# PO'ed

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# GAME SETUP



CD-drawer

Control Port

CD-drawer open/close button

Power Switch

1. Set up your 3DO Interactive Multiplayer and plug your controller or CH Products Flightstick into the control port.
2. Turn the Multiplayer ON.
3. Open the CD-drawer according to instructions for the Multiplayer.
4. Insert game CD into the drawer, label-side up.
5. Close the CD-drawer.
6. Follow directions as displayed on your TV.

# PROLOGUE

Call me PO'ed.

The ship rocked violently as though we had been tossed into a tornado. Emergency lights were flickering on and off while the red alert sounded. Things were getting crazy. My soufflé was ruined for sure.

*"What the hell is going on?"*

Rocky came staggering into my kitchen with his hand pressed against his head. I could see some bleeding; he didn't seem to notice.

*"Something big is going on, Ox,"* he said. *"We received a transmission from Zeta sector, and the next thing we knew. . . it was unbelievable, like something ripped a big hole in space and sucked us in . We're being pulled through and there's nothing we can do about it. Hey, that soufflé smells pretty good!"* *"Thanks"*, I muttered as I looked for something to hold on to. I could see fear in Rocky's eyes, something I hadn't seen since our raid on the Drago system when we lost Apollo squadron. The crew of the U.S.S. Pompous was the best space marine squad in the Union, and we were in a lot of danger if Rocky was this spooked. Then, as suddenly as it all began, the ship stopped. Rocky fainted.

*"Captain, I need an update!"* I shouted into the intercom. These guys liked the shouting. It got their appetites going. *"Ox,"* blurted his voice from the intercom speaker, *"you'd better put dinner on the backburner because it looks like we're gonna be working late tonight. Radar shows we've got ships approaching, and they look like they want to board us. Lock down and secure yourself in the kitchen; we're gonna be starving when we're done with them. And send Rocky back up here. We're gonna need him. Captain out."*

Following orders, I pushed Rocky out of the kitchen and locked the door. Safe. My kitchen was my castle and no one got in there unless I said so. But I wanted to see what was going on, so I turned on my monitor to view the ship's tactical. Oh boy.

What I saw was ninety, or maybe a hundred aliens boarding the ship, and these things were ugly! Our Baker's Dozen squad had faced worse, but I had a bad feeling about this one. One by one, I saw our guys go down . . . Cobra, Arnold, Clubber . . . they dropped like flies. The worst part? We only got two of the uglies.

Moments passed and things finally fell silent as the red alert alarm switched off. I heard some banging on the kitchen door but not much more. Nothing got in there unless I said so, I reassured myself. Suddenly, the ship lurched. We were being towed.
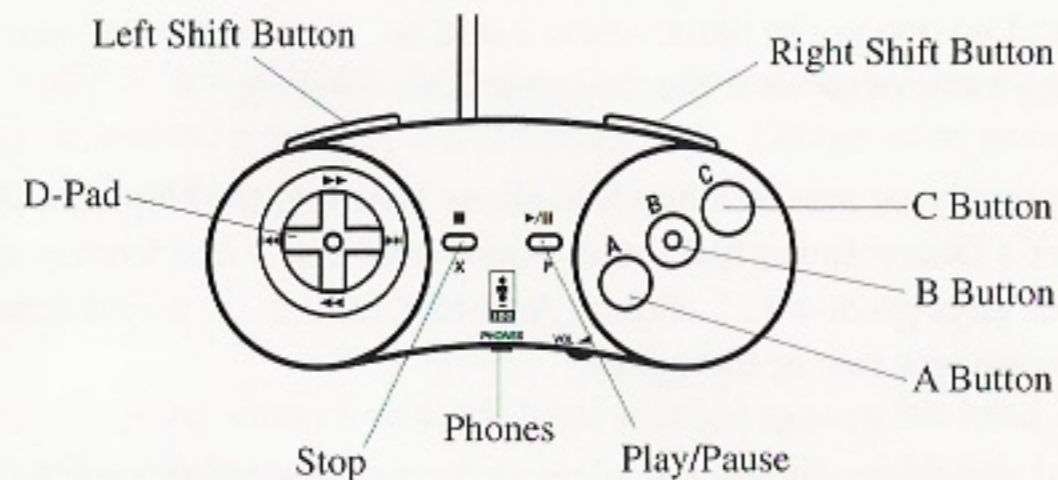
It seemed like hours before anything changed, but finally we came to a stop. I switched my monitor to the event status program which gave me more bad news. It looked like the battle on the Pompous caused some pretty extensive damage to the ship. How would I get back home? But still, I was alone on a broken ship with no crew in an unknown part of the galaxy. I was angry.

At that moment, the door to my kitchen blew open, and this butthead of a monster charged through. Instinctively, I picked up my frying pan and tenderized its butt (or its head?) into a bloody pulp. My castle had been invaded, but I wasn't going to give up. I've got my frying pan to protect me. Look at my soufflé . . . flattened by a walking butt. I'm not angry.
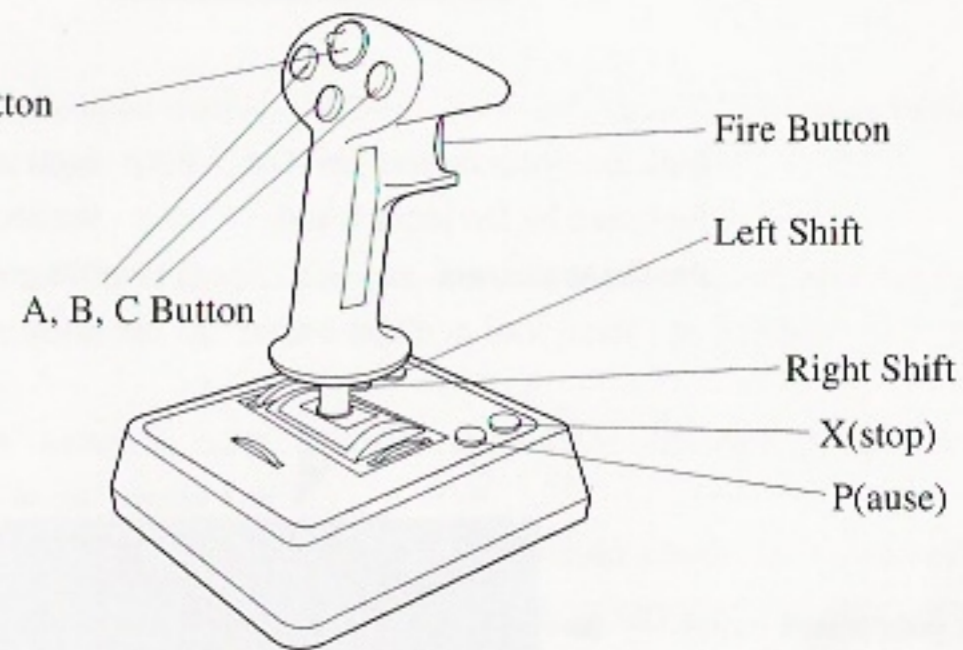
I'm PO'ed.

## CONTROLS

Left Shift Button

Right Shift Button

D-Pad

C Button

B Button

A Button

Phones

Stop

Play/Pause

|  | Normal | Combo, C Botton + | 3D Map Mode | |
|---|---|---|---|---|
| D-Pad Up | Move forward | Look down, (or cancel look up) | D-Pad Up | Rotate view up |
| D-Pad Down | Move backward | Look up, (or cancel look down) | D-Pad Down | Rotate view down |
| D-Pad Left | Rotate left | | D-Pad Left | Rotate view left |
| D-Pad Right | Rotate right | | D-Pad Right | Rotate view right |
| A | Foot -Jump | Open door, flip switch | A | Darken |
| | Jetpack -Hold=ascend | | B | Reset to default brightness |
| | -Release=hover | | C | Lighten |
| | -Tap=descend | | Left Shift | Zoom out |
| B | Fire | | Right Shift | Zoom in |
| C | Combo button | Weapons menu (tap C twice) | X(stop) | Return to game |
| | | (Use shiftkeys to select, | P(ause) | Default view |
| | | press C again when done) | | |
| | | | **Missile-cam** | |
| Left Shift | Sidestep left | Backflip | D-Pad Up | Turn down |
| Right Shift | Sidestep right | Toggle Foot/Jetpack | D-Pad Down | Turn up |
| P(ause) | Pause/Save game | | D-Pad Left | Turn left |
| X(stop) | Toggle Normal/Turbo | 3D Map mode | D-Pad Right | Turn right |
| | | | Left Shift | Roll left |
| | | | Right Shift | Roll right |
| | | | B | Detonate missile |

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## FlightstickControls

Hat(Four-Way) Button

Fire Button

Left Shift

A, B, C Button

Right Shift

X(stop)

P(ause)

| **Flightstick Directions** | | **Weapon Selection** | |
|---|---|---|---|
| Up | Move forward | Everything same as Foot/Jetpack mode, except: | |
| Down | Move backward | A | Select weapon |
| Left | Rotate left | Hat Left | Scroll left through weapons icons |
| Right | Rotate right | Hat Right | Scroll right through weapons icons |
| **Hat** | | | |
| Up | Look down (or cancel look up) | **Flightstick Mapmode** | |
| Down | Look up (or cancel look down) | Flightstick directions | Same as D-pad |
| Left: | Sidestep left | Buttons A,B,C | Same as D-pad |
| Right | Sidestep right | Hat Left | Zoom out |
| **Fire** | Fire weapon | Hat Right | Zoom in |
| A | Weapons menu | Hat Up | Default view |
| B | Toggle Foot/Jetpack | Right Shift | Return to game |
| C | Combo button | | |
| Left Shift | Toggle Normal/Turbo | **Flightstick Missile-cam** | |
| Right Shift | Jump or jetpack thrust | Flightstick directions | Same as D-pad |
| Play | Pause/Save game | Hat Left | Roll left |
| C+Left Shift | Backflip | Hat Right | Roll right |
| C+Right Shift | 3D map mode | Fire | Detonate missile |
| C+Fire | Flip switch | | |

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Indicates your current level of fuel used by the jetpack and the flame thrower.

Indicates your current level of health. The shorter the bar, the less life you have! Longer is better!

Indicates your travel mode (either jetpack or foot). The jetpack icon displays varying levels of thrust to indicate whether you are ascending, hovering, or descending. The foot icon indicates that you are traveling on foot.
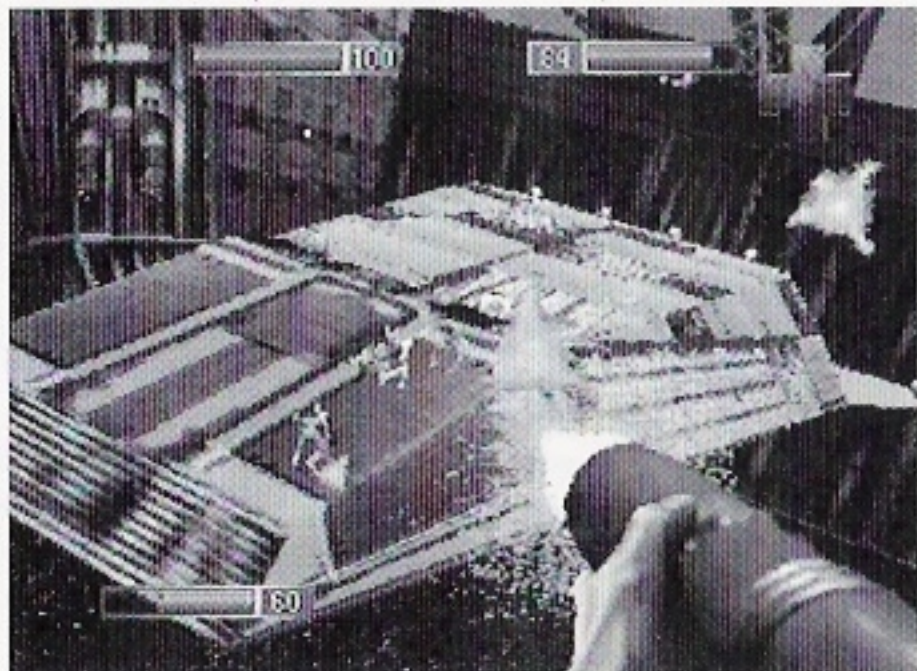
Indicates how much ammo remains in your current weapon.

Displays your current weapon.

You have two ways to travel around the alien worlds of PO'ed: Foot and Jetpack. To toggle between the two modes, press the "C" button plus the Right Shift key.

**Foot**: This is your basic travel mode. You can change your foot speed between normal and **TURBO** modes by pressing the "X" button while in foot mode. In addition, foot mode gives you two action moves:

– **Jump**: Press the "A" button to jump. Use this action while moving to jump over things or while standing still to avoid enemy fire.

– **Backflip**: Press the "C" button plus the Left Shift key to do a backflip with a half twist. This move turns you around 180 degrees quickly to confront cowards that attack you from behind. Bruce Lee would have been proud!

**Jetpack**: Once you strap on your jetpack, you can take to the skies! You can change your jetpack speed between normal and **TURBO** modes by pressing the "X" button while in jetpack mode. To use the jetpack, use the following keys while in Jetpack mode:

– To **ascend**, press and hold "A"

– To **hover**, release "A" after ascending

– To **descend**, tap "A" after hovering

The Jetpack uses petroleum as its fuel source, so you must find petroleum power-ups. The jetpack can only climb so high. Some levels extend beyond this height, so you'll need to find another way to the top!
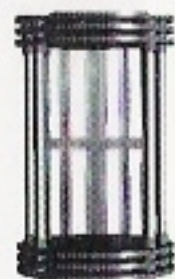
**Teleporter**: Find this device and teleport to the next level! However, the teleporter must be active; it must be in its "fluxing" mode. If you find a static teleporter, then you still need to do something or find something in the level to activate it.

## WEAPONS

**Frying pan**: As your most trusted friend, the frying pan is your hand-to-hand weapon when you have run out of ammo and energy. Damage is light, but goes to heavy as your health drops. After all, you're getting PO'ed!

**Butcher Knife**: The knife is another good weapon when ammo and energy are at a minimum. Up close, you can chop enemies with the knife. If a monster is further away, you can throw the knife. Damage is light, but like the frying pan, goes to heavy as your health drops.

**Drill**: Also an up-close weapon, the drill is a power tool. Give it a try... you won't be disappointed! Damage is heavy.

**BFD90**: This weapon fries your enemy with a high-energy laser bolt. Monsters can't avoid its beam when accurately aimed. Damage is medium.

**Flame Thrower**: The flame thrower spews forth flaming petroleum. It is an ideal choice for barbecuing hordes of monsters at once. Damage is medium.
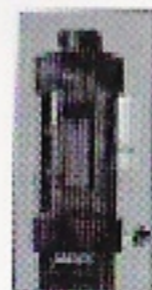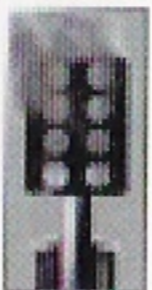
**Wailer**: A rapid-firing Gatling gun, the Wailer is an effective air combat weapon. Its tracer bullets travel at high speeds, but its spread over long distances limits its usefulness. Damage is medium.

**Rocket Launcher**: The rocket launcher has long-range capability and its explosions have an "area" effect...you don't need to actually hit the enemy to hurt it. But be careful! If a rocket explodes close to you, it'll hurt you too! Damage is heavy.

**Pulse Gun**: Your best weapon. The pulse gun fires a high-energy plasma stream, inflicting a world of pain on whatever it hits. 'Nuff said!

**Meat Seeker**: Christened ages ago by the military for its ability to ricochet off walls, this weapon fires "meat balls" that only detonate when they contact flesh. Keep in mind that you, the player, count as flesh!

**Missile-cam**: A multiple-warhead missile with a special trait... you can steer it! Take the point of view from the nose of the missile when launched and seek out your target first hand... lots of pyrotechnics on impact!

## MONSTERS

**Butthead**: The ugliest of creatures and the one who flattened your soufflé. Butthead smells bad and shoots worse! Go kick some butt!

**Ralph**: Man's best friend... not! Kicked one too many times, this red dog gets wild for blood. Ralph is quick, hard to hit and travels in packs.

**Amazon**: This lovely sweetheart is double-trouble. With double-barreled arms, all she wants to do is shoot!

**Blob**: Mean and green, the Blob has split personalities that will just kill you! Shoot it and it splits into two. Run from it and it'll slime you. What do you do?

**Arnie**: This guy rocks! A muscle-bound troll who wants to get you stoned! Arnie digs down deep to grab a fistful of rocks and hurls them at you in a wide spread. Dangerous at long range, and brutal up close.

**Turbo**: A quick and dirty flying robot, Turbo is an ace dogfighter. Sometimes, he'll taunt you by bumping into you before letting loose with his twin cannons. Other times, he'll just let loose. Either way, you're in for something nasty!

**Incubus**: The Incubus is the natural antidote to your jetpack. This bat-like creature can take to the air and dogfight with the best of them. Its small body makes it hard to hit, and its firepower is deadly.

**Bow**: Bow is a little rover that is part robot, part Volkswagon, and all PO'ed! All revved up and ready to shoot you!

**Claw**: Another flying monster, but Claw is more direct. Instead of twisting and turning in the sky, Claw flies straight at you for a deadly game of chicken.

**Cyclops**: Feel like you're being watched? Don't wait around too long... if Cyclops gets too close, you'll be in for a big bang! A floating eye with a jagged shell, this air-mine is a danger in any airspace.

**Torque**: Torque is small but fast, and if you aren't careful, it'll get under you to do lots of damage. Keep at a distance or it'll throw you for a loop.

**Demon**: The first thing you'll notice about Demon is his eyes... because the rest of him is invisible! If you are lucky enough to damage him, Demon will start to reveal his true colors and become more visible.

**Manta**: A devilish red creature that cruises the skies, Manta doesn't talk much. Instead, he shoots off his jaws at you... literally! Just when you thought it was safe to take to the skies again!

**Max**: Max doesn't transform into anything, but he doesn't need to ! A giant human-shaped mechanoid, Max roams the world like the king of the Jungle. Take him head on, though, and you may just change his disposition.

**Gun Turret**: Well, not really a monster, but dangerous nonetheless!

**Cypider**: The ultimate and final monster, Cypider is a giant arachnid that roams the final world. It is the last obstacle between you and freedom (and the end of the game!). It's extremely tough... 'Nuff said!

Find power-ups to replenish health, energy, and ammo. These items are placed in various locations throughout the alien worlds to help you make it through the day... and you will definitely need them! You can only pick up power-ups if you are at less than 100% of your capacity for the item found. For ammo, you can only pick up the ammo power-up if you possess the weapon using the ammo.

| Health | Energy | Petroleum | Missiles | Tracer Bullets | Meat Balls |
|--------|--------|-----------|----------|----------------|------------|

In addition to individual pickups, there are infinite power stations to be found. Simply come into contact with one of these stations to charge to 100%.

| Infinite Health | Infinite Energy | Infinite Petroleum |
|-----------------|-----------------|--------------------|

Your capacity for ammo and health can be extended by collecting Extender power-ups. Each Extender will increase your ammo or health capacity by 100 units.

| Ammo Extender | Health Extender |
|---------------|-----------------|

Switch Box: The standard switch box is usually used for opening doors and starting elevators, but can also serve other purposes. Be alert though, just because there's no switch box doesn't mean there isn't a door there!

### Load game

From the main menu, select the load game option. A list of the existing saved games will appear. Use the D-pad to select the game you wish to resume and press B, or press Pause to return to the main menu.

### Save game

During the game, press Pause and select the save game option from the menu. A list of the existing saved games will appear.

To **save over** or **delete** an existing game, use the D-pad to select a game from the list. Press A to save over the game, or C to delete this game.

To **save the game under a new name**, press B. Names consist of between 1 and 6 letters. After entering the new name, press A to save, or press Pause to cancel. If the name you enter already exists, you will be prompted on whether or not you wish to overwrite the existing saved game. A maximum of 8 games can be saved.

### Delete game

From the main menu, select the delete game option. A list of the existing saved games will appear. Use the D-pad to select the saved game you wish to delete and press C to delete, or press Pause to return to your previous menu.

## CLUES & HINTS

**In Combat:**
- When in foot mode, use the Jump action to avoid enemy fire.
- When in foot mode and being attacked from behind, use the Backflip to quickly turn around and face your enemies.
- To aim your weapon at a monster, line him up down the center of the screen.
- Hold B down to fire continuously.
- Flying monsters are very difficult to hit with projectile weapons, and are best engaged with the BFD90 or Wailing Gun.
- Some monsters are immune to certain weapons.

**Exploring levels:**
- Dead monsters usually have something to give you. Move over their dead bodies to gain power-ups.
- Look for unique markings or moving patterns on walls and other objects.
- Some levels change as a result of your action. Pay attention to what you've done and where you've been.
- If you are stuck, try *everything*! Jump up and down. Shoot the walls. Do something.
- If you find a teleporter to the next level before fully exploring the current level, think twice before jumping in. There may be power-ups that you'll need for the next level.

**Difficulty settings:**

|  | Easy | Medium | Hard |
|---|---|---|---|
| Monster intelligence | Dumb | So-so | Smarter than you |
| Monster toughness | Gimp | Average | One tough mo-fo |
| Auto-targeting | Generous | Normal | Normal |
| Map mode freezes game | Yes | Yes | No |
| Weapon selection suspends monster fire | Leisurely | Somewhat | Not! |
| Falling damage | Light | Medium | Heavy |
| Jetpack fuel usage | None | Partial | Full |

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