

PLAGUE



INSTRUCTION MANUAL

Step inside the mazes of the human mind to battle
a killer, in this deadly race to save mankind!

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PLAGUE STORY

Earth 2012, and a mutant computer virus, originating in Rome, has suddenly begun to plague human beings. From deep within the most sophisticated neural network computers, low-level radiation has begun manipulating the genetic codes of the unsuspecting people who stand nearby.



Laboratory View

The Virus cuts off vital neural links, sending all those it affects into a coma. People throughout Rome are infected, and only virtual surgery can save them and stop the spread of this deadly plague.

For the virtual surgeon, the human mind is represented as a virtual city, modeled after ancient Rome. Inside this cityscape, you must operate quickly to rebuild damaged neural links, before the patients die from the strain of their increased neural activity. In addition, you must avoid virus-generated monsters that could shorten the patient's life span.

Mankind's last hope rests with you and a select few virtual surgeons. Can you stop this horrible plague?

SYSTEM REQUIREMENTS:

486/66 Computer or higher, 8MB of RAM, DOS 6.0 or higher, 8MB free hard disk space, 100% compatible VESA VGA(640X480X256 colors), double-speed CD-ROM drive, mouse.

Recommended: Pentium based 90MHZ or higher PC compatible, 16 MB RAM, quad-speed CD-ROM drive, sound card, joystick

Supported Sound cards

Sound Blaster or compatible, Sound Blaster 2.01 or compatible, Sound Blaster Pro, Sound Galaxy Pro or compatible, Sound Blaster 16/16ASP, Wave Blaster or Sound Blaster AWE32, Media Vision Pro Audio Spectrum or compatible, Media Vision Pro Audio Spectrum Plus or compatible, Pro Audio Spectrum 16, Logitech SoundMan 16 or compatible, Windows Sound System, Audiotrix Pro or compatible, Advanced Gravis UltraSound, UltraSound Max or compatible.

Note: This program uses the Disk sound system for Watcom C/C++ and Dos4GW from Carlos Hasan. Questions about the library should be directed to: hbsoftware@aol.com

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SETUP

Installing Plague from DOS

Insert the Plague CD into your CD-ROM drive.

At the DOS prompt type "d:" (where "d:" is the designation of your CD-ROM drive) and press ENTER.

Type INSTALL and press ENTER.

Follow install instructions to select a CD-ROM drive, the CPU of your computer and to choose an install directory.

When the installation is complete, you will need to set the proper configuration. Go to the install hard disk and directory by typing "c:" (where "c:" is the designation of your hard disk) and pressing ENTER. Type "CD \PLAGUE" and then press ENTER. Start the setup program by typing "SETUP" and then pressing ENTER.

Follow the setup instructions to select an input device and sound card.

Enable your mouse driver.

To start the game type "PLAGUE" and then press ENTER (to skip the introduction, type "PLAY" and then press ENTER).

If you are having trouble running the game, take a look at the READ.ME file inside the Plague CD.

Installing Plague under Windows 95

From the directory of the Plague CD click on the MS DOS Install icon.

Follow the on-screen instructions until completed.

The first time you play, click on the c:/Plague/Setup MS DOS Icon and follow the instructions to optimize your system for play.

There is no program group or icon for this game. Under "My Computer", click on your hard drive "c:" and locate the Plague directory. To see the intros and play, click on the Plague.exe file. To skip the intros and play, click on the Play.exe file.

To install and play via **Windows 3.1**, please exit Windows and follow the instructions for DOS installation.

OBJECT OF THE GAME

You are joining the Virtual Surgeons, and will be operating to save virus infected patients. Your goal is to win the annual award from the Academy of Virtual Surgeons. To do so, you must gain the respect of the medical community by reaching the highest level of skill; through student, assistant, professor and finally to guru. Your job starts with registration in the medical laboratory as a student. In order to receive a promotion, you must heal an ever-increasing numbers of patients:

- 3 to become an assistant
- 6 more to become a professor
- 12 more to become a guru
- 15 more to win the right to compete for the Academy of Virtual Surgeons' annual award.

At this final level, if you save 3 more patients in a row, you'll go down in history as the saviour of mankind!

NOTE: (Be careful not to kill too many patients or you risk being removed from the surgeon register).

Before starting your mission you'll need to take a closer look at the laboratory:

First, register yourself on the Virtual Surgeon Registry. Then choose a patient from the patient list and look up their personal data to estimate the value for the operation (you can select only patients that correspond with your skill level).

If you succeed you will gain money for the operation, otherwise you'll lose the same amount of money from your personal account. (the value of the game)



Exit Door



Patients List



Surgery Capsule



Virtual Surgeon Register



Virtual Surgeon
"Hall Of Fame"



Idea's Image
Viewport

operations will only be revealed at the end of each one). This money plays an important role in your rise through the Virtual Surgeon Hall of Fame (there is a special computer for that in the laboratory).

As soon as you have selected a patient, the operation will start. You will control the main computer, which will build a virtual representation of the patient's mind. Your job is to find his or her lost ideas by navigating through a model of Rome. You can find these ideas inside the virtual city in the shape of yellow lamps, which you must collect by touching once.

When you collect an idea, you can try to solve the corresponding portion of the neural net using the special image carried with the idea. Once an idea is solved, you will have to fix up this neural net portion inside the patient's mind. To do so, find the region in the maze of the mind that matches with the computer interface.

First find the right apartment, then look for the right place to hang the lost idea you have recovered.

(Refer to page 12 for further instructions)

NOTE: When you get into an apartment, look inside the furniture, you may find useful objects to help you in your mission.

Be quick! Your time is limited and virus generated monsters are coming to shorten your patient's lifespan.

MONEY

Each time you successfully complete an operation, you will receive payment. The amount of money gained will vary depending on your skill level, the patient's financial condition and the strength of the virus infection. As a general rule, operations with higher values will contain a more powerful virus, more ideas which you must solve, less time to operate, and faster and more powerful ideas and monsters. You can estimate the difficulty of an operation by taking a look at the patient data (info button).

Penalties

Each time you kill a patient, you'll have to pay the same amount of money you would have gained had the operation been successful. There is, however, a limit for unsuccessful operations.

- 2 patients as a Student
- 6 as an Assistant
- 11 as a Professor
- 20 as a Guru

If you reach any of these levels, you will be struck from the Virtual Surgeon's register. There is also a limit for the number of patients you can kill without loss of rank.

- 5 patients as an Assistant
- 7 as a Professor
- 13 as a Guru



Idea





Audio Control



Steering Compass

JOYSTICK CONTROLS

(In the Virtual City, Laboratory and Apartments)

Button1: Shoot

Button2: Strafe mode

KEYBOARD CONTROLS:

(In the Virtual City, Laboratory and Apartments)

W: Change Screen Size

H: Change Screen Resolution

R (or keypad): Reset View

B: Toggle Brain Scanning (use this to increase speed for slow CPU)

M: Toggle Music On/Off

F: Toggle FX On/Off

P: Pause Game

TAB: Map On/Off

Arrows: Move/Rotate

Alt + Arrows: Strafe Mode

Shift + Arrows: Run

Ctrl: Shoot

ESC: Leave operation / Exit to Dos.

FUNCTION KEYS

F1: Help

F3: Go to Virtual City

F4: Go to Idea's Net

F5/F6: Shows Previous/ Next Captured Idea

F7/SPACE: Toggle Sight ON and OFF (Must be ON to shoot monsters, OFF to enter buildings.)

F8: Uses 1 unit from your direction finder

F9: Audio Volume -

F10: Audio Volume +

F11: Boss Key

MOUSE CONTROLS

In Idea's Net

- Point and click left button to connect pins on the net
- Point and click left button on slider to fine tune the Gain

Inside Map

Right Button

- Zoom in pointed area
In Virtual City, Laboratory and Apartments.

Left Button

- Move forward, backward or rotate according to direction and distance from screen centre

Right Button

- Point and move horizontally to open doors, closets and drawers
- Right click to take object and hang selected idea on red squares
- Right click to shoot (only when sight is on)



City map on/off Map



Idea's net on/off status



Virtual City on/off status



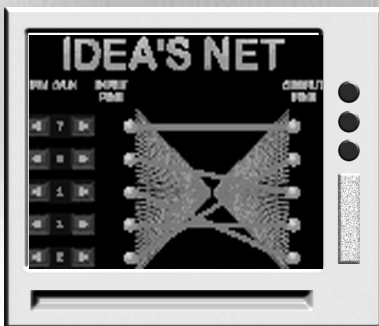
Room View

GETTING STARTED

The game starts in the laboratory where you have to register your name into the VIRTUAL SURGEON REGISTER. Point with the mouse at the computer on the right wall, and click the right mouse button.

****Note:** There are two Computer Control Panels placed in the center of the Lab. The first one, nearest to the entrance door, is called "Simulator". Here you can gain experience practicing operations without the threat of monsters. You will not gain or lose money while practicing in the "Simulator" mode.

The second Computer Control Panel, called "Main Computer", launches a complete game after you have registered yourself as a Virtual Surgeon, selected a patient and hit the Start button.



Idea's Network

Choose a patient using the computer on the left wall. Once again point with the mouse at the panel and click the right mouse button.

Select a patient in the PATIENT REGISTER and click the left mouse button on START. The selected patient will be entered into the SURGERY CAPSULE, and the operation will begin. You will now be in front of the Main Computer. The operation sequence will start automatically and the virtual city will appear.

Look for ideas, represented as yellow lamps and try to collect them. When you collect an idea you can use

the F4 key to solve it in the IDEA'S NET. Your job is to find the exact link between input and output pins of the net, and the right values for the pin gain.

Solving Ideas

You must connect the nodes until the waving image is at its brightest. Then adjust the gain numbers until the image becomes perfectly still. Once you are informed the "idea has been solved" then the picture may be placed in an available position within an apartment. HINT: where a solved idea picture may be placed can also be identified by the shape of the picture.

Point with the mouse at one of the blue spheres on the left (the input pin) and then at one on the right: an image will appear. Every change with the links will reflect on the Brightness of the image.

When you reach the best condition for Brightness, tune the gain to steady the image. Click the mouse on the arrow buttons to

change the value. The further the value is from the exact one, the more the image will waver. When you reach the correct settings, the idea is solved and the image will be bright and stable. You cannot change it again. The status for the current idea will change from red to green in the PROXIMITY STATUS WINDOW. Return to the city with the F3 key.

To shoot monsters, activate the sight using the SPACE BAR (or F7 key) and shoot an amulet with the CONTROLkey (or right mouse button).

You can activate the CITYMAP to look for ideas

(blue dots), to take care of monsters (black dots) and to find apartment doors (red dots which turn green when the image is hanged). Pay attention, each use of the map decreases a unit of your DIRECTION FINDER.

You can open apartment doors by holding down the right mouse button and moving it to the right. Remember to first deactivate the sight (you cannot fire and open doors at the same time).

Once inside an apartment, look for a red square on the wall. You can put the selected idea here, pointing with the mouse and then clicking the right mouse button. A correct square is the same size as the connected idea. If you are carrying more than one idea, you can select one using the F5 and F6 keys.

You can also look for AMULETS to shoot monsters, CLOCKS which gain patient life span, and DIRECTION FINDERS to use as a map and to activate the PROXIMITY STATUS BAR which detects the right door for each idea. To look for these objects, try opening furniture doors.



EEG
(electroencephalogram) and score index



City View



MAIN VIEWPORT

Navigation window for the virtual city, apartments and the idea's network.

F3 Virtual City

F4 Ideas Net

TAB City Map

Congratulations you solved the idea!

A Spider has been banished!

NOTICE BOARD

It displays info during the operation.

VIRTUAL CITY (F3)

Return to the Virtual City.

IDEAS NET (F4)

Leads to the ideas network. Use it to solve ideas.

CITY MAP (TAB)

You can spend a Direction Finder unit to look at the city map. Red dots are doors that open, Blue dots ideas and Black dots are monsters.

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IDEAS VIEWPORT

Allows you to view the image associated with an idea.

PREVIOUS (F5)

Selects previous captured idea.

NEXT (F6)

Selects next captured idea.

PROXIMITY STATUS BAR (F8)

These gauges stay active for a time relative to your skill as a surgeon. The higher the gauge level, the closer you are to the correct door in which to hang the current idea.

MISSING IDEAS COUNTER

Displays ideas captured

DIRECTION FINDER (F8-Tab)

You can find Direction Finders inside apartment closets, drawers and cabinets. With each use of the map (TAB) or Proximity bar (F8) your Direction Finder gauge will decrease 1 unit.

AMULET (F7 - Space — Control - Right Mouse)

You can find Amulets inside apartment cabinets. To fire an amulet, press CONTROL. Deactivate shooting with SPACE BAR.

SOLUTION GAUGE

Displays percent of solved ideas.

VOLUME (F9 - F10)

Adjusts the volume. F9 is lower volume, F10 is higher

BRAIN SCANNING (B)

If you wish, you can stop it using the B key.

STEERING COMPASS

Indicates which direction you are facing. Use it with the map to move in the right direction.

ELECTROENCEPHALOGRAM

Scans the current patient's mental activity and displays the actual patient lifespan.

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Portions of the software were created using the RenderWare Software Development Kit
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