

## TO BEGIN PLAY...

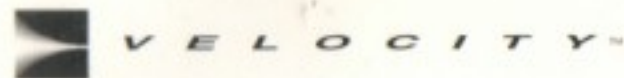
To begin playing, simply double click the **Program** icon in the Finder. When you see the **Main Menu** you will be presented a number of options.

You can play the game by clicking the **Play** button or pressing the **P** key. To start on a higher level, hold down the **Option** key while selecting **Play** or the **P** key. Incidentally, there is a demo mode that can be activated by pressing the **D** key or **Option-D**.

### Main Menu

- |                |  |
|----------------|--|
| <b>Play</b>    | Initiates the cyberspace simulation in single player mode  |
| <b>NetPlay</b> | Initiates the cyberspace simulation in multiple player mode  |
| <b>Scores</b>  | Retrieves the High Score Legend  |
| <b>About</b>   | Provides information about our company and the program designers.  |
| <b>Help</b>    | Gives you very quick tips about the game and keyboard layouts.   |
| <b>Options</b> | Lets you set various user preferences, including keyboard layout, sounds, complex shapes and difficulty level. |

## MACINTOSH QUICK REFERENCE CARD



## KEYBOARD CONTROLS

The default keyboard controls are pictured, however you may customize the keyboard layout by selecting that button in the **Options Dialog Box**.

Click in a box to make it active, and simply hit the key you wish to program for that function.

When you have finished configuring the keyboard, rename the settings file to a unique name, and press Save to save the settings.

### Views

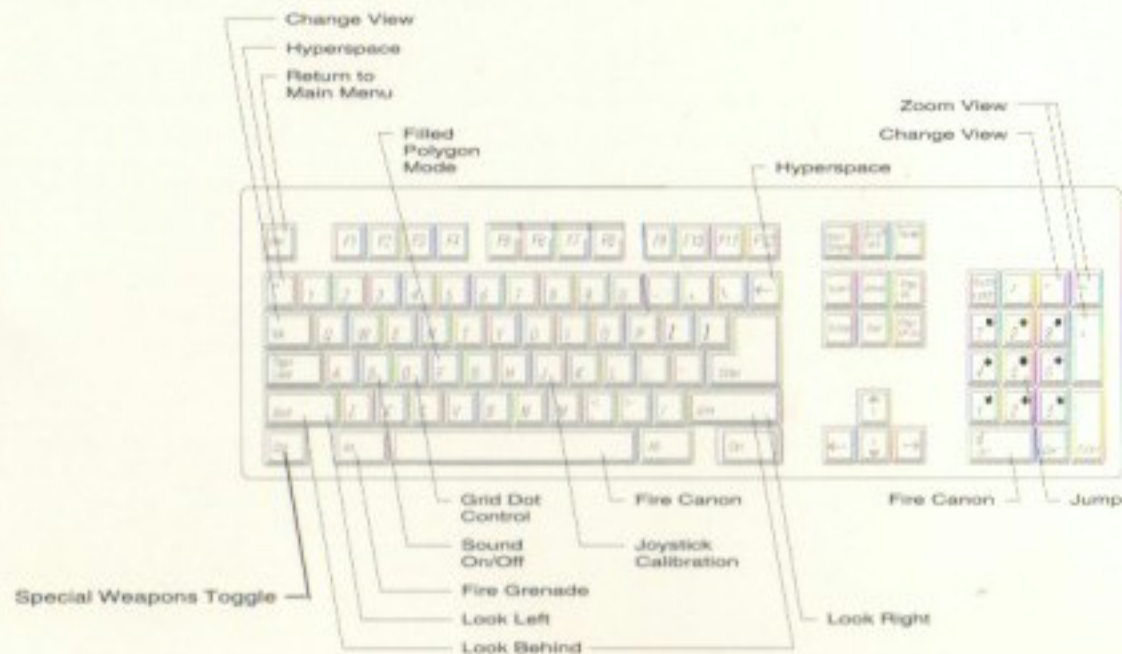
There are three main view positions. To change views press the **Tab** key (**Return** key for lefties). This will toggle between Interior, Exterior, and Map views. Each view has its pros and cons. You can play, shoot and accomplish your mission from any of these views. You may also use the **+** and **-** keys to zoom in and out.

In the Interior view you can look to the sides and behind your craft using the Shift keys.  
Look Right - [**Right Shift**]  
Look Left - [**Left Shift**]

### Hyperspace

Hit the **~ (Tilde)** or **Backspace** key in most standard layouts and you will be immediately transported to a new position in the Arena. Before doing so check your energy cell (labeled 'H' in the display). If the bar is solid you

have a full charge and may transport without risk. Once you Hyperspace, the energy cell will be completely expended and the bar will become empty. The energy cell will resupply over time. If you try to Hyperspace again without full charge you risk implosion. Enemies may drain your energy cell too!



**Default  
Keyboard  
Controls**



## OPTIONS SYSTEM

This part of the program lets you set various user preferences, including keyboard layout, sounds and difficulty level.

Grid Dot Control - [D] - will change the density of the dots on the ground of the Arena.

Filled Polygon Mode - [F] - turned off will appear in wireframe mode. To turn filled polygon mode back on, simply press [F] again.

Flag Texture Toggle - [F5]  
Billboard Texture Toggle - [F6]  
Windmill Texture Toggle - [F7]

Misc Texture Toggle - [F8] - allows you to customize the amount of texture mapping.

### Other Important Controls

Sound ON/OFF - [S]  
Return to Main Menu - [Esc]

Joystick Calibration - [J]  
Keyboard Setup - [I]

Pause Game - [P]  
Save Game [Alt-S] (between levels only)  
Quit - [Command-Q]

## THE DISPLAY

A. The top indicator show the number of lives remaining in this session. The indicator directly below it shows the damage level that you have sustained. The bottom number indicates the number of Cannon rounds you have remaining.

B. The top indicator show your total score. The indicator directly below it shows the level you are currently attempting. The bottom number indicates the number of bonus points remaining.

C. This is your Flight Cell. You may fill it by running over Anti Grav packs. When it empties you become grounded.

D. This shows the state of the Hyperspace Launch Energy Cell. You should let this cell fully recharge before attempting to Hyperspace. If you launch before fully charging the ship might implode. Enemies may drain your cell too!

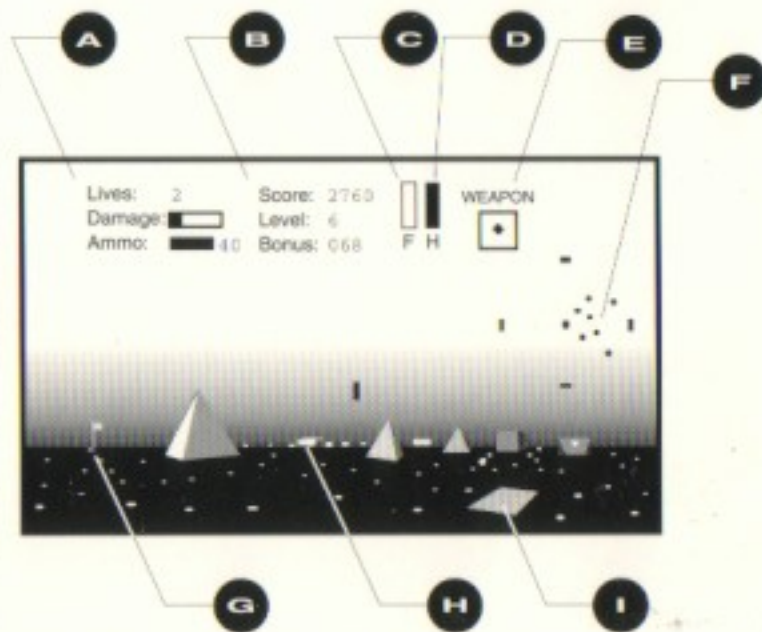
E. This shows which optional weapon is currently selected and armed.

F. This is your radar screen. At the center of the display your vehicle is represented by a single large dot. Moving dots (red or orange on color monitors) are Ammo Dumps.

G. This is a flag signifying a mission check point. You collect flags by running over them.

H. This is your aiming crosshair.

I. This is an Ammo Dump. Running over this flashing, pulsating diamond will resupply your shields and re-arm your Cannon.



## WEAPONS

### *Cannon*

This weapon is normally fired by pressing the **Space Bar**. When flying, the Cannon becomes a 'Pulse Burst Cannon' which allows the tank to fire down towards the ground.

The cannon fires one round of ammo and causes one point of damage. A short 'beep-beep', means you are getting low on rounds. A 'click' means you're out of ammo.

**Optional Weapons:** You can only use one optional weapon at a time. Select with the **Command** key. Fire with the **Option** key

### *Grenades*



These use 10 rounds of ammo for each grenade fired and explodes in midair, doing damage to things nearby, and will destroy anything it directly hits.

### *Smart Missiles*



A Smart Missile will cost you two ammo points to fire. The good thing is that they lock onto and track enemies quite effectively!

### *Seekers*



A Seeker will cost you two ammo points to fire. It is simply a cannon shell that has a limited amount of self-targeting logic. If a target is in your sights, the Seeker will usually lock onto it and cause a point of damage.

### *Scattershot*



Scattershots are shotguns. They fire in a wide pattern, in about a 75° angle. They are especially effective against closely knit units of multiple enemies.

### *Proximity Mines*



With a proximity mine, you can lay down a mine which can destroy anything that touches it. You are limited in the number of mines that can be placed at one time, so be careful.

### *Spinners*



The Spinner is a weapon that imparts angular momentum to the target. For example, if your enemy is too strong to destroy, you might spin it for a few seconds, in

order to get around it! This is the best way to beat a turret.

### *EM Pulsebursts*



A Pulseburst is a weapon that can only be used by a craft with flight capabilities. When used, a Pulseburst becomes an electromagnetic disturbance which propagates over the surface of the ground. A Pulseburst has a greater width than a Cannon round and may be more effective against squads of enemies.

### *Cyberblasters*



A Cyberblast is an electromagnetic bomb. It's like a grenade, but it's dropped straight down by a hovercraft. It can be used to terminate any enemies intent on tracking you from behind.



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## ENEMIES

### *Robot Spectres*

Enemy Robot Spectres come in many forms with diverse capabilities. At higher levels they begin to move faster and get an additional shield every five levels, starting at level 10. This means they require more direct hits to destroy.

### *Rovers*



The most basic Spectre, you will see Rovers all over the place in every level of the game. They typically find a flag to guard and wait for you to come to them.

Sometimes they will surprise you. In the beginning levels they are relatively easy to destroy with one direct hit.

### *Warriors*



Warriors are mean robots that begin to appear at level 3. They have more armor, move faster, are more intelligent, fire more often, and travel in packs. They have the ability to fire at where you WILL be, so don't travel in a straight line when they follow you.

### *Radar Cloaked Robots*

Radar Cloaked Robots are invisible to your long range radar scanner. The only way to spot them is visually. On the positive side, they aren't too smart!

### *Optically Cloaked Robots*

You can spot these robots on your long range radar scanner. They can shoot at you while invisible, so you need to either strafe wildly, use the scattershot, or select an optional weapon that can lock onto the target.

### *Slicers*



Think of the Slicer as a moving can opener and then think of yourself as the can. One of the nastiest enemies, they track at a speed somewhat faster than your vehicle. Keep away from them after submergence into negative cyberspace.

### *VAMs*

Vertical Area Mines pop up to hit you if you are hovering.

### *Turrets*



Auto-Turrets are automated Gun Turrets, which shoot a stream of Smart Missiles at you. They are very resilient, and will often need several shots to de-commission.

### *Hunter Killers*



Known affectionately as HK's, are pretty mean. They can fly. And when they land, they usually land near you to take a shot at you or pilfer Ammo Dumps.

### *Orbiters*



Orbiters guard areas of the Arena at extreme velocities, and explode on impact. They cannot be easily defeated with Cannon fire or missiles. Due to their extreme speed, they are often difficult to lock onto. If you're in flight, Orbiters sometimes convert into Bouncers that can reach you.

There are also enemy types that are not robots. These include -

### ***Cybermud***

Cybermud, aka Acid Pools acquire awareness and locomotion during the game. When they start moving, they're hungry. They spit Acid bubbles or mud pods into the air which can damage you when they hit. They move rather slowly, but are virtually impossible to destroy!

### ***Intelligent Walls***

You will discover that some walls become intelligent, and acquire the ability to move. They often team up with Acid pools to trap you! They're virtually impossible to destroy!

### ***Bouncers***

Are like Orbiters, above, only they bounce around in a circle.

### ***Other***

In advanced levels, you may find additional enemies of diverse capabilities.

## **NETWORK GAME SCENARIOS**

To join a network Spectre VR session, select **Net Play** from the **Main Menu**. This will bring you to the **Network Options dialog**. Select the scenario, tank color, and if you playing for a number of point or a length of time.

The classic scenarios are -

### ***Arena***

A total free-for-all. Drive around, shoot friends and enemies, and get the most points.

### ***Flag Rally***

No teams, every man for himself, but this time to get a match point you must collect all six flags on the field (flashing lettered A through F). To collect a flag, simply run over it. If you are destroyed, all the flags you have collected go to the person who destroyed you.

### ***Base Raid***

Capture-the-flag with missile weapons. Two teams, two bases, infinite lives. Each team gets a match point for "destroying" the other base. To destroy the enemy base you must drive across the Arena and bump into it, not just shoot it. Tricky.

There are four different types of network game scenarios. They will provide hours of challenging gameplay (see page 41 of your *Users Guide* for complete descriptions):

### **Enhanced Scenarios**

- Super Arena
- Flag Rally Deluxe
- Maze Rally

### **Flight-Based Scenarios**

- Strafe City
- Coordinator
- Tactical Air Support
- Aerial Zone Control
- Aerial It
- Cyber Dogfight

### **Tag Game Scenarios**

- IT
- Keep Away
- Bumper Tanks
- Zone Control

### **Team Cybersports**

- BitBall
- CyberSoccer