THE TERMINATOR™

RAMPAGE

User Manual

THE TERMINATOR™

RAMPAGE

BETHESDA SOFTWORKS™

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THE TERMINATOR™

RAMPAGE

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Programmed and Directed by:
  C. Walton

Lead Artist:
  R. Kauzlarich

Computer Cinematography by:
  K. Mayfield
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Executive Producer:
  C. Weaver

Additional Design by:
  T. Peterson

Documentation by:
  VJ Lakshman
  P. Meile

Post Production Supervisor:
  C. Weaver

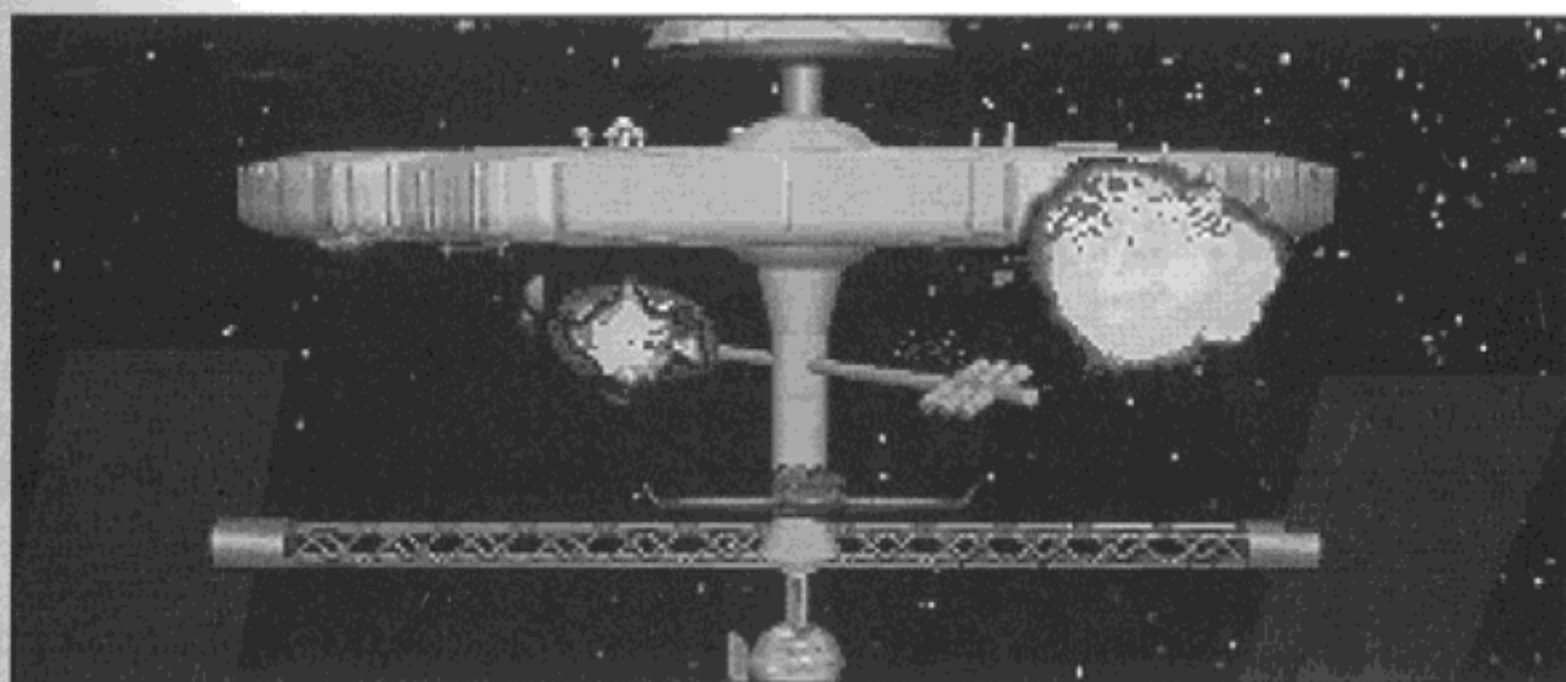**Quality Assurance:**
  J. Muller
  S. Jones
  D. Gagne
  TSCS
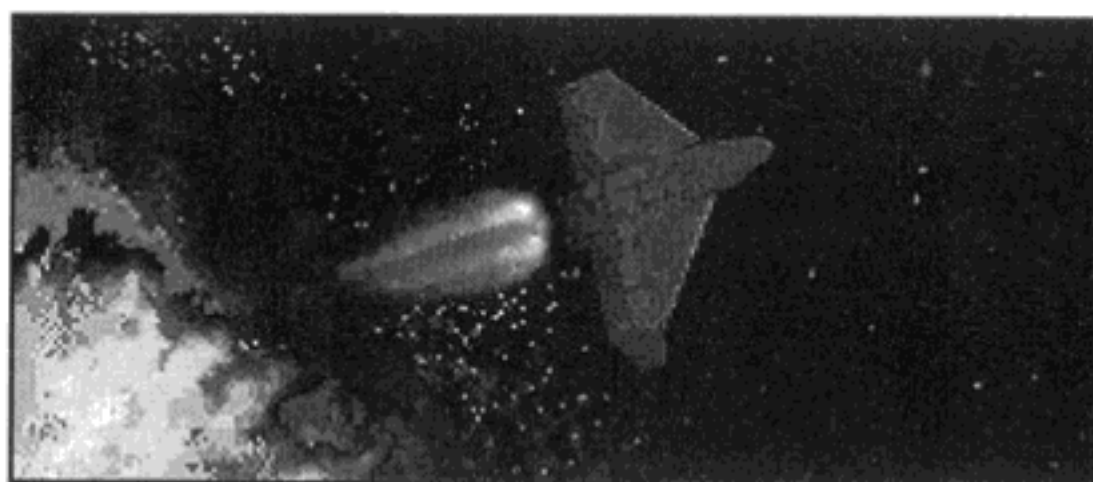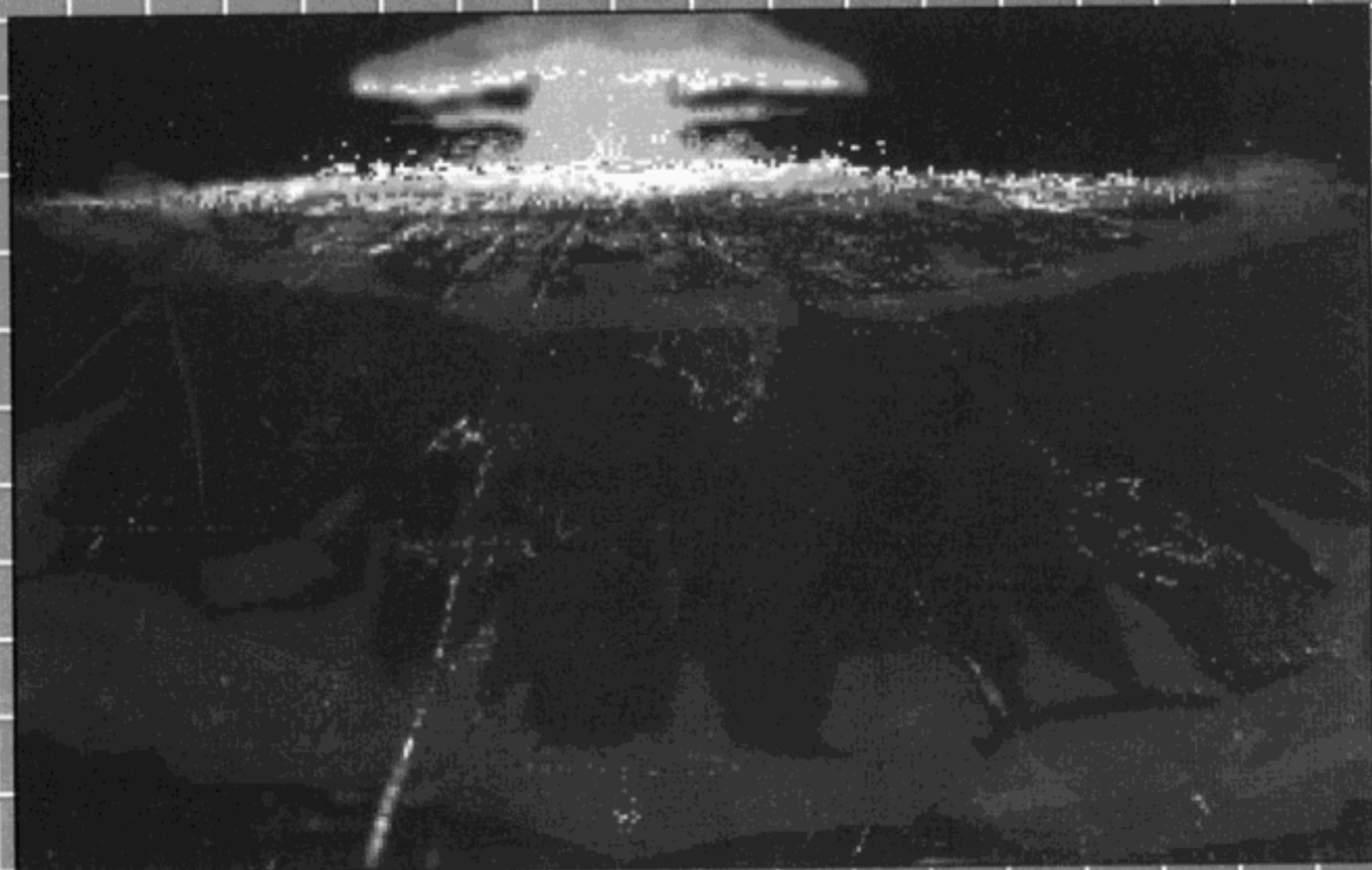 All the Testers

Music:
  E. Heberling

Special Thanks:
  Gilbert Guns

Table of Contents

Introduction

Los Angeles 2029...

The SKYNET Orbital Platform had been destroyed. Man was safe to rebuild his future. Colonel John Connor and a few Resistance scientists continued to test the Time Distortion Device (TDD) which they had recovered from an underground testing lab in Gamma Sector, experimenting with fields of 'null-time'. They hoped to alleviate some of the destruction of the holocaust with strategically placed 'time commandos', once operation of the TDD was fully understood.

While Connor supervised technicians who conducted tests inside one of these null-time fields, events unfolded that caused ripples throughout the Space-Time Continuum. Resistance personnel caught outside the field disappeared into thin air, as if they had never existed. EMF levels went off scale. Destroyed SKYNET bases reappeared. Comm scanners crackled to life, intercepting digital messages from ComSat tracking satellites that revealed the existence of the SKYNET Orbital Platform, untouched, unharmed, and online...

In a frantic attempt to understand what happened, Colonel Connor reviewed the shuttle's flight recorders from the final mission at the SKYNET Orbital Platform. Technicians who were left began working around the clock to unravel the mystery. Locked in that memory core was the key. What they found revealed the shocking answer to SKYNET's resurrection.

In its last moments of awareness, SKYNET had performed a core dump of all vital data pertaining to

its efforts to eradicate organic life. In a Doomsday Plan, SKYNET sent this A.I. core back to 1984, years before the start of the holocaust. The memory chip was housed inside a specially modified T-800 Terminator Infiltrator, called a Meta-Node. The Meta-Node transported through time, and appeared in the same orbit as SKYNET of the future. Without propulsion however, its orbit quickly decayed, and it impacted in the Gobi Desert on August 7th, 1984. The Meta-Node quickly triangulated its position, then began its long trek under cover of darkness and secrecy, lest it call attention to itself before it could accomplish its primary mission goal, a target in the North American continent. Years later the high security Cyberdyne Systems Laboratory, a complex built deep within the Cheyenne Mountains, had a new and ominous visitor...

The Meta-Node's primary mission was to download all information stored on the memory chip into Cyberdyne's central computer, then protect it. SKYNET knew that it had sent itself back to the one period in history when it might preempt human resistance by giving Cyberdyne Laboratories a critical influx of technical knowledge. This leap of engineering would accelerate the events that led to it achieving self-awareness, thereby making any resistance futile. The Meta-Node would serve as information tutor and guardian, downloading to the fledgling SKYNET all the tactical data gathered about the future, then protecting it so it could carry out its grim mission, the eradication of Man. This time, SKYNET would not make the same mistakes...

Once the transfer was complete, the Meta-Node waited for SKYNET to become fully functional. As planned, the updated version came online much sooner. This SKYNET was armed with knowledge of the events that had led to its own destruction in the alternate timeline. Once the transfer was completed, SKYNET interfaced into the North American Defense Grid and rewrote all safety protocols to respond only to its commands. Once it had control of the protocol transfer net, it launched all thermonuclear warheads under its control...

SKYNET succeeded in destroying most of the strategic targets around the globe. Those that were left, believing the attack to be a result of human subterfuge, finished the job by counter-attacking strategic targets in the North American continent. In effect, the remaining body of Man destroyed itself...

Sarah Connor died in the thermonuclear fire that engulfed Los Angeles. No one was left to gather the few survivors of the holocaust, teach them to storm the gates, and take the battle back to the Machine. At that critical moment, history rewrote itself and followed an entirely different path.

If not for the null-time fields, John Connor and the rest of the Resistance would have been wiped from existence as the tidal wave of events rushed toward a different future. As it was, only a few inside the fields survived the change. John Connor realized that there was only one chance...

Someone would have to go back to 1984 and destroy the Meta-Node before it had a chance to complete its interface. The Resistance technicians knew how to work the prototype Time Distortion Equipment, but how could an unarmed man succeed against SKYNET's central intelligence core, which would have undoubtedly taken measures to protect itself?

There was one "ace" card. The Resistance knew something SKYNET did not — something not in SKYNET's tactical or historical databanks. The Resistance knew where the original prototype of the A.C.E. battle armor was stored in history, a small vault at the edge of the Cyberdyne Systems complex. What would eventually become a forgotten laboratory storage vault. The commando could probably enter the vault undetected as it was far removed from the main complex. The armor would be useless as a powered exoskeleton, (the necessary modifications were not perfected until the 21st century by Resistance scientists), but its technically advanced composition could still protect a soldier

from low-level plasma and conventional slug fire. Donning this armor, a commando might be able to survive and destroy the Meta-Node. It was worth the chance. The alternative was unthinkable...

FR: TEC-COM
TO: CONNER, J. COL.
**RE: OPERATION RAMPAGE**

We believe we will be able to approximate placement of the chosen mission commando in the proper geographic location, but cannot ensure exact time placement. We are nevertheless confident we can continue the insertion to a 10% degree of error, and adjust for any turbulence in the time flux by increasing our parameters for the placement window.

Intelligence has records which show that Cyberdyne was a defense contractor for the U.S. military in the 20th century. Based upon available records, we are convinced that somewhere in the facility should be the parts necessary to create a crude phased plasma rifle. We have implanted the schematics into the commando's cerebral cortex using a chip similar to the neurolinks that were used to connect Resistance commandos to the ACE battle armor. The Cyberdyne complex should house various conventional military weapons. We assume these will be useful in tactical defense of enemy opposition as the commando searches through the complex, attempting to find the various parts of the phased plasma weapon, then modifying it for use against an operational SKYNET guardian, the Meta-Node. SKYNET will undoubtedly take over the Cyberdyne complex and initiate defense preparations. The highest probability of success hinges on getting into the complex before the SKYNET Meta-Node can make its final preparations.

Excerpt from Tec-Com Briefing Alpha 198E12

2215 hrs

3 Nov 2029
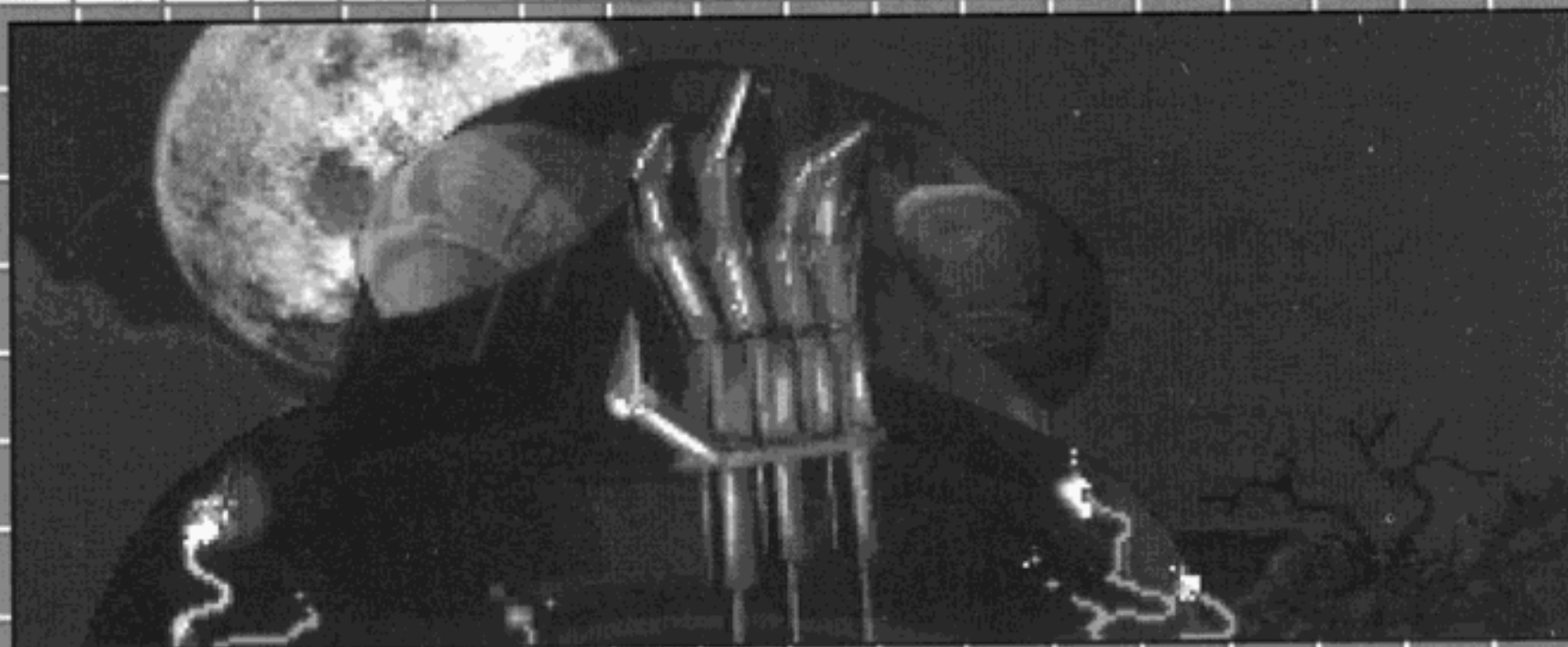
Introduction.

Section 1: Installing the Game

INSTALLATION AND START-UP

1. Make a backup copy of your original disks and store them in a safe place.

2. Make sure you have a enough free space on your hard drive. Rampage needs 18 megabytes to run. If you do not have enough disk space, we suggest you back up your current files and delete those you do not need or will not actively use.

3. Insert Disk 1 into floppy drive A: or B: and call up that drive by typing

   A: <ENTER> or **B:** <ENTER>.

   At the disk drive prompt type

   INSTALL

4. You will be given a list of options from which to choose:

   ### Configure game.
   Allows you to setup sound boards and select default settings.

   ### Make boot floppy.
   This will create a bootable floppy in the A:DRIVE that will set up memory and run the game immediately.
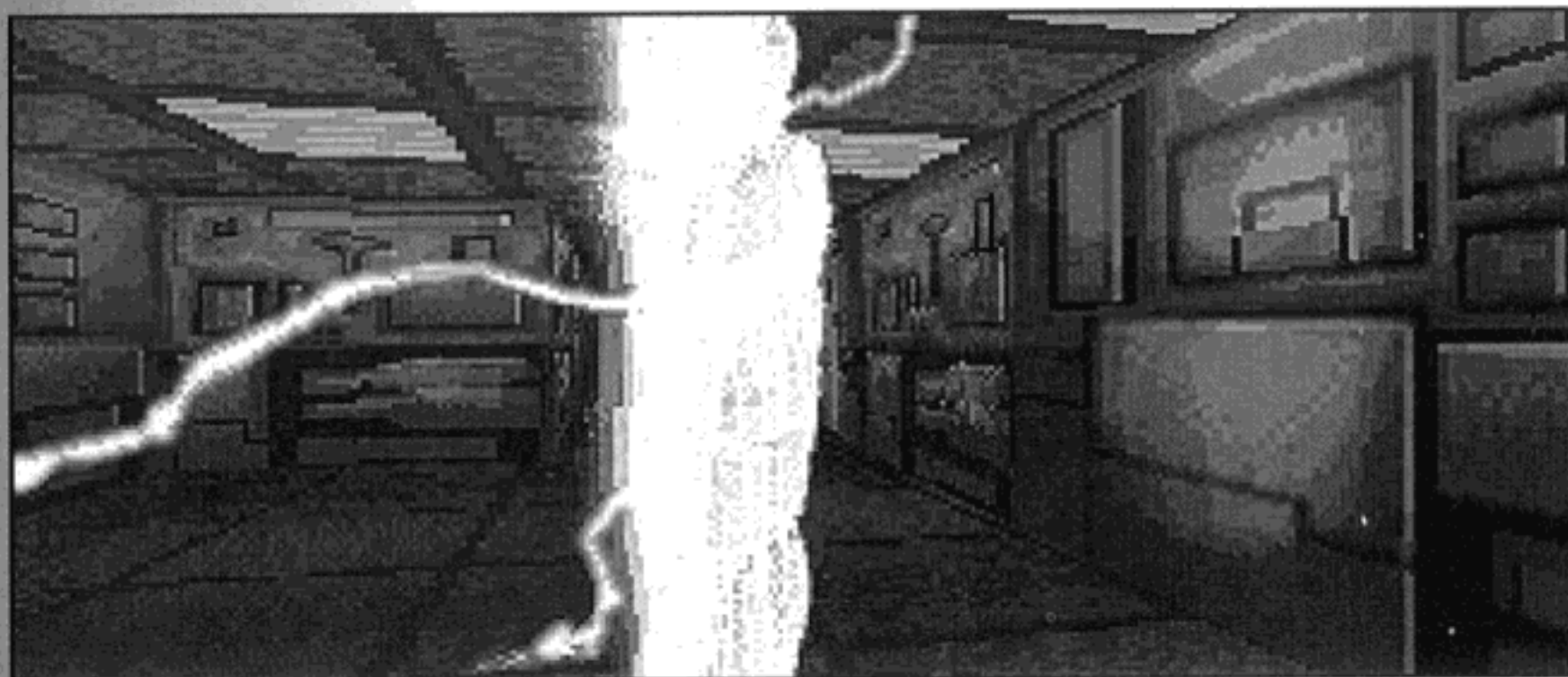
   ### Install Game.
   This will install the game from floppy onto the hard drive.

   Note: RAMPAGE cannot be played from floppy.

   ### Exit.

   After the game is installed and configured, exit to DOS.

SOUND CARD CONFIGURATION

The configure game option from installed program will allow you to select a sound card and/or music card. This option will also allow changes to the default hardware configuration for these cards.

Select sound card.
Select music card.

If either of these are selected a list of supported cards will be displayed. Choose the appropriate card.

Change sound default.
Change music default.

If sound or music are not set to the manufacturer's default setting, you will need to use appropriate option to setup cards hardware.

1. Change Sound IO address.
2. Change Sound IRQ selection.
3. Change Sound DMA setting.
4. Done.

Note: If you have a BLASTER or ARIA setting in your AUTOEXEC.BAT, those settings will be used unless you have modified any of the defaults.

STARTING THE GAME

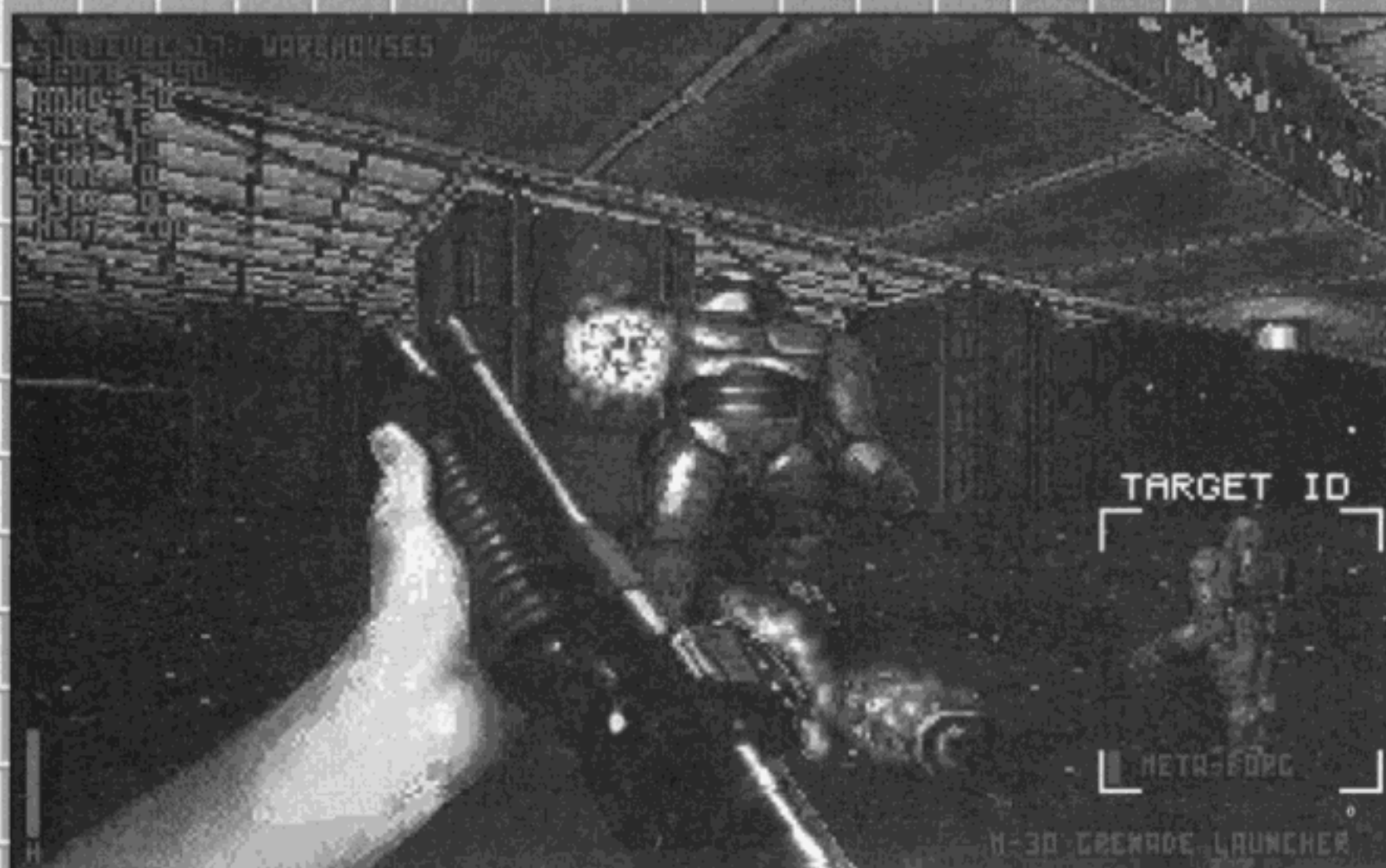The installation program will create a batch file,

TERM.BAT

This file will contain your sound and music settings for the game. To run the game, ensure that you are on the proper hard drive and directory (unless specified otherwise, the Installation Utility will place the game in your C drive as C:\RAMPAGE).

Type

TERM

and hit

ENTER.

Section 2: Playing the Game

BACKGROUND GAME BRIEFING

You are a Resistance commando sent back in time to destroy the Meta-Node prior to the completion of its hook up into the Cyberdyne Systems Laboratories' central computer. Things are not quite so simple, however. You were targeted to appear in late 1984, with enough time to stop the Meta-Node but you have instead appeared much later, (due to a slight misalignment of the Time Distortion Device equipment). Instead of a weak SKYNET, you face a strong and well defended Cyberdyne Systems Laboratories complex, controlled by a SKYNET that is aware of future events, and prepared to protect itself in order to carry out its mission to eradicate Mankind.

Luckily you materialized in the correct location, the interior of the secret vault holding the prototype ACE Battle Armor. Salvaging whatever was useable, you have managed to protect yourself well enough to resist much of the conventional gunfire you may encounter. Still the protection is not foolproof and the enemy is very dangerous. In this complex are the parts needed to build a phased plasma weapon with enough power to destroy the 21st century Meta-Node. You have had neurolinks embedded in your cerebral cortex to aid you in constructing and interfacing with this weapon, called a Variable Tectronics Phased Plasma Cannon, or V-Tec PPC. This plasma cannon can be built using a combination of parts salvaged from the prototype ACE battle armor and other 20th century parts you encounter. The V-Tec PPC's output can be varied from 50 watts to 200 watts, giving you better control over the loss of heat from its plasma core and thereby maximizing the number of shots. It is the only weapon capable of destroying the Meta-Node.

SKYNET, however, has inadvertently provided you with a slim opportunity. The Meta-node will probably attempt to replicate Terminator units, but without the benefit of 21st C. metallurgy and related electro-microtechnology, it can only armor them to 20th C. standards. With good combat tactics and nerves of steel you might stand a chance. A major developer of military hardware, the high security Cyberdyne office complex more closely resembles a self-contained fort. There are conventional weapon caches within the complex as well as infirmaries, food rations and power generators. Use any weapons you find to buy you the time necessary to locate and assemble the V-Tec PPC. Then find the Meta-Node and take it offline — permanently. Good luck. Man's future is in your hands.

PICKING UP ITEMS

Useful items which you walk over will automatically be picked up and may be used immediately. [Access cards remain in your inventory until they are used to unlock elevator doors.]

REPAIR PACKS, AND MED KITS

Scattered about the Cyberdyne complex are special items capable of assisting you in the performance of your mission. Stepping on these items will have an immediate effect, either physically healing you, or helping to repair your armor. Once used, however, they will disappear. If you do not need an item when you step on it you will not pick it up. Unlike ammo, health and armor items cannot be stored for later use.

ACCESS CARDS

Stepping on an access card will add it to your inventory. It is automatically used if you have it

when you come to an Elevator Door. If you do not have an access card, the Elevator Door will not open, and you will be unable to access deeper levels.

THE GAME SCREEN

The main game screen contains status information. On the bottom left are two bars, health (green) and armor points (blue). Health points represent how much physical damage your body has sustained. Armor points represent how much physical damage is done to your armor. When health points equal 0, you are dead. It is possible to lose health points while still having armor points. This is because certain areas of your body are exposed and may be hit.

The bottom right corner of your screen displays the Target ID, showing enemy ID. It only appears when your sights are lined up with a target. On the left edge of this display is an enemy damage bar. The bottom edge of the display indicates the current weapon. Ammo amounts are shown on the upper left of the screen. Active ammo is in red (single shot) or yellow (autofire).

Hitting the 'V' key will give you a schematic layout of the V-Tec parts needed to complete the V-Tec PPC. F1 will show you what you have in red and what you need in gray.

Hitting the 'M' key will toggle a proximity map on and off. This feature is normally active. Hit the 'M' key to shut it off. [Note Map Colors: Green = Up, Red = Down, Lt Blue = Door, Dark Blue = Wall]

[Also ref. 'KEYS' in Appendix A of the manual]

Section 3: Tec-Com Briefings

TEC-COM BRIEF 1: THE ENEMY

You will undoubtedly make contact with constructs of the Meta-Node during your mission. These may be the familiar T-800 Terminator combat units, or new units created specifically for certain tasks. Tec-Com has the following dossier on the enemy units you may encounter. Study it well, you may not get another chance.
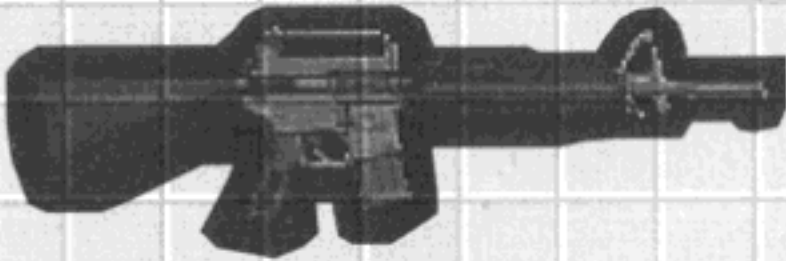
DOSSIER 1: CURRENT AND PROJECTED ENEMY UNITS

Name	Description
Skimmers	Scouts that patrol and report intruders. Minimally armed and armored. Very fast. Some intelligence in evasive maneuvers
Seekers	Ball-like objects that patrol for organics. Seekers impact targets, exploding on contact. Fast and dangerous.
Terminator T-800	Combat unit. Full metal chassis. Very tough, difficult to destroy. Use caution when engaging. Strong combat A.I.
Terminator CSM-101	Terminator Infiltrator. Mimics organic humans. Cunning and dangerous. Do not engage unless necessary. Very strong overall A.I.
Meta-Borgs	We believe there may be humans phased together with prototype 20th century versions of the A.C.E. battle armor. These foes will be heavily armed and intelligent, but because of the primitive neural interface should be slow.

DOSSIER 1: CURRENT AND PROJECTED ENEMY UNITS cont. ...

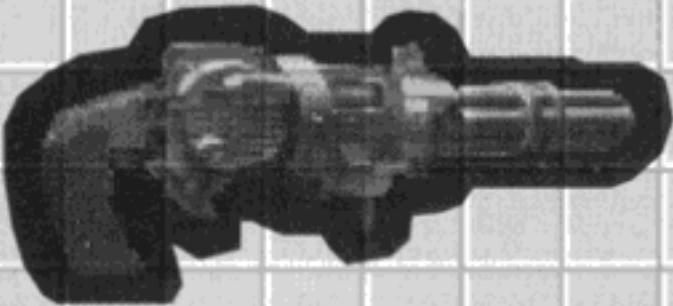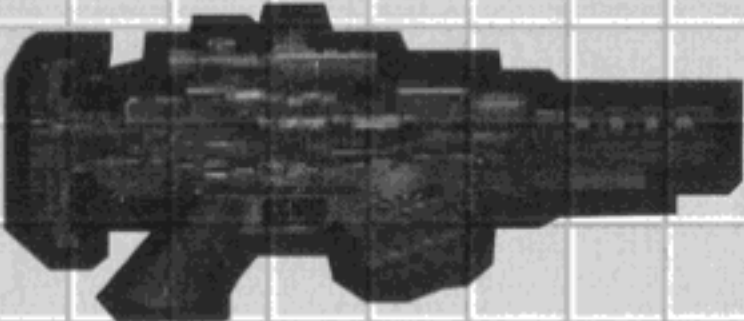| Name	Description
Meta-Guards	If SKYNET has the opportunity, it may replace the organic components of the Meta-Borg with neural hybrid combat A.I. We have seen how effective cyborgs can be on the battlefield. The result would be a smarter and faster version of the Meta-Borg. If such enemies have been created, they would probably be very difficult to destroy and would readily adapt to new combat situations. If found, use extreme caution.
Meta-Node	Intelligence reports have described the Meta-Node as cunning and the most dangerous enemy they have encountered on the battlefield, Its fires twin pulse cannons and uses active-IR for trageting. DO NOT engage unless you have the V-Tec. Doing so will jeopardize the mission.

TEC-COM BRIEF 2: CONVENTIONAL WEAPONS

We believe these conventional weapons may be found in the Cyberdyne complex. They are listed in increasing order of lethality:

DOSSIER 2: PREDICTED WEAPON AVAILABILITY

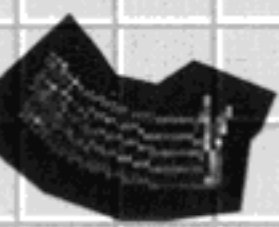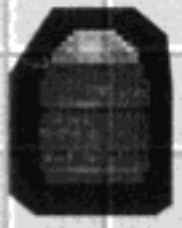| Name	Key	Description
Beretta 9mm	F1	9mm pistol. High velocity rounds and quick fire rate make this a deadly hand held weapon. Very accurate at close range.
Uzi 9mm	F2	9mm submachine gun. Fast autofire but poor accuracy.
M-16 Combat Rifle	F3	American made general issue combat assault weapon. Capable of autofire.
AK-47	F4	Soviet Special Forces issue assault rifle, often kept as souveniers by U.S. soldiers. Known for its durabilty and accuracy. Very deadly.
SPAS-12 Shotgun	F5	Military issue fully auto shotgun capable of massive damage at close range.

DOSSIER 2: PREDICTED WEAPON AVAILABILITY cont...

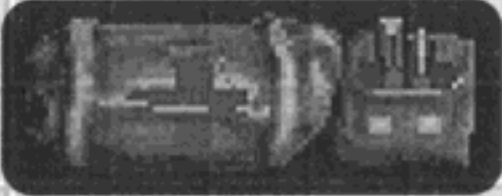| Name	Key	Description
HK-95 Mini-Cannon	F6	Hand held mini-cannon, dispensing 2000 rounds per minute out of six cylindrically mounted barrels.
M-30 Grenade Launcher	F7	Auto grenade launcher capable of carrying a magazine of grenades. Although not as accurate as a slug-thrower, very deadly due to the explosive ordnance.
V-Tec	F8	PPC

TEC-COM BRIEF 3: GRENADES AND AMMO

There are three types of ammo you will find inside the Cyberdyne complex; Slugs, Shells, or Grenades. Dossier 3 outlines predicted ammo types and their use.

DOSSIER 3: PREDICTED AMMO TYPES

Name	Description
Ammo Clips:	
Ammo	Military casings come in clips or boxes. Can be used by all slugthrowers.
SPAS	Shotgun shells comes in boxes of shells. Can be used in the SPAS-12 shotgun.
Grenade Clips:	*For use with the M-30 Grenade Launcher, listed in increasing order of lethality*
S-Grenades	Scatter grenades composed of 8 - 12 grenadlettes.
C-Grenades	Concussion grenade with explosive charge.
HE-Grenades	High Explosive grenade with penetrating shrapnel.

TEC-COM BRIEF 4: OTHER INFORMATION

There should be such things as Med Kits, or Repair Packs that will allow you to heal yourself or fix damage to your modified A.C.E. battle armor. If you find these items, use them with care. You cannot take them with you, so healing some damage may be preferable to having to fight your way back to the item's location.

Name	Description
Access Card	Cyberdyne elevators between levels will undoubtedly require the use of access cards. These cards should open elevator doors to next level.
Med Pack	Locate pharmaceutical apparatus throughout the complex and remember their locations in case of emergencies. The "Med Pack" will heal you considerably.
Med Kit	Will heal you *moderately*.
Stim Stick	Will heal you *slightly*.
Repair Pack	Locate these electronic devices throughout the complex and remember their locations in case of emergencies. The "Repair Pack" will repair your ACE armor *considerably*.
Repair Kit	Will repair your ACE armor *moderately*.
Quick Fix	Will repair your ACE armor *slightly*.

TEC-COM BRIEF 5: THE V-TEC PPC

Name	Description
Estimated Output:	50 - 200 watts focused phased plasma
Range:	Estimated 10 Km
Estimated Plasma Charge:	1,000° C. per watt output
Chambered Core Temp.:	1,000,000° C.

Implanted in your cerebral cortex is a data chip which has the design and specifications for the parts required to build a variable tectronics PPC using 20th century technology. This will outline all PPC Parts in red for easy recognition. It will be one of your primary goals to find these parts and assemble this weapon, then use it to take the Meta-Node off-line.

Note: If you pick up a V-Tec part that you already have, the V-Tec menu will not appear.

DOSSIER 4: V-TEC PARTS AND DESCRIPTION

Parts	Description
Forward Reticule	Used to aim the generated plasma bolt. Should be in some of the weapon storage labs.
Focusing Prism	Developed in the late 20th century to focus light to create lasers. Usually part of a laser array.

DOSSIER 4: V-TEC PARTS AND DESCRIPTION cont ...

Parts	Description
Tri-Carbium Barrel	The only known metal that when coupled with a magnetic bottle, can be used to focus a charged plasma stream. Could be found in certain weapons testing labs.
Firing Actuator	A simple electronic circuit that will open a switch. May be found in electronic door mechanisms.
M-16 Trigger assembly	The rear half of an M-16 machine gun.
Smartlink Interface	Originally developed to be used on the prototype ACE armor. The Smartlink interface can be found in Bioengineering testing labs
Protonium Crystals	Crystals that were discovered in the late 20th century that emit high-energy protons in a semi-directed stream. Residual radiation. Probably in radiation shielded labs.
Carbon Laser pack	A carbon laser used to cut Tri-Carbium metal. Should be in assembly labs.
Particle Phased Inducer	Theorized as a new invention of Cyberdyne. Could phase streams of protons into a single particle wave. We think it may be in the R&D section of the complex.
Liquid Nitrogen pump	A device used to pump liquid nitrogen. Look in the Cryo labs.
Liquid Nitrogen	Liquid nitrogen used to freeze animal organs for further study. Also useful as a coolant. Should be in the testing labs.

DOSSIER 4: V-TEC PARTS AND DESCRIPTION cont ...

Parts	Description
Power Couplings	Electrical conduits used to channel electrical power. Found in any junction box.
PlasmaGen	The most shocking of Cyberdyne's discoveries, a synthetic chemical mixture that generates plasma when exposed to a proton particle wave. May be in the Chem Labs.
Magnetic Shield Array	Used to contain the plasma once generated. Usually found in a particle studies lab.

TEC-COM BRIEF 6: DESCRIPTION OF THE CYBERDYNE COMPLEX

Cyberdyne is a military think tank created to design and produce high tech weapons and computer products. Using the TDD we have been able to "window" the past for brief moments. We have focused our efforts to pinpoint the exact time when the Meta-Node altered the past. A side benefit was additional intelligence on the layout of the Cyberdyne complex. We were not able to keep the TDD focused long enough for a more detailed report. What we do know is this:

We believe that the building was broken into 24 levels. Further Intelligence reports indicate that the building may be much deeper. We cannot

confirm these reports. If they exist, the new areas have undoubtedly been constructed by the Meta-Node. Glass in Cyberdyne is bullet-proof so don't waste your ammo trying to shoot an enemy through the glass. Dossier 5 outlines the structural breakdown of Cyberdyne Laboratories:

DOSSIER 5: CYBERDYNE COMPLEX BREAKDOWN

| Level	Description
1 - 4:	Main Offices and Personnel Quarters
5 - 8:	Labs and Design Offices
9 - 12:	Cafeteria and Recreational Areas
13 - 16:	High Security Lab Areas
17 - 20:	Production Warehouses
21 - 24:	Storage Areas
Further Levels:	Based upon partial schematics and classified knowledge of SKYNET combat tactics, we project a 92% probability that the Meta-Node has modified the substructural levels of the Cyberdyne complex. If they exist proceed with the utmost caution, as Tec-Com Reports are unclear as to the composition of these levels.

FINAL BRIEFING

This is the end of your briefing. The fate of humanity rests upon your ability to stop the Meta-Node from completing the download. You have been selected because you are the best hope we have to change the future. Remember that even when your back is to the wall and you've chambered your last round.

As you are aware, this is a one-way ticket. We can't bring you back. If you're successful the war will eventually be won and man will never know the terror of the Machine.

You are going to a past that has yet to see the Age of Darkness. Even if things do not proceed as planned with the primary mission, there is the secondary objective. At all costs, you must survive. Good luck.

Remember, in your past, Sarah Connor is still alive...
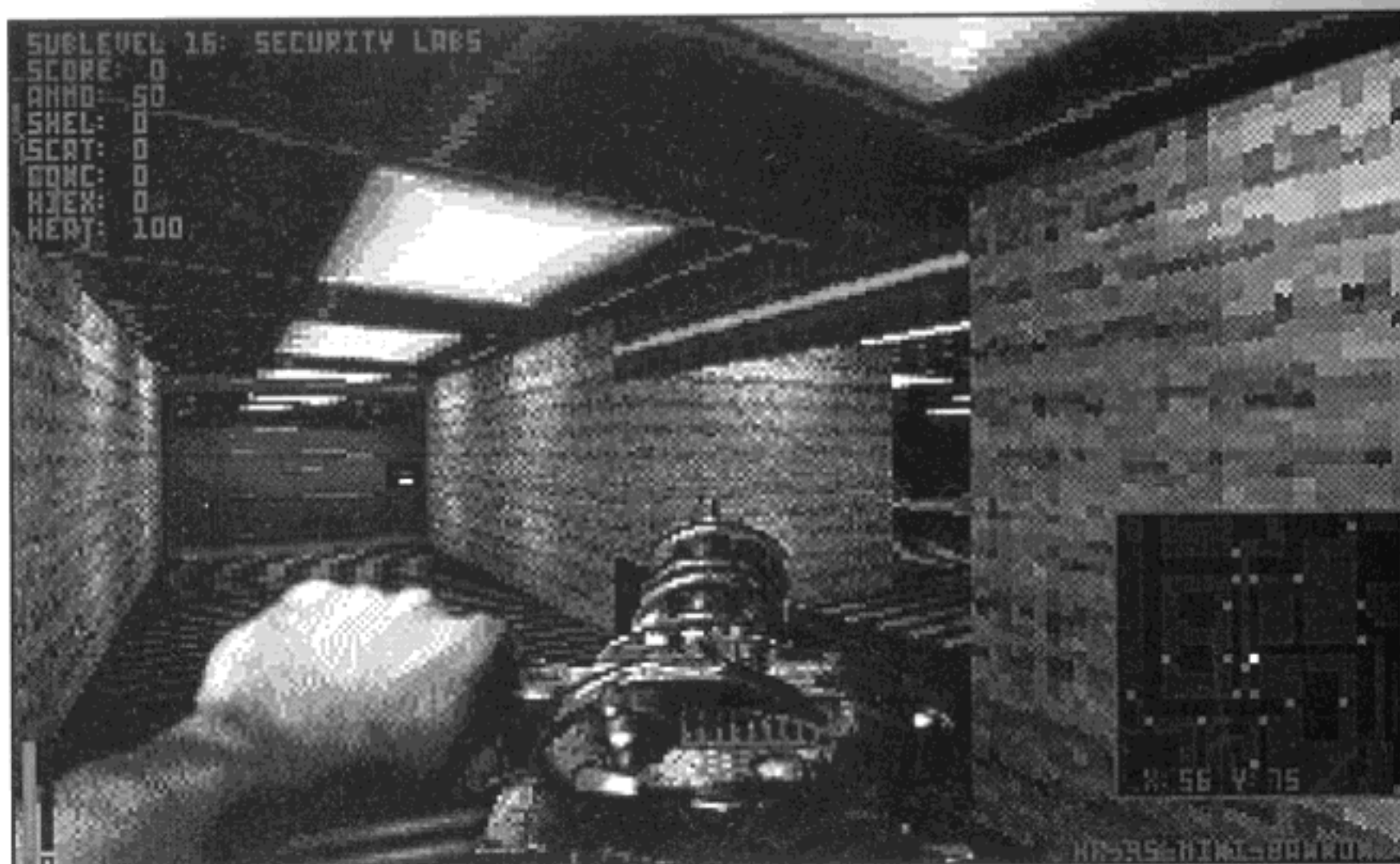
Appendix A: Keys

KEYBOARD:

Arrow keys:
Left and right arrows will turn you left and right.
Up arrow will move the you forward.
Down arrow will make the you walk backwards.

CTRL + Arrow key:
Will cause increased movement rate, for faster turns or running in a particular direction.

ALT + Arrow key:
Allows you to slide left or right instead of rotating when using the left or right arrow keys.

ENTER key:
Fires selected weapon.

MOUSE:

Movement:
Movement is effected in either of two ways: rolling the mouse or using the right mouse button (see below). Rolling the mouse forward or backward moves you forward or backward. Sliding the mouse left or right turns you left or right.

Left mouse button:
Fires selected weapon. If directly in front of a door, will open it.

Right mouse button:
Moves you forward in whatever direction you are currently facing.

ALT:

Slides you left and right if mouse is moved left or right.

CYBERMAN (FLYING) MOUSE:

Movement:

Turning: (Yaw) controls rotation at a fixed rate. (X axis) Sliding the mouse left or right turns you left or right.

Walking: (Pitch) Tilt forward to walk forward, tilt backward to walk backward. (Y axis) Push forward to walk forward, pull back to walk backwards.

Sliding: Tilt mouse to the right to slide right or left to slide left.

Fire button 1:

(Left) Fires gun.

Fire button 2:

(Middle) Does nothing.

Fire button 3:

(Right) Opens doors.

The Cyberman mouse also incorporates a tactile feedback device that reflects gunfire and personal damage.

JOYSTICK:

If you wish to use the joystick, you should have it in the upright position when the game is started. The game will automatically read the center position and no further calibration is necessary.

Movement:

Pushing the joystick forward or back will move the player in that direction.

Pushing the joystick left or right will turn you in that direction.

Fire button 1:

Fires selected weapon.

Fire button 2:

Opens doors.

ALT: (Keyboard, Joystick or Mouse)

Allows user to slide left or right instead of rotating.

ALWAYS ACTIVE KEYS:

F1 - F8:

Selects active weapon

F1 — Beretta	F5 — SPAS
F2 — UZI 9mm	F6 — HK-95
F3 — M16	F7 — M-30
F4 — AK-47	F8 — V-TEC

Note: 7 and F8 will toggle the Grenade type or V-Tec power.

Spacebar:
Opens doors

'A' key:
Toggles autofire on selectable autofire weapons.

'T' key:
Toggle target ID on / off.

'D' key:
Drops selected item from inventory.

'V' key:
Displays the V-Tec diagram schematics with the found parts outlined.

'M' key:
Toggles Proximity Map of immediate surroundings. (Green=Up, Red=Down, Light Blue=Door, Dk. Blue=Walls)
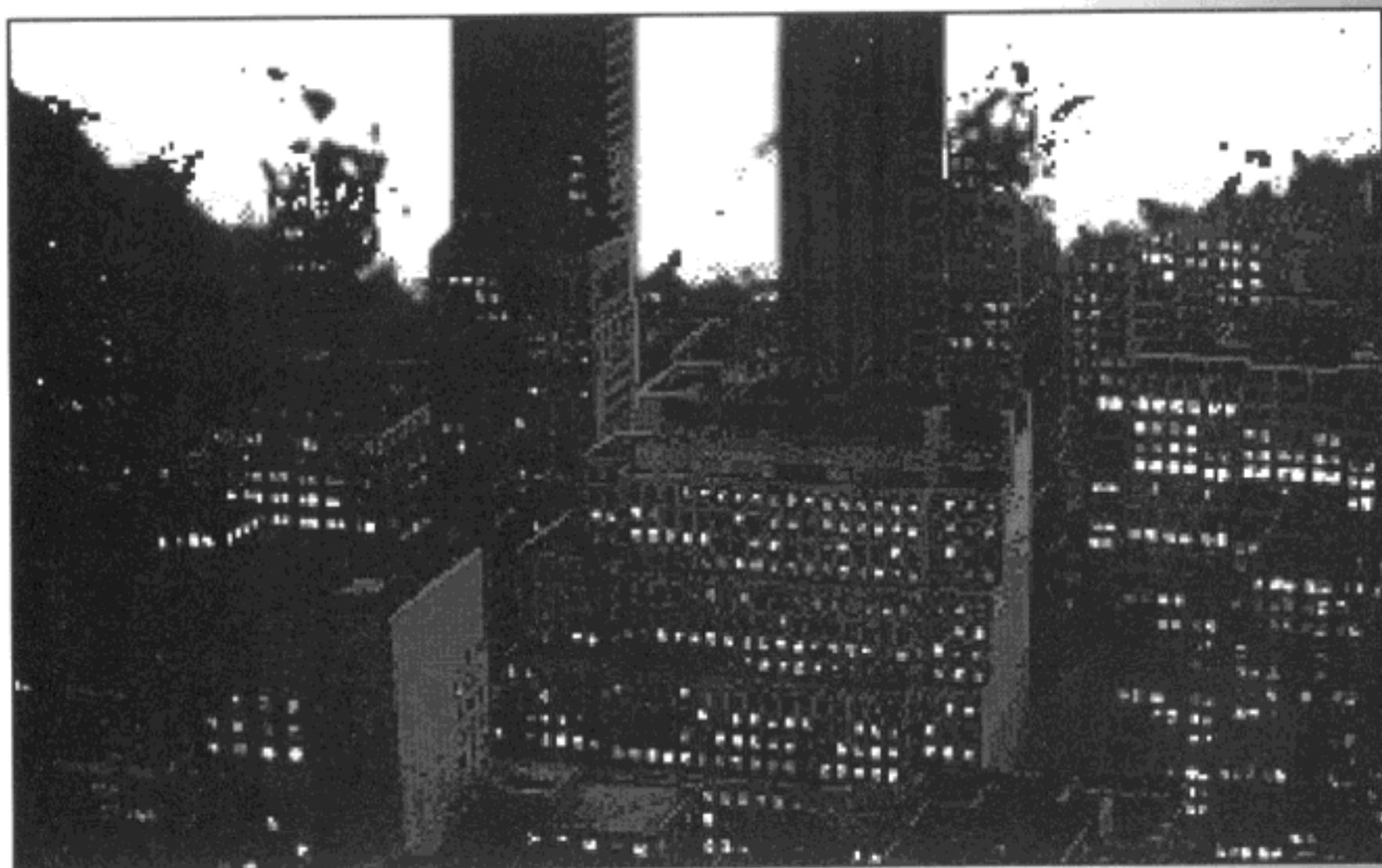
'+' key:
Increases the wattage output of the V-Tec PPC in steps of 50 watts or selects more powerful grenade type.

'-' key:
Decreases the wattage output of the V-Tec PPC in steps of 50 watts or selects less powerful grenade type.

TAB key or ESC:
Setup Menu

Main Menu

Setup Menu

Appendix B: Menus

MAIN MENU

New Game:
Allows you to start a new game.

Load Game:
Loads previously saved games.

Setup:
Loads Setup Menu.

Easy/Normal/Hard:
Picks level of difficulty.

SETUP MENU

Load Game/Save Game/Delete Game:
Load, Save or Delete Games on Hard Disk.

Lights On:
Toggles between a uniform light level and calculating between independent light sources and shadows.

Floors On:
Fills only the floor with bit mapped images.

Floors & Ceilings On:
Fills both the floor and ceiling with bit mapped images.

Floors & Ceiling Off:
Increases speed of play on slower machines by limiting graphics on floor and ceiling.

Music On:
Toggles between music on or off. Choose level by clicking on volume boxes. (100%=far right)

Sound On:
Toggles between sound effects on or off. Choose level by clicking on volume boxes. (100%=far right)

Note: Certain Sound Cards only allow you to change Music volume, not Sound Effects volume.

Keyboard:

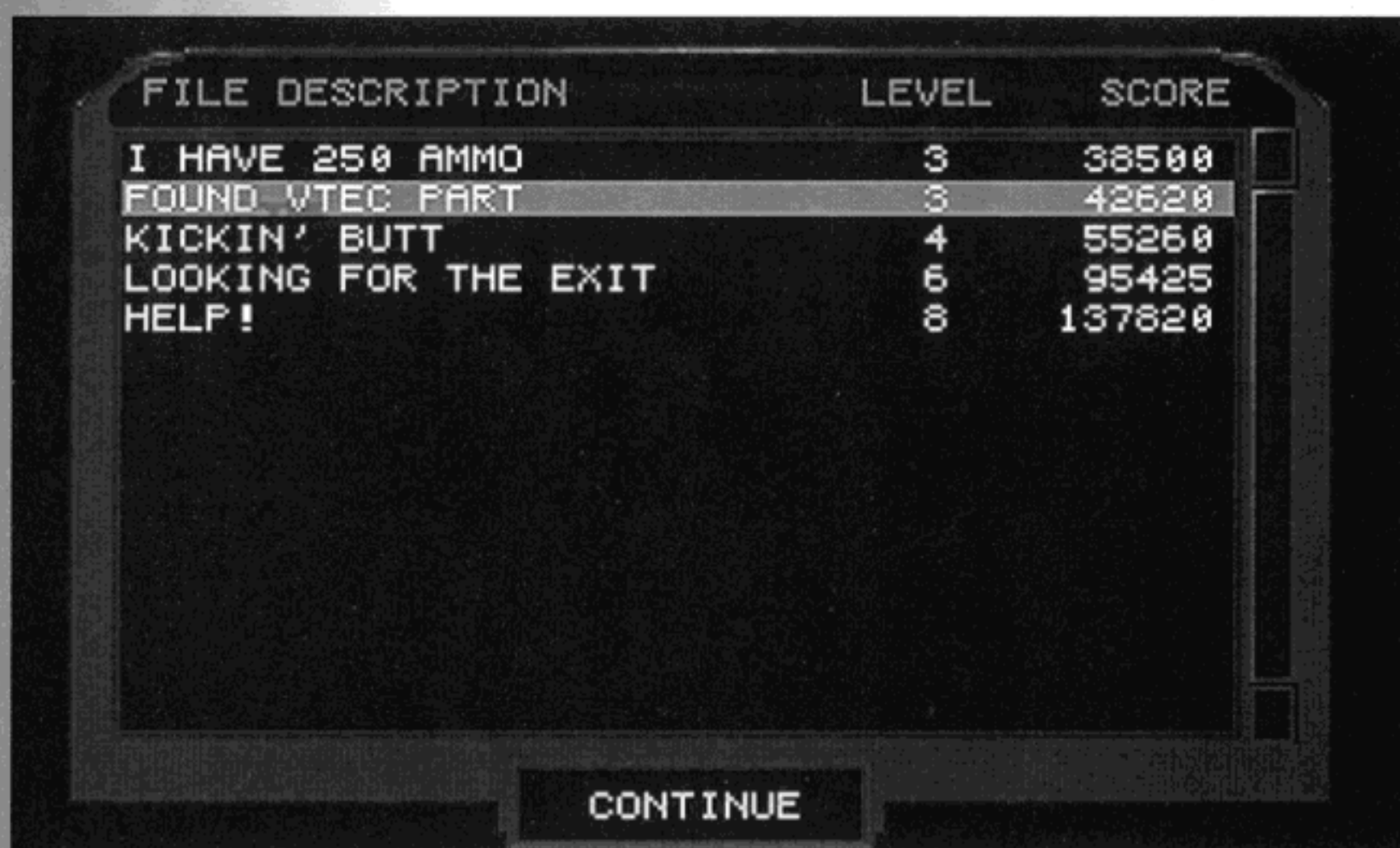Selects the keyboard as the primary interface for play.

Mouse:

Selects the mouse as the primary interface for play.

Joystick:

Selects the joystick as the primary interface for play.

Detail Level:

Allows player to pick the depth to which images are rendered. The less depth there is, the faster the game play will be.

```
 FILE DESCRIPTION          LEVEL     SCORE

 I HAVE 250 AMMO             3       38500
 FOUND VTEC PART             3       42620
 KICKIN' BUTT                4       55260
 LOOKING FOR THE EXIT        6       95425
 HELP!                       8      137820




                    CONTINUE
```

Load/Save Menu

Note: From the save game screen you can overwrite files by clicking on the description of the file you wish to overwrite or select "NEW FILE" to create a new file on your hard drive.

Technical Support

(MS-DOS version)

If you receive an error message when playing or installing a Bethesda Softworks game, the following explanations may be useful in determining the problem.

Data Error Reading Drive A or B

This means you have a bad disk. (See Replacement Disks, page 37).

General Failure Reading Drive A or B

This could indicate you are trying to read high density disks with an incompatible low density drive.

You Need 585K/2M of Free Conventional/EMS Memory

There is not enough memory to successfully run the program. You may need to boot your system with a Boot Floppy. (See "Make Boot Floppy" instructions on the Install Utility.)

Install Error: # File:

This means you have a bad disk with certain damaged files (See Replacement Diskettes, page 37.)

Sound/Music Error: Driver Not Set to Default

The IO address, IRQ, and DMA settings on your sound card are not set to the default setting. Determine the existing settings using your sound card's software and then change them using the Install Utility "Configure Game" options under "Change Sound & Music Default".

If your Mouse does not work...

If your mouse is not responding in the game, there is a good chance that your mouse driver did not load properly. Go to your mouse directory, type "Mouse", then go back and start the game.

MEMORY REQUIREMENTS

This program requires a certain amount of memory (RAM) in order to work properly. If you are encountering difficulties and want to see how much memory is available through MS-DOS, type MEM. If the "largest executable program size" line is below 599,040 bytes (585K), please use the"Make Boot Floppy" option in the Install Utility

This game also requires you have expanded memory (EMS). If the MEM command does not indicate 2097152 Bytes (2MB) of available EMS, use the Make Boot Floppy option.

BOOT FLOPPY INSTRUCTIONS

If you do not have enough available RAM or EMS memory, the easiest way to overcome these problem(s) is to make a boot floppy using the Install Utility. The boot floppy will boot your computer allocating the proper amount of memory and start the game automatically.

TROUBLE-SHOOTING TIPS

Quite often software is affected by hardware incompatibilities. If you have created a boot floppy and booted your system with it and still have problems, the first thing to check is your sound card(s) The following are some trouble-shooting recommendations:

- Boot your system with the boot floppy you created.

- Reinstall the game.

- If you still experience problems, try disabling the sound card from the install utility (select "No Sound" when asked to select a sound and music card). If the game works, you have isolated the problem.

Make sure your sound card is one of those listed as supported by the game. Sound cards that advertise "_____ compatible" often are not 100% compatible and cause problems. Try reinstalling the software that came with your sound card. If

it still does not work, contact the sound card manufacturer's technical support department.

AUTOMATED TECH SUPPORT (ATS)

In our continuing effort to serve you efficiently, Bethesda is in the process of completing an automated voice telephone system that will allow callers 24 hour access to technical support information. This system can be used after hours when technical support staff are not available as well as for quick answers to frequently asked questions during normal business hours. You will need a touch tone phone to use this service. The telephone number for ATS will be (301) 963-2002.

Estimated time of completion is January 1994.

BULLETIN BOARDS (BBS)

Bethesda maintains its own 24 hour BBS and is on five commercial online services. For more information, refer to page *iii* in this manual.

REPLACEMENT DISKS

All registered users may send a defective disk to our Customer Service department for free replacement within the first 90 days (please include your sales receipt). Thereafter, there is a $10.00 fee for this service. Please include a note explaining your problem.

ORDERS

Orders for software, hint books, or hardware can be sent via mail, fax, or you can call (800) 677-0700. This is an order only line and is not connected to customer service or technical support personnel.

CONTACTING BETHESDA SOFTWORKS

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Gaithersburg, MD 20898-7877
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