

LOOKS

A VIRTUAL REALITY
SPORTS GAME



Accelerated for
Power Macintosh

Instruction Manual



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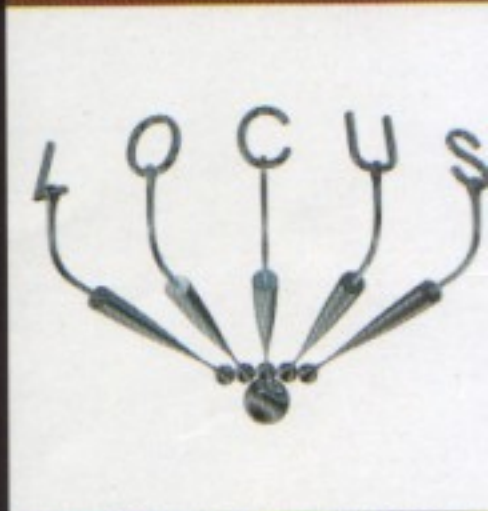




ABOUT LOCUS™

In the future, Locus is the only sport —
billions of people the world over are addicted to
the game. Teams are sponsored by everything
from crime syndicates to militaristic governments.
The masses are happy just to watch. But not you
— you've gotta play. While racing at break-neck
speed through the wild geometries that compose
the Locus arenas you've got to score against two
opposing teams. You win or lose through cut-throat

elimination. Your ally becomes your worst enemy in just a fraction of a second — the time it takes to score the final goal and eliminate a team. Start doing well for one team, and you'll be snapped up by a team with greater prestige and talent. In this way you'll rise through the ranks. Upward progression puts you up against opponents that are increasingly smarter, faster, and more formidable.



SYSTEM REQUIREMENTS

Power Macintosh

- Power Macintosh with System 7.5 or higher.
- 8 MB RAM or more.
- 12 MB available hard disk space.
- Double speed CD-ROM drive or faster.
- Supports mouse and joystick.
- 13" color monitor.
- QuickTime® 2.1 and Sound Manager™ 3.1 (included).

HEAD MOUNTED DISPLAYS

Locus is engineered for head mounted displays (HMDs). Locus is exciting to play on any standard monitor, but total immersion is best achieved with an HMD. Wearing an HMD allows you to scan the Locus arena, so you can look over your shoulder and see who is on your tail. You can also control your laser gun by simply looking in the direction of your target. It's a blast. Contact the manufacturers below for details on Macintosh adapters for the following HMDs:



The CyberMaxx™ by VictorMaxx™

VictorMaxx Technologies, Inc., 1.708.267.0007



i-glassez!™ by Virtual i-o™

Virtual i-o, 1.800.646.3759, info@vio.com



INSTALLATION FOR POWER MACINTOSH

1. Start your computer and insert the Locus CD-ROM into your CD-ROM drive.
2. Double click on the Mac Locus Install icon. This will launch the installer.
3. You will be asked where you would like to install Locus. After specifying the location you want, the Locus folder will be installed to your hard drive.

Starting Locus

You only need to install Locus once. Make sure that the Locus CD is in your CD-ROM drive. After installation, start the game by double clicking on the Locus icon in the Locus folder.


The Locus menubar is active while you are in the user interface screens (but not during game play). To view the menubar, just move your mouse cursor to the top of the screen. The Locus Preferences menu is located under the Edit menu. The following settings may be chosen from the Locus Preferences Menu:

Game Resolution These settings affect whether the Locus runs in the standard Macintosh high resolution, or a lower, pixel doubled resolution. The game resolution does not change your monitor resolution.

Low resolution Choose low resolution if you want to play in 320x200, pixel-doubled mode (less crisp images, but faster game play).

High resolution Choose high resolution if you want to play in the standard Macintosh resolution (crisper images) and you want the ability to change the Locus screen size.





Monitor Resolution If you are running System 7.5.1 or later, some monitors will allow Locus to change their resolution. You must restart Locus for these settings to take effect.

Attempt to force to 640x480 If you have a monitor capable of multiple resolutions and are running System 7.5.1 or higher, Locus may be able to force your monitor to run at 640x480 resolution. This will make the game window fill your screen for greater immersion.

Don't change monitor resolution This leaves your monitor resolution untouched. The game runs in a 640x480 sized window.

Speed These settings affect how fast Locus runs on your computer.

Kill finder and other applications This will automatically force quit other applications when you start Locus, allowing for the fastest game play.

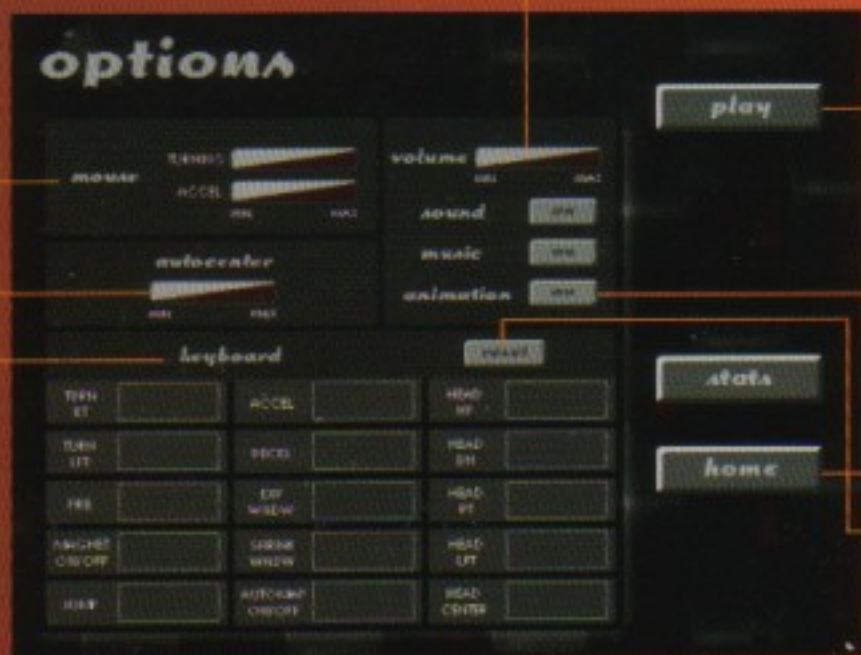
Leave other applications alone This will not affect other open applications, which may keep Locus from running at its full potential.

The Locus Home Menu is the first screen you come to after starting.

- Name** Shows the name of the current player.
- New** Clears the name of the current player and allows you to type a new name.
- Select** Selects a name that is on the name list and puts it in the current player box.
- Delete** Deletes the highlighted name in the name list.
- Play** Starts the game at the highest level you have achieved. Clicking on Play in this screen brings you to the Triad Screen.
- Options** Brings up the Options Menu, where you can set mouse sensitivity, audio levels, calibrate your joystick, turn screen animations on or off, and configure your keyboard.
- Stats** Launches the Stats Screen. This is where you can find statistics about your Locus skills, including how you are doing in the current triad, and how you have done over your career.
- Quit** Quits the game, after saving the current game.



LOCUS OPTIONS MENU



Mouse Modify the sensitivity of your mouse by dragging the bar sliders between minimum and maximum sensitivity.

Autocenter Modify the way that your cycle centers itself on turns.

Audio You can adjust the volume of the Locus sound effects and music. To adjust the volume, click on the bar slider and drag to the appropriate location on the bar. You can turn the music on or off.

Animation Click here to toggle the animation sequences on or off.

Keyboard This area allows you to change the default key mapping for keyboard controls. Just click in the appropriate section, and enter the new key you'd like to use.

Reset Resets to the default keyboard controls.

Play Takes you back to the Triad Screen.

Home Returns you to the Locus Home Menu.



LOCUS GAME CONTROLS

Mouse When using a mouse, you control your cycle's direction by corresponding control of the mouse. Your cycle's speed is controlled by the relative distance you move your mouse, NOT by how fast you move your mouse.

Mouse Button: Toggle magnet. Press to activate/deactivate magnet.

Joystick To play Locus with a joystick, configure your joystick using the control panel that came with it, or consult your joystick manual.

Button 1: Toggle magnet. Press to activate/deactivate magnet.

Button 2: Fire laser.

Keyboard The following list defines the default keyboard controls for the most commonly used keyboard functions. Note that except for jumping, all cycle functions can be controlled with the mouse or joystick. The default controls may be changed within the Options Menu.

Fire Laser: [RETURN] key.

Jump: [SPACE BAR]. Jumping can be very useful for



avoiding collisions and obstacles.

Head Movement: Arrow keys. Allow you to look around. With an HMD, just turn your head.

Center View: Letter "C". Centers your point of view in relation to your cycle.

Expand Window: Equal sign "=". Expands the window that shows the game. (Only available if you are running the game in high resolution mode.)

Shrink Window: Minus sign "-". Shrinks the window that shows the game. (Only available if you are running the game in high resolution mode.)

AutoMap: [TAB] key. Presents you with an omniscient perspective of the arena. While in AutoMap view, you may use the arrow keys to change your viewpoint.

Quit: Letter "Q" or [ESC]. Quits the current arena and returns you to the Locus main menu.



LOCUS GAME ELEMENTS



Ball: Locus balls are red. Games start with two balls. One ball is removed when a team is eliminated.



Goal: Each team has its own goal. Its color corresponds to the team cycle color. Do not shoot at your own goal.



Ball Return: At the start of each game, and after every goal, one or more balls will appear at the ball return. Every arena has either 1 or 3 ball returns, depending on the arena geometry.



Power Beam: Energy is required to move, activate your magnet, and fire your lasers. Drive through the red/white light of the power beams to replenish your supply.



Gadget: Each arena is made unique by its shape, design, and its gadget. Some gadgets are good, some are bad. Drive into or through one to determine what its effects may be.



Cycles: Each team has its own cycle bearing the team color. Cycles vary in speed, control, accuracy and performance.

LOCUS HEADS UP DISPLAY

The Heads Up Display (HUD) displays vital information about your cycle's direction, velocity, and energy level.

Velocimeter: This arrow indicates your speed and direction. It is the same color as your team color.

Energy: This bar indicates your energy reserves. When it gets low, drive through a power beam.

Guidance: This arrow points in the direction of the nearest ball, and to the nearest goal when you have possession.

Targeting: When you are within range of another cycle, it is automatically targeted with cross hairs, and your laser guns will be aimed in that direction.

Scoring: Each team has a score bar at the top of the screen. The team color fills the bar as points are scored against a team. The more color in a bar, the closer the team is to being eliminated.



THE RULES OF LOCUS

The Locus universe consists of 12 arenas. Each arena is home to one team, with a different style of Locus cycle. Every game consists of two visiting teams, and one home team. Each team consists of two players. Your teammate is controlled by the computer. To avoid the problem of home team advantage, three games (a Triad) are played – one game in each team's home arena. You start playing for the lowest ranked team, while your initial opponents are the second, and third lowest ranked teams.

If you win two games out of a Triad, you may be bought by the second ranked team of the Triad and advanced one level. Then another Triad is played, this time against the third, and fourth lowest ranked teams, and so on. This progression of advancement continues as you are pitted against every team, and compete in every arena in the Locus circuit.

Locus is cut-throat. Eliminate your opponents to win games, advance levels, compete in different arenas, and face increasingly difficult competition. Once inside an arena, you and your computer controlled teammate must eliminate the two opposing teams by scoring against them. When three goals



have been scored against one team, that team is eliminated, and its cycles are removed from the arena. You continue playing until you are eliminated, or until you eliminate both teams.

Ball Control Like any sport, good ball control is critical. To grab the ball, run over it with your electro-magnet turned on (mouse button toggles magnet). This is most easily achieved when the ball is in the open, but you can steal a ball from an opponent, or intercept a shot or pass. Your electro-magnet has limited energy, however. When your magnet runs low, the ball will get away from you. Ball control can also be lost through stealing, collisions, and laser fire.

Passing and Shooting You pass and shoot the ball by deactivating your magnet (mouse button toggles magnet). The speed and direction of the ball is dependent on your cycle's speed and direction.

Look for goals matching the color of one of your opponents. Shoot the ball into the hole under the pyramid on the goal, and you score a point against that team. Don't shoot the ball into your own goal!



TECHNICAL SUPPORT



Technical support is provided **M-F, 9am-5pm (PST)**, at

206.654.7060, via email to **DrTrouble@zombie.com**, or

via the URL **<http://www.zombie.com>**. Zombie also has tech-

nical support forums on America Online™, CompuServe™ and

eWorld™. When calling for technical support, be near your computer

if possible. Please have information regarding your system setup ready.

TROUBLESHOOTING

See the **Addendum** for troubleshooting tips and information.

NETWORK PLAY

Locus can be played on a network. For network play instructions, see the **Addendum**.



DEVELOPEMENT & CREDITS



Christine McGavran, technical lead, lends her 3D graphics expertise to create the wild Locus environments. A programmer fluent in computational geometry, she designs the physics in each arena that enable players to swerve, jump, crash, shoot, and score. Her interest in enhancing creativity in games leads to flexible and intriguing game play. Mike Dussault, senior programmer/designer, is the resident PC programming expert. He keeps the game design in line with what gamers really want. Mike produces and codes the slick options interface and networking that allow players to go head-to-head over a network or modem. Janet Galore, producer/designer, whips the

whole crew into shape. Coming from a pure math and fine art background, she injects a stylized, futuristic, vision into the game. She brings together a team of extraordinary artists, modelers, musicians, and animators to make the sights and sounds of Locus truly immersive.

Game created and developed by Zombie Virtual Reality Entertainment, executive producer Mark Long, producer Janet Galore, technical lead/3D coding Christine McGavran, senior programmer Mike Dussault original game concept Mark Long, Joanna Alexander, macintosh version Jay Bartot animation/arena design Guy Hundere artificial intelligence Gregg Seelhoff sound code Jay Prince installation and interface coding Mark Kreidler music composition/sound design Roland Barker packaging and advertising art REM Graphic Design/Lisa Liedgren 3-D modeling Rick Welsh interface art Joseph Walker modeling, arena art, animation Kathy Buchheit digital sound effects Clatter & Din manual and story line Edward Galore PlayStation Version AfterScience special thanks to Will Ackel, Joanna Alexander, Allan Blum, Robert Champagne, Asif Chaudhri, Timothy Childs, Jeff Close, Kimberly Collmer, Jennifer Davy, Andamo Deming, Scott Dodson, Tracey Donnelly, Ann Donovan, Glory Evans, Dan Goods, Anne Graham, Sandy Heyer, Randy Jones, Tony Kee, Steven Kent, Chris Libertino, Johan Liedgren, Christopher MacRae, Dan Meyer, Monolith, Nick Nicholas, David Nolte, Jeff O'Connell, Linden Rhoads, Jason Robar, Jeff Roberts, Linley Storm, Mike Shields, Sandra Smith, Mike Tannen, Noah Tannen, Jash White, the Windows® 95 Game SDK Team, Randy Yaunt, Zombies, and to GT Interactive Software. additional software and tools Renderware Rendering Engine - Criterion Software Ltd.; 3D Sound-Focal Point; AI Code -Sophisticated Software; Installer - Aladdin Systems and Raymond Lau. additional music samples Vince Clarke - Lucky Bastard, written by Vince Clark, published by Musical Moments (Europe) Ltd./Sony Music Publishing Guitar samples from Steve Stevens Guitar Sample Collection.





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