SHATTERED STEEL

Logicware

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To install Shattered Steel™:

1. First place the CD-ROM in the CD-ROM drive.
2. Launch the installer by double-clicking on the "Install Shattered Steel™" icon.
3. Set your options and click on the "Install" button.
4. Launch Shattered Steel™ by double-clicking on the Shattered Steel™ icon on the hard drive you installed to.

Name :   **Cervotron RX-1 - The Gnat**
Height :   8m
Weight :   13 tons
Speed :   80 km/hr to 120 km/hr
Shield :   Plasma Dampening Field
Armor :   Titanium Plating
Armament :   One twin primary mount
              One secondary mount
Carrying
Capacity :   4500kg

History : Cervotron has a special place in the
hearts of Runner pilots everywhere, as they
created the first Runner prototypes. Cervotron's first mass-produced, cost-
effective and combat-ready Planet-Runner was the RX-1, which is still in
wide use. These units had a prominent role in the last century's Frontier skir-
mishes. At the time of its release, standard planetary defenses were unable
to cope with this agile and versatile combat unit. This quickly led to the rapid
improvement of shield technology, and ground based armaments like the
Statonex auto-cannon. Other Planet-Runners have been developed but the
reliability of the Gnat has never been surpassed. It is still used as a light
combat unit by mercenaries in the frontier worlds when a dependable craft is
needed for planetary "cleansing."

The Specs

Name :	**Cervotron RX-2 - Stormguard**
Height :	9m
Weight :	15 tons
Speed :	70 km/hr to 110 km/hr
Shield :	Heated-Plasma Dampening Field
Armor :	Proton-Enriched Titanium Plating
Armament :	One twin primary mount Two secondary mounts
Carrying Capacity :	5500kg

History : Following the wildly successful RX-1, Cervotron's engineers faced the daunting task of creating a successor for the Gnat. After a year and a half of work, the Stormguard was born. Aside from being larger and more powerful than the Gnat this medium - weight combat unit features significant improvements in its armor and shielding in addition to its extra secondary weapon mount.

Stormguards quickly became the standgard Runner for veteran pilots. It has been successfully deployed on all of the Frontier worlds.

Name : **The Invader**
Height : 10m
Weight : 18 tons
Speed : 65 km/hr to 105 km/hr
Shield : Heated-Plasma Dampening Field
Armor : Proton-Enriched Titanium Plating
Armament : One twin primary mount
Two secondary mounts
Carrying
Capacity : 6000kg
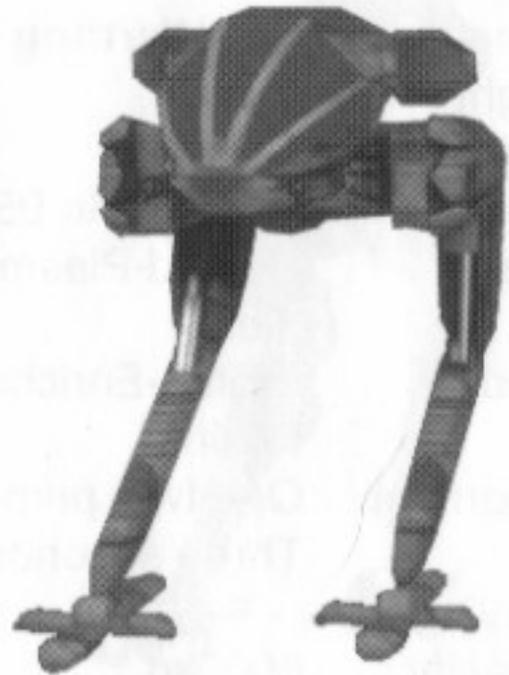
History : The Invader was created by the Mitsu-Gen-Dalvo Conglomerate as an alternative to Cervotron's Gnat and Stormguard. It was designed with a heavier, more durable chassis that could withstand more damage than Cervotron's models..

It did not see active combat until the border skirmishes following the Core Wars but it quickly gained a following after its tactical capabilities were revealed. Generally considered a good value, Invaders are the standard trooper of most corporate armies.

The Specs

Name : **The Warthog**
Height : 12m
Weight : 21 tons
Speed : 55 km/hr to 95 km/hr
Shield : Heated-Plasma Dampening Field
Armor : Proton-Enriched Titanium Plating
Armament : One twin primary mount
Three secondary mounts
Carrying Capacity : 8000kg

History : The Warthog is constructed by the Archameadeon Conglomerate and serves as the primary workhorse of the modern Earth defense forces. Most enemies cringe when they see a herd of Warthogs barreling toward them with weapons blazing.

The Warthog walks a thin line between the light and heavy Runner classes and can serve in a multipurpose role. Known for its solid construction and reliable performance, the Warthog is a favored Runner among the more successful pilots.

Name : **The Raptor**
Height : 13m
Weight : 19 tons
Speed : 85 km/hr to 135 km/hr
Shield : Heated-Plasma Dampening Field
Armor : Proton-Enriched Titanium Plating
Armament : One twin primary mount
Three secondary mounts
Carrying
Capacity : 9000kg

History : Constructed by Cervotron, the Raptor is unrivaled as a heavy Runner used in missions requiring both superior speed and power. Though the Raptor is a medium - weight Runner it is faster than other Runner classes. The Raptor's preferred role is as a shock trooper for rapid assault on stationary or slow-moving targets.

Pound for pound, the Raptor is the most efficient killing machine to date. Unfortunately, the Raptor's controls are extremely difficult to master, especially at high speeds. This Runner is almost exclusively utilized by an extremely elite cadre of ace runner pilots.

The Specs

Name :   **Retro**
Height :   15m
Weight :   26 tons
Speed :   55 km/hr to 95 km/hr
Shield :   Heated-Plasma Dampening
              Field
Armor :   Proton-Enriched Titanium
              Plating
Armament :   One twin primary mount
              Four secondary mounts
Carrying
Capacity :   15,000kg
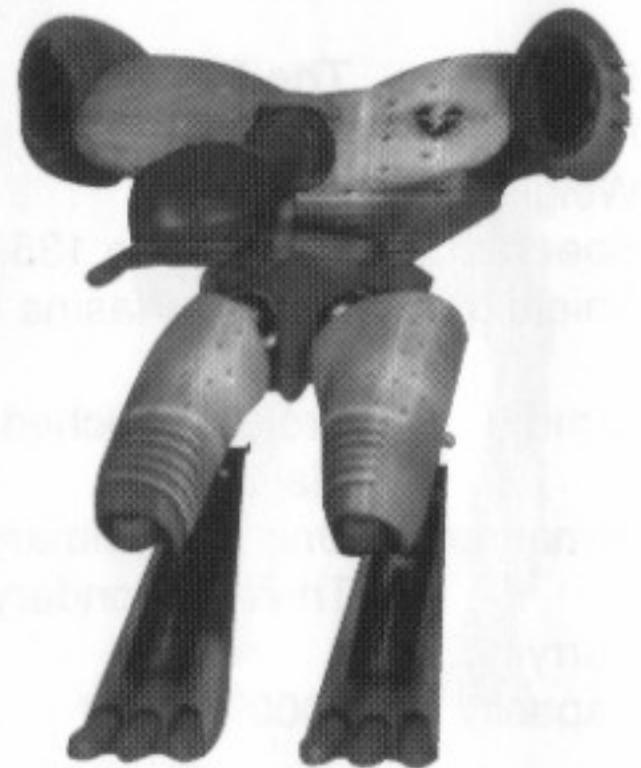
History : Until recently the Retro was the heaviest Runner known on the Core Worlds. Though outclassed by a number of the larger Aliens, Retro is still considered a fearsome juggernaut because of its extensive armor and carrying-capacity.

Constructed by the Mach-Shearing Corporation, this Runner is seldom seen alone in open combat. Due to its slow speed - Retro usually works in a supporting role after the front line of Raptors and Warthogs have assaulted a given enemy. When a Retro comes to clean things up, enemies are quick to clear out.

Name :   **Shiva**
Height :   17m
Weight :   27 tons
Speed :   65 km/hr to 85 km/hr
Shield :   Heated-Plasma Dampening
              Field
Armor :   Proton-Enriched Titanium
              Plating
Armament :   One Quad primary mount
              Four secondary mounts
Carrying
Capacity :   17,000kg
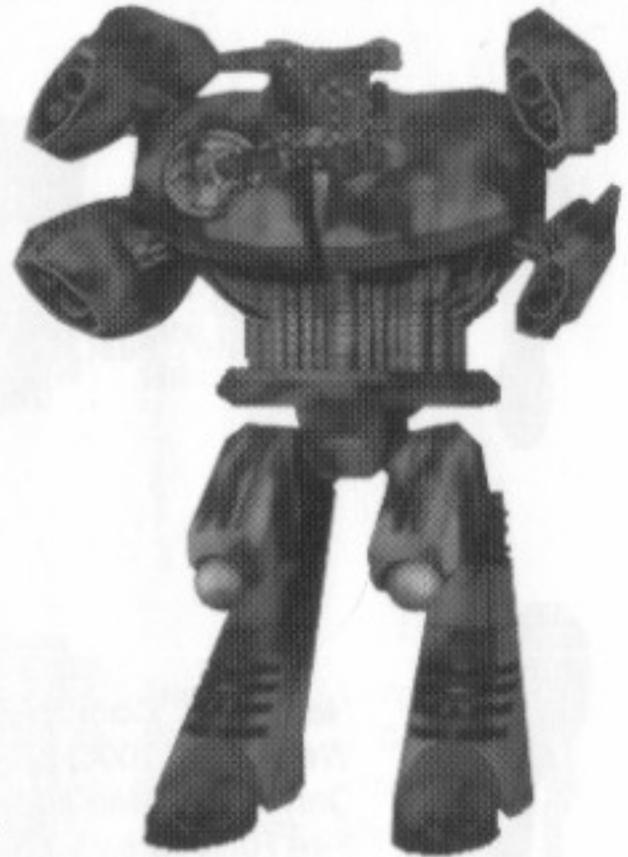
History : The Shiva is the most recently devel-
oped and modern Runner that is racking up
battlefield hours on the Core Worlds; they are seldom seen in the Frontier.
Taller and heavier than even the meaty Retro, the Shiva wields incredible
firepower. Blessed with a Quad Primary weapon mount, the Shiva outguns
all of the lesser Runners and most of the Aliens. This highly prized death-
machine is usually used as ultra-heavy infantry. When faced with a Shiva,
entire platoons of other runners have been known retire from the field rather
than test this powerful titan.

Shiva is constructed by a secretive collective of Co-operatives and thus they
are seldom seen. Pricing on the Shiva is unknown, but only the largest
Corporations can employ them steadily.

The Lasers

Name :   **Light Laser**
Weight :   500kg
Damage :   Weak
Fire Rate : Fast

Name :   **Combat Laser**
Weight :   1000kg
Damage :   Medium
Fire Rate : Fast

Name :   **Heavy Combat Laser**
Weight :   1500kg
Damage :   Significant
Fire Rate : Fast

The Gat Guns

Name :   **30mm Canon**
Weight :   1000kg
Damage :   Weak
Fire Rate : Constant
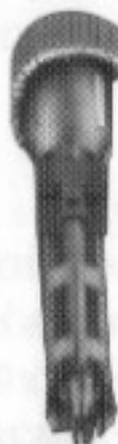
Name :   **Name**
Weight :   Weight : 1500kg
Damage :   Medium
Fire Rate : Constant

Name :   **Name**
Weight :   2000kg
Damage :   Significant
Fire Rate : Constant

The Plasma Cannon

Name :   **Light Plasma**
Weight :   3000kg
Damage : Powerful
Fire Rate : Medium

Name :   **Heavy Plasma**
Weight :   3500kg
Damage : Devastating
Fire Rate : Medium

The Rockets and Missiles
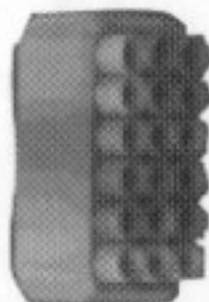
Name :   **Small 18 Pack**
Weight :   800kg
Damage : Medium
Fire Rate : Medium
Guided :   No
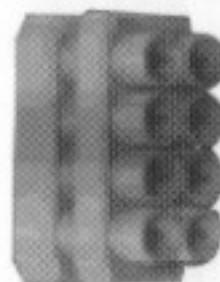
Name :   **Large 8 Pack**
Weight :   800kg
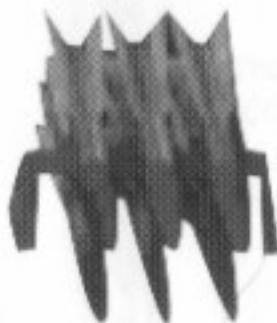Damage : Powerful
Fire Rate : Medium
Guided :   No
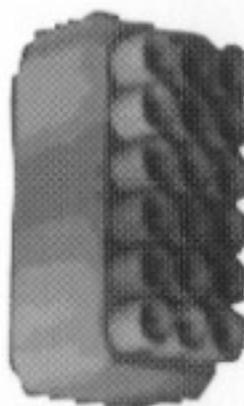
Name :   **Large 18 Pack**
Weight :   2000kg
Damage : Devastating
Fire Rate : Medium
Guided :   No

The Rockets and Missile (continued)
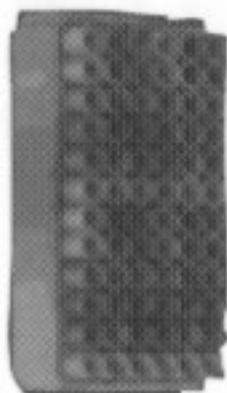
Name :   **64 Pack of Mini**
Weight :   2000kg
Damage :   Powerful
Fire Rate : Fast
Guided :   No

Name :   **Nuke**
Weight :   8000kg
Damage :   Unearthly
Fire Rate : Slow
Guided :   Yes

Name :   **IR Missiles**
Weight :   1000kg
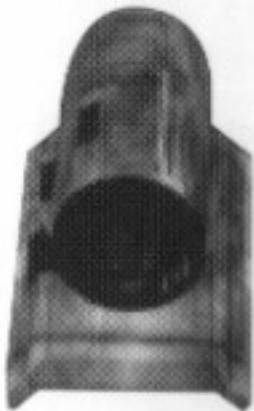Damage :   Medium
Fire Rate : Medium
Guided :   Partially

Name :   **RO Missiles**
Weight :   1000kg
Damage :   Medium
Fire Rate : Medium
Guided :   Fully

The Mines

Name :   **Standard Mines**
Weight :   1500kg
Damage : Powerful
Fire Rate : Slow

Name :   **Rolling Mines**
Weight :   1500kg
Damage : Powerful
Fire Rate : Slow

The Mortars

Name :   **Standard Mortar**
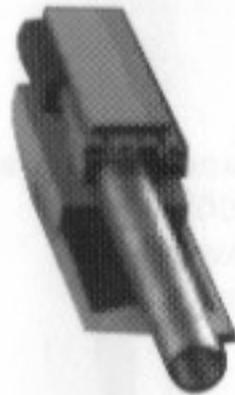Weight :   1500kg
Damage : Powerful
Fire Rate : Slow

Name :   **Fuel-Air Mortar**
Weight :   5000kg
Damage : Devastating
Fire Rate : Slow

The Extras

Name : **Nova**
Weight : 6000kg
Damage : Devastating
Fire Rate : Very Slow

Name : **210mm Howitzer**
Weight : 5000kg
Damage : Devastating
Fire Rate : Slow

Name : **Flame-Thrower**
Weight : 1000kg
Damage : Medium
Fire Rate : Medium

Name : **Light Rapid Laser**
Weight : 1000kg
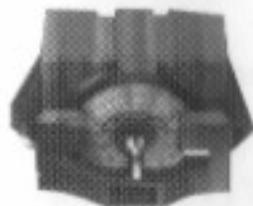Damage : Weak
Fire Rate : Very Fast

Name : **120mm Howitzer**
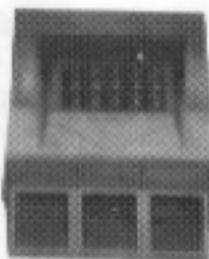Weight : 3000kg
Damage : Powerful
Fire Rate : Slow

Name : **Heavy Rapid Laser**
Weight : 2000kg
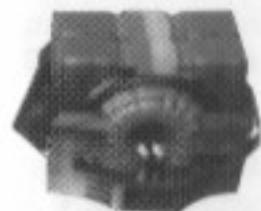Damage : Medium
Fire Rate : Very Fast

The Reactors

The Shields

	Name :	**Reactor Level 1**
	Output:	1333 Gigawatts
	Weight:	1000kg

	Name :	**Shield Level 1**
	Strength :	1200 DTU's
	Weight :	1000kg

	Name :	**Reactor Level 2**
	Output:	2666 Gigawatts
	Weight:	2000kg

	Name :	**Shield Level 2**
	Strength :	1800 DTU's
	Weight :	2000kg

	Name :	**Reactor Level 3**
	Output:	3999 Gigawatts
	Weight:	3000kg

	Name :	**Shield Level 3**
	Strength :	2400 DTU's
	Weight :	3000kg

Logicware, Inc. (Macintosh Port)

Executive Producer • Steve Parsons

Macintosh Programmers• Eric "Sheppy" Shepherd • Hiep Dam • "Burger" Bill Heineman • **Macintosh Artist** • Chad Max

Interplay Productions

Executive Producer • Alan Pavlish
Producer • Feargus Urquhart
Associate Producer • Michael Stragey
3D Art Director • Robert Nesler
Concept Art • Tony Postma
Game Design • Bioware and Feargus Urquhart

Audio Department
Game Score • Brian Luzietti • Mark Morgan • **Cinematic Score** • Albert Lloyd Olson • **Cinematic SFX** • Charles Deenen • David Farmer of EFX • **Game SFX** • Gregory Allen • Larry Peacock • Charles Deenen • **Voices** • H. Richard Greene • Mari Devon • Jim Ward • Jack Angel • Merrill Ward • Joey Camen • Greg Berg • Ron Hale • Todd Stanton • S. Scott Bullock • Carlos Alazraqui • Marsha Clark • Roberta Farkas • **Directed** • Charlie Adler • **VO Studio** • Marc Graue Studios (Burbank) • **VO/ADR co-ordination** • Chris Borders • **Voice Mastering** • Craig Duman • **Voice editing** • Sergio Bustamante II • Doug Rappaport • **Voice FX** • Charles Deenen • Sergio Bustamente II • **Audio assistance** • Cheryl Posner • **Audio Director** • Charles Deenen

QA/Compatiblity
Director of Quality Assurance • Chad Allison • **Assistant Director of QA** • Colin Totman • **Director of Compatibility** • John Werner • **Lead Tester** • Jason L. Nordgren • **I.S. Technicians** • Steve Cabiness • Bill Delk • Aaron J. Meyers • **Compatibility Technicians** • Dan Forsyth • John Parker • Aaron Olaiz • Derek Gibbs • Marc Duran • Phuong Nguyen • **Testers** • Henry Kahng • Shanna L. San Paolo • Rene Hakiki • Erick Lujan • Daniel Huffman • Greg Baumeister • Steve Baldoni • Kaycee Vardaman • Gregory Torres • Douglas Avery • Steve Victory • Chris Keenan • Stephan Reed • Jim Dunn • Christian D. Peak • Savina Greene

Marketing
Marketing Manager • Jim Veevaert • **Public Relations** • Julia Roether • **Graphic Design** • Dave Gaines

BioWare

Dr. Greg Zeschuk • **President and Joint-CEO**
Dr. Ray Muzyka • **CFO and Joint-CEO**
Dr. Augustine Yip • **COO and Joint-CEO**

Project Team
Producer • Greg 'the Son of Silicon' Zeschuk • **Game Design** • Everyone

Programming
Lead Programmer • Denis "Mr. Positive" Papp • **Program Design** • Trent "Problem" Oster • Denis Papp • **Graphics Programming** • Stan 'the MAN' Melax • Denis Papp • Cameron 'Doggan Face' Tofer • Brent Oster • **Utility Programming** • Cameron Tofer • Trent Oster • Rob 'secret agent boy' MacKay • Greg Zeschuk • Brent Oster • Don "The Crimper" Yakielashek • **Interface Programming** • Denis Papp • Rob MacKay • **Creature Programming** • Cameron Tofer • Denis Papp • Rob MacKay • Brent Oster • **Hardware Programming** • Trent Oster • Denis Papp • Brent Oster • Stan Melax • **Sound Programming** • Trent Oster • Denis Papp • Scott "Young Boris" Greig • **Multi-player Programming** • Denis Papp • **Programming Guru and Advisor** • Scott Greig

Art
Lead 3D Artist • Trent Oster • **3D Art** • Dave 'Sloppy Guy' Hibbeln • Cass 'Sausage Boy' Scott • Greg Zeschuk • **Lead 2D Artist** • Mike "Sveltey" Sass • **2D Art** • Marcia 'Marsha' Olsen • Russell 'Whitey' Rice • Jon 'is this for the shareware?' Liu • Clay 'no way, you guys are so cool' Weishaar • Steve 'graffiti boy' Valette • Rob 'i wish i could dunk' Sawchuk • **Concept Art** • Mike Sass • John 'King of Couth' Gallagher • Dave Hibbeln • Dean 'Macgyver' Andersen • **Creature Design** • Cass Scott • Webb 'pizza repair man' Anderson • Mike Sass • Jon Liu • Allan 'slob ++' Theriault • **Creature Animation** • Greg Zeschuk • Dave Hibbeln

Design
Mission Design • John 'Bishop' Winski • Patrick J. 'Jonah Jameson' Winski • Greg Zeschuk • **Also General Swell Artist** • Dan "Superman" Walker • **Writing** • Ray 'Zuke' Muzyka • Augustine 'ook' Yip • Greg Zeschuk • John Winski • **Manual Writing** • Greg Zeschuk • Ray Muzyka • Augustine Yip • **Dialogue** • Greg Zeschuk • Ray 'pocket full'o'RAM' Muzyka • Augustine Yip • John Winski • **Testing** • Ben 'Goomba' Smeadstead • Graeme 'Squishy Retrieval System' Jahns • Scott "Cookie" Dakus • James "Squid Lips" Ohlen • Jeremy "Sizzlean" Melchior

A Special Thanks to Brent Oster for original graphics engine design.

BioWare acknowledges the contribution of Pyrotek Game Studios in the initial development of Shattered Steel.

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Logicware

Logicware, Inc.
20628 E. Arrow Hwy. №6
Covina, CA 91724
www.logicware.com