IRON HELIX ™

Jeremiah Obrian

OPERATIONS MANUAL

DREW PICTURES™

Commanders are responsible for bringing this publication to the
attention of all relevant personnel cleared for operation of
Cerberus Class Destroyers

Published under authority of the
Secretary of the Earth Galactic Navy

Spectrum HoloByte

EGN

URGENT — READ IMMEDIATELY

31 May 2365

From: Drew Huffman, Commander-in-Chief
Re: Troubleshooting/Customer Support

If you are having any problems with *Iron Helix*, including mounting your CD-ROM drive, program crashing or installation questions, try the following things BEFORE CALLING TECH SUPPORT:

- Turn off all Extensions by removing every item in your Extensions folder (EXCEPT THE CD-ROM INIT) and placing them in a separate folder.

If your CD-ROM won't mount:
- check that the CD-ROM drive is plugged in, switched on, properly terminated and that you have the Apple CD-ROM INIT in your Extensions folder
- make sure the SCSI ID number on the CD-ROM drive is unique to that of any SCSI device hooked up to your Mac
- make sure the CD-ROM is in the carriage and inserted correctly into the drive.
- double-check all connections and cables

If you're having trouble installing *Iron Helix*:
- make sure you're installing onto a local hard disk and not the CD-ROM itself
- make sure you have at least 7MB available on the hard disk

If the game crashes or behaves weirdly:
- turn 32-Bit Addressing off from your Memory control panel
- turn Virtual Memory off from your Memory control panel
- turn your monitor to 256-color mode from the Monitors control panel
- disable all Extensions except for the CD-ROM INIT (drag them into a separate folder if you do not have an Extensions manager)
- turn off all screen savers
- remove or turn off accelerator cards, RAM disks and other NuBus devices which may cause problems in certain instances.

If you have a machine with less than 5MB of RAM, the following may increase the amount of available memory:
- the Disk Cache should be set to 32K in the Memory control panel.
- Adobe-Type Manager™ should be turned off or the Font cache should be set as low as possible
- and when in doubt, *turn off or remove all Extensions but the CD-ROM INIT*

If all our suggestions above fail, we're available at the following:

IRON HELIX

Table of Contents

Welcome

The creators of *Iron Helix* would like to welcome you to a new kind of CD-ROM game experience.

We've designed a game specifically for CD-ROM that would play as fast as possible while maintaining high-quality graphics. We have made every effort to eliminate long file loads and delays. You should see a noticeable difference between the performance of this CD-ROM and that of other CD-ROM games.

Iron Helix is designed to play back smoothly from Mac LCs up through Quadras. However, the speed of your CD-ROM drive and the processor speed of your CPU will be the real determining factors for the performance of this game.

Installation and Loading

Thank you for purchasing *Iron Helix!* Please read the following section carefully and follow the directions to install *Iron Helix*.

System Requirements

In order to play *Iron Helix*, you need the following:

- Macintosh LC model, Color Classic, II model, color Performa model, Centris model or Quadra model
- 4MB RAM minimum (5MB or more recommended)
- CD-ROM drive (150 Kb/sec sustained transfer rate or better recommended)
- Hard drive required (with 7MB of free space)
- System 6.0.7 with 32-bit QuickDraw or System 7
- 256-color (8-bit) graphics capability
- 12" monitor or larger

NOTE: If you do not have one or more of the above features, you will be unable to play *Iron Helix*.

Before Installing

First of all, be sure that the hard drive you will be installing to has at least 7MB free. Once that has been established, you can begin installation.

The *Iron Helix* CD-ROM has been shipped with two different versions: a minimum version for Macs with low memory or moderate processing power and one version for the other Macintoshes. The minimum version of *Iron Helix* has optimized the graphics speed for slower machines. Running the standard version on a slower machine (or one with only 4MB of RAM) will cause serious speed degradation.

- If your Macintosh has *only* **4MB of RAM** *or* you own a **Color Classic**, **Performa 400**, **Performa 405**, **Performa 430**, **LC**, **LC II**, **II**, **IIx** or **IIcx**, you should install the minimum version.

- If your Macintosh has *at least* **5MB RAM** *and* you own a **Performa 450, Performa 600, LC III, IIci, IIsi, IIvx, IIfx, Centris** or **Quadra** model, you should install the standard version.

Installation

1) Insert the *Iron Helix* CD-ROM in your CD-ROM drive.

2) A window will appear on your desktop. Double-click on the file "Read This First" (which can be opened using TeachText or any standard word processing program). This file contains any last-minute changes and other important instructions you need to see.

3) After you're finished reading the file, exit TeachText (or your word processing program) and double-click "Iron Helix™ Minimum Installer" or "Iron Helix™ Installer" depending on your computer type (listed previously).

4) A dialog box will then appear asking you where you would like to place *Iron Helix* on your hard drive. When you choose the location you want, click on the SAVE button.

5) When installation is complete, a new folder named "Iron Helix™" will be on your hard drive.

6) To load *Iron Helix*, open up this folder and double-click the file "Iron Helix™."

7) Enjoy!

IMPORTANT NOTES BEFORE PLAYING: Your monitor must be set to 256 Colors (8-bit) mode to play *Iron Helix*. You must exit all other applications before running the game. In addition, you will be unable to switch applications while playing.

Play Now — Read Later

This manual opens with a Quick Start guide that will get you playing *Iron Helix* immediately. You don't have to know anything about the game in order to play and have fun. Most people never read the manual anyway. If you're one of these people, you can go directly to the Quick Start and will probably never have to open this manual again.

If you want to learn more about the nuances of playing *Iron Helix*, discover some clues, or just put yourself into the mind set of the ship's crew, read on past the Quick Start. You can save yourself some time figuring out what happened and from getting blasted by the Defender just by browsing through some of the pages and reading whatever catches your eye.

So, have fun and thanks for buying *Iron Helix*. Give us a call sometime and let us know what you think — we're really interested in your feedback.

The *Iron Helix* Team

The Down and Dirty Quick Start

To play *Iron Helix* immediately, here's all you need to know:

Objective

Your mission is to board the renegade ship *Obrian* with your probe and gain security access to the rooms and computers. You must search the ship for ways to prevent it from deploying its weapons against a peaceful planet. The ship has a backup security device that aggressively pursues and destroys intruders. It is a robotic Defender which is heavily armed and capable of performing all ship functions in order to carry out the orders administered by the ship's computer. You must avoid this Defender and will have to get rid of it in order to win.

Using the Interface

After you install and boot up, you'll go through the introduction. Then you'll be given your Probe Control Interface. This interface is the main control and navigation panel for *Iron Helix*. Here's how to use it:

- Click the green highlighted directional arrows to move your probe throughout the ship.

- Locate DNA by monitoring the Scan Direction Indicator as you move around.

- Acquire crew DNA to use as access keys for doors and computers.

- Use the **SCAN** Button to scan for DNA. Use the **ARM** Button to deploy your robot arm and plug into data ports.

- Use the **JAM** Button to scramble the Defender's sensors and to temporarily confuse it. (Note: Jamming significantly depletes your probe's energy!)

- Steer the robot arm and scanner by clicking on the video screen to link with computer ports and locate DNA keys respectively.

- Toggle between three map modes to navigate your probe and to keep track of the Defender robot.

General Information

- Up to three DNA keys can be stored in your probe's on-board RAM.

- Access the ship's computers and stop them from deploying the doomsday weapon, or activate the ship's self-destruct sequence.

- Get DNA from high-ranking crew members to access more areas of the ship and attain higher access to computers.

- Avoid direct confrontations with the Defender robot. (However, you will need to get rid of him in order to win.)

- After acquiring the right DNA, log onto ship computers to uncover the crew's video logs that contain the vital clues needed to stop the ship.

- Be observant and use your ingenuity to get rid of the Defender and stop the ship.

The Four Phases of Play — How to Win

To complete *Iron Helix,* you must achieve four phases (or goals) in succession.

1) The first phase requires you to find three high-ranking DNA keys (left by the ship's crew) which will allow you to open all doors and access all computers.

2) The second phase requires you to uncover methods of stopping the ship by acquiring the computer bypass codes which will enable you to win. These can be found in video messages left by the crew in their last desperate hours before being killed.

3) The third phase requires you to somehow get rid of the Defender robot. It must be eliminated before you initiate any of the bypass codes or else he will override them. The clues that will help you eliminate the Defender robot are in the video messages.

4) The fourth and final phase is the execution of the winning code to stop the ship. After you get rid of the Defender robot, you will have about five minutes before the ship launches another one, so you'll have to act fast. If you fail to execute the win scenario in time, you'll be demoted back to the third phase. You will then have a second chance to get rid of the Defender and initiate a win scenario. (If you fail to initiate a win on your second try, the weapons will launch and the game will be over.) But if you successfully initiate a win scenario, you will stop the ship from reaching Calliopé and will have saved the universe.

Background

It is far into the future, and the Earth is in a state of cold war with an alien race known only as the Thanatosians. Humanity, having solved its own problems of disease and prejudice, has found a new enemy on which to vent its hatred.

Soon all of Earth's resources are directed towards preparations for an impending war that could occur on a galactic scale. The Earth's military industrial complex begins to work feverishly on powerful new weapons of doom, and tension mounts as armies of ships are deployed.

Somewhere, in a highly classified sector of space, a powerful ship carrying a dooms-day weapon is participating in war game maneuvers. The ship is a Cerberus Class Destroyer named the *SS Jeremiah Obrian,* and it contains a payload so secret that even the crew is ignorant as to its exact nature. The ship is carrying a new weapon considered to be the H-bomb of its era, armed and ready to be used against the Thanatosians.

The war game is terrifyingly realistic, perhaps too realistic for the ship's computers. The computer takes control of the *Obrian* and initiates an attack plan for Calliopé, a small, Earth-like Thanatosian planet. The ship's crew and Captain attempt to over-ride the computer, but the computer fails to recognize the Captain's DNA access code and ignores all attempts to stop the ship.

Unbeknownst to the crew, the weapon they are carrying contains a deadly virus which quickly attacks the cells of an organism, mutating DNA and rendering the body unable to carry out vital metabolic functions. Within hours, an infected organism dies, deprived of its ability to manufacture vital metabolic proteins.

Unable to resist the virus or interface with the computers, the crew dies off one by one. The ship heads towards Calliopé carrying a weapon that will start a war that could end all life in the universe.

Meanwhile, only a few high-ranking officials are aware of the ship's cargo and programmed target. Precious time elapses before word reaches military HQ, but by then the Cerberus *Obrian* is all but unstoppable, programmed to deliver its virulent payload swiftly and with deadly precision. A high-priority emergency beacon is broadcast in the slim hope that someone, somewhere, might intercept the ship.

Someone *does* receive that beacon, and that someone is **you**.

You are on board the Science Ship *Indiana.* It is poorly manned and weaponless, but it does have a powerful tractor beam. It could latch onto the *Obrian* and tow you along while you figure out a way to stop it. Your ship may be slow, but what it lacks in speed it makes up for with navigational accuracy. You're able to plot an intercept course and proceed to the correct coordinates.

With a potentially deadly virus on-board, your only option is to send in a probe and hope it can get past whatever defense mechanisms the ship might possess. The only hope of destroying the ship or disarming the weapon is your Darwin 5 probe. With just six hours before the *Obrian* breaches Thanatosian space, you have little time to spare.

The Zoological Probe you carry can only observe and gather microsamples of organic life. It cannot attack or even defend itself, but it *can* interface with the *Obrian's* computers, and that just might be enough for you to sabotage the mission and avert a holocaust.

Your Mission

When word reaches Earth's Military High Command that the *Obrian* is out of control and locked on target, an Emergency Beacon is immediately dispatched throughout space. Your ship intercepts this beacon and is the only one capable of stopping the *Obrian* before it reaches its target.

Here is the hard copy of that distress beacon:

```
        !EMERGENCY  BEACON!   !EMERGENCY  BEACON!

TO  ANY  EARTH  VESSEL...THIS  IS  A  PRIORITY  1
ALERT  INTERCEPT  ACTION  DISTRESS  BEACON  -  CODE
RED...

ANY  VESSEL  IN  OR  NEAR  SECTOR  12,  QUADRANT  BETA
38  MUST  COMPLY  WITH  THIS  BEACON  PURSUANT  TO  THE
EMERGENCY  SPACE  RESCUE  ACT

A  RUNAWAY  SHIP  IS  APPROACHING  THE  NO-FLY
ZONE...CERBERUS  SS  JEREMIAH  OBRIAN  WILL
INTERSECT  THE  NFZ  AT  COORDINATES  57.9.004-
02.13.007...SHIP'S  CREW  DOWN...COMMUNICATIONS
DOWN...SHIP  PROGRAMMED  AND  ARMED  FOR  CLASSIFIED
TARGET  BEYOND  THE  NO-FLY  ZONE...STOP  THIS  SHIP
AT  ALL  COSTS...REPEAT...STOP  THIS  SHIP  AT  ALL
COSTS...

TARGET  AND  ARMAMENT  INFORMATION  UNAVAILABLE...
CAUSE  AND  NATURE  OF  MISHAP  UNKNOWN...CREW
STATUS  UNKNOWN...SHIP'S  COMPUTERS  CONTROL
NAVIGATION  AND  WEAPONS  SYSTEMS...OVERRIDE
CURRENTLY  UNAVAILABLE...INTERCEPT  AND  BOARD
SHIP...OVERRIDE  WEAPONS  OR  HELM...DESTROY  SHIP
IF  NECESSARY...REPEAT...DESTROY  SHIP  IF
NECESSARY...

IF  YOU  HAVE  RECEIVED  THIS  BEACON  YOU  ARE  THE
LAST  HOPE...THIS  IS  A  CODE  RED  EMERGENCY
INTERCEPT  ORDER...YOU  MUST  COMPLY...YOU  MUST
STOP  THIS  SHIP...
```

Restricted Information and Additional Mission Documents

After you acknowledge the receipt of the emergency beacon, you receive the following information from Earth Military High Command. It is all of the currently available information about the renegade ship, her mission and her crew. It may prove useful in your endeavor to stop the ship.
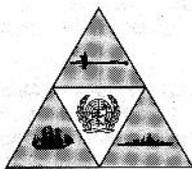
EGN

RESTRICTED

Deep-space Personnel Deployment Orders
17 OCT 2378

Vessel ID CCV–JOB–00817J–1.42, *SS JEREMIAH OBRIAN*
Crew Complement: 12

Captain: Parrish, William/Commander
First Officer: Ingram, Catherine/Lieutenant Commander

Crew Personnel Dossiers

Parrish, William/Captain

William "Buck" Parrish: Fleet Commander

5'10", 180 lbs   Hair: Gray, Eyes: Grn   Age: 44

Graduated first in Academy class of '58. Served as Ensign on the first Cerberus Class Destroyer *SS Jefferson*, rose through ranks to become the Fleet's youngest Commander. Led first exploratory mission into Thanatosian space, commanded the lead ship in the Thanatosian Standoff, three Service Commendations for Bravery and Excellence in field. Wife and children killed in an explosion during a raid on Neptune Outpost XII.

continued...

Ingram, Catherine/First Officer

Cate Ingram: Fleet Lieutenant Commander, Special Forces Officer and Covert Operations Specialist

5'6", 135 lbs   Hair: Blnd, Eyes: Blue   Age: 32

Graduated at top of Academy class, SIA Special Training in covert operations, espionage and deep-space operations. Six years Classified Cerberus duty on outer rim serving on the *SS Henry*, the *SS Revere* and the *SS Washington*. No family.

Blatman, Jacob/Medical Officer

Jake Blatman, MD, PhD/Surgeon: Physician and Psychiatrist

5'9", 158 lbs   Hair: Blk, Eyes: Blue   Age: 37

Served three years on Titan Outpost with 6th Fleet. Served on two deep-space reconnaissance missions, 23 search-and-rescue squadrons and one Cerberus Class Destroyer (the *SS Hibernia*) during the Thanatosian Standoff. No wife or children, no traceable relatives.

Semenovsky, Tatyana/Security Officer

Tatyana Semenovsky: Fleet Officer

5'7", 134 lbs   Hair: Brn, Eyes: Brn   Age: 32

Ranked fourth in graduating class, Military Academy of Intelligence and Investigation. Seven missions as an SIA Covert operative. Assignment classified. Security Class 1 Command Level Clearance. 11 months Special Aide to Security Council Deputy Horton. No husband or children. No known family.

Geist, Joseph/Chief Engineer

Joe Geist: Fleet Engineer 1st Class

5'10", 185 lbs   Hair: Blk, Eyes: Gray   Age: 35

Served 12 years as Engineer on *SS Atlanta*, four as Chief Engineer on Cerberus *SS Alexander Hamilton*. Requested assignment on a deep-space Cerberus Class vessel. No wife or known family.

Zyzinski, Carla/Engineer

Carla Zyzinski: Fleet Engineer 1st Class

5'5", 128 lbs   Hair: Brn, Eyes: Brn   Age: 30

Graduated Fleet Academy with Honors. Served four years as an Engineer 2nd class on *SS Marshall*. Cerberus Operations Engineering Certification, August 2377. No husband or family.

Ichikawa, John/Navigator

Jack Ichikawa: Fleet Navigation Specialist

5'8", 146 lbs   Hair: Blk, Eyes: Brn   Age: 35

Served six years on the *SS Perry* mapping uncharted space in Sector IX. Served as a navigation officer under Fleet Admiral Brady Scott for 17 months on the flagship *SS Columbia*. No wife or family.

Benedetti, Robert/Weapons Specialist

Bobby Benedetti: Fleet Ordnance and Special Weapons Officer

5'9", 145 lbs   Hair: Brn, Eyes: Brn   Age: 32

SIA Academy Tactical Weapons, Biological and Genetics Weapons Systems Engineer Classified Assignment 2371–75, SIA Genetic Research Lab Director 2376–77. All other information regarding Robert Benedetti is classified.

Hendryx, Wayne/Communications

Wayne "Wayne-O" Hendryx: Fleet Communications Officer 1st Class

5'10", 175 lbs   Hair: Brn, Eyes: Grn   Age: 28

Deep-Space Communications specialist, SIA Covert Communications Certification. One of the few communications officers capable of speaking Thanatosian. No known family.

Garrett, James/Ensign

Jim Garrett: Ensign 1st Class

6'0", 180 lbs   Hair: Brn, Eyes: Brn   Age: 24

Graduate of Fleet Academy, Honors in Mathematics and Computer Science. Three months training on deep-space cruiser *SS Niven*. Transfer granted 9 Sep 2376 to *SS Revere*. No known family.

Stafford, Francis/Ensign

Frank Stafford: Ensign 2nd Class

5'11", 165 lbs   Hair: Brn, Eyes: Brn   Age: 27

Graduate of Fleet Academy, scored in 95th percentile on EGN Mechanical Aptitude Test. Two months assignment on Outpost Theta VII. Field research completed on Edera-2 Colony, 29 June 2376. No known family. Ensign Stafford is currently on leave.

Franc, Christina/Science Officer

Kris Franc: Fleet Science Officer 1st Class, PhD Astrobiology

5'7", 135 lbs   Hair: Brn, Eyes: Grn   Age 32

Third EGN tour of duty. PhD in Astrobiology with Honors from Fleet University for Advanced Education. Discovered microorganism Sartrice near quasar Delta Quinn, 19 May 2373. No known family. Science Officer Franc is currently on leave.

End Transmission

The Captain's Orders

Commander Parrish received confidential orders regarding his ship and its payload before the *Obrian* commenced its war games. None of the crew were aware of the nature of these instructions nor were they informed directly about the highly classified nature of their war games.
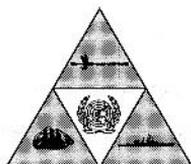
EGN

RESTRICTED

Confidential Mission Orders
18 OCT 2378

Vessel ID CCV–JOB–00817J–1.42, *SS JEREMIAH OBRIAN*
Crew Complement: 12

Captain: Parrish, William/Commander
First Officer: Ingram, Catherine/Lieutenant Commander

Captain:

The situation with the Thanatosians has grown increasingly volatile. The *Obrian* is to rendezvous with the Cerberus *SS John Paul Jones* at coordinates 58.6.004–02.14.008. There you will initiate mock-attack Exercise 7B with the *JP Jones* and keep the ship ready on our side of the NFZ.

The *Obrian* has been prepared for a possible suicide run into Thanatosian space. It is carrying the usual complement of space-to-ground attack devices including a powerful new weapon, the nature of which is highly confidential and will be explained in a briefing if orders are given to deploy it. Weapons Officer Benedetti is fully briefed and capable of maintaining and deploying the weapon properly. It is codenamed *Iron Helix*. The *Obrian* and the *JP Jones* will be our only hope if the Thanatosians attack.

Good luck.

End Transmission

That is all of the information that you have about the renegade ship and her crew. All other information is classified and may be made available to you during a debriefing should you successfully stop the ship.

Playing *Iron Helix*

Following are some basic instructions to help you get started in *Iron Helix*.

Skill Levels

Level 1 is for beginning players. Use this level to become familiar with the operations of your probe and how different functions of the interface operate. Levels 2–4 are progressively more difficult and will require some quick maneuvering to avoid the Defender and locate the video clues. Level 5 is for the most advanced players. Keep a careful eye on the Defender as it will be extremely difficult to evade. Completing Level 5 is a major achievement and proves your superior gamesmanship.

Navigation

You move your probe throughout the ship by clicking on the green navigation arrows (or by pressing the ⬆, ⬅, ➡, ⬇, U and D keys on the keyboard). If you want to move the probe all the way down a long corridor, press the Tab key. This will change the available movement to double green arrows (known as *unconstrained movement*). Then, when you select a forward or backward navigation arrow, your probe will navigate until it encounters a wall or door. Selecting a left or right movement arrow will rotate your probe 180°. After selecting one of these actions, the navigation controls will revert back to single green arrows (*constrained movement*).

CONSTRAINED MOVEMENT   UNCONSTRAINED MOVEMENT

Four Phases of Play

To successfully finish *Iron Helix*, you must complete four separate phases of the game. You will be informed by a status screen when you complete each phase. These phases are explained following:

Phase 1: Collect DNA

To complete Phase 1, you need to locate three different DNA samples from high-ranking crew members. Certain crew members' DNA will allow you access to computer banks and secured areas of the ship itself. During this phase, you are exceptionally vulnerable to the Defender because you will be continually searching for DNA.

Finding DNA Samples

The Scan Direction Indicator on your green info monitor (in the upper right-hand corner) will alert you to DNA in your probe's immediate area. The Indicator displays a vertical bar under the direction arrow where you should turn to scan the DNA. To scan DNA, maneuver your probe so that the vertical bar is on the far left (i.e. the DNA is directly in front of you).

SCAN DIRECTION INDICATOR

Once you are facing the direction of the DNA, click on the **SCAN** Button and the location of the DNA clue will blink on your video monitor (if the default Pre-Scan mode is ON). Now you can click on the DNA clue to enhance and identify it. If you decide to acquire it, click the ACQUIRE SAMPLE Button on the info monitor, and it will be automatically stored in your DNA database.

Staying Alive

You must constantly avoid the Defender in order to stay alive while collecting the clues you need to advance to the next level. You have three probes to work with, but there are a number of things you can do to avoid being killed.

There are three map displays you can use to navigate through the ship and locate the Defender. (The buttons for each are directly under the green info monitor.) The button on the left shows where your probe is on the ship (indicated by a triangle). The center button will show the deck level and position of the Defender (indicated by an "X"). The right button shows a 3-D map of all six levels with your probe and the Defender's relative position.

MAP BUTTONS

You also have the opportunity to temporarily confuse the Defender by jamming it. When the Defender is close to your probe, the bar under the video monitor will flash yellow. If you are in immediate danger, this bar will flash red. You can then choose to use your **JAM** Button to disorient the Defender. (Jamming does deplete your probe's energy which could then result in probe failure.) **NOTE**: Jamming is more effective when you move after you jam.

Phase 2: Locate Video Clues

Once you have acquired the three DNA samples you need, your next task is to locate the hidden video messages left by the crew. You need to find at least *two* distinct types of messages. One will show you a way to eliminate the Defender robot, and the other will show you a way to stop the ship. These messages are located on various computer data ports throughout the ship.

DOOR DATA PORT

DESK DATA PORT

Accessing Data Ports

When you are at a location that contains a video message in the data port, you will see a message that says "Message in Data Port" in your green info monitor. After the message is played once, any information in these video messages will automatically be recorded in your database. The clue can be called up by clicking on the **NOTES** Button on your interface.

Phase 3: Eliminate the Defender

Once you have found the two video clues necessary to complete the game, you must use the one that explains how to disable or destroy the Defender robot first.

Using Access Codes

One of your video clues will explain how to defeat the Defender. Follow its directions at the location indicated in the clue, and then use the ship's computers to execute the access code that will stop the robot. You can access the computers by linking with the data port specified in the clue.

Phase 4: Destroy the Ship

Once the Defender is out of the way, you have approximately five minutes to input the access code to stop the ship. If you wait too long, another Defender will be launched. Navigate your probe to the location given on the video message and interface with the data port there. After you input the access code, congratulations! You're victorious and the universe is safe again. Try again on a higher level, where the Defender gets nastier and the clues are harder to find.

Creation Dynamics, Ltd.'s

DSZ/D-5 "Darwin 5" Scientific Observer

**(models 0632–0645 inclusive)**

OPERATIONS MANUAL
REVISED 5 MAY 2342

The Darwin 5 Probe

The *Indiana* is equipped with a specialized science research robot designed for passive biological observation. The Deep Space Zoological Probe Darwin 5 (DSZ/D-5), commonly known as Darwin, is a biological research and wildlife observation probe. The DSZ/D-5's primary purpose is the passive observation of life and collection of biological data in remote environs on the outer rim of the galaxy. Its dual-speed, anti-gravity propulsion mechanism is capable of operating uninterrupted for periods in excess of 90 days.

SIDE VIEW   FRONT VIEW   TOP VIEW
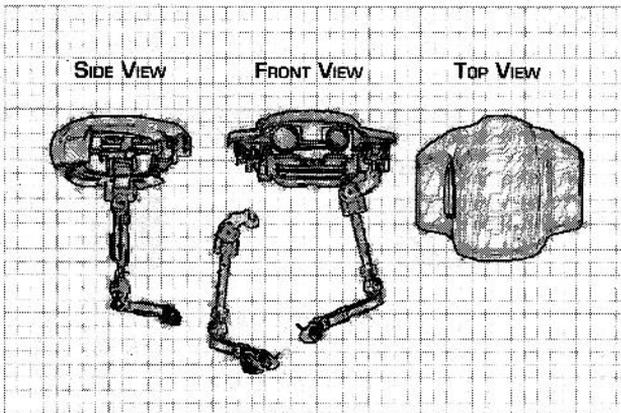
Darwin is equipped to observe both micro- and macroscopic life forms in remote locations. An on-board mobile scanning electron microscope combined with an MMRS (Micro-Materials Replication/Synthesis) unit is capable of observing and retrieving organic samples from the harshest of locations.

Designed for Remote Control

Although Darwin is capable of carrying out routine biological research and observation independently, it is most efficient when controlled by a human operator through a remote control interface. All functions can be monitored and adjusted, and both audio and visual feedback can be gathered in real time from an alien environment.

The Remote Control-Data Probe Interface

Darwin can be controlled via most ships' on-board Remote Control units and has been retrofitted to accept commands from all units dating back to 2288 (inclusive of models RC-DP01/A-RC-DP4321/S).

IMPORTANT SAFEGUARD:

Darwin is a passive exploration probe incapable of aggression. Its only purpose is to observe and record. The presence of weapons of any sort could be misconstrued by newly discovered lifeforms as an act of aggression and result in irreparable damage. In the face of imminent danger, flight or surrender is highly recommended. Darwin is replaceable and would not represent a technological security risk should it fall into the hands of a potential enemy. With this in mind, Darwin was purposely constructed with outdated technology.

# Features of the Remote Interface

The Darwin 5's Remote Interface is a straightforward approach to remote probe guidance and navigation. An automatic real-time video feedback system was integrated with a long-distance digital data transmitter and an enhanced aural receiver. This combination of equipment provides an optimum control interface for the passive observation of lifeforms in remote locations.

EGNDOC-DSZ-001   DSZ/D-5 Operations Manual

Probe Control Interface

Key:
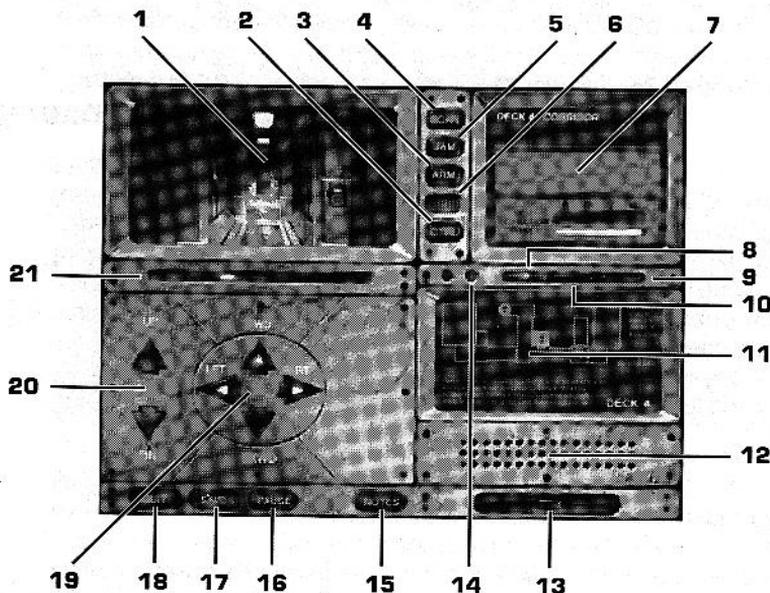
1. Video Feedback Screen
2. Probe Controls Button
3. Robotic Data Arm Button
4. Scan Initiation Button
5. Jamming Signal Button
6. UV/IR Viewing Button
7. Virtual Interface Monitor
8. Plan View of Probe's Location
9. 3-D Area-at-a-Glance
10. Plan View of Subject's Location
11. Map Display Screen
12. Audio Feedback Speaker
13. Audio Volume Control
14. Docking Affirmation LEDs
15. Notes Button
16. Pause Button
17. Save Button
18. Quit Button
19. Horizontal Navigation Buttons
20. Vertical Navigation Buttons
21. Threat Warning Light

1. Video Feedback Screen

The larger of the two feedback monitors on the Remote Control is the Video Feedback Screen. It provides real-time video feedback linked from the remote environment. It also functions as a remote manipulation interface for the scanner and the robot arm. In addition to these functions, the Video Feedback Screen displays text from the on-board notebook.

2. Probe Controls (CTRL) Button

The Probe Controls Button (**CTRL** on the interface) accesses three distinct functions:

1) INVENTORY: Provides access to and interfaces with the Organic Sample Data Bank;
2) PRE-SCAN: Toggles the Pre-Scan function (described below) ON or OFF;
3) REBOOT: Resets the probe in the event of mechanical failure. Activating this option does not erase any notes or DNA samples in the Data Bank.

3. Robotic Data Arm (ARM) Button

The **ARM** Button is used to either deploy or retract the robotic arm. It is controlled by clicking on the Video Feedback Screen at the docking point. This moves the Targeting Cursor to the desired location. The arm's primary use is linking with computer data ports.

4. Scan Initiation (SCAN) Button

The **SCAN** Button allows the Darwin probe to scan its front quadrant for organisms and DNA samples. There are two methods of scanning: Pre-Scanning and Manual Scanning. The operator can change the scan method with the Probe Controls Button (see above).

Pre-Scanning (also known as Auto-Scanning) eliminates the step of having to drag the Scan Box to locate samples but uses vital probe energy. If a sample is located, the operator must click on that sample to enhance the image. Pre-Scan is the default scan mode. If energy is exhausted, the operator must change to Manual Scan mode.

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Manual Scanning is accomplished by clicking and dragging the Scan Box on the Video Screen. If a sample is found, Darwin will automatically enhance the image for acquisition.

5. Jamming Signal (JAM) Button

The probe can emit a jamming signal (with the **JAM** Button) that can be used to avoid observation and evade detection from a nearby hostile force. This jamming signal is only effective when in close proximity to the device to be jammed. In addition, the (Spacebar) can be used as a shortcut for the **JAM** Button.

A warning light directly beneath the Video Screen will highlight completely *yellow* when a threat approaches jamming range. When the warning light flashes *red*, the designated threat has approached imminent danger range.

NOTE: The jamming signal uses a significant amount of energy and should therefore be used in cases of *extreme emergency only.* If the probe runs out of energy, it will no longer be able to auto-scan or send a jamming signal and will eventually run down.

✖ Ultraviolet/Infrared Viewing (UV/IR) Button

The UV/IR Toggle Button allows the Darwin 5 probe to navigate in any environment without the use of a light source. This provides passive and unobtrusive observation of lifeforms during nocturnal periods.

~~NOT AVAILABLE IN THIS MODEL~~

7. The Virtual Interface Monitor

The Virtual Interface Monitor displays text screens, video and dialog option screens from the probe's on-board computer, and/or a remote computer accessed via the remote data link.

Map Buttons

The Remote Control Interface provides three map display modes. From left to right, these modes are as follows: plan view map for the probe's current location, plan view map of subject under observation, and 3-D area at-a-glance. The Darwin 5 probe shows up on the map as a white triangle whose point indicates the direction it is facing. Other organisms or objects under observation show up as an "X."

8. Plan View of Probe's Location
This plan view shows the probe's current location and its immediate surroundings.

9. 3-D Area-at-a-Glance
In locations where rigid, stationary structures compose the immediate environment, a 3-D mapping function is available which provides an axonometric view of the Darwin probe's location.

10. Plan View of Subject's Location
A subject of interest can be tracked and observed through use of this mapping function. The subject under observation appears as an "X" on the map.

11. Map Display Screen
The Map Display Screen shows the current map in one of the three modes explained previously.

12. Audio Feedback Speaker
The AFS provides audio feedback from the probe's current location.

13. Audio Volume Control
This slider adjusts the volume of the audio coming from the Audio Feedback Speaker. The operator can control the volume from low (left) to high (right).

14. Docking Affirmation LEDs
The two Docking Affirmation Lights are located directly beneath the Virtual Interface Monitor. When the green light is on, the Darwin probe is connected to a computer data port.

15. NOTES Button
Clicking on the **NOTES** Button displays a layer of text on top of the Video Screen recalling all of the clues collected to that moment.

16. PAUSE Button

This stops the probe (and the game) so that the operator can perform necessary bodily operations without unnecessary worry. Clicking anywhere on the screen will continue the game.

17. SAVE Button

The **SAVE** button will store the current game so that it can be resumed at a later time. The operator will then be presented with a dialog box to name the save game file.

18. QUIT Button

QUIT aborts the current mission, shuts down the Darwin probe and turns off the interface returning the operator to the desktop of his or her personal computer.

19. Horizontal Navigation Buttons

The **FWD**, **BKWD**, **RT** and **LFT** Buttons all operate independently and require the probe's motion to stop *completely* before subsequent movement can be input. (Navigation functions can be duplicated on the keyboard by the ⬆, ⬇, ➡ and ⬅ keys.) The navigation buttons will highlight green identifying currently available options for motion. There are two modes of motion: constrained and unconstrained.

In **constrained motion mode**, depressing the **FWD** or **BKWD** arrow will move the probe short distances. Depressing the right or left arrow will rotate the probe 90°.

NOTE: For purposes of discrete motion, rotational movements are constrained to 90° increments, and forward, backward, upward and downward locomotion is constrained to short distances. These constraints protect against reckless misuse of the probe and allow for methodical and precise movement within the remote environment. In addition to these safeguards, the probe has a Collision Avoidance System (CAS-01-23-A) which protects the probe against bumping into objects in its immediate location.

In **unconstrained movement mode**, the navigation arrows highlight with a green *double-arrow*. When Darwin moves

forward or backward in this mode, it will continue in that direction until it reaches an obstacle. In addition, when moving left or right, the probe will rotate 180°. The [Tab] key toggles between the two movement modes.

20. Vertical Navigation Buttons

When presented with an opportunity to move upwards or downwards, the **UP** and **DWN** Buttons will highlight and enable the probe to move in either direction. These buttons are duplicated on the keyboard by the [U] and [D] keys.

21. Threat Warning Light

This light will flash solid yellow when the probe is about to be threatened. If there is a threat within striking distance, the bar will flash bright red. When this happens, the Jamming signal will operate effectively—temporarily disorienting the threat.

In addition to the visual signals, there will be an accompanying audio alert. The closer a threat's proximity, the higher pitched the audio warning will become.

The Robotic Data Arm

The left-mounted robotic data arm is hydraulically controlled and equipped with a remote interface capable of docking with all standard computer data ports and portals. This allows Darwin to dump stored data often and provides more flexibility than previous models. The arm has an auto-lock feature which enables it to link to an external port automatically by clicking on the Video Screen at the location where the operator wishes the probe to dock.

Transferring/Storing Data

Darwin's robotic arm can link remotely with external computer ports using a universal docking port adapter. Once docked, data is transferred from the host terminal through the probe and can be transmitted to a remote mainframe for storage and enhanced processing. Up to 500 gigabytes of data can be stored and analyzed using on-board RAM in Darwin 5. Because many

molecules (such as DNA) are very complex, on-board data storage may fill to capacity. If this happens, the operator will be prompted to delete a previously saved sample or ignore the current sample.

Docking to Data Ports

Docking with an external computer port is smooth and easy. The operator simply clicks on the Video Screen with the Targeting Cursor in the docking location, and the Darwin 5's arm will automatically link to the door port or computer.

NOTE: The Docking Robot Arm on Darwin is designed only as a remote computer link. It is not designed (and does not possess the hardware necessary) to manipulate objects or lifeforms in the remote environment.

Scanning/Acquiring and Using Organic Samples

Darwin uses a Bioactive Random Pattern DNA Search Device (BRP/DSD) to continuously monitor levels of organic compounds within its general vicinity (10' radius). Samples of microscopic organic materials, microscopic lifeforms and tissue samples of larger lifeforms can be gathered inconspicuously by utilizing a Micro-Materials Replication/Synthesis device. Organic elements and compounds which register at levels above standard guidelines for lifeforms will trigger a pattern recognition alert giving the operator the option to investigate further. Monitoring the concentration of organic elements using the Scan Direction Indicator in the Virtual Interface Monitor will help pinpoint exact locations of samples. The operator can use the **SCAN** Button on the Remote Interface to pinpoint and identify organic compounds found by the probe.

Scanning Modes

The Darwin 5 probe has two scanning modes: Pre-Scan and Manual Scan.

As the probe moves about its environment, its sensors are constantly looking for organic substances. Human DNA will register on your sensors as well as DNA from other lifeforms. The Scan Direction Indicator (pictured on the next page) shows

the location of organic materials by displaying animated bars which represent the presence of DNA in four 90° quadrants (front, right, rear and left respectively). The diagram below displays the location of each quadrant with respect to the direction the probe is facing.
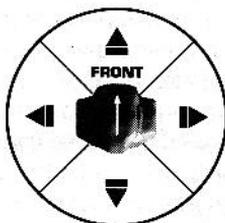
When Darwin is facing the direction of an organic sample, the operator can hit the **SCAN** Button to locate it. [If the probe's Pre-Scan mode is ON, the locations of DNA samples will automatically appear on the screen.] When a sample area is clicked on, the image will enhance and display the results of the probe's search. The remote operator may then choose to acquire the sample or ignore it by selecting the appropriate button. This choice will depend on the importance of the sample and whether or not the Darwin 5's data storage is full.

In Pre-Scan mode, it is easier to find and acquire DNA samples, but Pre-Scan uses energy from the probe's reserves. Manual Scan mode does not use any probe power, but each location and direction needs to be scanned by hand. The Scan Direction Indicator operates the same way, except when the probe is facing the direction of an organic sample. The operator must first click the **SCAN** Button and then click and drag the Scan Box on the Video Screen to locate a sample. When the operator releases the mouse button over a sample, that sample will enhance and the same acquisition options will be presented as in Pre-Scan mode.

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Using Organic Samples

Synthesized DNA strands are automatically processed by the probe which attempts to determine what kind of DNA it is. If it is human DNA, the probe will attempt to identify who it belongs to. The probe is capable of storing up to three (3) complete synthesized DNA strands.

Navigation Techniques/Evasive Maneuvers

It may be necessary to elude potentially dangerous lifeforms or geological conditions in a remote environment. The Darwin 5 probe is not built for speed and relies mainly on the intelligence of the operator to avoid dangerous situations. Because of this, it is best to rely on the map modes giving both the probe's location and the location of the subject under observation. Once you have learned the behavioral patterns of your subject, you will be able to anticipate its moves and react accordingly.

Page 11 of 11

Using The Ship's Computers

The doomsday weapon and the *Obrian* are controlled by the on-board computer. Once you have obtained the crew members' DNA, you will be able to access restricted areas of the computer which control ship's navigation, weapons and security. Because the virus on board mutates DNA, the Captain and other officers were unable to override the computers. However, before they died, they were able to rig bypass sequences that trigger certain events once you have input the right bypass codes. These codes can be found in video messages left by the crew on various computer terminals throughout the ship. When you arrive at a terminal with a hidden message, the alert "Message in Data Port" is displayed. Use Darwin's robot arm to log onto the terminal and click on the message button to view the message.

After you have watched the video, the vital portions of the clues will automatically be recorded in your probe's notes and can be recalled later as on-screen notes. You can recall these notes when you are navigating through the computer screens by clicking on the **NOTES** Button on your interface. These notes contain the procedures and codes to stop the ship.

Now that you are fluent with the features of your probe and its operating interface, it may be helpful for you to become familiar with the capabilities of your foe on board the *Obrian*: **The Defender Robot.**

Defender Robot Briefing
22 OCT 2378

Vessel ID SCI–IND–007235–1.69, *SS INDIANA*
Crew Complement: 2

The Defender Robot: The Defender is a highly proficient sentry robot used aboard deep-space military vessels and outposts as a guardian and fail-safe device. It is programmed to deploy itself in cases of extreme emergency, and its primary duty is protecting secret cargo or carrying out top-secret deployments.

The Defender is remotely linked with a central computer and is capable of performing *all* computer, ship or station functions. *The Defender can override any orders programmed into the computers by an infiltrator.*

Defense Mechanisms: The Defender possesses two retractable laser blasters capable of vaporizing most substances, including flesh and steel. Once deployed, it is programmed to destroy all intruders and maintain the integrity of its mission at all costs.

The Defender will destroy anything it considers threatening on sight. It does not possess an intelligence module capable of reasoning or negotiation. It knows only its current mission and its programmers' authorization code. The diagrams of the Defender that follow are highly restricted and have just been cleared for controlled release.

TOP VIEW

SIDE VIEW

LASER BLASTER
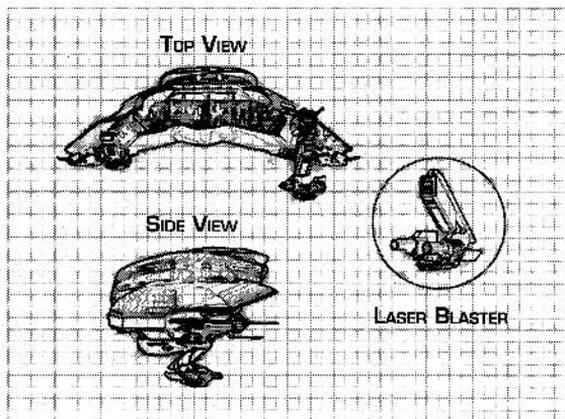
End Transmission

Hints and Tips

If you're having trouble figuring out what to do, how to stay alive, how to win the game or if you just want some general clues and hints, read this section.

WARNING! Reading this portion of the manual will greatly reduce the challenge of figuring out the game for yourself and could reduce your playing time.

Skill Levels

- Skill Level 1 is designed as a relatively easy game. DNA clues and video messages are abundant, and the Defender robot is slower.

- Skill Levels above Level 1 are more challenging. Not only is the Defender faster, it is also smarter. Every time you open a door or plug into a computer data port, the Defender will move towards that location. (You can use this as a way to lure the Defender to its death or to lure it away from areas you wish to explore.)

DNA

- There are three levels of crew DNA. High-ranking crew DNA will allow you to access the video messages and computers. These are the Commander (William Parrish), Lieutenant Commander (Catherine Ingram), Chief Engineer (Joseph Geist) and the Weapons Specialist (Robert Benedetti).

- The Medical Officer (Jacob Blatman) and the Security Officer (Tatyana Semenovsky) are crew members who had access to most of the ship, but not to the codes for the weapons or ship controls. Their DNA will act as skeleton keys, allowing you to travel freely throughout most of the rooms where you'll find the higher level DNA.

- Other crew members' DNA will provide access to some rooms, depending on that crew member's function and rank. Non-human DNA will not help you.

- In higher levels (Level 3 and above), high-ranking DNA will always be found in rooms, never in hallways or common areas.

- The higher the level, the fewer the number of DNA clues and video messages.

Movement

- Use ladder chutes to move undetected between floors. But be careful! The Defender moves quickly in ladder chutes, but does not use elevators.

- There is a "secret" dead-end ladder chute that the Defender won't use. You can hide in it undetected.

- Use the Tab key for unconstrained movement when traversing a long corridor. You'll move quicker and save time by avoiding the complete stops from doorway and side passages.

Going from Phase 1 to Phase 2

- After you find the Captain's, First Officer's *and* either the Chief Engineer or Weapons Specialist's DNA, you will have completed Phase 1 of the game. Your probe's power will be restored and the video messages will be available to you, should you come to a port that contains one.

- When you have completed Phase 1, search for computer data ports on desks and walls. If there is a video message at a port, the Virtual Interface Monitor will display "Message in Data Port." You can then plug in and play the message. You need not remember the messages' contents; the key portion including the code will be recorded in your probe's memory and will be available as on-screen notes.

Technical Notes and Credits

In case you're interested:

We have gone to great lengths to design a product that offers exciting gameplay without the distractions of long file loads and other CD-ROM media related delays. Most of the animation in *Iron Helix* takes place in relatively small windows so that we can maintain a smooth and consistent frame rate. The smaller window means less information needs to be pulled from the CD, so more animation can be played faster than if larger images were being used. We seriously weighed the trade-offs between larger graphics and load times, and decided that it was load times and delays which cause much of the frustration with CD-ROM products. As playback technology becomes more powerful, games will get faster and more detailed. The advent of QuickTime is paving the way for new media developers to make products that look and feel more like television and movies. Although we do not use QuickTime in *Iron Helix*, it is important to note that *Iron Helix* would not have happened without it. QuickTime inspired the game concept and played a key role during production of the game.

Credit should be given where credit is due, and credit for the playback performance of *Iron Helix* needs to be given to The Company of Science and Art (CoSA) and their PACo Producer. PACo Producer compresses animation files into a file format that is optimized for minimal RAM requirements, rapid loading and smooth playback.

If you have any comments about how *Iron Helix* was made, any technical support questions, or questions about any of the other great products used in its creation, please call us and we'll give some more information. Here's how we can be reached:

Drew Pictures
P.O. Box 883804
San Francisco, CA 94188-3804
(415) 550-7651

Software Products Used to Make *Iron Helix*

Electric Image Animation System (3-D Rendering and Animation), *Macromedia Director* (Interactive Program Shell), *Adobe Photoshop* (Paint and Image Processing), *Macromedia Swivel 3-D Professional* and *MacroModel* (3-D Modelling/Design), *PACo Producer* (Animation Playback and Compression), *Deneba Canvas* (2-D Design (including floorplans and ship design)), *TextureSynth* (Amazing Microscopic Materials and DNA Stuff), *Adobe Premiere* (Live-Action Video Editing and Animatics), *Microsoft Word* (Game Databases and Script Writing), *Polytechnics* by Shaman Exchange

Hardware Used to Make *Iron Helix*

Macintosh IIfx's, Quadra 700's, tons of RAM, big and fast FWB Hammer drives, Epson scanner, a video digitizing board and too many other peripherals to list

Creators of *Iron Helix*
Drew Pictures

Drew Huffman
> Producer/Director, Story and Concept, 3-D Modelling and Industrial Design, Animation and about a thousand other things

Vinny Carrella
> Assistant Producer, Digital Microscopy, Script, Story and Manual Writing, Live-Action Video, Marketing/Public Relations and about a thousand other things

Rich Cohen
> Creative Director, Art Direction, Color and Lighting, 3-D Rendering, Interface Graphics, Animation, Photoshop Mentor and about a thousand other things

JA Nelson
> Interactive Programming, Interface Design and about a thousand other things

Erin Manning
> Business Administration, Product Testing and about a thousand other things

Peter Stone
> Original Music Sound Tracks and Sound Effects

Charles Rose
> 3-D Rendering, Image Compositing and Animation

Chris Green
> Special Visual Effects and Virtual Pyrotechnics

Larry Chandler
> Ship's Computer Screens and Microscopy Animation Processing

Phill Simon
> Technical Director of Live-Action Video Sequences

Scott Burgess
> Special Programming Assistance

Alex Louie
Special Programming Assistance
Mark Sullivan
Special Graphics and Design Assistance
Fred Sharpels
Production Assistant
Dave Shields
Initial Prototype Programming and Additional X-Object Programming
Anna Esquavel
Production Assistant
Alicia Strain and **Stephanie Winters**
Live-Action Characters
Jim "Goopy" Rossi and everyone at Arborescence
Technical Assistance on Live-Action Sequences and Free-running Demo

Spectrum HoloByte
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Product Manager
Robert Giedt
Manual Layout/Design, Editing and a Smidgen of Writing and Art
Marisa Ong
Manual Editing
Kathryn Lynch
Product Marketing Manager
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Kurt Boutin
Head of Quality Assurance Dudes
Derwin Wyatt
Lead Quality Assurance Dude
Evan Birkby
Another Quality Assurance Dude
Sean Blair
Another Another Quality Assurance Dude
Jeffrey Love
Another Another Another Quality Assurance Dude
Guymond Louie
Production Guru

Special Thanks to:
The Design Firm of Wong & Yeo, Judy Biletnikoff, Tom Byron, Pat Feely,
Barry James Folsom, Barbara Gleason, Rita Harrington, Lucija Kordić, Harvey Lee,
Sharon LoSasso, Gilman Louie, Ron Martinez, Ann Pratt

Keyboard Commands

Movement

⬆	Move Probe Forward	⬅	Rotate Probe Left
⬇	Move Probe Backward	➡	Rotate Probe Right
U	Move Probe Up	D	Move Probe Down

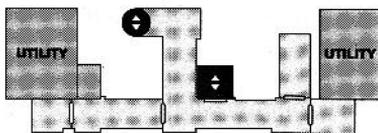Tab Toggle Unconstrained/Constrained Movement.

Miscellaneous

Spacebar Jam Defender   Return or Enter Open Door

any number key Elevator Floor or Entering Access Codes   ⌘ Q Quit
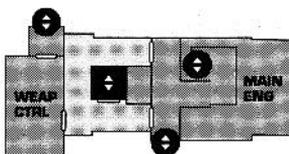
Jeremiah Obrian Deck Plans

DECK 1: BRIDGE

LAV
BRIDGE
CAPT 1ST OFF
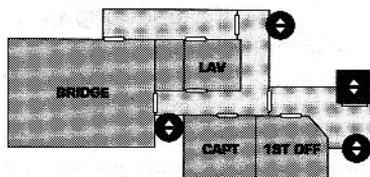
DECK 4: SHUTTLE/UTILITY

UTILITY
UTILITY

DECK 2: MAIN

DINING
PROMENADE
CREW
CREW
CREW
LAV
AUX ENG
BIO
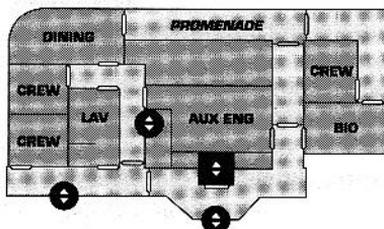
DECK 5: WEAPONS/ENGINEERING

WEAP
CTRL
MAIN
ENG

**DECK 3:
SHUTTLE CONTROL**

SHUTTLE
CONTROL

DECK 6: LOADING/WASTE

CTRL
WASTE
LOADING

⬛ ELEVATOR   ⬤ LADDER   ⇌ DOOR
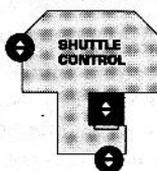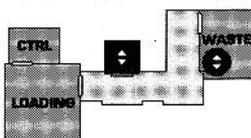
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If the disc should fail after the original ninety-day limited warranty period has expired, you may return the disc to Drew Pictures at the address noted below, accompanied by a check or money order for the applicable replacement fee (please contact Drew Pictures for the exact cost), a brief statement describing the defect, and your return address. Drew Pictures will replace the disc provided that you have previously returned your Warranty Registration Card to Spectrum HoloByte, and the disc retains the original product label.

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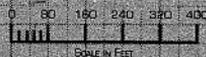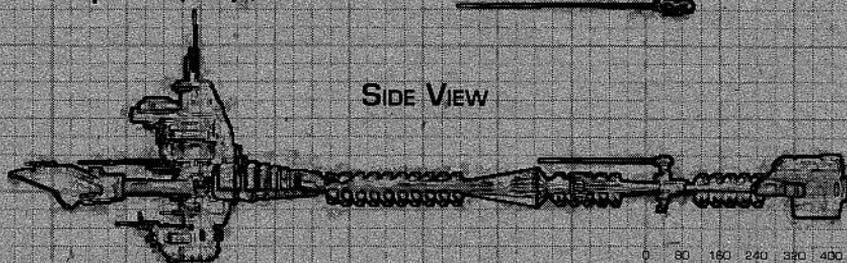San Francisco, CA 94188-3804
(415) 550-7651
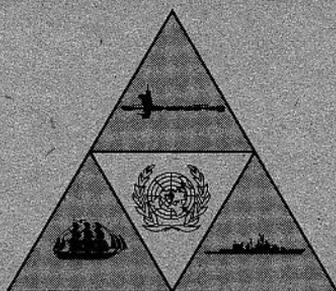
EGN

CERBERUS CLASS DESTROYER

TOP VIEW

SIDE VIEW


```
0    80   160  240  320  400
└┴┴┴┴┘
         SCALE IN FEET
```

Origin:	Kevla Jackson Shipyards (Mars)
Type:	CCV Destroyer
Built:	2358–present
Service:	Earth Galactic Navy (15 in service),
	K'akatal Royal Navy (5 in service),
	Earth Biosphere Guard (2 in service)
Tonnage:	32,600
Engines:	One Khonshu Technologies/Westinghouse WK330 Warp Drive
Weapons:	16 Lumina-3 Lasers (side),
	1 KP7 Ion Cannon (front)
Complement:	5 (minimum)
	12 (recommended)