

MUSIC IS THE WEAPON

FEATURING

GEORGE STRAIN

(((IN STEREO)))

REVOLUTION

THE #1
ARCADE
SMASH
COMES
HOME!



MIDWAY
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COLLINS MANAGEMENT, INC.

**INSTRUCTION
MANUAL**

AKKlaim
entertainment, inc.

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SO HERE'S THE SCOOP...

Something devastating is about to happen: the world is about to be unified under one oppressive governing body - The New Order Nation - a corrupt alliance of government and big business, set on crushing today's youth and destroying anything that's at all fun. It's a gruesome regime, held under the iron rule of Headmistress Helga, a vicious vamp whose obvious attractions are truly fatal, and enforced by battalions of evil, leather-clad troops.

As the story unfolds, you learn that America's premier rock band, Aerosmith, has been abducted from the hottest club in Los Angeles, Club X, by NON forces, and that this is just the beginning! Their message is clear: the party's over. It's now up to you. You're the only one who can stop the destruction; and music is your weapon!

Surrounded by enemy helicopters and armored personnel carriers brimming with psychotic New Order storm troopers wielding some really wicked weaponry, it's gonna take a lot of shooting to fight your way out of this one.

Take aim with your sonic assault weapon - the auto-load multi-CD launcher - and blast the @#!* out of these treacherous tyrants to restore life as we know it.

It's a roller-coaster ride through some extremely tough scenarios as you uncover what's really going on at the Evergreen Chemical Company in the heart of the Amazon Jungle, battle to stop the bus that's taking people to Brainwash Central to reorient them for the new society, and conquer KemmiTech where they're making mind-altering drugs. All must be destroyed before you can find Aerosmith and help to set them free for a celebratory concert at London's Wembley Stadium.

There are hidden obstacles at every turn. Skeletons in every closet. Whatever you do, don't give up.

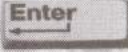

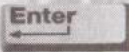
GET READY TO ROCK

System Requirements

- 486DX2/66 MHz PC
- 8MB of RAM, double-speed CD-ROM drive
- 4 MB hard disk space
- VGA graphics card
- DOS 5.0 or greater (Windows 95 compatible)
- Mouse or gamepad recommended

NOTE: This game is played from the hard drive, but you must have the **REVOLUTION X™** CD in your CD-ROM drive or the game will not run.

INSTALLING REVOLUTION X™

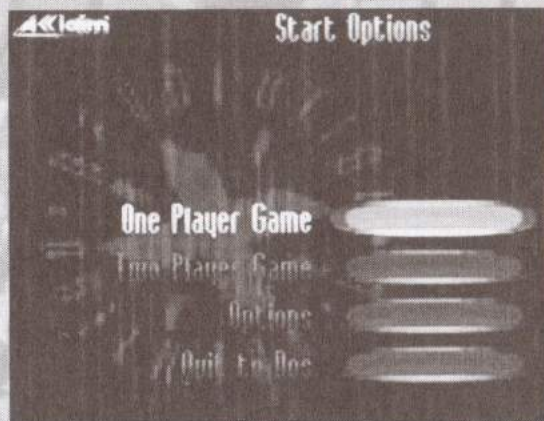
1. Turn on your computer. Insert the REVOLUTION X™ CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. At the DOS prompt (C:\>), type the letter corresponding to the CD-ROM drive on your computer (most are either D or E) followed by a colon (:), then press .
3. At the D:\> or E:\> prompt, type INSTALL then press .
4. The REVOLUTION X™ Installation Program will run. Follow the on-screen prompts to install REVOLUTION X™ to your hard disk drive.
5. To run REVOLUTION X™ once it is installed on your hard disk, ensure that you are in the REVOLUTION X™ directory, then type 'RX' and press  at the 'C:\ACCLAIM\RX>' prompt. You should then see the Title Screen.



If you experience any difficulty installing REVOLUTION X™, please consult the Technical Supplement included with your game.

START OPTIONS

Press ENTER at the title screen. You will come to the Start Options screen, where you can either begin playing a one or two player game, set game Options prior to play, or Quit to DOS. Highlight your choice and press ENTER.



OPTIONS

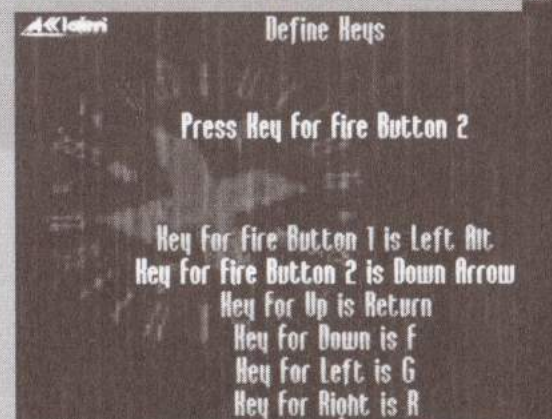
Revolution X™ has a bunch of cool options which allow you to set your game just the way you want it. Press up or down direction keys/ buttons to highlight an option, and left or right to toggle through the settings. Some options include slide buttons. Left is the minimal setting and towards the right is the maximum. Use your directional controls to slide the button to the desired setting. When you're happy with your settings, highlight Previous Menu (ESC) and press ENTER to back through screens until you return to the main menu, where you can begin play by selecting a One or Two Player game.

Note: You can also access these options during the game by pressing the ESC key to pause the game and choosing Options.

Player 1 Controls

Choose Player 1 or Player 2 Controls to select your input device and to redefine keys if using a keyboard. You can choose between Mouse, Keyboard, Joystick, Gamepad, Define Keys and Previous Menu.

Defining keys: To redefine keyboard controls, select Define keys and follow the on-screen prompts. After defining all control keys (in order), you will be prompted to press any key to continue. Doing so will return you to the previous menu. If you wish to skip past any control key, press the ESC key.



Player 2 Controls

See Player 1 Controls. Note that in a two player game, one player must use either a keyboard or a mouse. You cannot use multiple gamepads or joysticks.

Joystick Calibration

If using a flight-style joystick, you must calibrate it to ensure proper directional control. Follow on-screen prompts to do so.

Music Volume

Adjust the blazing Aerosmith soundtrack volume to suit your style.

SFX Volume

Adjust the volume of the crunching sound effects to suit your style.

Difficulty

Choose between Easy, Medium and Hard skill levels.

Previous Menu

Returns you to the previous menu screen.

GAME FEATURES

The objective is pretty simple: shoot everything in sight, free all captives and don't get wasted in the process. You score extra points for the amount of destruction you do, so shoot freely.

Throughout the game blast every box in sight, as well as background objects to open them and reveal their contents. Fire again to collect what's inside.

Shoot CDs at windows, doors and signs and you'll find innumerable hidden areas.

DEFAULT CONTROLS

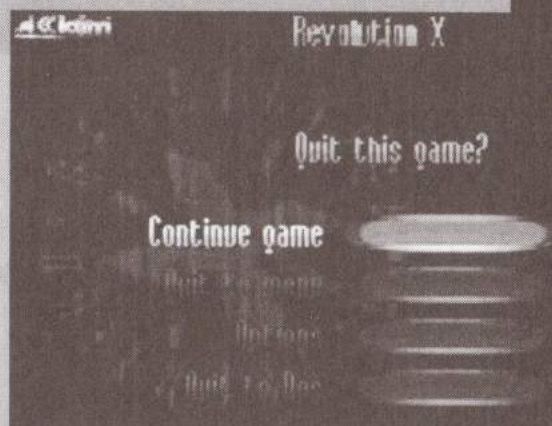
Revolution X™ is for up to two players and supports mouse, keyboard, 2 Button and 4 Button joysticks. Below are default controls. Keyboard controls can be reconfigured by selecting Control Configuration in the Options menu. Player One's default setting is Mouse Control. Player Two's default set up is on the keyboard.

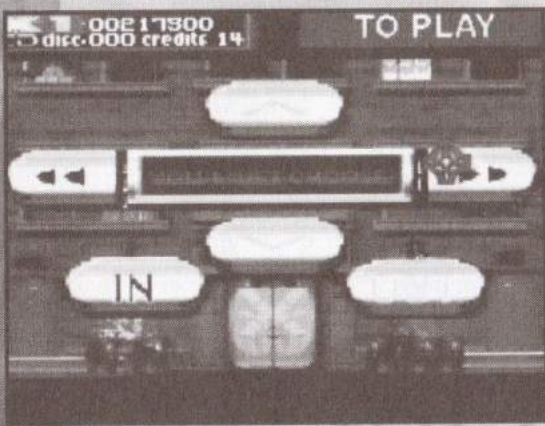
DEFAULT CONTROLS					
	PLAYER 1 KEYBOARD	PLAYER 2 KEYBOARD	MOUSE	2 BUTTON JOYSTICK	4 BUTTON JOYSTICK
Fire Machine Gun	Left CTRL key	END key	Click LEFT	1 Button	Red Button
Fire CDs	Left ALT key	PAGE DOWN key	Click RIGHT	2 Button	Blue Button
Move Gunsight	Cursor arrow keys	Keypad Direction Arrows	Move Mouse	D-PAD	D-PAD
	UP	Keypad 8			
	DOWN	Keypad 2			
	LEFT	Keypad 4			
	RIGHT	Keypad 6			
DIAGONAL Press both direction keys the diagonal lies between					

Pause / resume game=P key

PAUSE OPTIONS

To access the pause options at any time during a game, press the ESC key. The Pause Options screen will appear. You may choose to Continue (resume the game where you paused), set game Options by returning to the main options menu, Quit the current game and return to the main menu or Quit to Dos. Highlight your choice and press ENTER.





At various points in the game you'll be given the chance to change directions. Fire your weapon in the direction you want to go.



Energy Meters

Your energy level appears as a bar in the bottom left (Player One) or bottom right (Player Two) of the screen. Not surprisingly, every time you get hit, your energy level drops. When it's completely empty, you'll lose your life.

CD Counter

It's impossible to have too many CDs. The counter at the top left (Player One) or top right (Player Two) of the screen tracks how many you've got left.

Score

Each player's current score appears above their CD counter. At the end of each level, a special screen gives you a break down of your score and any bonuses you've earned.

PICKUPS

There are a bunch of pickups in Revolution X™ to help you thrash the New Order. Pick them up by firing at them once they've been revealed.



Silver CDs

Worth 3 CDs.



Gold CDs

Worth 10 CDs.



Super Gun

Each Super Gun hit does the damage of five regular bullets.



Laserdiscs

Cause more damage than a standard CD.



Shield

Protects you for 35 hits.



Skull Bomb

The most awesome weapon in your arsenal. Wastes all enemies on screen and even totals New Order vehicles.



Wheat Grass Shakes

Guaranteed to give you plenty of pep - down a couple of these and watch your energy meter rise.

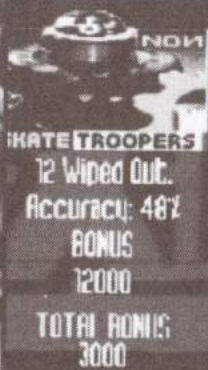


Wings

To really rule at Revolution X™ and make a ton of bonus points in the process, you've got to earn your wings - all five of them. Wings are awarded when you find and free a member of Aerosmith.

CONTINUES

When your Energy Meter is empty, your life is over. Depending on your Difficulty setting, you will have either 10, 15 or 20 chances in which to free Aerosmith. If you wish to continue, press your Fire Machine Gun key/button. You will then start play from the point at which you lost your last life.



KATE TROOPERS
12 Wiped Out.
Accuracy: 48%
BONUS
12000
TOTAL BONUS:
3000

PRESS START
To Join The
Revolution!

SCORING

At the end of each level you hack the New Order database to find out how much damage you've managed to inflict. The scoring screen gives you a tally of all your points and bonuses, as well as accuracy percentages. Points are awarded

for wasting enemies, finding hidden objects, freeing captives and destroying things. And of course, the biggest bonuses are given for freeing Aerosmith to rock again.

LEVELS

There's a huge amount to do before you can free the band and loosen the stranglehold of the New Order. Their tactics are treacherous. They have infiltrated every corner of the globe. They're running Teen Re-orientation camps in the Middle East. They're dosing natives with mind control drugs, then commandeering them as guards. They're armed to the teeth and their strength in numbers is terrifying. Worse still, they're under the thumb of Headmistress Helga - whose evil knows no bounds.

It's up to you to keep the rebellion alive. It's a tough job, but someone's got to do it. And if you can beat these butt heads, you'll get an outrageous bonus.

LOS ANGELES, CLUB X

It's almost show time at Club X. The band is getting ready to go on-stage. Security are waiting to open the doors. The excitement is building, when suddenly, out of nowhere, you hear the ominous whir of an assault helicopter. Tension rises and excitement mounts.

In no time at all they've taken over. The New Order, dedicated to stopping fun in all forms, has seized power.

Watch out for the enemy transporter—it's tough to stop it. Once you're inside the club, check out the bathroom - it's full of surprises. The lobby is swarming with NON droogs. Try to make your way into the bar and free the girls.

Aerosmith are ready to rock, but the New Order are trying to cancel the show. You've got to fight back with everything you've got. The backstage scene is brutal.



HELICOPTER JOYRIDE



The New Order have succeeded in capturing Aerosmith. Your task is to hijack a NON helicopter and take off in search of the band's car, with an enemy chopper in hot pursuit. Load up on pickups wherever you can — you'll need them to exterminate the troops that are following you.

WHERE YOU GO FROM HERE IS UP TO YOU...

Once you've destroyed the chopper and found Aerosmith's car, you have to decide where to take the fight next. There are three different scenarios. You need to master all of them in order to help save the world from eternal misery.



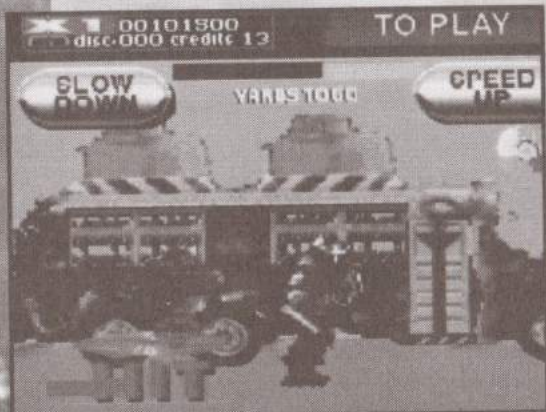
AMAZON JUNGLE

Deep in the heart of the Amazon jungle, working under the cover of the Evergreen Chemical Company, the New Order are putting mind control chemicals in the world's food supply. They've already turned the once-peaceful natives into crazed killers. You've got to fight your way inside the factory, where you can expect an explosive reception.



Explore your surroundings thoroughly and keep your eyes open for captives. And if you come across a gibbering, giant green skull, just keep shooting.

MIDDLE EAST



By now you'll have realized that the New Order Nation will go to any lengths to retain their tenuous grip on power, even if this means mass brain-washing the youth of today. Stop the Express Bus that ferries kids to Brainwash Central, the Teen Re-orientation camp where they turn them into senseless drones, willing to execute others on command.

First, free as many captives as you can. Then blast the bus back to the stone age. En route, try to solve the riddle of the Sphinx.

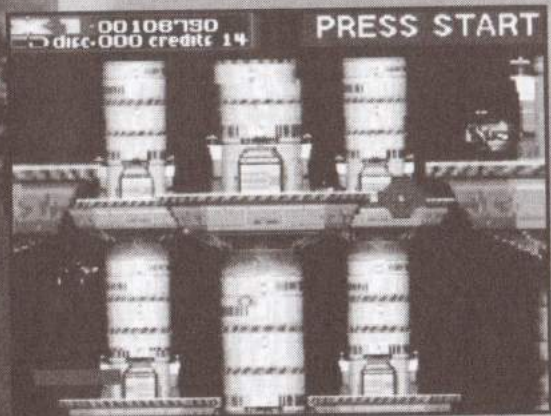
To speed up or slow down, shoot at the buttons on the top left and right of the screen.

PACIFIC RIM

KemmiTech is yet another front for the NON. This warehouse facility on an island out on the Pacific Rim is where their mind-altering chemicals are manufactured and stored. It's crawling with ninjas and yellow jackets, so don't let up on the trigger. You need to find your way around the warehouse, keeping an eye out for hidden advantages.

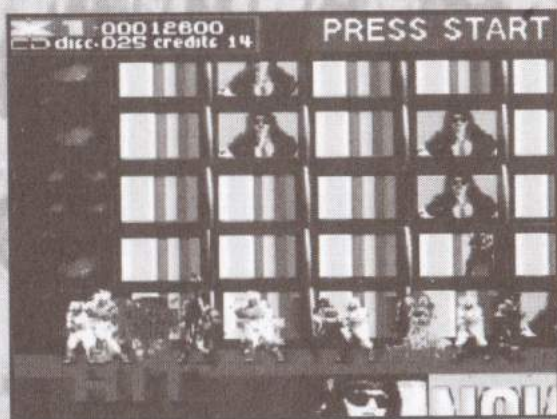


Once you've cleared the place, it's time to visit the executive suites. When you get there, you'll find that the head honcho is a really nasty piece of work. By the time he's done morphing into an even nastier version of himself, complete with some pretty fearsome weaponry, you'll be wishing you were back in Kansas!



WEMBLEY STADIUM

Finally! You've beaten them at their own game. Aerosmith is free. Now it's time to celebrate with a sold-out concert at London's Wembley Stadium. But not just yet... Your task is to shoot down the on-stage video monitors to get to Headmistress Helga, who's lurking behind them in the hopes of salvaging her miserable life and the New Order Nation. Now it's time to go one-on-one and find out what she's really made of (and it ain't pretty). All your fighting skills will be needed for this last brutal battle. Dig deep. Rally one more time and the pay-off will be handsome —the party of a lifetime!



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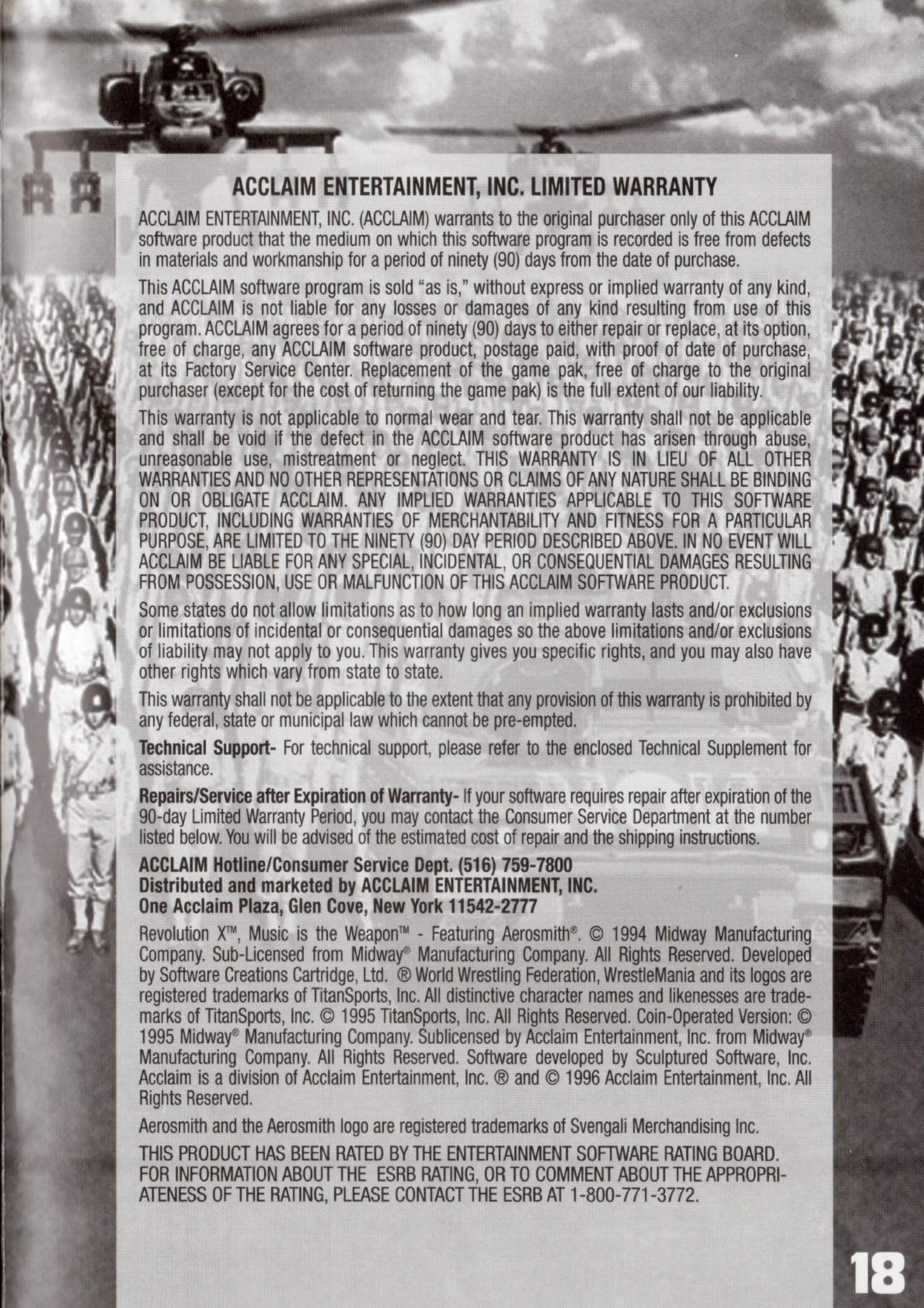
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