

To the limit of tolerance.
And then one step more...

ENEMY

TEMPEST OF VIOLENCE

English

Produced 1997 by ANACHRONIA
This game is freeware now.

The making of this product demanded
a high input of man and material.
Who did what (or said to have):

Michael Tschögl:	alien-creation, graphical support, intromusic
Thomas Schneider:	technical support, layout-support
Manuel Kohler:	game tests, label-printing
Michael Stutz:	text correction, layout-support, translation
Jean François Titus:	translation
Alan Hodgson:	text correction
André Wüthrich:	the rest

Thanks to Richard Meyer.

Special thanks to Oliver Schaper.

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ENEMY - TEMPEST OF VIOLENCE

Enemy is a pretentious computer game in the category of action-adventure. The 34 levels have to be mastered with different strategies (e.g. action, tactics, intelligence). You can play the game alone or with two players. A second disk drive can be used, the available RAM is used to a maximum and installation on the harddisk is possible.

Notice:

You will **not** succeed with rude violence.

You will **not** succeed with intelligent cunning.

You will **not** succeed with precise skill.

But with the right combination you will succeed.

Find it.

Minimum hardware configuration:

- at least Kickstart V1.2.
- at least 1 MegaByte RAM.
- one 3.5"-Diskdrive (CD-Version: CD-Drive).
- good joysticks with fast reaction.

For quick beginners: read this and the following chapter (joystick-control: important to know) before starting the game. The rest can be done later.

BEFORE STARTING

We recommend, you make **backup disks** of the original. Therefore you can use any of the available copy programs. Important: the name of the copied disks must be the same as the originals!

WARNING

ENEMY is not a computer game for kids. It is suitable for people aged 16 or more. This game contains scenes in part of extremely descriptive violence.

We recommend:

- Not playing long without a pause.
- A game is a game. Don't take the game too seriously.
- If the game is too exhausting or you feel your getting too aggressive, take a break to cool down.

Especially for persons suffering with epilepsy.

STARTING ENEMY

Turn on the computer. If it is already running, turn it off for a few seconds then turn it on again. Insert the disk ENEMY-DISK A. An intro is started. This can be cancelled with the joystick fire button or with the left mouse button (while the LED is off).

The loading of the intro can also be prevented. Therefore you have to press the F1-Key just after you insert the disk and the loading procedure starts.

If there are two floppy devices, you can insert the two disks at the same time. If there is only one drive you have to wait until you are asked to change disks. *Important: Do not remove the disk while the LED is lit!*

PROBLEMS?

Send E-Mail to: anachronia@hotmail.com

FINAL NOTICE

On disk A you will find a file „EnemyInf.txt“. This file contains additional information about the game. Especially when you have problems read this file.

If you only have one megabyte of RAM, you should have maximum **one** other drive (floppy or harddisk) along with the internal disk drive.

If you have problems and a fast processor (68040, 68060...) , a graphic- or turbocard, or modern chipset, then you should **disconnect** these components as much as possible.

JOYSTICK-CONTROL: IMPORTANT TO KNOW

The soldier is controlled only with the joystick. The control is pretty complex and it will take a while before you master it. Only when you are at the advanced levels do you have to perform all the possible moves perfectly.

The security teams of NESI are equipped with special shoes, allowing them to make high and long jumps and cushion deep falls. A soldier therefore can jump to the height of one floor and survive a leap down two floors.

Symbols:

- ⊙ : press the (main-)firebutton of your joystick
- ↑ : press up
- ← : press to the left
- ↓ : press down
- : press to the right
- ⊕ : leave it in the middle position (no direction)
- ⊠ : line of sight. Move the joystick to the left or right, according to the direction the soldier is looking.
- ↶ : reverse direction. Press in the direction the soldier is NOT looking

Now the most important moves are explained. Learn them at the beginning of the first level in the given order:

1. Short ⊠: the soldier takes a careful step forward. Notice:
 - this step is absolutely silent.
 - With repeated short ⊠ the soldier can creep silently towards an object.
2. Short ↶: the soldier turns.
3. Continuous ⊠: the soldier starts running. To stop: ⊕. Notice:
 - Running makes a sound that can be heard by aliens who are in the same room.
 - If you want to stop do not press ↶, because the soldier will start sliding then .
4. While running if you press a continuous ↶: the soldier will change direction after a short slide.
5. While running if you press a continuous ↑: the soldier will jump through the next gap onto the floor above him. Notice:
 - If the gap is still too far ahead the soldier will continue running until he reaches it and then jump.

- Jumping to a higher floor is possible only if there is a landing platform beside the gap (and not a flat wall).
 - If the gap is not too wide and if there is a landing platform on either side, you can choose to jump to the left or right side. Therefore press ← or → while the soldier is kneeling before he leaves the ground.
 - During the jump you can change the soldiers line of sight by pressing ↶. After the landing it stays this way.
6. While running press ↓: the soldier will make a long jump. To jump over a gap in the ground, you must press at the right moment. The jump is twice the width of most gaps. Watch the legs of the soldier and jump when there are no more steps possible. With some practice the jump will be no problem. Notice:
 - Continuing to press ↓ leads to continuing jumps.
 - If there are several gaps close together, it is easier to jump over all of them without stopping as sometimes the platform between two gaps is too small to take a run before leaping.
 7. While standing if you press ↑ or ↓: the soldier will raise or lower his weapon. This way you can adjust the line of fire.
 8. ⊙: The soldier shoots his weapon, if he has ammunition.
 9. If there is an object on the ground you can pick it up by pressing ↓. However the soldier must stand close to it. Notice:
 - If the soldier does not bend, this means the object has no meaning, or it is too heavy or too dangerous.

With these basic movements it is possible to survive the first levels. More movements are explained later in this booklet.

ENEMY - THE WAY INTO DISASTER

14th December 2029
“NEW WORLD DAILY“

NESI SUPPORTS MISAM-PROJECT.

MISAM (Mission for Investigation and Salvage of the Alien Objects on Mars) disclosed to the press in Toulon yesterday, that the “New European Space Investigation Organisation“ (NESI) has assured it’s support for the Mars-Mission. The Manager of MISAM, Justermann, told the press, that the expected cost of the exploration is now covered. He didn’t call any figures, however insiders estimate the financial outlay at over 50 Billion NewEcu. According to Justermann, NESI will put the multi-purpose spaceship “W.S.S. Cosmotica“ at their disposal for this mission. The purpose of the MISAM-Project is to investigate the three mysterious objects, discovered eleven months ago, at an altitude of 800 kms above Mars by the minute spaceship Cassini III. These objects, called “Alien Objects“ are decidedly of no organic origin, but have clear features of having been constructed.

Strangely, they are not located on a natural orbit around Mars, but are constantly adjusting their position in a way that seen from earth, they are always BEHIND Mars. For this reason they were not detectable from earth.

15th February 2030
“NEW EUROPEAN MIRROR“

THE “ALIEN OBJECTS“ OF MARS ARE BEING INVESTIGATED.

The mystery of the long known alien objects behind our neighbouring planet Mars is to be solved. The objects are being surveilled, since their discovery, by unmanned space probes. Weeks of emitting different communication signals led to no results and have dampened the initial euphoria based on the hopes of possibly discovering the first non-human intelligence. Additionally, the alien objects have shown no sign of activity nor have any energy impulses been registered, which has led to the assumption they might be unmanned (as far as the term would apply) or abandoned. It is an amazing fact though, that the objects adjust their position constantly to remain in the straight line “Earth – Mars – Object“. Simply put, they seem to hide from telescopes on earth.

This, according to unofficial sources, causes concern in government circles.

Now the gigantic “W.S.S. (World Space Ship) Cosmotica“ with several teams of scientists and crew totaling 300, is to fly to the objects and conduct on-site investigations. MISAM is in charge of this mission, eventhough they have come repeatedly under criticism in the last weeks over the enormous costs and possible dangers. MISAM-boss Justermann however, believes in the high chances of discovering new technologies which could, in many areas, take humanity a great leap forward.

The launch of Cosmotica, stationed at the international Spacestation ISS ALPHA, is planned towards the end of 2031.

19th June 2031 –
“NEW EASTERNSTATES DAILY“

MISAM-MANAGEMENT REJECTS CRITISISM.

After protests in the past two days against the project of exploring the Martian alien objects, the speaker of MISAM, Wico Scanderholz, today made a press statement. He rejected the claims that the exploration could result in an interference in alien intelligence.

“Our mission is peaceful. The Cosmotica shall carry no arms whatsoever.“ The suspicion of many scientists, that MISAM even has plans to tow one of the objects into earth’s orbit was declared absurd and technically not feasible by Scanderholz. The press speaker said quote:

“The idea, we are planning intergalactic theft is the invention of certain circles and from a legal standpoint absurd. Objects flying around in space belong to no one by international rights.“ He supported the assumption that the alien objects, with high probability, are no longer manned. The fact that the objects around Mars were discovered just a year ago does not mean they were not there many decades or even centuries ago. The “hiding“ from earth could have physical reasons or could be explained through automated aspects of the objects. Scanderholz compared further the strange objects near Mars to archeological excavations of antic objects on earth. At the end of his statement he assured: “Should the Cosmotica, really against our expectations, come into contact with alien intelligence, we would recall her immediately, except she would succeed in establishing contact with the aliens.“

The exact launch date of the “W.S.S. Cosmotica“, according to Scanderholz, has been determined: at the beginning of November, all should be ready.

5th October 2031 –
 “NEW EUROPEAN DAILY MIRROR“

NEWSBRIEF: IS COSMOTICA ARMED ANYWAY ?

Yesterday Wico Scandelholz, press speaker of MISAM detailed previously made assertions, that the mission to explore the alien objects would be carried out unarmed: “As protection for the scientists, lightly armed security-squadrons will fly along. The probability that these squadrons would have to be used, approaches zero percent.“

1st November 2031 –
 “NEW WORLD DAILY“

NESI LAUNCHES SPACECRAFT TO MARS

This morning, at 5:55 a.m. new european time, the world’s largest spacecraft – the multi-purpose W.S.S. Cosmotica – was launched on it’s fourth journey. It was launched from a spacestation located in earth’s orbit. NESI’s ship is flying, by order of MISAM, with a crew of 273 on board towards Mars. The destination are the three objects discovered at an altitude of approximately 800 kms above that planet.

The crew consists of 17 navigators, 226 scientists of differing fields, 6 doctors and a security troupe of 24 armed men. The trip there alone will take seven months. After the arrival, the crew will have to wait for one and a half years before being able to return home, for only then will the planets Mars and Earth be in an appropriate position again. The project is not without risk. The crew will be subjected to a high degree of radiation from the so called solar-wind. What awaits the scientists on the objects is pure speculation. After all, the spacecraft only has enough fuel for a single ignition to return to earth, therefore a misfiring of the engines may not occur. On board the Cosmotica is the salvage and observation vessel ZIPHOD, as well as a shuttle of the new XXP-class. The contro-versial mission is the most expensive and elaborate in the history of Spaceflight.

21st May 2032, 17:03 hours.

Commander Haroparker, Supreme Commander of MISAM.

Message from the Cosmotica to earth (declassified, for press release):

“We have arrived! The three alien objects are now visible by eye. They are beyond doubt spaceships. Their sizes are, compared to the Cosmotica, enormous: about 6000 meters long. From the outside they seem to be three ships of the same type, the differ-

ences are minimal. No activity, no sign of life. We see structures that look like windows, but all is dark. The front portion of the ships form a kind of saucer. The rear resembles a fin. There is an upper structure, a lot of antennas. Below there is a sort of... turnable turret. On the hull, strange markings are visible.

This is a historical moment for us. And for all mankind. As soon as the leader of the security troupe – Major Tamara Com – gives the go ahead the first teams will be ferried with the salvage vessel ZIPHOD near the objects, where with the shuttle they will be flown to all three alien ships. First, three security-squadrons with six men each will dock. For the first time man will set foot on a ship built by aliens.

21st May 2032, 18:30 hours.

Major Tamara Com, Leader of the security troupe.
 Classified message from the Cosmotica to earth.(For MISAM only):

Cosmotica has taken up position 22 kms off the objects. The shuttle has taken squadron Alpha to all three objects and landed on their “backs“. On each object, docking-systems were mounted. At this moment the shuttle is ferrying the security squadrons Alpha, Beta and Gamma to the objects.

21st May 2032, 19:45 hours.

Tamara Com, leader of the security troupe.
 Classified message from the Cosmotica to earth (MISAM only):

The 18 man security troupe is now on board the alien objects. They are advancing cautiously and with extreme prejudice. Their task is made easier by two unexpected phenomena: on board all three of the ships there is gravity and the interiors contain a comfortably breathable oxygen-nitrogen atmosphere. The squadrons have discovered several activated devices. The lights are operational. They have not encountered any form of life. The motion sensors have not detected any activity, however due to the enormous size of the objects they cannot scan their entire interior. As planned the ZIPHOD will be used as ferry between our ship and the alien objects: it will take 60 persons per trip to within ninety meters of the objects, whereby the shuttle is carried along.

The shuttle then takes six persons per trip to the destination.

22th May 2032, 06:21 hours.

Tamara Com, leader of the security troupe.
Classified message from the ZIPHOD to earth (MISAM only):

After setting down the teams of scientists and three security-squadrons, ZIPHOD with the remaining security-squadron Delta (6 men) has taken up a waiting position and is observing from a distance of 4 kms the alien objects and especially the surrounding space up to 400'000 kms. We are in constant contact with our 3 squadrons Alpha, Beta and Gamma. The alien objects have been given the names Cromo I, Cromo II and Cromo III.

Beside them, no activity is observed. According to reports from our exploration teams these ships were built for manned space travel, as they contain rooms and passages. However all three objects leave the impression of having been abandoned a long time ago. This has lowered the initial tension experienced by the security-squadrons on approaching the alien objects, which has a positive effect on their motivation. I have given the security- and exploration-teams the permission to work without spacesuits, which makes it easier for them.

In space there are no abnormal activities. We were concerned about the turrets below the ships mentioned on arrival: they are most likely guns. They somehow, in comparison to the rest of the ship, seem oddly old-fashioned. They also seem to have been added-on afterwards.

Technically they seem to be weak weapons, presumably they shoot out projectiles. However with a caliber of about 8 meters.

The explorers on the Cromos have not yet succeeded in reaching the turrets. I have instructed one of the security-squadron to find a way there.

Laser-, Sitorbium or other kinds of beam weapons have not been detected.

Yet I have instructed Cosmotica to keep a distance of 200 kms.

End of message.

25th May 2032.

Commander Haroparker, Supreme Commander of MISAM.

Message from Cromo I to earth (declassified, for press release):

We have been on the alien objects for four days. Beside exploring the interior we are also engaged in installing several devices and electronic equipment on the ships to facilitate our task. The numerous and for humans, illogically designed passages and rooms

have been marked with arrows in order to find our way through this labyrinth. The ship consists of many sectors closed within themselves, of which up to now only few we could explore. Our people are in a good mood and are very motivated.

27th May 2032.

Commander Haroparker, Supreme Commander of MISAM.

Message from Cromo I to earth (declassified, for press release):

Two hours ago we made a phantasic discovery on Cromo II: we discovered life! I repeat: we discovered life on Cromo II ! This day will go down in the history of mankind. This is the first contact with alien life!

There are four reptile-like animals without limbs. They were in one of the large rooms in a sort of cybernetic sleep. As soon as we have taken precautionary measures, our bio-technicians will begin with skin probes and prepare further examinations. The MISAM journey can be called, just based on this discovery, a total success! The exploration team is highly motivated! We shall contact you as soon as we have more data!

27th May 2032.

Tamara Com, leader of the security troupe.

Classified message from ZIPHOD to earth (for MISAM only):

The middle one of the three alien objects has extremely strange cargo on board: monstrous snake like animals in rooms one could describe as warehouses. These creatures are – probably by the builders of these ships – kept deep-frozen and immobile in locked-in compartments of these ships. The bio-technicians have - as far as the circumstances permitted - conducted examinations and suspect that the Stemmos – their temporary name – possess incredible physical strength, however with limited intelligence, even for beasts. Beyond any doubt, these are not the users or builders of the alien objects. More probably the Stemmos originally served as nutrition for the former alien crew and were conserved by means of freezing. Rather strange is the fact that the animals are still alive, which obviously was intended. Presently, we are examining the possibility of taking one or more of the animals with us, deep-frozen, of course. The chance of them surviving the trip to earth is given high probability by the bio-technicians. Eventhough no immediate danger goes out from the Stemmos, in agreement with Commander Haroparker,

two security squadrons were stationed on the Cromos, equipped with Megablaster tommyguns. The way the cooling devices work has not been fully understood, thus we cannot exclude the possibility of the animals fully thawing out. I have ordered constant surveillance of the animals and naturally they remain in their lock-in rooms for now.

I had already, before the launch of the Cosmotica, indicated that a 24 man security troupe would be inadequate to guarantee the safety of the exploration team. The alien ship are just too large. Now, after discovering the Stemmos the three squadrons are even more over-stressed.

Our control computer MARC has been installed on all three Cromos, to oversee the operations. All is well.

End of message.

2nd June 2032, 4:54 hours.

Tamara Com, leader of the security troupe.

Message to earth (classified, for MISAM only):

...we are in trouble! Repeat: we are in trouble! We have losses! Will contact you as soon as the situation permits!

End of message.

2nd June 2032, 8:22 hours.

Tamara Com, leader of the security troupe.

Message to earth (Classified):

Attention, very important message. Alarm went off at 4:33 hours at the highest priority level, although almost too late. The remaining 6 man security squadron Delta on board the ZIPHOD were awakened. Contact was established by squadron Beta on Cromo II. According to them the situation is extremely serious. The scientists on the alien objects were attacked.

The attack occurred simultaneously on all three Cromos. The attackers were not the Stemmos, but are beings of another race. There was immediate panic among the explorers, the outnumbered security squadrons no longer have the situation under control. Their losses are mounting.

Further messages to follow shortly.

End of message.

2nd June 2032, 10:05 hours.

Tamara Com, leader of the security troupe.

Message to earth (classified):

The security squadrons on the Cromos were completely crushed in fierce battles. I repeat: the security-squadrons Alpha, Beta and Gamma have ceased to exist! Communication with the people on the Cromos is interrupted. We know however, that the surviving scientists are partly wounded and hiding out in narrow passages, awaiting help.

The entire Delta-squadron is now being ferried to the Cromos to attempt to rescue as many people as possible. They will wear the heaviest protective vests we have, but their weapons will be only one Averter per man. The heavy weapons were used by the other squadrons.

Two pilots and I will remain on ZIPHOD. I ordered the crew of the Cosmotica to approach the objects within a mile, to enable the shuttle to ferry the rescued survivors. Naturally it cannot be avoided that the Cosmotica is then in range of the turrets of the alien objects, heavens-be-damned!

Should our communication with earth be interrupted, don't count on the return of the MISAM-group.

End of message.

2nd June 2032, 11:28 hours.

Tamara Com. Classified message to earth.

Delta-squadron is at the objects and has docked with Cromo I. They have split into three teams of two men. Team A was set off on the alien object and found Commander Haroparker. He is dead.

End of message.

2nd June 2032, 12:02 hours.

Tamara Com. Classified message to earth:

A few minutes ago something unexpected happened. We now have a large additional problem. All three alien objects have apparently activated their engines. I emphasize: the three Cromos are distancing themselves with gaining speed from earth! The situation is critical! ZIPHOD has taken up the pursuit, but she is falling behind. The shuttle is still docked on Cromo I, but cannot return to us due to the enormous distance.

End of message.

2nd June 2032, 12:34 hours.

Tamara Com. Classified message to earth:

We can breath again. The three Cromos have apparently only issued a short burst of propulsion. Their speed has slowed drastically. Yet the distance to ZIPHOD is so large, that at maximum speed we will need more than five hours to reach them. Assuming the Cromos do not reignite their engines. The W.S.S Cosmotica cannot follow the ZIPHOD for the fuel would not be enough for the launch back to earth. On this mission we saved in the wrong areas.

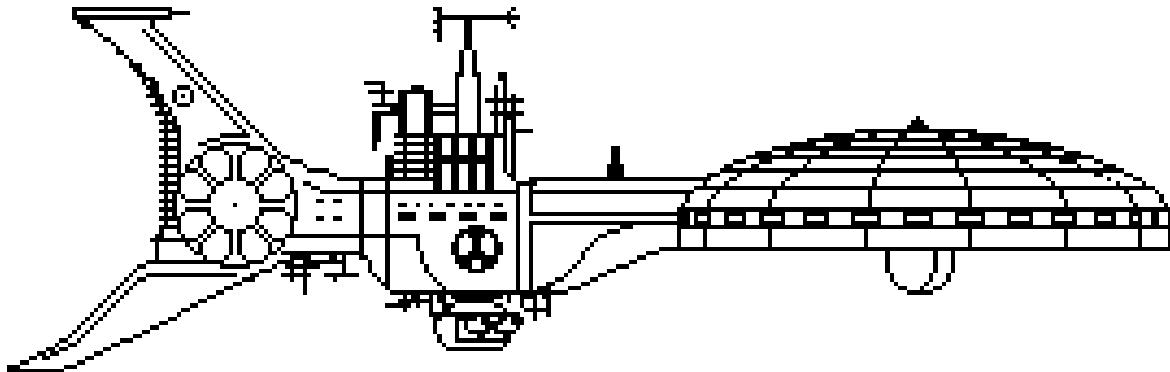
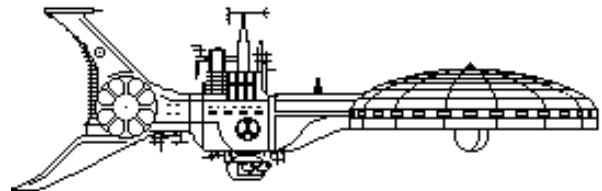
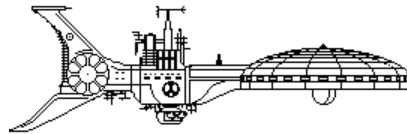
We will contact you again. End of message.

3rd June 2032 –

“NEWORLD DAILY“

MISAM IN TROUBLE?

According to unconfirmed reports, MISAM, exploring the alien objects on Mars, have run into serious problems. It seems the return of the group is no longer possible as planned. According to other sources there should even be casualties. NESI and MISAM have put a ban on information. Further reports to follow.



THE TITLE-MENUS

MAIN MENU

Here you choose the number of players and which level you want to play. If you want to play with two players, each port has to have a joystick. Press the fire button to start the chosen level. Next you can choose the Configuration menu.

PASSWORD

If you do not have a password then you have to start at level one. You get a password at the end of each level. Notice them. If you entered a password (with ENTER) then you can select with ↑ and ↓ or with the cursor-keys any level from level one to the highest level you reached.

CONFIGURATION

In this submenu you only have to change in special cases.

- Here it is important the right monitor frequency is set. Otherwise the game is too fast or too slow.
- If your monitor has no speakers, then you can switch off the music and the sound effects, this makes the loading time shorter.

INSTALLATION ON HARDDISK

Note the commands in the info-screens. Notice: When entering the path you can enter the signs „:" and „," with the function keys F1 and F2.

THE GAME

LEVEL-INFORMATION

Before starting each level you get information about your mission: A scrolltext tells you about the situation on the three Cromos. At the end there are occasionally shown (in small letters) tips and hints for the level. With ↓ the scroll can be speeded up, with ↑ stopped and with ⊙ by passed. Notice: press the fire button continuously, so you can immediately start the level (by passing the additional information). Otherwise data about the person, which you are con-

trolling, the position on the ship, the time left and the weapons are shown. The screen can be held with ↑. At the end follows a list of all tasks, which you have to accomplish. The level is only accomplished when all the tasks have been performed.

Keep your mission in mind. Do not waste time on things that are not relevant to your tasks.

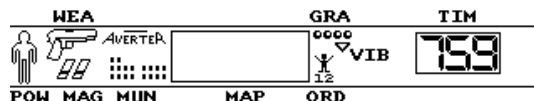
VARIATIONS-SIGN



If this sign is flashing in the bottom left hand corner at the beginning of the level this means that at this level the position of certain things, people or aliens changes with each start! So for example you cannot take for granted that you will find the ammunition box at the same place again.

PANEL

On the panel (information-report at the bottom of the screen) you find the following reports:



POWER INFORMATION (POW)

This gives you information about the soldiers physical strength. It changes from dark green (strong) to light green, orange and red (weak). If the signal is entirely red then the soldier breaks down. If the soldier falls to his knees, then he is not dead yet and his team player can help him (see chapter „Joystick control"). Notice: as soon as MOVEMENT SCANNER is picked up, the physical strength information vanishes.

WEAPON (WEA)

Shows the actual weapon of each soldier and the ammunition reserve of these weapon. Each weapon has its own ammunition, which is shown as full magazines (MAG) and used (MUN) .

MAP (MAP)

On the electronic map all room layouts which you enter are shown, but only if a „MAP-MAKER“ has been picked up. Gangways to other plains are identified with wide red (gangway to the front) and green (gangway to the back) signs.

GRENADES (GRA)

Shows the number of hand-grenades.

VIBRATIONS-PANEL (VIB)

This triangle signals if there are vibrations on the ground (see equipment and weapons).

TIMER (TIM)

Shows the time left for the mission in seconds.

ORDER SIGNS (ORD)

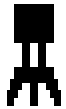
Number of (wounded) missing men, these have to be given medicine.



Number of living civilians in this sector.



Number of civilians, who have to be lead out of this sector.



Number of power engines, which still have to be destroyed.



Number of living Tschahis, that still have to be exterminated.



Number of alien-eggs, that still have to be destroyed.



Number of worms, that have to be killed or scared off.



Number of weapons, which have to be found.



Number of triggers for the gun turret energy, which have to be switched.

WALL-DEVICES**GAME-MARKER**

This device memorizes the actual game situation. If the soldier dies, you do not have to start at the beginning of the sector, but again at the game-marker. EVERYTHING that was found, killed or destroyed is reactivated AFTER a restart by a game-marker !

**COMPUTER**

They were built in by the scientists to ask for information. They can be used by you to get complete maps. But first the soldier must have a map maker (see "Devices and weapons").

**ALIEN-INSTALLATIONS**

Wall devices, which were installed by the aliens, can be used by human beings. You have to discover how to use them.

EXIT

In some sectors the scientists have marked the way out of the sector with red arrows on the wall. These can be used to exit the sector.

**KEYS**

P: PAUSE. Starts or ends the pause.

R: REPLAY. Starts replay. All action that took place after starting the game or after the last game-marker are shown again. NOTE: Should only be pressed, if the mission failed. The replay speed can be chosen with the keys F1-F5:

- F1 = normal speed,
- F2 - F4 = slow to very slow speed,
- F5 = turbo.

BACKSPACE: Restart. The game is continued from the last activated game-marker. Everything that happened AFTER using the marker will be reactivated. But the time will not be reset.

If from the beginning of the level no game-marker has been found, the game starts from the beginning and the time is reset.

HELP: Helps you, if you do not know what to do. (see „Helpsystem”).

DELETE: Shows you all tasks not yet accomplished. It can be used to check if the mission is totally accomplished.

ESC: END. Return to title screen.

FAILED



If there is a hand signalling with the thumb DOWN that means that the mission has failed. Either the soldier is dead or the mission cannot be accomplished anymore.

- If you want to learn what the reasons were for the failure, start a replay (see KEYS),
- Press **⊙** if the soldier is dead, or else the restart key.

TEAM-MODE

- If the first soldier leaves the room, he can return if the player moves the joystick in the reverse direction. For example: If the soldier quit the room on the right hand side, he can return with **←**.
- If one soldier is injured the other (with team mode) can help him up (see joystick control). But if the other soldier is not in the same room, then the player of the injured soldier has to press continuous **⊙** to switch to the other soldier.
- If one soldier is dead (head on the ground), then is no help possible.

QUIT THE SECTOR



IMPORTANT: Only quit the sector if ALL the tasks have been accomplished! When you have accomplished all the tasks then a hand signalling thumbs UP is shown. If you quit the sector BEFORE the thumbs up is shown then the mission has failed. **After quitting the sector no restart is possible.** See also „Keys: Delete”.

OUT OF TIME

If the time runs out, the mission has failed if the sector exits are blocked with laser beams.

ORDERS TO CIVILIANS

You can give orders to civilians, about what they have to do:

Stand on the left or right hand side of the screen and point your weapon horizontally out of the room: **„QUIT THE ROOM IN THIS DIRECTION”**.

Point your weapon to a gap in the ground: **„JUMP DOWN HERE”** (only possible, when the jump exits the room and does not end in death).

Point with your weapon to a gap in the ceiling: **„JUMP UP THERE”** (only possible when jumping exits the room).

Pointing the weapon up to an elevator beam: **„USE THIS ELEVATOR”** (only possible, when the elevator exits the room.).

Pointing straight down with the weapon: **„STAY HERE”**. The civilians stay in the actual room, although the player quits it. They only move, if the player gives a new order or when he returns to the room.

Each order creates a white arrow (or a cross on the ground which means "stay here"). If no civilians are in the room, no orders can be made.

Under attack the civilians sometimes duck to avoid the bullets. Then the orders are followed, but slower.

NOTE: Panicking civilians do not follow any orders.

JOYSTICK-CONTROL: COMPLETE

According to the situation different movements are possible:

WHILE STANDING

To make a step: short ☒.

To turn: short ↶.

To run: continous ☒.

To creep: repeated short ☒.

To aim: ↑ or ↓.

To shoot: ☉. For rapid fire: with pistol repeated ☉, with tommy gun or pump-gun continous ☉. NOTE: Shooting creates noise (and can attract aliens where are in the same room).

Pick up an object: ↓.

To help an injured person: ↓. Diminishes physical strength.

To drop medicine: ↓. Only when very close to (still living) civilians is it possible.

Using device on the wall: ↑.

Using gangway behind: ↑. Soldier has to stand close to the gangway.

Using gangway to the front : ↓.

Change weapon: ↓-↑-⊕.

First short ↓, then immediate short ↑, then keeping the joystick in a central position. Make the movement fluent but not too hasty. It should take about a half or a full second. If the soldier has only one weapon, then you hear an audible signal.

Using a grenade (for throwing take it in your hand OR to put it back in the bag): ↑-↓-⊕. The same movement as changing weapons, only the other way round: short ↑, then immediate short ↓ (only if you have a grenade).

Throwing a grenade: ☉ (only when a grenade is in your hand).

To duck: two short ↓ (in fast succession). To stand up: ↑.

To jump high: two short ↑ (in fast succession). This movement is usually used, when the soldier has fallen in a narrow well.

To beat: ☉ (only with an unloaded pump-gun). The blow knocks out all aliens and humans (!) close to you, but cannot be used against devices and such.

WHILE RUNNING

To stop: ⊕ (and not ↶).

To turn: long ↶.

To turn whit sliding: short ↶. For precise use see „WITHDRAWAL WITH RESISTANCE“.

Long jump: ↓. If the soldier does not have ground under his feet after his long jump then the jump turns into a *deep jump*: the soldier jumps down diagonally. The deep jump may be a maximum of two floors otherwise it is lethal.

High jump: ↑. NOTE: If high jumping is not (yet) possible the soldier runs on.

To fall down: when running over a gap in the ground. The soldier falls through. Falling more than two floors is lethal.

Shooting: ☉. Only horizontal shooting is possible and only if:

- you have a pump-gun or tommy gun (not pistol),
- you have ammunition,
- and no grenades in your hand.

Using a gangway: ↑ or ↓.

Picking up an object: ↓.

JUMPING

(LONG-, HIGH- or DEEP-JUMP or LETTING FALL DOWN)

To turn: ↶. With a long or deep jump the direction change occurs after the jump.

Shooting: ☉. In a qualified sense (see shooting while running).

Following immediate running: ← or → keep pressed.

Following long jump (whitout prior running): ↓ keep pressed.

Following high jumping (without prior running): ↑ keep pressed.

WHILE RUNNING IN A GANGWAY

Turning: ↑ or ↓.

Choosing line of sight: ← or →.

Following immediate running: ← or → keep pressed.

Shooting: not possible.

INFORMATION ABOUT CONTROLLING

HIGH JUMPING

The soldier can jump from a standing position or whilst running, if the following conditions are met: There must be a gap in the ceiling exactly above the soldier and next to it a platform on which he can land.

SHOOTING

Bullets hit all enemies, things, devices, the ground and the walls. Bullets do not hit colleagues and civilians. Hitting objects and devices can destroy them, change them in any other kind or have no effect at all. All weapons have a wide dispersion. Multiple shooting at the same angle gives variable trajectories to the bullets.

Sometimes it is necessary to use multiple shooting at the same angle, to hit an object. A bullet most probably misses its target if the object is in a wide range. Shooting at targets out of the room is not possible.

MULTIPLE JUMPING

Immediately after a long, high or deep jump or falling down you can add another jump. To achieve this do the following *before* the first jump ends: If necessary

select with a short ← or → the line of sight. Then press either continuous ↑ (following a high jump) or continuous ↓ (following a long jump).

DUCKING

Whilst ducking a human cannot normally be hit by a bullet. The exceptions are: Hits from close range and hits from automatic canons, both are absolutely lethal even for ducking humans. Ducking lessens the danger from grenades considerably. The distance from the centre of the explosion has no influence.

WITHDRAWAL WITH RESISTANCE

If a soldier is retreating from a pursuing superior being, he can make use of the following tactics. He can shoot back without stopping: Whilst he is running press *short* ↻. The soldier turns, but keeps sliding over the ground. At this moment it is possible to shoot or to throw a (prepared) grenade.

If the original direction (← or →) is pressed again *before* the soldier stops, he continues running.

USE GRENADES WHILE RUNNING

It is possible to take a grenade in the hand, then running or jumping, and then throwing them (or put them back).



DEVICES AND WEAPONS

PISTOL

The AVERTER is a semi automatic eleven milimeter gun for defence.

Advantages: precise aiming, attaching a silencer is possible.

Disadvantages: low efficiency, cannot be used while running.

Efficiency level: 4 kc.

PUMP-GUN

The MICON 9 'CRUSHER' is a high tech pump-gun and it's effect is immediately lethal. Usable for defence and attacking small and medium numbers of enemies.

Advantages: high efficiency, you can also beat with it.

Disadvantages: no rapid fire possible, after each eight bullets a recharging is necessary (which can be used lethally against you by your enemies).

Efficiency level: 24 kc (with ordinary ammunition).

TOMMY GUN

The CONVINCER is a fully automatic attack weapon. Appropriate as an answer for massive enemy attack. Its bullet speed can be doubled by attaching the XXC-TM3 ("MegaBlaster").

Advantage: fast shooting.

Disadvantages: relatively low efficiency and ammunition is used up quickly (especially with the MegaBlaster).

Efficiency level: 4 kc.

Note about all weapons: the members of the security-squadron can only carry a limited number of weapons. The maximum number depends on the person you are controlling. While picking up one weapon it can cause another weapon to be laid down.

Notice: Almost aliens have a physical strength of 12 kc.

AMMUNITION

Ammunition exists for all weapons in different blue boxes. For each weapon a limited amount of ammunition only can be carried with it. It is not advisable to

pick up ammunition if there is no need for it. It can be picked up later.

ENERGY-CAPSULE

Brings short term power and blocks feeling of pain. Should not be picked up when there is no need for it.

SILENCER

Can be attached to the AVERTER. To make shooting possible without any noise.

MEGABLASTER

Can be attached to a tommy gun and doubles its bullet speed to 17 bullets per second. Remember the ammunition should be used very economically.

HAND-GRENADES

A grenade becomes active if it is thrown to the ground. It then jumps up and explodes. As a means of security for the user an intelligent mechanism is used: if a soldier throws it directly in front of himself (and not through a gap in the ground) then it bounces a few times before it jumps up. At this moment the soldier can leave the danger zone or duck. The grenades blast goes both sides and is only stopped by a sidewall, by massive obstacles or by the screen limit. It affects all beings and objects in this area. Beings are normally killed immediately. Objects are destroyed, unless they are very stable.

People who duck, can survive a grenade explosion, if their strength is not too low.

It is not possible to throw grenades left or right out of a room. But they can be thrown through ground gaps into lower rooms. They explode on the floor where they hit and cause the same destruction as visible explosions.

MAP-MAKER

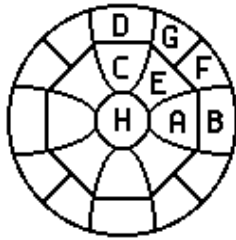
This is a device that scans all discovered rooms with a beam and draws it digitally as a plan on the panel. Notice: With a computer you can read all the data of the whole sector.

VIBRATIONS TRACKER

This is a small warning device, that scans the ground and the ceiling of the actual room you are in for vibrations. Vibrations on the ground can originate from hidden technical installations or non-human beings. The device gives optical and audible signals. Be cautious with signals.

MOVEMENT SCANNER

The movement scanner exists in two versions: Mark 1 and Mark 2. Both devices scan the air in THE WHOLE SECTOR for pressure changes. Such pressure changes are always caused by movement. The scanner gives flashing and acoustic signals if it registers movement, the faster the signal the closer are the movements registered. The more modern Mark 2 indicates with an additional 20 lamps the direction from which the movements came. But only if the movements took place in the two rooms immediately above, beneath, left or right of the actual room you are in.



Important: Beings, which have not moved from the moment the scanner was activated will not be found! But as soon as movement is registered, the scanner cannot be deceived.

Examples of which lamp signals when a movement is registered:

- A:** next room on the right.
- B:** in the next but one room on the right.
- C:** the next room above.
- D:** two rooms above.
- E:** in the room diagonally above right.
- F:** in the room above, 2nd on the right.
- G:** in the room 2 above, 1st on the right.
- H:** Signal for distance (flashes faster if a being approaches).

MOVEMENT DISPLAY

The movement display is a special version of the movement scanner. It is only effective when combined with the map drawer. All MOVING beings, that stay in the discovered rooms, are represented as points on the map: human beings as **white** points and enemies as **red**.

HELP-SYSTEM

If you reach a point where you do not know how to go on, then you have the possibility of activating the enemy-help-system. To do this press the HELP-Key. You won't get a ready made solution but you will get hints, with 11 different icons showing how to solve the problem in the actual room.

If you only get an acoustical signal, then there is no help panel in this room. The different icons are shown on the screen once or several times and have the following meaning:



HAND: Use an object.

You have to use one or more objects. Maybe these have to be found first and aren't always in the actual room (also if no „shoe-icon" is indicated).



SHOE: Go into other rooms.

To solve a problem other rooms have to be investigated first. If besides the shoe there are no other icons indicated, this means that the problem cannot or should not be solved in THIS room.



EYE: Look around.

Investigate the actual room and the panel very carefully. There is something important to find. One eye-icon means that the situation has to be observed very carefully or that an important visible device or object has to be found. Multiple eye-icons indicate that the important device is difficult to find. The more icons on display means the more difficult it is to locate.



BULB: Think.

You have to think logically and remember earlier, similar problems. If the „3-ARROW-icon" is not shown then it is possible to solve the problem ONLY by thinking. The more bulb icons the more difficult the problem!



JOYSTICK: Be more agile.

More agile handling or good timing of the joystick is necessary.



EXPLOSION: Kill or destroy.

Without violence it won't work.



CLOVER-LEAF: Be lucky.

It can happen, that it doesn't work at the first attempt, although you have not done anything wrong. But if you keep failing despite several attempts, you probably aren't using the right strategy.



FACE: Be smart.

You have to be smart, use a trick, to set a trap or find a creative solution.



3 ARROWS: Try.

The solution cannot be found by thinking alone. Try what ever is possible. The more icons shown means the more unusual or more difficult it is to find the solution.



TURNING BACK-ARROW: Return.

This way is a deadend, or the object in this room is not obtainable.



WHITE FLAG: Give up.

You are in a hopeless position. The only solution is restarting (see key functions).

Notice: You can draw conclusions too if icons are NOT indicated. For example: If NO violence-icon is indicated, the use of violence is not necessary or even the wrong thing to do.

THE TSCHAHIS

May 7th 2039 - From a secret internal report of NESI.

Reasons for the failure of the MISAM-Project in 2032.

Chapter 12: the rectoms.

The biggest danger to which the humans on the alien ships were exposed was the menace from the Tschahis. They are a subspecies of what we call „rectom". The rectom is a humanoid, an upright walking reptilical being, that did not originate from earth. Even today, many years after the tragic mission, very little information about this odd species is available.

All data, that we have, came from film material from the automatic recorders, which were installed on board the alien ships, or from the radiograms of the security-squadron „Delta", which had the longest contact from the beginning of the catastrophe.

Within the rectom-species exist many different subspecies, the two main groups are the „Tschahis" and the „Ollocs". The Tschahis were the lethal danger for the human beings on the „Cromos".

Almost all the discovered rectoms were asexual, although some were female, no one was male.

In spite of their basic similarity the rectoms had quite variable abilities within the same species. Some moved very slow, but the fastest reached speeds of over 45 mph. Their hearing was very different. Some were found, according to their conduct to be deaf. Some became audibly active, as soon as they heard steps, others eventually reacted when they heard for example, shooting. The power of resistance of the rectoms was quite varied: some died immediately on being hit, some fought on even after dozens of hits. Differences were also found in the arming and fighting experience. Some reacted, aimed and shot accurately and fast whilst others seemed to be poorly trained.

Some fought on after running out of ammunition with an axe-like weapon or tried to kill their opponents with a bite in the neck or shoulder area.

We possess some special information about the Tschahis. Some properties were found in all varieties of this species. Again and again the security-squadron Delta was surprised by the sheer cold-bloodedness of these beings. They seemed to feel neither fear nor pain. They had neither respect for the enemy nor for

themselves. The enormous endurance of the Tschahis meant death for many humans. Once they started pursuing they would not stop under any circumstances. Each Tschahi seemed to have a task, and he tried to fulfill it unselfishly, even sacrificing his own life. The absolute control of these beings: Even in hopeless situations they showed enormous discipline. They never panicked.

Regarding the number of rectoms, no exact figures were given. What is known is that there were thousands of Tschahis on the discovered alien ships and some hundreds of Ollocs. Only three female rectoms were discovered. All were Tschahis. They held leading positions and were protected from attack by special units.

ABOUT THE VIOLENCE

Violence is a possible means of solving a problem.

In this game many problems are solved with violence. The descriptive violence can be fascinating.

But remember the game is a world of its own. Always when you quit a game, you quit this strange world and you return to the real world.

Also in the real world problems exist. Problems, in which the use of violence almost never leads to a solution and almost always makes the problem worse. In the real world violence is mostly the means of cowards and people who cannot control their feelings of rage and aggression.

GLOSSARY

Alien objects The initial name given to the alien ships Cromo I, II and III.

Averter slang for the 11 mm-pistol.

Bigboss Nickname for the chief Olloc. Recognizable by his long head.

Bumbum Nickname of a leader. Recognizable by arming himself with two large calibre pistols.

Com, Tamara Head of the security troupe. Gives orders from ZIPHOD.

Convincer Slang for the tommy gun.

Cosmotica see "W.S.S. Cosmotica"

Cromo I, II and III Names of the three alien ships. These fly parallel to each other. Cromo II is in the middle.

Crusher Slang for the pump-gun.

Delta The only security-squadron, which was still on the ZIPHOD after the first attack of the Tschahis and therefore survived.

ELITE-troupe Special unit of the Tschahis for protecting their Queen. Famous for very quick reaction and firing.

Fix Nickname of a special Tschahi. Recognizable by his woolen cap.

Foxy Nickname for the military leader of the Ollocs. Reports only to Bigboss. Recognizable by two white stripes on his sleeve.

Guards Hostile humanoid alien species. Big strong robust build, very heavily armed. Their task is protecting the female leaders.

Haroparker, Commander Head of the civilian scientific groups. Died during the Tschahis attack.

Justermann Head of the MISAM-Project. Gives orders from earth.

Megablaster Tommy gun accessory, doubles the firing-speed.

MISAM "Mission for Investigation and Salvage of the Alien Objects on Mars".

NESI "New European Space Investigation". Semi-professional enterprise for space-exploration.

Olloc Humanoid alien species. Recognizable by their light brown complexion.

Princess Commander of a Cromo, belongs to the Tschahi species. Reports only to the Queen.

Queen Commander in Chief of the Tschahis. Is based on Cromo III.

Rectom All the species of humanoid extraterrestrials, e.g. Tschahis, Ollocs.

Repulser Slang for laser weapon AW2032.

Security troupe The total security-crew. Divided into four squadrons called Alpha, Beta, Gamma and Delta. Each squadron consists of 6 men. The first three squadrons were surprised by the first attack of the Tschahis and (because not equipped with bullet-proof vests) destroyed within a short time. One security-team consists of two men from a squadron.

Shuttle Shuttle of the Cosmotica. Has room for 8 passengers. (incl. pilot and co-pilot).

Stemmo "Giant worm". Reptile with a length up to 18 meters, Diameter of up to 2.5 meters. Sharp teeth of up to 30 cm in length.

Tschahi Hostile humanoid alien species.

W.S.S. Cosmotica Biggest space ship in the world. Built in 2018, flew to the moon three times. Room for 320 passengers. Is used as a transporter for the Mars-mission.

ZIPHOD Rescue ship of Cosmotica. Room for 77 persons.

