AMIGA CD32™

Commodore

LIBERATION

CAPTIVE II



MINDSCAPE

LIBERATION

CAPTIVE II

A Byte Engineers Game

Produced by -	Tony Lazzeriri
Game design -	Tony Crowther, Ross Goodley
Script -	Kim Blake, Ross Goodley
Graphics -	Herman Serrano, Tony Crowther, Ross Goodley, Andy Allenson, Shamsul Rosunally
Animation -	Tony Crowther, Andy Allenson, Ross Goodley
With the Voice Talents of -	Liz Carling, Chris Grant, Ian Mickie, Neil Morrisey
Effects -	Tony Crowther, Andre Jacquemin
Sound Digitisation -	Chris Crowther, Mart
Sound Recorded at -	Andre Jacquemin Recording
Quality Assurance -	Mia Garside, Simon Harris, Danny Isaac
Documentation -	Richard Hewison (Manual copy), Ross Goodley (Appendix I copy), Karl Fitzhugh (Manual co-ordinator)
Packaging -	Max Brown, Bill Duncan
Music Composed by -	Mark Knight
Production Co-ordinator -	Juliet Pitt
Executive Producers -	Clive Fort, Steve Whittle
Product Manager -	Karl Fitzhugh

Liberation - Captive 2

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"Fiat justitia et ruant coeli."
("Let justice be done though the heaven's fall")
WILLIAM WATSON - 1602 A.D

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YOU'RE WELCOME TO THE 29th CENTURY!

29th Century Earth is a dying world, ravaged by increasingly common adverse weather conditions and commercially exploited under the control of huge state corporations. These corporations have been abusing the planet's resources and forcing it into ruinous decay. One such corporation is Bio-Corp, who won the Imperial contract two decades ago to supply their sister organisation Securi-Corp with the latest technological advances in law enforcement. By diverting the Emperor's attention towards Imperial affairs in the Wolf 359 system, these corporations have risen unopposed to crush the spirit of the people of Earth...

SYSTEM REQUIREMENTS

Commodore Amiga CD32

All you need to play Liberation is a CD32 and a CD32 controller connected to a Monitor or Television. Mouse control is available if you prefer by plugging an Amiga compatible mouse into the other port.

LOADING INSTRUCTIONS

Ensure that your CD32 is turned off. Open the lid as normal and place your Liberation CD into the CD loading tray with the printed label side face up. Now carefully close the lid and press the Power switch on. After a few moments Liberation will start loading.

If you experience any loading problems, please ensure that you have inserted the CD in your CD32 as described in your users manual. If you can, try another CD to verify that your CD32 is functioning correctly. If you are still experiencing difficulties, please contact our Technical Services department - details are at the back of the manual.

SOUND ADVICE

Liberation on the CD32 fully utilises digitised speech and studio quality CD audio tracks. To gain the full benefit of these facilities, we recommend that you link your CD32 up to a hi-fi system or listen through stereo headphones connected to the built-in CD32 headphone socket. Regardless of which method you employ, always keep the volume setting low to avoid any possible damage to your eardrums or from the neighbours!

+++ EXTREMELY TOP SECRET +++
+++ SCARLET CLASS ACCESS ONLY +++

To: J. Taverner
Securi-Corp

Date: March 18th 2898

Re: Securi-Droid XVLI series

Jason,

Officer Gene Runciter (#26354) from the Delta Division has just uploaded a classified report to Internal Affairs which has been intercepted and passed on for my attention. Following is a copy of that report. I'm sure you will agree that it makes interesting reading. I assume you will be able to locate the source of the problem? After all, we don't want to have to scrap all the hard work and money that Bio-Corp have invested in the Securi-Droid series over the last fifteen years do we? This incident could seriously jeopardise our work contract with the Empire.

I also trust that you can instruct Lucas to deal with his internal problems quickly and efficiently?

I await your reply with interest.

Max Polokov
M.D of Law Enforcement, Securi-Corp (An ACRG Company, by Imperial Appointment)

++

Securi-Corp DataFax Transmission #100867

Sender: Runciter, Gene (Officer 26354)
Division: Delta
Subject: Councillor Dran, case #996601

I was instructed by Sergeant Lucas to pick up Councillor Dran for routine questioning regarding possible funding violations related to the Fraud Act of 2893 at 14:00 on the afternoon of March 14th '98. I remember I had problems with my patrol vehicle's computer that day so I had to drive under manual control. On arrival, Councillor Dran insisted that he had done nothing wrong but he agreed to accompany me to the station if it helped to expose any possible fraud within the council.

We arrived back at the station at 15:10. New Securi-Droid model XLVI, serial #8673b was assigned to interview room 35 to conduct the routine questioning, along with Officer Luba Luft who would be observing. Councillor Dran was led in for questioning at 15:45. At 17:10 I noticed that the Securi-Droid had not yet concluded the interview. Upon entering the room I found the Councillor and Officer Luft lying dead on the floor, the Securi-Droid lying next to them. It had deactivated itself. I immediately went to report the incident to Sergeant Lucas, who disregarded standard procedure and had the bodies removed. A team of technicians arrived at 17:25 and took the Droid away. Standard Internal Investigation Procedures (8 through 16) were completely ignored by Sergeant Lucas and I was instructed to remove any record of Councillor Dran's presence from the station records. I was also instructed not to discuss this matter with anyone.

I tried to find out why video monitoring hadn't taken place during the interview and was informed by Officer

Hickman that the entire video system had been down due to the severity of the magnetic interference that afternoon. He also suggested that a number of patrol vehicle auto routing systems had been affected in the same way.

The very next day on March 15th '98 Mark Leonard Jadva was accused of the murder of Councillor Dran and was imprisoned in the Alpha Detention Centre without trial. They found the body and the alleged murder weapon in his apartment that morning. Officer Luft's death was announced that evening as a victim of a brutal drug gang war in the Gamma Sector. No explanation was given for why she was in that area at the time, and no one in the division thought to ask either. That was the most worrying part because everyone in the division knew that she was strictly a desk bound officer. She had no reason to be in the Gamma Sector.

Upon bringing this matter up with Sergeant Lucas today I was instructed to remain "loyal" and was re-assigned to Desk duty.

I have been forced to bring this information to the attention of the I.A.D and hope that justice will prevail. I fear that there may be a conspiracy within the Division to try and cover up this 'droid problem. The Union has been opposed to the introduction of this new 'droid series for quite some time, and this incident might provoke a strike if it was proved that the XLVI series was flawed and a potential hazard to the safety of Securi-Corp agents and the general public.

Officer Gene Runciter.

++

Date: March 19th 2898

Mr. Polokov,

Our small problem with Officer Runciter has been taken care of. I have the best technicians in the sector working through the Securi-Droid designs. I am sure that the problem will be rectified soon. In the meantime I believe it might be prudent to maintain Operation Liberty as a temporary emergency measure. We have more than enough room in the Detention Centres to cover any further 'accidents'. We have already discovered the possibility of disruption in the main circuits caused by magnetic interference, possibly from the magnetic storms. We are investigating this glitch further.

Operation Liberty should give us the breathing space we need to find out why the droid malfunctioned. Everything is being done to ensure that this doesn't happen again.

J. Taverner.

ABOUT THIS MANUAL

Beginners should read the Quick Start Beginners Guide first. Once you are proficient at the basic skills needed to move, manipulate items, survive combat and talk, you should read the remainder of this manual. Liberation offers the most comprehensive game system yet devised in a Role Playing Adventure and whilst it might seem a little daunting at the start, it will soon become like second nature.

Players who are using a mouse should read the manual and then refer to the mouse control section at the back, as it differs from the CD32 controller method in many ways.

QUICK START BEGINNERS GUIDE

To control your four 'droids you need to learn the basic skills required for Movement, Item manipulation, Combat and Conversations.

Quick control overview

Moving the 'droids is achieved by using the directional control on your CD32 controller. Shooting is done by pressing the coloured buttons on the controller, (one button for each 'droid). Anything related to manipulating objects is done in conjunction with the flat top right switch. Again, the coloured buttons are used to specify the 'droid you wish to use.

Pressing and using buttons and icons on screen is achieved in conjunction with the flat top left switch. During this mode, the coloured buttons all serve the same function and are not 'droid specific. Pressing and holding down

both left and right switches together in the main view will allow you to 'look' up, down, left and right when used with the directional control pad. You will learn about these control modes in more detail if you follow this Quick Start Beginners Guide through to its conclusion.

This guide assumes that you have loaded LIBERATION and have viewed the introduction and entered the game.

You are now viewing the main screen. There are a number of VDU's along the top of the screen, and a large text window at the bottom. In the middle you can see the main view. This is transmitted back to you by the current 'droid leader and is the view from his eyes. You can tell which of the droids is the leader by looking at the four 'droid panels (two either side of the main view). One of the panels has a small icon on it that looks like a pair of red eyes in the top left hand corner. This shows that the red droid is the current leader at the start.

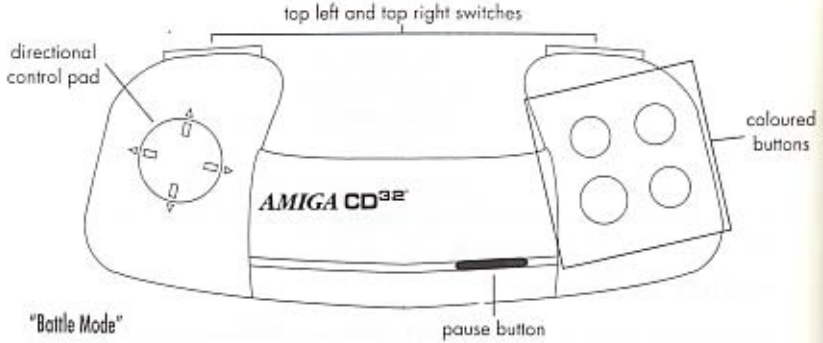
The four droids are easily identified by the colour of their clipboards as shown on these panels. As you can see the colours are green, yellow, red and blue. This also conveniently ties in with the four buttons shown on your CD32 controller, and this will come in useful later.

MOVING 'DROIDS

You won't get very far unless you learn how to move the 'droids around. Movement is very simple. By pressing up on your controller, the 'droids will take a step forward. By pressing down they will step backwards. Pressing left will turn them left, and pressing right will turn them right. The 'droids all move together as a group by default, so when one moves they all move.

These basic moves should see you through most situations. However, you should be aware that during combat it isn't a good idea to turn away from the enemy. For this reason, you can modify the way movement works by entering Battle mode. To enter Battle mode, press the PAUSE button on your controller. The 'droid clipboards on

each panel are highlighted red to remind you which mode you are in. You can now step sideways when you press the left or right switches at the top of the controller instead of having to turn on the spot in that direction as you would normally do. Try this now if you like. All the other normal moves are still available as before during Battle mode. To return to normal left/right turning movement, press the PAUSE button again.



LOOKING AROUND

You can look (or glance) up, down, left and right without moving the 'droids. Hold down both the top left and top right flat switches which are located along the top edge of your CD32 controller. With both switches held down, press up, down, left or right on your directional control pad and you will see the main view glance in the same direction.

ITEMS

You will need to learn how to pick up items, store items and use items if you are going to succeed in freeing the captives. There are many different types of item, including weapons, Cred Cards and 'droid devices. One of the most common item types you will discover are keycards. These are used to unlock specific doors. The number on the card must match the number on the door. Unlocking doors with keycards is explained in more detail in the main manual.

UNLOCKED DOORS

You start the game standing outside the City Records Office. You can see the door ahead of you, and the sign telling you what the building is. Walk forwards towards the door and keep going as if you are about to bump into it. At the last moment you will hear a hum and the door will open and allow you through. What actually happens is the door automatically scans the 'droids and checks for access permission. Once permission is verified, the door will open and let them through. Doors inside buildings do not use scanning techniques and are either open, closed or locked. Closed doors will open automatically when anything moving gets within a certain distance. Obviously, locked doors won't open unless unlocked first with the correct keycard.



You are now just inside the City Records Office. However, we are going to cut short your visit and walk back outside for the moment, so turn around and walk towards the door. After a moments pause (for scanning) it will open once again and let you back outside.

USING FACILITIES

To your left you will see a computer terminal. Turn to face the terminal and stand as close to it as you can. Now, press and hold down the right hand switch which is located along the top edge of your CD32 controller. You should notice an oblong shaped cursor appear over the terminal screen. This is telling you that the terminal can be used or manipulated in some way. If you keep the switch held down, then press any of the coloured buttons on your controller you will access the terminal (which is a Navicom terminal used for getting directions to specific locations).



Here you can see a list of names on the left and a group of eight small icons in the top right corner. At the bottom of the screen it says "who is in building" and the small A icon is currently lit up. You should still be holding down the top right flat switch at this point. The first name on the list is now highlighted by the oblong cursor. If you use the directional control pad you can move the cursor across all the small icons. Move it over B then press

any of the coloured buttons on your controller. You are now shown the list of building types. C will show you addresses and D will sort them into alphabetical order if they aren't already.

Now, move the cursor back to the first entry on the list and press any button. If the terminal is working correctly you will be given a list of directions. If not, don't worry for now. You will come across many more of these terminals as you progress in the game.

DROPPING ITEMS

You now know that the right hand top switch allows you to manipulate facilities in a location. It can also be used to pick up, store and drop items. There aren't many items lying around here so we are going to delve into the Backpack of one of your four 'droids and take an item out, drop it then place it back in the Backpack again.

Turn away from the terminal so that it is now to your left, and the door to the City Records Office is behind you. Now press and hold down the top right switch again. The cursor will appear in the middle of the bottom of the main view as a line. This means that it can't find any items to pick up or facilities to use in your current location. However, this does allow you to go into the Backpack of one of your 'droids without having had to pick up an item first.

With the right switch still held down, press and release the yellow button on your controller. This will open up the yellow droids Backpack.



Here you can see the 'droids current inventory (what they are carrying). Once again, the cursor is present. It starts off on the 'droid diagram on the left hand side of this screen. If you use your directional control pad you can move the highlight across the items either currently equipped on the 'droid (the left hand diagram) or the items just being carried in the Backpack (on the right).

We want to pick up an item, so we must firstly highlight any item from the Backpack, then press the coloured button that represents the 'droid once (in this case, yellow) to pick up the item. If you press a different button (e.g. red) by accident then it will switch to the red 'droids Backpack instead. If this happens, press the yellow button to return to the correct Backpack.

Once we have picked up the item, its name and other details will scroll along the bottom of the Backpack window. Now, let go of all buttons and switches on your CD32 controller. You will go back to the main view, but this time the item you picked up should have appeared in the yellow 'droids panel to the right of the main view. This means that the item is now waiting to be used or dropped. If the item hasn't appeared on the panel, then you should go back into the Backpack. The reason that the item has not appeared is because it physically could not find a clear edge inside the Backpack to allow the item to be slid out. Rearrange the contents so that one edge has a large enough gap then go through the taking procedure again.



If we now hold down the right switch again, the oblong cursor appears in the main view along with a representation of the item. Depending on the amount of room in front of you, you might be able to use your directional controller to move the cursor to a different area. (If you move the cursor into the top third of the main view, you might want to throw the item). Anyway, with the cursor in the lower third of the main view, press and release the yellow button and the item is dropped onto the floor. Let go of all the buttons and switches to finish.

TAKING ITEMS

We are now going to take the item and place it back in the Backpack. Whilst in this example we are going to get the yellow 'droid to put the item back where it came from, we could just as easily use one of the other 'droids instead and store it in another Backpack.

With the item on the floor directly in front of your 'droids, press and hold down the right switch. The cursor will automatically home in on the item. If there was more than one item or facility that could be taken or manipulated, using your directional control pad would move the cursor to highlight the others in turn.

Now that the item is highlighted, press the yellow button. You will switch to the yellow 'droids Backpack screen. Slowly slide the item into an empty space and you should immediately notice that the items already in there will start to move around when they come in contact with it! This is because the Backpack only has a certain amount of room inside it, and you have to make room to store the item. You can push the other items around until everything fits in. At this stage you shouldn't have any problems doing this as there should be plenty of empty space. Now press the yellow button once to place the item. (If you were to press a different coloured button instead, you would switch to another 'droid's Backpack). Letting go of the right switch will return you to the main view.

It is always harder to remove items from the middle of a Backpack, as you have to slide the item out by finding a clear route to the edge first. This will often mean having to push other items out of the way. Sometimes it isn't possible without dropping the item and picking up any that are blocking the way and dropping them somewhere else in the Backpack before continuing.

STORING AND USING ITEMS

Items placed inside Backpacks are just being stored and carried for future use. To actually utilise them they must be equipped on the 'droid or placed in the hands on the 'droids panel. For example, a gun can't be used until it is placed in the 'droids gun hand. This is found in the left hand diagram of the 'droid on the Backpack screen. Device upgrades are also fitted on this diagram. A good example of how to use an item in a location can be found in the main manual. See 'Opening doors with keycards' for further information.

STACKING ITEMS

Note that Cred cards and ammo can be stored on top of each other (stacked) to become one item. This saves you Backpack space and also allows to make larger individual bribes when using the Cred cards, or allows you to fit more ammo in one go into a weapon (although you still won't be able to exceed the guns maximum load).

COMBAT

Combat is quite straightforward for a beginner. From looking at the main view, let go of the controller so that you aren't pressing or holding down any of the buttons or switches. Now, press the red button. If your leader is still the red 'droid you should not only hear and see a gun shot, but you should also see both arms in the main view shooting forwards. If you then press one of the other buttons, another 'droid will fire. Each coloured button

when pressed on its own will fire that 'droid's current weapons.

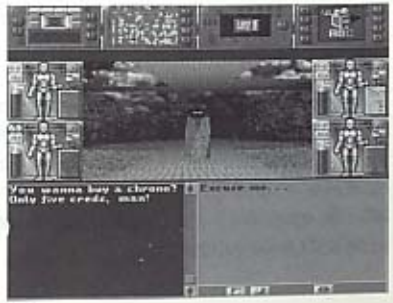
If you only see one arm firing then either the leader 'droid only has one gun (maybe the other one has been stolen by a Mugger!) or his second one has run out of ammo. This is a useful visual reminder to get some more ammo!

When you shoot these weapons, you will notice the battery on the relevant 'droids panel flashes. This is because it uses up energy from the 'droid's own power supply. For this reason, try and spread the shooting around between the four 'droids.

During actual combat with an enemy, try to move around (use Battle mode). Otherwise a still target becomes a (proverbial) sitting target!

CONVERSATIONS

There are two ways of entering a conversation. The first is you approach someone and try to talk to them. Take it for granted that anyone who starts attacking you isn't in the mood for a chat! If they don't start fighting then you should try and communicate. To do this, walk up to the person and press the right hand switch. The usual cursor should appear in the main view and home in on the character. Now press any of the coloured buttons to start talking.
The text window below will split into two. The window on the left displays anything said by the character.



The window on the right contains the first of the available responses your 'droids can make. You will also see some icons in this window. The first two allow you to step forward and back through all the available responses each time you press a button on the controller. When you find one you like, use the controller to highlight the last icon (the lips) which will confirm your choice. The chosen response will then appear in the left window and will be said.



"Move Forward/Backward through responses"





"Confirm choice and speak"

(Some responses have icons of their own, allowing you to choose from a list of addresses or names. Simply keep the right hand switch held down as usual and move the highlight to the icons then press a button to go backwards and forwards through the available choices).

When a character has finished talking to you, the text window will revert to its normal size. When you want to finish the conversation prematurely, just turn or move away from the character. You can always return later and try talking to them again. If the character was expecting you to give them something at the end of a conversation, a pair of lips will appear in the top corner of the main view to remind you. If you walk away before the conversation is over, some characters may not appreciate your manners and so they might be less willing to talk to you next time.

The second way of entering a conversation is if a character approaches you and starts talking. Either way you can conduct the conversation in the same way as described above.

With these basic skills mastered, you should be able to survive for a while and begin to get some leads that should eventually lead you to the location of a captive. Good luck, and may your 'droid's circuits never blow!

THE MAIN SCREEN

Once you have loaded Liberation and have viewed the introduction you should press any button on your CD32 controller. After a few moments you will be presented with the main screen as shown below.



A - Main view ('droids viewpoint)

This is the view of the world as transmitted to your ABCCSI 5000XL/GTi Briefcase Computer from the optical sensors of your 'droids.

B - The 'droids panels

You can access each of the four 'droids Backpacks from these panels, allowing you to pick up, store, drop and use items. Information on the 'droids current status can also be gleaned from here. The battery shows the current power drain status. Extra devices and weapons put a drain on a 'droids battery, but you can recharge them if you can find a power outlet. If a battery runs flat, the 'droid is rendered useless until the battery is recharged.

The four icons found on these 'droid panels each have a different function:

Leader Eyes



Selecting this icon nominates this 'droid as the Leader. It also means that the main view is being transmitted from this 'droid. If the 'droid has been split from the main group, selecting this icon will switch the view from the main group to him.

Inventory



This Inventory icon will take you to the specfici 'droid's Backpack screen. Note that if you go into a Backpack using this icon, the four coloured buttons on your controller arenot 'droid specific and can therefore any of them can be used without fear of accidently switching Backpacks.

Leave Group



This icon will split the 'droid from the main group. This allows him to move independently from the rest. To rejoin, just walk into the other 'droids and you become one group again. You can split up as many 'droids as you like, but under normal circumstances they should remain together.

Swap position



Select this icon then select the same icon with another 'droid and they will swap positions. At the start of the game, the Green and Yellow 'droids are at the front with the Red and Blue at the back. If the front two get badly damaged during combat, you may wish to swap them over. Whilst the layout of the coloured buttons on your controller no longer match the 'droid panels when you have swapped their positions, the colours still match (e.g. red button still corresponds to the red 'droid).

C - Text Window

Text that appears here includes confirmation of the many actions performed by the 'droids, their conversations and other relevant events. The up/down arrows and the scroll bar to the right of this window can be used to scroll forward and backward through any text shown here.

When you enter into conversations with other characters a number of options are displayed in a new text window. These conversations usually involve choosing from a selection of possible responses. To step forward and back through the available replies you should select the small arrow icons. To confirm your chosen response, you must select the last small icon that looks like a pair of lips.

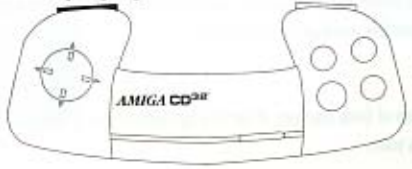
To prematurely end a conversation (if you get attacked for example) simply turn away from the character you are talking to. You can always try talking to them again later. If the character is waiting for you to give them an item, a pair of lips will appear in the top corner to remind you about the unfinished business.

D - Device VDU's

As you advance you will be able to obtain new devices for your 'droids that give them a wide range of new capabilities (including scanners, video bug surveillance and much more besides). Once fitted, the devices appear on these VDU's. Each droid can have 2 fitted at once, so you can have up to 8 VDU's in use at the same time. The default number shown is 4, although this can be changed by using the Video Preferences device and altering the screen layout yourself.

The top left hand corner of each working VDU contains a small coloured marker which indicates the colour of the 'droid that owns the device.

To use any of the buttons on an active VDU and many of the icons elsewhere on the main screen, press and hold down the top left switch on the CD32 controller. A flashing highlight box is found on the Leader 'droid's Inventory icon. You can now move this box around the screen and press any button on the controller to access the button or icon currently highlighted.



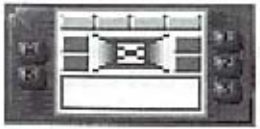
You can have four or eight device VDU's shown at once. Those that have no buttons or monitors are blank (i.e. they are not currently used by any devices).

You begin the quest with a few pre-equipped devices:

Video Preferences



This device allows to choose from a variety of customised screen layouts. Each of the buttons has a different function:



1. Position VDU's
You can have four or eight device VDU's displayed, regardless of whether you have enough devices to use them all or not. There are four possible configurations available.

2. Position main view
The main view can be in one of three positions. It can also be switched into a 'Wide angle' view by sacrificing the 'droid panels. The choice is yours.

3. Movement cluster on/off
This cluster of icons is of most use to those people using an Amiga compatible mouse. You can click on the movement icons to indicate the direction that you wish to move in. The relevant icon will flash to indicate the movement of the 'droids. Turning the cluster on will reduce the size of the text window.

A. Do settings
This will activate the chosen Video Preferences and change the screen layout accordingly. Once done, you don't need to keep this device fitted anymore as it takes up valuable space that may be used by a more useful device later on.

Vector Preferences



This device allows you to adjust the level of detail used in the main view. The lower the detail, the faster the game will run, but this will be at the expense of the main view's visual appeal. As always, the choice is yours.



1. Reduce points
This will reduce the number of points used on the solid polygons that define the 3D shapes. If you reduce the points, the 3D objects become simpler in design.

2. Reduce fill
A special textured fill is used on many 3D objects. This option will alter the way the fills are used.

3. Remove detail
This option will remove any extra details that are shown in 3D and leave the view with only the bare essentials.

4. Remove light source shading
This option is self explanatory. This kind of shading is influenced by the direction and intensity of light sources found in the 3D world.

A. Do settings
The A button is always used to execute the current settings and change the preferences set by this device accordingly.

B. Font size
The font size can be set to Big or Small. With the small setting you won't have to scroll back through text in the text window so often, but some televisions or monitors won't be able to read the text clearly. If this is the case, stick to the Big font which is chosen by default at the start of the game.

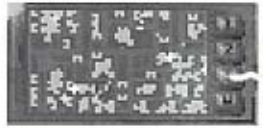
C. Music on/off
This doesn't have anything to do with vectors. You can turn the in game music on or off with this option.

D. Speech on/off
Self explanatory really. The digitised speech can be toggled on or off using this option.

City Mapper - Manual



This is a very useful device which allows you to navigate your way around the nine City Zones. It shows your current position, the roads and buildings, and other important features including the location of Taxis which make travelling around the City much easier. The manual version comes complete with its own keyboard for input, allowing other characters to program it easily. Each of the buttons found on this device serves a different function:



1. Zoom out
There are four levels of magnification available on the map. The Mapper starts by default at the lowest level. Zoom out can only be used once you have zoomed in.

2. Zoom in
This will increase the magnification level of the map each time you select it, until you are at the highest level.

3. Follow me
This will tell the Mapper to centre the display on the 'droids current location, which is displayed as a white arrow. The arrow points in the direction they are currently facing. When they move, the Mapper will then follow them.

4. Select route
This allows you to choose one of the four pre-programmed routes which may have been placed in the Mapper's memory by another character. Simply give the Mapper chip to any character who offers to program it for you. They will drop it on the floor when they have finished. Don't forget to plug the chip back in afterwards so that you can continue using the Mapper VDU as normal.

You can also get routes from terminals, located on the sides of many main roads. These will give you specific directions to locations requested by you, and you can then either walk of use a taxi to get there.

A list of the addresses already in memory can be displayed in the text window on the main screen by using the info icon from the Backpack screen and then clicking on the City Mapper's VDU. Addresses have to be programmed into the Mapper first.

City Mapper - Comms



This is similar to the manual device, but it can only be used for navigating a taxi to one of the two addresses it can store. The Comms Mapper only has a serial link and can therefore only be programmed and used by another computer. This device only has a single button, which is used to access the addresses currently held in its memory. Selecting an address is only useful if you are in a Taxi, which will then download the information and auto-pilot you to the destination. If you aren't in a Taxi, the Comms Mapper won't find anything to interface with or navigate.



Mapper programming

(i) Manual Mapper

Firstly, you must find someone who knows how to get to an address, and who is willing to programme your manual mapper for you. If they ask you for a Mapper to programme, take it out of a 'droids head or remove it from a Backpack and then give it to them (following the usual procedure as though you were putting a keycard in a slot). They will then either:

(a) Run away with it! (you get it back by catching and destroying them)

or

(b) They will place it on the floor after they have programmed it. You must then pick it up and put it back in the

head slot to use it immediately or store it in the Backpack for later use.

(ii) Comms Mapper



Find a computer terminal. These are usually located in houses. Street terminals can't programme a Mapper, they can only give you directions. Access the terminal and look up City Census data. You must access the terminal with the 'droid whose mapper is to be programmed. For example, if you are trying to programme the yellow 'droid's Mapper, it must be active (i.e fitted in one of the head slots, not just being carried in the Backpack). You then need to press the yellow button on your CD32 controller to access the terminal. If you are holding the Mapper in the 'droid's gun hand it will also programme it for you, otherwise it will report that it could not find a device to programme. The Mapper HAS to either be in use (fitted into a 'droid) or be in the 'droid's gun hand (i.e. swap a gun currently in use with the Mapper chip temporarily) if it is to be programmed this way.

Placing items in the gun hand is a general method employed for using any kind of computer devices with terminals.

If you try and program more addresses into a Manual or a Comms Mapper than they were designed to hold (four and two respectively) then the new addresses will simply over-write the older ones. The only way around this problem is to own more than one of each Mapper type!

You can also scroll around the city map. Hold down the top left switch and highlight the map on the VDU, then press and hold down any coloured button on your controller. With both these now held down, pressing the directional control will scroll the map around in any direction. This is essential for finding a Taxi when you start the game. It is represented as a spinning white marker on the map. Other important features are shown on the map as red markers.

Fitting devices

If you switch to one of the Backpack screens, you will see the chips placed either side of the 'droid's head on the 'droid diagram to the left of the Backpack window. These chips are treated like any other item, so they can be picked up and replaced easily.



When you fit new devices, use the Info icon next to the Backpack window to identify the device and discover its functions.

TAXI!



Once you have found a taxi, walk forward as if you are going to bump into it. You will enter the taxi automatically.

Manually driving a taxi
If you have no addresses in your City Mapper, you can try driving manually. Press forward (up) to drive forward. Press back (down) to stop. Left will turn left, and right will turn right but only if a junction is immediately ahead.

You are not allowed to drive the wrong way down one way streets. If the taxi comes to a stop line (e.g. at a T junction) it will stop and wait for further directions. The taxi will also stop at a roundabout and wait for directions. Pressing right or forward will make the taxi go round the roundabout. Only by pressing left when an exit is ahead on the left will the taxi leave the roundabout.

To stop the car, press back to bring it to a halt. To step out press the flat top right switch.

Using the Mapper in a Taxi
If you have a programmed City Mapper, select the fourth button on the device. This will produce a new head up display (H.U.D) in the Main View. Go through the available memories until you have the appropriate address. Now select the small icon which looks like a tick (check) mark. The Taxi will now drive you there. When the

vehicle has stopped, press the flat top right switch then press left or right to determine which side to get out of. Finally, press any coloured button on your controller and you will step out of the taxi and proceed on foot again.

Using a mapper to auto-pilot a taxi is a much easier and more efficient method of travel than manual driving. This also helps to explain why most vehicles will push your 'droids off the road without much warning. Taxis under auto-pilot would stop to avoid a collission with a real person, but 'droids don't count and are considered fair game!

THE CITY

As you already know, cities are split into nine separate zones. Within each zone the city is further split into different levels. Street level is where you will find dwellings, other buildings and roads. The underworld is a dark and dangerous level where various shady characters live, whilst life on the roof tops can be equally dangerous out in the open.

The zones are laid out in the following formation:

Theta	Alpha	Beta
Eta	Kappa	Gamma
Zeta	Epsilon	Delta

The entrance into a new zone is easy to spot. The map won't scroll any further yet some roads seem to continue off the edge. If you follow these roads you will go through a tunnel and cross over into the next zone. You may also notice a change in architectural style in the buildings.

HOW TO WIN

The ultimate aim of each level is to locate and free each captive who has been unjustly arrested as part of the massive cover up operation initiated by Securi-Corp. To do this, the 'droids will have to talk to many people who might know important information, or at least know the location of people who do know what you need. Try to avoid attracting attention to your 'droids as they explore the various city zones. The path to justice is never straight. It has many twists and turns. A word of advice - be careful who your 'droids speak to and where they travel, because as the saying goes - there's more than one way to dismantle a 'droid! Try not to stay in one location for too long, as Securi-Corp are on constant alert for deviants and trouble makers. Just remember that this is a corrupt and dangerous world. All is not necessarily what it seems. Who knows who you can trust?

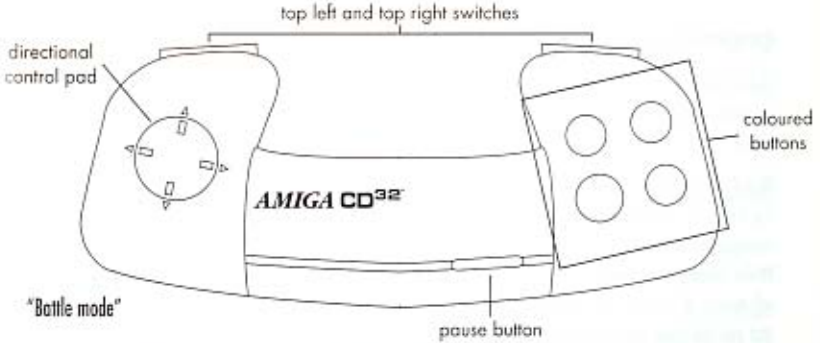
'DROID CONTROLS

The 5000 XL/GTi

Your view of the world is seen through the optical sensors of your four 'droids. Based in your H.Q. somewhere out in the mountains, you control each one through the wonders of the 5000 XL/GTi Attaché Brief Case Computer System. Since your release from captivity you have been able to upgrade from the 500 XL/GT machine that served you so well before. One of the many features of this latest model includes a much improved optical data relay, as you can see from the main view.

Movement

Moving the 'droids is achieved by using the directional control pad on your CD32 controller. Pressing forward will move your four 'droids forward, pressing back will make them walk backwards. Press left will turn them left and pressing right will turn them right.



As long as the 'droids are not split up, they all move together as one group.

Moving inside

Moving around inside a building is simple. You can walk up and down staircases without any trouble. Doors that aren't locked will open automatically as you approach them. They can be closed again by using the door handle if required. A locked door requires the correct keycard to open it.

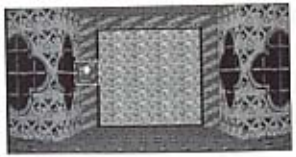
Moving outside

Moving around outside is a little more dangerous. The road system at street level is one way only, with cars and other forms of transport driving on the left hand side. Typically, City People are always in a hurry and they won't give you much of a warning before they hit your 'droids off the road! If you can find a way down, you can explore the more dangerous world below the roads. You can also reach the roof tops, but being out in the open could make your 'droids an easy target!

OPENING DOORS WITH KEYCARDS

Locked doors won't open when you walk up to them. You really need to know which keycard is required so you must face the relevant locked door and try the door handle which you will always see on the left of the door frame.

Whilst still facing the door, press and hold down the right flat switch on the top edge of your controller. You will see the usual cursor appear in the main view. This always moves to an item in the main view that it knows can be manipulated in some way (maybe it can be picked up or used). In this case, it has highlighted the door handle. Whilst holding down the top right switch, press any of the four coloured buttons on your controller. A message will appear in the text window below telling you the number of the required keycard. Let go of the right switch and you can move around normally again.



Now that you know the number, you should explore the rest of the current building to find the correct keycard. Once you have located the keycard you need to place it in the 'droid's hand so that you can use it on the door.

We assume that the keycard you want is in a Backpack waiting to be picked up and used. Press and hold down the right switch again. The cursor will appear in the main view, and home in on the door handle. Use your controller to move the cursor to the centre bottom area of the main view, where it will become a straight line. Now press the coloured button to open the 'droid's Backpack that holds the keycard. After the Backpack screen has

appeared, move the flashing cursor over the keycard then press the correct coloured button again to pick it up. Now release the right switch and you will see the main view. The item is now in the 'droid's hand on his panel next to the main view.

Walk up to the door. Now press and hold down the right switch again. The box appears in the main view and homes in on the door handle. However, this time it also places the item over the handle. If you now press the coloured button again, the door will unlock and a message will appear in the text window below. Now walk into the door and it will open!

Keycards can only be used. They then disappear and cannot be recovered.

It's worth remembering that you can open and close unlocked doors by using the door handle. Closing a door behind you might give you those extra moments you need to think during combat! The door mechanisms are also quite powerful and they can cause damage to anything trying to walk through as they are closing.

The Backpack

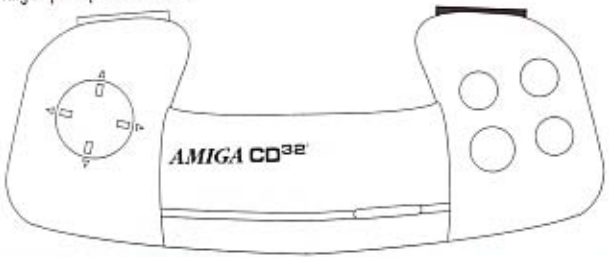
Each 'droid can carry as many items as they can physically fit into their Backpacks (also known as the inventory). Items are found either lying around on the floor or hidden under things or inside containers, (enemies often leave items behind once they have been defeated in combat). When you find an item, stand the 'droids as close as you can without losing sight of it in the main view.

Taking items

Your CD32 controller has two flat switches on the top edge. One on the left and one on the right. To manipulate items, you use the right hand switch, so press the right switch and hold it down. You will see a box appear inside the location. It will automatically homes in on the nearest item for you. If there is more than one item available, you can move the box between the items by holding down the right switch and pressing your directional

controller left, right, up or down.

There is always a central position at the bottom of the main view which allows you to access a Backpack screen without having to pick up an item first.



Once the item you want to pick up is highlighted by the box you can choose which Backpack you want to store the item in. Whilst still holding down the right switch, press one of the four coloured buttons on your controller, (e.g. red). This will display the contents of that 'droids Backpack. By using your directional controller you can now slide the item into the Backpack window. The name of the item you have picked up will appear in the text window in the lower half of the screen to tell you exactly what it is.



You should immediately notice that when you move the item into the Backpack, the other items are pushed around to make room for the new one. (You should also see details of the item and it's exact weight scroll along the bottom of the Backpack window as a text message. Once the item has been placed in the Backpack, the collective weight for all the items is shown here instead).

When you have moved the item into the Backpack, press the same coloured button on your controller again (e.g. red) to drop the item in place. Now let go of the top right switch to close the Backpack and return to the main view. (If you don't quite place it in the Backpack correctly and you let go of the right switch, the item is placed in one of the 'droid's hands on his panel next to the main view instead. If an item was already there, they will swap positions and you now have the old item which can be dropped or placed in the Backpack as normal).

If you have switched to a Backpack and found it full up, try pressing a different coloured button to switch to a different 'droid's Backpack before placing it inside.

Dropping items

To drop an item from a Backpack into a location, you need to return to the Backpack screen. Firstly, ensure that there are no other items in sight from the main view, then press and hold down the top right switch and press the relevant coloured button as normal to get to the Backpack screen (e.g. red).

The flashing box that now appears is used to highlight the item you wish to pick up. Move it using your directional control pad until the item you want is highlighted. Now press the coloured button corresponding to the 'droid to pick up the item. Let go of the top right switch and you will return to the main view. The item is now in the hand of the 'droid (see the 'droid panel).

Some items have to be in a 'droid's hand to be used (e.g. a keycard) and under those circumstances you would leave the item where it is for now. However, if you want to drop the item simply hold down the right switch again

and press and release the 'droids coloured button on your controller. The item will now appear on the floor in front of the 'droid.

Throwing items

You could always try throwing the item instead. Move the item around the main view using your controller. When it is in the top third of the main view, press the coloured button to release it. You won't be able to throw an item if there isn't enough room in front of the 'droid.

Extra Backpack functions



On the right hand side of the Backpack window you can see a vertical row of five icons. To select them, keep the right hand switch held down then move the flashing box over the icon and press any of the coloured controller buttons.

Info



This icon allows you to examine in detail any item in the Backpack or any other device, button or icon on the main screen. It is particularly useful for discovering the functions of device upgrades (currently fitted or otherwise). Selecting this icon a second time will turn it off again.

If you are holding down the right switch and have got info on all the items you need to know about in the Backpack, keep holding down the right switch then press and hold down the left switch. Now release the right switch and you can info all the buttons, icons and VDU's in the rest of the main screen without having to leave the Backpack screen. You can then reverse the process and go back to the right switch if you have unfinished business in the Backpack. This routine for switching right switch to left switch and vice versa can come in useful at other times too.

Attributes



This icon allows you to view all of the attributes for the 'droid (head, chest, both arms and both legs). This information can be shown as text or, if you select this icon again, as bar graphs covering the entire 'droid body in one go. To select a different body area, move the flashing box into the left side diagram of the 'droid. Move it

around this diagram to highlight each body region. Press any button on your controller to select it and the name of the current region is displayed at the top of this screen.



If you look at the information as text, you can see that at the bottom of this window are four buttons which correspond to the first four attributes in the text. The currently selected attribute is highlighted white in the text list. The rotating 3D 'droid on the left has numerous % figures appear on each limb as it moves. These are the % for ALL the limbs for the currently chosen attribute, (which effectively gives you an 'at a glance' summary for that attribute over the entire 'droid's body).

Backpack



This will switch you back to the normal Backpack mode so you can take out or put in items as before. This is the default mode when you first go to this screen.

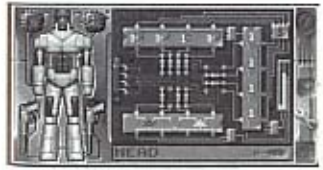
Repair



This icon allows you to repair and replace individual components on the head, arms and legs of the 'droid. Simply pick up the damaged component and replace it with a new or repaired one. You can info each component using the info icon to learn what they are. By replacing components with better ones, you can upgrade the performance of each 'droid so that they are stronger, faster etc.

When taking chips off the circuit board, you should keep an eye on the bar graph to the right of the display. Each bar is colour coded and you can get a basic idea of what the chips do by seeing how they affect these bars when they are removed or plugged back in.

Green - Strength
Yellow - Attributes
Red - Armour



Only those who are confident in what they are doing should ever try to adjust the components. To help explain in detail what is possible, please refer to Appendix I at the back of this manual, which is an extract from the original Phi-Corp MSD 001899/X8 Droid Tech Specs.

Disk functions



This icon allows you to load and save your game. Select Save and a new menu will appear, giving you the chance to have up to 3 save games in temporary 'RAM_Reset' memory and one in permanent 'Non-volatile' memory.

To save a game in 'RAM_Reset' memory, nominate a save game slot (1, 2 or 3). A small keyboard will appear on-screen. You can add a comment to your save game by selecting each letter in turn up to a maximum of 14 characters. When you are finished, select the Return key from the on-screen keyboard and your current position will be saved.

To save a game in 'Non-volatile' memory, your 'droids must NOT be inside a building. They must be outside for the save to work.



To load a save game back into memory, select Load from the menu andthen select the slot containing the relevant save game file. It will now be loaded.

IMPORTANT - The RAM_Reset save game files are only retained in memory for as long as the CD32 is turned on (although they will survive a hardware reset as long as the power is not turned off). To store a save game file permanently you will need to save to Non-volatile memory, which will keep the save game file even after the machine has been turned off. Please note that other CD32 games may give you the chance to save to Non-volatile memory but only one file can be retained there at once. Do not use this function with any other game else you will lose your save game file!

Combat

Shooting your way out of trouble is both quick and easy. The coloured buttons on your CD32 controller correspond to each 'droid so that when you press the correct button, that 'droid will fire with his current weapon (for example, pressing the red button will make the red 'droid shoot straight ahead).

To shoot and defeat an enemy, keep them in your sight at all times and keep firing! Moving around should make it harder for the enemy to hit you, but unfortunately it also works the other way round.



Each droid has two weapons ready and waiting to be used at the start of the game. You can upgrade or replace these weapons whenever you come across better ones. Some weapons can use more than one type of ammo clip

(although not at once!), whilst others are only good for hand to hand combat. Small weapons can be concealed if necessary, but they don't have the same fire power as the larger ones.



To change over a weapon, go to the 'droids Backpack screen. Move the cursor into the left window displaying the rotating 3D 'droid. This will change into the 'droid equipping window. This is where you can remove and replace device upgrade chips which are positioned either side of the 'droids head. You can also pick up the weapons here and place them in the Backpack, and do vice versa with the replacements.



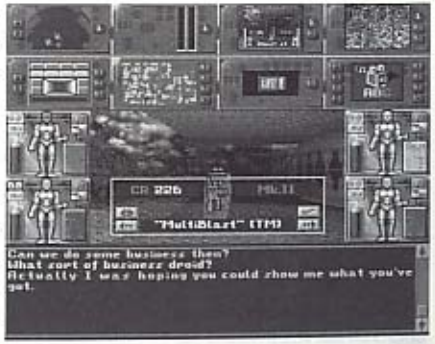
To fit an ammo clip into a gun, pick up the ammo and place it over the gun in the 'droid equipping window. Now click once with the coloured button that corresponds with the 'droid. You should hear the ammo clip slot into place. If it doesn't then the ammo is incompatible with the weapon, or the weapon already has a clip in place. Thankfully, automatic re-loading comes into play during combat. If a weapon runs out of ammo, you will hear the click of an empty barrel when you try firing, followed by a short rummaging sound then another click as a new ammo clip is inserted. You may then continue firing as before. (The automatic re-loading feature will always select the most powerful ammo clips available from the 'droid's Backpack. If you run out of ammo completely, then the gun is useless until you can find some more).

Many of the weapons (and other device upgrades) use the 'droids own internal batteries for power, so keep an eye on the battery shown on the 'droid's panel. If power is running low and they are caught in a fight, try turning off any of the extra devices to reduce the power drain. The battery is located in the chest unit.



SHOPS

You can buy many different types of item from shops, and they are scattered all over the nine zones of each city. Buying from shops is easy. Approach the shop keeper and start a conversation. A list of items for sale will appear. You can step through them using the usual icons.



To pay for an item you must place your credcard in the hands of your 'droid on their 'droid panel first and then give them to the shop keeper. He will then deduct the money from the credcard and place the items on the floor in front of your 'droids. They can now pick them up and leave. If you don't have enough money, the transaction will not take place.

TIME

Now that you've played Liberation for a while (and if not, why not?) you should have noticed that the game is played in real time. What this means is that for every one minute of time that has passed in the game, one minute has passed in reality too (you do remember reality don't you?).

Time passes by in each City. Day and night comes and goes. Thanks mainly to the increased crime rate at night, most buildings are only open between certain hours. You might need to make a rendezvous at a particular time and location, so if you don't know what time it is try asking someone or finding a clock.

Sleeping

You might wonder why 'droids need to sleep. Strictly speaking they don't, but there are advantages and disadvantages to sleeping.

Advantages

(i) Time goes by quicker when you sleep. Approximately 7 seconds of sleeping equates to an hour of time gone by. If you're waiting for a shop to open, sleeping can give the impression of speeding things up.

(ii) Armour can repair itself given time. Sleeping will enable the repairing process to appear sped up.

Disadvantages

(iii) Muggers can steal items from your sleeping 'droids without waking them, so be careful where you choose to sleep!

(iv) You can be attacked whilst asleep. Obviously, the 'droids will wake up but the element of surprise will be with the enemy!

ZZZZzzzz....

To sleep, switch to the Backpack screen and remove a 'droid's head. Underneath you will find a switch which can be turned off. When off, sleep is induced. Press the right hand switch on your controller to wake up. If your 'droids are woken by something, the switch will turn on automatically. To wake up voluntarily, simply press either the top left or top right flat switches on your controller.

Don't forget to refit the 'droids head again once they are awake! (The phrase 'don't lose your head' has very different meanings between man and 'droid!)



HINTS AND TIPS

If a 'droid is unfortunate enough to be destroyed, try and pick up all that is left of the various components and limbs and distribute them between the remaining 'droids Backpacks. You should then find out how and where you can initiate the necessary repairs and get the 'droid back on line.

Ensure that you don't leave important items just lying around. About the only efficient system that works in the cities are the cleaning 'droids whose only purpose in life is to keep all floors, walkways and roads free of obstacles. Any items belonging to your 'droids that go missing can usually be reclaimed later in the lost and

found area within the local police station!

Try and turn off any devices when they aren't being used, otherwise they put an unnecessary drain on the 'droid's battery. To recharge a battery, you must find a power outlet in a building and select it. You should see a powerful energy discharge which is automatically absorbed by the 'droid. Don't recharge for too long in one place, as power drains are detectable by the police.

Talk to people as often as possible. Some people know a lot of useful information, but remember that not everyone will tell the truth or try and help you. All the people who live in the cities have mood swings, so if they are unhelpful try coming back to them later on. Bribing or threatening them might also give you a result, but not necessarily the one you were after!

Liberation responds to the way you play it. If you go around shooting all the time, the police will summon up some serious fire power to neutralise your 'droids. All the noise from excessive gun fire is bound to attract attention either way. On the other hand, a stealthy approach should keep your 'droids out of trouble most of the time, but they will still have to resort to other methods on occasions if they are to successfully locate the captives.

Hanging around on the street level in the middle of a road is not a sensible idea. Most citizens won't even bother to hoot before they knock you out of their way! Your 'droids could get knocked off the road all together and get seriously damaged as a result.

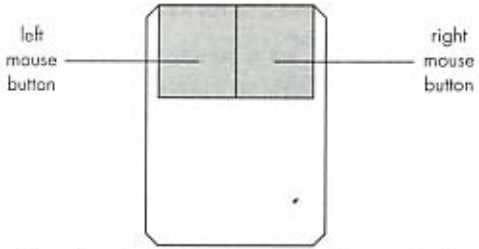
If equipment is stolen from you by muggers, your best strategy is to chase after them a.s.a.p. and get it back before you lose sight of them. You will have to find and destroy the mugger to retrieve your stolen items.

MOUSE CONTROL

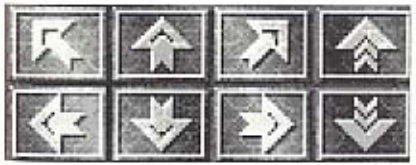
Before we explain mouse control in detail, a few common phrases should be explained.

Left click - Move the pointer with the mouse over a particular area or icon then click with the left mouse button to select it.

Right click - The same as above except you use the right mouse button instead.



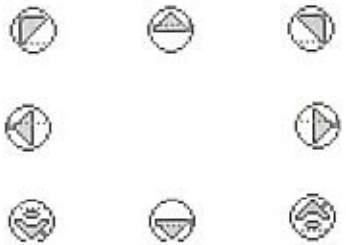
Mouse control is quite different from using the CD32 controller, although some may find it easier to use. The first thing you need to do is decide how to move the 'droids. You could use the Video Preferences device to display the movement cluster.



This group of icons allows you to move the 'droids forward, backward, turn left and turn right. You can also climb

up or down ladders. To use them, simply left click on the direction icon you wish to move the 'droids and they will move. The icon will momentarily flash to confirm the chosen movement.

There is another way of moving that doesn't require the cluster. Move the cursor over the main view. You will notice that it changes shape depending on where in the view it is positioned. If you move it around the outer edge of the main view you will see the following:



If you left click with the cursor in any of these positions the 'droids will move in that direction. If you hold down the left mouse button they will walk continually in that direction until you let go (or until they bump into an obstacle!).

If you place the cursor in the middle of the screen you will see it change to a new design:



If you now move it slightly up or slightly down, the cursor changes and looks as if it is actually looking up or down. The same will happen if you move the cursor slightly left or slightly right. When it is in one of these positions left click and hold it to 'look' up, down, left or right. Let go of the mouse button when you're finished.

Taking items

This is quite easy using the mouse. Place the cursor over an item in the main view, right click and hold it down. The cursor changes into a hand when you are about to take an item. This isn't a 'droids hand, but an extra hand that is generated by your 5000 XL/GTi Computer.



You can now do a number of things with the cursor, depending on what you want to do with the item you are about to pick up. Each of the following assumes that you are holding down the right mouse button in the main view.

(i) Move the cursor away from the item and it should change to a ? which means it can't find anything to do. Move the cursor back over the item (with the right button still held down) and it changes back to the green hand.

(ii) With the cursor shaped like a hand, left click and the item will be taken. It is now in the hand and this change is shown by the cursor. The text window will also report the name of the item you have just taken. Now move the cursor around the main view. It may change from a hand holding an item to a box with the item behind it. When this happens, it means that you can do one of two things:



(A) If you let go of the right mouse button, the item will appear in one of the 'droids hands (see the panels next to the main view). This means that the item is in his hand and is ready to be used (like a keycard has to be when it wants to unlock a door). (If you change your mind, press and hold down the right mouse button again and the item will reappear behind the box shaped cursor as it was before).

(B) If you left click the mouse, the item vanishes! Let go of the right mouse button and then left click on the Leader 'droids panel to display his Backpack screen. You will find the item neatly packed away in his backpack. This is known as Auto Packing. If there isn't room for the item to be stored then it will store it in a different Backpack.

Using items

Say you wish to unlock a door with a keycard. The keycard needs to be in a 'droids hand. Now move the cursor over the door handle and right click and hold it down. The cursor will change into a hand that looks like it wants to grab the door handle. Now left click and the keycard in the 'droids hand will unlock the door. All items vanish when they have been used, unless they can be used more than once. As keycards are for specific doors only, they vanish once they have served their purpose. You can access computer terminals in a similar way, although you don't need an item in a 'droid's hand to use one.

Shooting with a mouse

As you will already know, left clicking on a droid panel will switch to the Backpack screen (clicking on the Inventory icon has the same effect). Right clicking on the panel will make the 'droid shoot with his current weapons.

Using icons

To use any of the icons found on a device VDU, simply move the cursor over the appropriate button and left click to select it. This also applies to other icons and switches found in the game.

APPENDIX I

PHI-CORP MSD 001899/XB DROID TECH SPECIFICATIONS

I.i) Overview:
The Phi-Corp MSD series droids maintain their AI capability via a distributive processing net spread throughout the main chassis, with the exception of the chest area. To simplify maintenance and part replacement all nodes of the MSDDPN(tm) utilise the same components, although their internal structures may be modified electronically by the ACNCE (Auto-Configuring Net Coherence Electronics) which are printed onto the node circuit boards at the factory and are not user serviceable.

II.i) Node Circuit Boards:
The user serviceable elements of the MSDDPN are mounted on a circuit board behind a blanking plate secured with 16 miniature crosshead screws. All node circuit boards are superficially similar but are configured dynamically by thin film electronics bonded to the reverse of the board. (N.B. The configuration electronics are not user serviceable and Phi-Corp accept no responsibility for any damage caused by unauthorised alteration thereto.) Please note that MSDDPN NCB's on the /XB series droids are fitted with LED activity meters for the three EAGAs (Electronically Alterable Gate Arrays) permitting at-a-glance assessment of the current configuration.

II.iia) AI configuration electronics:
The AI configuration circuitry, which on the MSD series droids shares the NCB with the Shield Driver circuitry (q.v.) consists of 8 (eight) power jumpers, 2 (two) line driver EAGAs and an MCROM (Multiply Configurable Read Only Memory).

Note that Phi-Corp ACNCE allows MCROMs to be exchanged across the net, their functions being bound by their current resident node (CRN).

II.iib.1) User configuration of the AICE:
Configuration of the MSDDPN may be achieved either by direct replacement of components, or by reconfiguring the internal electronics of the EAGA's by use of the EAGA BEVA (BiPolar Electronics Validation Architecture).

II.iib.2) AICE configuration basics:
The MCROMS's are driven by eight lines internally multiplexed to drive the four AIFSs (Artificial Intelligence Function Slots) in which the ICs consist. Each AIFS may be occupied either by a discrete AI function, which function will depend upon the ACNCE installed upon the NCB, or by an AIFMS (Artificial Intelligence Function Multiplier Stage) the function of which is to multiply up the subsequent functions in the drive chain. Please note that the four lines originating in the strength augmentation EAGA are variously divided down by the MCROM multiplexing circuitry to prevent overloading of the MCROM, whereas the four lines originating within the attribute augmentation EAGA are buffered and hence may drive the MCROM at their full output capacity.
The eight MCROM lines are driven by the augmentation stages of the two line driver EAGAs which are powered from the main bus via their respective power jumpers.

II.iib.3) EAGA configuration:
The two EAGAs which drive the MCROM are identical in their internal architecture, consisting in four discrete augmentation lines and a common augmentation bus driven by any or all of and driving each of the discrete lines.

Each of the augmentation stages within the EAGAs may be of one of 3 types:-

Type 1: Drives its discrete line at an output level of 1
Type 2: Drives its discrete line at an output level of 2
Type 3: Drives its discrete line at an output level of 2 and also adds an output level of 1 to the current level of the Common Augmentation Bus.

Use of the EAGA BEVA system will allow pairs of augmentation stages within the EAGAs to be swapped thus permitting the AIFSs to be driven at the level desired for the relevant function.

Note that the current output levels of the two EAGAs are indicated by the green (strength) and yellow (attribute) bars on the AAG meters.

IMPORTANT: Please not that the EAGAs are sensitive to excessive vibration and ionising radiation, which in extreme cases will cause augmentation stages to degrade irreparably.

III.i) Shield Driver Circuitry:
The shield driver circuitry consists of a single EAGA, and its associated power jumpers, which serves via Boolean gates to convert four non-biased input lines into the three binary biased output lines required by the shield driver electronics. This binary bias on the output effectively means that the leftmost line on the board has an output value of four, the central line two and the rightmost one. The four gates which may be found within the shield driver EAGA are presented below along with their associated truth tables.

AND (Green)	A 0 1	
	0 0 0	
		1 0 1
OR (Yellow)	0 0 1	
		0 0 1
		1 1 1
XOR (Red)	X 0 1	
		0 0 1
		1 1 0
NULL		N 0 1
		0 0 0
		1 0 0

Use of the EAGA BEVA system will again allow these gates to be swapped within the EAGA.

Note however that owing to the limited component count of these ICs some swaps may result in unexpected changes to the gate structure as the EAGA automatically configures itself to use its full component count.

IV.i) MCROM Function equivalence table.

FUNCTION NO.	CRD	FUNCTION	CRD	FUNCTION	CRD	FUNCTION
1.	Head	Bribery	Arm	Brawling	Leg	Dodge
2.	Head	Computing	Arm	Swordsman	Leg	Climb
3.	Head	Electronics	Arm	Slug gun	Leg	Jump
4.	Head	Mechanics	Arm	Energy gun	Leg	Hide
5.	Head	Targeting	Arm	Throw	Leg	Run
6.	Head	Streetwise	Arm	Missiles	Leg	React
7.	Head	Interrogation	Arm	Sleight	Leg	Lift

(Extracted from Phi-Corp MSD 001899/XB MilSpec Droid Users Handbook (c) Phi-Corp 2/8/2897. Reproduced with permission)

TECHNICAL SUPPORT

Should you experience any technical problems with this game, such as it failing to operate, please contact our Technical Services Department.

Technical Services
Mindscape International Ltd
Priority House
Charles Avenue
Burgess Hill
West Sussex RH15 9PQ
England

Telephone: +44 (0) 444 239600 (09:30 to 16:30 Monday to Friday)
Fax: +44 (0) 444 248996

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms — dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions — discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10—15 minutes per hour while playing video games.

AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant.

Certaines personnes sont succeptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaitre alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déja présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre medecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement
involontaire ou convultion, veuillez immédiatement cesser de jouer et consulter votre médecin.

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

Ne vous tenez pas trop près de l'ecran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement. Utilisez de préf´rences les jeux vidéo sur un écran de petite taille. Eviter de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jouez dans une pièce bien éclairée. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.





MINDSCAPE

MINDSCAPE INTERNATIONAL LTD.
PRIORITY HOUSE, CHARLES AVENUE, MALTINGS PARK, BURGESS HILL,
WEST SUSSEX RH15 9PQ
TEL: 0444 246333 FAX: 0444 248996

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