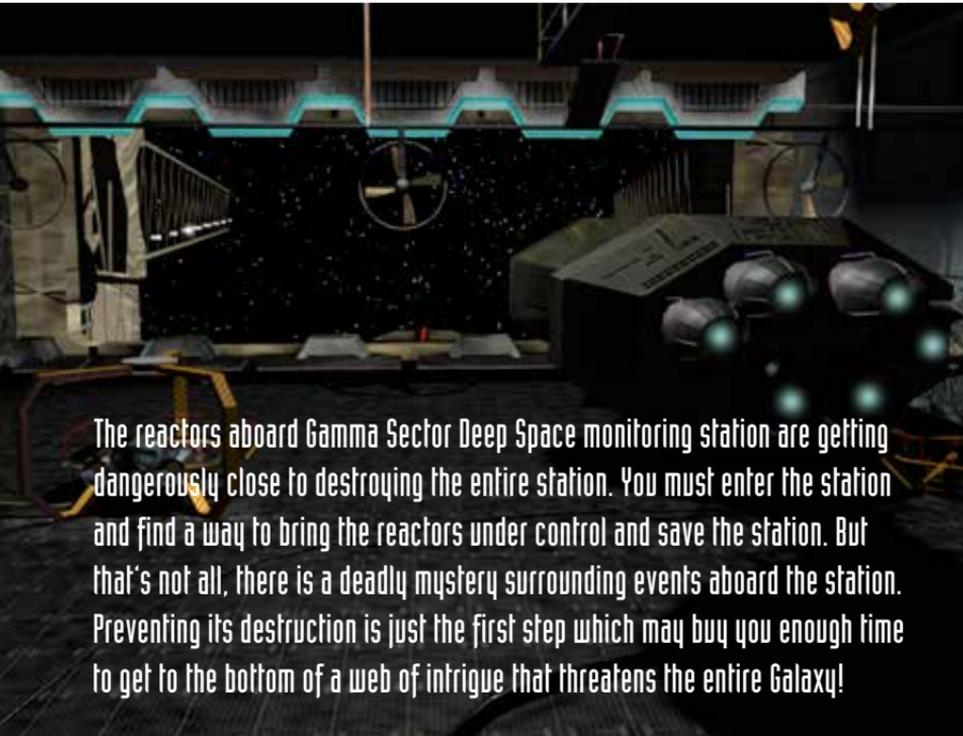


SILICON
SCREAM



The background image shows a dark, industrial interior, likely a control room or reactor area of a space station. There are several large, circular fans or vents mounted on the walls. A prominent feature is a large, dark, rectangular structure in the foreground, possibly a control console or a piece of machinery, with several glowing blue lights on its surface. The ceiling has a series of glowing blue lights that create a rhythmic pattern. The overall atmosphere is mysterious and high-tech.

The reactors aboard Gamma Sector Deep Space monitoring station are getting dangerously close to destroying the entire station. You must enter the station and find a way to bring the reactors under control and save the station. But that's not all, there is a deadly mystery surrounding events aboard the station. Preventing its destruction is just the first step which may buy you enough time to get to the bottom of a web of intrigue that threatens the entire Galaxy!

Read on, prepare yourself for your next time is running out!

Windows System requirements:

486SX/25MHz or better processor

8 MB of RAM

2-3 MB of available hard-disk space

SVGA graphics (256 colors at 640 x 480 resolution)

MPC-compatible double-speed or faster CD-ROM drive

MPC-compatible sound card

Windows-compatible mouse or similar pointing device

MS-DOS 5.0® or later

Windows 3.1 or later

Windows 95 compatible

To install Silicon Scream on your PC...

1. Start Windows
2. Insert Silicon Scream disk into CD-ROM drive.
3. Open program manager and select 'run' from the file menu.
4. Type d:\install (or, if your CD-ROM drive is not drive 'D' then type in the letter of your CD-ROM drive.
5. Press enter.
6. Follow the on-screen instructions.

To start playing...

1. Begin your windows session.
2. Set monitor resolution to 256 colors.
3. Insert CD-ROM into drive and select that drive.
4. Double click on the file "SScream.exe."
5. The program then runs the game intro. sequence (click to interrupt the intro. movie) and ends with your arrival in the ship that begins your mission.

Macintosh system requirements...

Any color Macintosh with a 25 MHz or better processor

System 7.0 or later

8 MB of RAM

2 MB of available hard-disk space

13-inch or larger color monitor (256 colors at 640 x 480 resolution)

Macintosh-compatible double-speed or faster CD-ROM drive

To install Silicon Scream on your Macintosh or Power Macintosh...

1. Insert the Silicon Scream disk into your CD-ROM drive.

2. Double-click the 'install Silicon Scream' icon.

3. Follow the on-screen instructions.

4. A folder named Silicon will be created on your system drive in which Silicon Scream will be installed.

To begin playing the game...

1. make sure the disk is in the CD-ROM drive.

2. Open the Silicon folder.

3. Double-click the Silicon Scream icon.



FORWARD. Indicates that forward motion is available. Click to move forward.



LEFT TURN. Click to turn 45 degrees to the left. Appears at left center of screen. Continue clicking in this area to turn all the way through 360 degrees.



RIGHT TURN. Click to turn 45 degrees to the right. Appears at right center of screen. Continue clicking in this area to turn all the way through 360 degrees.



LOOK UP. Appears at top center of screen. Click to look up from your present position.



LOOK DOWN. Appears at bottom center of screen. Click to look down from your present position.



LOOK UPPER LEFT. Appears at screen upper left. Click to look up and to the left.



LOOK UPPER RIGHT. Appears at screen upper right. Click to look up and to the right.

Views and moving around. Silicon Scream provides you with a first-person view of its numerous 3-D environments. You view each scene through your Marine-issue pressure suit helmet. This helmet also acts as your interface for controlling armor, inventory and other features (see section on interface controls).

At each game position, you have 360 degree step-frame views horizontally and also looking up and down. Looking up, down and around is controlled by an animated cursor. This cursor changes its appearance as you move it over the view screen area.

As well as the above views and interface appearances, during actions and events throughout the game, your experience is enhanced by movie-like cutaway animations, which show your progress and actions. These animations provide a different angle on the scene and event you are interacting with, often including you, the player, in the view and the action. These animations appear full-screen and completely cover the interface and view area. Sit back, watch the action and, when the animation is finished, it returns you to the interface to continue your game.





LOOK LOWER LEFT. Appears at screen lower left. Click to look down and to the left.

LOOK LOWER RIGHT. Appears at screen lower right. Click to look down and to the right.

NO FORWARD MOTION AVAILABLE. Appears screen center if you are facing a wall or other obstacle. Move cursor to left or right to find available motion.

OUTSIDE INTERACTIVE AREA. Appears when cursor is dragged outside the interface interactivity area.

ACQUIRABLE OBJECT. Appears when cursor is rolled over an acquirable object. Click to acquire the object.

INTERACTIVE AREA. Appears when the cursor is rolled over an area or screen object that is interactive. Click to interact.

TARGET CURSOR. Appears when a gun is selected from your inventory or screen area. Click while this cursor appears to strike the area you click with a blast from your selected weapon.

INTERFACE BUTTONS. This icon appears when the cursor is outside the view screen area and over the interface area. Click to operate or select interface items.

There are many computers, doors, characters, objects and vehicles to interact with in Silicon Scream. Doors generally open automatically (unless they are locked). The cursor will change to its INTERACTIVE AREA appearance when it is rolled over an interaction item. RULE: If in doubt...check it out!

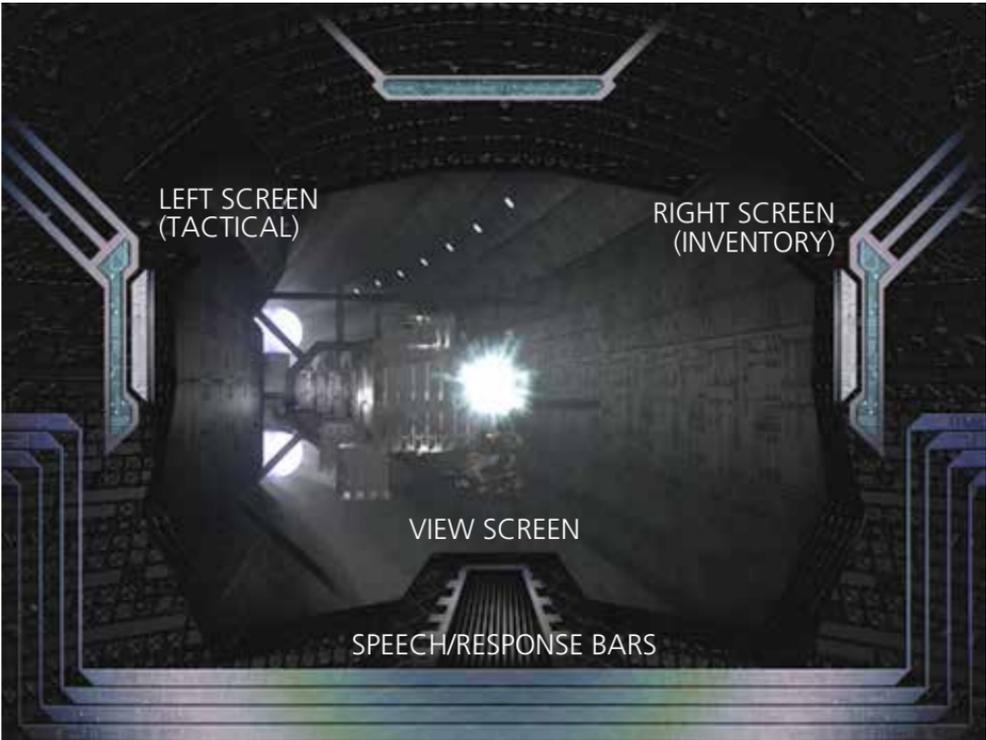
The computers are very detailed and many levels deep in game information. Don't miss a thing!

There are a variety of different operation methods in different game areas, such as vehicles, elevators, computers, etc. Each game area was designed individually to provide a broad range of interactive experiences so each area feels very different. The fun is working it out!

There are guides to vehicle use which may be found in some of the interactive computer screens. It might be an idea to check these help areas out before you enter the vehicles described!



I N T E R F A C E C O N T R O L S



LEFT SCREEN
(TACTICAL)

RIGHT SCREEN
(INVENTORY)

VIEW SCREEN

SPEECH/RESPONSE BARS

THE LEFT INTERFACE SCREEN is your TACTICAL READOUT screen. Click to display a list of items to choose from.

The ARMOR button automatically activates your suit armor field. This field will protect you for 30 seconds before needing a recharge. Armor drains your energy supplies rapidly, so use it cautiously!

The MAPPING button displays your current position on a general map of the station. More detailed station maps may be found in computer interactions during the game.

The ENERGY button displays your current suit energy level. The energy level is displayed graphically from zero to 100%. Your energy will drain gradually as you move through the game, take care to check levels periodically to make sure you have enough to continue! There is a way to acquire energy packs during the game (there are three of them), and part of the game is finding them! Energy packs will each return your energy level to 100%. Only one pack at a time may be acquired. If you run out of suit energy...game over, man!

THE RIGHT INTERFACE SCREEN is your INVENTORY CONTROL screen. Click to reveal the inventory items menu. If you have acquired any items along your route, these will be displayed here. Most inventory items come and go as you acquire/use them. When an object is acquired, the inventory control screen slides out and displays that item. Click to review or select that item or click to the right of the screen to retract the display.

If you select a usable weapon from your inventory screen, your game cursor will change to an animated target. Wherever you click on the view area with this cursor will be hit with a blast from your selected weapon.

One item that is always in your inventory is the “transporter diverter.” This is your only way to return to your ship from the station at any time during the game. You will want to return to your ship periodically to save, pause or otherwise change game status.

SAVING AND PAUSING GAMES. When you wish to save a game, enter a transporter chamber, head for the control panel there and select the “transporter diverter” from your left screen inventory menu. This will transport you back to your ship. Once there, select the game function you need from the computer’s menu.

To save a game, choose SAVE GAME from the computer menu in the ship. This brings up the SAVE GAME dialog box. Type in the name you wish to save the game as and click SAVE. Your game is now saved.

To load a previously saved game, choose LOAD GAME from the computer menu in the ship. This brings up the LOAD GAME dialog box. click on the name of the game you wish to resume and then click LOAD. You will then reenter that game at the point where you last saved it.

To pause a game, select PAUSE GAME from the computer menu in the ship. This immediately stops all game timing and events until you click RESUME game, or resume previously saved game at which point you may reenter your selected game.

To return to the station when you are done in the ship, select TRANSPORTER from the computer menu in the ship. This displays your transporter options: Clicking on ENGAGE TRANSPORTER will transport you directly to the transporter chamber you used to get to the ship.

When a character interaction is available, the four bars at the base of your interface act as speech/response selection bars. When your possible replies or statements appear on the bars, click on the one you wish to choose. Once selected, the character or event you are interacting with will respond accordingly. Character interactions contain many levels of dialog. Choose your responses carefully, many may help you progress, others may get you into deep water!

Characters in the game are designed to provide a variety of clues and helpful information, but many times they only give you a hint, its up to you to probe deeper to get the real information. Listen carefully to any snippets of information provided and try to respond in keeping with the mission at hand.

The goal of the scripted interactions is to experience as much as you can on your way toward reaching the final mission solution. Many events and actions you choose will affect the direction of the storyline.

Study everything, all information in the game is holistic in nature. Don't miss the details!



Gamma Sector 23 Deep Space Monitoring And Relay Station.

Seven reactors occupy the center region of the space station, forming a giant glowing core surrounded by control labs and diagnostic facilities. Feeding out from the core, the power channels to all points in the station through three primary power routing conduits located around the seven reactor cores.

Located on the inner and outer rings orbiting the station core are two residential wings. One is assigned to the Ba'atan delegation and has appropriately lowered gravity and atmospheric conditions, the other is designed for human occupation. These separate wings have shared facilities, such as shopping and entertainment promenades and two arboretums, said to be among the finest in the outer regions. One arboretum, the Farm Bowl grows crops for food, the other, The Zen Arboretum, contains and preserves the exotic flora and fauna of many worlds from mighty redwoods once found in NorCal, to carnivorous man-eating specimens from the Ba'atan home-world.

The station offers recreational and accommodation amenities, holosuite entertainment and all facilities of a colony city. Its Light Signal Relay Command Center is capable of tracking, relaying and generating upwards of 1 million signals simultaneously.

The Station's primary function is the monitoring of the U-Zone, uncharted space beyond Gamma Sector, for intelligent life. It is credited with first contact with the Ba'atan alien race.

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GS23 has been monitoring the U-Zone for seven years and come up with no significant new information. Many deep space exploration missions have used GS23 as a starting point and return years later for refueling and repair.

One of these missions returned after three years in uncharted space with major problems. The Gallileo Seven, a scientific research vessel seems to have picked up a deadly virus during exploration of a prospective M-class world fifty light years from GS23. Most of its thirty crew members were dead, only three survived by sealing themselves inside the life pod of the vessel.

The virus could not be identified or tracked so the vessel was destroyed in space to prevent further contamination. The planet was put off-limits. The three survivors quit the Deep Space Exploration Service and stayed aboard GS23. They carried out experiments in Artificial Intelligence and used their findings to form Sillflex Corporation and are credited with invention of the powerful AirVac chip, core of the new computer system on board GS23 and in use on many outer colonies and space stations.



Now allied with Earth, the Ba'atan come from a star system in Delta Sector. The Ba'atan are a graceful humanoid race with incredible telekinetic abilities.

Initial contact with the Ba'atan was made only twelve years ago, so not much is really known about them. They are not a warlike race, their defense being the power of thought which can disable attackers with the blink of an eye. They appear to have no requirements of their alliance with Earth, just wishing peaceful coexistence. Treaties between the two planets (and their numerous space colonies) allow free travel between worlds for both races and trading with the Ba'atan homeworld is a growing business, their principal export being their huge deposits of pure titanium and platinum, seemingly a large portion of the substances making up their home planet.



Contact with the Ba'atan led to a resurgence in deep space exploration, and the construction of Stations like GS23 began all over the outer limits of explored space to monitor for signs of other alien intelligence. The Ba'atan tell of another race they encountered centuries ago, a warlike race that tried to eradicate the Ba'atan from their planet.

This race, the Kryzz, were defeated by the combined mind power of the Ba'atan but the Ba'atan's victory was marred by the fact that they totally destroyed the Kryzz homeworld and battle fleet, apparently wiping out an entire race. For this reason, the Ba'atan are now a peaceful race using their powers rarely and only in defense.



The problem is at danger levels aboard GS23 Station. The unpredictable behavior has forced all vessels to bypass the station for fear of trouble. A large majority of the station's population have died in recent outbursts of violence. Six of the Colonial Marine Squadron stationed there are the only ones remaining to try to keep order (they used to number thirty but they succumbed to the "Void").

Some key personnel remain in control of their stations but their numbers are dwindling. The remaining Marines try to quell every outburst before major problems arise, but they lost control of the entire inner ring of the station when a crazed civilian blew up a power transfer facility there.



At the center of these problems, GS23 is in an important strategic position. Headquarters of Sillflex Corporation and chief monitoring station of uncharted space (the U-Zone), GS23 needs to be brought back under control. However, its seven fusion reactors are reaching danger levels - due to a suicide attack on the core by a crazed civilian piloting an unauthorized patrol cruiser - and must be brought back on line to prevent a thermonuclear catastrophe.



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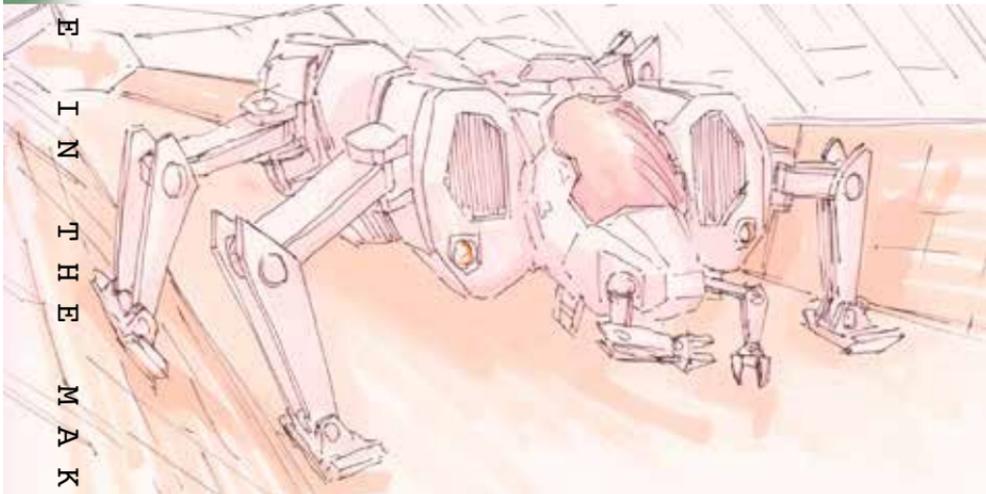
Gamma Sector 23 deep space monitoring station is just one of hundreds of Off-World space stations and colonies that has been overcome by the destructive outbursts caused by the "Void." Whoever or whatever is behind the problems, the Earth—Ba'atan alliance wavers on the brink of collapse. The Ba'atan were the first to suffer in most of the recent violent outbreaks, hundreds of them have been attacked by out-of-control humans who are convinced the Ba'atan are secretly trying to take over their jobs, their people and even their civilization.

The stability of the Earth—Ba'atan alliance is threatened as more and more colonies and stations become no-go areas as their people are possessed by an unknown force. GS23 is particularly important as it houses the Ba'atan diplomatic corps. If the station becomes more unstable the corps could be under serious threat.

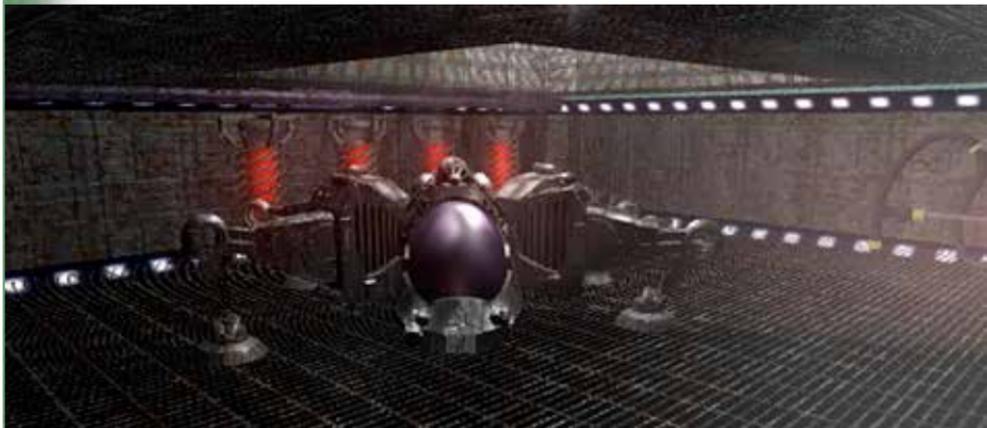


Silicon Scream was conceived and designed by Off-World Communications. Off-World, a Portland, Oregon-based CD-ROM entertainment developer, started work on Silicon Scream in August, 1994.

At the same time, Heavy Mental Interactive (HMI), the game's programmers, were developing the working prototype of the game's programming engine. Off-World and HMI have worked on a string of CD-ROM titles together including Ray Bradbury's The Martian Chronicles; Isaac Asimov's Robot City and Hard Hat, a children's construction game.



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S	MARK FORSYTH	DON WIEST
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MASASHI IKEDA
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for Davis, Sammy & Danica

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ission...

COMPUTERS CONTROLLED BY THOUGHT WAVES...

TELEPATHIC ALIENS...

REACTORS ABOUT TO REACH CRITICAL MASS...

A DEADLY SPACE SICKNESS SPREADING OUT OF CONTROL...

**All of the above have a common thread,
all you have to do is survive long enough to find it!**

Silicon Scream is an interactive adventure that will keep you at the edge of your keyboard.
Get into it...and see if you can get out!

Game features...

- Multiple paths and endings.
- Detailed character interaction.
- Playback optimization for fast navigation.
- Original musical score.
- Richly detailed 3-D rendered environments.
- Full-screen movie-like "cutaway" views in-between events and actions.