

INTEL

TM

TIME WARNER
INTERACTIVE

Instruction Manual

WARNING ! ACHTUNG ! ATTENTION ! ATENCIÓN ! ATTENTIONÉ !

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms — dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions — discontinue use immediately and consult your doctor.

please take the following general precautions when playing video games

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

AVERTISSEMENT SUR L'EPILEPSIE

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant.

Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou qu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie.

Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation.

Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants : vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez immédiatement cesser de jouer et consulter votre médecin.

precautions à prendre dans tous les cas pour l'utilisation d'un jeu vidéo

Ne vous tenez pas trop près de l'écran. Jouez à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.

Utilisez de préférence les jeux vidéo sur un écran de petite taille. Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil. Assurez-vous que vous jouez dans une pièce bien éclairée. En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

EPILEPSIE-WARNUNG

Bitte lesen Sie diesen Text, bevor Sie mit dem Videospiel beginnen.

Manche Menschen zeigen bei bestimmten Arten von flimmernden Lichtquellen oder ähnlichen, in der Umgebung täglich vorkommenden Elementen eine Neigung zu epileptischen Krisen oder Ohnmachtsanfällen. Dieses Risiko kann bei bestimmten Fernsehbildern oder Videospielen auftreten. Das Phänomen kann auch auftreten, ohne daß die betreffende Person in diesem Zusammenhang je medizinisch behandelt wurde oder einen epileptischen Anfall erlitten hat. Sollten Sie selbst oder ein Mitglied Ihrer Familie je bei flimmernden Lichtquellen epilepsie-ähnliche Symptome empfunden haben, so wenden Sie sich vor jeder Benutzung an den Arzt.

Wir empfehlen Eltern, ihre Kinder beim Videospielen aufmerksam zu beobachten. Brechen Sie das Spiel sofort ab, und konsultieren Sie einen Arzt, falls Sie selbst oder Ihr Kind eines der folgenden Symptome verspüren: Schwindel, Sehstörungen, Augen- oder Muskelkontraktionen,

WARNING ! ACHTUNG ! ATTENTION ! ATENCIÓN ! ATTENTIONÉ !

Bewußtseinsverlust, Orientierungsschwierigkeiten, unkontrollierte Bewegungen oder krampfartige Zuckungen.

In jedem Fall zu treffende Vorsichtsmaßnahmen bei der Benutzung eines Videospiels

Sitzen Sie nicht zu nah am Fernsehbildschirm; auf jeden Fall so weit entfernt wie es das Anschlußkabel erlaubt. Spielen Sie Videospiele vorzugsweise auf kleinem Bildschirm. Spielen Sie nicht, wenn Sie übermüdet sind oder nicht genug geschlafen haben. Vergewissern Sie sich, daß Sie in einem gut beleuchteten Raum spielen. Schalten Sie beim Spielen jede Stunde eine zehn- bis fünfzehnminütige Pause ein.

AVISO SOBRE EPILEPSIA

Tenga la bondad de leer esta advertencia detenidamente antes de usar, o dejar a sus hijos que usen, cualquier video juego.

Algunas personas tienden a sufrir ataques de epilepsia, o pérdida de conocimiento, cuando se exponen a luces fluorescentes, o algunas condiciones en la vida diaria. Estas personas corren el riesgo de sufrir un ataque mientras ven las imágenes de televisión, o mientras juegan con algunos video juegos, y esto puede ocurrir incluso cuando no ha habido problemas médicos ni sufrido de epilepsia con anterioridad.

Si cualquier miembro de su familia ha sufrido en alguna ocasión síntomas de epilepsia (ataques o pérdida de conocimiento) al verse expuesto a luces fluorescentes, consulte a su médico antes de jugar.

Los padres deben supervisar el uso de video juegos de sus hijos. Si Vd. o sus hijos sufren cualquiera de los siguientes síntomas - mareo, cambio de visión, ticks nerviosos musculares, pérdida de conocimiento, desorientación, movimientos o convulsiones involuntarias - deje de jugar inmediatamente y consulte a su médico.

TENGA LA BONDAD DE SEGUIR ESTAS PRECAUCIONES GENERALES AL JUGAR CON UN VIDEO JUEGO

No se siente demasiado cerca de la pantalla de la televisión; sitúese con el cable totalmente estirado. Juegue los video juegos preferiblemente en una pantalla pequeña. No juegue si está cansado o no ha dormido bien. Compruebe que la habitación donde va a jugar está bien iluminada. Descanse cada 10-15 minutos cada hora de juego.

AVVERTIMENTO RELATIVO ALL'EPILESSIA

Da leggere, e da far leggere ai vostri bambini, prima di passare all'uso di un video giochi.

Alcune persone sono soggette ad attacchi di epilessia o a perdita di coscienza quando sono esposte allo sfarfallio della luce o ad elementi frequenti nel nostro ambiente quotidiano. Tali persone sono soggette ad attacchi mentre guardano lo schermo televisivo o giocano con un video giochi. Tali manifestazioni possono apparire anche quando il soggetto non ha alcun precedente medico o non ha mai sofferto di una crisi epilettica.

Se voi stessi o un membro della vostra famiglia ha già presentato dei sintomi relativi all'epilessia (attacchi o perdita di coscienza) in presenza di stimoli luminosi, consultare il medico prima di passare all'uso del video giochi.

Consigliamo ai genitori di tenere d'occhio i bambini mentre questi giocano con il video giochi. Qualora voi stessi o un vostro bambino presenti uno dei seguenti sintomi: vertigini, alterazioni alla vista, contrazioni degli occhi o dei muscoli, perdita di coscienza, disorientamento, movimento involontario o convulsioni, smettete immediatamente di giocare e consultate un medico.

Precauzioni da prendere in tutti i casi prima di utilizzare un video giochi

Non tenetevi troppo vicino allo schermo; rispettate la distanza consentita dal cavo. Usate il gioco su uno schermo di piccole dimensioni. Evitate di giocare qualora siate stanchi o non abbiate dormito a sufficienza. Assicuratevi di giocare in un posto ben illuminato. Durante il gioco, fate ogni ora delle pause di 10-15 minuti.

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INSTALLING T-MEK

- At your DOS prompt, type D: (where "D" is the letter assigned to your CD-ROM drive).
- Type "Install" at the D:\ prompt. The following screens will appear to walk you through installation:

T-MEK Easy Start Option

This screen appears and asks if you want to have T-MEK run a scan on your computer to automatically set it up. Read the screen carefully, then answer Yes or No.

The Language Screen

Press the Left or Right cursor arrows to highlight and select the country whose language you want the game to display, then press Enter.

T-MEK Install

T-MEK offers four different types of installation. Each type listed describes the differences and the amount of hard disk space needed. Read each option, then follow on-screen instructions to continue the installation. If you require further help, use your mouse to click on the "Help" option. T-MEK has an on-line help program that may help answer technical questions and give further information about the four types of installations. You may also press "F1" to access On-line help. (See On-Line Help).

Installation Information

Read this information carefully to be sure that the specifications are correct. Click Continue to further the installation process. Click Exit to return to DOS.

Installation Drives

Make sure that these default settings match the settings for your computer. If they are incorrect, select **Change Destination** or **Change Source** to make appropriate changes. If the drive letters are correct, select Continue. Click on Exit to quit the installation and return to DOS.

Begin T-MEK Installation

T-MEK's default path is C:\TMEK\ To change T-MEK's default path, type in the preferred destination, then press Enter. T-MEK will begin the installation process. When the files have copied, select "OK" to go to the Setup **Main Menu**.

SETUP MAIN MENU

The Main Menu has 10 setup options to help you set up T-MEK on your computer. At any time in setup Press "F1" to use the On-line help. (See On-Line Help).

Memory Model and Virtual Swapping - Use this option to configure the game's memory and virtual memory usage. If you're unsure about the options, select Memory Auto Detection to have the program do it for you.

Speed Model - Select the speed of your computer or Auto Select to let the program do it for you.

Sound Effects and Music - Configure and select your sound card and enable or disable your sound from this menu.

Select Auto - Detect a Sound Card to let the program detect your card for you.

High Scores and Winning Streaks - This option lets you make changes to these scoring default settings:

- **Clear Scores** - Clears current high scores
- **Clear Winning Streaks** - Clears current winnings streaks displayed on the High Scores Table.
- **Backup Scores** - Select this option to have the program backup your high score files to your hard drive.
- **Recover Scores** - This option recovers saved high scores from your hard drive.

Gateway Menu - This option allows you to set the game's interface for single play, or multi-player games via network, serial and modem connections.

- **No Gateway** - Select this option if you want to play a 1 player game verses the computer.
- **Network** - This option makes it possible to play a multi-player game via a network connection.
- **Serial** - When this option is selected, T-MEK will allow you to play a 2 player game while connected to another PC via a serial cable. Both computers must have the T-MEK software installed.
- **Modem** - With this option selected, you can play a 2 player game via modem connection.

For more information about these options, complete the installation process, then refer to T-MEK's on-line help by typing "TMEK Help" within the C:\TMEK directory, or refer to the T-MEK Reference Card enclosed in the game's packaging.

Control Menu - This menu lets you select the controls you want, configure keyboard controls and calibrate your joystick. Select Joystick, Keyboard, User Defined Keys or Mouse.

To calibrate your joystick, select Calibrate Joystick, then follow on-screen instructions.

To configure your keyboard, select Define User Keyboard, then click on the MEK controls you want to change. The words "Press any key" will appear. Press the key you want to assign to that control. Repeat the process for any other controls.

Advanced Control Menu - (See Joystick, for details on this option).

Difficulty Menu - Select the desired difficulty level that fits your ability. You can also select options that allow you to have the game run your offense or defense automatically.

Gameplay Menu - (See T-MEK Gameplay Menu, for details on this option).

Display Menu - (See Display and Speed Menu, for details on this option).

Advanced Game Setup - (See Display and Speed Menu, for details on this option).

Note: You can return to the Setup Screen by typing "TMEK Setup" from the C:\TMEK directory.

ON-LINE HELP

This T-MEK software includes an on-line help program to help answer many technical questions about installing and setting up T-MEK on your PC. T-MEK's on-line help can be accessed from the CD-ROM prior to installation. At the D:\ prompt (where "D" is the letter assigned to your CD-ROM drive), type "**CD\TMEK**", and then type "**TMEK HELP**". Use your mouse to click and browse through Mekhelp to familiarize yourself with the program and installation process. If you have trouble during installation or need a question answered, complete

the installation, then access the "**TMEK HELP**" file. It may be executed from the CD-ROM or your new T-MEK directory on your hard drive by typing "TMEK Help".

MENU SELECTIONS

- Arrow (cursor) keys Up/Down/Left/Right to move the highlight. Press Enter to select.
- Move your mouse or joystick to highlight the option, then click the Left mouse button or the the fire button on your joystick to select.

Note: This manual refers to menu selections using a mouse.

MEK CONTROLS

T-MEK lets you choose from the mouse, joystick or keyboard to control your MEK. When you use the mouse or joystick, you'll still have to use the keyboard controls for manually controlled Defense.

Note: There is a customize keyboard option in the game. (See User Defined Keys).

Default Keyboard:

Cursor Arrows:

Up	=	Forward
Down	=	Reverse
Right	=	Turn Right
Left	=	Turn Left

To Shoot:

Z Key - Fires your MEK's standard weapon

X Key - Fires your MEK's Special Weapon

Defense

A Key - Activates your MEK's defensive shields

Mouse:

Upward	=	Forward
Back	=	Reverse
Right	=	Turn Right
Left	=	Turn Left

To Shoot:

Z Key = Fires your MEK's standard weapon

X Key = Fires your MEK's Special Weapon

Joystick:

Because many joysticks are different, refer to your joystick's manual documentation to find the Fire Button. Use the Fire Button to fire your MEK's standard weapon. While using a two button joystick, the second button will fire your MEK's special weapon. To control your MEK, move the joystick in the direction you want your MEK to go.

GAME MENU

When you run T-MEK, the title screens and introduction animation are displayed. Press Esc or the fire button at any time to advance and get to the Main Menu. Move your mouse Left or Right to highlight one of the two gameplay options - Arcade or Extreme. Listed above each option is a list of features for that game type. Here are descriptions of each gameplay mode (next page):



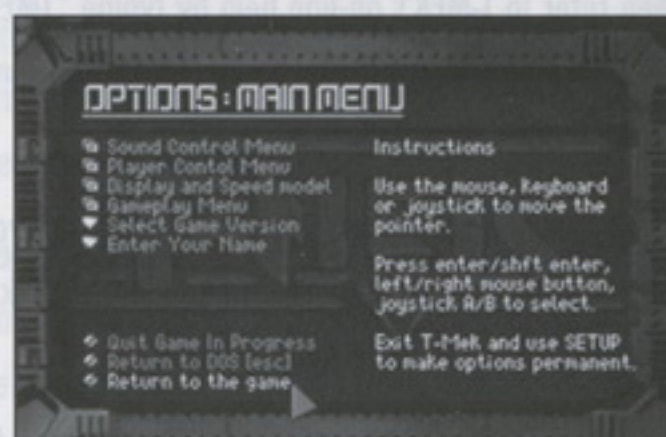
Arcade

Just like the arcade game, you'll battle your way through multiple arenas and levels, battling each of the five bosses. Your ultimate goal is to defeat all bosses, take on Nazrac and destroy his empire. In each arena, you'll battle solo verses three top computer opponents. As long as you win each match, you'll continue to move onward to other battle arenas and bonus arenas. After you select this option, you'll go to the Identification Screen (see Identify Yourself).

Extreme

The Extreme Edition is an all-new feature found only in this PC CD-ROM version of T-MEK. You'll fight in all 12 original levels plus 12 bonus levels. The intensity level is higher, so you'll have to be skilled out there in the arena. After you select this option, you'll go to the Identification Screen (see Identify Yourself).

OPTIONS : MAIN MENU



This menu includes four options that allow you to set up and configure your game. Follow the on-screen instructions to make selections within the menu.

Here are the options:

Sound Control Menu

This option lets you enable Sound Effects, Music and CD Music. To enable the option, click your mouse in the box next to it. To disable it, click in the box again.

Select Return to Main Menu to exit the Set Control Menu.

Player Control Menu

This menu lets you select and set up your controls the way you like. Use your mouse to click on one of these four options:

Joystick

When you select the joystick option, you can choose one of the five joystick configurations listed on the right. They are:

2 Button Joystick - If you have this type of joystick, the Fire Button will be Button A on your joystick and the second button will control your special weapons. Because many two button joysticks are different, refer to your joysticks manual documentation for Button A and B.

4 Button C Left, D Right - This joystick configuration is set up so that the Fire Button will be Button A on your joystick and the second button will control your special weapons. You'll move lateral left pressing Button C and lateral right with Button D.

4 Button D Left, C Right - This joystick configuration is set up so that the Fire Button will be Button A on your joystick and the second button will control your special weapons. You'll move lateral left pressing Button D and lateral right with Button C.

4 Button C Offense, D POV Cancel - This joystick configuration is set up so that the Fire Button will be Button A on your joystick and the second button will control your special weapons. You'll control your Offensive special weapon by pressing Button C and you'll cancel the flight of your POV (Point-of-View) missile with Button D. (See The MEKS, for details on MEKs that have the POV missile).

4 Button C Offense, D Jink - This joystick configuration is set up so that the Fire Button will be Button A on your joystick and the second button will control your special weapons. You'll control your Offensive special weapon by pressing Button C and you'll cancel the flight of your POV (Point-of-View) missile with Button D. (See The MEKS, for details on MEKs that have the POV missile). The term "Jink" refers to your MEK's lateral movement (side-to-side).

Keyboard

Select this option to use the game's default keyboard controls. (See MEK Controls\Default Keyboard, for a breakdown of the keyboard controls).

User Defined Keys

This option allows you to play using customized keyboard controls. (see T-MEK Setup, for instructions on defining keys).

Mouse

Select this option to use your mouse to control your MEKs. When you select the mouse, you have different mouse speeds to choose from:

Mouse (Joystick Sense High) - With the highly sensitive mouse control, your MEK will react strongly to more slight movements. Your movements will be more erratic yet fast.

Sense Medium - Your MEK will react a bit slower to the movements of your mouse, but you'll have a better view of the terrain and your enemy.

Sense Low - The movements of your MEK will react slower to the movements of your mouse. You'll really need to be a good shot to use this setting. It's a good challenge for an expert.

Select Return to Main Menu to exit the Set Control Menu.

DISPLAY AND SPEED MENU

This menu includes several options that let you select a video display

to your monitor and CPU speed. Here are the options:

Display

Mode X display - This option works best if you have a Pentium.

Standard display - This Mode 13 driver is a good choice if Mode X slows things down.

VGA Sync enabled - Disabling this option allows a faster game. Leaving it off may cause some glitches in the video display.

Translucency enabled - This option uses the CPU cycles for transparency on explosions. Disabling this option will increase the games speed.

Forward depth cue - Select this option to bring the horizon closer to the camera. It will speed up the processing of objects, but a "fog effect" will occur.

Low Detail - This option increases game speed by removing sprites unessential to gameplay.

Medium - This setting uses only 50% the normal background detail. It's better looking than the Low Detail option and a little slower.

High - This is the games default setting. You'll get full detail of all images in the game. It's slower than the other settings, but it looks the best.

Speed

Use your mouse to click on the CPU speed and configuration that applies to your computer. You may also select Auto Detect to let the program do select for you.

T-MEK GAMEPLAY MENU

This menu lets you select your game's Difficulty, Time Limit, Game Type and Offense and Defense Enabling options.

Difficulty

Select from six different difficulty levels (Trainer = easiest and Expert = most difficult).

Time Limit

Select one of four options and set your time limit. To change your time limit before any round, press the Esc key at the MEK Select Screen to access the Options Menu.

Game Type

Select from three different game types:

Normal Game - This setting plays like the arcade. You'll battle for supremacy in the arena, facing your enemies and racking up points. The warrior with the most points wins the level.

Knockout Game - The knockout mode throws you in the arena for a full elimination match. The last MEK in operation wins the match and moves on to the next level.

Countdown - This mode works on a timer, so you'll have to destroy your opponents as quickly as possible.

Auto Defense Enabled - Select this option to automatically enable your defensive shield systems. Your MEK will turn on the defenses until they are depleted, so get out of trouble as quickly as possible when you start to get pounded.

Auto Offense Enabled - Select this option to automatically enable and fire your special weapons when you line them up in your sites. Your MEK will turn on the offenses until they are depleted, so look for Loading Platforms (see Reload Platforms) to reload your weapons before you run out.

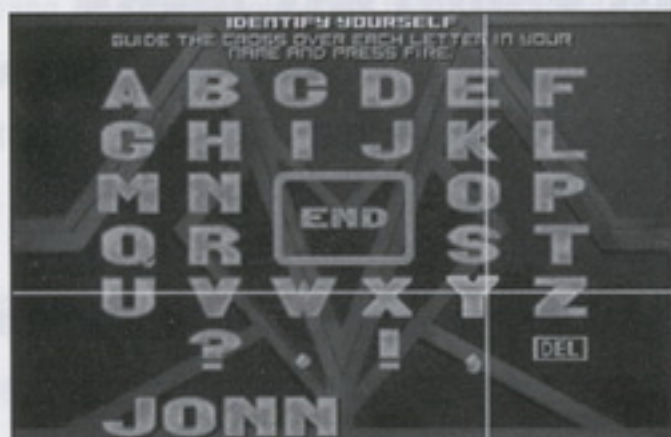
SELECT GAME VERSION

From this option, you select from Arcade or Extreme Edition (see Game Type).

ENTER YOUR NAME

From this option, you'll go directly to the Identify Screen (see Identify Yourself)

IDENTIFY YOURSELF!



After you've made your selections at the Main Menu, the Identification Screen will appear. Move your mouse Up, Down, Left or Right to move the cross hairs over the letter you want, then click

to select it. Repeat the process to enter up to eight characters, then select END. You may also simply type your name and press "Enter" when finished. Once you've finished, you'll go to the Tournament Level Screen.

TOURNAMENT LEVEL



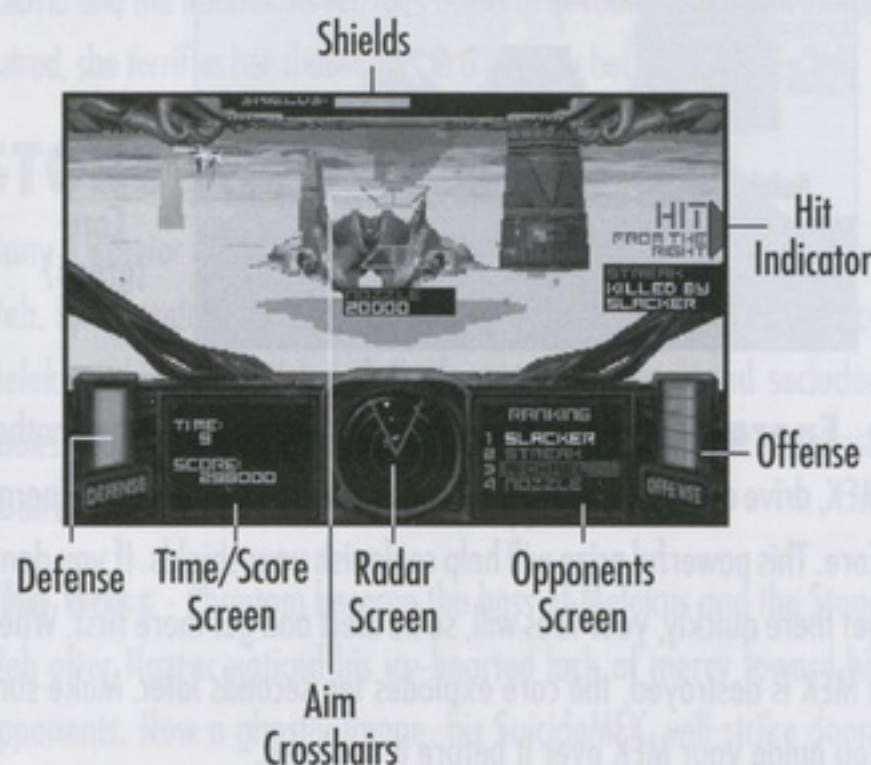
This screen appears before each individual arena battle. It automatically scrolls to the level you're beginning on or have achieved. Once your level is displayed, you'll automatically go to the MEK Select Screen. If you know what level you're on and wish to exit this screen faster, click your mouse or press Enter and you'll go directly to the Mek Select Screen.

MEK SELECT



This is the final step before you enter Nazrac's arenas. The MEK Select Screen displays the six available MEKs. The upper three MEKs are listed as Basic MEKs and the lower three are Advanced. The current Arena is also displayed. Move your mouse Up, Down, Left or Right to highlight the one you want, then click your mouse to select. Each MEK's specs are listed to the right (see The MEKs, for complete details). The red timer below collapses inward as you select. If you run out of time, the MEK highlighted at that time will be selected. When you have finished making your selection, get your fingers on the controls and look out! You're in Nazrac's Territory!

MAIN GAME SCREEN



T-MEK's main game screen displays a view from inside your deadly MEK. Read the following information to get familiar with the MEK's console:

- **Shields** - Your shields are your best friend. Keep an eye on the green bar on the top of the screen. If they get too low, you will be prompted on-screen. The best way to replenish your shields is to destroy a MEK, then drive over and collect that MEK's green or red Energy Core (see Energy Core). Green Energy cores replenish a small amount of your shields, but in a Bosses arena, red cores replenish your shields.
- **Offense** - This gauge is displayed on the right side of your MEK's console. Five green blocks represent the maximum amount of special weapons you have available. Anytime you fire a special weapon, a green block turns black, and your amount of special weapons decreases. When you first start the battle, you are given two special weapons. You can replenish your special weapons by driving under the blue lighted Reload Platforms (see Reload Platforms).
- **Defense** - This gauge is displayed on the left side of your MEK's console. Anytime you press the Defense Button to protect yourself, the green diminishes. As you move around the arena it slowly recharges. When you are taking on a Boss, he or she usually has help. Look out for drones and other types of vehicles on these levels. When you destroy them, an energy core is left behind. It will help replenish your defenses.
- **Score/Time Screen** - This console screen displays your current score and the time remaining in the tournament round. Remember, if you need more time, you can set a higher game time

in the options menu (see Game Time).

- **Radar Screen** - This screen is one of the most important tools on your console. As you move around within the arena, your opponents appear as coloured dots. Your location is dead center at the bottom of the green "V". In order to see and shoot your opponents, you must move them within the "V" (your range of site). The smaller white dots represent the game's Reload Platforms (see Reload Platforms).

- **Opponents Screen** - This screen displays the opponents in the arena during the battle. The names are shown in colours. As you battle, the names change order constantly. The order the names are in (from top to bottom) signify who is in 1st, 2nd, 3rd, or 4th. You'll earn 80,000 points for 1st place, 60,000 for 2nd, 30,000 for 3rd and 20,000 for 4th. If your name is on top, you're lookin' good.

- **Aiming Crosshairs** - Quite simply, this is where you want your enemy positioned when you fire your weapons. Move your MEK until the enemy Meks are inside the crosshairs then fire. You should score a direct hit if you're good enough.

- **Hit from Right/Left** - With all the loud explosions and chaos happening during the heat of battle, the best way to tell if someone is firing at and hitting your MEK is to watch for prompts on the left and right side of your screen (e.g. "HIT FROM LEFT"). The colour of the words will match the colour of the opponents name on your Opponents Screen (see above). You'll know who is firing at you, and then you can take revenge later in the round.

- **Other Prompts** - Throughout the battle, look for on-screen prompts that keep you informed about the current battle. Here are some of the other prompts that occur (next page):

Prompt

Shields Are Low

What to do

Get out of trouble quickly, destroy a MEK then collect its Energy Core.

Confirmed Kill

Enjoy the explosion, then collect the Energy Core if you need it.

Defense Systems

Boosted

Use your newly restored defense when needed.

Cloak, Hopshot or

Reflector Active

Tells you that your defense systems have been activated, so keep track of your defensive energy.

Special Weapons

Empty

Drive through the blue light. This is a Reload Platform that will replenish some of your special weapons.

Special Weapons Full

This message informs you that you have all of your weapons, and you don't have to search for a reload platform.

Time is Running Out

Get as Many Kills as you can as quickly as you can.

MEK Destroyed By...

You have been destroyed. Get ready with your new MEK.

Cease Fire

Cease Fire.

Note: After you've been destroyed, try to destroy the Mek that destroyed you (before any other Mek). You will receive a bonus 20,000 points for revenge.

ARENA ADVANTAGES

The following information explains two ways to get the advantage in the arena. They are:



- **Reload Platforms** - These blue lighted hovering crafts move throughout the arena, and show up as small white dots on your Radar Screen (see Radar Screen). Anytime you need your special weapons reloaded, drive directly under the blue light. You will receive three more special weapons.



- **Energy Cores** - Whenever you manage to destroy another MEK, drive over the rubble as quickly as possible and collect its Energy Core. This powerful prize will help replenish your shields. If you don't get there quickly, your foes will, so be alert and get there first. When a MEK is destroyed, the core explodes ten seconds later. Make sure you guide your MEK over it before it explodes.

THE ARENAS AND THEIR BOSSES

SUN'S ANVIL

A ring of bleached bones enclose the scorching wasteland of the Sun's Anvil. In the hottest desert of arid planet Acrath, and its sky is dominated by the Lacertan sun. The Sun's Anvil stretches far and wide with few obstacles except for the bones of the mighty beasts that used to rule there. Death strikes from all sides here, warrior!

The Boss - Baked has long been boiling his brains out as the boss of Acrath and the Sun's Anvil. Teetering on the edge of total insanity, his AssaultMEK's missiles find victims from afar.

STORM RIFT

Eons ago, a monstrous lightning strike carved the jagged Storm Rift from the sizzling rock. Among the shattered plateaus of the electrified planet Slauthan are long, narrow Storm Rift winds with rainy gloom-streaked terrain. Revenge rushes in from the ends to find blood in the middle.

The Boss - Shocka recently fried the life out of one of Nazrac's warlords and now rules Slauthan and the Storm Rift. Humming with built-up voltage, her HyperMEK runs fatal rings around the slow and weak.

INFERNO

Hellish blasts of molten metal cast a bloody glow on the burning volcanoes that surround Inferno. At the bottom of a slag-filled crater on the mining world of Voluvia, deadly fire and razor-sharp spikes erupt from Inferno's blistered surface. Brave warriors dodge among the fiery cones, daring one another to brave the flames.

The Boss - Venusiva has forever been the goddess and dominator of Voluvia and the Inferno. As Nazrac's object of devout worship and lusting hatred, she terrifies her challengers in a glowing hot StealthMEK.

STONE WEB

Many a warrior has wandered lost into a freezing death in the Stone Web. Lying under a mist of liquid nitrogen on the sub-zero world of Melekus, the Stone Web is full of narrow passages and secluded nooks. Warriors fighting here must use their radar and a keen sense of direction to surprise their confused opponents.

The Boss - Phantom became the boss of Melekus and the Stone Web after Nazrac noticed his icy-hearted lack of mercy toward his opponents. Now a ghostly image, his SuicideMEK, will strike doom for his unprepared foes.

ALIEN NEST

From the tangled slime of the Alien Nest rises horrible life that the weak of heart cannot bear to see. Hemmed in by huge-eyed sentinels, neither plant nor animal, T-MEK warriors must hack their way through the mucous strands that hang all throughout the living planet of Prg'zhak.

The Boss - Brk'oth, born from the womb of Prg'zhak itself, has absorbed the damp remains of many a challenger. A living ooze in the shape of a LurkerMEK, Brk'oth plans to remain the boss of Prg'zhak and its Alien Nest for eternity.

KILLING FLOOR

Forged under the fist of Nazrac himself, the Killing Floor leaves room for nothing but savagery. Infernal grates jet forth devastating fire and towering walls lined with red-hot spikes prevent escape by the defeated. Here warriors cannot hide from slaughter by foes whipped into a claustrophobic rage.

The Boss - Nazrac founded his wicked empire on the industrial planet of Etramel. From there he rules the entire Lacertan System. Many ambitious warriors have faced Nazrac in the Killing Floor, and their remains rot on the surrounding battlements. He uses the speed and firepower of the SpeedMEK to crush his opponents.

THE MEKS

Before each match, you'll have to choose which model of MEK to take into battle. Each MEK has its stronger and weaker points, and

each has unique and powerful weapons and defenses. All MEKs have a few things in common, however. Your MEK hovers above the ground, so you may slide left and right as well as forward and back. Move your controller forward or back in small measures, tap cursor keys to achieve a small acceleration, or move the controller all the way forward or back to move faster. Here are the MEKs:

SpeedMEK

Weapon:	●●●●●●
Shield:	●●
Speed:	●●●●●●●●
Defense:	Hopshot
Special Weapon:	Shockbolt
Composition:	A powerful, contained charge of electricity.
Damage:	Light.
Speed:	Fast.
Tracking:	Good.
Special features:	The shockbolt goes through most obstacles and disorients your opponents by mixing up their controls.

If speed kills, the SpeedMEK is **death in motion**.

Warriors with a couple battles under their belts and steady hands on this MEK's controls can blindside their opponents without mercy.

StealthMEK

Weapon:	●●
Shield:	●●●●●●●●
Speed:	●●●●●●
Defense:	Cloak
Special Weapon:	Acid drone
Composition:	A heavy dose of molecular acid suspended in a magnetically protected alloy shell.
Damage:	Medium.
Speed:	Slow.
Tracking:	Excellent.
Special features:	If someone is locked in your sights when you fire off an acid drone, it will keep seeking that opponent for quite while. Bounces off many obstacles and keeps going.

The stab in the back is the sweetest stab of all.

Beginners will feel more comfortable in this well-armored machine, but it takes the coolness of an expert to make it sing.

AssaultMEK

Weapon:	●●●●●●●●●●
Shield:	●●●●●●
Speed:	●●
Defense:	Reflector
Special Weapon:	POV missile
Composition:	A lethal charge of fusion explosives delivered in a pilot-guided high-speed missile.
Damage:	Very severe.
Speed:	Fast.
Tracking:	Depends on the pilot.
Special features:	The pilot can guide this baby to any target, including oneself. Use your controller to guide the missile. Press the A Button again to abort.
Safety through size.	Peace through firepower.

This MEK is easy to control, but to get the most out of the missiles takes strategy and practice.

HyperMEK

Weapon:	●●●●●●
Shield:	●
Speed:	●●●●●●●●●●
Defense:	Hopshot
Special Weapon:	Plasmathrower
Composition:	Three white-hot balls of charged plasma.
Damage:	Heavy when accumulated.
Speed:	Fast.
Tracking:	Decent.
Special features:	To line up and wallop an opponent with all three hits delivers serious damage. Nearly impossible to outrun.

Keep moving, you're untouchable. Stop moving, you're toast.

Only experienced warriors looking for a white-knuckled thrill hop into this machine.

LurkerMEK

Weapon:	●●●●●●
Shield:	●●●●●●●●●●
Speed:	●●
Defense:	Cloak
Special Weapon:	Blinder bomb
Composition:	An explosive-filled shell that deploys shrapnel and a blinding flash via highly photoemissive magnesium powder.
Damage:	Pretty nasty.
Speed:	Medium.
Tracking:	Excellent.
Special features:	A hit with a blinder bomb will make your opponent (or, if you aren't careful, YOU) temporarily unable to see outside the cockpit due to scanner overload.

Love may be blind, but hate is the blinder bomb.

Another good choice for fledgling warriors, but beware of blinding yourself with your own primary weapon.

SuicideMEK

Weapon:	●●●●●●●●●●
Shield:	●●
Speed:	●●●●●●
Defense:	Reflector
Special Weapon:	Speed missile
Composition:	Identical to the POV missile but composed of a lighter alloy that increases speed and sacrifices stability.
Damage:	Severe.
Speed:	Extremely fast.
Tracking:	Depends on the pilot.
Special features:	See POV missile (Assault Mek).

All the aggression of the AssaultMEK without all the pesky armor.

You'd have to be insane to jump into this stripped-down AssaultMEK, but the rush is addictive.

POINT RANKING

Depending on how you perform in the arena, you'll be awarded Points and Kills. Following each round, the points will appear on the Points Ranking Screen. You'll see your name, your final 1st, 2nd, 3rd or 4th place rankings and number of Kills. If you finished in 1st place, you'll continue to the next level of the tournament. After this screen, a second player option is available.

Customer Software Support

English

For verbal assistance please call our Customer Services Department on 0171-391 4323 between 10.30-12.00 noon and 2.30-5.00pm Monday to Friday.

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