

SKYBOX

INTO THE VORTEX

CD-ROM
for MPC & Mac

skyBox[™]



User's Manual



This is you: SkyBorg



Weapons Arm

Access to utilize all weapons

Eyes/Vision

Artificial optics; perfect vision with minimal light

Inventory Arm

Access to store or retrieve all tools and programming

Default Weapon

Lightweight laser gun; charged by SkyBorg's own energy source

General Specifications:

Created by Sinclair Barton Ph.D., in 2025, SkyBorg is an advanced artificial lifeform, standing 6'6" in height and weighing 300 pounds. No special powers beyond that of a highly trained, very strong and mobile human. Subsists on energy alone, and internal recharge function enables perpetual operation unless unit comes in contact with energy-draining outside force. Lost energy may be recharged from a wide variety of energy sources. The unit does require periodic maintenance wipes of the system in order to prevent sensory overload.

Installing SkyBorg: Into the Vortex

Installing on the PC (Windows; see gem case for system requirements)

- 1 Disable any screen savers or virus-detection utilities and close all open applications.
- 2 Insert the SkyBorg: Into the Vortex CD-ROM into the CD-ROM drive.
- 3 In the Program Manager, choose RUN from the File Menu.
- 4 In the Command Line box, type the letter of the CD-ROM drive, then `./setup.exe`. (usually `D:/setup.exe`). Hit enter and follow the directions in the dialogue boxes to follow.
- 5 A new group of icons will be created by the installation program. Double click on the SkyBorg icon to start the game.

For optimal performance:

Close all programs and windows before starting the game. Turn on 32-bit Addressing and 32-bit file access for Win 3.11 in the 386 Enhance Control Panel & turn off Virtual Memory. Optimize lower, 640K memory region with utility. Use MSCDEX version 2.2 or later CD-ROM extension (Provided with CD-ROM drive).

Installing on the Mac (see gem case for system requirements)

- 1 Disable any screen savers or virus-detection utilities.
- 2 Insert the SkyBorg: Into the Vortex CD-ROM disc into the CD-ROM drive.
- 3 Double click on the Install SkyBorg icon and follow the directions in the dialogue boxes to follow.
- 4 A SkyBorg folder will be created on your hard drive. Double click on the SkyBorg icon to start the game.

For optimal performance:

Close all programs and windows before starting the game. Remove unneeded system extensions and Control Panel devices. Turn on 32-bit Addressing in the Memory Control Panel & turn off Virtual Memory. Turn off AppleTalk from the Chooser.

Playing the Game

- **Goal:** As SkyBorg, the player must find and rescue Dr. Barton from his kidnapper(s) and escape from the Microcosm.
- **Method:** SkyBorg can be successful in its mission only by exploring every planet in the Microcosm and wisely collecting and utilizing tools, weapons, and programming from the characters found therein in the pursuit of the kidnapper(s). The SkyBorg must also periodically find and ingest energy sources or transfer power from the spaceship in order to maintain life functions. The SkyBorg's efficiency will decline as its energy level drops.
- **Movement:** Movement within Dr. Barton's lab and the Microcosm itself is intuitive. Simply point the mouse where you want to go and click. Small arrow indicators will appear to indicate directions in which movement is possible. Some locations are not accessible. Clicking on those locations will have no effect, and no directional arrows will appear on the screen indicating the possibility of such movement.
- **Reading character cards:** To learn more about a character within the Microcosm, simply click on that character's stasis card in order to access files about the character. Roll the mouse over and around the character to examine what objects, if any, may be accessed for additional information. Accessible objects will become highlighted when the mouse arrow is scrolled over them; clicking on the highlighted area will access additional files about this object.
- **Manipulating objects:** To examine, use, or pick up any object, simply double-click on it, or click and drag it onto SkyBorg's inventory arm. Some items are accessible into SkyBorg's inventory, some may be manipulated where they are, and others are simply fun to look at.
- **Customer Support:** For customer support, please call SkyBox at 1-800-343-6808 or visit the SkyBox Web Site: www.skybox.com/skybox.

Menu options

● **Firing weapons:** To fire a weapon, hold down the ALT key (PC) or Option key (Mac) and point and click the mouse. SkyBorg starts with one weapon, his lightweight laser gun; additional weapons picked up in the course of game-play are added to the inventory and may be selected by scrolling through the weapons inventory at the bottom right of the H.U.D. to display the desired weapon (see diagram in gem case). Pointing and clicking at a weapon in the inventory will provide an analysis of that weapon. Be careful, many weapons use up SkyBorg's life energy quickly!

● **Utilizing tools and programming:** In order to utilize tools and programming obtained from characters in the Microcosm, simply call up the left inventory arm and scroll through the inventory until the desired item is found. Point and click on the item and drag it to the object on which it is to be used. If the object is to be worn by SkyBorg, click on the "Wear/Remove" line below the object to do so. Slots that accept Microcosm programming exist both on external objects and on SkyBorg's left arm; simply insert the desired programming into the target slot. Click on the Program line on the H.U.D. to make internal programming active or inactive. Double click on any item in the inventory to analyze it.

● **SkyBorg Status Report:** Clicking on the Status key at the bottom of the H.U.D. will provide a status report on the SkyBorg.

● **Energy levels:** The green bars at the bottom of the H.U.D. represent SkyBorg's remaining energy, while the red bars represent empty energy modules. When all modules are red, SkyBorg's life forces are depleted and the android ceases to function.

● **Save/Quit/Load Game:** Hit space bar and follow on-screen directions.



Welcome To The Vortex

It is the year 2025. As the population on Earth has grown, so has the human appetite for material goods. The result is a world that can no longer sustain its crowded population. It is clear that the colonization of space needs to proceed with all due speed, but the cost and time investments are proving prohibitive.

The newly formed World Council of Governments (WCG) has therefore boldly turned to an innovative experiment by the foremost scientist of the age, Dr. Sinclair Barton™. Dr. Barton has invented a tiny synthetic universe, as well as a mechanism to shrink and inject humans into it and has proposed colonization at greatly reduced cost, time and risk to human life.

This entire self-contained universe, which Dr. Barton calls the Microcosm, fits in his lab, where he and his staff of two cuborgs monitor its process. Various WCG member countries assigned initial test subjects to Dr. Barton, who injected them into the Microcosm to populate a number of planets and then left them to develop without outside interference. Because of the compressed size of the Microcosm, time is also compressed, so that each day of Earth time equals roughly 10 years of evolutionary development within the Microcosm. The result is that the Microcosm, after less than a year on line, is now home to an incredibly diverse group of planets and populations, as a result of the equivalent of hundreds of years of divergent evolution.

Dr. Barton's Microcosm includes a stasis-inducing mechanism that shuts down the entire experiment for routine monitoring and maintenance. Every living creature within the Microcosm is frozen in place in 2-D stasis, giving each the appearance of a trading card. These cards can be accessed via a special monitor that displays each creature's attributes, which are constantly updated by Dr. Barton and his staff. When placed in stasis, the passage of time within the Microcosm slows to normal, allowing Dr. Barton's cyborgs to service in real time, without interfering with evolution within the Microcosm.

Dr. Barton's first cyborg model, Morb, monitors the populations and the caretaker robots placed on each planet in the Microcosm to provide periodic environmental status reports. Morb enters and exits the Microcosm through the Vortex, just like past and future colonists. Morb is a very capable cyborg, but does have limitations, primarily because he was created from human specifications. Morb has a short life span that necessitates periodic replacement of his head and brain.

The pressure on Dr. Barton for his experiment to succeed is intense, as most of humanity believe their very future depends on it. Because of Dr. Barton's importance, the WCG has required him to download his brain onto memory chips for storage, only to be accessed in the event of his death. These chips are stored in a special retaining box, the SkyBox.

Nervous about the intense spotlight he is under, Dr. Barton installs an intensive security system in his lab and produces a second, more powerful cyborg to be his bodyguard and lab assistant. This cyborg is an advancement over the caretaker robots placed within the Microcosm. Into this cyborg Dr. Barton also secretly downloads the contents of the SkyBox, making the cyborg a kind of twin for the scientist. This cyborg has the mobility and agility of a highly





trained man — though much stronger. He can exist in a very light atmosphere and subsists on energy alone. The cyborg is armed with a lightweight laser gun that is fed by its own energy source, and so only needs to be recharged when the cyborg itself is low on energy. Dr. Barton calls this creation SkyBorg.

SkyBorg is both more advanced and less human than its fellow lab assistant, Morb. The latter is jealous of SkyBorg's advanced abilities and Dr. Barton's memory chips, which make SkyBorg much smarter, though guileless. SkyBorg is also able to maintain long-term memories through periodic maintenance wipe procedures, while Morb's brain replacement surgeries literally create a new cyborg.

Morb is threatened by SkyBorg and its relationship with Dr. Barton. Now the outcast, he is losing control and must get it back. The Microcosm is the immediate answer, but Dr. Barton's skills and knowledge are necessary to make his plan a long term success. After months of scheming, all he needs to do is get SkyBorg out of the way and he can implement his plan. The coincidental timing of a SkyBorg maintenance wipe and a Microcosm stasis period offers the opening he needs.

Success is in Morb's grasp.

It is also in SkyBorg's.

But not both.

Team SkyBorg

SkyBox-Production & Publishing

Rick Ferguson: Gatekeeper

Eric Garrison: Bits & Bytes

Mike Lichtenstein: Nuts & Bolts

Top Dog Marketing-Concept & Creative

George White: Lead Dog

Jennifer Houlihan: Cuts & Pastes

SkyBox Master Series™: Creators Edition Artists-Pretty Pictures

Julie Bell, Brom, Dave Dorman, Dave McKean, Brian Stelfreeze & Simon Bisley

Fringians-CD-ROM game production

Rob Terrell: Executive Producer

Carl Schnurr: Producer

Mark Johnston: Art Director

Carl Stewart: Technical Director

-Art

Jason Torchinsky & Scott May: Lab, Lost, Merika, Projectile, Rail & M.H-1

Mark Johnston, Richard Dell, & Jason Torchinsky: Marcon

Mark Johnston & Richard Dell: Grotton

Doug Oglesby: Power Switch, Ship, Survivors & Morb's Lab

Chris Jesse: Naugle & Gibraltar

Mark Johnston: Torus & Fly-By's

Doug Oglesby & Jason Torchinsky: SkyBorg

Richard Dell: Robots

Steve Cotton & Mark Johnston: Post-Production

-Design

Carl Schnurr: Lead Designer

Drey Cameron, Steve Colton, Richard Dell, Chris Jessee, Mark Johnston, Scott May, Doug Oglesby, Carl Stewart, Rob Terrell, Jason Torchinsky, Alec Vance: Additional Design

-Technical

Carl Stewart: Lead Programmer

Alec Vance, Rob Terrell, Drey Cameron: Additional Programming

Alec Vance: Sound

-Support

Frank Page

Signal Design Inc.-Bows & Ribbons

Primal Future-Ear Food

Primal Future: Writing and performance of original music and score

G-Force for Fearless Mutant Entertainment: Production

F.M.E. Digital Sound Labs, Hollywood, CA.: Recording

G.G. Force, General Starion, DL Stratton & Drake: Primal Future

David L. Ring: Legal Representation

Primal Future-Ear Food & Eye Candy

Super Collector, Jon & Tom, Private Ride Limousines, Dave "Rave" Ellington, Don Keller, Dee & Alan Sherman,

Carey & Geoff @ Grind Inc., Billy Boxx, Blair Borne @ Sunwest Painting, Gretta, Zoey, Mark Goldstein, Mark Wong,

Guy & Jackie, Alpha-II, Dog Light Studios, David May at CV-TV, Scott McHee and Hyperdisc- Music Video Production.

About SkyBox

One of the nation's leading manufacturers of trading cards since 1990, SkyBox produces trading cards under license from the leading names in sports and entertainment, including the NBA, NFL, The Walt Disney Company, Paramount Pictures and Viacom Consumer Products, DC Comics and Warner Bros. Consumer Products, Extreme Studios and many more. SkyBox is well-known for its marketing and technological innovations, of which this first-ever interactive, multimedia card line, which is also SkyBox's first CD-ROM product, is only the most recent example.

A word from Top Dog Marketing

A full service marketing and public relations firm based in Chapel Hill, North Carolina, Top Dog Marketing was fortunate enough to win over the hearts, minds, and wallets of SkyBox in the creation of SkyBorg. George White, the top dog at Top Dog, would like to thank the following for their support on this project: Dr. Anne Barton White for constant attention and affection; Jennifer Houlihan for courageous editing and game grounding; Janice Daughtry for keeping Top Dog on an even keel throughout the project; the good and brave folks at SkyBox; Jay Ladd for his vision, funding, and as free a hand in a novel and expensive project as could ever be imagined; Tommie Smith for funding; Rich Ferguson for sticktoitiveness and financial management; Julie, Brom, Dave, Dave and Brian for creativity and patience in a long project; the dudes at Fringe for daily miracles of graphics rendering and programming; Eric Garrison for being our techno whiz; Signal Design for kickin' packaging and cards; Mike Lichtenstein for producing on schedule; RBL&W for a great ad; Primal Future for musical enthusiasm; Bob McCarthy and Tony Muscarello for sales efforts; Dave Elliott for initial SkyBox character concept; Simon Bisley for initial SkyBox design; Mark Davison for early coordination; Dee Ann Walker for financial understanding; and, to the good Lord for all the blessings of this life.

Primal Future

Primal Future's long awaited self-titled debut album is available in stores now on Fearless Mutant Records/Super Tracks Music Group. For band information and merchandise call 714-839-3693 or write to: Primal Future Fan Club, 16547 Brookhurst, Fountain Valley, CA 92708.

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skyBox™



top
dog
MARKETING

PAINT BOX



Update for Instruction Manual

Please note that the following are corrections or clarifications for the installation instructions provided in the user's manual.

- * When loading the game, the command line is `:setup.exe`
(The manual erroneously instructs you to type `/"` rather than `"\`)

* REVISED LOADING INSTRUCTIONS

MACINTOSH:

1. Place the CD-ROM into the appropriate drive.
2. Copy the necessary game files by dragging the SkyBorg folder from the CD-ROM to a location on the hard drive (do not copy the BorgData folder!).
3. Only if necessary, install QuickTime and Sound Manager. Check the appropriate folders inside System folder on the Mac's hard drive for the following files:
 - * QuickTime 2.1 extension
 - * QuickTime PowerPlug 2.1 (for Power Macs only!)
 - * Sound Manager 3.1 extension
 - * Sound 8.0.5 control panel

If these files are missing or have an older version number (use Finder's Get Info command), open the SkyBorg CD-ROM's System Additions folder and drag the desired files onto the hard drive's System folder; answer OK to the prompt(s). Also note that starting with version 2.1 of QuickTime, the Apple Multimedia Tuner extension is no longer necessary; remove it from the System folder if it exists.

PC WINDOWS:

1. Place the CD-ROM into the appropriate drive.
3. In the Command Line box, type `D:\SETUP.EXE` (substitute D: with the correct letter for that PC's CD-ROM drive). Then press the Enter key or click the OK button.
4. Click the "Install SkyBorg Game" button and answer the prompts.

The setup program will copy some files to the directory you specify and then create a Program group (with two program items) called "SkyBorg-Into The Vortex."

IMPORTANT: If the user does not have QUICKTIME Software installed on their PC (required to view video and certain animations in the game), the Setup program should prompt to install it. If the installation does not occur for some reason, the user can install it manually. In the Program manager or File Manager, select Run from the File menu. In the Command Line box, type `D:\QTW_201\SETUP.EXE` (substitute D: with the correct letter for that PC's CD-ROM drive). Then press the Enter key or click the OK button and follow the prompts. Although an Apple sign may appear when the game is loaded, PC users do not be alarmed. The game is compatible with PC computers.

PLEASE NOTE: An 8 bit 256 color monitor is required.