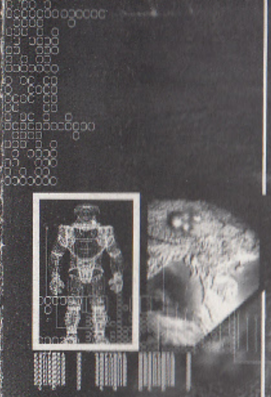

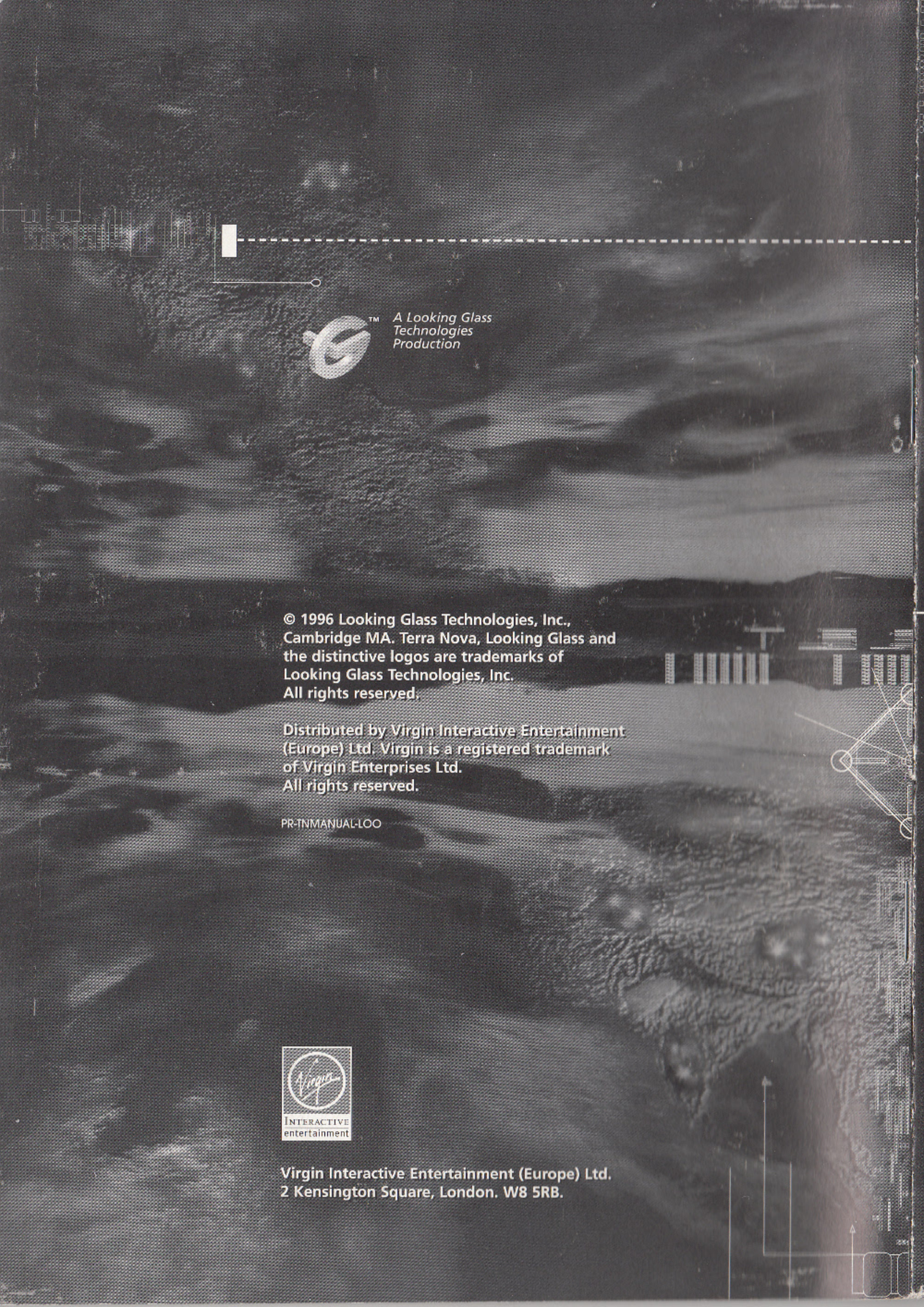

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Document No. PN•TNMANUAL•1.00

ARLEN MACPHERSON • Commander, Strike Force Centauri

To• Nikola ap Io

Date: 03.Aug.124
From: Commander Arlen MacPherson
RE: Call to Duty

Soldier, welcome to Strike Force Centauri. As you know, the SFC is a new military organisation; its creation was mandated by the governing Centauri Council on 28.Jul.124. The mandate was worded as follows:

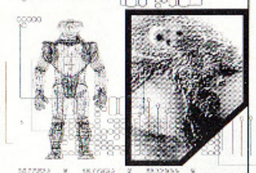
"Gangs of armed pirates, smugglers and terrorists have plagued the Centauri system for nearly 100 years, but up until now the twelve local Clan strike forces have proven adequate to the task of safeguarding the citizens of Centauri. In recent months, this has no longer been the case. Strike Force Centauri has been established with the goal of providing a greater security to the peoples of the Centauri System from an increasingly violent and well-organised criminal element."

Nik, that's what the original order says. I'll put it another way. We're here to completely wipe out the predatory scum who think they can take advantage of the people who built this society up from nothing, people who have struggled for over a century just to live free from oppression. They'll stop at nothing - terrorism, sabotage, outright murder - to accomplish their aims. We're going to fight them, and we're going to destroy them. You can quote me on that.

The thirteen members of Strike Force Centauri have been been chosen from among the best young soldiers in the existing Clan strike forces. Nikola, you were the unanimous choice of the Council to be the Squad Leader in the new Strike Force. You were chosen not only for your exceptional skills as a soldier in the field, but also because of your great potential for leadership. Having reviewed the dossiers on you and the other candidates, especially the note of recommendation from your Commander in Strike Force Io, I am fully convinced that you are the right man for the job.

This guidebook is standard issue for all soldiers in the SFC. I expect all soldiers to be familiar with its contents, especially the Squad Leader. It includes some useful history, and it fully explains the operation of the new Powered Battle Armour you'll be using.

Please report for duty by 08:00 on 04.08.124 at the SFC base on NewHope, Centauri.



GUIDEBOOK SFC•01•D N. ap Io

Welcome to Strike Force Centauri.

This Guidebook is your manual of military conduct.
It will guide you in outfitting your squad, firing your weapons,
and communicating on the battlefield.
Learn its contents well—it will save your life.

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TERRA NOVA
STRIKE FORCE CENTAURI

Installation Guide

SYSTEM REQUIREMENTS

Before we begin your installation, let's make sure your system meets the minimum requirements listed below.

Computer: *Terra Nova: Strike Force Centauri* requires a minimum Pentium 60 or 100% compatible system, running MS-DOS version 5.0 or higher.

Memory: *Terra Nova* requires a computer with a minimum 8 megabytes of RAM.

Video Card: *Terra Nova* requires a VESA 1.2-compatible video card. Please consult your video card manual for more information.

CD-ROM Drive: *Terra Nova* requires a double-speed CD-ROM drive (350 millisecond access time and 300 kilobyte data transfer rate minimums.)

Hard Drive: You will need a minimum of 42 megabytes of free space on your hard drive in order to install and play *Terra Nova*. (Not all of this space will be used up, but *Terra Nova* will need some free space when it runs, to swap files from the CD.)

Mouse: *Terra Nova* requires a Microsoft mouse using Microsoft software driver 8.2 or higher, or a 100% fully Microsoft-compatible mouse driver.

Sound Card: *Terra Nova* requires a sound card. You will need a Sound Blaster, Sound Blaster Pro, Sound Blaster 16, SoundBlaster AWE32, Ensoniq SoundScape, Gravis Ultrasound, Gravis UltraMax, Roland RAP-10, or a card that is fully compatible with one of these models.

Software Warning:

Terra Nova will run unreliably if your system is running SMARTDRV, other disk cachers, desk compression software such as Doublespace or Stacker, or any RAM doublers. If you are using such software, we recommend you deinstall it, or make a boot disk (see below) that will not use it.

INSTALLING TERRA NOVA

Installing under MS-DOS:

1) Insert the *Terra Nova* CD-ROM in your drive. At the DOS prompt, type the name of your CD-ROM drive (usually D:), then press the enter key.

2) Type INSTALL, then press the enter key.

3) Follow the installer (see below).

Installing under Windows 95:

Be aware that *Terra Nova* will not run in native Windows mode. Therefore, when you run the installer or the game itself, the programme will run by shutting down Windows, automatically proceeding to DOS, running the installer or game, and then returning to Windows. Windows will prompt you before it performs this procedure, so don't be alarmed!

In order for this to work, your machine should be properly configured to run MS-DOS applications (sound, video, and CD drivers). If this is not the case, please contact your hardware provider(s) before you contact us.

1) Insert the CD-ROM in your drive.

2) A window will pop up, showing you the *Terra Nova* logo and three buttons: "Install", "View Readme", and "Quit".
Click on the Install button.

3) Follow the installer (see over).

Note:

If you have set up your machine so that a reboot to MS-DOS mode does not have a CD driver, the Terra Nova installer will fail and return to Windows. You should get to an MS-DOS prompt by your normal means, switch to the CD drive, and type install.
If you cannot get an MS-DOS prompt with a CD driver, contact your hardware provider.

If you're installing in Windows 95 mode, and the installer hangs after restarting to DOS, you may not have a DOS mouse driver. Check to see if you have a driver and/or contact your hardware provider.

Note for Windows 95 users: If you later want to remove Terra Nova from your hard drive, we highly recommend using the Uninstall option in the Setup programme rather than simply deleting the directories. Failure to use Uninstall may make re-installation difficult.

Following the Installer:

If the installer pops up and says you do not have enough memory to run the game, proceed with the installation anyway. After the game is installed, you will be offered the option to create a boot disk to allow you to play *Terra Nova*.

1) Before the installer starts, it will ask you if you want to install a UNIVBE driver. This is a special graphics driver that will give you faster video performance. However, trying to install UNIVBE may hang your machine. If it does, reboot your machine and install without UNIVBE.

2) Next, the installer will pop up. You will first set up your Digital sound card. The installer will attempt to automatically detect which card you have. If successful, it will proceed to Configuration. If it fails, you will have to specify yourself which kind of sound card you have.

After selecting card type, we will configure your card. You will be asked if you want to have the installer auto-configure it, or if you want to configure it by hand.

Auto Configure: The installer will attempt to configure your card itself. If successful, it will then proceed to the Sound Test. Otherwise, you will have to Hand Configure your card (see below).

Hand Configure: If the auto-configure is not successful, or if you want to manually configure your card, choose Hand Configure. You will need to consult your sound card manual to find out your sound card's I/O port, IRQ setting, and DMA.

Sound Test: After configuring your card, you will proceed to the digital sound test. The installer will attempt to play a sound sample. If your card is configured properly, you will hear it. You will be asked if you heard the sound. If you did, select "Yes" to proceed with installation. If you did not, select "No", and you will re-configure your card.

3) Next you will set up your Music card. This works much the same way as setting up your Digital card, above.

4) Next you will enter the directory where ***Terra Nova*** will be installed. The default will be "c:\tnova" or "c:\games\tnova". If the default directory is acceptable, click on the "OK" button. Otherwise, enter a new directory path, and then select "OK".

5) You will then choose an install size. The more files you install on your hard drive, the faster ***Terra Nova*** will run, but the more hard drive space will be used. If you have the space, a Full install will greatly enhance the game's speed. Smaller install sizes will create minor pauses before each mission as files load. (If you don't have enough hard drive space for a Full install, that option will be unselectable.)

6) After selecting install size, you will be ready to install *Terra Nova*. Click on **"Install"** if you are happy with your configuration choices. Click on **"Reconfigure"** to change your setup, or **"Abandon"** to abort installation altogether.

Making a Boot Disk:

If you don't have enough memory in your standard DOS setup to run ***Terra Nova***, you can make a boot disk. This is a floppy disk with a special setup designed to run ***Terra Nova***. If you place the boot disk in your floppy drive and then start up your machine, your computer will run the floppy's setup instead of your standard one, so that you can then play ***Terra Nova***.

To make a boot disk, select the "Make Boot Disk" option from either the Setup programme (from your ***Terra Nova*** directory, type **setup**), or from the installer menu that appears after you have completed an installation.

PLAYING TERRA NOVA

Playing under MS-DOS:

Insert the *Terra Nova* CD into your CD-ROM drive. Change to the directory on your hard drive where *Terra Nova* is located (for instance, type **cd c:\games\tnova**. Then type **TN**, followed by the **enter** key.

Playing under Windows 95:

Insert the ***Terra Nova*** CD into your CD-ROM drive. A window will appear, showing you the Terra Nova logo and four buttons: "Play", "Configure", "View Readme" and "Quit". Click on the "Play" button to proceed.

TERRA NOVA TROUBLE SHOOTING GUIDE

Note: Be sure to view the readme.txt file on the CD-ROM or in your Terra Nova directory for the latest information on installing and running Terra Nova.

Q. The install programme fails to auto-detect my sound card or locks up my computer when detecting the sound card.
Try using the Hand Configure option. To use this option you must know the IO port, interrupt request, and DMA channel your sound card uses. Most sound card manufacturers supply a setup or diagnose programme that can tell you this information, so check in your sound card's documentation for information on such a programme.
If you are running under Windows 95, try running the install programme in MS-DOS mode. You can get to MS-DOS mode by clicking on the Start button, then choose "shut down" then "Restart in MS-DOS mode". Switch to your CD-ROM drive and type install .

Q. I don't see my sound card on the list of sound cards in the installer menu.
You need a sound card that is 100% compatible with one of the listed sound cards. In general most sound cards will work with the "SoundBlaster Pro", "SoundBlaster", or "SoundBlaster 16" options.

If you are running MS-DOS 6.x then you need to select the "Make Boot Disk" option in the installer or the Setup programme.

Also, "RAM doubling" software will not work with *Terra Nova*. You need to have a minimum of 8 megabytes of physical RAM installed in your computer.

Q. I am running Windows 95 and I get an "invalid drive specification" error message or my computer can not find my CD-ROM drive in MS-DOS mode.
Your computer has not been setup with the necessary drivers for MS-DOS mode CD-ROM drive support. Windows 95 has built-in drivers for CD-ROM support, but these drivers will not work in MS-DOS mode. You will need to contact your system manufacturer or vendor for assistance installing the MS-DOS CD-ROM drivers.

Q. I get a "you need x,xxx,xxx more bytes of disk space to install *Terra Nova*" error message.
You need at least 42 megabytes of free disk space on your hard drive to install *Terra Nova*. You can type dir at a DOS prompt to find out how much free disk space you have. If you have Windows 95, you can open up the "My Computer" folder, then click once on the icon for your C: drive.

If you do have at least 42 megabytes of free disk space and you are getting this error message then you will need to run the MS-DOS or Windows 95 disk utilities Scandisk and Defrag:

Q. I get an "insufficient memory" error message when I try to install or run *Terra Nova*.
Your computer must have at least 8 megabytes of system RAM and at least 6,800K of total extended and conventional memory to run *Terra Nova*. You can find out how much memory you have by typing **mem** at any MS-DOS prompt.

You will see a table that looks something like this:

Memory Type	Total	Used	Free
Conventional	640K	40K	600K
Upper	0K	0K	0K
Reserved	384K	384K	0K
Extended (XMS)	15,360K	156K	15,204K
Total memory	16,384K	580K	**15,804K**
Total under 1 MB	640K	40K	600K
Total Expanded (EMS)		16M (16,285,696 bytes)	
Free Expanded (EMS)		16M (16,252,928 bytes)	
Largest executable programme size		598K (612,832 bytes)	
Largest free upper memory block		0K (0 bytes)	
MS-DOS is resident in the high memory area.			

If you are running under MS-DOS, then you will need to type scandisk to run Scandisk, then type defrag to start Defrag.

If you are running Windows 95, you can click on the start button, then choose "Programmes", then choose "Accessories", then choose "System Tools", then choose Scandisk. After Scandisk has finished running follow the same procedure as above but choose "Disk Defragmenter".

Also, do not run disk compression software such as Doublespace or Stacker. Doing so may cause your computer to lock up or may cause *Terra Nova* to crash.

Q. The digital movies don't play smoothly.
This means that your CD-ROM drive or your video card are not working fast enough to play the movies smoothly. *Terra Nova* was designed to run on 2X or faster CD-ROM drives and for either VESA local bus or PCI video cards.

Using a boot disk may improve your system's performance. You can choose "Make Boot Disk" from the installer to make a boot disk.

Q. The game's graphics do not appear to be drawing properly or an error message appears stating, "Error: You Need To Have a VESA Driver Installed To Run *Terra Nova*".

Since the appearance of displays and controllers capable of greater resolution and colour depth than the standard EGA/VGA systems of yore, computer graphics programmers have had to rely on the VESA video BIOS extension (VBE) to gain access to these extended modes in a uniform way across the different video controller board vendors. The VESA VBE makes it possible for the application programme to make one call, for instance, to set the video mode, regardless of the underlying hardware. Were the world a perfect place that would be all there is to it.

However, video controller board manufacturers do not always get their VESA VBE implementation correct, and the behaviour of the board when a call is made which should perform a certain function is not always predictable. ***Terra Nova*** uses a third party implementation of the VESA VBE which helps to eliminate these uncertainties. This implementation also provides ***Terra Nova*** with faster access to the video memory of the boards in certain modes, resulting in a faster game.

Nothing is perfect, however, so there are work-arounds to several problems you might experience with ***Terra Nova*** relating to the display. Use the following example as a guide to adding video options to the command line when running ***Terra Nova***.

Example:

C:>\TNOVA\TN +BADPALDAC

1. If when you start ***Terra Nova*** you see a logo screen and menu screen which seem strangely coloured, try running with the "+BADPALDAC" option.

2. If you switch to 320x400 resolution in the Options panel and the screen becomes completely distorted or the text which is displayed looks out of focus, try running with the "+BADMEDRES" option.

3. If the opening screen looks wrong, but the movies play ok, then try running with the "+BADLOWRES" option.

4. If every mode you run in seems wrong and none of the above options seem to fix things, or your mouse leaves trails on the screen, then try the "+BADLINMODES" option.

5. Failing all these options, try the "+NOUNIVBE" option, using the VESA VBE driver supplied by your video board controller. You may need to consult your video card manual for further information.

6. If you run ***Terra Nova*** with the "+NOUNIVBE" and immediately get the message "You need to have a VESA driver installed to run ***Terra Nova!***" you need to either run without the "+NOUNIVBE" option or you need to obtain a VESA driver from your board manufacturer. Please see the documentation that came with your video board for this information.

Finally, note that there is an easy way to turn UNIVBE on or off altogether without reinstalling ***Terra Nova***. From your ***Terra Nova*** directory, type video to toggle UNIVBE. That is, if you had UNIVBE installed, typing **video** will turn it off. If you did not have UNIVBE running, typing **video** will make it active.

Important note:

If you enter the Random Scenario Builder too many times (around five) your machine may hang. To avoid this problem, after you've played a few RSB missions, exit the game and re-enter it. This problem has no effect on the rest of the game. A patch will be available by the time Terra Nova appears in stores; visit our web site at http://www.lglass.com.

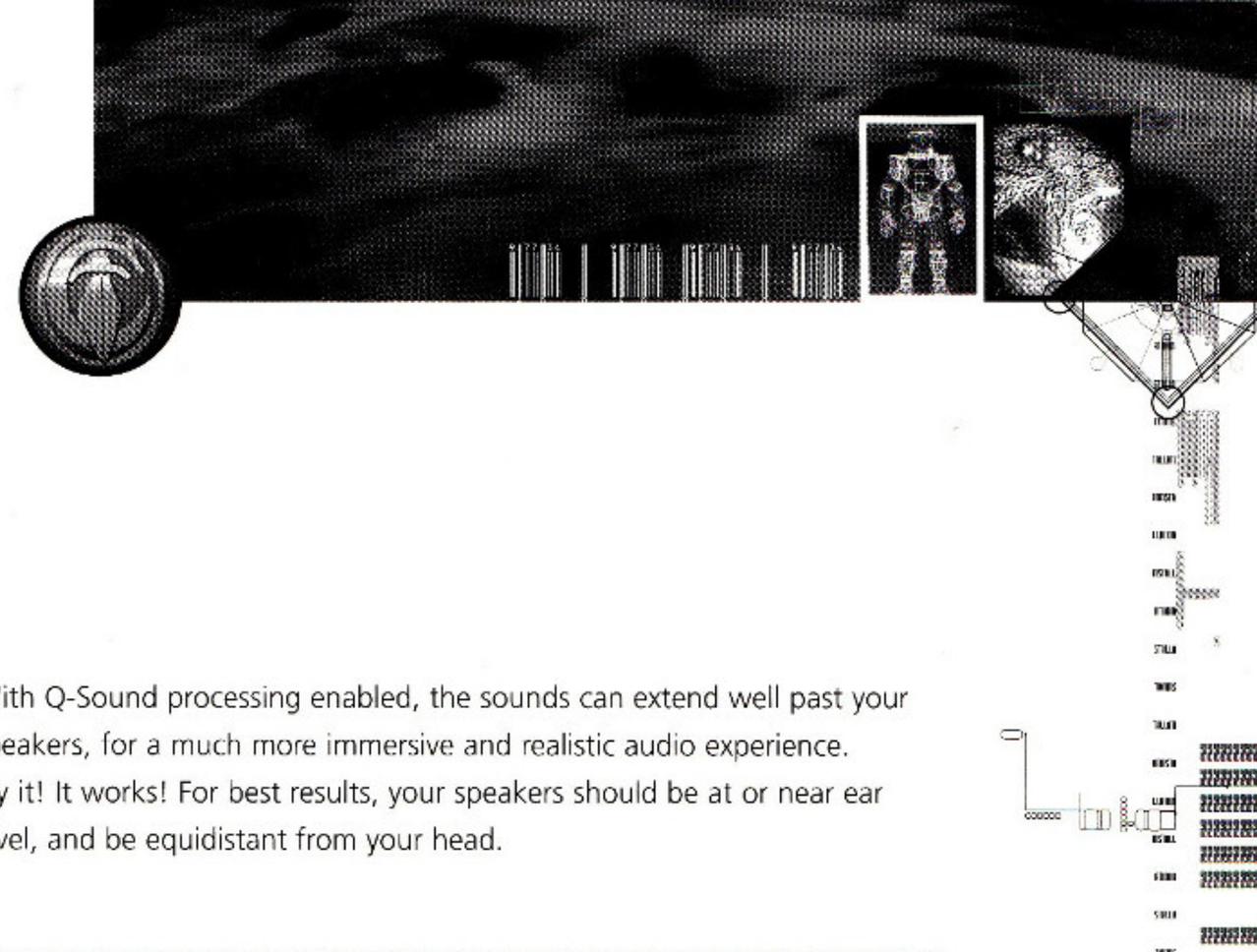
SOUND NOTES

Terra Nova ships with two different versions of the music scores. One is intended for "wavetable" cards, and the other is specially optimized for soundcards using FM synthesis (For instance, Creative Labs Sound Blaster, Sound Blaster Pro, and Sound Blaster 16, as well as numerous Sound Blaster-compatible cards from other manufacturers). If you have a soundcard that uses FM synthesis, be sure to select the appropriate type when you install ***Terra Nova***, or you may get the wrong score for your type of soundcard, which might sound a little weird.

Notes pertaining to specific soundcards:

Creative Labs Sound Blaster AWE32: ***Terra Nova*** uses a custom SoundFont instrument bank to play the musical scores on this card. If you select this card during install, the custom instrument bank will load automatically.

Gravis UltraSound and UltraMax: ***Terra Nova*** uses a custom patchset to play the musical score on this card. If you select this card during install, the custom patchset will load automatically.

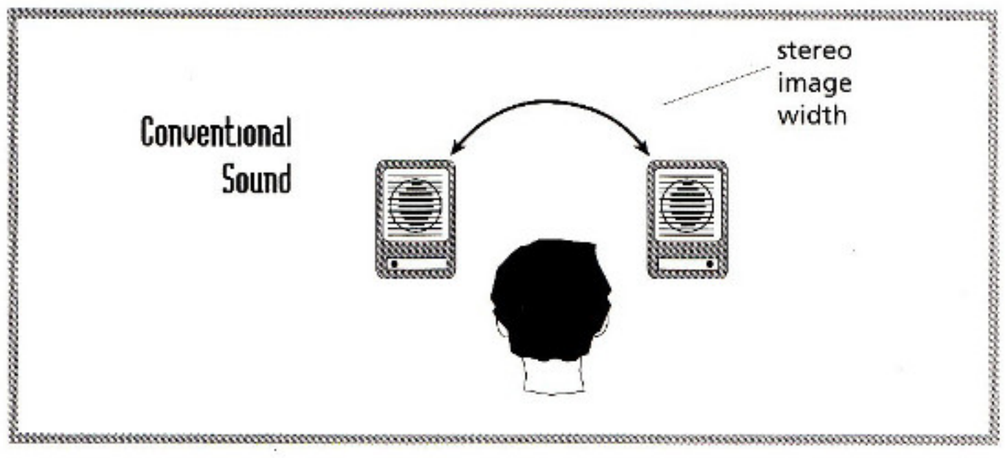


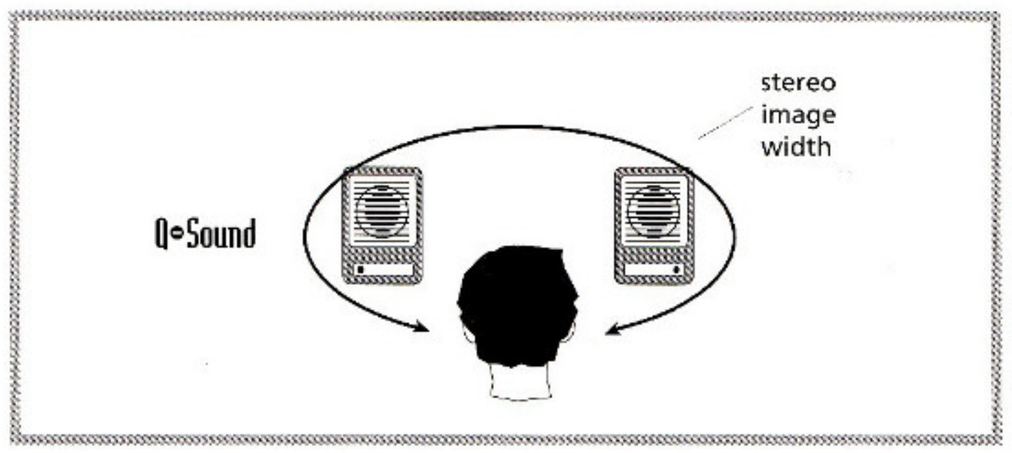
A word about Q-Sound:

For players with stereo sound cards (which should be most of you), ***Terra Nova*** incorporates Q-Sound, a unique new real-time audio processing technology that can greatly enhance your game experience.

Here's how it works: In the 3D world of ***Terra Nova***, sounds track their physical location; i.e., an explosion on the left side of your screen will be panned to the left side of the stereo mix, and as you move, the sounds will track their positions on-screen. Q-Sound takes this concept a step further. With conventional stereo game audio, the sounds can only exit in the space between your speakers.

With Q-Sound processing enabled, the sounds can extend well past your speakers, for a much more immersive and realistic audio experience. Try it! It works! For best results, your speakers should be at or near ear level, and be equidistant from your head.





Answers to some common questions about Q-Sound:

Q. Will Q-Sound work with headphones?

A. The implementation of Q-Sound in ***Terra Nova*** will not work with headphones. It won't do any harm to leave it on if you use headphones, but you may want to deactivate it (in the Options panel) as it takes a bit more processing power to provide a Q-Sound effect, and it will cut down on the number of sounds you can play simultaneously.
(Turning it off will also speed up the game slightly.)

Q. My soundcard has Q-Sound built-in. Is such a soundcard necessary to achieve the Q-Sound effect?

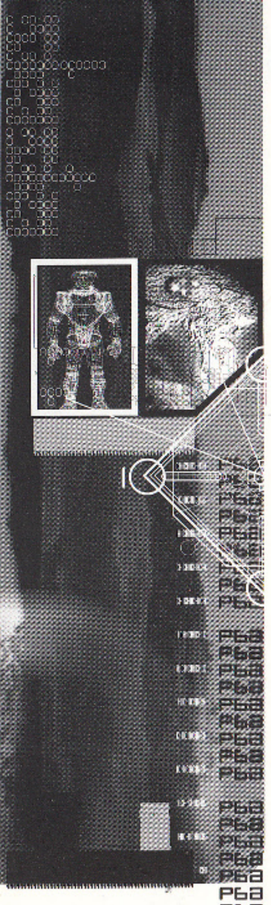
A. Certain soundcards, such as the Creative Labs Sound Blaster 16ASP, Creative Labs Sound Blaster AWE32, and the Gravis UltraSound and UltraMax, come with Q-Sound processing built into the card.
Such a card is not necessary to use Q-Sound in ***Terra Nova***.
Any stereo soundcard will work.

Q. Does Q-Sound affect the musical score in *Terra Nova?*

A. Q-Sound has no effect on the musical score, since that is handled by the synthesizer built into your soundcard. Q-Sound works only on the digital sound effects in the game. However, the stereo audio soundtrack for the video portion of ***Terra Nova*** has been processed with Q-Sound.

Q. My soundcard (or computer speakers) has Spatializer surround built in. Is this the same as Q-Sound?

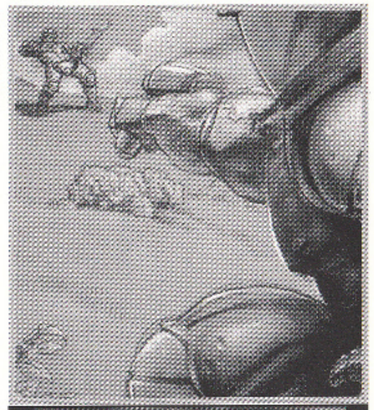
A. No. The Spatializer process (as well as similar processes from other manufacturers) operates on a different principle; it treats all sound the same, regardless of its spatial position in the game. The unique property of Q-Sound, as implemented in ***Terra Nova***, is that each sound is individually processed in real time, according to its position in the stereo field. To get the full benefit of the Q-Sound process, we recommend that you turn off any other surround circuits that your soundcard or speakers may have.



A BRIEF HISTORY OF CENTAURI SOCIETY

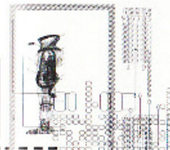
The people of Centauri are the direct descendants of the original Jupiter colonists from the Terran system. Their founders were considered rebellious dissidents by the oppressive Earth Hegemony, and there was sporadic fighting between the colonists and the government forces for many decades. By the Terran year 2129 (BCY 47 by the Centauri calendar), their ancestors had reached a stalemate with the Earth government; they lacked the strength and numbers to establish autonomy, and the Hegemony could not fund a military strike capable of dislodging them from Jupiter's moons. In 2130, the two sides reached an agreement that the Jupiter colonists would undertake the journey—with full Hegemony funding—to colonise the habitable planets of the Centauri star system. In 2132, the colonisation fleet departed the Sol System. In 2136, the first human being stepped onto the grass of NewHope.

In the 150 years since the colonists' arrival, Centauri society and culture have flourished. They have built, expanded, farmed, mined, and prospered in a way that the original settlers could never have foreseen. Today, there is even a slow but growing trade with their old enemies, the Earth Hegemony.



•MISSION tip

If you're interested in reading more history about Centauri, consult the terminal in your personal quarters, under the "Library" section.

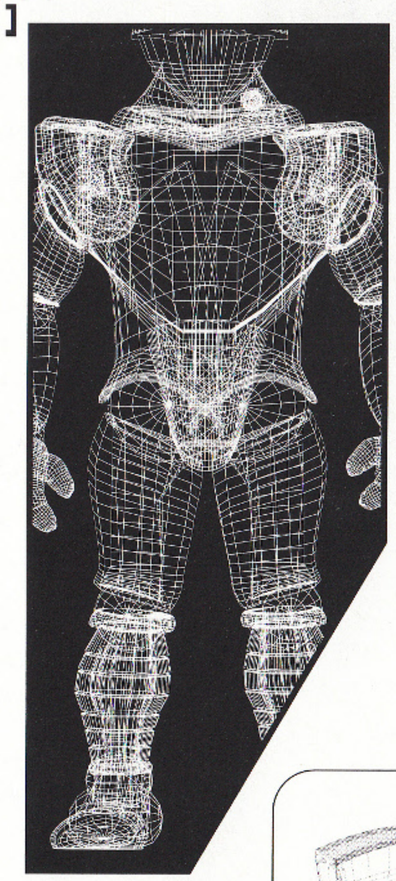


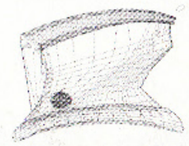
POWERED BATTLE ARMOUR/PBA

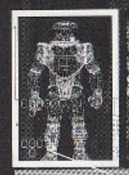
The most valuable resource brought to Centauri by the original colonists was their technical expertise. With a huge database of information and a large supply of raw materials (much of which came from breaking down the colony ships themselves), they were able to build a thriving industrial society in very little time. Having learned a harsh lesson back in the Sol System, the Centauri society was diligent in improving its military technology, specifically that pertaining to the Powered Battle Armour suit, or PBA.

Powered Battle Armour has come a long way from the hydraulic metalsuits used back on Jupiter. Those were little more than an efficient way for a soldier to carry weapons too heavy to wield unaided. Today, Centauri PBA suits are battlefield juggernauts. The armoured exoskeletons not only can carry a vast offensive arsenal, but also provide outstanding protection against ballistic and energy weapons, in addition to housing a complex electronic network of sensor arrays, targeting computers and communications equipment. They are man-sized, man-shaped tanks, which allow the occupant a great flexibility of movement and tactics on the battlefield.

Strike Force Centauri will be equipped with the recently developed XR-5 models of Powered Battle Armour, suits even more powerful and versatile than those used by the Clan strike forces. We expect you to use them well.





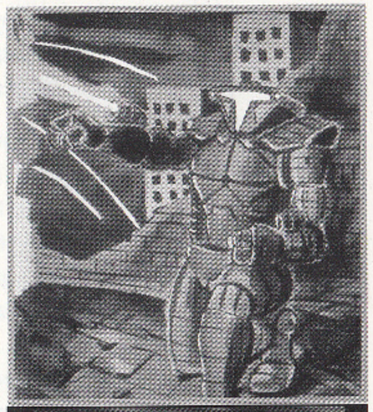


YOUR FIRST MISSIONS

Soldier, welcome to the SFC.

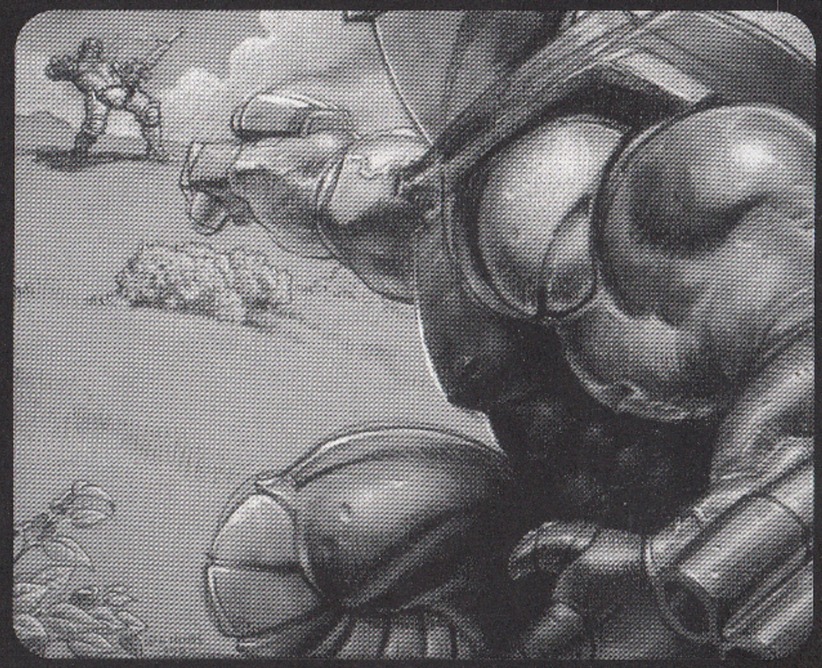
When you start the game, your first two missions are instruction missions, designed to help you familiarise yourself with the helmet interface and the operation of your Powered Battle Armour (PBA).

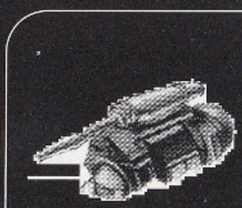
When playing the instruction missions, you hear your instructor explaining how to proceed through the missions. On the screen you see text pointing out the actual keyboard and mouse interfaces for completing the mission goals.



•MISSION tip

If you need to review your current goals during instruction, you can hit the [backspace] key and hear the last command you've been given.

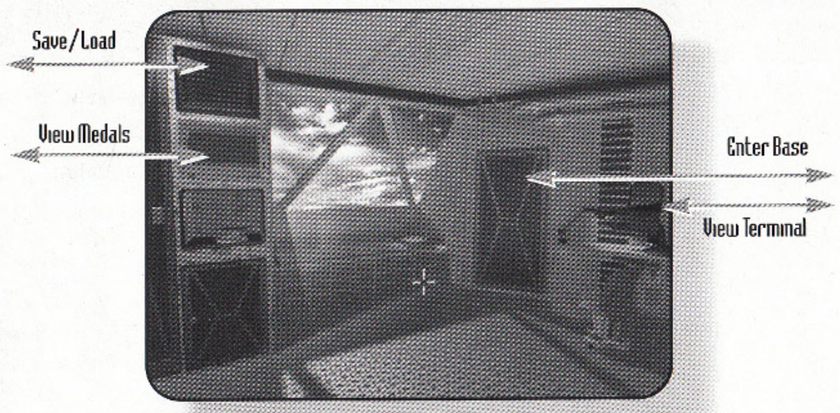




THE SFC BASE

YOUR PERSONAL QUARTERS

Moving around your quarters—and around the rest of the base—is as easy as clicking the spot you want to access. If you are unsure which locations on the screen call up interesting features, try panning your mouse cursor over various objects. When the cursor passes over a relevant object, text appears at the bottom of the screen explaining what that feature does.



THE SAVE/LOAD BOOKSHELF

In the upper left of the screen is a bookshelf filled with data-books. Click the bookshelf to save or load a game. The view of the personal quarters disappears and the bookshelf fills the screen. Written on the spines of the books are the names of any previous games you have saved, plus the mission number. (You can see your current mission number at the bottom of the screen. A book with a blank spine indicates an empty game slot.)

Saving a Game

You can save your place in the game to a game slot, and later, continue playing where you left off.

To save your current game, follow these steps:

- Select a book by clicking its spine.
- If you want to change or add a description, type something next to "Description."
- Click **Save**. The game is saved and you return to the save/load bookshelf.

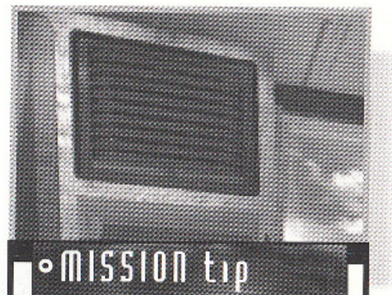
If you don't want to save a game after all, click **Cancel**. You return to the bookshelf.

Loading a Game

To load a game stored in a game slot:

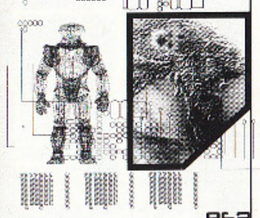
- Select a book by clicking its spine.
- Click **Load**. The game loads and you return to the save/load bookshelf..

If you don't want to load a game after all, click **Cancel**. You return to the bookshelf.



MISSION tip

You can "peek" at which spots are important in your quarters or the base by holding down the [Tab] key.



Quitting Terra Nova

If you want to quit playing *Terra Nova*, click the book labelled **Exit Terra Nova**.

Exiting the Bookshelf

When you are done with the bookshelf, click **Done**, and you return to your quarters.

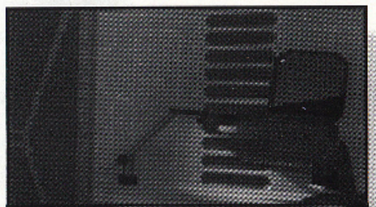
•MISSION tip

Hit [Alt][X] at any time to exit Terra Nova.

THE PERSONAL TERMINAL

Inside your quarters, sitting on your desk, is a data terminal you can use to access mail, news, and other information. Click the terminal to use it. The view of your room clears and the terminal's screen appears.

When the terminal loads up, you see six buttons, each representing a feature. Clicking a button at any time calls up that feature.



•MISSION tip

If there is a flashing button on your terminal, you have news or e-mail.
It's a good idea to check your e-mail often.

The terminal's six buttons are:

1. E-mail

You can read electronic mail sent to you from your squadmates and other people. When you click the button next to e-mail, you see a list of mail messages. Unread entries in the list are highlighted. Click the entry you want to read, and the mail message is displayed. If the message is long, scroll buttons appear to let you scan up and down the message.
To return to the mail list, click the **Return to List** button.

Entries in the terminal change over time. For instance, after each mission you may find that you have received new e-mail or news entries.

2. News

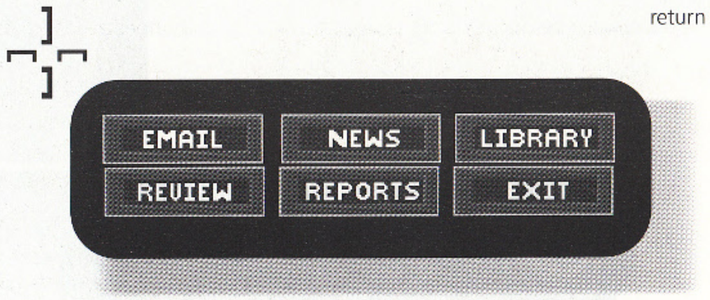
This feature lets you read the latest news, as provided by the classified SFC news feed. Some of this information is compiled from civilian news, while sensitive military information comes directly from internal SFC sources.

The news reader works the same way as the e-mail reader.

3. Library

The on-line library contains various data files, such as write-ups on planets in the Centauri system and short entries on the Centauri clans, a Centauri clans timeline, a glossary of SFC terms, and more.

The library reader works in the same manner as the e-mail reader.



4. Review

The systems review lets you read data on the various weapons, systems, your squadmates, and common foes of the SFC. This feature is identical to the systems review available during mission outfitting.

Entries in the terminal change over time. The review section provides newer, more accurate information on your opponents as the SFC learns of it, so check it often.

5. Reports

The reports section supplies you with the debriefings and data of your previous missions.

6. Exit

Click Exit to close the terminal and return to your quarters.

MEDALS

On the left side of your personal quarters, below the save/load bookshelf, is a case holding the medals you have received. Click the medal case to view your medals.

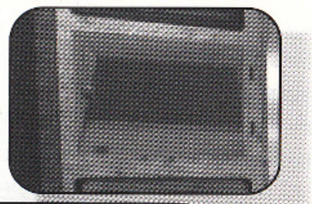
The screen clears, and the medal case appears. Position your cursor over any of the medals. The name of the medal and how many of that type you have appears at the bottom of the screen. When done, click the bottom part of the screen to return to your quarters.

MOVING AROUND THE BASE

In your personal quarters is a door that leads out of your room to the rest of the SFC base. Click the door to proceed out into the hallway.

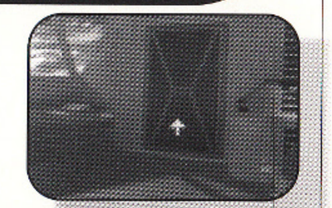
Just as in your quarters, when moving about the base, you can "peek" at which spots are interesting by holding down the **[Tab]** key. Take time to familiarise yourself with the base; it will be your home for the duration of your SFC duty.

Moving around the base sometimes leads you to a video scene which shows you, Nikola, interacting with the other personnel. Often these scenes occur when you leave your quarters. For instance, you might leave your room to head into the lobby, and see a video scene of Nikola and others at the bar. When the scene ends, you return to the base, and gameplay resumes as normal. If you want to skip past a scene, you can press the **[spacebar]**, but you should watch each scene at least once.



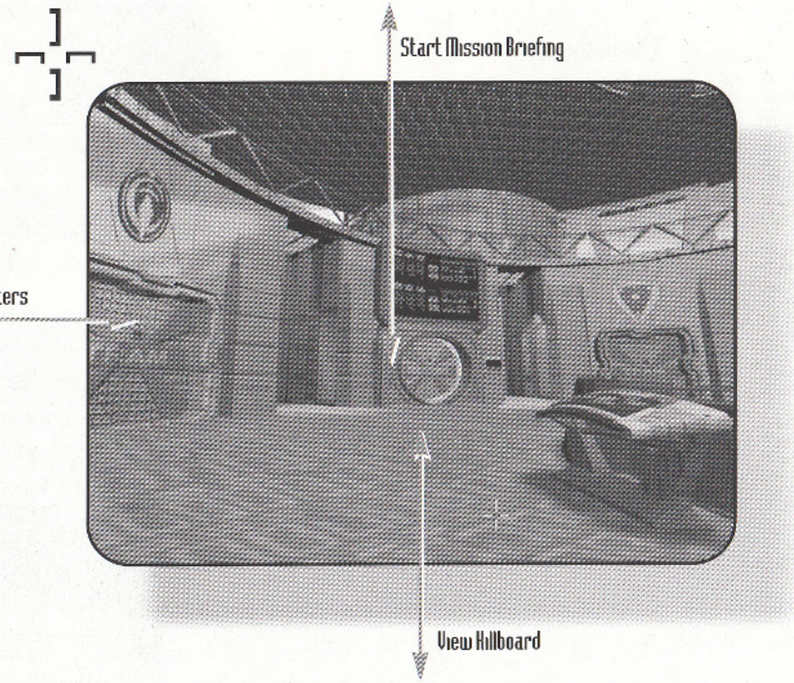
Hamish MacTigue, PBA Mechanic

"The Wreck was once this old in-system Stockton transport that crashed and ploughed into the ground. They just hollowed it out and made a pub out of it."



THE SFC BASE LOBBY

The SFC base is where you conduct military business. The SFC base consists of the lobby and briefing room. From the SFC base lobby, you have three main options:



The Mission Briefing Room

Clicking the round doorway in the centre of the screen takes you to your next mission briefing. Click this door after you're done exploring the base, consulting the library, and reading your e-mail.

More information on the briefing room can be found in Chapter 4, "Getting Ready."

The Killboard

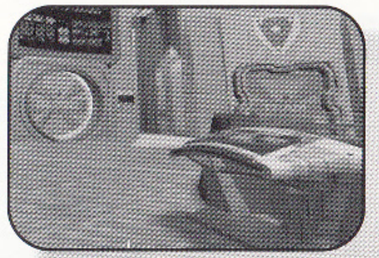
Click the killboard to view the SFC killboard. The killboard shows the performance records of your squadmates, including kills, assists and drops. At the start of the game your squad hasn't been on any missions, so the killcount is blank.

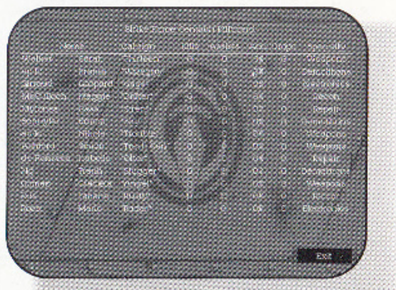
There is a row for each squadmate, listing various data: name, callsign, kills, assists, accuracy, drops, and specialty. The rows are ranked by number of kills; the soldier with the most kills is at the top of the list.

Click **Exit** to return to the SFC base lobby.

Returning to Quarters

To return to your quarters, click the tram door on the left side of the screen.





Edna ap Io, Nikola's mom

"Keep your room clean!
No one likes a messy room."

BRIEFINGS

During mission briefings, you learn what you need to accomplish on the particular mission coming up. Are you solo or do you have a squad? What is the mission objective? What are the enemy forces? You learn what events took place prior to the mission, which targets you need to hit and what you need to protect.

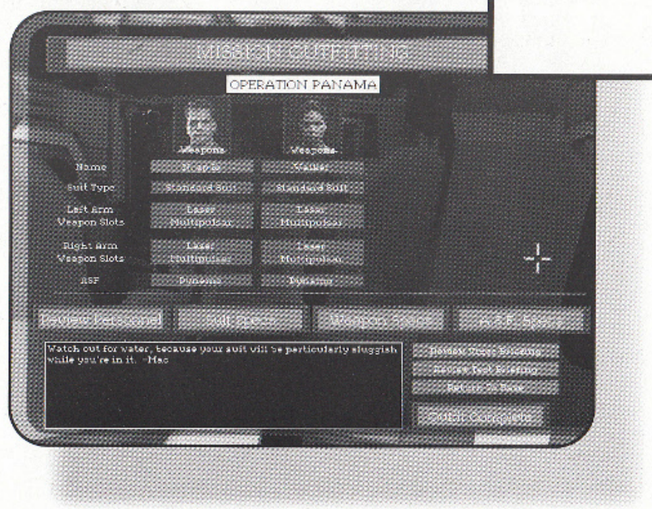
To get to the briefing room, exit your quarters to the SFC base lobby, and proceed through the round door in the middle. Mission briefings begin as soon as you enter the briefing room from the SFC lobby.

You see the screen of an SFC terminal, and hear the voice of your commander as the mission objectives are explained. The terminal shows relevant visual information: pictures, recon fly-bys, maps, and so forth.

Listening to the commander is very important. The commander explains your mission objective plus any other information you need to know. Be sure to pay attention. If you miss something, you'll be able to replay the briefing while you are outfitting your squad.

•MISSION tip

If you didn't mean to enter the briefing room, click on the [Return to Base] button in the outfitting screen.



OUTFITTING AND SELECTING YOUR SQUAD

When the briefing is over, you begin outfitting yourself and your squad. You choose the squadmates you want to accompany you on the mission, and what type of PBAs and weapons each person will have.

Anna van Wyk/Strike Force Feldvaar

"Don't go noddin' off during your briefings! Unless you got some sorta psychic ability, it's the only way to find out your mission objectives."

SELECTING SQUADMATES

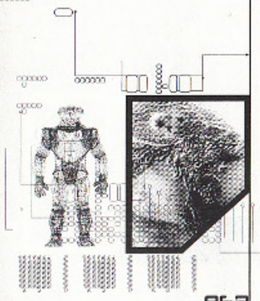
If the mission requires squadmates, then you can choose who is going to accompany you on the mission. The number of squadmates needed for the mission determines how many columns are in the grid.

If the mission is solo, then you do not have any squadmates. Skip to the section "Selecting Armour, Weapons, and ASF."

If the mission is not solo, you will have a default squad selection. Names in red boxes are mandatory, but you can change any of the rest.

•MISSION tip

Your commander may have additional information for you during outfitting, so be sure to read the mission notes.



To change a squadmate, click any name in the first row. The drop-down list contains the names of soldiers in the SFC. If you want to change the default squadmate selection, choose a name from the drop-down list.

The names in the drop-down list are colour-coded, indicating their availability:

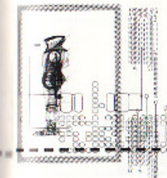
Green	already a member of your squad
White	potential member of your squad
Red	injured soldier, unavailable
Orange	soldier on another mission, unavailable

The drop-down list also indicates each soldier's speciality with a two-letter code. Pay attention to the specialities of your squadmates. If the mission requires a demolitions, repair or electronics expert, then be sure to select one for your squad. The specialities are listed below:

RECON	Rc	good at spotting enemies and moving undetected
WEAPONS	Wp	excellent aim
DEMOLITIONS	Dm	expert at placing and detonating explosive charges
REPAIR	Rp	trained to fix damaged PBAs in the field
ELECTRONICS	El	good at rewiring and fixing electronic items on missions

•MISSION tip

If you need information about a particular soldier, click the Review Personnel button.



SELECTING ARMOUR, WEAPONS AND ASF

For each soldier in your squad, including yourself (Nikola ap Io), you can choose the type of PBA, which weapons to carry, and which Auxiliary Suit Function (ASF) to use.

To change the type of PBA for a certain squadmate, click the current selection in the **Suit Type** row for that squadmate. A drop-down list appears. Select a type from the list.

To change the weapon in the left arm slot for a certain squadmate, click the current selection in the **Left Arm Slot** row for that squadmate. From the drop-down list of weapons, make a new selection.

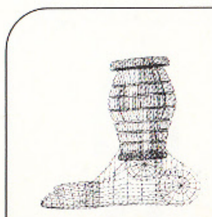
Follow a similar procedure for the right arm slot and ASF.

OUTFIT COMPLETE

When you are done outfitting, click the **Outfit Complete** button, and you will head out on your mission. Good luck, Nikola!

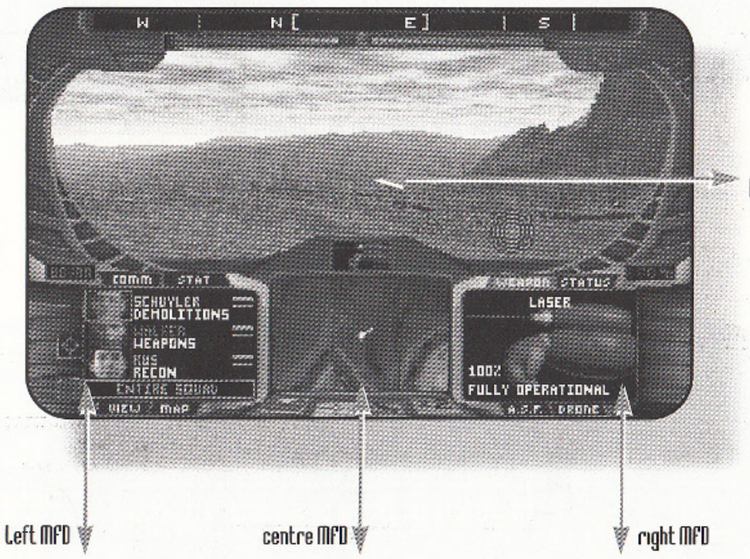
•MISSION tip

If you need information on the various weapons, suits, and ASFs available, click the buttons labelled Weapon Specs, Suit specs, and ASF Specs, respectively. These buttons show you data on the various equipment, just as if you were consulting the appropriate section in the Review function of your personal terminal in your quarters.



USING THE PBA INTERFACE

During a mission, you view the world as if you were actually looking out of the helmet of your Powered Battle Armour, or PBA. The main view, the part shaped like goggles, is called your Heads-Up Display, or HUD. Ordinarily the HUD is used to show you a view of the outside world. Below the HUD are three smaller, square-shaped screens. These screens supply you with various kinds of information and are called Multi-Function Displays, or MFDs.



Around the HUD and MFDs are a variety of other bars and buttons. These are covered in the section "Using and Reading Your Helmet," but first let's tackle the most basic of functions—moving around.

MOVING YOUR PBA

You move your PBA around in the world using the keyboard. Keep one hand on the keyboard to control motion while the other hand manipulates the mouse to aim and shoot.

You can use either the letter keys or arrow keys.

Note that these keys can be combined for more complex motion. For instance, pressing both **[w]** and **[a]** causes you to move forward and turn left simultaneously.

Regular Keys			Arrow Keys	
[W] Forward Fast			[↑] Forward Fast	
[A] Turn Left	[S] Forward	[D] Turn Right	[←] Turn Left	[→] Turn Right
[Z] Sidestep Left	[X] Move Backwards	[C] Sidestep Right	[↓] Move Backwards	

MISSION tip

You can crouch down by hitting the [`] (back quote) key. You will be a smaller target and therefore harder to hit. You automatically stand back up the next time you move.

BOUNDING

Pressing **[Shift]** plus any motion key will cause you to take a short bound in that direction. For example, if you have **[w]** down and press **[Shift]**, you'll take a short bound forward.

TURNING YOUR HEAD

You can control the angle of your head by using the keyboard. The **[r]** key swings your head upwards, while the **[v]** key swings your head down. At any time, the **[f]** key returns your view to normal level.

You can also turn your head forty-five degrees to the left or right using the **[q]** or **[e]** keys, respectively. Once you release the key, your view swings automatically back to forward. The keys on the numeric keypad also control viewing, as shown below.

Michelle Cummings/Strike Force Stockton

"If you're lobbing grenades without using target lock, you can really get some extra range by angling your head up first. Otherwise, you can only aim at a pretty low arc."

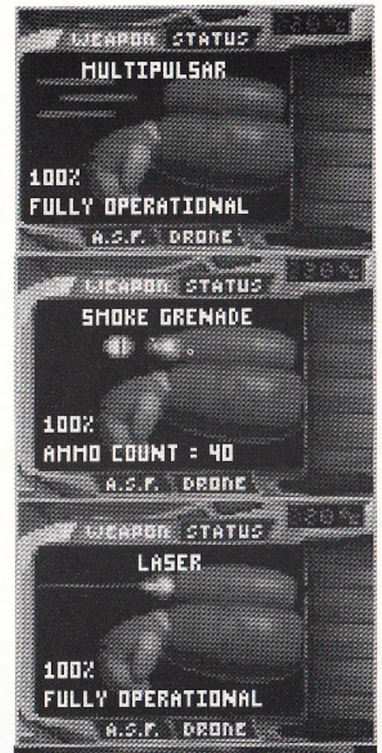
Regular Keys			Numpad Keys		
		[R] Look Up		[8] Look Up	
[Q] Look Left	[E] Look Right		[4] Look Left	[5] Center View	[6] Look Right
		[F] Center View		[2] Look Down	
		[V] Look Down			

WEAPONS

The standard PBA can carry four weapons.

Some weapons use ammunition; these are called projectile weapons since they fire projectiles. These weapons have only a limited supply of shots. You can see how much ammunition remains in the weapon by looking at the image of the weapon in the right MFD. At the bottom of the image is the text "Ammo Count" and the number of shots remaining.

Other weapons use energy when they fire, and these are called energy weapons. Each operation of the weapon uses energy from your suit. When you fire, the green energy bar in your helmet drops as power is drawn from your reserves. Generally, the stronger the weapon, the more energy is used per shot. If the necessary amount of energy to fire the weapon is not present in the energy bar, the weapon will not work until the energy reserve recharges to a sufficient level.



Samuel Bernstein/Strike Force Io

"If an enemy is shooting at you from the side, you can get a shot off at them quicker by also turning your head as you turn your PBA to face them. It gets that &#@%! in your visuals sooner."*

MISSION tip

The weapon icon in the nose of the HUD changes to yellow if you are reloading or recharging, and changes to red when you are out of ammunition or if the weapon is inoperable.

CHANGING THE ACTIVE WEAPON

To determine which weapon is currently active, check the icon in the nose of your HUD. You can also look at the right MFD if the Weapons status is showing. The name of the currently selected weapon is displayed.

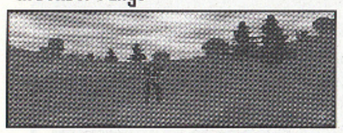
There are three ways to change what weapon is currently selected:

- If the Weapon's status is active in your right MFD, click the picture of the weapon to cycle through the weapons you are carrying. The left mouse button cycles in one direction and the right mouse button cycles in the other.
- Click the smaller picture of the weapon located in the nose of your helmet. This, too, cycles through your weapons.
- Use the keyboard to change weapon slots in your PBA. The **[1]**, **[2]**, **[3]**, and **[4]** keys select the various slots.

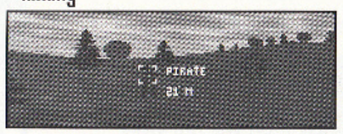
FIRING

Firing a weapon is accomplished using the left mouse button. The following figure summarises the stages of aiming and firing.

- In sensor range



- Aiming



- Target Locked and Cursor Near: Fire!

Antonio Scassaletti / Strike Force Carpaccio

"Watch out for the effects of gravity on the maximum range of your projectile weapons. Thatcher's gravity's only about .9 Gs, and that'll let your grenades go that little bit further. It can make all the difference in a crunch."

Sensing a Target

During a mission, your PBA's targeting computer displays any enemy targets within sensor range with a rectangle around it. While your cursor is over the target the targeting computer also indicates the object's name and its range from your PBA.

Aiming and Firing

To aim at a target, point your mouse cursor at a target in sensor range. The target's name and range appear next to it.

To fire, click the left mouse button. The currently selected weapon fires in the direction of the target.

TARGET LOCK

Your PBA is equipped with a target lock feature. When you have a target locked, it is easier to hit a target.

You can achieve a lock on a target when your sensors have detected it (and thus it has a targeting box around it), or it is in visual range.

Locking a Target

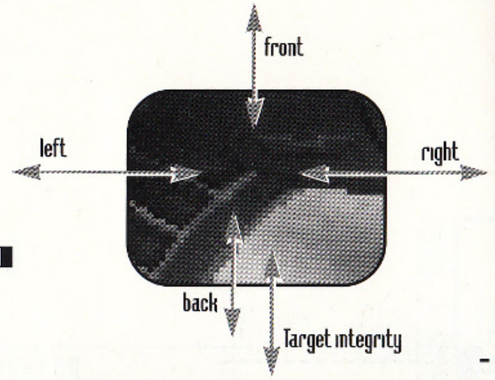
To lock a target, first aim at a target in sensor range. When the name and range appear, click the right mouse button. Now the targeting box thickens. The word "LOCKED" appears under the name of the target. The target lock indicator on the left side of your helmet lights up, turning from dark blue to bright green. (If target lock is lost, the light turns off.)

• MISSION tip

The closer you are to a target, the more effective beam weapons will be.

• MISSION tip

If you are shooting a projectile weapon without target lock, you may need to aim higher than the actual target, as gravity will pull your shot down.



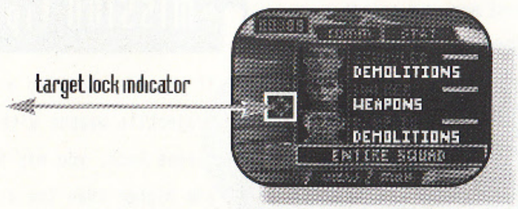
On the keyboard, use the **[t]** and **[y]** keys to cycle through the targets within sensor range, locking on one each time you press **[t]** or **[y]**. Use the **[t]** key to cycle through targets starting on the right and moving leftwards, and **[y]** to cycle through targets rightwards.

If no target is currently locked, pressing **[t]** or **[y]** locks on the nearest target. The **[[]** and **[]]** keys serve the same purpose.

When your cursor is near a locked target, the sides of a thickened rectangle appear around the target and all shots are aimed directly at the target regardless of the actual placement of the targeting cursor.

Accessing the Targeting Camera

While a target is locked, you can click the target lock indicator on the left side of your helmet, accessing the targeting camera. The left MFD displays a camera view of the target that is currently locked. To turn off the target camera, click the target lock indicator again.



Armour condition		
Green	Yellow	Red
Good	Moderate damage	Heavy Damage

Determining the Condition of the Target

Once a target is locked and your cursor is near, the colours of the thickened rectangle sides indicate the enemy's condition. The four sides of the rectangle each represent a zone of armour. The colour of each line indicates the condition of the armour zone: green for good, yellow for moderately damaged, and red for heavily damaged. A fifth line, underneath, shows the target's integrity.

Turning Off Target Lock

You can turn off target lock in either of two ways:

- Click the right mouse button over no target whatsoever. The target lock indicator turns off and shots are once again aimed at the mouse cursor's current location.

- If your target moves out of your sensor range, you automatically lose target lock.

CHECKING YOUR ARMOUR STATUS

The armour indicator displays the condition of your armour while you are on a mission. The armour indicator consists of four sections, one for each of the four armour zones on your PBA. At the start of a mission, each section is green, indicating full armour capacity. As the various zones of your PBA take damage, bars change from green to yellow to red, and finally to black, indicating that no armour is left in that zone.

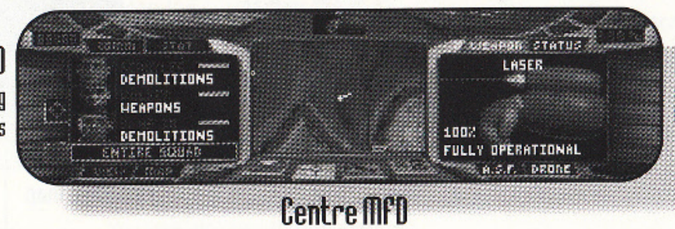
When your armour self-repairs over time, the indicator will change colours from black to red to yellow to green, appropriately.

In the centre of the armour indicator is a dot that represents your health. It also changes from green to yellow to red and finally to black. This indicator is a handy way of determining your own health while on a mission. It mimics the health bar, which is the red bar at the top of the HUD.

Armour Indicator	
Green	100% capacity in that zone
Yellow	75% capacity
Red	35% capacity
Black	0% capacity

USING YOUR HELMET

In addition to the HUD (the goggle-shaped display), your helmet has several Multi-Function Displays (MFDs) and gauges. This section describes how to use each MFD and what the gauges indicate.



THE LEFT MFD

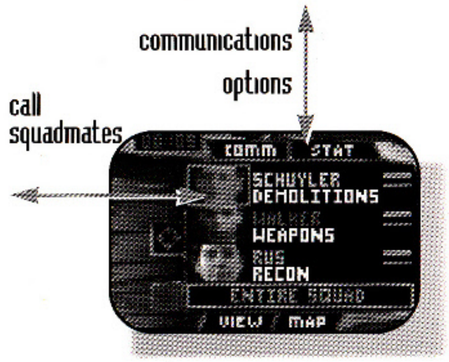
You use the left MFD to communicate with your squadmates. You can open communications by clicking the face of a squadmate, or clicking the **Entire Squad** button.

You can also:

- learn about the squadmate's PBA status with the **Stat** button
- see through the squadmate's helmet view with the **View** button
- see a map centred around the squadmate with the **Map** button

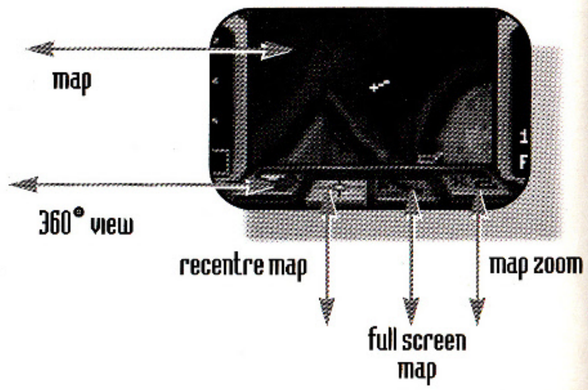
You can also use the **[(]** or **[9]** key to cycle between these functions.

To learn how to communicate with your squad see Chapter 6, "Communicating."



THE CENTRE MFD

The centre MFD displays the map for the mission. The map is an overhead view, showing you as a white cross (+), with a line indicating the direction you are facing. Your squadmates appear as crosses in the colours that correspond to their assigned colours in the left MFD. Enemies appear as red marks, locked targets as green marks, aircraft as brown marks, and buildings as beige marks.



Nav Marker

You can add a navigation marker (or "nav marker") to the map, and see it displayed on the terrain and compass bar. To place a nav marker, left-click a spot on the map. A small purple cross appears where you clicked, and a thick purple hash appears on the compass bar. Your PBA's computers draw a spinning purple pyramid shape in the corresponding location on the terrain. This pyramid is not real; it is superimposed on your visual display by your helmet's computers. You can use this nav marker to easily find your way to an arbitrary spot on the map. To move the nav marker to a different location, left-click a new spot on the map.

Re•centre Map

When you begin each mission, the map is automatically centred on yourself, and re-centres as you move. You can view other spots on the map by moving the cursor over the map, holding down the right mouse button, and dragging. Doing so ends the re-centring, but you can re-activate the re-centring by clicking the **Re-centre** Map button.

You can also use the **[n]** key to re-centre the map.

360° View Mode

Clicking the **360° View Mode** button allows you to see in all directions using all three MFDs. Your left MFD shows the view to your left, the right MFD the view to your right, and the centre MFD the view behind you.

Clicking this button again returns to normal view.

On the keyboard, the **[b]** key duplicates the effect of the **360° View Mode** button.

Full•screen Map

Clicking the **Full-screen Map** button causes the map to fill your HUD, while your view of the outside world switches to the middle MFD. While the map is in the HUD, the Helmet Zoom buttons control map zoom.

Clicking the **Full-screen Map** button again returns to normal view.

On the keyboard, the **[m]** key duplicates the effect of the **Full-screen Map** button.

Map Options

When the map is full screen in the HUD, an options box is displayed over part of the map. To activate a map option, click it, or press the corresponding key. When an option is active, a small x appears next to its name.

Squad Info [F9]	Clicking **Squad Info [F9]** displays the names of your squadmates next to their locations on the map.
Sensor Range [F10]	Clicking **Sensor Range [F10]** draws circles around you and your squadmates showing your sensor ranges. There are two circles: the outer, darker circle represents an energy sensor, which only senses when the enemy is active. The inner, brighter circle is your proximity sensor, and anything within that circle is automatically detected.
Weap Range [F11]	Clicking **Weap Range [F11]** draws circles around you and your squadmates showing the maximum range of each PBA's currently selected weapon.
Miss Info [F12]	Clicking **Miss Info [F12]** shows various mission objectives and notes. This option is on by default.

Map Zoom (x 2)

Left-clicking the **Map Zoom** button zooms the map in; right-clicking it zooms the map out.

On the keyboard, the [<] and [>] (or [,] and [.]) keys duplicate the effect of the **Map Zoom** button.

MISSION tip

Your map is based upon SFC reconnaissance data and is by no means perfect!

Rosa Vargas / Strike Force Avila

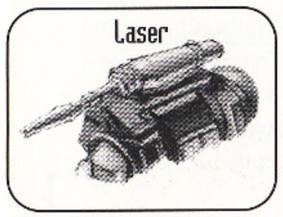
"Having the Mission Info up on your map is great and all, but if I'm in combat near some of the info I find it gets in the way and I can't see who's around me. And besides, do I really need to know where the pickup point is during combat? I turn the thing off, and turn it back on when I'm ready to be picked up."

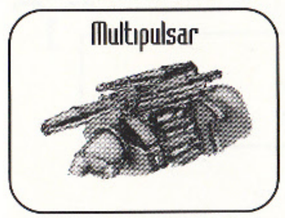
You use the right MFD to change weapons, check your status, use an ASF, and launch drones (spy probes). The right MFD has four buttons: **Weapons, Status, ASF**, and **Drone**. You can also use the **[]** (or **[0]**) key to cycle between these functions. By default, the right MFD displays the weapon you are currently using.

Weapons

Click the **Weapons** button to see a picture of the weapon you are currently using.
If relevant, the following information is displayed:

- weapon integrity (shown as a percentage)
- if the weapon is recharging
- ammo remaining





Changing Your Weapon

To change weapons, click the right MFD. The left mouse button cycles one way through the weapon slots on your PBA, and the right mouse button cycles the other way.

You can also use the **[1]**, **[2]**, **[3]**, and **[4]** keys to select one of the weapon slots on your PBA.

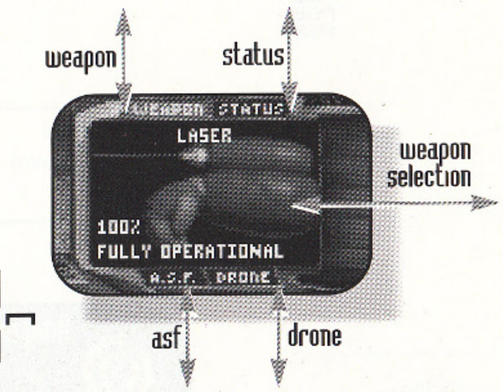
Status

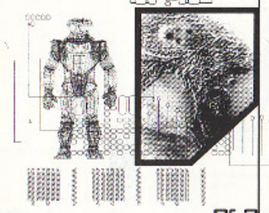
Click the **Status** button to find out the condition of your PBA. The systems that have been damaged are listed, followed by their current level of performance. Left-click on the right MFD to scroll through the pages of systems status, and then scroll to a screen showing the precise levels of your armour. Click again to return to the PBA systems status.

ASF (Auxiliary Suit Function)

Click the **ASF** button to get information about the ASF (Auxiliary Suit Function) you have on your PBA. If applicable, a button is displayed to engage the functionality of the ASF.

On the keyboard, the **[5]** key uses your ASF.





Drone

Each squad leader's PBA comes with a limited supply of drones—mobile airborne reconnaissance units. When the Drone screen is first called up to the right MFD, you will see a **Launch** button. Clicking on this button sends your drone out. You will then see the drone's map in the right MFD. Left-click on a location, and the drone will fly to that spot, and will then circle around it. Anything the drone senses will show up in your map, and you can click on the small **View** button to switch to the drone view, where your right MFD will show you what the drone sees. From the Drone View screen, you will see several buttons:

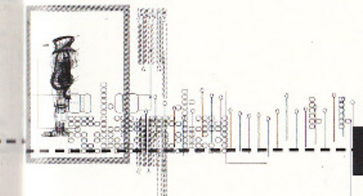
°Clicking on **Map**	will return to the drone map.
°Clicking on **Recall**	will cause the drone to proceed from its current location directly back to your PBA and redock with your suit.
°Clicking on **View**	will move your drone's view to the HUD and your suit's view to the right MFD! A button labelled **Swap With HUD** will then appear in the right MFD, and clicking on this button returns view to normal.

You can manually direct the drone's motion by holding down the [Ctrl] key and pressing any motion key. This will will move the drone in that direction. The same is true of **[Ctrl]** plus the viewing angle keys. Note that manually moving the drone will override and cancel any movement command it had been given. There are also additional controls for the drone :

[Ctrl][Page Up]	will move your drone straight upwards.
[Ctrl][Page Down]	will move your drone straight downwards.
[Ctrl][Home]	will bring your drone home as per **Recall**.

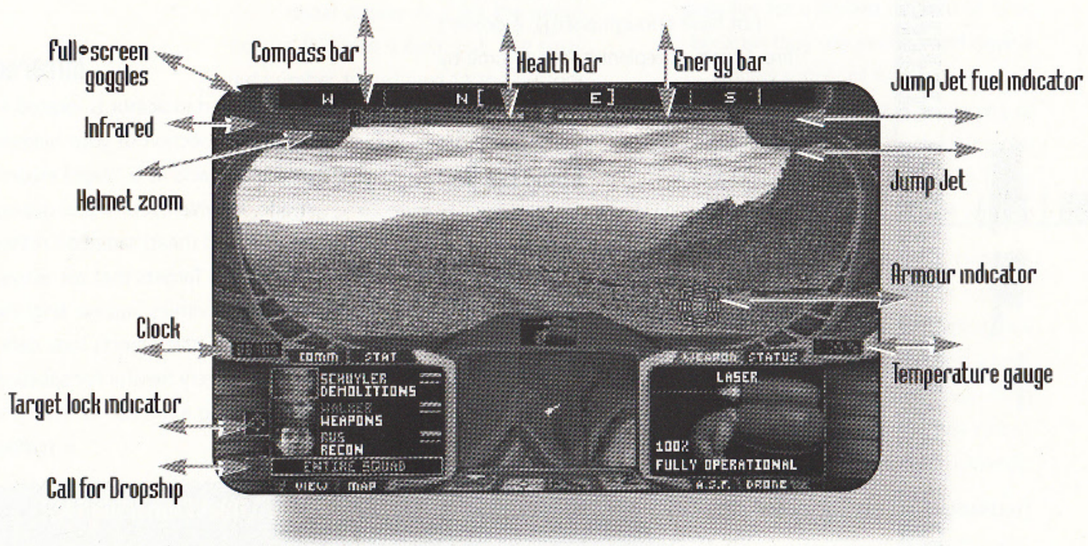
Amy Hogan / Strike Force Io

"Don't think your drones are invulnerable! Pirates will shoot 'em down to keep you from doing recon."



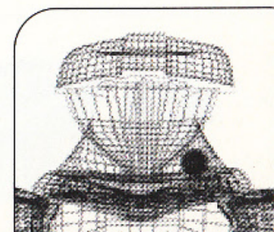
THE REST OF THE HELMET

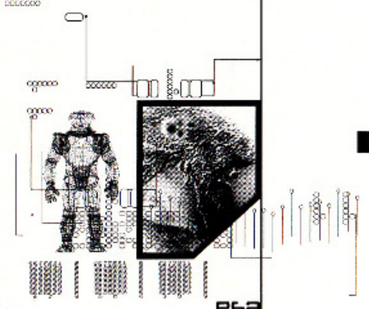
In addition to the three MFDs, there are several indicators displayed on the PBA helmet.



Health Bar

The red bar at the top of the HUD is your health bar. This bar indicates the health of you, yourself! If a part of your suit takes so much damage that it leaves you unprotected, you take damage, and the bar begins to shrink. When the bar runs out entirely, you are dead.





Energy Bar

The green bar at the top of the HUD is your energy bar. This bar indicates the amount of energy available in your PBA. Energy weapons and jump jets drain energy from your PBA's store, and when a weapon does not have enough energy, it doesn't fire. Energy is replenished over time by your power plant.

Compass Bar

At the top centre of your helmet is your compass bar. This horizontal strip indicates what direction you are facing. For example, if the letter **N** is in the centre of the bar, you are facing north.

Objects in your sensor range appear in your compass bar as vertical lines. The closer an object is, the taller the vertical bar. The vertical bar is colour-coded depending on the type of object, following the same colour scheme as objects on the map.

Infrared

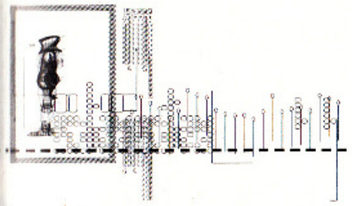
The infrared indicator is located in the upper left section of your helmet. Infrared mode acts as a "night vision" mode, in which your visual display uses infrared (heat) radiation rather than light. Targets that are active, such as enemies, appear brightly, while inactive objects look dark. Infrared is very helpful for spotting foes during a mission where light is scarce.

Click the infrared button to turn infrared mode on. Click it again to return to normal view.

Use the **[i]** key to turn infrared mode on and off.

Anthony McKay / Strike Force Stockton

"Infrared's good for more than just nighttime, mate. Rainfall can really cloud your vision with all that mist and haze. Switching over to night vision'll often give you a better vantage point."



Helmet Zoom

In the upper left of the helmet, next to the infrared button, are the helmet zoom buttons. They look like a plus sign **(+)** and a minus sign **(-)**.

Click the plus button to zoom your visual display in. Click the minus button to zoom it back out. The small red number found next to the buttons shows the current zoom level. The yellow brackets on the compass bar indicate how much of the terrain is visible in front of you in the HUD.

On the keyboard, use the **[+]** and **[-]** keys (the **[Shift]** key is not necessary) to zoom the visual display in and out. Either the regular keyboard or the numpad keys can be used.

Stephen Harrison / Strike Force Ganymede

"A good way to snipe at an oblivious foe is to zoom in your view and pick away at them with a particle beam. It's got a long range—longer than many pirates' sensors. It takes some practice but you can get really skilled this way. Though don't forget to zoom back out when you're done!"

Dimitri Theodoropoulos / Strike Force Sparta

"Nothing better for scaling a cliff or canyon than a solid blast from the Jump jets. Also pretty handy for getting your way out of a tough fight. Get a running start, hit the jets, and sail to safety."

Jump Jets

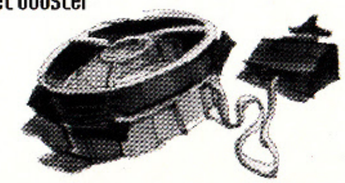
Jump jets are propulsion units that thrust your PBA upward. They can only fire for a limited amount of time because they use energy, and have a limited supply of fuel. You can see how much fuel you have remaining in your Jump jet tank by checking the red fuel bar located above the Jump jet button.

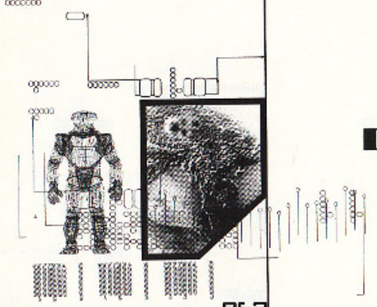
To activate the Jump jets, click the jump jet button in the upper right of the helmet. Clicking briefing will make your PBA take a short jump, and you will use no fuel. If you hold the button down, the jets will kick in fully, and you will rocket upwards.

On the keyboard, use the **[spacebar]** to activate the Jump jets.

Jump jets only push you upwards. If you want to jump forward, begin running forward and then click the Jump jets button. You fly forward at the same speed you were moving when you lifted off. Once in mid-air, you can turn around all you want, but you will continue to move in the same direction.

jump jet booster





Target Lock Indicator

In the lower left of the helmet is the target lock indicator. This indicator is blue when you have no target locked, but turns bright green when you have a target locked. For more information on obtaining target lock, see "Locking a Target," earlier in this chapter.

When a target is locked, click the target lock indicator to access the "target lock camera." An image of the locked target is displayed in the left MFD. Click the target lock indicator again to return the left MFD to normal view.

Call for Dropship

In the lower left of your helmet is a small red button with the symbol of a dropship on it. When your mission is done and you and your squad are at the pickup point, click this button to open a channel to the dropship pilot. The pilot will then fly to the pickup point. When the dropship arrives at the pickup, click on the button again to open the hatch so the dropship can ferry you back to base. You can also press the **[Enter]** key to call the dropship.

Note that if you've completed all of your mission objectives, the dropship will fly to the pickup point automatically.

Temperature Gauge

On the right side of your helmet is the temperature gauge. This shows the temperature outside your PBA.

Mission Timer

On the left side of your helmet is a timer. The timer is reset at the beginning of a mission and indicates how long you've been on the current mission.

Full•screen Goggles Mode

Full-screen Goggles mode can be accessed by clicking on the small dot in the very upper left corner of your helmet. On the keyboard, use the **[g]** key to toggle Full-screen Goggles.

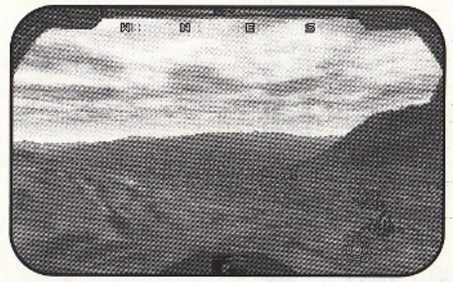
Though Full-screen Goggles mode increases your view of the outside world, you may not be able to see many of your suit's systems. Only the systems at the top of your helmet and the weapon indicator on your "nose" are visible. To see the information that is normally displayed in the three MFDs, press the **[Tab]** key. The three MFDs are displayed, each with small tabs on the sides. Use these tabs to scroll through the various options in each MFD.

Pressing the **[g]** key or clicking on the dot once again returns the view to normal.

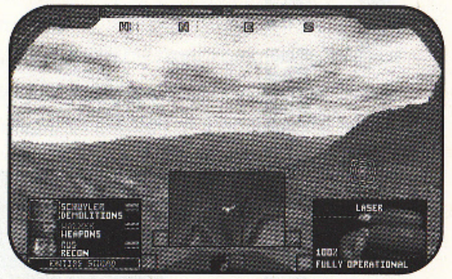
Review Mission Objectives

If you need to refresh your memory on your mission objectives or find out your progress towards completing them, press the **[F8]** key. Your mission objectives and your current status in achieving them are displayed on your HUD for a few seconds or until you press **[F8]** again. Mission objectives are also redisplayed when their status changes.

[g]•to toggle to full screen goggles

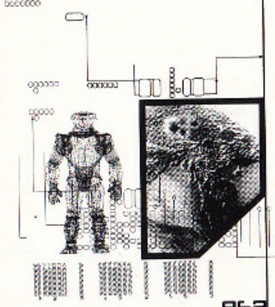


[tab] displays mfd's



•MISSION tip

You can abort a mission by hitting [Ctrl][Esc].



TAKING DAMAGE

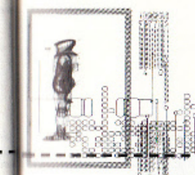
Once your armour is weakened, hits to the less-protected areas may penetrate your PBA and damage internal PBA systems. As your systems take damage, they begin to malfunction. For instance, if your video system takes damage, your cameras begin to flicker. Damage to the drone system may result in poor control of the drone or possibly the loss of the drone altogether. Damage to the Jump Jet system may cause the jets to work less efficiently, and damage to Targdisc (Target Discrimination) weakens the performance of your targeting computer. The systems that can suffer malfunction are as follows:

°Sensors °Targeting	°Targdisc °Video	°Jump jets °Drone	°Infrared °Power plant

Note: Unlike your other systems, your power plant has extremely complex shielding and thus cannot be repaired in the field.

Jin•hui Yi/Strike Force Namuro

"I always bring a Repair specialist along. Nothing beats having the snot pounded out of your PBA, then fixing it all up and going out stomping again."



EVACUATION MODE

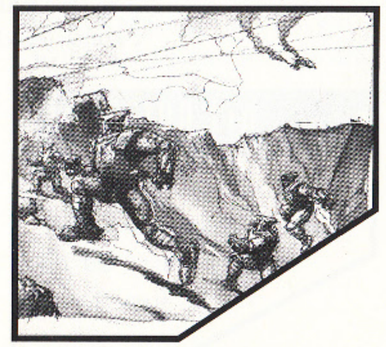
Each PBA is equipped with a special evacuation mode. When the suit detects that the health of the soldier is critical, it enters this mode. The suit shuts down all functions, goes into full defence, and fires off an emergency fuel supply in the jump jets. The PBA (and its unconscious soldier) are catapulted into the atmosphere, where they may be retrieved by SFC aircraft.

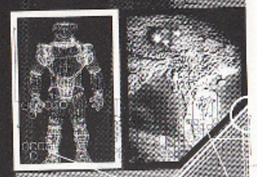
Evacuation mode has its price, however. First of all, the last-ditch efforts of the suit to save the soldier utterly burn out the PBA, destroying the overtaxed jump jet and motion systems and overloading the power plant. Secondly, evacuation mode is by no means a guarantee of safety: heavily damaged PBAs may be unable to enter evacuation mode, suits may enter evacuation mode only to fail in mid-flight, or soldiers may be too heavily wounded when entering evacuation mode and thus will die of existing wounds anyway.

Even a successful evac is an event to be taken seriously. Your commander will not be happy with the destruction of an expensive PBA, and squadmates repeatedly entering evac mode is not the sign of a good squad leader. (Note that only your squadmates will evac.)

Octavio Quinones/Strike Force Avila

"Lose your Targdisc system, and your computer gets all stupid. You'll target lock on something, and the suit won't have a clue whether it's friend or foe."





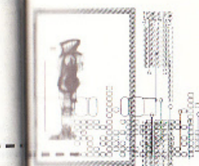
COMMUNICATING

Communicating with your squadmates during a mission utilises the left MFD (the square-shaped screen in the lower left of your helmet.) Around the MFD are four buttons, labelled **Comm**, **Stat**, **View**, and **Map**.

Click a face to open communications.	
Comm	indicates when communications are open.
Stat	gets the status of a squadmate.
View	sees a squadmate's view.
Map	centres the map around a squadmate.

At the start of a mission, the left MFD shows up to three faces—images of your squadmates—and a button labelled **Entire Squad**. Next to each face is the person's name and speciality. There are two bars to the right of each name. The top bar indicates the status of the squadmate's armour. Green indicates operating at 100% capacity; yellow, 75%; red, 35%; and black, 0%. The bottom, thinner bar shows the squadmate's health.

You can return to the view of your whole squad's faces by clicking on the left MFD button you clicked on to begin with (for instance, if you clicked on Stat, clicking on Stat again returns to the view of your whole squad).



OPENING COMMUNICATIONS

To hail someone, click the picture of their face. Their image covers the text in the left MFD, and the **Comm** button above the MFD lights up, indicating that communications are open. The various commands you can give appear in the centre MFD.

To send a command to the entire squad, click the **Entire Squad** button. Any command you give is sent to the entire squad.

On the keyboard, use the **[F1]** key to open communications with your first squadmate, **[F2]** to talk to the second squadmate, **[F3]** to the third, or **[F4]** to the entire squad.

David MacRae/Strike Force Slade

"If you need to see a squadmate's status quickly, target-lock on them, since your targeting computer will show you their armour and integrity levels. But watch out-don't accidentally hit the trigger!"

•MISSION tip

Once communications are open, you can hail another squadmate by clicking another face. Using the keyboard, however, you must first close communications [F6] before hailing another squadmate.

GETTING A SQUADMATE'S STATUS

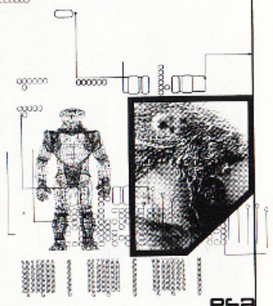
Clicking the **Stat** button shows you the status of your squadmate's PBA. In the left MFD is an armour indicator similar to your own in the HUD.

To the right of the armour indicator are two bars, labelled **Energy** and **Health**. These bars indicate the levels of your squadmate's energy and health. Click the **name bar** at the bottom of the left MFD to cycle through your other squadmates' status displays.

Click the **Weapons** button to see which weapon your squadmate is carrying and any additional information, such as how much ammo is remaining. Click the **Damage** button to see if your squadmate's PBA systems have been damaged, and if so, how much. Click the left MFD again to return you to the main Squadmate Status view.

•MISSION tip

If you didn't hear the last thing a squadmate said to you, hit the [backspace] key to hear it again.



SEEING A SQUADMATE'S VIEW

Clicking the **View** button shows you the view from your squadmate's HUD.

SEEING A SQUADMATE'S MAP

Clicking the **Map** button shows you a map centred around the squadmate. You can use the right mouse button to drag the map around.

To the right are two buttons. One button shows a square with four lines emanating from it and acts as a zoom (left-click to zoom in, right-click to zoom out). The other shows a circle with a cross-hairs in it and re-centres the map around the squadmate.

SENDING ORDERS

Once communications are open, various commands appear in the centre MFD. You can give any of the possible orders by either:

- clicking on the command phrase in the centre MFD
- pressing the function key listed to the left of the appropriate command.

For example, to tell your squadmates to move, you can either click **F1 Movement** or simply press **[F1]**.

MISSION tip

If you right-click on a squadmate map, it sends a command to that squadmate to go to that location.

POSSIBLE ORDERS

From the main command screen, the possible orders you can send to a squadmate are:

F1 MOVEMENT

To specify how your squadmates move, click **F1 Movement** or press **[F1]**. Using this option, you can tell your squadmates where to go, how to get there, to hold their position or follow you.

Once you click **F1 Movement**, the following options are available:

F1 Move Here...	After selecting **F1 Move Here...** (or pressing **[F1]** again), you are asked to show the intended destination on the map, which appears in the centre MFD. Click the left mouse button on the map to indicate the destination point. Use the right mouse button to drag the map around.
F2 Follow Me	After selecting **F2 Follow Me** (or pressing **[F2]**), the squadmate follows you as much as possible. This is the default movement command when you begin a mission.
F3 Stop and Wait	After selecting **F3 Stop and Wait** (or pressing **[F3]**), the squadmate stops moving. If the squadmate is not in combat, s/he will wait for the enemy. If combat is on, your squadmate will hold position.
F4 Go to Nav Point	After selecting **F4 Go to Nav Point** (or pressing **[F4]**), your squadmate heads toward the Nav Marker you have designated on your map. For information on the Nav Marker, see the section "The Centre MFD" in Chapter 5.

Harunaka Isobe/Strike Force Namuro

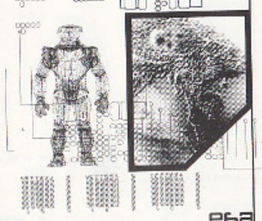
"Keep your squad close to you if you're expecting a rough fight. Strength in numbers."

Jerry Washburn/Strike Force Io

"If you're going in against a specific fixed target, split up your squad, and use one half to distract the guards. Then use the other half to jump in and make a strategic strike on the objective."

MISSION tip

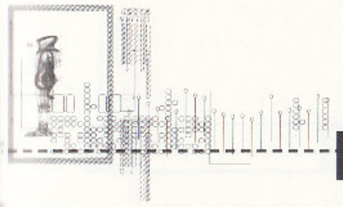
If you want the squadmate to remain at a given location, use the Stay at Location command instead of Stop and Wait.



F5 Go to Pickup	After selecting **F5 Go to Pickup** (or pressing **[F5]**), your squadmate heads toward the pickup point.
F6 Follow This Path...	After selecting **F6 Follow This Path...** (or pressing **[F6]**), you are asked to place waypoints for the path on the map, which appears in the centre MFD. If you make a mistake, click the **Undo** button in the lower corner of the map. When you are done, click **Done** and the squadmate proceeds from point to point.
F7 Follow Object	After selecting **F7 Follow Object** (or pressing **[F7]**), you are asked to indicate the target on the map, which appears in the centre MFD. Click the left mouse button to select the target. Use the right mouse button to drag the map around. Once you have indicated the target, the squadmate follows the target.

•MISSION tip

Note that you can close communications any time by pressing the [Esc] key.

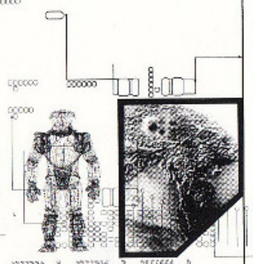


F2 TACTICS

To specify your squad's tactics in combat, click **F2 Tactics** or press **[F2]**. Using this option, you can instruct them to attack, retreat, or guard a location.

Once you click **F2 Tactics**, the following options are available:

F1 Rush Enemy	Select **F1 Rush Enemy** or press **[F1]** to send your squadmate into a full out attack. S/he will head in a direct line at your foe, rather than try to find an optimum attack position, and will not pull back if damaged.
F2 Aggressive Attack	Select **F2 Aggressive Attack** or press **[F2]** to instruct your squadmate to attack any enemies the squadmate sees. This is the default attack order when the mission begins.
F3 Cautious Advance	Select **F3 Cautious Advance** or press **[F3]** to have your squadmate engage in combat but try to stay out of the middle of combat. If enemies get too close, the squadmate backs off.
F4 Take Cover	Select **F4 Take Cover** or press **[F4]** to have your squadmate cease fighting and seek defensive cover. S/he will find the closest possible spot out of the enemy's line of sight.
F5 Retreat	Select **F5 Retreat** or press **[F5]** to have your squadmate cease fighting and move to a safe location, far away from the present combat.
F6 Assume Formation	Select **F6 Assume Formation** or press **[F6]** to have your squadmates assume a battle formation. They stay in a fixed pattern around you as best as they can.
F7 Stay at Location	Select **F7 Stay at Location** or press **[F7]** to have your squadmate remain near their current position, even in combat, until specifically ordered to move.



F3 ENGAGEMENT

To specify how your squadmates engage the enemy, click **F3 Engagement** or press **[F3]**. Using this option, you can designate a particular target to attack, decide when your squad should engage the enemy, or instruct your squadmates to hold their fire. Once you click **F3 Engagement**, the following options are available:

F1 Attack my Target	Select **F1 Attack My Target** or press **[F1]** to have your squadmate attack whatever target you currently have target-locked. You must have a target locked before using this command.
F2 Attack This...	Select **F2 Attack This...** or press **[F2]** to have your squadmate attack whatever target you designate on the map. First, you are asked to select a target on the map. Use the left mouse button to indicate the target. Use the right mouse button to drag the map around. The squadmate then attacks the target.
F3 Fire at Will	Select **F3 Fire at Will** or press **[F3]** to have your squadmate attack any enemy s/he encounters. This is the default engagement command when you begin a mission.
F4 Return Fire Only	Select **F4 Return Fire Only** or press **[F4]** to have your squadmate engage the enemy only if your squadmate is fired upon first.
F5 Hold Fire	Select **F5 Hold Fire** or press **[F5]** to have your squadmate cease firing until given another combat order.

•MISSION tip

Locking on a target with [Ctrl] [Right-click] not only gives you target lock on the target, but gives your whole squad the order to attack that target.

F4 ASF

To specify how your squadmates use their ASF, click **F4 ASF** or press **[F4]**. Using this option, you can indicate to use the ASF immediately, to use it at will, or not to use it at all.

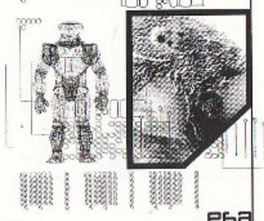
Once you click **F4 ASF**, the following options are available:

F1 Use ASF at Will	Select **F1 Use ASF at Will** or press **[F1]** to allow the squadmate use his ASF as s/he sees fit. This is the default ASF command.
F2 Don't Use ASF	Select **F2 Don't Use ASF** or press **[F2]** to have your squadmate avoid using his/her ASF.
F3 Use ASF now	Select **F3 Use ASF Now** or press **[F3]** to have your squadmate use his/her ASF immediately.

Communications Hotkeys

You can send orders quickly by using the communications hotkeys. These are keyboard shortcuts that send a given order instantly to your *whole* squad, whether or not communications are already open.

Alt + A	**A**ggressive **A**ttack
Alt + C	find **C**over
Alt + D	cautious a**D**vance
Alt + F	assume **F**ormation
Alt + H	**H**old fire
Alt + M	follow **M**e
Alt + N	go to **N**av point
Alt + P	go to **P**ickup point
Alt + R	**R**etreat
Alt + S	**S**tatus check
Alt + T	attack my **T**arget



F5 SPECIAL

Select **F5 Special** or press **[F5]** to specify an order outside the normal range of commands.

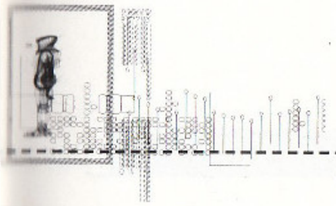
Depending on the speciality of the squadmate you are communicating with, when you click **F5 Special**, the following options may be available:

- If you are communicating with a Demolitions expert, command the specialist to place or detonate demolitions charges. The options available are:

F1 Place Charges	Select **F1 Place Charges** or press **[F1]** to command the specialist to place explosive charges near a target. You are asked to select a target on the map which appears in the centre MFD. After that, you are asked to select how many charges your squadmate should use from a limited supply and a fuse (blue, pink, or orange). The colour of the fuse merely places that charge in one group or another, to be later detonated as a group. The squadmate proceeds to the target to place the charges.
F2 Denote Charges	Select **F2 Detonate Charges** or press **[F2]** to command the specialist to detonate charges that were previously placed. You are asked to select a fuse colour (blue, pink, or orange). All demolitions charges that have been set with that colour fuse detonate.
F3 Mission Target	If there is a specific target to be destroyed on the mission, then a unique command **[F3]** appears on the menu. For example, if your mission is to destroy a tower, you might see **F3 Demo Tower**. If you select this command, the Demolitions specialist indicates how many charges are needed to destroy the tower, and asks you to choose a fuse colour (group). The specialist splits off from the squad and proceeds to the target to place the charges.

•MISSION tip

You can right-click on the command menu in the centre MFD to close communications.



Other options are available on a mission-by-mission basis.

- If you are communicating with an Electronics expert, you can command the specialist to perform certain functions. The possible tasks vary from mission to mission.

- If you are communicating with a Repair expert, you can command the specialist to repair damaged PBA systems. You are asked to indicate which squadmate's PBA to repair. Each repair expert has a limited amount of repair equipment to use per mission.

- If you are communicating with a Recon expert, this squadmate continues using the special skills at using their sensors and remaining undetected. You can use this menu to give your Recon specialist to go scout at a given location; the specialist will head in that direction until an enemy appears in his or her sensors, at which point s/he will then stop and inform you. Additionally, if your specialist has an EM Emitter, s/he can use it while scouting.

Char Stonington/Strike Force Stockton

"Use your Recon specialists to scout out ahead. They can pick up targets in their sensor range long before you can. Then deploy the rest of your squad to outflank the enemy."

F6 CLOSE COMMUNICATIONS

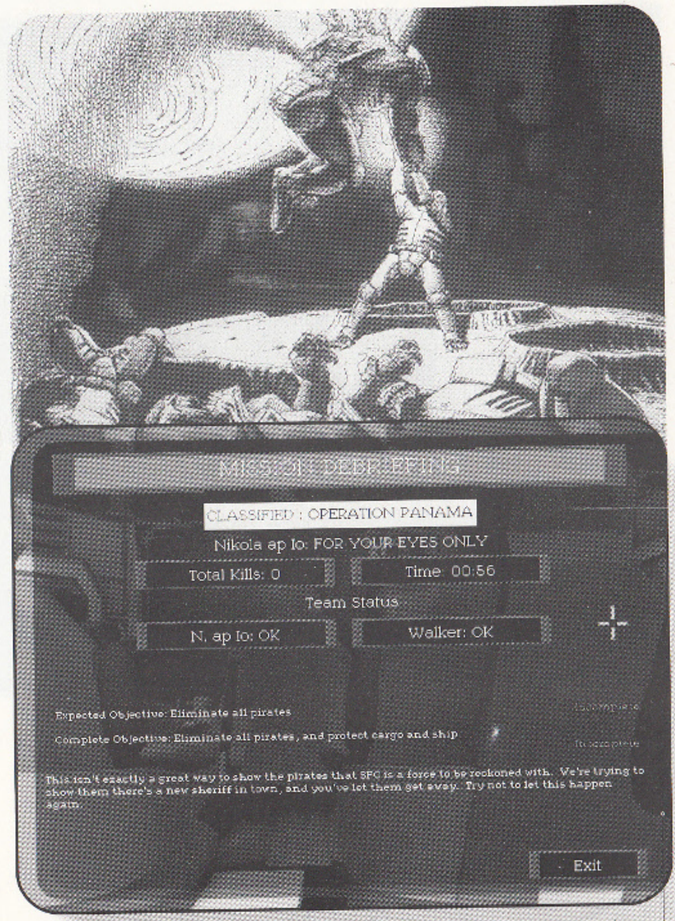
Select **F6 Close Comm** or press **[F6]** to close communications with that squadmate.

•MISSION tip

You can get a pop-up menu of quick commands by hitting [Ctrl][Left-click]. Selecting a command from this menu sends the command to your whole squad.

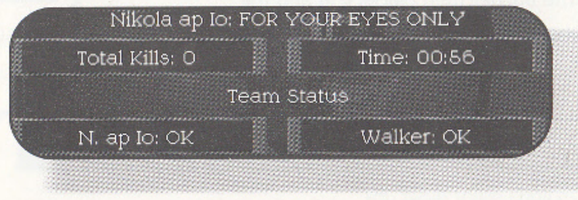
DEBRIEFINGS

When you return from a mission, you receive a debriefing on your performance.



The name of the operation is at the top of the screen and there are various buttons below:

- **Total Kills** and your killcount. Click the **Total Kills** button to see how many kills you and your squadmates made during the mission, itemised by type of target. Click the **Exit** button to return to the main debriefing screen.



- **Time** and your total mission duration. Click the **Time** button to see other time-related details such as time of insertion and time of first contact with the enemy. Click the **Exit** button to return to the main debriefing screen.

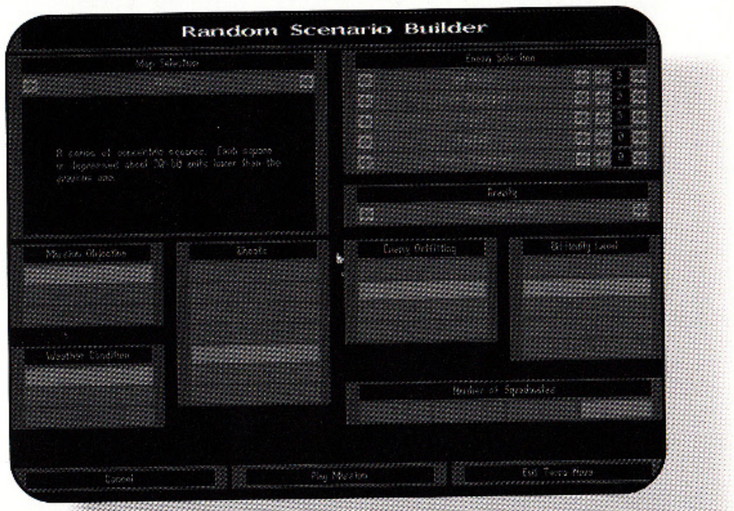
- One or more buttons with your name and the names of your squadmate(s). Click a button to find out the condition of each person and their PBA, detailing damage to PBA systems. The number at the bottom of this screen is the monetary cost of the mission; it reflects the total cost to repair and replace the damaged hardware. This number has no effect on the game, but serves as a good comparative indicator of performance efficiency. (It's also a good carnage-meter.) Click **Exit** to return to the main debriefing screen.

- You also find out if you achieved the mission objectives.

Click **Exit** to end the debriefing. You return to your quarters, where you can relax, enjoy your medals, read your mail and news, and prepare for the next mission.

RANDOM SCENARIO BUILDER

If you wish to play ***Terra Nova*** but don't wish to be involved in the normal story line, or just wish to practice combat skills, you can use the Random Scenario Builder. With this feature, accessible from the main menu, you can select a map on which to play and the foes to face. The Builder then places you and the enemy group(s) in arbitrary locations on the play field, and your mission begins.



When you call up the Builder you see the Builder panel, from which you configure your scenario. Included are:

MAP SELECTION

Use the arrows to flip through the various maps until you find one you'd like to use as the terrain in your mission. Below the name of the map is a brief description of the terrain.

•MISSION tip

You cannot Save and Load games when using the Random Scenario Builder.

MISSION OBJECTIVE

You have three choices for your mission objective:

- **Murderous Rage**, where you eliminate all enemies.
- **Take Out Target**, where there is one enemy target somewhere in the playing field. Your goal is to find it and destroy it.
- **Defend Target**, where a Centauri target begins at your starting location. Your goal is to prevent it from being destroyed.

WEATHER

You have three selections for weather:

- Clear
- Rain
- Snow

•MISSION tip

There's no dropship in the RSB; the mission simply ends when your objectives are complete.

ENEMY SELECTION

Below this heading are five bars listing the types of enemy, and next to each bar is a second bar displaying a number. With this feature you can decide which enemies to face. There may be up to five groups of enemies (if you want less than five, leave the extra bars set to enemy type "None" or number "0"). Use the name bar to select the type of enemy in a given group, and the number bar to select how many of that type of enemy will be in the group (up to 6).

NUMBER OF SQUADMATES

You may bring from one to three squadmates with you, or take on the enemies solo.

DIFFICULTY LEVEL

You can set difficulty level from this menu. There are five levels of difficulty, just as in the real game.

ENEMY WEAPONS

You can choose how tough the enemy weapons selection will be. There are three standard outfits: Light, Medium, and Heavy. However, you can outfit the enemies yourself with the **Custom** option.

Clicking on **Custom** will make the **Custom Menu** button light up. Click on this button to proceed to the Custom outfitting grid. At the top of the screen you will see a grid, with five rows representing the five possible groups of enemies. There are four columns, one for each enemy weapons slot, and a fifth column **Copy to All**. At the bottom of the screen you will see a large list of weapons.

To change an enemy's weapon slot, click on that slot in the grid. Whatever weapon currently occupies that slot will light up in the weapons list below. Click on a new weapon in the list to change that slot. The new weapon will appear in the slot in the grid.

Clicking on **Copy to All** in a given row will give all five groups of enemies the setup that is in that row.

At the bottom of the screen are three buttons: **Cancel Changes, Accept**, and **Exit Terra Nova**. Click on **Accept** if you approve of the setup you've just made, or **Cancel** if you've changed your mind.

Either of these buttons will then return you to the main Random Scenario Builder screen. **Exit Terra Nova** will exit *Terra Nova* altogether.

GRAVITY

The gravity in a mission defaults to Earth (1.0). However, you may change it. Use this bar to select the planet whose gravity you'd like to use.

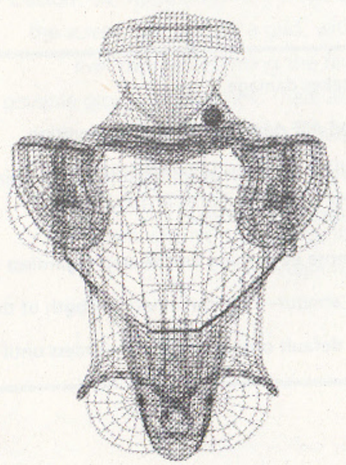
CHEATS

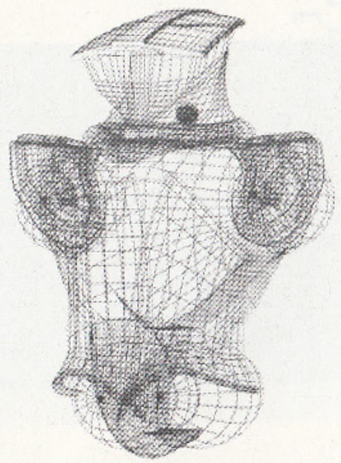
As the Random Scenario Builder is outside the normal gameplay of *Terra Nova*, you are equipped with a variety of cheat functions. These include:

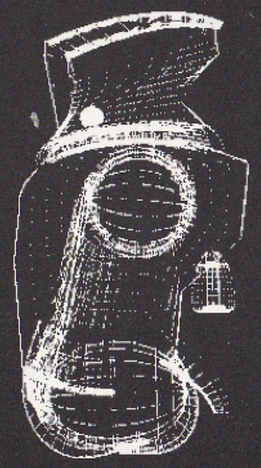
Invulnerability	Your PBA never takes damage.
Unlimited Ammo	Your weapons and ASF never run out of ammunition.
Instant Reload	Your weapons reload or recharge immediately after being fired.
Extra Player Speed	Your PBA moves faster than normal.
Infinite Sensors	You are able to sense everything on the map regardless of your actual location.
Armourless Enemies	Enemies have no armour—only the innate strength of the pilot and suit.
Clueless Enemies	Enemies have no default orders, and sit motionless until they are fired on.

READY TO PLAY?

When you're done, move to the bottom of the Builder panel, where there are three buttons. **Cancel** takes you out of the Builder and back to the *Terra Nova* main menu. **Exit Terra Nova** exits *Terra Nova* altogether. **Play Mission**, however, accepts your scenario configuration and takes you to the outfitting screen. Outfit yourself and your squadmates, and when you're done the Random Scenario begins!







APPENDIX A: GAME OPTIONS

General options in ***Terra Nova*** such as graphics resolution and sound are selected from the Options panel. To call up the Options panel, hit the **[o]** key at any time. The game will pause and the Options panel will fill the screen. From the panel you will see the following options:

SOUND VOLUME BARS

The various sounds in ***Terra Nova*** are classified into three types: FX (sound effects), Music, and Speech. Each has its own volume bar.

STEREO SOUND

This option allows you to reverse the left and right channels of your speakers. Once reversed, sound that would ordinarily go to the left speaker will instead go to the right one, and vice versa.

STEREO DEVICE

This has two options: Speakers and Headphones. If you have speakers, ***Terra Nova*** can use QSound, but such technology will not work correctly over headphones.

SOUND CHANNELS

Sound channels can be set to 4, 8, or 16. A smaller number of channels will let you hear fewer sounds, but the game speed will rise.

DIFFICULTY LEVEL

Terra Nova features five separate difficulty levels. note: you can only change the difficulty level between missions, while you are back at the SFC base.

SPEECH OPTIONS

You can configure ***Terra Nova*** so that the speech sound effects from your suit and/or the dropship occur as text in your HUD rather than as sound effects. Select "Text" if you want text, and "Voice" if you want sound effects. "Voice" is the default.

BRIEFINGS

You can choose whether you want the briefings to be full "Video", or just "Text." "Video" is the default.

TOOL TIPS

Terra Nova has an on-line feature so that when you leave your cursor over an item in the helmet for several seconds, a text box will tell you what that feature does. If you do not want the game to do this, turn Tool Tips to "Off."

GAMMA CORRECTIONS

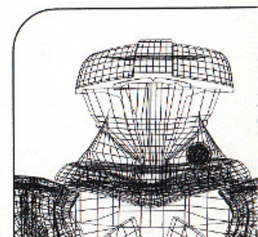
Gamma Correction controls how bright or dark your screen is. If you are having trouble discerning objects on the screen, adjust this control up or down.

RESOLUTION

Terra Nova offers both 320x200 and 320x400 graphics modes for gameplay.

MOUSE

The mouse can be set to be left-handed or right-handed. Right-handed is the default.



RENDERING DETAILS

These options each affect the visuals of *Terra Nova*. The lower detail you use, or the less options you have active, the faster the game will run.

OVERALL DETAIL

This sets en masse all the other detail settings which follow. It thus acts as a "master detail" setting.

TERRAIN DETAIL

This option affects the detail of the terrain in the game.

RENDERING FLAGS

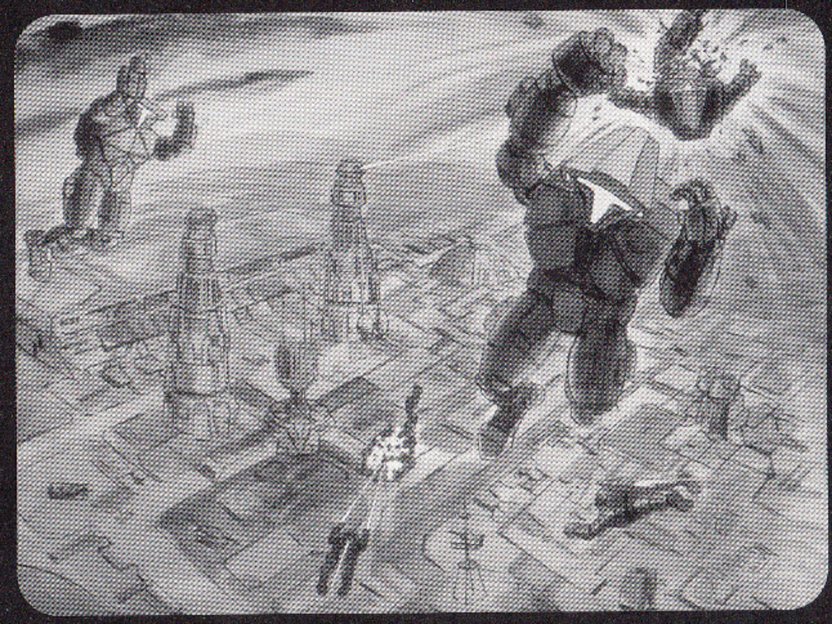
These options are settable as on or off. They are: Water Reflection, and Better Textures. In the central window you can see a visual representation of what having these flags on or off will look like.

SPECIAL FX

This includes effects such as weapon effects and smoke. They are settable to Minimal, Normal, and Maximal.

LEAVING THE OPTIONS PANEL

At the bottom of the Options panel you will find three buttons: **Cancel Changes** (abort all changes and return to the game), **Accept Changes** (accept changes and return to the game), **Abort Mission** (abort the current mission so that you can replay it), and **Exit Terra Nova** (leave *Terra Nova* altogether.)

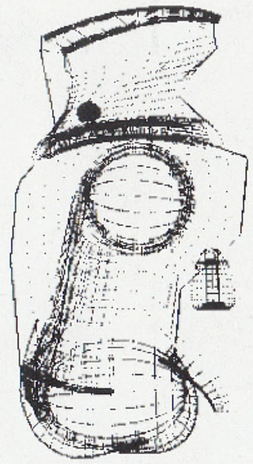


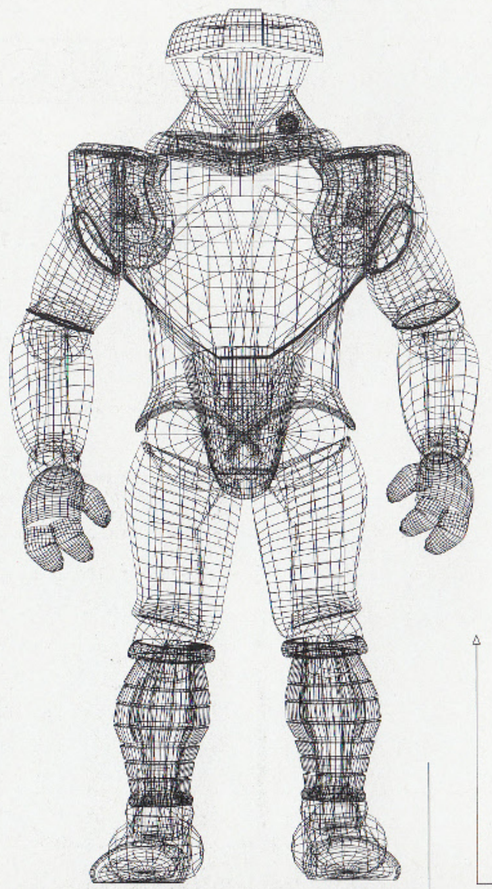
APPENDIX B: EQUIPMENT DATA

SUITS

STANDARD SUIT

Speed: . . . . . 50 Kph
Armour: . . . . . moderate
Sensors: 180/90m
Weapon Slots: 4

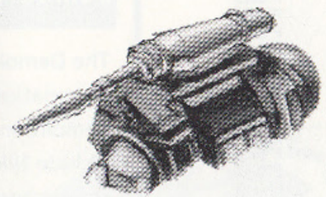




WEAPONS

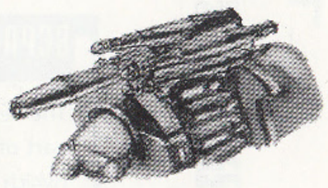
LASER

Weapon Type: . . . . . energy
Ammo: . . . . . amplified light
Range at 1G: . . . . . 72 m
Recharge/
Reload Time: . . . . . very fast
Damage:. . . . . low



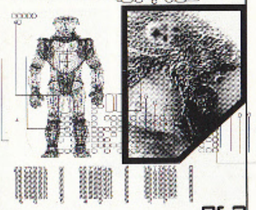
MULTIPULSAR

Weapon Type: . . . . . energy
Ammo Type:. . . . . short burst of directed energy
Range at 1G: . . . . . 126 m
Recharge/
Reload Time: . . . . . fast
Damage:. . . . . low



SMOKE GRENADE LAUNCHER

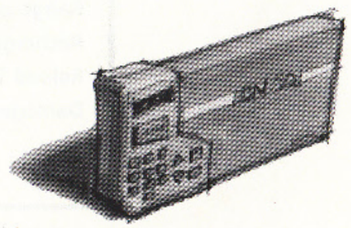
Weapon Type: . . . . . projectile
Ammo Type:. . . . . 40 smoke shells
Range at 1G: . . . . . 102 m
Recharge/
Reload Time: . . . . . slow
Damage:. . . . . none



ASF'S

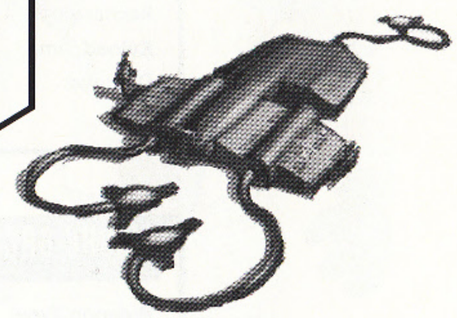
DEMOLITIONS PACK

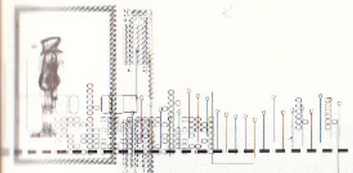
The Demolitions Pack ASF is automatically part of the PBA for a demolitions expert (which does not include Nikola ap Io). The pack stores charges and equipment necessary for placing and detonating explosive charges.



REPAIR PACK

The Repair Pack ASF is automatically part of the PBA for a repair expert (which does not include Nikola ap Io). The pack includes spare patches and tools needed to repair damaged PBAs.



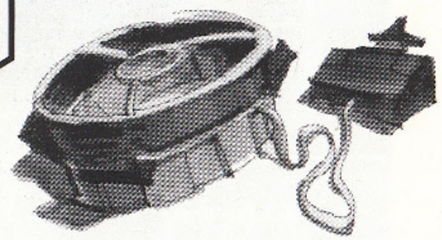


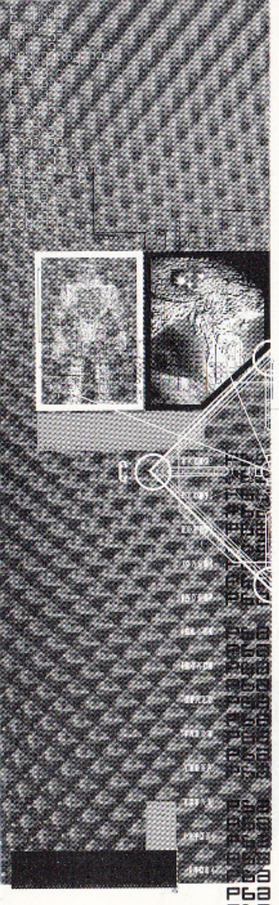
DYNAMO

The Dynamo ASF doubles a PBA's recharge power.

JUMP JET BOOSTER

The Jump jet Booster ASF doubles the fuel efficiency when using the jump jets.

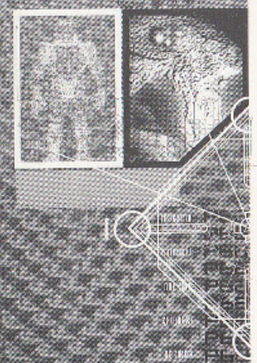




APPENDIX C: CENTAURI SYSTEM

The Centauri system consists of eight planets, some of which have moons.

PLANET/ MOON	SURFACE GRAVITY	AVERAGE TEMP °C	BRIEF DESCRIPTION
1. Platsov	0.53	250	small, molten
2. Stanton	0.62	350	small, hothouse
3. Saara	1.34	60	small-medium, hot, near-terrestrial
4. NewHope	0.98	20	medium, terrestrial
a. Karros	0.31	-20	small, grey, rocky, no atmosphere
5. Thatcher	0.91	5	medium, cold terrestrial
a. Huffmann	0.08	-30	very tiny, rocky
6. Wotan	3.89	-100	large gas giant
a. Thor	0.73	-100	medium, icy
b. Freya	0.44	-100	small, ferrous
c. Uller	0.32	-100	small, rocky
d. Heimdall	0.41	-100	tiny, rocky
e. Loki	0.16	-100	very tiny, reverse rotation
f. Tyr	0.21	-100	small, methane
g. Baldur	0.18	-100	very tiny, rocky
7. Dagda	2.52	-190	medium gas giant
a. Brigid	0.46	-190	small, ferrous, rocky
b. Morrigan	0.29	-190	small, ice
8. Osiris	2.10	-200	small gas giant



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telephone 0171 368 2266

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Virgin Interactive Fax:
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WorldWide Web Site:
http://www.vie.co.uk/vie

If you do telephone please be sitting in front of your computer (if possible) and with a pen and paper and as much pertinent information as possible about your machine as you can assemble.
ie: make, model, peripherals, RAM and disk size, graphics card and the information in your CONFIG.SYS and AUTOEXEC.BAT files.

Or you can write to:
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Alternatively Looking Glass can be contacted at the following address:
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See the Installation Guide for more information on using the BBS.

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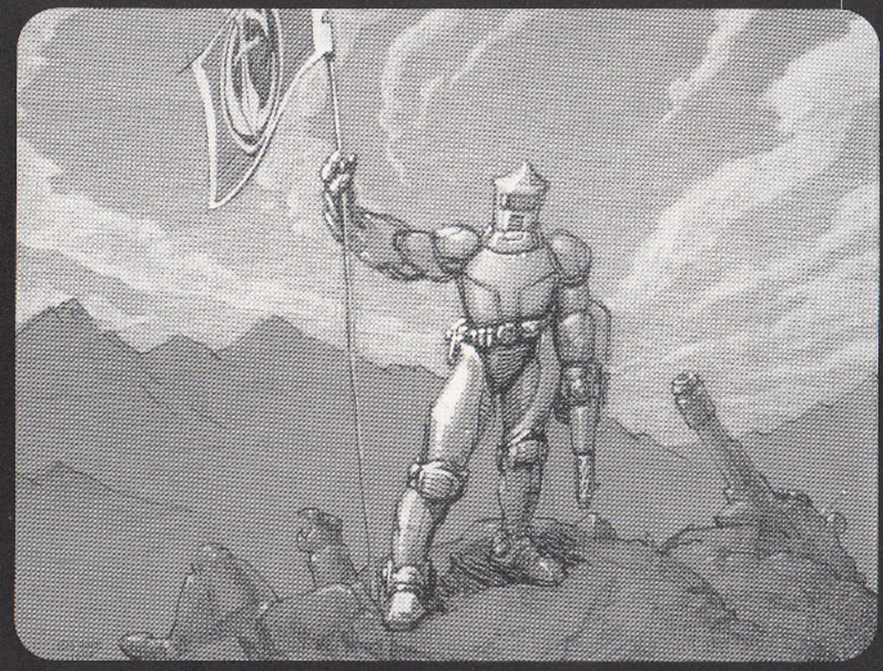

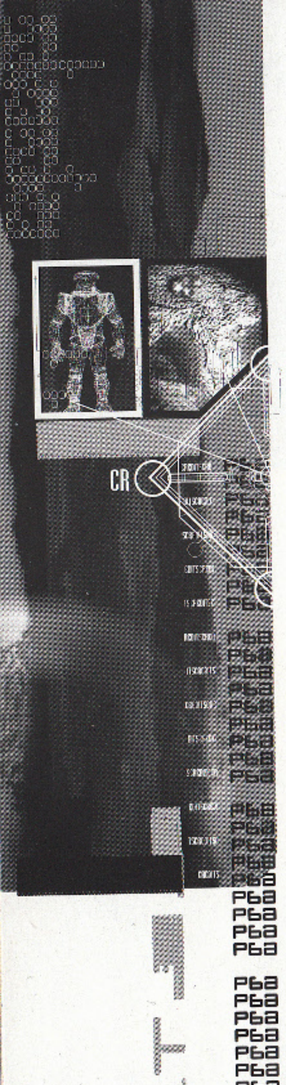

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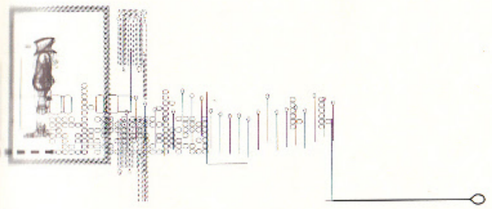

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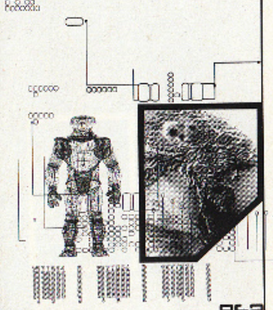

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