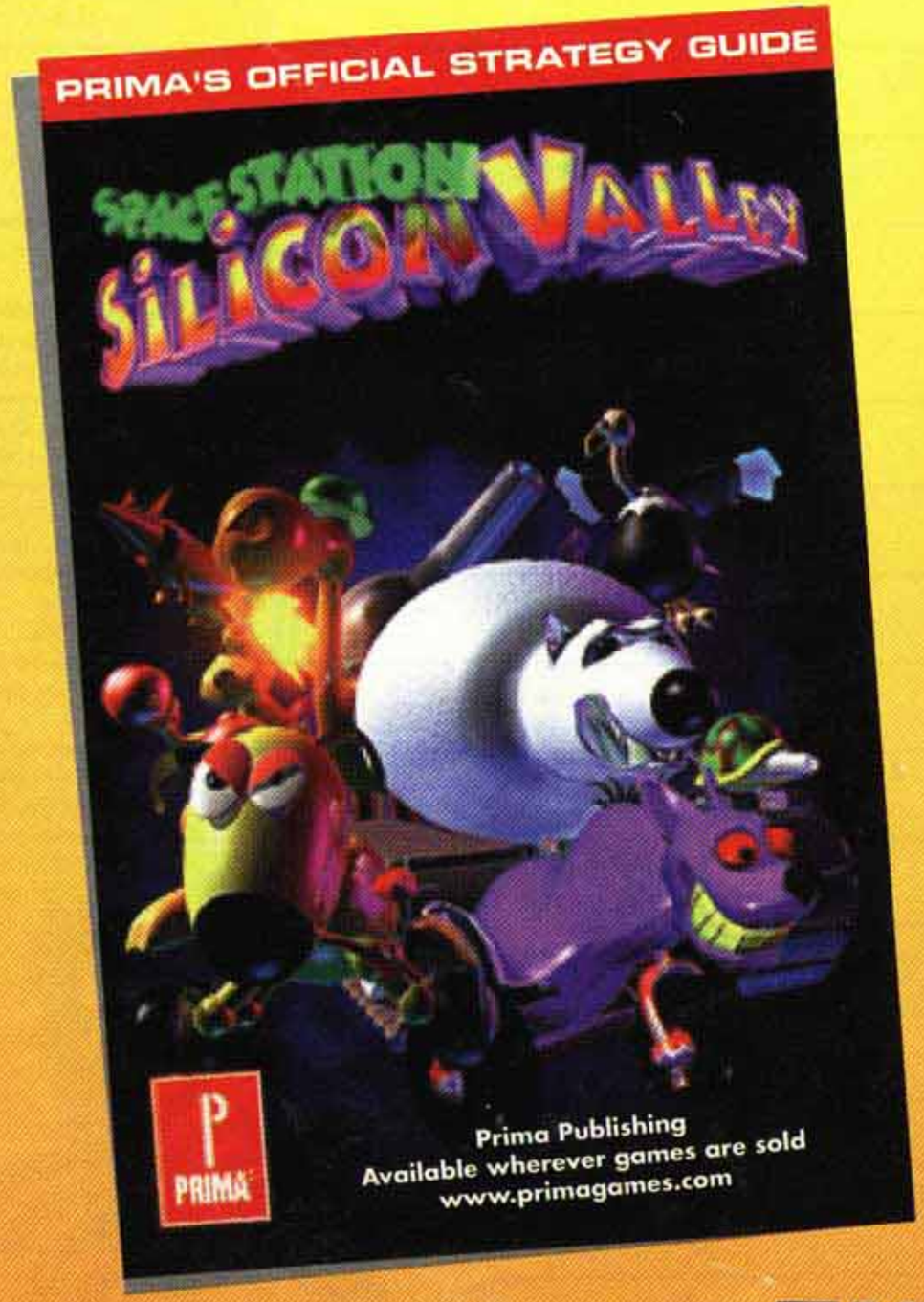
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INSTRUCTION BOOKLET

SPACE STATION SILICON VALLEY



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DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBILA MED NINTENDO PRODUKTER.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT NINTENDO PRODUKT.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMISTI NINTENDO YHTEENSOPIVIA TUOTTEITA.

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HINWEIS : BITTE LIES DIE VERSCHIEDENEN BEDIENUNGSANLEITUNGEN, DIE SOWOHL DER NINTENDO HARDWARE, WIE AUCH JEDER SPIELKASSETTE BEIGELEGT SIND, SEHR SORGFÄLTIG DURCH!

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OBS : LÄS NOGGRANT IGENOM KONSUMENTUPPLYSNINGARNA OCH FÖRSIKTIGHETSÅTGÄRDERNA I BRUKSANVISNINGARNA SOM MEDFÖLJER PRODUKTEN INNAN DU ANVÄNDER DEN MED ETT NINTENDO SYSTEM, SPELPAKETET ELLER TILLBEHÖR.

ADVARSEL : LÆS FORBRUGERINFORMATIONEN OG HÆFTET MED SIKKERHEDSREGLER, DER FØLGER, MED DETTE PRODUKT, FØR DU BEGYNDER AT BRUGE NINTENDO HARDWARE SYSTEM, GAME PAK ELLER TILBEHØRET.

VAROITUS : LUE HUOLELLISESTI LAITTEEN VARUSTEISIIN KUULUVAT KULUTTAJATIEDOT JA HUOMAUTUKSET ENNEN NINTENDO-LAITTEEN, PELIN (GAME PAK) TAI MUUN VAURSTEEN KÄYTTÖ.

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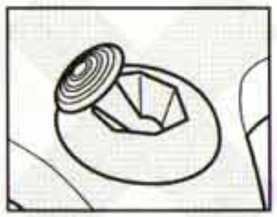
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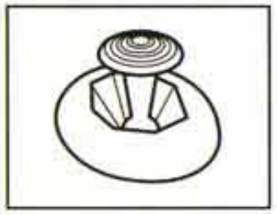
CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

LOADING

1. Make sure the power is OFF on your Nintendo® 64 Control Deck.
2. Insert your SPACE STATION: SILICON VALLEY™ Nintendo 64 Game Pak into the Control Deck as described in the instruction manual.
3. Insert Controller into Socket 1.
4. Slide the power switch to ON (Important: make sure not to touch the Control Stick when doing so).

This game is compatible with the Rumble Pak accessory. Before using it please read the Rumble Pak instruction booklet carefully. Follow on-screen instructions to determine when you should insert or remove the Rumble Pak.

Introduction

WELCOME TO SPACE STATION: SILICON VALLEY™!

Launched in 2001, Silicon Valley was the largest, most expensive space station ever created. An experiment in artificial life and robotic evolution, Silicon Valley broke new ground in terms of size, luxury and extreme danger....

There was only one slight hiccup. Seven minutes after the station was launched, it vanished. Completely. Utterly. Absolutely. Gone.

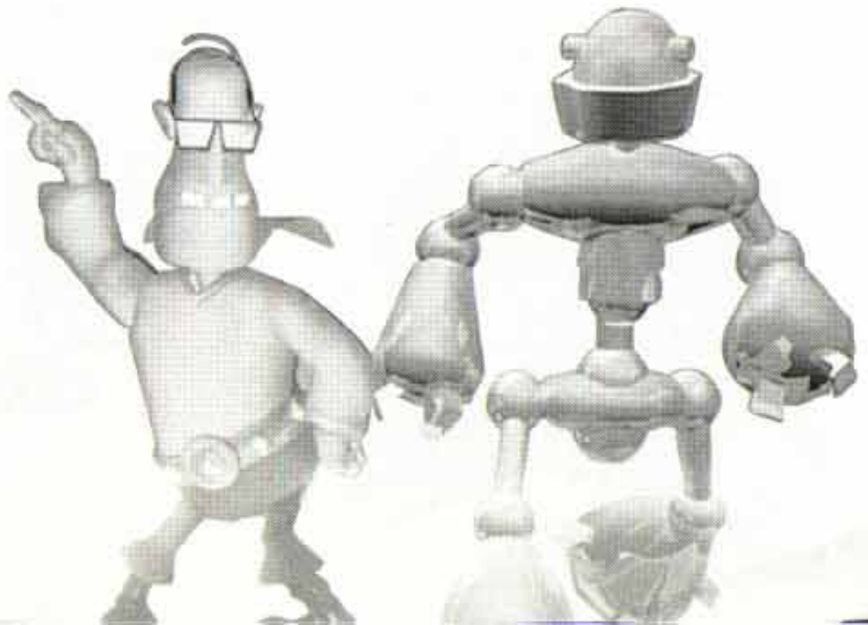
Of course, a massive search was launched. Every terrorist group in the solar system who had 1) a motive and 2) a REALLY big garage was immediately arrested, searched and locked up on general suspicion. But nothing was ever found.

Until now. After 1000 years, Silicon Valley has returned. It was spotted by a giant orbiting telescope as it passed the orbit of Uranus. The Earth's government immediately sprang into action and sent aboard a squadron of brave Space Marines, each and every one of them barrel-chested, sharp-shooting, iron-pumping heroes. They vanished. The next squad vanished too. In fact about 5 squads were sent to the giant derelict station before someone figured out that they weren't getting anywhere.

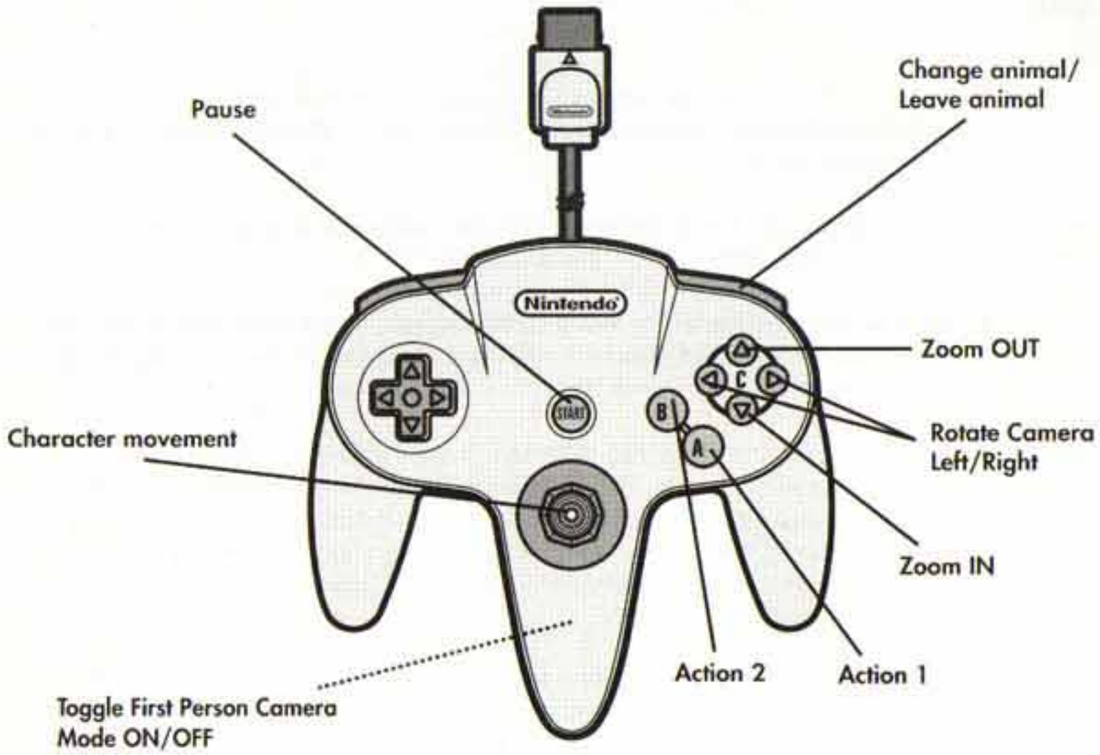
What this job needed was someone expendable and cheap. Enter DAN DANGER and EVO, the bravest heroes that Earth has to offer (and at knockdown prices too....). Dan is, of course, human, but EVO is the end result of the Silicon Valley experiments, a super-intelligent, self-evolving robot.

The fate of the Earth is in their hands. Who knows what terrible changes have occurred over the last millennium? Who, or what, is in charge of the station? Why has it suddenly reappeared? Why is it heading straight for Earth? What can be done to stop it? Can Dan stop it? Evo? You?

SPACE STATION: SILICON VALLEY™ - It's a Silly Place!

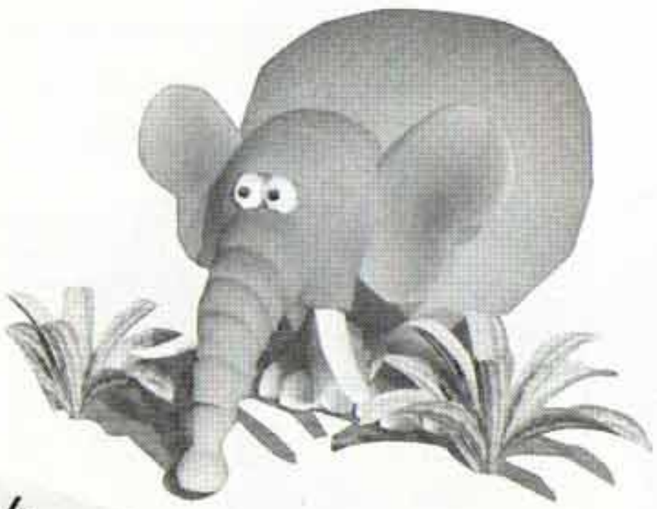


Default Controls



MENU CONTROLS

Start Button: Pause game/pause options
Control Stick: Navigate through menu options
A Button: Select option





Getting Started

At the title screen, press the START BUTTON to access the Main Menu.



SELECTING A SAVE SLOT (Bank Select)
Press A Button to select a save slot. Your progress in the game will be saved to this location. It is possible to save up to four games.

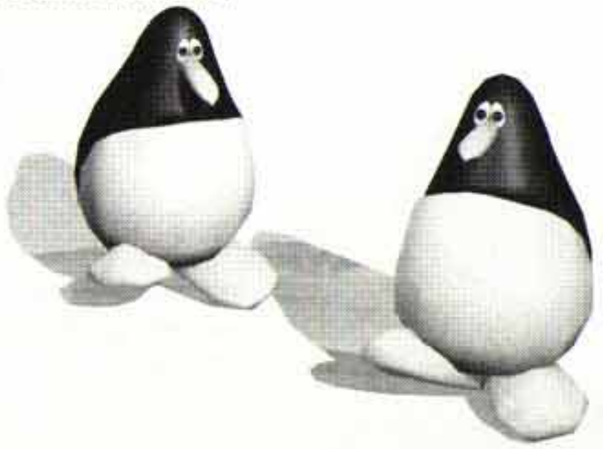




ZONE SELECT
Press A Button to select a zone and display the mission briefing.

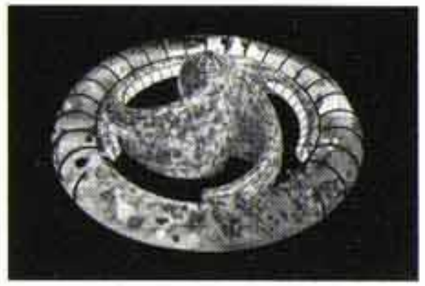


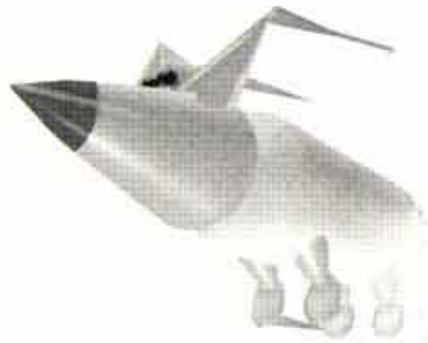
MISSION BRIEF
Every zone displays a brief message from Dan, telling you what to expect and stating your goals in the zone. You have to complete these goals before you can move on to the next zone.



Game Overview

SPACE STATION: SILICON VALLEY™ is divided into four unique environments.





Euro Eden - A pastoral wonderland.
Arctic Kingdom - Brr Chilly! Bring a big jacket.
Jungle Safari - A taste of the wild frontier.
Desert Adventure - Savor the sunny side of artificial life.

Each world is full to bursting with it's own unique menagerie of lovable animal playmates. The animals behave just like their earthbound counterparts. They can love, hate, fear and eat each other. Just watch it. That's all we're saying.

Since Dan crashed into a Euro Eden, the player will have to complete three Euro Eden zones before the Arctic Kingdom becomes available. After three Arctic zones have been completed, the player can move onto Jungle Safari and, once three zones of the Jungle Safari are completed, the player can move between all of the zones in the game.

Only after completing all of the available zones will the player be able to explore the depths of the SPACE STATION: SILICON VALLEY™ control room...

Warning!
SPACE STATION: SILICON VALLEY™ is populated by a large number of robotic animals. These animals have evolved to survive in a ferocious, untamed environment. They have never encountered man before. Be afraid. Be very, very afraid. And scared too.

SPACE STATION: SILICON VALLEY™ is Darwinism taken to dangerous extremes. Each animal has skills and abilities that no other animal will possess. If you want to survive up here baby, you better use them all...



ON SCREEN



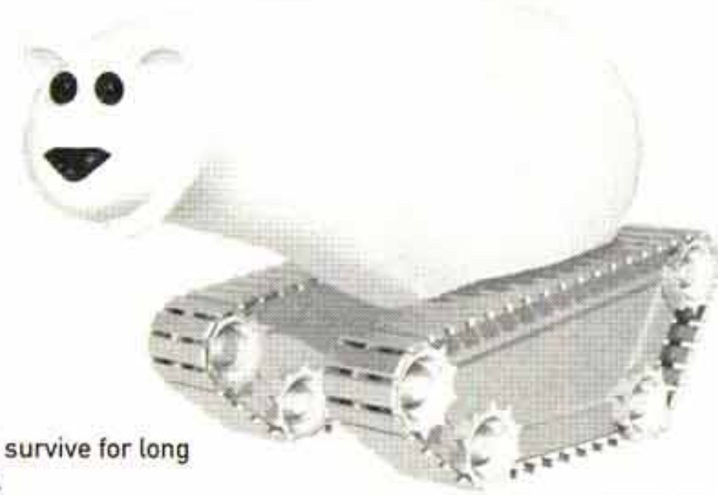
The large green bar shows your remaining energy. When your energy bar turns red, start to worry. If your energy vanishes, you're dead.

The special skills available to your animal host are sometimes limited.

The blue bar shows the remaining energy of your opponent.

The blue button shows the amount of power available to your animal's first ability (if applicable).

The green button shows the amount of power available to your animal's second ability (if applicable).



POSSESSION

WARNING! EVO cannot survive for long outside an animal host.

USEFUL THINGS

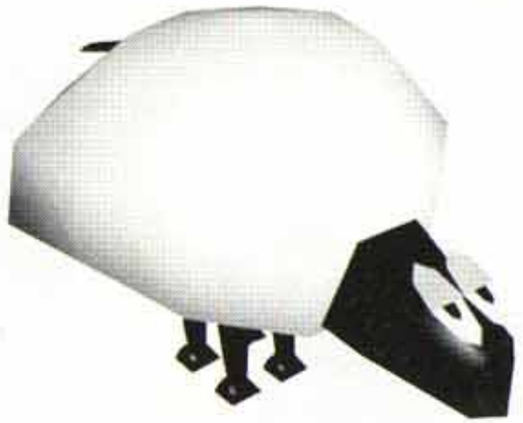
Power Cells



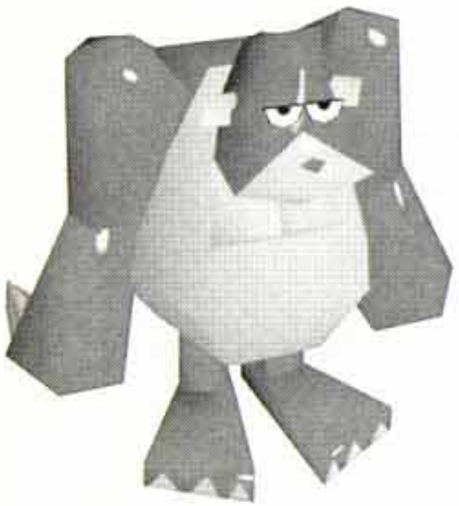
In order to repair EVO's body, you must collect as many Power Cells as possible.

Energy





If you're feeling a little under the weather. Look for these fellows to perk you up.



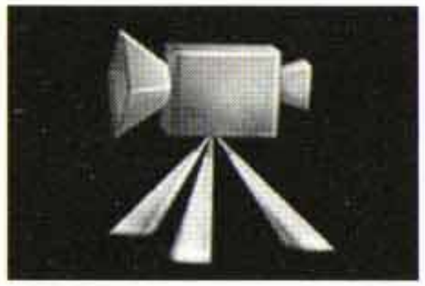
Teleporter

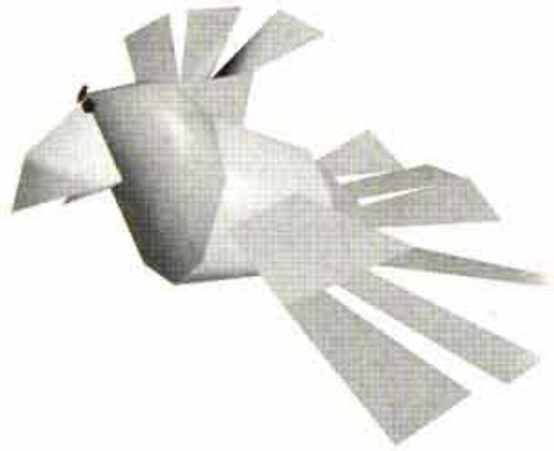


Every zone has an Entry teleporter and an Exit teleporter. The Exit teleporter will only be activated once you have completed all of the goals from your mission briefing.

Things To Look Out For

Cameras

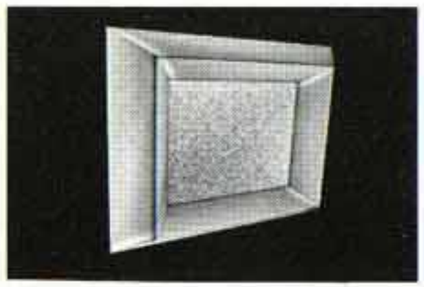




Many zones in Silicon Valley have Level Overviews. Touch the camera for a quick whirlwind tour of the drama and excitement that lies in store for you.



Terminals

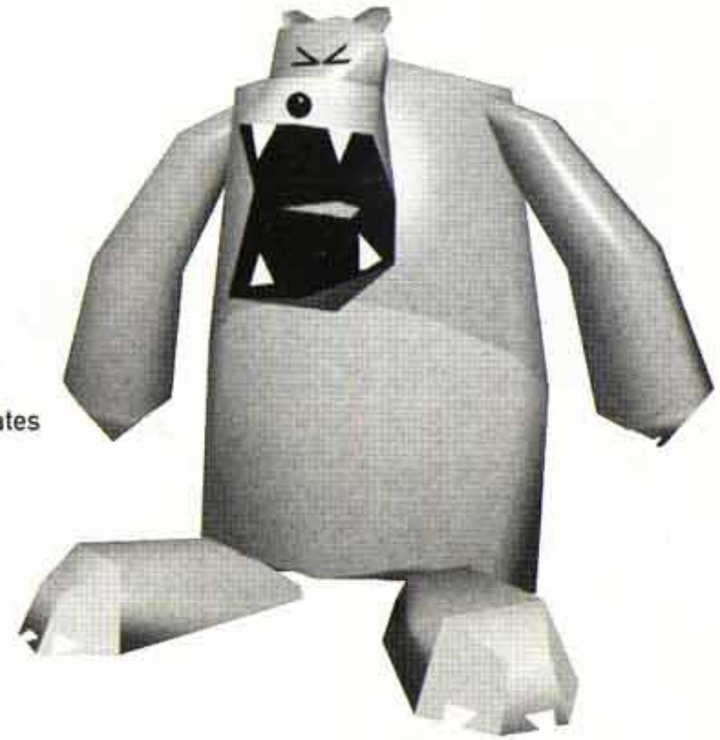


Every zone has a terminal. Touching the terminal will download the information about EVO's current animal host from the Silicon Valley databanks.

Crates



It's like Christmas morning. Attack crates to reveal some lovely energy.



Souvenirs

Since you're only going to get paid upon SUCCESSFUL completion of your mission, you better keep an eye open for anything that looks expensive. Every zone will have some sort of souvenir.





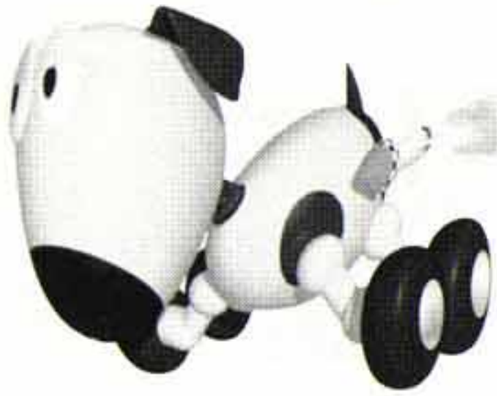
Boarding Party

The original boarding party was, as we mentioned, lost without trace. But keep your eyes peeled for useful remains.



Pause Options





Continue	Continue playing the zone
Mission Brief	Display the mission briefing information
Replay Zone	Restart from the beginning of the zone
Exit Zone	Leave zone and return to zone select screen
Music	Adjust the volume of the music
SFX	Adjust the volume of the sound effects
Language	Choose the language used in the game
Leave SV	Exit zone and return to the title screen
Power Cells	Shows the number of Power Cells picked up in the current zone



Saving Games

Saving Games
Every time you complete a zone it is automatically saved within your chosen save slot.

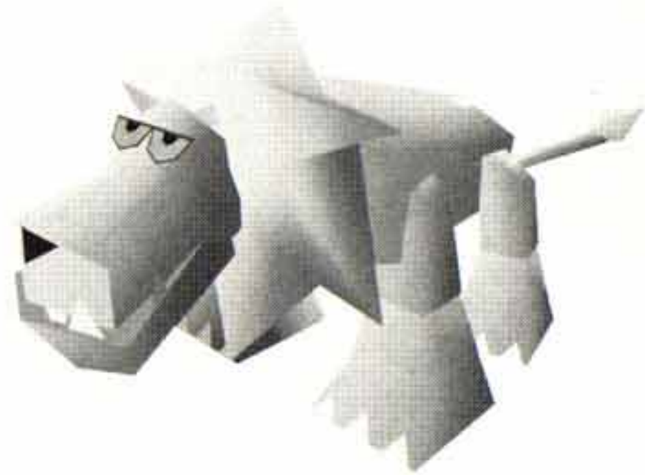
Copy Save Slot
Selecting this option will allow you to copy a game in progress into another save slot. Pick the saved game you wish to copy, then select the saved slot you wish to copy it into. You will be asked to confirm your choice before the game is copied.

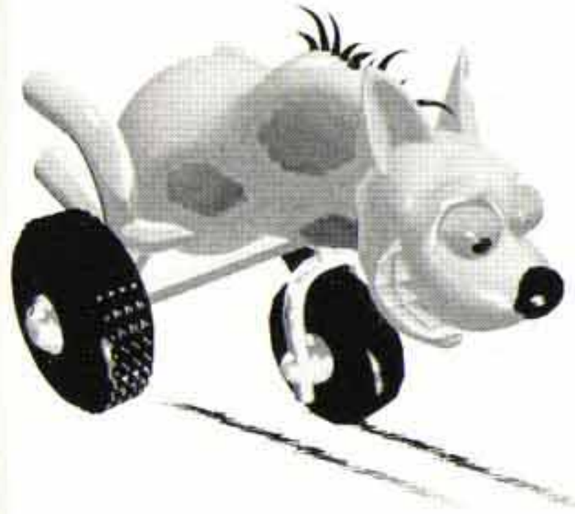
Delete Save Slot
Selecting this option will remove a game in progress, making room for a new game. Use the Control Stick to highlight the save slot you wish to delete and press A Button to select. You will be asked to confirm your selection.

Loading a Saved game.



Once you have completed a zone, it can be replayed at any time. To replay a previously completed zone, select any of the highlighted zones displayed in your save slot.







Credits

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Programmers
Daniel Leyden
Gordon Speirs
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Editor Programmers
Barnaby Dellar
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Jamie Bryan

Artists
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Andrew Strachan

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Robert Jeffrey
Craig Moore

Level Design
Craig Filshie
William Mills

Sound Designer
Allan Walker

Sample Trimmer
Bert Reid

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Stuart Ross

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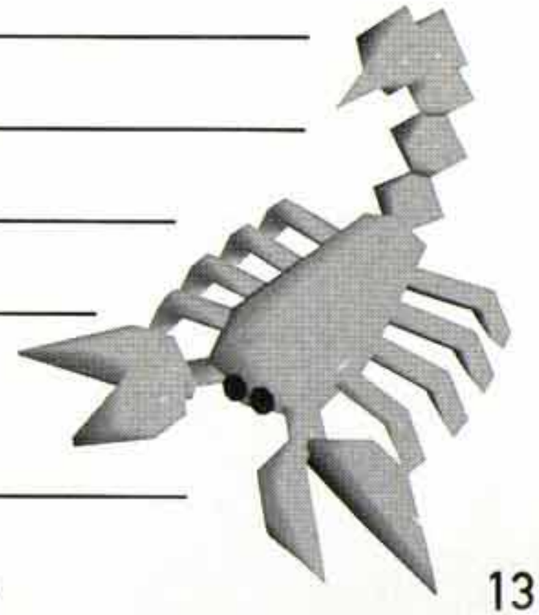
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Special Thanks
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Lucien King
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Jennifer Kolbe
Kevin Brannan
Gavin White
Gary Penn



NOTES

For game strategies and hints in the United Kingdom call:
0891 30 33 44
Calls are charged at 50p per min at all times. ask bill payers permission.



NOTES

