

INCUBATION



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THE WILDERNESS MISSIONS

This guide contains general information about the "INCUBATION: THE WILDERNESS MISSIONS" by Blue Byte Software, Inc.

Contacting Us: If you have problems with THE WILDERNESS MISSIONS the best way to contact our technical support representatives is by email. To contact the UK office please send your questions to hotline@bluebyte.co.uk. To contact the USA office please send your questions to hotline@bluebyte.com. For the quickest results make sure to email or write down your hardware system information including: make of PC, installed sound cards, graphics cards, amount of RAM, and any additional hardware. Software information is also helpful in case we need to analyze driver problems.

1. Technical Requirements:

Minimum Configuration:

-  90 MHz Pentium®
-  Doublespeed CD-ROM
-  16 MB of RAM
-  30 MB of hard drive space
-  2 MB graphics card (DirectX 5.0® compatible)
-  Windows 95® (does not work in DOS® or Windows NT®)

Recommended Configuration:

- 166 MHz Pentium® or higher
- 6X CD-ROM
- 32 MB of RAM
- 3Dfx video card
- Sound card (DirectX 5.0® compatible)
- 3Dfx video cards

2. Installing and Starting

You need an installed full version of "INCUBATION" to install the "WILDERNESS MISSIONS".

If you have autorun enabled, simply click on the "Install Game" button at the top. If autorun is not working or installed, find the file "setup.exe" in the "INCUBATION" folder, and double-click on it. Just follow the directions from there, and you'll be ready to play in a few minutes.

After it's installed, go to your "Start" button, and follow the path:
Programs—>Blue Byte—>Incubation—>and click on the "INCUBATION: THE WILDERNESS MISSION" icon.

3. The INCUBATION Map Editor

This guide contains general information about the “INCUBATION Map Editor” by Blue Byte Software, Inc.

Minimum Configuration:

- 90 MHz Pentium®
- 16 MB of RAM
- 1 MB of hard drive space
- 2 MB video card (DirectX 5.0® compatible)
- Windows 95® (does not work in DOS® or Windows NT®)
- Display settings: 16 bit (HighColor)

Recommended Configuration:

- 166 MHz Pentium® or higher
- 32 MB of RAM

4. Installing and Starting

The Map Editor automatically installs when “INCUBATION: THE WILDERNESS MISSIONS” is installed on your PC. To start the program, simply open up your INCUBATION folder (defaults at C:\Blue Byte\Incubation), and double-click on the file, “iDesigner.exe.”

5. The Editor Manual

The manual can be found on the WILDERNESS MISSION CD in the folder "ManualEditor." For best results, copy the entire folder to your hard drive, since there are several other files besides the manual that are linked and should be in the same path.

The manual is saved in three formats, as txt, html and doc files. Users with Microsoft Word97® or Internet Explorer 4.0® should use the file: Editormannual_english.doc or Editormannual_english.html. If you're using Microsoft Wordpad® (which comes installed with Windows® 95) or just about any other text editor, open: Editormannual_english.txt.

Note: Internet Explorer 4.0® can be downloaded for free at:
<http://www.microsoft.com/ie/ie40/download/win95.htm>

6. Blue Byte News

You'll also find our Blue Byte News on this CD. It contains some demos and other information concerning Blue Byte products. Of course, everyone can view our demos, but to view the other information, you'll have to use a web browser.

Have fun!

The INCUBATION Team

Bea'Ther

The most unusual of the bunch, since it doesn't attack. It simply ignores you, as if it couldn't be bothered.

**Bea'Coo**

A relative to the Bea'Ther, with a wicked defensive attack. When hit, an acid sack explodes killing anything and everything close to it.





Gore'Co

The most skillful of all Scay'Ger. It's a long-range fighter that's earned the nickname "Einstein" because of its intelligence.

Tea'Ther

An extremely dangerous, close-range fighter. The key is to focus on its main weakness, which is it can't both move and attack in one turn.



Absorber

Neutralizes 4 hitpoints from every kind of attack.



Cooler

Cools your weapon so it will last twice as long before overheating.



Mine Thrower Enhanced

In weapon mode A, it inflicts huge damage within a large area. In weapon mode B, it shoots a small robotic spider that you control in subsequent turns until detonating it.

- Weapon mode A: Wide area of extensive damage.
- Weapon mode B: Small explosive robotic spider.
- Defend mode: No
- Costs 80 Skills 3
- Range: 2-20
- Damage: 10
- Accuracy: 90%
- Action Pts: 3
- Ammo: 5/5



Enhanced Laser Gun

Extremely powerful. Inflicts two hit points damage on anything, no matter what armor it has. Overheats quickly in Weapon mode B. If the opponent has only a few hit points left, the mode B attack gives you the opportunity to take over control of the enemy.

- Weapon mode A: 2 hit points of damage against any armor throughout its entire range.
- Weapon mode B: Possibility of taking control of enemy units.
- Defend mode: Yes
- Costs 80 Skills 12
- Range: 0-40
- Damage: +2
- Accuracy: 90%
- Action Pts: 1
- Ammo: 5/5



Chain Saw

Very effective close combat weapon.

- Only one weapon mode.
- Defend mode: No
- Costs 50 Skills 8
- Range: 1-1
- Damage: 10
- Accuracy: 90%
- Action Pts: 1
- Ammo: -/-



Light Plasma Gun

Light energy weapon with a bayonet. Medium damage.

No ammunition needed, a self-sufficient weapon.

- Only one weapon mode.
- Defend mode: Yes
- Costs 50 Skills 4
- Range: 1-10
- Damage: 4
- Accuracy: 5%
- Action Pts: 1
- Ammo: -/-

