foes. Bounties are listed at Police Stations and gambling occurs in Casinos.

When a character gains enough experience to raise a skill, you will be prompted with a message saying "So-and-so is eager to learn" when you inspect the character.

A dead character will remain with the party until dropped off at a police station or bar, barracks, lounge, or restaurant. You can transfer items from a dead character until he or she is dropped off.

Attributes

The characters in your party start off with certain human attributes — intelligence, strength, agility, and so forth — at various levels. The levels of these attributes are depicted, from low to high, by horizontal bar scales on the screen. These attributes can be raised in Personal Development Centers and Universities if a character has sufficient credits and experience.

Attributes Depicted at All Times

Might: A measure of a character's strength, this attribute determines what weapons he or she can carry. Stronger characters can carry heavier weapons.

Agility: A determination of accuracy and speed, agility is the most important attribute since it determines the number of moves a character receives in a turn of combat as well as the accuracy of ranged fire combat.

Stamina: How much physical punishment a character can take before performance is affected depends on his or her stamina. Once stamina is depleted, a character loses might and dexterity.

Health: This attribute is the average of a character's agility, might and stamina.

These attributes are represented on the screen by horizontal bar scales. Pay attention to the Health bar at all times. A green bar means the character is at full potential. If the bar reaches zero, the character is dead. In *Mines of Titan*, dead is dead and nothing can change this.

Attributes Determined by Inspecting a Character

Wisdom: This attribute reflects perception and intuition. Higher wisdom may give a character an edge in different situations.

Education: This is the ability of a character to learn academic skills. The level of this attribute may limit how much a character can learn in a field, such as medicine.

Charisma: This attribute indicates not only a character's good looks but also his or her charm and ability to convince others to do what is asked. It is very helpful in avoiding unwanted confrontations.

Sex: Male or female. Sex has no effect for game purposes.

Age: The current age of a character. Older characters begin with more experience than younger ones, but they usually lack the might and stamina of youth.

Skills

Characters you recruit will have different skills at different levels. For example, a recruit from the police department will have some level of skill in wearing battle armor and using handguns. Skills can be added and increased. Some, such as gambling, are increased through experience alone. Other skills can be enhanced at various places on Titan (for example, at a Combat Training Center, University, or Computer Center) if a character has the credits and is ready to learn.

While a large party is more noticeable and may attract more foes (possibly more vicious ones), its size also allows you to have “specialists” — for example, someone highly adept at medical skills or a highly trained programmer who can dig deep into the system to discover important information. A large party of inexperienced characters may often prove ineffective and may also draw unwanted attention.

The following skills can be acquired or improved:

Administration (Administ): The ability to persuade people — especially authorities — often comes in handy.

Arc Gun: This combat skill is used with weapons that spray chemicals or chemical fires in controlled arcs.

Automatic Weapon (Auto): This combat skill is used with automatic weapons.

Battle Armor (Bttl arm): A character must be trained in a variety of ways to use servo-assisted battle armor.

Blade: This combat skill is used in hand-to-hand combat with all types of blades, from switchblades to short-swords.

Cudgel: This combat skill is used in hand-to-hand combat with handheld weapons, such as bats, lead pipes, and rubber hoses.

Gambling: The better a character's gambling skill, the more he or she knows about the rules and odds of the games.

Golum: Golum armor is used mostly by elite police forces and requires special training. Each suit is specifically molded and tuned for its user.

Handgun: This combat skill determines how well a character can load, aim, and fire all types of handguns. The better the skill, the more powerful the handgun a character can carry.

Medical: With all the dangers on Titan, it's wise to have at least one character proficient in this skill. A higher skill level allows a character to purchase advanced healing items, which are particularly useful when no hospital is nearby.

Melee: This combat skill is used in hand-to-hand combat with fists.

Mining: Because Titan is a mining colony, most inhabitants have some skill in this area. Better miners may detect unsafe passages in mines and may be able to assist in cave-ins.

Programming (Program): The better a character's computer programming skills, the more he knows of computer systems and how they work—and how to hack more deeply into the system.

Rifle: This combat skill is used with all types of rifles. The better the skill, the more powerful the rifle a character can use.

Street: A character's street-wise skill is often useful in talking thugs out of combat.

Throwing: Throwing items (knives, grenades, and so forth) and projectile weapons (bows, grenades launchers, and so forth) are covered by this skill.

Items

While attributes and skills reflect a character's capabilities, *items* are equally important to a party. Each character can carry up to nine different kinds of items. Often a character can carry more than one of an item type. For example, a character may be able to carry 10 grenades as one item and then also carry eight other kinds of things. Carried items are listed on each character's summary.

Your party can also possess objects and information in addition to the items they carry. Such objects can be examined by using the Preferences menu (see "General Options" for more details).

Weapons can be bought and sold at Munitions Stores, and more powerful arms can be acquired as combat skills are raised. Vac-suits (necessary for exploring the surface) and armor are available at Armories. Repair Shops will pawn any items your characters have collected and are also excellent sources of information and gossip.

General Options

When your characters are not engaged in combat or inside a city building, you can call up the options list below by pressing the spacebar or **Enter**. The options available are:

Continue Adventuring: Exits the option menu and returns you to the game.

Inspect a Character: Calls up the character summaries that show each character's attributes, skills, credits, and items. Once a character summary has been called up, you can inspect any other character by typing his or her number (1—6).

Use an Item: Allows a character to employ an item in his or her inventory. Some items can be used only in specific situations — for example, weapons are used only in combat.

Preferences: The game can be customized as you wish through this list of preferences. Note that they apply to your whole group. The preferences offered are:

- **Exit:** Allows you to leave the group options and return to the general options list.
- **Sound On/Off:** Toggles the sound effects on or off. "Y" means your sound is on; "N" means it is off.

-
- **Combat Order:** You can change the order in which your characters enter combat. This option is also used to change your party's marching order as they move through mines and tunnel systems.
 - **Combat Speed:** Controls the speed at which combat occurs. Press the spacebar to select the options menu and then the speed from 0 (fastest) to 9 (slowest). Note that in the beginning you may wish to run combat slowly to learn battle strategy from the computer.
 - **Save Maps:** Saves maps of the areas where your party has entered. Available options are: "Always," which always saves your maps for you without prompt; "Never," which never saves any maps; and "Prompt Me," which prompts you whenever your party leaves an area or when you save a game.
 - **List Group Items:** While technically not an option, a list of objects and information picked up by your party as a group (for example, a code needed to enter the mines) can be viewed with this selection.

View Map: Shows a full-sized map of the area your party is moving through. An arrow appears on the map to indicate your party's location and their heading. Use the keyboard to scroll around this map.

Examine This Area: Allows your party to search an area up close in order to find things they might otherwise have overlooked.

Transfer Items: You use this command to move items between characters. A list appears when you select this option:

- **Transfer Items:** You will first be asked which character will transfer an item. When you select that character, his or her item list appears on the screen. You can select items individually or use the "Transfer All" option to move the complete inventory of items to another character. Once an item is selected, you can "Transfer" it to another character, "Drop" it (remove the item forever from the game), or "Cancel" the transfer.
- **Pool Credits:** Credits of all characters are pooled together and given to the character you select.
- **Distribute Credits:** All credits in your party's possession are distributed as evenly as possible among the characters.
- **Done:** All non-transferred items remain with their owner, and you're returned to the general options screen.

Save Game: Up to five game may be saved on the player's disk. Each character's current attributes and skills will be saved, as well as items, credits, and location. Maps may be saved optionally (see "Save Maps" under "Group," above). See the Reference Card for more details.

Load Game: Use this option to load a previously saved game. See the Reference Card for more details.

Combat

You select the level of complexity for combat. You can let the computer run the whole show or you can control each character's movement and target selection (this is known as tactical combat). When first playing the game, you may wish to let the computer run several combats so you can study what is involved. Eventually, you will want to take control because, even though the computer plays out battles to the best of its ability, the tactics it selects may be quite different from the ones you would select in a given situation.

Characters and their opponents act simultaneously, giving combat a life-like feel. If the computer is controlling the combat and you don't like the way it runs your characters, press the spacebar. Control of the combat will revert to you on the next turn.

Tactical Combat

When a combat situation occurs, you'll be given several options. Once your party is confronted by foes, you'll first be asked if you want tactical combat. Sometimes your party will be able to walk away from battle; other times they'll have no choice but to fight. If your party is forced to have combat, you have the option to run it as a tactical combat or to select "No," in which case the computer plays out the combat as it sees fit, using the best weapons your party possesses. You'll next be asked if you wish view the combat. If you answer "Yes," the computer plays out the whole battle for you; otherwise, it resolves the combat and skips to the conclusion.

If you decide on tactical combat, you'll be offered a number of options. A white box appears around a character (in the order in which he or she performs actions in a turn) to indicate the one to whom you are currently giving orders.

A character with a high agility level can move and use one or more weapons in the same combat turn.

Combat orders are described below:

Move: The agility level determines how far a character can move in a turn. Using the keyboard, move the white box surrounding the character to wherever you want him or her to go and then press the spacebar.

If you've selected a location your character cannot reach in one turn, the message "Too Far. Try Anyway?" will appear. You can try to have the character reach the spot anyway, and the computer will plot the course of movement over a series of turns. This option can be changed at any time. If you respond "No," you can start plotting the character's movement anew.

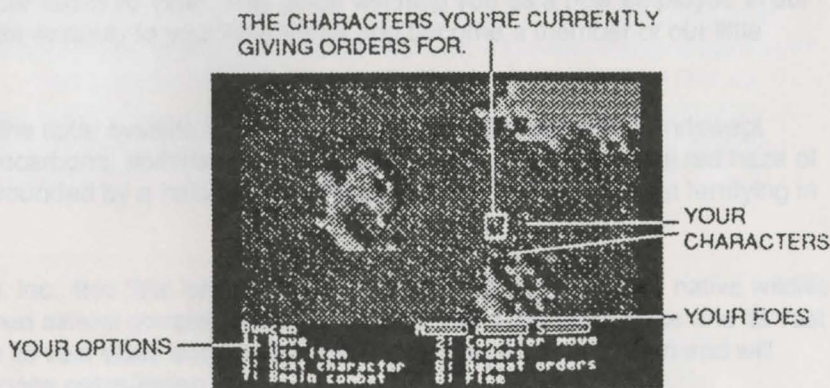
If you move the white box onto a location where a foe is standing, there will be a prompt:

- **This Spot:** Choose this option if you want the character to move to the location you selected, regardless of who is standing there.
- **This Opponent:** Choose this option if you want your character to pursue this opponent until close enough for hand-to-hand combat.

Computer Move: The computer controls the character for one turn. You can control the character on the next turn if you prefer.

Use Item: You can select a carried item (usually a weapon) the character will use. More agile characters may be able to use several items in a turn. Some items, such as armor, are always in use.

Orders: Actions you assign a character to perform in the next turn are listed in order. Unless a character is continuing an action from a previous turn (such as moving), this display will be blank at the beginning of a turn. After viewing your orders, you can choose:



-
- **Orders OK:** You're satisfied with the orders on the screen.
 - **Delete Last Order:** You want to remove one or more orders you've assigned the character, starting with the last order on the screen.
 - **New Orders:** You want to override all previous orders and assign new ones to the character.

Next Character: Once you're satisfied with the orders you've assigned a character, use this command to move to the next member of the party.

Repeat Orders: Select this option if you want the character to continue what was done in the last turn. Note that a character who has been instructed to follow and attack a dead opponent may do nothing instead.

Begin Combat: Use this command to let the fighting begin.

Flee: Discretion is sometimes the better part of valor. There are a number of fearsome opponents on Titan whom your characters may want to avoid fighting. However, there will be times when you cannot flee, much as you'd like to. When engaged in hand-to-hand combat, fleeing is nearly impossible.

Visitor's Guide to Titan



"Where humanity is our paramount concern"

Welcome to Titan!

Paramount Mining, Inc., welcomes you and your family to Titan. This guide will help you as a new employee in our company or as a visitor to adapt quickly and comfortably to your new home and become a member of our little "family."

Titan, one of the far outposts of civilization in the solar system, is still an untamed world of wonder. Windswept crimson deserts, with sand composed of hydrocarbons, dominate the landscape. Through the beautiful red haze of the atmosphere, you can glimpse the sun surrounded by a halo of methane ice crystals. Titan is almost terrifying in its primordial beauty.

Yet, under the guidance of Paramount Mining, Inc., this "last frontier" is finally being tamed. The fierce native wildlife that once threatened our settlements is confined almost completely to the surface, while the subsurface and its vast riches are now the domain of man. Titan, with its vast cities and forward-looking social plans, has been and will continue to be a model of efficient, effective space colonization.

As the human race continues to expand ever onward toward new frontiers in other solar systems, Titan will remain Sol's last stepping stone to the stars. And Paramount Mining, Inc., will remain in the vanguard of interstellar exploration, making life on new planets as safe—and productive—as it is on Titan.

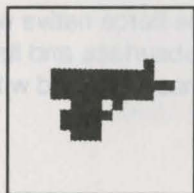
GIVE ME A BREAK! PMI SCREWED UP TITAN AND NOW THEY'LL SCREW UP OTHER PLANETS TOO!

A Brief History of Titan

The Voyager probes that flew by Titan in the late 20th century revealed a satellite just waiting to be explored. Clouded in a thick reddish-orange shroud and showing abundant hydrocarbons in the atmosphere, Titan seemed the one place in the solar system besides Earth that might support life. The first NASA landing on Titan in 2042 revealed, tragically, that life did indeed exist beyond Earth. The first reports of proto-amoeboid life-forms were greeted joyfully by scientists everywhere, and as other species were discovered in abundance, it soon became evident that Titan supported in almost as much diversity as old Earth. Unfortunately, the first astronauts were unprepared for the very large creatures roaming the Titanian ice plains—predators that made little distinction between burrowing animals and investigating scientists. O'Neill Spaceport is named in honor of the brave leader of the NASA expedition who gave his life in the cause of exploration.

The loss of that expedition almost led to the collapse of NASA. Fortunately, however, Paramount Mining, Inc., stepped forward and agreed to help underwrite the space agency. Under the aegis of Paramount Mining, NASA was revitalized, and the exploration and colonization of the solar system has continued unabated.

Titan—and, indeed, the rest of the solar system—might never have been settled except for the first NASA expedition's discovery of SOL-R-GARD™, a compressed hydrocarbon unique to this satellite. This unique material absorbs the intense radiation of solar flares and re-emits it as plain light. Despite the costs and dangers involved, Paramount Mining committed itself to developing this resource and establishing its first base on Titan. Since SOL-R-GARD is concentrated in large veins deep under the surface, it has been only natural to exploit the vast subterranean tunnel systems occurring throughout the moon.



INGRAM MA 10A1S

Round: 9 mm or .45 ACP

Barrel Length: 5.75"

Overall Length: 10.5"

Weight: 6.25 lbs.

Not only do the tunnels allow miners easier access to the SOL-R-GARD deposits, they also keep the inhabitants safe from the native Titanian predators that dominate the surface.

TRY TELLING THAT TO THE SCORADS!

The first base on Titan, Primus, was established in 2089 and quickly became the focal point for Paramount Mining's new social experiment. With its initial 95% male population, Primus was a rather rough place to live. However, Paramount Mining, as an equal opportunity employer, strongly encouraged families to emigrate to Titan. Further, with additional manpower still in demand, the Company has recently begun working with correctional facilities throughout the solar system; men and women with criminal records are welcomed to start over again, their pasts wiped clean the moment they land on Titan and sign up with Paramount Mining. The resulting mixture of rugged individualists, strong family units, and reconstructed souls has created a unique society, well adapted to life at the farthest reaches of human settlement.

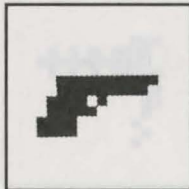
THIEVES, PIMPS AND CUT-THROATS!

The Facts on Titan

Titan is the seventh moon of Saturn, revolving around that beautiful planet at an average distance of 1,222,000 kilometers once every 15d 22h 41m. Until the O'Neill expedition actually landed on the surface, it was thought that Titan presented one face to Saturn at all times. We now know that the moon rotates twice on its axis every three orbits, so the whole surface receives some warming from sunlight (although not much).

Since Saturn circles the sun at an average distance of 1428 million kilometers, radio communications with Earth can take anywhere from about 1 hour 3 minutes to 1 hour 20 minutes in each direction. Space travel has improved considerably since early days, when it took *years* and *years* to reach Saturn. But even now it takes a minimum of six months to reach Europa station off Jupiter (when the planets are favorably aligned), while a nonstop trip to Earth still requires almost two years of travel in cryogenic suspension.

Larger than the planet Mercury, Titan has a diameter of 5120 kilometers and a surface area of approximately 82.3 million square kilometers. Yet, with its low density, Titan's gravity is only one-seventh that of Earth's.



S&W MODEL 645 AUTOMATIC

Round: .45 Caliber

Barrel Length: 5"

Overall Length: 8.7"

Weight: 37.6 oz.

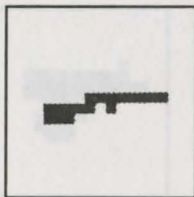
With an average surface temperature of -180 degrees Celsius (-290 degrees Fahrenheit), the Titanian atmosphere is almost 86% nitrogen, 5.7% argon, with trace constituents of hydrocyanide, cyanoacetylene and other gases. The surface pressure is about 1.6 bar, or almost one and one-half times that on Earth. If you were to spend much time on the surface (not recommended), you would see an almost continual reddish snow of complex organic compounds falling everywhere across the surface. Over geological time, this organic matter has created a surface layer several kilometers deep. The exotic organic compounds buried under the surface are more precious than diamonds, and they are the reason Paramount Mining has established its settlements on Titan.

Life on Titan

Despite its distance from the sun, Titan has a wide variety of life-forms. The basis for life on the satellite is a unique half-plant, half-animal proto-amoeboid which traps water crystals from the atmosphere and snow on the ground, converting the ice to water. These omnipresent protozoans are the primary element in a food chain that includes larger burrowing animals and omnivorous predators. All creatures on Titan longer than 20 mm have heat sensitive sensory glands that also detect water; these glands act in a similar fashion to noses in "sniffing out" food.

IMPORTANT WARNING: Humans, projecting an easily detectable heat signal even in vacuum suits, represent a huge source of water and nutrients to Titanian creatures and are subject to attack by large predators. Anyone venturing out on the satellite's surface is strongly cautioned to stay close to the elevators leading down to the cities.

A complete listing of Titanian life-forms is available from the Controller's office in your city. For your safety, we have listed the most dangerous animals found on the surface:



70P "PAPOOSE" TGT RIFLE

Round: 22LR

Barrel Length: 16.25"

Overall Length: 35.25"

Weight: 3.75 lbs.





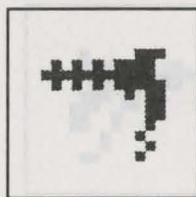
Crushers: These bipedal, land-roving creatures are from 1 to 2 meters tall and are characterized by a greenish-olive skin covered with a mat of thick, bristly hair.



Dust Worms: Brown sand-burrowing creatures between 2 and 5 meters long with a thick skin that's as hard as metal, dust worms move just below the surface, where they hunt smaller animals. Crushing blows seem to be the most effective form of attack on these creatures.



Sand Lions: These huge predators (1.5 to 2 meters at the shoulder) are covered by flat, grey scales and are distinguished by a powerful exterior mandible capable of biting a creature in half. Sand lions are the largest animals known to exist on Titan.



PARC 46-A ARC GUN

Round: 400V electric field

Barrel Length: 375 mm

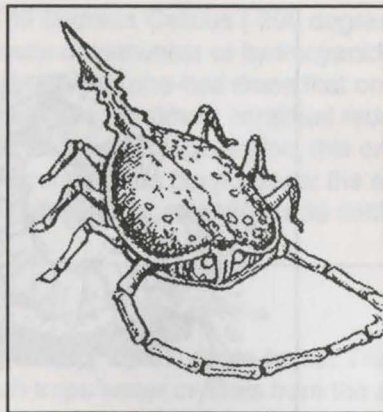
Overall Length: 412 mm

Weight: 107 g

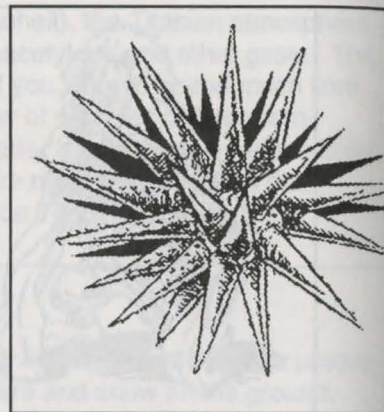




Scorads: Large animals approximately 2 meters long and 1 meter wide resembling giant purple lobsters, scorads are capable of emitting a kind of electro-neurological wave that is painful to all living things within its radius. Scorads are thought to be the most intelligent of indigenous life on Titan.

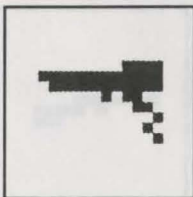


Thrasher: These amorphous creatures resemble large jellyfish and possess whiplike tentacles that have been seen to extend as far as 3 meters. The outer body is hard, but the underside is soft and porous and secretes a substance that leaves a noticeable trail.



Urchins: These echinoderm-like creatures are about 1 meter in diameter and have hard shells with long, brittle spines. The urchin's spines are poisonous and can be fired with deadly accuracy. Urchins have a ferocious nature and are rarely the victims of predators.

IMPORTANT WARNING: More deadly than native Titanian life-forms, because they are human, are "Nomads," unreconstructed criminals and disgruntled ex-miners who have adapted to life on the moon's surface. Their highly modified vac-suits convert the Titanian atmosphere into breathable air, recycle expelled water, and hold concentrated protein and vitamin supplements. Nomads are considered extremely dangerous and should be avoided.



S&W HARROWER BLASTER

Round: 2.1 mj and sonic pulse
Barrel Length: 512 mm
Overall Length: 685mm
Weight: 233 g

The Controller Is Your Friend

There are no local governments per se on Titan. Instead, each city is under the jurisdiction of a Paramount Mining Controller, who is responsible both for local mining operations and for the health and welfare of the civilian population. The Office of the Controller serves many functions on Titan: labor mediation, judiciary, human resources, mine supervision, administration, and finances. Whatever your problems or complaints, go to your local Controller's office for quick and satisfactory resolutions.

IF YOU EVER GET IN TO SEE THE JERK!

The Police Are Your Friends

The Police Department is a division of the Office of the Controller and is responsible for the safety of the civilian population. There are several police stations in every city, strategically placed so that officers can reach the scene of any emergency in just a few minutes.

Titan is currently undergoing a transition in security forces. Originally, when the first bases were established on the satellite, military forces were needed to protect the population from the Titanian predators. Now that the cities are completely underground and well protected from the surface creatures, the military is being phased out in favor of the civilian police force. We ask your patience during this period of transition.

Although disrespect for the law was once common among early settlers, attitudes have changed tremendously in recent years. However, because certain individuals—especially Nomads—persist in taking the law into their own hands, The Police Department, in conjunction with Office of the Controller, has set up a bounty system to help identify and apprehend known criminals. Information about this system may be obtained at your local police station.

IMPORTANT WARNING: Golum armor is reserved specifically for the elite police force. It is a felony for any citizen without the proper training and authorization to possess Golum armor. Remember, each suit of Golum armor is molded specifically for the user and is therefore useless to anyone else.



PTECH F-4 FLAME THROWER

Round: 65.4 nz

Barrel Length: 386 mm

Overall Length: 652 mm

Weight: 216 g



Computers and Security

Paramount Mining has established computer stations at numerous locations throughout the city. Rather than worry about cash transactions, citizens are encouraged to use the computers to record financial transactions. In addition, the computers act as a public bulletin board as well as a private mail delivery system. Once you have been given your computer code, do NOT forget it.

Paramount Mining is always looking for trained system operators ("sysops" for short), and educational courses in computer engineering and programming are available at the Computer Center in your city.

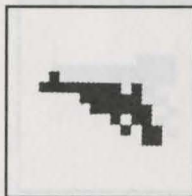
IMPORTANT WARNING: Attempting to break into the computer core ("hacking," in the vernacular) is strictly forbidden. Anyone suspected of such illegal activity is subject to arrest.

"The New Frontier"

Titan, along with many other Paramount Mining colonies, retains a strong flavor of the "spirit of the Old West." That you are willing to leave Earth indicates that you have a pioneering spirit, that you look at life as an adventure, and that you are unafraid to meet danger face-to-face. And though Titan is becoming more civilized every day, there is still room for strength of will and individual courage.

Unlike other Paramount Mining operations, citizens of Titan are allowed—even encouraged—to carry arms. Even though the cities are almost 100% safe, there is still the possibility of a Titanian creature entering a populated area. Therefore, every citizen is encouraged to buy at least one personal weapon and get trained in its use. The following weapons have been certified as legal for all citizens:

Blades: Knives, short-swords, and energy blades. Switchblades, while not forbidden, are not well received on Titan. It should be noted that knives, which can be classified as thrown weapons, are not restricted in use.



PEACEKEEPER .357 MAGNUM

Round: .357 Magnum

Barrel Length: 6"

Overall Length: 11.125"

Weight: 46 oz.



Cudgels: Bats and lead pipes are quite effective against dustworms. The use of rubber hoses is discouraged but not forbidden.

Handguns: All firearms designed to be held and fired with one hand are legal.

Missile Weapons: While not strictly illegal on Titan, use of weapons with a launching mechanism that propels an object across a distance is not encouraged. Bows and blowguns are often used by big-game hunters, but grenade launchers, which also fall in this category, are to be used only by the police and the military.

Rifles: Sports rifles, sniper rifles, and even the latest in laser carbines are allowed. Note that you may have to prove your experience and marksmanship to purchase more powerful rifles.

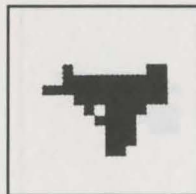
The following weapons are considered too dangerous for citizens. Special training and permits are required for these weapon types:

Arc Guns: These weapons include all those spraying chemicals or chemical fire from the barrel in semicircular arcs.

Automatic Weapons: These weapons include all those using an automatic or semiautomatic mechanism allowing rapid fire from a magazine. Uzis, model 10 rifles, and pulse lasers fall into this category.

Thrown Weapons: Weapons which can be thrown or propelled without the aid of a launching mechanism fall into this category—for example, throwing knives and grenades. (Molotov cocktails, which have been discovered on Titan, are illegal.) While technically also considered thrown weapons, hand knives do not fall into this category.

Weapons and ammunition can be purchased at the munitions shop in each city. Protective vests, vacuum suits, and body armor can be acquired at the armory. There is at least one repair shop in every city.



UZI SEMI AUTOMATIC PISTOL

Round: 9 mm or .45 acp

Barrel Length: 115 mm

Overall Length: 240 mm

Weight: 1.73 kg

IMPORTANT WARNING: Visitors are requested not to travel on Titan's surface unless well-armed and trained in advance combat techniques. Because of the lack of oxygen on the surface, normal explosive Earth weapons are useless on Titan. All Titanian firearms use special oxidizer bullets.

1001 Friends and Amusements Await You

To truly make Titan feel more like home, Paramount Mining has helped establish many restaurants, cocktail lounges, and amusement centers in every city. These establishments are open 24 hours every day.

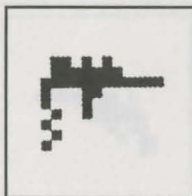
If this is your first visit to Titan, you will easily be able to make new friends. Most Titanians are gregarious and eager to meet new people, and in social situations will they will be more than willing to talk about their life experiences. You are warmly invited to visit the police stations, Controller's offices, military barracks, and computer centers at any time.

Gambling is permitted on Titan, but only in two forms: slot machines and Keno. There is a strict 20 credit limit on all bets. If you have never gambled before, here are the simple rules to the games:

Slot Machines: The easiest thing in the world! Just place your bet, from 1 to 20 credits, and pull the handle. Printed on every machine are the winning combinations and the payoffs. Enjoy!

Keno: A little trickier, but what payoffs! After placing your bet, you select 1 to 7 numbers on the Keno table. The computer selects 20 winning numbers. If half the numbers you selected (or more) are among the winning numbers, you win! The more winning numbers you select, the higher your payoff! The Keno board you as to the payoffs for each selected bet.

QUIT WHILE YOU'RE AHEAD!



PTECH L-14 LASER CARBINE

Round: 1.25 megajoule pulse

Barrel Length: 410 mm

Overall Length: 620 mm

Weight: 175 g

A Strong Mind and a Healthy Body

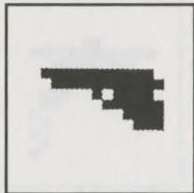
Paramount Mining cares about your personal development. Each city of Titan is required by charter to set up a university where all citizens may enroll in courses. The more fully developed a person you become, the higher you will rise within the organization of Paramount Mining, Inc. Each course in each field of study uses Paramount Mining's patented DYNA-CRAM™ learning system; what used to take months of study at a university on Earth can now be compressed and taught (with 95% retention rate) in just a few hours via DYNA-CRAM.

Employees of Paramount Mining are eligible for special discounts. However, all new students will be welcomed, although each course will require payment in credits. It should be noted that a student may be denied enrollment in certain courses until prerequisites are met.

Personal development centers are also available. Here you can keep your body in shape. Because gravity on Titan is only one-seventh that of Earth, newcomers especially should force themselves into a strict regimen of physical exercise to maintain muscle tone and overall vigor. These centers are free for all employees of Paramount Mining; visitors must pay a fee to use this equipment.

It is strongly recommended that all people—employees and visitors—practice and improve their skills with weapons at a combat training center. A nominal fee covers basic expenses. Experienced marksmen—particularly prospective employees in the military or the police force—will be allowed to train with weapons not normally permitted to Titanian citizens.

IMPORTANT WARNING: Only citizens with Controller Agents status are permitted to use war game rooms. The simulations in the war room are extremely dangerous because they are as realistic as possible. Contact your local Controller's Office for details on acquiring agent status.



BERETTA MODEL SB-92F

Round: 9 mm

Barrel Length: 4.92"

Overall Length: 8.54"

Weight: 34 oz.



In Case of a Medical Emergency

Hospitals are located at several strategic locations in every city on Titan. Medical treatments and supplies are available at hospitals for a nominal fee.

In addition, since the need for trained medical personnel is so great, each hospital offers medical training to all citizens of Titan. Trained individuals are permitted to purchase advanced medical supplies at hospitals.

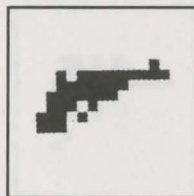
Setting Up House

New employees of Paramount Mining are assigned housing during contract negotiations. Visitors must find their own quarters since living space is at a premium in each city.

After arriving at O'Neill Spaceport, newcomers are whisked via speeder transport to the Office of the Controller in Primus for customs inspection. Paramount Mining employees receive a speeder pass good for one week's free travel; visitors must purchase passes as needed. The speeders should be used for all surface travel on Titan because they are safe.

Interplanetary travel is, as everyone knows, very expensive and therefore quite limited. Visitors should confirm their return tickets immediately upon arrival on Titan; if a ticket is not used at the scheduled time, it becomes null and void, and another ticket must be purchased at full price, subject to availability. Employees whose full-term contracts have been completed will be allowed to purchase off-world passage tickets at half price; employees who break their contracts will have to purchase full-price tickets and wait until space is available on a transport.

If this is your first visit to Titan, you may wish to visit all four cities. Until the speeder extension to Proscenium is completed, however, travel to that city is extremely limited. It should be noted that all cities on Titan are built in former mining shafts, and therefore their layouts may seem odd. The older cities of Primus, Progeny and Parallax



S&W MODEL .44 MAGNUM

Round: .44 Magnum

Barrel Length: 10.625"

Overall Length: 16"

Weight: 53.2

may seem particularly disjointed to first-time visitors because of their helter-skelter construction. The Joint Office of Controllers is currently considering plans to make the layout of the new city of Proscenium much more regular.

Primus: This is the first city constructed on Titan and is the pride and joy of Paramount Mining, Inc. Despite heavy criticism from Earth's leaders as to the dangers of indigenous life-forms, the company proved that a city could not only be built on Titan but could also be made almost 100% secure. This city in particular retains much of the pioneer spirit of its original settlers.

SECURE FROM CRITTERS BUT NOT FROM HUMAN PREDATORS!

Progeny: Established after Primus, Progeny now has the highest population rate of the three complete cities. Its large police force and better-organized layout make this city the safest on Titan.

SAFE IS A RELATIVE TERM!

Parallax: Here the spirit of the "Old West" is still very much alive. The newest of the completed Titanian cities, Parallax is still expanding. As it is the current "frontier" of Titan, there is a certain danger in living here. Paramount Mining is beefing up the police and military forces in this area to make it secure for families.

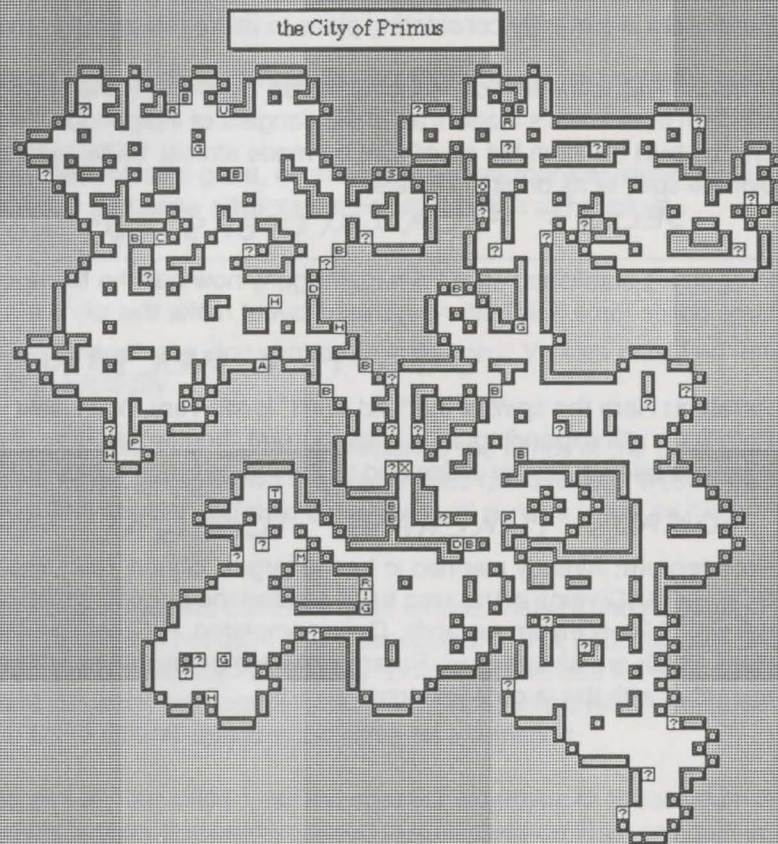
NOMADS PURCHASE ILLEGAL FOOD AND ARMS HERE!

Proscenium: Already planned to be the largest city on Titan, Proscenium is still in the outpost stage. The extensive SOL-R-GARD veins in the area have created the largest mining operation on Titan, and as veins are exhausted, the city of Proscenium expands. Once completed, Proscenium will be a multi-level wonder, unlike the other Titanian cities which are all one level. Paramount mining employees who agree to work in the Proscenium mines will be rewarded with the largest apartments.



HK 790 MASTER PISTOL
Round: .85 megajoule pulse
Barrel Length: 6"
Overall Length: 7.3"
Weight: 28 oz.

City Map of Primus

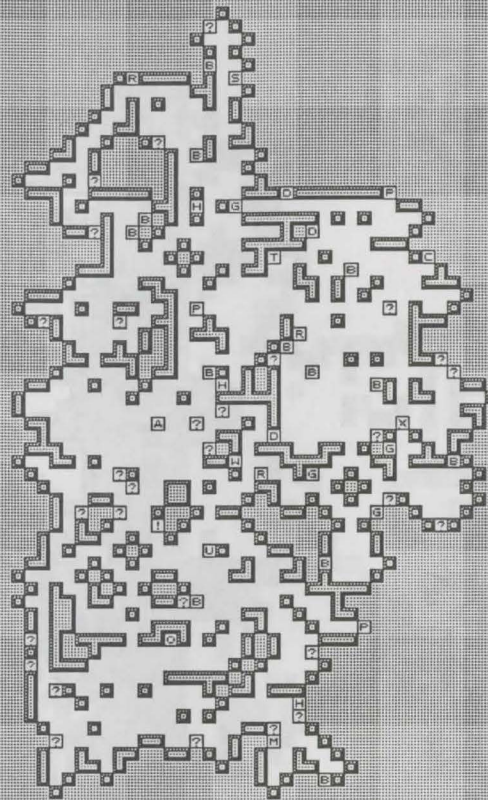


Legend

- | | |
|----------------------------|-------------------------|
| ? - Computer Terminal | M - Mine Shaft |
| ! - Munitions Shop | O - Controller's Office |
| A - Armory | P - Police Station |
| B - Bars, Lounges, Etc. | R - Repair Shop |
| C - Computer Center | S - Speeder Transport |
| D - Personal Development | T - Combat Training |
| G - Gambling Establishment | U - University |
| H - Hospital | W - War Games Room |
| | X - Exit to Surface |

City Map of Progeny

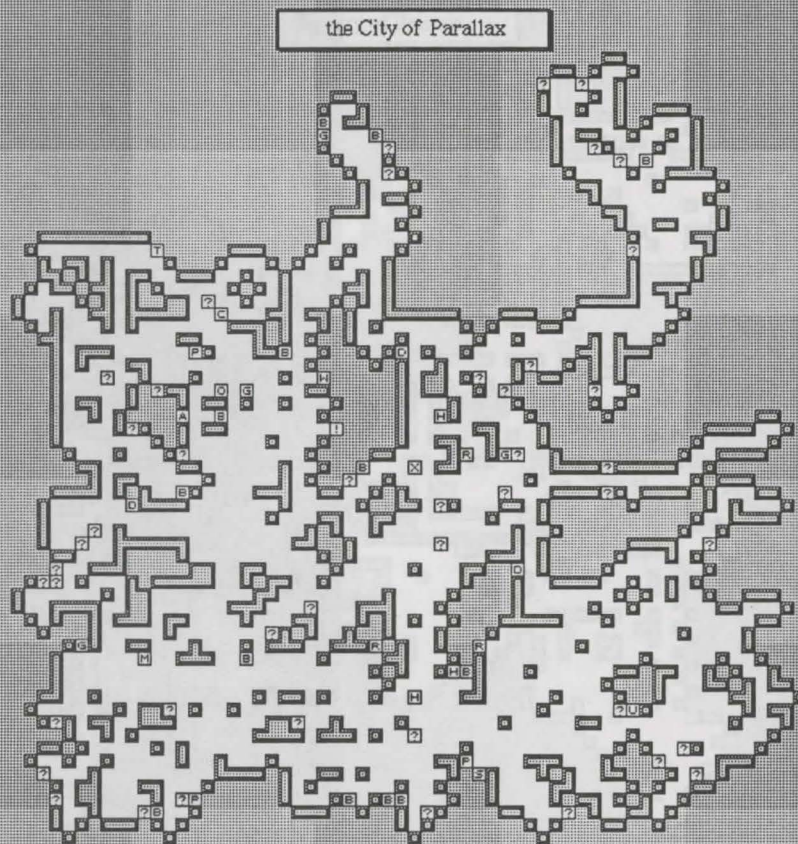
the City of Progeny



Legend

- | | |
|----------------------------|-------------------------|
| ? - Computer Terminal | M - Mine Shaft |
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| H - Hospital | W - War Games Room |
| | X - Exit to Surface |

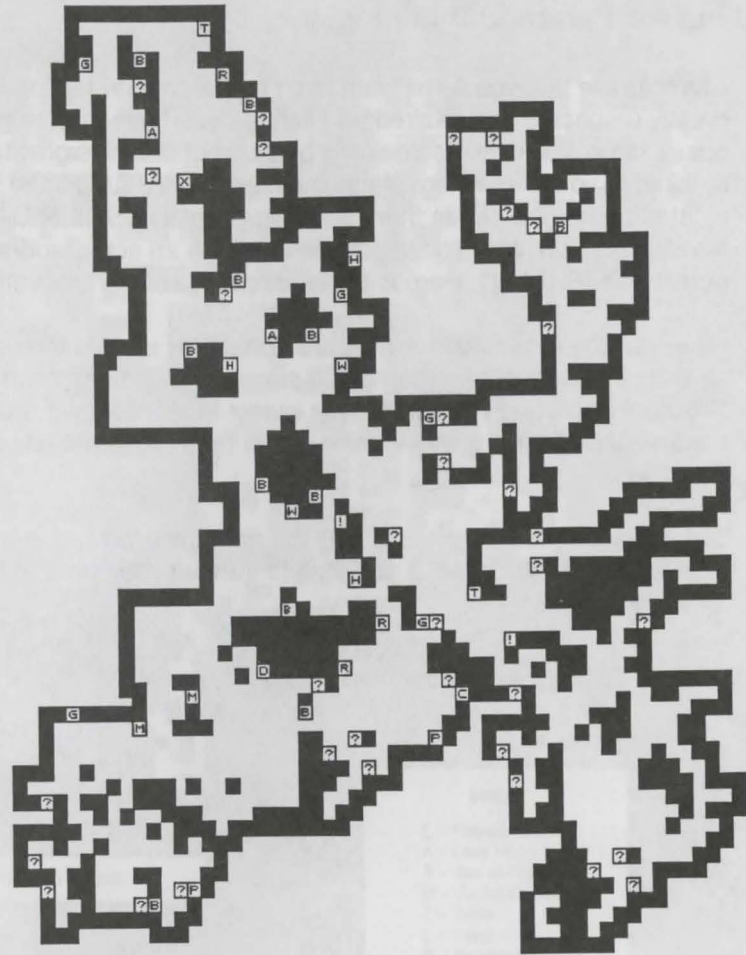
City Map of Parallax



Legend

- | | |
|----------------------------|-------------------------|
| ? - Computer Terminal | M - Mine Shaft |
| ! - Munitions Shop | O - Controller's Office |
| A - Armory | P - Police Station |
| B - Bars, Lounges, Etc. | R - Repair Shop |
| C - Computer Center | S - Speeder Transport |
| D - Personal Development | T - Combat Training |
| G - Gambling Establishment | U - University |
| H - Hospital | W - War Games Room |
| | X - Exit to Surface |

City Map of Proscenium



Legend

? Computer Terminal	G Gambling Establishment	R Repair Shop
! Munitions Shop	H Hospital	S Speeder Transport
A Armory	M Mine Shaft	T Combat Training
B Bars, Lounges, Etc.	O Controller's Office	U University
C Computer Center	P Police Station	W War Games Room
D Personal Development		X Exit to Surface

Working for Paramount Mining, Inc.

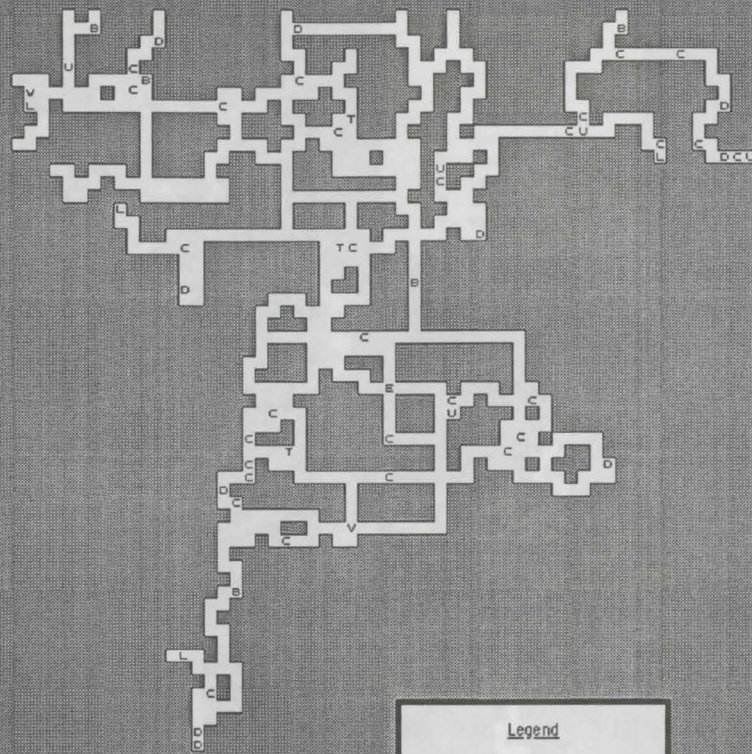
Chances are that you have been hired by Paramount Mining for your skills as a miner. Highly trained personnel are greatly respected and desired on Titan. As you have probably been warned, mining SOL-R-GARD can be dangerous. Titan is still active tectonically because of Saturn's gravitational pull. The internal heating of the satellite has resulted in volcanos where plates overlap and are subducted, and these are the very spots where SOL-R-GARD is most often formed. While there are still undepleted SOL-R-GARD deposits under the three older cities of Titan, the new Proscenium mine, situated as it is astride an active sub-surface fault, has provided the richest loads of the purest SOL-R-GARD. Here is the leading edge of Paramount Mining's technological innovation.

However, the Proscenium mines are apparently more dangerous than the others. There is always the threat of lava seeping into a shaft or superheated steam venting unexpectedly. Still, if you examine the safety record of Proscenium mines, you will find the lowest fatality rate yet recorded on Titan. Highly tuned sensors have mapped the area thoroughly, allowing mine shafts (and the future city of Proscenium itself) to be dug far away from active fault lines.

Still, Paramount Mining recognizes the risks involved and is willing to pay miners who work in Proscenium almost double the standard rate. If you wish to transfer your skills to Proscenium, contact your local Office of the Controller for more details.

WORKING PROSCENIUM
IS SUICIDE!

Map of Primus Mine

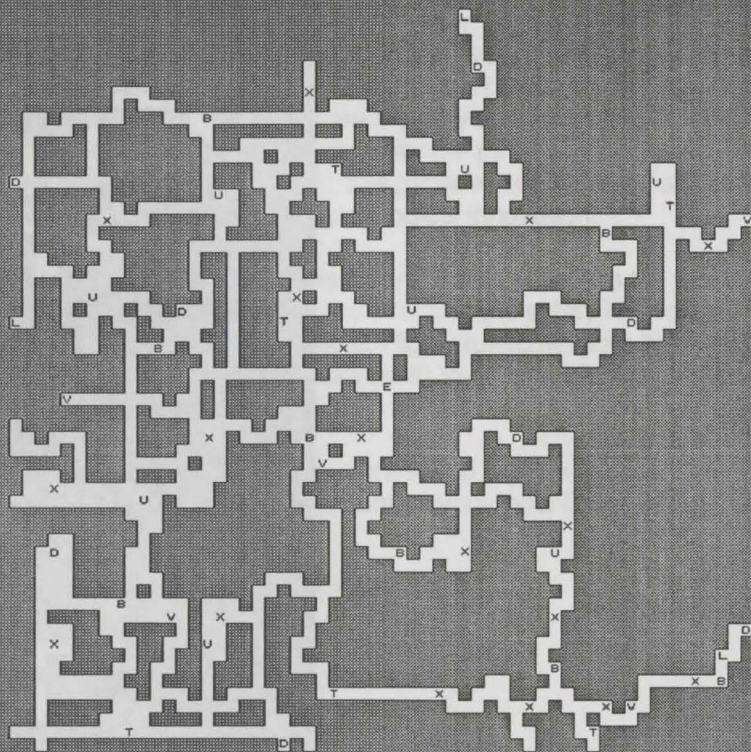


Primus Mine

Legend

- E - Elevator Shaft
- X - Cave In
- D - Box of Dynamite
- U - Useless Items
- T - Tools
- L - Laser
- B - Bandages
- Y - Vac Suit

Map of Progeny Mine



Legend

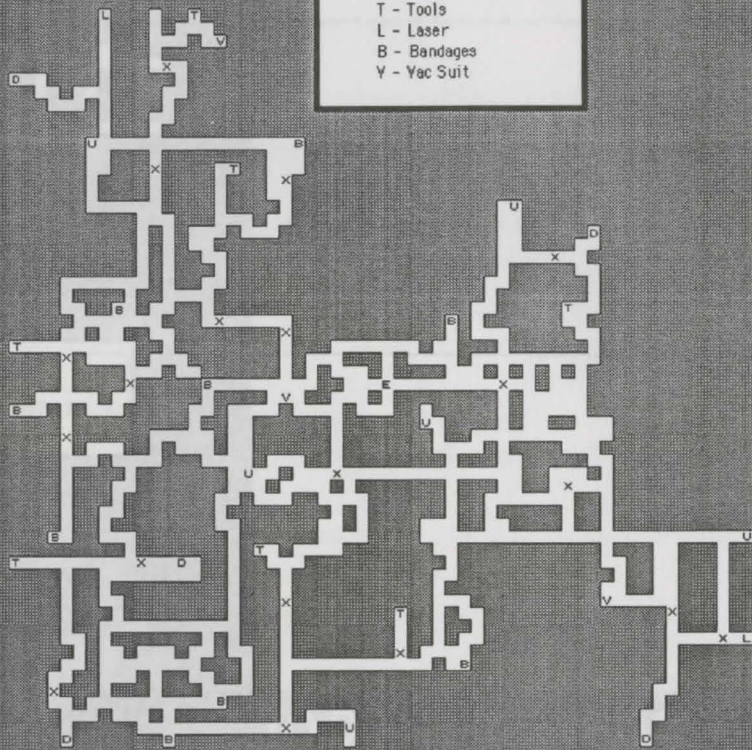
- E - Elevator Shaft
- X - Cave In
- D - Box of Dynamite
- U - Useless Items
- T - Tools
- L - Laser
- B - Bandages
- V - Yac Suit

Progeny Mine

Map of Parallax Mine

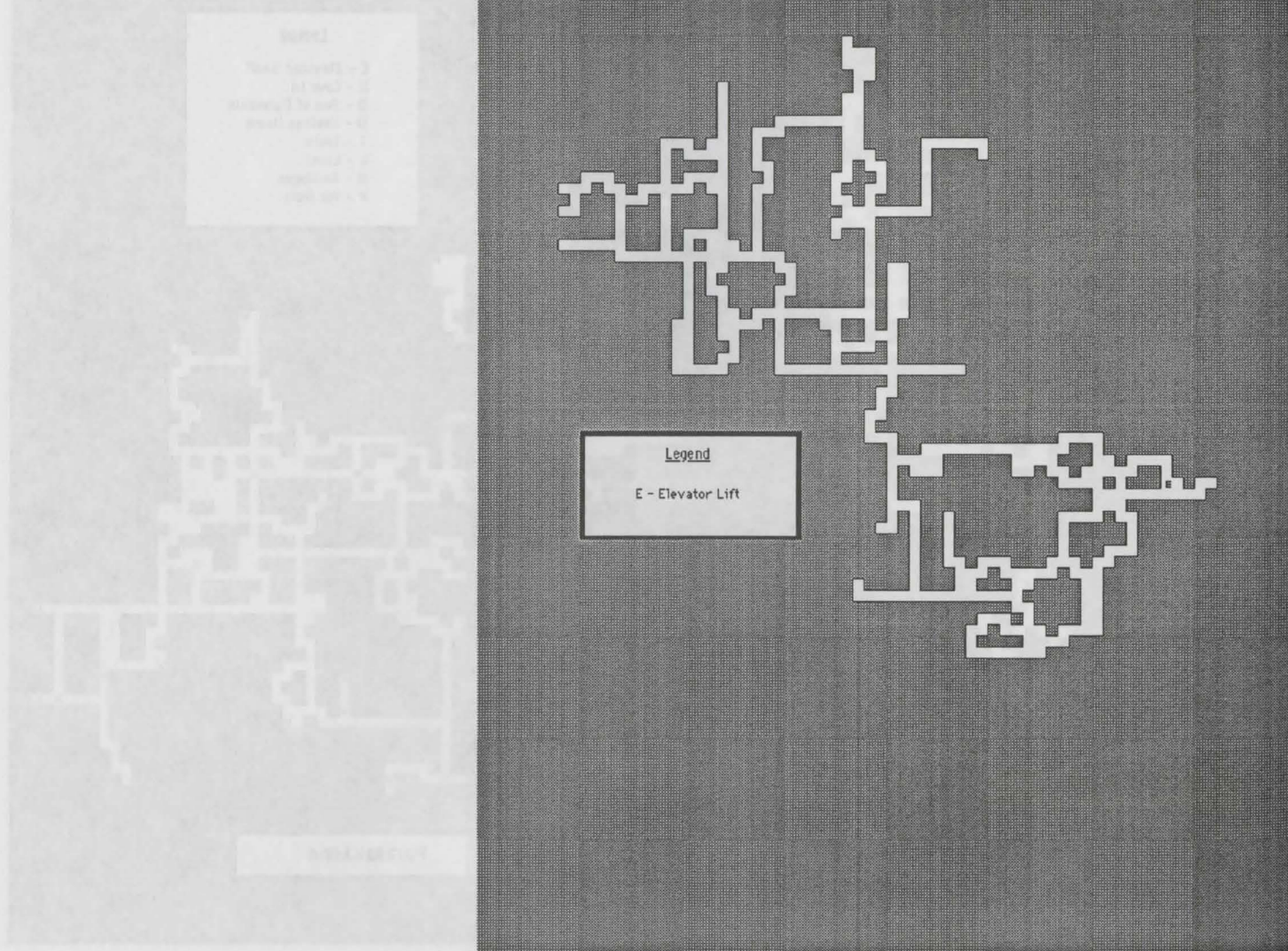
Legend

- E - Elevator Shaft
- X - Cave In
- D - Box of Dynamite
- U - Useless Items
- T - Tools
- L - Laser
- B - Bandages
- Y - Yac Suit



Parallax Mine

Map of Proscenium Mine



DO NOT READ PAST THIS PAGE UNTIL INSTRUCTED TO DO SO IN THE GAME

“Secret Dossier”

Components of Dossier

1. Telegram to Cornelius Wrak
2. Minutes of Joint Controllers Meeting
3. Letter from Paramount Mining President
4. Dissection of Titanian
5. Cave 1 under Primus and 2 “new” creatures
6. Cave 2 under Primus and 3 “new” creatures



Joint Office of the Controllers
Paramount Mining, Inc.
Titan

WARNING!

**DO NOT
OPEN**

UNTIL INSTRUCTED TO DO SO IN THE GAME

ATTN Controller Computer: FYEO hard copy.....
DATE 06/02/61, 1321.....
CMD: Print copy, erase core memory, execute.....

CORE MEMORY LIST: CMP

ATTN Cornelius Wrak, Controller Primus
DATE 05/28/61, 0421.....
PNT: communications with proscenium completely lost at 0215 STOP
review last message soonest STOP

ATTN Cornelius Wrak, Controller Primus
DATE 05/28/61, 0436.....
PNT: read and deep bury proscenium last message STOP
“.....anyone?safety barrier breachedmonsters, never seensend helpcomm-link invadedhelp, help, help...” STOP
your opinions? STOP

ATTN Cornelius Wrak, Controller Primus
DATE 05/28/61, 0730
PNT: police recon squad dispatched proscenium as advised STOP communications still down there STOP squad arrives in 2 hours STOP
will advise on progress STOP recommend deep bury this and all correspondence re proscenium STOP

ATTN Cornelius Wrak, Controller Primus
DATE 05/28/61, 1112
PNT: deep trouble at proscenium STOP recon squad wiped out STOP transceiver messages filled with panic buttons by cops STOP
'monsters and mutants', 'pouring out of tunnels', 'stacking human bodies like logs' STOP what is happening here? STOP

ATTN Cornelius Wrak, Controller Primus
DATE 05/28/61, 1554
PNT: confirm joint controllers meeting STOP primus 5/29 0700 STOP will bring all materials on proscenium for review STOP
suggestion to deep bury all proscenium panic transmits has been implemented STOP cover story of satellite cable breakdown inserted to
network via my sysops STOP must receive advise from paramount hq, geneva, by meeting STOP



PARAMOUNT MINING, INC.
Joint Offices of the Controllers
Progeny, Titan

Summary of Joint Controllers Meeting: 5/29/61, 0700-1300

- 1) Combined infopaks from all Controller offices were mashed through computer central in search of unusual events in and around Proscenium recently. Initial search proved inconclusive.
- 2) Recovery and analysis of infopaks from office of Hal Yu, Controller of Proscenium, were finally accomplished via Paramount HQ's override of deep core security. Sifting after mash produced the following relevant points:

A. A large tunnel complex 6 kilometers SSE of Proscenium's Alpha Adit was discovered 5/13/61 by miners. From their report to Controller Yu: "The walls of the tunnel were quite smooth, almost as if manufactured, and there was a logical layout to the tunnels that must have been created by someone — or something — intelligent. We began mapping the tunnels as best we could. There are many levels and they seem to go on forever. After three hours of exploration, we entered a large room where we encountered an unknown Titanian creature. The thing was huge, about 4 meters high by 3 meters wide and deep. It seemed to vibrate as we drew near, but did not otherwise move. We had little time to explore the creature because we all began suffering massive headaches that throbbed in time with the creature's vibrations. Sketches of the tunnel system were lost during hasty retreat."

B. Beginning the day after the discovery of the tunnel complex, Proscenium miners began to report sightings of new Titanian lifeforms. According to Controller Yu's infopaks, these new creatures were unlike any encountered before. All were discovered to be predators and were quite difficult to kill. Several more sketches of these new creatures were scanned into Yu's report to Paramount HQ. It was noted that this report was not made available to the other Controllers.

-
- 3) With the approval of Paramount HQ, the Controllers were granted access to the private infopaks of all citizens and visitors on Titan. In particular, they sought all maps of caves and tunnels not recorded in the central core. Only one such map was located: a rather extensive cave system near Primus, drawn by a spelunker. Several unknown species have been sketched on the rough maps.
 - 4) A search for descriptions of rare Titanian creatures turned up the enclosed medical report, describing the autopsy of a "jelly balloon." Controller Wrak of Primus pointed out that no further sightings of this creature had been made since the autopsy. The doctor's final speculation that this creature might be capable of intelligence was forwarded to Paramount Mining HQ, Geneva, for further evaluation.
 - 5) As a stop-gap measure to control panic among the population, the Joint Controllers issued a statement that all communications with Proscenium had mysteriously stopped.
 - 6) The Joint Controllers decided to pass on all information gathered to the office of the President of Paramount Mining, Inc. Transfer of data was accomplished by coded radio communications.
 - 7) The Joint Controllers recessed until new orders are received from the company headquarters.



"Where humanity is our paramount concern"

Paramount Mining, Inc.
Geneva Headquarters
The Office of the President
486 Paramount Way, Geneva, Switzerland

31 May 2261

You Idiots!

Of course those "jelly balloons" are intelligent! Our biolabs ran a simple Shoenfeld Test on the information you supplied us and came up with a 73% probability that the creature you chopped up is sapient! Why didn't you morons perform your own test?

Also 100% probable, in my opinion, is that native Titanians don't take lightly to having one of their own minced up by barbarians like us. Perhaps by now it's penetrated your thick skulls that the Titanians are responsible for the "mutants and monsters" that destroyed Proscenium! That big creature-thing found in the tunnel complex near Proscenium may be the cause. Our brave human "colonists" are going to be decimated by the Titanian "natives" protecting their homelands.

This is a public relations nightmare! The Second United Nations have been after us for years to "spread our assets among the Fourth World Nations." Now you've handed every one of our enemies, competitors and rivals a stick to beat us into the ground! Titan — and SOL-R-GARD — are lost to us!

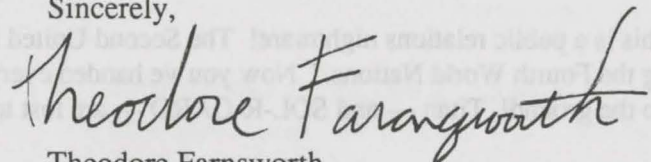
Well, it's time to form our own circle of wagons and cut bait while there's time. As much as I'd love to leave you idiots there to stew in your own juices, it's more important to save the reputation and future of Paramount Mining, and that means I've got to bail you out.

Here's exactly what you are to do:

1. Download the computer core onto disks and get them aboard the fastest transport you can find. Forward the disks to Geneva headquarters. All other Paramount Mining, Inc. files and company records must be saved. I hereby give you permission to commandeer every form of space transport on Titan for this purpose.
2. Destroy all physical evidence you've gathered. There must not be a shred remaining to connect us with this disaster. Cornie Wrak, my dear nephew, I'm warning you especially, because your memory lapses have been so notable in the past.
3. Shut down all mining operations on Titan. Perhaps we can at least delay another disaster this way.
4. To avert suspicion from us, offer a reward to the first man to discover why communications went down with Proscenium. Thank heavens, the speeder system to Proscenium was not yet operational when this disaster occurred. You might get one or two fools brave enough to walk to Proscenium from Parallax, but they won't come back. This should buy us time.
5. As much as I would like to order the general evacuation of Titan, it is simply not possible. Saturn is in a poor position in its orbit relative to our other bases, and so transport ships will be few and far between for the next 18 months. I suppose, for the sake of the Paramount Mining chain of command, I'll have to allow you clowns off Titan with the company files ... much as I'd love to let you suffer the same fate as those innocent civilians. Ceres station will be alerted of your expected arrival in five months.

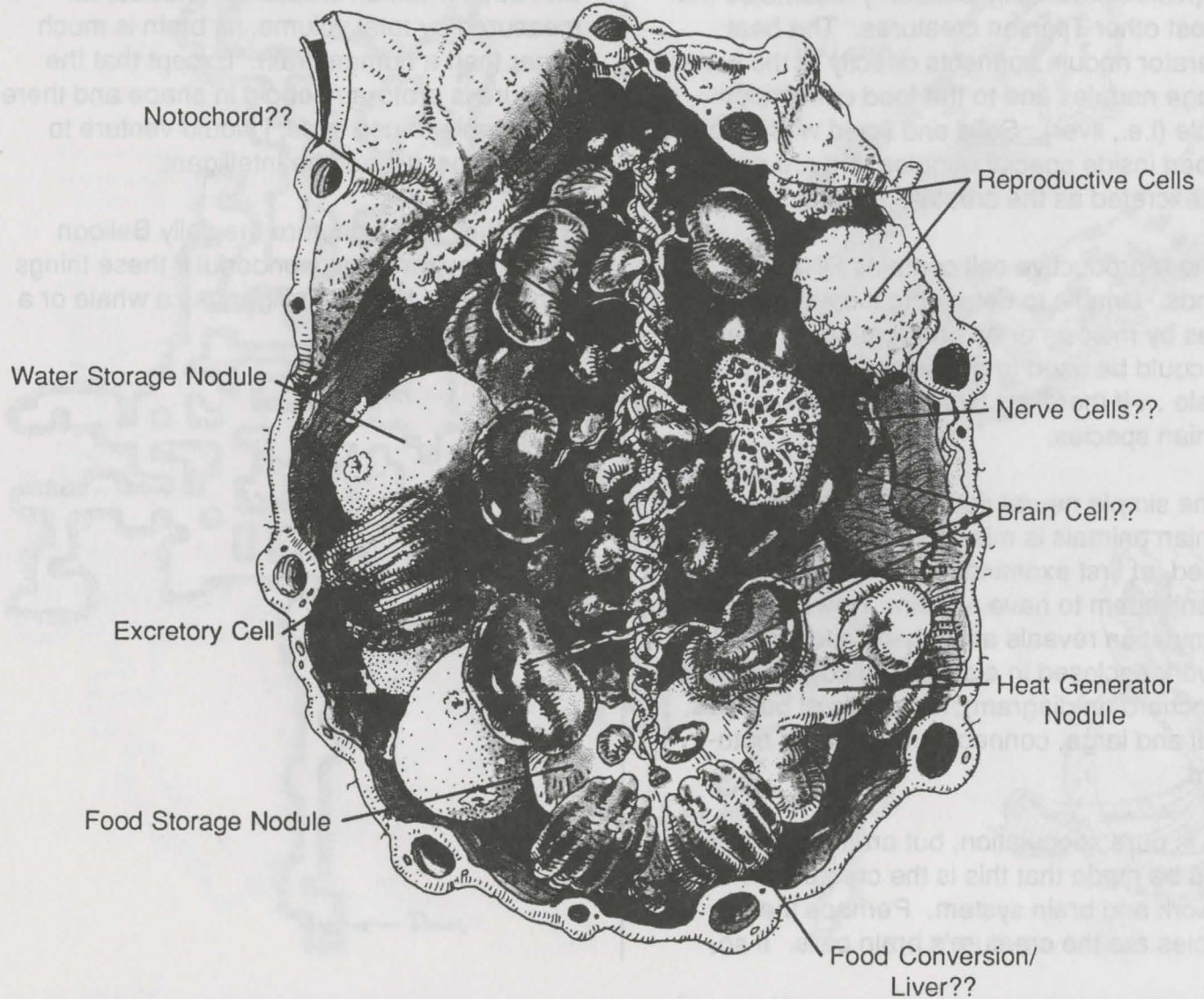
I want you off Titan in three days. Get cracking!

Sincerely,



Theodore Farnsworth
President

DISSECTION REPORT



1. The digestive system of this unknown creature (nicknamed “Jelly Balloon”) resembles that of most other Titanian creatures. The heat generator nodule connects directly to the water storage nodules and to the food conversion nodule (i.e., liver). Solid and liquid wastes are trapped inside special bubbles and are probably excreted as the creature moves.

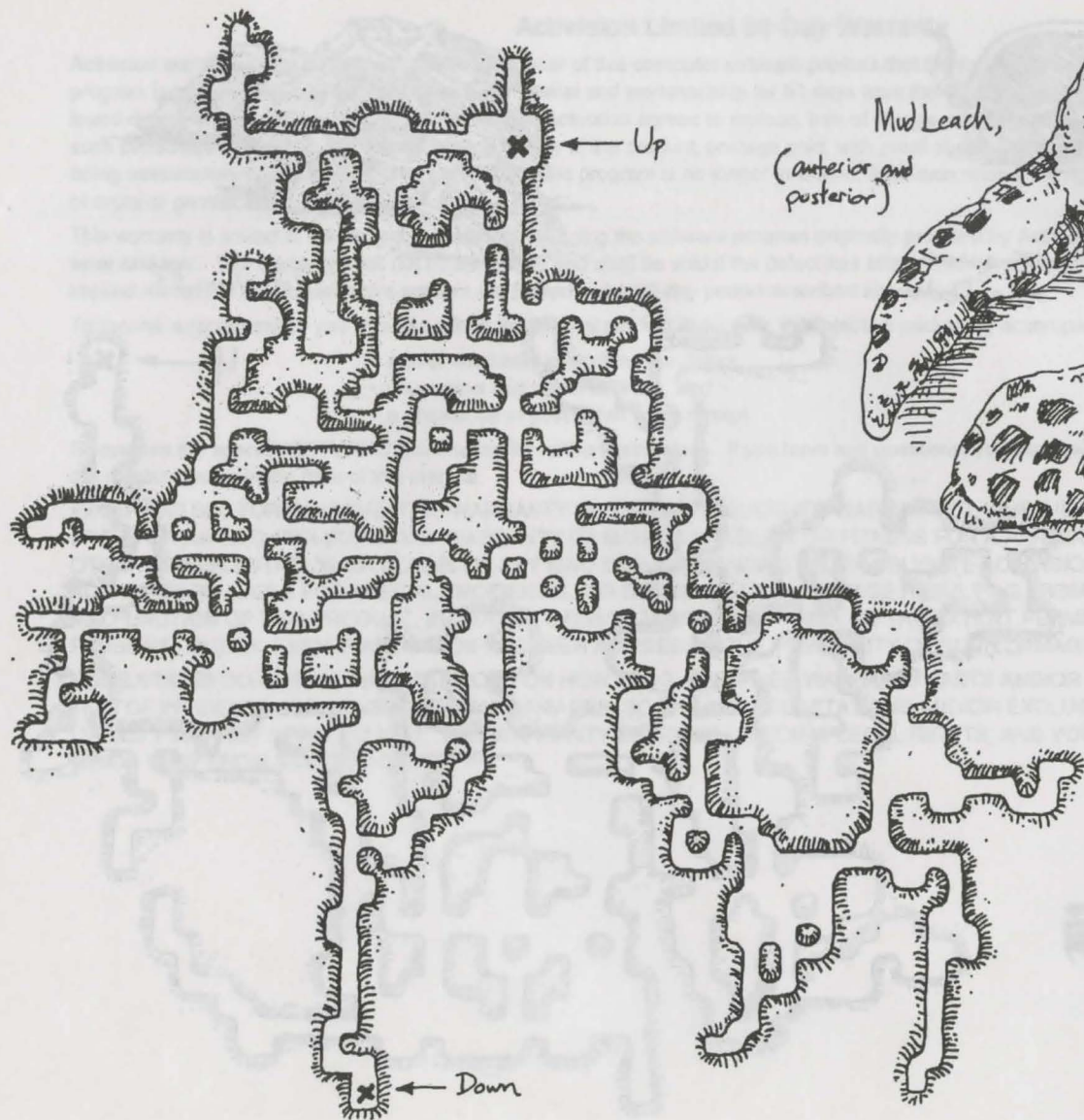
2. The reproductive cell contains DNA-like strands. Unable to determine if creature reproduces by meiosis or by procreation. A pseudopod could be used to deposit sperm inside a female ... if there are two sexes, as in other Titanian species.

3. The simple neural network found in all other Titanian animals is missing from this creature. Indeed, at first examination, this specimen doesn't seem to have a brain. However, closer examination reveals a highly developed cell network enclosed in elastic cartilage (called a “notochord” in diagram); hundreds of bubbles, small and large, connect to the central notochord.

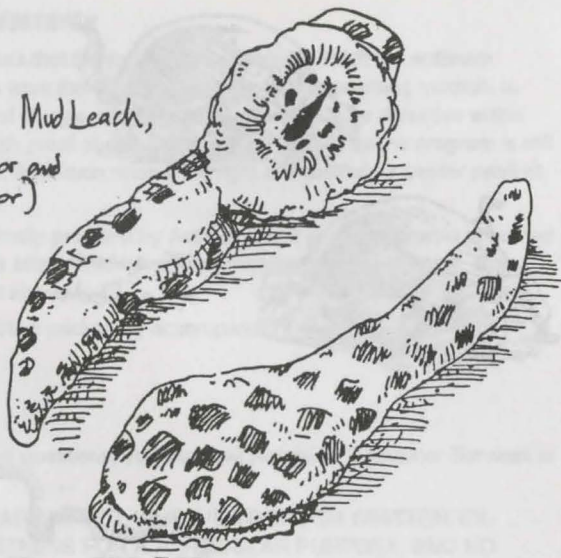
This is pure speculation, but an argument could be made that this is the creature's neural network and brain system. Perhaps these bubbles are the creature's brain cells. If so,

the creature has a huge brain as compared with other Titanian creatures. Indeed, as measured by total volume, its brain is much larger than a human brain. Except that the creature is proto-amoeboid in shape and therefore unable to use tools, I would venture to suggest that it could be intelligent.

A pity they didn't capture the Jelly Balloon alive. Wouldn't it be wonderful if these things turned out to be as intelligent as a whale or a chimpanzee?



Mud Leach,
(anterior and
posterior)



Hist

G-224-one



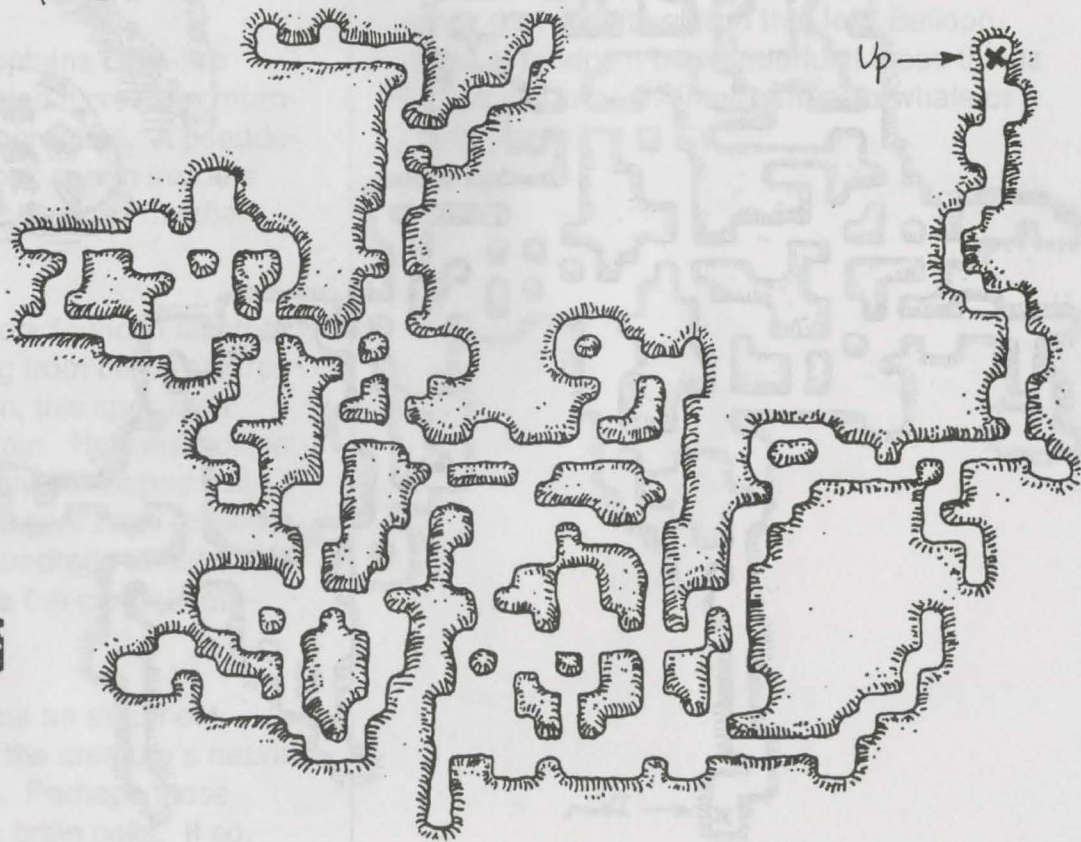
Two views
of a Dedran.



Titanian??



Magman
(surfacing In tunnel)



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