
PlayStation
NTSC | U/C
PlayStation
SENTIENT
TEEN
AGES 13+
CONTENT RATED BY
ESRB
SCUS-94110
PSYGNOSIS

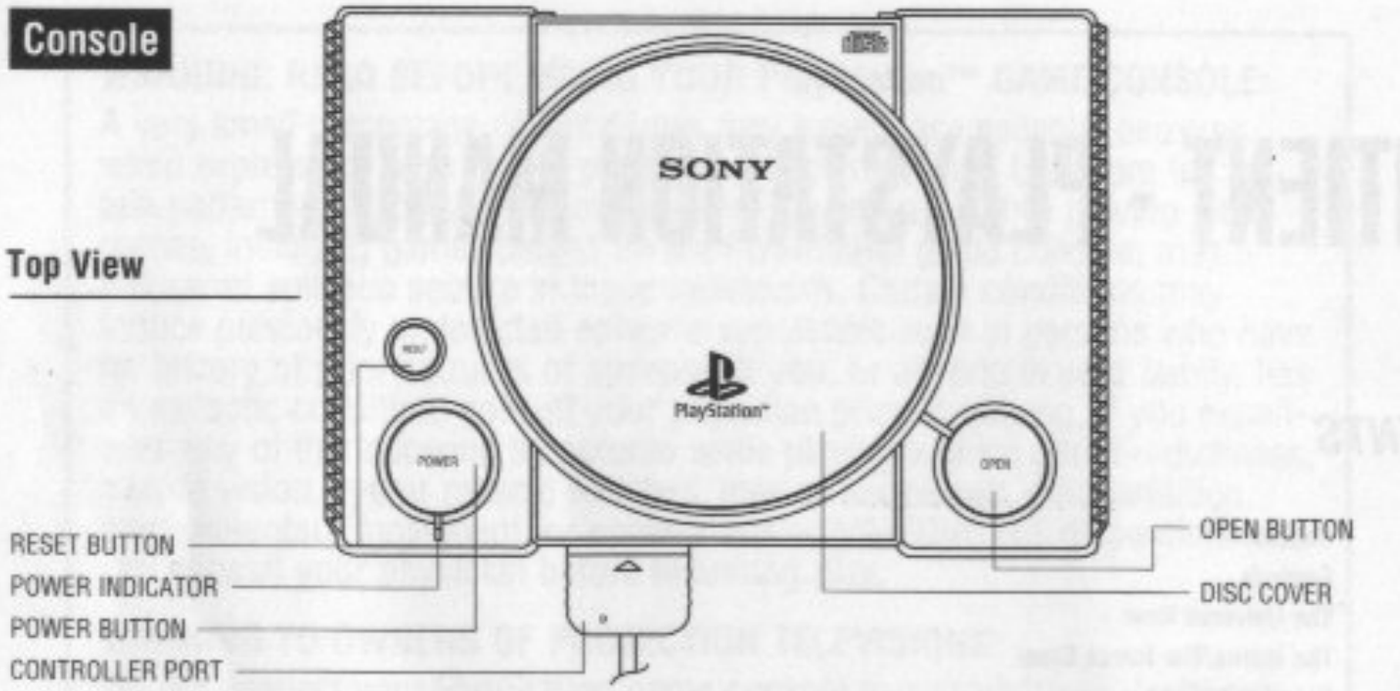
SENTIENT - PLAYSTATION MANUAL

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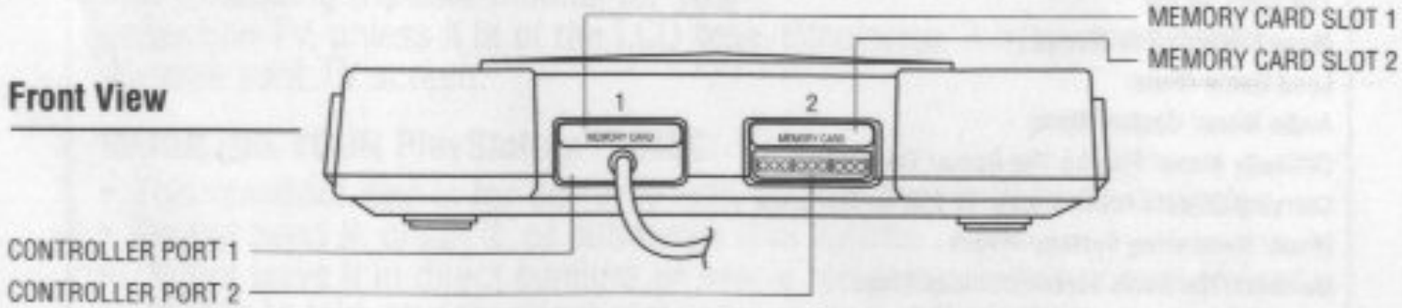
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Console

Top View



Front View

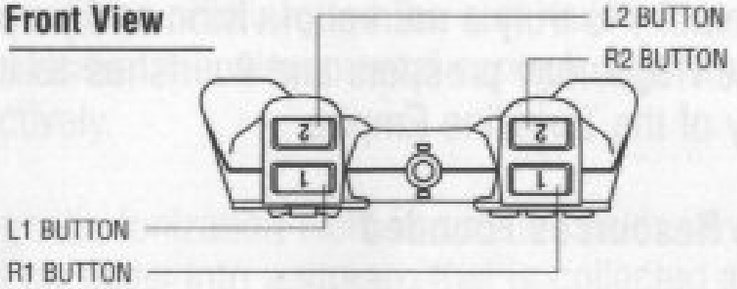


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Sentient disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

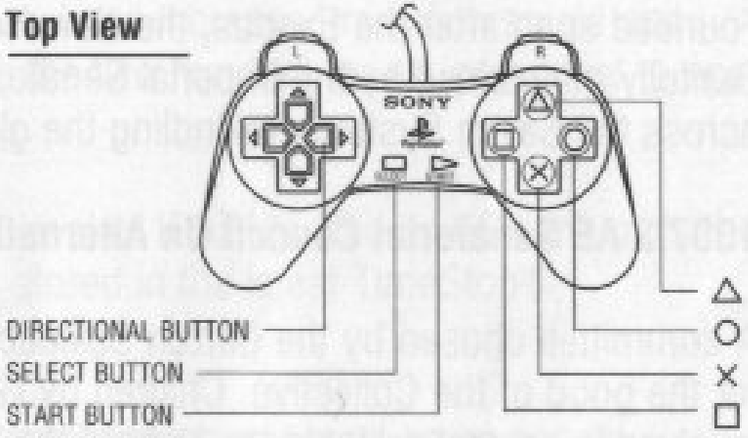
CONTROLS

Controller

Front View



Top View



DEFAULT CONTROLS ONLY

Directional buttons	*Walk*
Up Directional button (+ R1 button)	*Look Down*
Down Directional button (+ R1 button)	*Look Up*
L1/L2 button -(when talking)	*Adjust facial expression*
R1 button	*Shift*
R2 button	*Open door*
TRIANGLE button	*Inventory*
SQUARE button	*Cancel*
CIRCLE button	*Activate Cursor*
X button	*Confirm / Talk / Activate Screen / Pause / Skip Intro.*
SELECT button	*When game is paused, press to bring up in game menu*

It is recommended that you do not play Sentient™ with a Multi-tap installed. If you do, only use Controller port 1 of your PlayStation™ and Controller port 1-A for the Controller and Memory card on the Multi-tap.

THE UNIVERSE NOW

The following are extracts from the Hegemonic Encyclopedia (volume IV) that may be pertinent to your mission.

52.7 AE (After Exodus). New Hegemony

Founded soon after the Exodus, the New Hegemony is truly a marvel of vision and purpose. Dutifully maintained by the Imperial Senate, the Hegemony prospers and flourishes as it spreads across the Seven Systems rekindling the glory of the Torindine Empire.

1007.2 AE Senatorial Council On Alternative Resources Founded

A committee chosen by the Citizen Selection Board to seek out new forms of energy to harness for the good of the Collective. Chaired by Grand Senator Tamorin Aidin-Edgell, the council is involved in several projects throughout the Hegemony, and is the primary employer of engineers in the Frontier.

1032.6 AE Kenyon

Kenyons are sub-atomic particles found only in active stars. Only theoretical before Dr. Azirra's work on the Icarus Sun Station and once thought impossible, kenyons are believed to be the most powerful energy source in the universe.

THE ICARUS (InStar Corporation Aureole-Raking U-class Station)

The ICARUS was created from the shell of a LARZAFF CLASS military space station.
Its ability to operate in hostile environments made it ideal for the purpose of mining KENYONS (see Hegemonic Encyclopedia volume IV).

The modifications to ICARUS include the enhancement to the propulsion units that help to maintain a close orbit around the sun Xexor. Also there is an increased radiation shield and additional thermal environmental controls that enable the two hundred, or so, personnel to operate effectively.

The Magnetic Ionization Field is situated at the lower level of ICARUS, and its 60 cone pulls the charged particles into a stream that is collected and stored in the latest TimeStop© containment unit.

The collection field is dependent upon the platform remaining steady at all times and its efficiency is radically reduced by fluctuations in power supply, velocity and orbital continuity.

THE ICARUS CREW

Recruited from throughout the Hegemony, the crew of the ICARUS are all talented experts within their field. The loyalty of some of the crew, however, is not as clear cut.
There are rumors of what amounts to mutiny among the crew; this may bear some examination. Following is a list of heads of departments, beginning with the Captain.



CAPTAIN, DOMAR LUVEY, PC17792

RESPONSIBLE FOR THE DAY-TO-DAY OPERATION OF ICARUS MINING STATION. FULL AUTHORITY FOR COMMAND DECISIONS. REPORTS DIRECTLY TO ALGIN GISS, BUREAU OF ACQUISITION. MARRIED TO DR. DANIA LUVEY.



HEAD OF SECURITY, RAMIN JURELL, PCF98951

RESPONSIBLE FOR THE SAFETY AND WELFARE OF ALL REPORTING PERSONNEL. ALSO RESPONSIBLE AS EXECUTIVE OFFICER FOR THE BASE OPERATIONS WHEN ON DUTY AND AS A RESULT OF SENIOR OFFICER BECOMING INCAPACITATED. REPORTS DIRECTLY TO CAPTAIN DOMAR LUVEY.



CHIEF SCIENCE OFFICER, HOLMAN AZIRRA, PCF45234

RESPONSIBLE FOR THE ADMINISTRATION OF THE SCIENCE TEAM, THE COLLECTION AND ANALYSIS OF ATOMIC PARTICLES FOR USE IN GOVERNMENT OPERATION, ALONG WITH RESEARCH AND DEVELOPMENT OF NEW ENERGY SOURCES.



CHIEF MEDICAL OFFICER, DANIA LUVEY, PCF22131

RESPONSIBLE FOR THE PHYSICAL WELL BEING OF THE ICARUS CREW, AND AS SUCH, HAS FINAL APPROVAL OF ALL MEDICATIONS AND TREATMENTS PRESCRIBED BY THE MEDICAL TEAM. OTHER AREAS OF RESPONSIBILITY INCLUDE MEDICAL RESEARCH AND EXPERIMENTATION. MARRIED TO CAPTAIN DOMAR LUVEY.



CHIEF ENGINEER, MASON GARRILAC, PCF11076

RESPONSIBLE FOR THE SMOOTH OPERATION OF THE ICARUS BASE MACHINERY AND MINING EQUIPMENT. HIS ADMINISTRATIVE DUTIES INCLUDE THE MANAGEMENT OF CITIZEN RESOURCES, EQUIPMENT REPAIR AND MAINTENANCE, AND CONSTRUCTION OF NEW TECHNOLOGY FOR USE BY HEGEMONY-AUTHORIZED AGENTS.

The above are Heads of Departments on duty when you arrive.
It is expected that you will have completed your mission within one Watch.

COMMUNICATIONS

"Of course, a contract like this is a great honor...One could hardly hope to conceal the fact that companies are made or broken as a result of transactions like this one."

SPOKESPERSON, ON BEHALF OF THE INSTAR AUREOLE-RAKING CORPORATION.

"So they send these ships off into space, looking for new deposits of ores and fuels...But did anyone ever stop to think that we wouldn't need to look for new deposits of anything if corporations like InStar stopped wasting all our ores by building space stations and then using all our fuel to fire them into space?"

TAMALARINE HUE (SPOKESPERSON FOR THE NHSPOF), ADDRESSING A RALLY OF MILLIONS ONLY MOMENTS BEFORE HIS ASSASSINATION.

"Fellows in hope...I give you InStar Corporation's (Aureole-Raking) Urania Station...The ICARUS. May she be blessed, as may all those who sail in her."

CORPORATE PROMOTIONAL TAPE, PLAYED DURING FORMAL UNVEILING OF THE ICARUS STATION.

"We have isolated strains of previously unidentified motions in all areas of the CoronaSpread. Potentially very unstable... Early research led to the release of some sort of energy which attacks the nervous system. Please advise..."

CAPTAIN D. LUVEY, ICARUS STATION.

"We can't tell you what we've found. All we know is that we have something here... We can't pass up the opportunity to explore new avenues, especially with things the way they are now."

HASTILY ISSUED PRESS STATEMENT ON BEHALF OF OUR BELOVED NEW HEGEMONY.

"ICARUS. Continue research. Be advised, we have dispatched a team of specialists to assist with problem caused by radiation."

MESSAGE FROM NEW HEGEMONY TO ICARUS STATION, BEAMED LIVE ACROSS THE MEDIA WEBS OF SIX SYSTEMS - VIEWED BY BILLIONS.

"ICARUS. Continue with present agenda. Be advised, you are to be hindered. We want to know more about radiation. Do not fail us."

MESSAGE BEAMED AT ICARUS, SPECIFIC DESTINATION AND ORIGIN UNKNOWN - INTERCEPTED BY THE NHSPOF. LATER CONFISCATED.

"When they have worn all of their earth away, then and only then, shall they truly turn to their skies..."

TAKEN FROM THE DUACH DAH ME YAR (MARLITH DUSTDOWNERS EDITION), BOOK IV, VERSE XXVIII, LINE NUMBERS MAY VARY.

THE STORY SO FAR...

On the verges of stable space the universe continues to form, rolling out to fill the void like a liquid. A thin black frozen liquid carrying on its tides the promise of new worlds and the possibility for minds which, in aeons to come, may think as we think. And yet out here where nothing should yet exist, beyond the faint hopes of potential, we found Xexor.

There had been sceptics and I had been among them. But now - as I truly see it with my own eyes - even I must consider that this tiny 'A' type star could truly be our last, brightest hope; and that despite all our efforts to understand the universe there are still phenomena which defy expectation.

The mystery of Xexor's existence had been a short lived debate. Xexor is here, it is bright and it is healthy and (according to all stella surveillance reports) it is teeming with the Kenyon fields which have become the hegemony's main power resource since the depletion of all other fuels. In a matter of mere decades, scientists had stopped asking each other why the star was here and had begun asking instead how best to mine this most valuable and sought after energy.

To this end the Council of the Collective enlisted their most brilliant minds and the massive deep space corporation, InStar, to design and construct the most ambitious corona raking station to date. The result was the ICARUS, the largest self-regulating craft ever launched into space and my present destination.

The reports failed to shed much light on the details of my mission. It seems the crew of the ICARUS are threatened by the risk of some kind of radiation contamination. An illness which attacks the memory and accelerates cell decay. According to the report, this effect is believed to be occurring as a direct result of the station's handling of Kenyon cultures far in excess of any previously encountered magnitude.

The Icarus is raking deeper than any station has ever been able to mine before.
And it's uncovering things we haven't even begun to comprehend...

MENU CONTROLS

Use the Directional buttons to move the highlighting effect and press the X button to select.
Use the TRIANGLE button to back up one screen anywhere within the menu system.
Use the SQUARE button to cancel any menu choices.

THE MENUS

MAIN MENU

Use the Directional buttons to move the highlighting effect and press the X button to select.

START GAME
Begins a new game

LOAD GAME
Leads into the LOAD GAME menu

AUDIO
Leads into the AUDIO menu

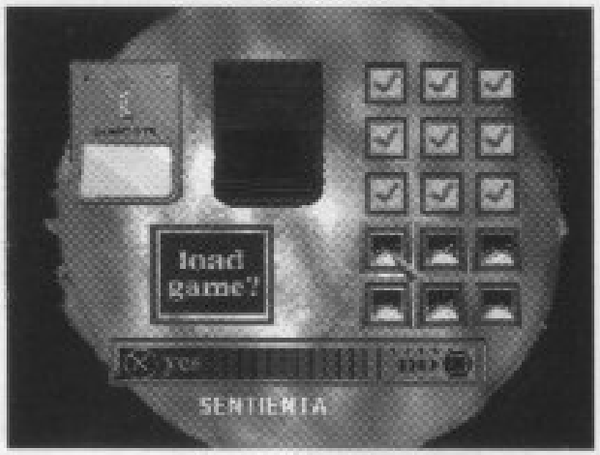
CONTROL
Leads into the CONTROL menu

DIFFICULTY
Leads into the DIFFICULTY menu



LOAD GAME MENU

Use the Directional buttons
to highlight your chosen option.
Use the X button to confirm.



Load

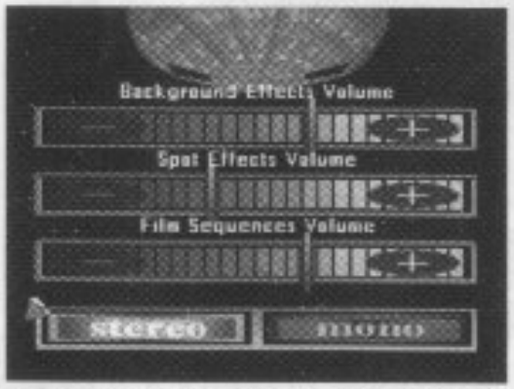
To load a previously saved game, make sure you have a Memory card fitted according to the system instructions. If you have 2 Memory cards fitted, use the Directional buttons to switch between Memory cards. Press the X button to confirm the Memory card of your choice. Use th Directional buttons to select the game slot you want to load and press the X button to confirm.

Delete game

You can delete a saved game from within the LOAD GAME screen - but only saved games from other titles i.e. Formula 1, Destruction Derby etc. Use the Directional buttons to highlight the previously saved game that you wish to delete and press the X button to confirm. A CONFIRM DELETE prompt screen will appear featuring a choice of YES or NO. Choose YES and the game will be deleted. Choose NO and you will be allowed to make another choice.

AUDIO MENU

Use the Directional buttons to highlight your chosen option. The following audio effects can then be adjusted by using the Directional buttons to move the marker up and down a sliding scale.



BACKGROUND EFFECTS
SPOT EFFECTS
FILM SEQUENCE

You may also use the Directional buttons to switch between STEREO and MONO.
Once you are happy with your choices, press the TRIANGLE button to return to the main menu.

CONTROL MENU

Speech Bubble Confirmation
Turns the on-screen speech bubble on and off. Use the left and right Directional buttons to switch between the two choices.When the speech bubble confirmation is on and you have finished reading the speech bubble, you must press the SQUARE button on your Controller to confirm that you have read it.

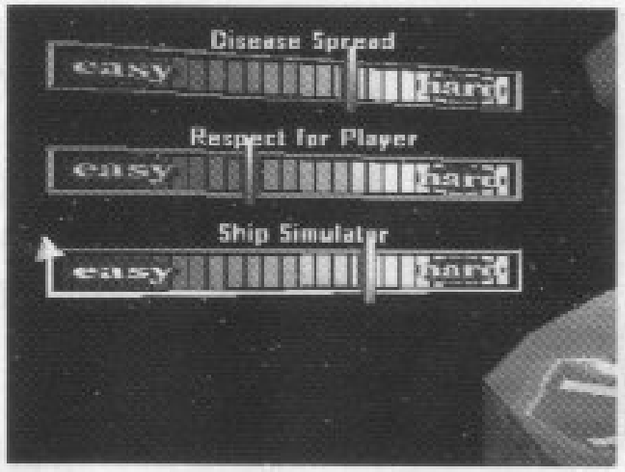


Controller Configuration
Use the Directional buttons to scroll through the 10 pre-set Controller set ups.
Once you are happy with your choices, press the TRIANGLE button to return to the main menu.



DIFFICULTY MENU

Use the Directional buttons to highlight your chosen option. The areas listed below can then be scaled in terms of difficulty. Use the Directional buttons to move the marker along a sliding scale.



You may adjust the difficulty level in terms of the ship's handling, the rate of spread for the radiation disease and finally for the attitude of the Icarus staff towards Sherova.
When you have made your choices press the TRIANGLE button to return to the MAIN MENU.

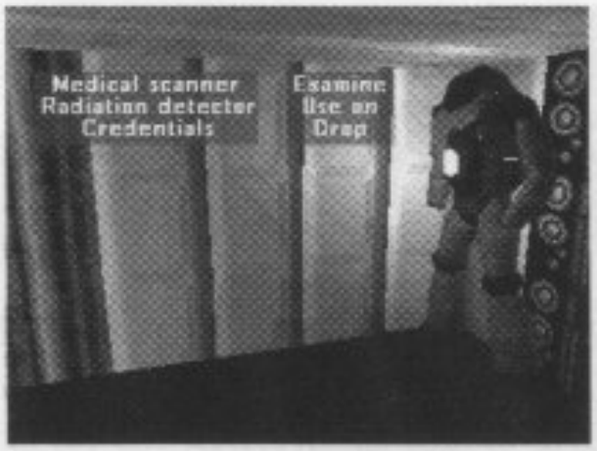
PLAYING THE GAME

You are in control of Garrit Sherova from the moment the intro. sequences end and the game begins. Garrit can be maneuvered forwards, backwards, left and right with the Directional buttons on your Controller. While on the move the amount of turn is gentle which lends a fluid, realistic feel to his walk. When Garrit is stationary the Directional buttons can be used for quick turns on the spot. Use the up and down Directional buttons with the R1 button to look up and down.

THE CURSOR

Press the Circle button on your Controller. This will bring the cursor up on screen. Move the cursor around using the Directional buttons and you will soon notice that any areas of interest on the screen are outlined by a green box. When the green box is on screen, press the X button and a menu will appear in the top left of the screen that tells you what the object is.
Use the Directional buttons to move the highlighting effect through the menu. When you have constructed your choice press the X button to confirm and implement it.

CARRYING OBJECTS AROUND



All objects that you pick up are stored in the inventory. To access the inventory press the Triangle button. To use an object you need to go into the inventory and pick an object by using the Directional buttons to highlight the choices and then pressing the X button to confirm. You will then be given a choice of things to do with that object: Use, or Use on...

HOW TO TALK TO THE CREW



You can talk with every character in the game. It is essential that you do otherwise you'll never find out how to complete the game.
It is advisable to return and talk to characters again during the course of a game, as they may have some new information for you. When you are standing near to a crew member you can start a conversation by pressing the X button. You will be shown a text menu with multiple choices which you can highlight by using the Directional buttons.

Press the X button to confirm the speech item of your choice. You will find that this leads to further text menus. When you have constructed the sentence of your choice press the X button to confirm and Sherova will speak.

To move around the menu you can use the Directional buttons. For example, if you decide that you don't want to "ask a question", but want to "make a statement" you can use the left or right Directional buttons. These allow you to easily move around the text menu screens.
To look around a scene while you are in a text menu hold down the R1 button and use the Directional buttons to move Garrit's point of view.

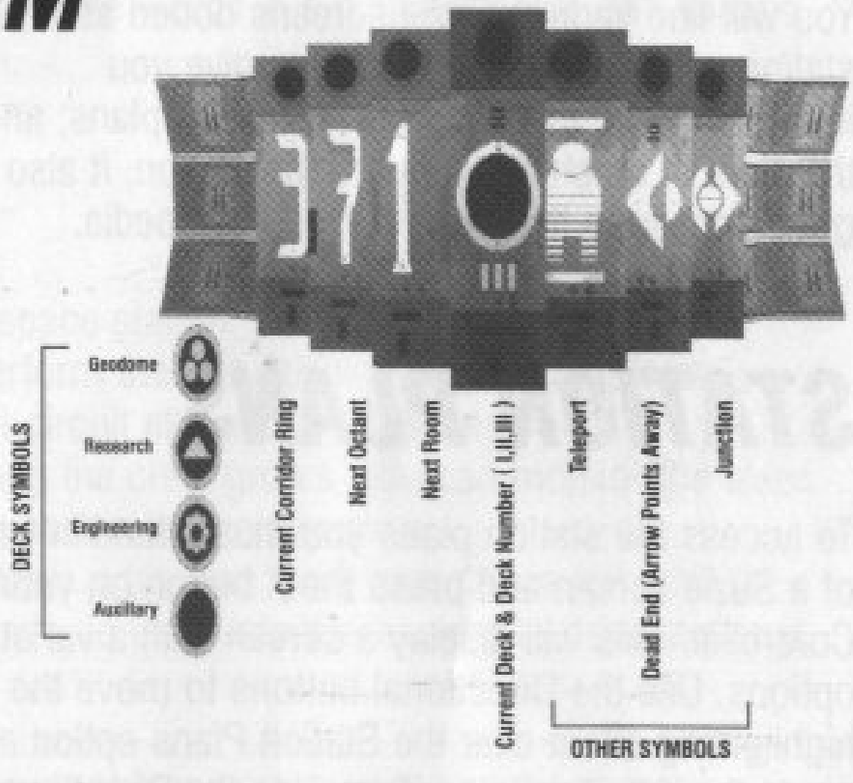
MOOD



Each piece of speech that you construct can be given a tone of voice. The small picture of Garrit that appears in the bottom left of the screen is the indicator of mood. After you have selected your sentence construction, (but before pressing the X button to confirm) use the L1/L2 buttons to scroll through the full range of Sherova's facial expressions. When you have reached the appropriate mood press the X button to finally confirm your speech item and Sherova will deliver the speech item according to the mood selected.

NUMBERING SYSTEM

There are four decks on the Icarus. Geodome, Auxillary, Research and Engineering. These decks are each divided into OCTANTS and RINGS. In order to navigate the corridors successfully you must learn this system.



PILLARS

The pillars at the intersections have 8 numbers on them. To read the numbers correctly you need to stand straight in front of them. (see diagram). From there you can see 2 numbers divided by the deck symbol/icon. This indicates the rooms you can find down those corridors to your left and right, and the deck you are currently on.
Also outside each room there is half a pillar that indicates what is to your left and right and as you approach gives you the room number.

NUMBERS

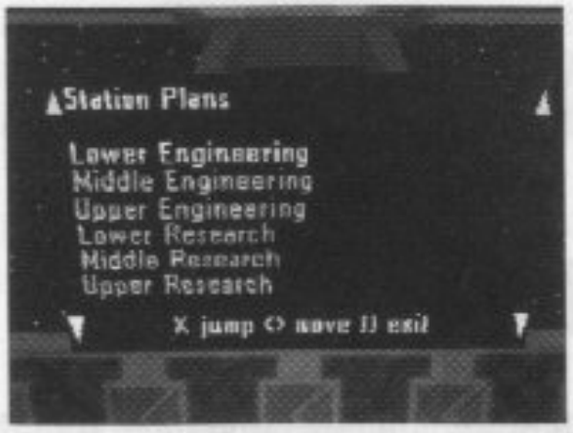
Each number is made up of 3 digits: the first is the RING you are on; the second is the OCTANT the room is in; and the third is the room. As well as numbers you will also find Symbols. These symbols indicate: Teleports, Dead Ends and Intersections. These appear instead of the room number.

THE SUZIE SCREENS

You will find various Suzie screens dotted about the station which can be accessed to give you information on: crew members; station plans; and the state of machinery aboard the station. It also gives access to the Hegemonic Encylopedia.



STATION PLANS



To access the station plans you must stand in front of a Suzie screen and press the X button on your Controller. This will display a screen with a variety of options. Use the Directional buttons to move the highlighting effect over the Station Plans option and press the X button to confirm. Use the Directional buttons to move the highlighting effect over the deck you wish to see and press the X button to confirm. You will now see a holographic map of the floor you want. You can now highlight the rooms one by one using the SELECT button and R1 button. Press the X button to confirm. Information about the room will now appear on the Suzie screen. Once the map is activated you can move around the room. To turn the map so you are facing it, press the X button on your Controller. To go back one page to the deck list you should press the TRIANGLE button.

DATABASE ACCESS

This contains information on the crew, machines and the history surrounding the New Hegemony.
To access the information follow the same process as above using the Directional buttons to move the highlighting effect over the Database Access option. Press the X button to confirm. To go back one page press the TRIANGLE button. To quit press the SQUARE button.



NOTE: When you highlight a subject you will find some words in a different color. This means that you can access them by just selecting them.

ICARUS MACHINES

The Icarus is a fully functioning, self-regulating space station.
The machines and other systems on the ship perform their functions along with the crew members. Things break down, lose power, short circuit etc. and are repaired.
As the game progresses and your standing among the crew grows, you can monitor the ships workings and, should you choose to do so, take part in its maintenance.
Good work will mean the ship will remain in a stable orbit, bad work may cause the orbit to decay rapidly. However, should you choose to have no input into the workings of the station it will manage itself.

To access information on the status of any of the machines you must follow the same instructions as above.
The boxes indicate machines and the color signifies its condition.
BLUE -fully working. RED - not working. BROWN - machine is working but cannot be used because of another machine in the line is broken.
The lines between the machines indicate the network of inter-machine dependency.

Icarus Station Machine Management Systems

Powernodes: Controlpoint and Schematic Symbols


Food/Recreation node; Supplies power to ovens and recreational systems.


Utilities node; Supplies communications, lighting and water processing systems.


Medical/Lab node; Supplies power to medical and scientific instruments.


Atmosphere node; Supplies life support system.


Weaponry node; Supplies the ships automated defense systems.


Mining node; Supplies the magnetic webs that mine kenyons from the sun's corona.


Instruments node; Supplies the ship monitoring instruments.


Thrusters node; Supplies the ships engine thrust management systems.


Shielding node; Supplies the magnetic and heat shielding systems.


Suzie core node; Supplies the ships automated computer systems.



SUZIE TERMINAL;
Access point for database, deck maps and machine information.



MACHINE ICON;

Blue	*functioning*
Red	*damaged*
Brown	*Low power*



CONTROLLING MACHINE;

Green	*functioning*
Red	*damaged*

POWER CONNECTION LINES;
The speed of these lines indicates the passing of resources.

POWER PRIORITY



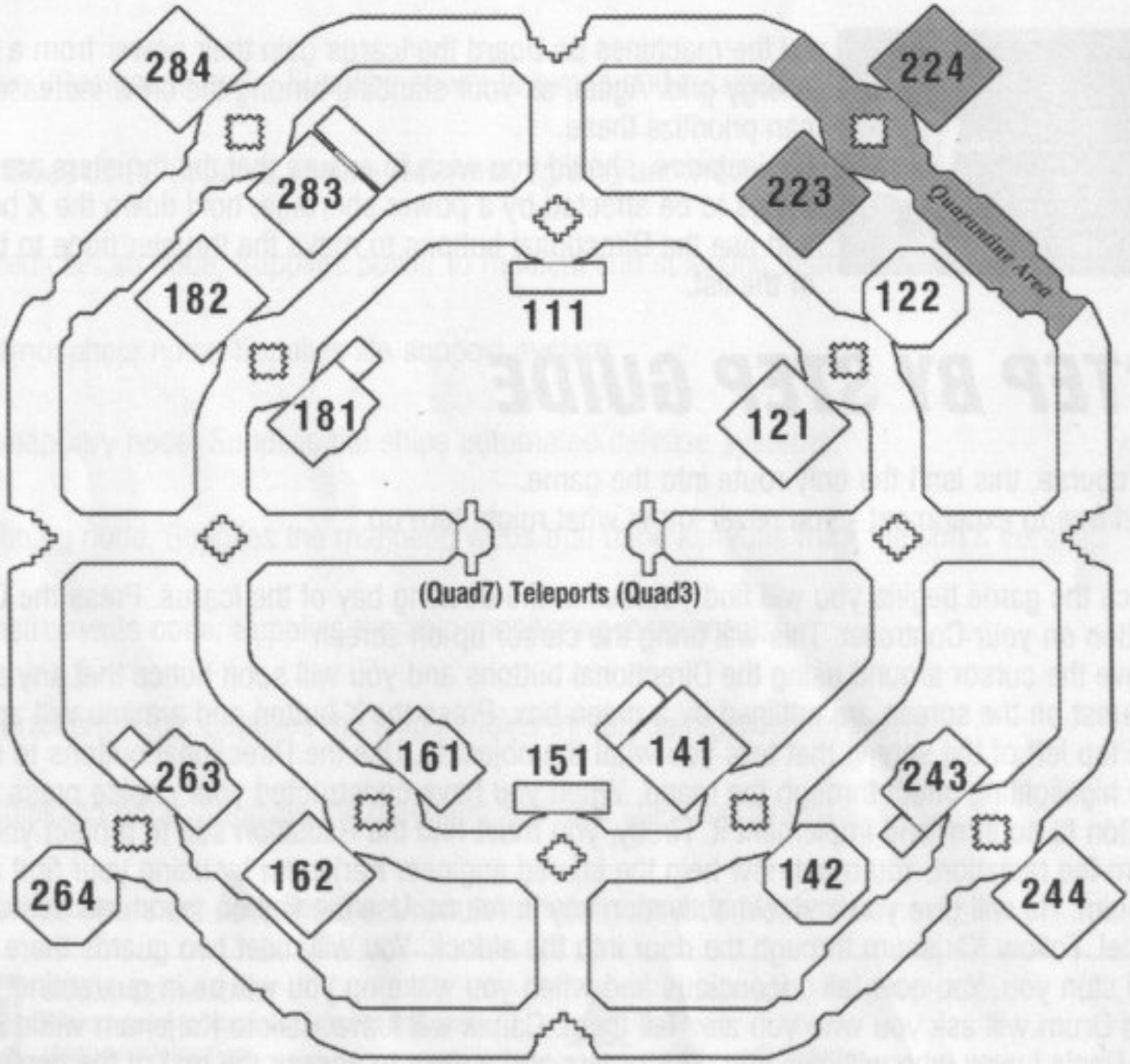
All the machines on board the Icarus gain their power from a central energy grid. Again, as your standing among the crew increases, you can prioritize these.
For instance, should you wish to ensure that the thrusters are the last things to be affected by a power shortage, hold down the X button and use the Directional buttons to move the thruster node to the top of the list.

STEP BY STEP GUIDE

Of course, this isn't the only route into the game.
Feel free to experiment - you never know what might turn up.

Once the game begins you will find yourself in the docking bay of the Icarus. Press the Circle button on your Controller. This will bring the cursor up on screen.
Move the cursor around using the Directional buttons and you will soon notice that any areas of interest on the screen are outlined by a green box. Press the X button and a menu will appear in the top left of the screen that tells you what the object is. Use the Directional buttons to move the highlighting effect through the menu. When you have constructed your choice press the X button to confirm and implement it. Firstly, you must find the Radiation suit to protect yourself from the radiation. You must now help the injured engineer Karjenum by using your first aid kit on him. He will give you a shield activation key in return. Use the key on the shield activation panel. Follow Karjenum through the door into the airlock. You will meet two guards there who will stun you. You now fall unconcious and when you wake up you will be in quarantine. Camik and Drum will ask you who you are. Tell them. Camik will leave. Talk to Karjenum while waiting for Dania Luvey who will give you your orders and a pass to access the rest of the deck. She will tell you to seek out Malichek and to retrieve a radiation report.
This can be found in the Medical Radiation Lab on Research Deck 2 (see map on next page). Return it to her in the Matter Analysis Lab on Research Deck 2. She will then ask for the Kenyon report. This is found in the Astronomy Lab on Research Deck 2. Return it to her in the Matter Analysis Lab on Research Deck 2 and accompany her to the Star lab.

RESEARCH DECK 2



ICARUS STATION: RESEARCH TWO *(Medical Research Centre and Quarantine)*

111: *Research security store*
121: *Medical analysis lab*
122: *Matter Analysis lab*
223: *Sickbay*
224: *Mass spectrum analysis*
141: *Medical radiation lab*
142: *Kenyon drift tubes*
243: *Crew quarters*
244: *Research vending*
151: *Pharmacy*
161: *Crew quarters*
162: *Low energy kenyon collection*
263: *Crew quarters*
264: *Kenyon drift tubes*
181: *Crew quarters*
182: *Mid. energy kenyon collection*
283: *Partical Analysis and ancilliary*
284: *Astronomy lab*

IN GAME MENU

Press the START button at any time to pause the game and then press the SELECT button to bring up the in game menu. You will then be able to make your selection from the following menu choices. Use the Directional buttons to highlight an option, press the X button to confirm.



Continue
Returns to the game

Load Game
Takes you to the Load Game Screen where you may load a game from a Memory card as described in section LOAD GAME MENU.

Save Game
Takes you to the Save Game Screen where you may save a game as outlined below.

Note: Make sure there are enough free blocks on your Memory card before commencing play. Sentient requires 6 free Memory card blocks to save one game.

Save Game (cont.)

You may save your current game at any time, so you can return and play from that exact same place. To save a new game, make sure you have a Memory card fitted according to the system instructions. Use the Directional buttons to select the game slot you want to save to and press the X button to confirm.

If you have 2 Memory cards fitted, use the O button to switch between Memory cards.

Once you have selected a slot it will be named SENTIENT: X where X represents a letter of the alphabet. The first game you save will therefore be titled SENTIENT: A, the second game SENTIENT: B and so on.

Once the slot is named the game will be saved automatically to that slot.

Delete game

You can delete a saved game from within the SAVE GAME screen - but only saved games from other titles i.e. Formula 1, Destruction Derby etc. Use the Directional buttons to highlight the previously saved game that you wish to delete and press the X button to confirm. A CONFIRM DELETE prompt screen will appear featuring a choice of YES or NO. Choose YES and the game will be deleted. Choose NO and you will be allowed to make another choice.

Overwrite game

Follow the same process as above to overwrite previously saved Sentient games.

QUIT

Returns you to the front end.

PROBLEM SOLVING

Below are some common problems that you may come across while playing Sentient. The answers should provide you with the information necessary to get yourself out of trouble.

WHAT DO I DO IF I DIDN'T QUITE GET THE MESSAGE FROM A NON-PLAYER CHARACTER?
If you follow him and "ASK A QUESTION" then "WHAT SHOULD I DO NOW?" he will give you a brief summary of what you should do next. Or you may choose to use the "SAY AGAIN" option from this list.

HOW DO I FIND A SPECIFIC NON-PLAYER CHARACTER?
You should ask another non-player character "WHERE DO I FIND..." and then the name of the non-player character you want to find. He will tell you to the best of his knowledge where to find your non-player character. You can also ask the non-player character to lead you to the non-player character you need to see.

I'VE BEEN TOLD TO GO TO THE ASTRONOMY LAB, HOW DO I FIND OUT WHERE IT IS?
There are 2 ways of finding your way to specific rooms quickly. You can either ask an non- player character where the room is, or you can "GIVE A COMMAND" and the non-player character will lead you to it.

I'VE SAVED A GAME AND CAN'T REMEMBER WHAT I DID LAST OR WHAT I'M SUPPOSED TO DO NOW.
Use a notebook and pencil to keep track of information you receive during the game because you will be receiving information all the time.