

SOLD OUT SOFTWARE

presents

SURFACE TENSION

SURFACE TENSION

ENGLISH VERSION

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SYSTEM REQUIREMENTS FOR MS-DOS

The following are the hardware/software configurations required for running Surface Tension.

Minimal Requirements

CPU: 486 DX2 66 Mhz

RAM Memory: 8 Mb

Free Hard Disk Space: 14 Mb

CD-ROM Drive: Double-Speed

Display : SVGA Monitor

Sound card: Any supported sound card
(see "Sound Card Installation", later in this manual)

Operating System: MS-DOS Version 5 and more

Recommended Requirements

CPU: Pentium

RAM Memory: 16 Mb

Free Hard Disk Space: 48 Mb

CD-ROM Drive: 4X

Optional Accessories

Mouse

Joystick - One of the following:

Generic (two-button)

Gravis Gamepad

Flightstick-Pro

Thrustmaster PFCS

SYSTEM REQUIREMENTS FOR WINDOWS®95

The following are the hardware/software configurations required for running Surface Tension.

Minimal Requirements

CPU: Pentium

RAM Memory: 8 Mb

Free Hard Disk Space: 14 Mb

CD-ROM Drive: Double-Speed

Display : SVGA Monitor and any supported **DirectX™** video card

Sound card: Any supported **DirectX™** sound card

Operating System: Windows®95

Recommended Requirements

RAM Memory: 16 Mb

Free Hard Disk Space: 48 Mb

CD-ROM Drive: 4X

Optional Accessories

Mouse

Joystick - One of the following:

Generic (two-button)

Gravis Gamepad

Flightstick-Pro

Thrustmaster PFCS

QUICK START

This section briefly describes how to install Surface Tension on your PC. This procedure installs the default settings, and should suffice in most cases. For more detail about the installation options, see “Full Installation”, later in this manual.

To install Surface Tension for MS-DOS:

1. Load the Surface Tension CD-ROM into your CD-ROM drive.
2. Change the current drive to your CD-ROM drive's ID (e.g., type **d:** and then press <Enter>).
3. At the command prompt, type: **install**
4. Repeatedly press <Enter> to accept the default options. The default installation settings are as follows:

Screen Mode:	640 x 480 True Colour 32k/64k colours
Method:	Minimal - 14Mb (Required Hard Disk Space)
Path:	\GAMES\ST in the root of the first hard drive – usually C: . (This is the installation directory.)
Sound Card:	Auto-detection is used to choose your sound card configuration.

To install Surface Tension for Windows@95 refer to the readme file on the CD-Rom

STARTING SURFACE TENSION

To start Surface Tension for MS-DOS:

1. Load the Surface Tension CD into your CD-ROM drive.
2. Change the current directory to the Surface Tension installation directory.
At the command prompt, type: **cd GAMES\ST**
If the Surface Tension installation directory is not C:\GAMES\ST (the default), then type **cd** and the full path of your Surface Tension installation directory.
2. Press <Enter>.
3. Type: **ST**
4. Press <Enter>.

To start Surface Tension for Windows@95:

1. Load the Surface Tension CD into your CD-ROM drive.
2. Open the program folder marked 'Compro Games' and double click the Surface Tension icon. If you chose a different program folder during the installation process, then open that folder and double click the Surface Tension Icon.

Following the introduction sequence, the Main Menu appears.

In the Main Menu, you can:

- Start a new game.
- Load a saved game.
- Resume the last game before you quit.

The Main Menu is described later in this manual.

PAUSING A GAME

You can pause Surface Tension at any time, whilst playing a game (e.g. to evaluate the action on the screen or to take a break).

To pause a game:

- Press <P>.

To resume play:

- Press <P> again or <ESC>.

QUITTING SURFACE TENSION

To quit Surface Tension:

1. At any time during a game, press <Esc> to exit to the Main Menu.
The game is stored, and can be resumed from the point at which you quit, using the **Resume Game** option in the Options screen, which is available from the Main Menu.
2. To exit to MS-DOS, in the Main Menu, click the Exit button on the lower left-hand corner of the screen.

SAVING A GAME

To save a game:

1. At any time during a game, press <F2>.
2. You are prompted for a brief text description of the saved game. Type a description (e.g., the date, your name, the current mission), and then press <Enter>.
You can load a saved game using the Load option in the Options screen, which is available from the Main Menu.

SURFACE TENSION MAIN MENU

When you start Surface Tension, following the introduction sequence, the Main Menu appears. The Main Menu is also displayed when you quit Surface Tension (by pressing <Esc>).

Use the options in this screen to:

- Start a new game
- Load a saved game
- Use the Training mode
- View Surface Tension credits
- Resume the current game
- Set various play options
- Display help screens
- Exit game

You can use a mouse to select options or you can Tab, using the up/down cursor keys, to the desired option and press <Enter>. The following options are available:

New Game button

Starts Surface Tension from the beginning of the game, using the selected options.

Resume Game button

Resumes current game at the point where you pressed <Esc>.

Load button

Using the Load game screen, you can load one of the saved games. These are games that were saved during play. Up to 10 games can be saved with user-defined text descriptions.

To Load a saved game:

- Select the desired saved game using a mouse.

-or-

- Tab to the desired saved game, using the up/down cursor keys, and then press <Enter>.

The saved game resumes from the point it was saved at.

Options button

Opens the Options menu. The following options appear in the Options menu:

- **Calibrate Joystick**

Select this option if you wish to use a joystick with Surface Tension. In the list that appears on the left side of the screen, select the type of joystick that is connected to your PC. Press the 'Calibrate' button on the lower left side of the screen. Then follow the instructions displayed and animated on the right side of the screen. Calibrating your joystick ensures that it performs accurately during play.

- **Music Volume**

Use the mouse or the cursor to adjust the volume of the background music. Move the slider to the right to raise the volume, or to the left to lower the volume.

You can also adjust the music volume during play by pressing the following keys:

[+] Increase music volume

[-] Decrease music volume

- **FX Volume**

Use the mouse or the cursor to adjust the volume of the sound effects (e.g. weapons fire, explosions). Move the slider to the right to raise the volume, or to the left to lower the volume.

Difficulty Level button

Select a difficulty level in the selection disc to the bottom left-hand corner of the screen. Difficulty levels are as follows:

Hard: For expert game players

Normal: For average players

Easy: For beginners

Training Mode button

Starts a flight simulator that you can use to practice flying your ship. In the simulator, there are no enemies or missions; just clear blue sky.

Help button

Displays Help screens. You can also press [F1] during play to display Help. Each function and its associated keyboard key is listed in the Help screens. A navigation control appears in the bottom left-hand corner of each Help screen. Click on the left arrow to go to the previous Help screen, or on the right arrow to go to the next one.

Credits button

Full list of the Surface Tension crew.

FULL INSTALLATION FOR MS-DOS

This section describes how to install Surface Tension on your PC, in MS-DOS mode. All MS-DOS installation options in this section are described in detail.

To install Surface Tension:

1. Load the Surface Tension CD-ROM into your CD-ROM drive.
2. Change the current drive to your CD-ROM drive's ID (e.g., type **d:** and then press <Enter>).
3. At the command prompt, type:

install

Then press <Enter>.

The Surface Tension installation program starts, and the following screens appear, in order:

- **Intro. Screen** Displayed while the installation program loads.
- **Screen Mode** Used to specify the desired display mode available for Surface Tension.
- **Method** Used to specify the amount of hard disk space you wish to allocate to Surface Tension.
- **Path** Used to specify the installation directory to which Surface Tension files will be installed.
- **Progress Screen** Graphically displays the installation progress.

INSTALLATION OPTIONS

Each installation option is set using a screen that appears when you start the installation procedure.

To use the installation screens:

- Press <TAB> to move forward through fields in a screen, and <SHIFT> + <TAB> to move backward.
- Press <ENTER> to accept the value in the field, and move to the next field.
- Enter text with the keyboard.
- Move to a field using its short-cut key combination (<ALT> + <HIGHLIGHTED LETTER> in the field's name).
- Press <ESC> to quit installation.
- You can also use the mouse to choose fields or make selections.
- When you finish specifying values in all fields in a screen, click the **OK** button to continue with the next screen, or click **CANCEL** to exit installation.

The following screens appear in the installation program:

- Screen Mode
- Method
- Path
- Progress Screen

SCREEN MODE

This screen is used to specify the highest display mode available for Surface Tension. Following are the available options:

- 640 x 480 True Colour 32k/64k colours (default). Close to real life colour, with slightly slower play speed. Recommended for fast computers, but still playable on minimal configurations.
- 640 x 480 High-Res 256 colours. Fewer colours, but more fluid game speed. Recommended for slower computers .

METHOD

This screen is used to specify the amount of hard disk space you wish to allocate to Surface Tension. The following are the available options:

- Minimal - 14Mb
Minimal disk space requirement, but game pauses longer when loading a new world or a saved game.
- Partial - 40Mb
Larger disk space requirement, but pauses to load new worlds, saved game are shorter than with Minimal configuration.
- Full - 48Mb
Requires only 8 Mb more disk space, but loading pauses are much shorter, making game play more fluid.

After selecting the desired option, or accepting the default, press <Enter> to accept your values and continue to the next screen.

PATH

This screen is used to specify the installation directory where Surface Tension files will be installed. The screen contains the following fields:

- **Available drives**

Displays all available logical hard drives and network volumes, and the available disk space on each.

In the list box, select the drive where you want to install the Surface Tension files, and then press <Enter> to move to the **Where to install** field.

- **Where to install**

In this text box, type the full path of the directory where you wish to install the Surface Tension files. If you enter a path that does not yet exist, you are prompted to confirm that you wish to create the directory.

After specifying values, or accepting the defaults, press <Enter> to continue to the next screen.

If there is not enough space available to install the Surface Tension files, in the drive selected in the **Available drives** field, using the method selected in the previous screen, you will be prompted to change the location of the installation directory.

If a previous installation exists in the specified installation directory, you are prompted to confirm whether you want to overwrite the existing files.

PROGRESS SCREEN

This screen graphically displays the installation progress. Press any key or click the CANCEL button to abort the installation.

When installation is completed, the sound card setup program (described below) starts automatically.

SOUND CARD INSTALLATION

The sound card setup program starts automatically after the Surface Tension installation program successfully installs the Surface Tension files. You can also start the sound card setup program by typing:

cd GAMES\ST<Enter>

setup <Enter>

at the command prompt

where **<C:\GAMES\ST>** is the full path of the Surface Tension installation directory.

The sound card setup program is used to set-up Surface Tension to recognize the installed sound card, and use its feature set.

SUPPORTED SOUND CARDS

Surface Tension supports Sound Blaster and compatible sound cards, but has special support for the following cards:

- PAS 16
- Sound blaster
- Sound blaster pro
- PAS +
- Sound blaster 16
- WSS/Audiotrix pro

SOUND CARD SELECTION

It is recommended that you press the **Auto-detect** button in the sound card setup program screen, so that Surface Tension can automatically recognize your installed sound card. When you select Auto-detect, your sound card is automatically selected in the Sound Card list.

Auto-detect also automatically fills in the **Port Number**, **Interrupt Number** and **DMA Channel** fields.

If you need to make any changes to the automatically specified values for your sound card, you can select a field and manually change the value from the keyboard.

TESTING SOUND

Verify that the Surface Tension CD is in your CD-ROM drive, and using the mouse, click the **TEST** button in the sound card setup program screen, or Tab to it using the cursor keys and press <ENTER>. If the sound card is configured properly, the music will start to play. Otherwise an error message may appear.

If you do not hear the music, check to see if the speakers are attached, or if the volume is set low. If you still do not hear anything, check the mixer of your sound card, and check the sound effects volume.

FULL INSTALLATION FOR WINDOWS®95

This section describes how to install Surface Tension on your PC in Windows®95. All installation Windows®95 options are described in detail.

To install Surface Tension:

1. Load the Surface Tension CD-ROM into your CD-ROM drive.
2. Windows®95 will then launch the installation program automatically.
3. The Surface Tension installation program will start, and the following screens will appear, in the following order:
 - **Progress Bar** Displayed while the installation program loads.
 - **Welcome Screen** Information displayed concerning the installation process.
 - **DirectX™ Installation** Used to specify the **DirectX™** installation method.
 - **Path** Used to specify the installation directory in which Surface Tension files will be installed.
 - **Method** Used to specify the amount of hard disk space you wish to allocate to Surface Tension.
 - **Folder Selection** Used to specify the program folder in which Surface Tension files will be installed, in Windows®95.
 - **Progress Screen** Graphically displays the installation progress.
 - **Icon Creation** Program Icons are created.
 - **Restart Windows** Used to specify whether you need to reboot your PC.

INSTALLATION OPTIONS

Each installation option is set using a screen that appears when you start the installation procedure.

To use the installation screens:

- Press <TAB> to move forward through fields in a screen, and <SHIFT> + <TAB> to move backward.
- Press <ENTER> to accept the value in the field, and move to the next field.
- Enter text with the keyboard.
- Move to a field using its short-cut key combination (<ALT> + <HIGHLIGHTED LETTER> in the field's name).
- Press <ESC> to cancel.
- You can also use the mouse to choose fields or make selections.
- When you finish specifying values in all fields in a screen, click the **Next** button to continue with the next screen, or click **CANCEL** to exit installation.

The following screens appear in the installation program:

- **DirectX™**
- Path
- Method
- Program Folder
- Reboot Option

DirectX™ Installation

Surface Tension for Windows®95 uses Microsoft's **DirectX™**. This screen is used to specify whether it is necessary to install the drivers, or skip the installation if they previously exist:

- Do not install **DirectX™** if the drivers exist on your system (recommended).
- Install **DirectX™** even if the drivers already exist on your system.

PATH

This screen is used to specify the installation directory in which Surface Tension files will be installed. After specifying values, or accepting the defaults, press <Next> to continue to the next screen.

METHOD

This screen is used to specify the amount of hard disk space you wish to allocate to Surface Tension. Following are the available options:

- Minimal - 14Mb
Minimal disk space requirement, but game pauses when loading a new world or a saved game.
- Partial - 40Mb
Larger disk space requirement, but pauses to load new worlds, saved game are shorter than with Minimal configuration.
- Full - 48Mb
Requires only 8 Mb more disk space, but loading pauses are much shorter, making game play more fluid.

After selecting the desired option, or accepting the default, press <Enter> to accept your values and continue to the next screen.

Folder Selection

This screen is used to specify the program folder in which Surface Tension will install the program files.

PROGRESS SCREEN

This screen graphically displays the installation progress. Click the CANCEL button to abort the installation.

When installation is completed, the selected program folder will be displayed.

Restart Windows

This screen is optional and will appear only if the **DirectX™** installation requires rebooting of the system. This screen is used to specify whether to reboot the PC immediately or later if you wish. When installation is completed, the selected program folder will be displayed.

SWITCHING BETWEEN A WINDOW AND FULL-SCREEN IN WINDOWS®95

During the game you may switch between window and full-screen modes by pressing <ALT> + <ENTER>. You can do this only if the game began with Windows 95 in 16 bit mode (65,536 colours) with screen resolutions higher than 640x480.

SURFACE TENSION STORY



FROM: Professor Ralwin
TO: Bishop
DATE: 20.10.2051
CLASSIFICATION: **FOR YOUR EYES ONLY**
ATTACHMENTS: 1) BEX 1 Flight Manual
2) Intelligence Report 432/A-LYNX

Bishop,

Welcome to Mars! Tess tells me you've assembled the teleporter gates. Good. I regret that I wasn't able to greet you at the lab when you arrived. However, I am pleased to hear that you and BEX 1 are getting to know one another. If you haven't tried the simulator yet, I recommend it. You might have some fun.

I have a feeling, though, that there won't be much time for fun up here. LYNX knows we're here. I don't know if they know what we're up to, but I do know that Thurgeson has somehow learned of my teleporter. LYNX must have a source inside Harpa. We know you never much liked working with an underground organization, but our friends in Harpa are really top-notch. I suppose that in any underground organization, there's bound to be a few leaks, but I had hoped we could keep the teleporter a secret - at least until the interplanetary testing was successful. No matter... We're going to try a planet hop today (with inorganic mass, of course), so someone is bound to pick up the fluctuation in energy levels anyway.

Enough with the chit chat. Let's get down to the business at hand. Tess intercepted the following VideoComm transmission only an hour ago. She thought you should see it, so I transcribed it for you.

FROM M. Thurgeson



M. Thurgeson
Director
Special Services
LYNX Corp.

TO F. Daniken



LYNXCOMM
TRANSMISSION

F. Daniken
Chairman &
CEO
LYNX Corp.

Well, Mr. Daniken, as usual I am unable to speak to you personally. I have instructed your coordinator to clear a few moments for me when I return to Earth later today. In short, our people have informed me that Professor Rahwin has surfaced once again. Apparently, he has developed a means of transporting mass at the speed of light. I presume you know how this could impact on our Glomavine operation. We will speak later.

First of all Bishop, I want you to know that you're a very lucky man! I don't know where we'd all be without Tess. More importantly, this transmission proves that there's more to the Glomavine story than LYNX would like anyone to know. It's hard to believe that they've been able to hide it, but here's my theory.

As you know, Glomavine is the only known cure for PMA. Since PMA has been around, no single mega-corporation has been found guilty of releasing the vaporized genetic material into the Earth's atmosphere that is believed to have caused the creation of the PMA virus. But it doesn't take a genius to know that LYNX, with all of their genetic engineering experiments, is at the root of this plague. 55,000 people world-wide have already been afflicted. That's in only 3 months, and it's growing exponentially. If the virus continues to spread at this rate, tens of millions of people could be affected before the end of the year.

Scientists have been warning of the dangers of damaging earth's ozone layer for more than one hundred years, but who could have predicted that the sun's ultraviolet rays would mutate airborne DNA into a killer virus?

Enough of my ranting. Back to my theory. Daniken knows that even The World Council is too scared to accuse LYNX of any wrongdoing. Either that, or Daniken's got the whole Council on his payroll. No matter, no one is going to finger LYNX for PMA unless they have solid evidence that Daniken himself is culpable.

Enter the Glomavine connection.

It's public knowledge that LYNX is mining the stuff. Their single mine was examined by the Council, and then classified as a protected site to "avoid piracy of this already scarce material." What a crock! Their report on the scarcity of Glomavine on the colonized planets and satellites was accepted as fact by a team of experts who, since these findings, have all mysteriously either become very wealthy, or very dead. Get the picture?

I believe that Glomavine is not as scarce as LYNX claims it is. I would bet my life, for what that's worth, that LYNX has discovered enough Glomavine to practically give it away (and frankly, if anyone at LYNX had a shred of morality, that's what they would be doing). Just think, if word were to get out that LYNX could supply Glomavine in mass quantities, the price would drop to almost nothing and their mining operation would immediately be taken over by the authorities! This is where you come in Bishop.

Tess tells me that you've been curious about the teleporters, and why we have not been focusing on teleporting organic matter. After all, if we could teleport organic matter, we could move people from planet to planet at the speed of light. Right? Well, in theory, it can be done. However, we don't know whether the artificial intelligence units in the gates have learned enough yet to perform the vast calculations needed to deconstruct each organism system, and then reconstruct them perfectly in their original state.

Up till now, we have been more concerned with the successful interplanetary teleportation of inorganic matter. However, we are now interested in experimenting with the teleportation of Glomavine. One of the main reasons that Glomavine is so expensive on Earth, other than LYNX's monopoly of it, is that it immediately starts to decay once mined.

Although the precise location of LYNX's Glomavine extraction facility is classified, based on the frequency of Glomavine shipments to Earth, my guess is that the Glomavine is being mined somewhere within a 6-week radius of Earth. If it takes 6 weeks to get Glomavine to the processing plant in Los Angeles, considering Glomavine's shelf life, a single kilogram of pure Glomavine would yield only 4 milligrams. In other words, even if Lynx does have a planet full of Glomavine, they can only get 4 parts per million to Earth.

But if we could teleport the Glomavine to Earth at the speed of light, we could get almost all of it there before it decays.

Sounds simple! Well, here are the major problems:

- 1) If LYNX finds the teleporter gates, they would definitely destroy them to keep up their profit margin, which must be huge since all of those dying people and their insurance companies are paying big bucks for Glomavine.*
- 2) We don't know where LYNX is mining the Glomavine.*

Bishop, we need you to find the Glomavine and get it to one of the teleporter gates you've assembled. If we were able to prove that Glomavine can reach Earth in a useable form, it would mean saving millions of lives on Earth. I am fully aware that this means going up against LYNX and their private army, but hell knows, if there's anyone who's willing and able to do it, it's you Bishop!

If this works, I think we could really bring down both LYNX and Daniken. It'll probably take more than the teleporter though. If you ever have access to any LYNX data cores, get whatever

information you can. Not only might it give you tactical advantages, but it could also help us to indict Daniken and his thugs. By the way, if you haven't yet become acquainted with your landing probe, he can help you get into the LYNX computer system. (Tess' idea). He's also good company when you have no one to talk to!

Tess and I will keep in touch with you on the VideoComm. If we lose contact, use your resources. Remember, there are people out there willing and able to help you bring down LYNX - usually for a small price! We'll feed you any helpful information as we receive it. For now, I recommend that you read the BEX 1 flight manual and the intelligence report that I have attached to this document. Bishop, keep your eyes open, and your tail covered.

Good luck.

Ralwin



P.S. Tess wanted you to have this. A little something to brighten up that dark cockpit she says.

BEX 1 FLIGHT MANUAL

BEX 1



DESCRIPTION

BEX 1 is an experimental rocket-propelled hovercraft designed and built for a single purpose: defending the Project at any cost! With that in mind, it is imperative that the existence of the BEX 1 prototype, the Landing Probe aboard BEX 1, as well as this manual, not be revealed to any individual or organization. Those who need to know about BEX 1, already do. BEX 1 was built entirely beneath the Martian surface by Professor Ralwin and his team of engineers, using light-weight composites not known on Earth. Currently, only a single prototype exists, although more are planned.

BEX 1's blistering speed and sharp reflexes push the limits in direct engagement and evasive action. An advanced on-board computer system provides the pilot advantages in early warning, ordnance control and reporting, as well as intelligence gathering and analysis. In addition to a direct ComSatNet VideoComm link to base, BEX 1 is equipped with what is likely the most advanced, most proficient piece of intelligence-gathering hardware in the galaxy: the Landing Probe. The Landing Probe is an all-terrain vehicle stowed aboard BEX 1. When ground support operations are required, the pilot can teleport the Probe to the surface to perform delicate information gathering tasks, and the Probe is most definitely a performer! The Probe's capabilities are described in more detail later in this manual.

CAPABILITIES

PROPULSION

Propulsion systems are powered by a cold-fusion generator. A single pulse engine provides forward thrust, and two hull-mounted multi-directional thrusters allow extraordinary maneuverability; including reverse thrust, vertical lift, hovering, 360° yaw, and 360° roll. A turbo booster lets BEX 1 push the envelope, sustaining Mach 2 for 3 seconds at a time.

[A] Accelerate	[Z] Decelerate/Reverse	[Tab] Booster
[-] Ascend	[/\] Nose Up	[<] Roll Left
[+] Descend	[V] Nose Down	[>] Roll Right
[Del] Yaw Right	[Ins] Yaw Left	

* Joystick controls are described later in this manual.

ARMAMENT

As you will see, in combat BEX 1 can be ruthless. Her success, of course, depends upon the pilot’s skill and experience at the stick. BEX 1’s firepower is unsurpassed. She is equipped with two phaser cannons that can be fired separately, or in tandem for maximum punch. Unlimited phaser energy, provided by the main generator, enables rapid pulse emission. When fired in tandem however, the pulse refresh rate is slightly (though noticeably) reduced, as double the energy is fired per bolt.

An Air-to-air/Air-to-ground missile launcher with radar lock, and expansion ports for additional weapons round out the ordnance suite. The missile launcher and expansion ports are compatible with most standard airborne weapons produced by LYNX.

[Right Shift] Toggle Single/Double Phaser	[Left Alt] Lock on enemy
[Ctrl] Launch missile	[Spacebar] Fire Phaser

DEFENSES

BEX 1’s Defenses consist of three important elements:

Shields, Decoys, and a Smart Pilot!.

AutoGen Shields

BEX 1 is protected from cannon and missile attack by her AutoGen shields. Although not quite invincible, one high-density shield encases each of the ship’s quadrants (fore, aft, left, right). Drawing power from the main generator, each shield absorbs hits and then regenerates to full strength. The regeneration interval, vastly improved in BEX 1, is far shorter than that of other conventional fighters. Concentrated fire, and multiple missile hits in rapid succession can, however, open a hole in a shield. The Control Display shows the relative strength of each of the four shields (see “Instrument Cluster/Control Display”).

BEX 1 can be destroyed only by a direct hit to an exposed face whose shield has been completely drained. However, when a shield is low, one or more of the ship’s systems could be damaged. The following describes the general layout of the ship’s engineering:

Front: Radar, Auto Pilot Computer, Tracking and Missile Guidance System

Rear: Engine, Turbo Booster

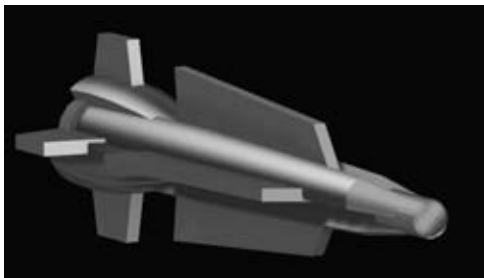
Left: Shield Generator, Left Phaser Cannon

Right: Stabilizers, Right Phaser Cannon

The ship’s engineering computer, situated just behind the cockpit, is capable of repairing most types of damage to these systems, given enough time.

Decoys

A decoy is a magnetic interference generator that can be launched from BEX 1 to lure away incoming missiles. Once launched, a decoy remains aloft for 3 seconds, and then falls away. It is recommended that you not launch a decoy while hovering, as a missile hit to a nearby decoy can cause damage.



INSTRUMENT CLUSTER/CONTROL DISPLAY

Defensive and position control feedback systems present the pilot with information regarding the operating status of the ship and warnings about exposures and threats. This information is presented via the following communication systems:

- HUD (Heads-Up Display)
- Display Panel
- Verbal Messages

HUD

The Heads-Up Display (HUD) consists of several liquid displays embedded in the forward dome. As you look forward, these unobtrusive displays remain in view for heads-up access. The HUD also includes a video screen that displays VideoComm transmissions (see “Communication”).

Indicator	Use
<i>Heading Indicator</i>	Indicates the direction in which the ship’s nose is facing.
<i>Airspeed Indicator</i>	Indicates the ship’s relative speed.
<i>Altimeter</i>	The altimeter’s left side indicates the ship’s absolute altitude above sea level; and the right side indicates the height of the terrain above sea level.
<i>Attitude Indicator</i>	Indicates the ship’s roll angle relative to normal.
<i>Range-finder</i>	Marks the focal point of the ship’s Phaser cannons.
<i>Lock Indicator</i>	Appears when you have missile lock on an enemy aircraft.

Display Panel

The Display Panel is comprised of screens and indicators built-in to the ship's cockpit.



Instrument

Use

Message display

Display above the HUD that scrolls messages generated by the ship's on-board computer.

Radar lock alert

When lit (red), indicates that an enemy has you in missile lock. Indicates threat to Probe when Probe controls are active (see "Landing Probe").

Missile alert

When lit (red), indicates that an enemy missile is incoming. Indicates threat to Probe when Probe controls are active (see "Landing Probe").

Decoy active indicator

When lit (blue), indicates that an anti-missile decoy has been launched and is active.

RMS screen

Interface for RMS (see "Radar Mapping System").

Multi-Function Display

Displays the ship's ammunition inventory, and messages informing the pilot of map updates (see "Mission Computer") and database updates (see "Tactical Database").

Shield Status Display

Contains four sections, each corresponding to one of the ship's shields. The width of a shield's status indicator decreases to show that the shield was hit, and has lost strength. The width increases as the shield is regenerated. If only the red inner boundary of an indicator is displayed, the shield is at a critical level.

Verbal Messaging

The on-board computer alerts the pilot of important events or situations via verbal messages.

COMMUNICATION

BEX 1 is linked to the ComSatNet Satellite Network. This link provides interplanetary VideoComm transmit/receive with Earth base. The on-board VideoComm transceiver also enables short-range audio/video communication. Upon receiving a VideoComm transmission, the sender's video image is displayed on a screen on the lower left-hand corner of the HUD. If a message is received at a bad time, you can stop playback, and then repeat the message when it is more convenient.

[S] Stop/Replay last VideoComm Message

When the Landing Probe is launched, the ship can receive audio messages and real-time video from the Probe while it is within local VideoComm range (5 km/3miles). Live video from the Probe is displayed on a retractable screen that is lowered from the roof of BEX1's cockpit while the Probe controls are active (see "Landing Probe").

RADAR MAPPING SYSTEM (RMS)

The Radar Mapping System (RMS) combines a radar detection system with a topographical mapping system. The information from these systems is displayed on the RMS screen on the left side of the cockpit's Display Panel. The image displayed provides a virtual view of the topology (elevations, structures, etc.) of the area within a fixed radius of the ship. The radar detection system projects onto this view, the position of enemy aircraft and ground forces in the area, as well as BEX 1's current position (and the Probe's position, if it is on the surface). Radar blips (enemy positions, and your current position) can be identified as follows:

Entity	Key
<i>BEX 1</i>	Green dot. Always appears in center of map, unless Probe controls are active.
<i>Probe</i>	Green dot. Appears in center of map when Probe controls are active.
<i>Enemy aircraft</i>	White dots.
<i>Enemy ground units</i>	Yellow dots.
<i>Enemy ground positions</i>	Yellow dots.

A thermal spectrometer singles out spots on the surface that are markedly colder than their surrounding terrain. These spots are marked with blue dots on the RMS display. A blue dot generally indicates the position of door, or other portal to a building or base, where a small volume of cooled climate controlled air is allowed to escape.

You can zoom in to view a higher level of detail on the map, or zoom out to see a wider radius. Since the RMS systems gather information separately, they can be viewed separately. You can toggle the map view to hide the mapping information, so that only radar blips appear. This can be helpful in locating enemies during heads-up combat.

[,] Map Zoom In

[.] Map Zoom Out

[D] Toggle Map View

MISSION COMPUTER

The Mission Computer is an advanced, integrated tool that the pilot uses to help prepare for missions and to decide how and when to execute them. At any time, you can switch to Mission Computer view, and a map similar to the one below appears.

[F5] Display/Hide Mission Computer Map

The map is a survey of the relevant sectors of the planet where the ship is currently located. The ship's position is indicated by a green diamond with a pointer. In addition to the ship's

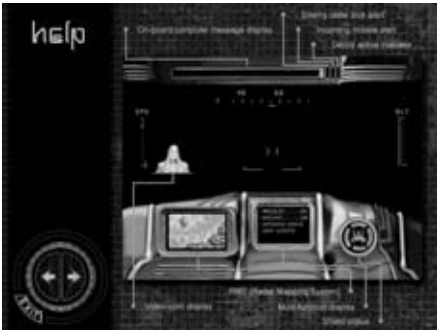
position, mission sites are indicated by either a marker with two concentric squares, or a diamond. The site coordinates are designated by the tactical support team, based on local intelligence reports. These coordinates are transmitted, with information about each mission, to the ship. When the team at base transmit a new mission description, a “MAP UPDATE” message appears on the Multi-Function Display in the ship’s cockpit.

The Mission Computer displays information describing a mission whose site marker you select on the map (using the mouse, or pressing [Tab] to jump from site to site). The pointer on the green diamond representing BEX 1 points in the direction of the currently selected mission. The marker for the currently selected mission site is colored green. All other mission site markers on the map are colored white.

TACTICAL DATABASE

A database containing hundreds of thousands of entries is maintained in the core data base. Each entry is, in some way, relevant to the ultimate cause of eliminating LYNX. A subset of this database is pre-loaded onto the ship’s on-board computer to help the pilot identify BEX 1, its equipment, and the starting point for her initial mission.

[F6] Display/Hide Database



The database is divided into four categories:

Vehicles	Miscellaneous
Aircraft	Planets

To view the entries for one of these categories, select the corresponding Icon (click it using the mouse). The included entries for the category are listed in a column on the left-hand side of the screen. Select the entry whose data you wish to view (click the entry using the mouse, or move up and down in the list using the arrow keys, and then press Enter). Various views of the entry are displayed, along with a description of the selected item.

The Tactical Database is automatically updated in the following ways:

- When BEX 1 reaches a previously unexplored planet, data about the planet is added to the Tactical Database.
- When BEX 1 commits to weapons lock on an enemy vehicle that it has not yet encountered (be it in the air, land, or water), the on-board computer searches the base data core (via CommSatNet to base) and updates the Tactical Database if it finds a match. This data can

give the pilot an advantage in combat by providing background on a vehicle’s performance envelope and weapons systems.

- When the Landing Probe downloads information from a data core during a mission, the relevant data is automatically transferred to the Tactical Database.

When a new entry is added to the Tactical Database, the “DATABASE UPDATE” message appears on the Multi-Function Display in the cockpit.

AUTOMATIC PILOT

When the pilot engages the Automatic Pilot system, flight control is transferred to the on-board computer. In Auto Pilot mode, the on-board computer guides the ship toward the last selected mission in the Mission Computer interface (see “Mission Computer”).

While in Auto Pilot mode, the ship’s cockpit can be used as a gun turret with a 360° range of motion about its vertical axis, and approx. $\pm 20^\circ$ tilt. This enables the pilot to sweep in all directions and fire the ship’s phasers, without turning the ship around.

[F] Engage/Disengage Auto Pilot

[^] Tilt Turret Up

[<] Swivel Turret Left

[v] Tilt Turret Down

[>] Swivel Turret Right

- Joystick controls are described later in this manual.

BEX 1 TECHNICAL SPECIFICATIONS*

- All specifications are calculated under gravitational and atmospheric conditions at sea level on Earth.

Dimensions:

	Length:	16.67m (55ft)
	Wingspan:	14.25m (47ft)
	Height:	3.82m (13ft)
	Weight:	14,900 kg (14.9 metric tons)
Seats:	1	
Payload Capacity:	5,200 kg (5.2 metric tons)	
Propulsion:	1 General Astronautics SP7000 Cold-Fusion Generator (supplies power for propulsion pulse, thrusters, and all electrical systems)	
Maneuverability:	Right and Left thrusters - range of motion to enable turning, vertical lift, and reverse	
Max. Airspeed:	0.7 Mach	
Turbo Booster:	Mach 2: 3 seconds sustained speed (4 seconds to re-generate turbo)	
Min. Cruise Speed:	0 km/mph - Hover	
Min. Propulsion		
Altitude:	229 m (750 ft) above surface	

Acceleration:	0 km/mph to Mach 2 (in 0.8 seconds)
Max. Roll	360°
Max. Pitch	180°
Max. Angle of Descent:	45°
Range:	800,000 km (500,000 miles) per fuel rod
Ordnance:	- 2 Phaser Cannons - Fired individually or in tandem, unlimited phaser energy provided by main generator
	- Missiles (standard configuration - 4 missiles; Max. capacity - 24)
Defences:	- 4 High-Density AutoGen Shields (fore/aft/right/left)
	- Decoys (standard configuration - 8 decoys; Max. capacity - 99)
Communications:	- ComSatNet VideoComm transceiver, Direct link with Earth base
	- VideoComm receiver link to Landing Probe - Range: 5 km (3 miles)
Teleporter Range:	200 m (656 ft) [locks onto Probe for teleportation while in range]

PROBE

DESCRIPTION

During the early phases of BEX 1 development, it was decided that despite its compact size, superior agility and advanced weapons systems, we would need to provide her with ground support capabilities. Since BEX 1 is a planet jumper, and our ground coverage is limited to isolated pockets around the solar system, it was clear that BEX 1 would find herself in situations where we would not be able to provide ground support if required, and BEX 1 would be on her own.

That's when the Landing Probe was developed.



The Landing probe is a 6-wheeled, multipurpose amphibious vehicle. Its small size and impressive speed are its greatest advantages when used to perform covert missions requiring unmanned ground transport. Although, like BEX 1, the Probe has not yet seen active combat,

tests show that when traveling at speeds greater than 160 kmph (100 mph), even the most sophisticated tracking systems are unable to lock on the Probe 98% of the time.

The Landing Probe is considered standard gear aboard BEX 1, although it is far from standard. While not in use, the Probe charges its electric cells in BEX 1's hold. When the BEX 1 pilot decides to deploy the Probe - to lay mines, retrieve cargo, enter a location that cannot be safely approached by air, etc. - the Probe is teleported to the surface, and then controlled from aboard BEX 1.

To say that the Probe is 'controlled' however, is a slight exaggeration! It's not clear when it started, but the Probe's artificial intelligence processor developed what, in human terms, might be called an attitude. Though not unusual for AI processors to take on some of the more blatant personality traits of their "Educators," the Probe, containing an advanced neural net developed by Professor Ralwin, has proven to be a superior student.

The Landing Probe should be protected at all costs. It is probably the only one of its kind. It is terribly expensive to duplicate; of course, it is a tremendously valuable tool.

The teleportation system used aboard BEX 1 to teleport the Probe to and from the surface is a low power prototype system. However, teleporting the Probe and its cargo at close range is relatively simple, if the following factors are taken into consideration:

- BEX 1 must be either hovering, or moving at a speed no greater than 64 kmph (40 mph).
- BEX 1 must be no more than 9 metres (30 feet) above the surface.
- BEX 1 must be either parallel with the surface directly below, or at a roll angle no greater than 10°, and a pitch angle no greater than 10°.
- The terrain directly below BEX 1 (where the Probe is released) must be smooth and flat.

CAPABILITIES

REMOTE CONTROL

Many of the Probe's functions can be controlled from aboard BEX 1 via remote control. When you teleport the Probe down to the surface, the control panel on BEX 1 is automatically modified to enable control of the Probe.

When the Probe is teleported back aboard BEX 1, functions are deactivated until the Probe is re-launched.

[I] Release Probe

[L] Retrieve Probe to BEX 1

In general, while the Probe is on the surface, the pilot controls Probe functions from the cockpit aboard BEX 1. However, if a situation arises that warrants it, the pilot can temporarily leaving the Probe untethered on the surface. It is recommended, however, that the Probe not be left unattended unless absolutely necessary, as it has no defense of its own against air attack.

[I] Toggle control between Probe and BEX 1

(available only when Probe is on the surface)

Under certain circumstances, the Probe will take complete control of a mission: namely when it encounters a situation similar to one learnt during simulation training. The Artificial Intelligence processor has been taught thousands of mission simulations during its "education", and will analyze all data received from BEX 1's mission file against these training missions. Until the Probe completes such a mission, you cannot override the Probe's mission

execution. You can, however, monitor the mission's progress, as long as the Probe is within communications range of BEX 1.

When it encounters a situation similar to one of its “pre-programmed” simulations, based on the data received from BEX 1's mission computer. Until the Probe completes such a mission, you cannot override the Probe's mission execution. You can, however, monitor the mission's progress, as long as the Probe is within communications range of BEX 1.

COMMUNICATION

The Probe's front-mounted camera transmits real-time video to BEX 1. This enables the pilot to get a close-up view of the Probe's progress and actions, even when the Probe is out of the pilot's field of vision. The Probe also transmits audio messages to BEX 1. It is important that you keep the Probe in range to maintain audio and video communication. Monitor the indicators on the VideoComm screen aboard BEX 1.

When the Probe is released (teleported to the surface), a retractable video monitor descends from the roof of the cockpit aboard BEX 1. Real-time video transmitted by the Probe's front-mounted camera is displayed on this monitor while the Probe's controls are active. BEX 1's pilot can toggle between controlling the unmanned Probe from the cockpit, or controlling BEX 1 while temporarily leaving the Probe in the field. While the Probe controls are active, the real-time video monitor appears. When control is switched for BEX 1 functions, the monitor is retracted.



The real-time video monitor displays the following indicators in the bottom right-hand corner of its frame:

VidComm range indicator (left) When lit (green), indicates that the Probe is within VidComm range. If the Probe travels out of VidComm range, the indicator turns dark (gradually turning red), as does the image on the monitor.

Teleporter range indicator (right) When lit (green), indicates that the Probe is within teleporter range. If the Probe travels out of teleporter range, the indicator turns dark (as above). The Probe and its cargo can only be teleported when in teleporter range.

MOBILITY

When launched, the Probe is capable of land speeds of up to 320 kmph (200 mph) on a straightway. More impressive though, is its ability to negotiate extremely rough terrain, including narrow passages with little room for mobility, and its amphibious capability. Though somewhat slower in water, the Probe maintains superior mobility.

[^] Accelerate	[<] Turn Left
[v] Decelerate/Reverse	[>] Turn Right

- Joystick controls are described later in this manual.

ROBOT ARM

The Probe is built to carry a small payload of armaments or other items that it encounters while on the surface. It collects these items using its retractable robot arms.

[O] Teleport Probe's cargo to BEX 1

TELEPORTATION

The Probe uses a small send-only teleporter to load its payload to BEX 1. If the Probe has exceeded its capacity, and you need to load more cargo into the Probe's container, you can transfer the Probe's payload to BEX 1 via the Teleporter.

[Enter] Pick up objects with Robot Arm

DATA CORE INTERFACE

Possibly the most important Probe function is its Universal Data Core Interface (UDCI). The UDCI is a "super hacker" capable of cracking just about any computer security system in existence. The UDCI is comprised of a hardware coupler and advanced control software. When the Probe's sensors recognize a data transfer port defined in the Probe's database, the UDCI coupler is automatically extended. It plugs into the port and downloads all the information from the data core that the Probe can decipher. When the Probe is teleported back to BEX 1, the data is dumped to BEX 1's computer for processing. Some information is compiled into the tactical computer's database, and the rest is transmitted to base for evaluation.

MINE PLACEMENT/DETONATION

Mines hover at a hair's breadth above the surface, far below a tank crew's line of vision. This grapefruit-sized killer can instantly vaporize any land vehicle on contact, or detonate via remote-control to turn an unprotected building into rubble. In a standard configuration, the Probe is equipped with eight mines, although it can store many more. You can instruct the Probe to lay a mine, and detonate it while either Probe controls or BEX 1 controls are active. Be careful to be a safe distance from a mine when it is detonated.

[M] Lay a mine	[N] Detonate a mine
----------------	---------------------

PHASER CANNON

Although equipped with a compact, yet powerful phaser cannon, the Probe is not yet configured with a phaser energy generator. The Probe is designed primarily for reconnaissance and covert missions. Even a single phaser blast could turn the Probe into a hot target. The phaser was nevertheless included in the design so that it could be implemented in the future.

[Spacebar] Fires phaser cannon (if operable)

PROBE TECHNICAL SPECIFICATIONS*

- All specifications are calculated under gravitational and atmospheric conditions at sea level on Earth.
- All specifications are calculated under gravitational and atmospheric conditions at sea level on Earth.

Dimensions:	Length: 2.1m (7 ft)
	Width: 1.43m (5 ft)
	Height: 0.65m (2 ft)
	Weight: 2,780 kg (2.78 metric tons)
Payload Capacity:	400 kg (0.4 metric tons)
	1.85m ³ (3 rocket cannisters)
Lifting Capacity:	Robotic arms can lift 0.35 metric ton
Propulsion:	Neutrino Accelerator
	Powered by 4 x 10Volt cells
	212 Hp
	6 all-terrain wheels, each independently powered
Max. Land Speed:	320 kmph (200 mph)
Max. Nautical Speed:	105 knots
Acceleration:	0 to 320 kmph (200 mph) / 1.3 sec.
Range:	3 hrs per charge
Max. Vertical Incline:	25°
Max. Lateral Tilt:	45°
Ordnance:	Phaser cannon (operational if Probe is equipped with an optional energy generator)
Shields:	N/A
VideoComm Range:	5 km (3 miles) [in/out of range indicator on BEX 1 HUD]
Teleporter Range:	200 m (656 ft) [in/out of range indicator on BEX 1 HUD]

JOYSTICK CONTROLS

The pilot can control some BEX 1 and Landing Probe systems using a joystick. BEX 1 supports the following joysticks:

- | | |
|---------------------|-----------------------------------|
| • Generic joystick | (2 buttons) |
| • FLIGHTSTICK PRO | (4 buttons, HAT switch, Throttle) |
| • THRUSTMASTER PFCS | (4 buttons, HAT switch) |
| • GRAVIS GAMEPAD | (4 buttons) |

BEX 1 CONTROLS

Generic joystick



Roll Left



Roll Right



Nose Down



Nose Up

- | | |
|----------|------------------|
| Button 1 | - Fire Phaser |
| Button 2 | - Launch Missile |
| Button 3 | - Launch Decoy |
| Button 4 | - Lock on enemy |

FLIGHTSTICK PRO



Roll Left



Roll Right



Nose Down



Nose Up

Button 1	- Fire Phaser
Button 2	- Launch Missile
Button 3	- Launch Decoy
Button 4	- Lock on enemy
Throttle Forward	- Accelerate
Throttle Back	- Decelerate/Reverse
HAT switch Forward/Backward	- Ascend/Descend
HAT switch Left/Right	- Yaw Left/Right

THRUSTMASTER PFCS



Roll Left



Roll Right



Nose Down



Nose Up

Button 1	- Fire Phaser
Button 2	- Launch Missile
Button 3	- Launch Decoy
Button 4	- Lock on enemy
HAT switch Forward	- Accelerate
HAT switch Back	- Decelerate/Reverse
HAT switch Left/Right	- Yaw Left/Right

GRAVIS GAMEPAD



Roll Left



Roll Right



Nose Down



Nose Up

Button 1	- Accelerate
Button 2	- Fire Phaser
Button 3	- Decelerate
Button 4	- Lock on enemy
Buttons 2 + 1	- Booster
Buttons 2 + 3	- Launch Decoy
Buttons 2 + 4	- Launch Missile

BEX 1 AUTO PILOT CONTROLS

Generic joystick/FLIGHTSTICK PRO/THRUSTMASTER PFCS



Roll Left



Roll Right



Nose Down



Nose Up

Button 1	- Fire Phaser
Button 2	- Launch Missile
Button 3	- Launch Decoy
Button 4	- Lock on enemy

GRAVIS GAMEPAD



Roll Left



Roll Right



Nose Down



Nose Up

Button 2	- Fire Phaser
Button 4	- Lock on enemy
Buttons 2 + 3	- Launch Decoy
Buttons 2 + 4	- Launch Missile

LANDING PROBE CONTROLS



Turn Left



Turn Right



Accelerate



Decelerate/Reverse

Button 1	- Pick up an object with the robot arm
Button 2	- Fire Probe's Phaser (if enabled)
Button 3	- Lay a mine
Button 4	- Lay a beacon

TACTICS

CLASSIFICATION:	TOP SECRET
DATE:	20.10.2051
FROM:	Tactical Development Group
TO:	Capt. Bishop
CC:	Ralwin, Tess, Engineering
RE:	INTELLIGENCE REPORT 432/A-LYNX

The following are recommended tactical manoeuvres, and should not be considered universal solutions. When operating covertly, reflexes and discretion are a pilot's primary motivators.

Low Shields: First and foremost, avoid head-on engagement, especially if your forward shield is low. Use your RMS display (described earlier in this manual) to locate enemies, both on the ground and in the air. If you find yourself in enemy missile lock, turn the ship so that your weak shield(s) faces away from the closest detected enemy position. This is most likely where the missile lock originates. By entering inverse flight (upside down), you can protect a weak side, yet maintain your weapons heading.

Using Terrain: Although phaser and laser blasts can be deflected, they can be fired in a straight path only, without deviation. Such is not the case with radar-guided missiles. Missiles will follow you even when you change course. Your only defense against a missile (other than strong shields) is to use a sharp curve in a canyon, if available. A missile's momentum will carry it forward slightly before its guidance system can calculate a sharp turn. If the curve is sharp enough, you can lose a missile in a wall impact.

Cannon Emplacements: Defensive phaser/laser cannons are situated atop many of LYNX's bases on Mars. These cannons are designed to defend against air assault. Our observations show that their turrets do not pitch lower than level. Fly below the turrets of these cannons to avoid their fire.

Landing Probe: Remember – bravery is only a hair's breadth from stupidity. If you don't have to fight, don't. If you can't approach a mission site with BEX 1 from the air, land at a safe distance and send in the Probe. If you do land, make sure it's in a secure place (e.g. in a crevice, or a deep canyon) that is suitable for launching the Probe whilst protecting BEX1.

TROUBLE SHOOTING FOR MS-DOS

Q. The game is running slowly once it is installed.

A. If you have a 486 and find that the game is playing slowly, this could be due to the screen mode the game is running in. Try re-installing the game in the Hi-res 256 colours mode. This should make the game run at a good speed.

Q. I have problems running the game, once it is installed.

A. If you have problems running the game, it might be due to lack of memory; try running a 'clean' system. You can do this by using a Boot Disk. Place a floppy disk in your disk drive and type `FORMAT A: /S`, remembering to add the spaces. Place this disk in your drive and reset the machine. This will give you the maximum amount of memory possible.

TROUBLE SHOOTING FOR WINDOWS®95

Q. The game won't start properly; or if it does there is sound without vision, or there is vision without sound.

A. Surface Tension for Windows®95 used Microsoft's **DirectX**. You may need to acquire a **DirectX** driver for your sound or video card - depending on your specific problem - from Microsoft or your card manufacturer.

Q. The game does not switch between window and full-screen when I press <ALT> + <ENTER>.

A. Try starting the game in 16 bit mode (65,536) and in screen resolutions higher than 640x480.

CREDITS

(Professor Ralwin's Team of Highly Trained Killers)

PROGRAMMING

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Engine & Technology Programming

Itzik Bayaz

Uri London

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Eitan Elkin

Additional Programming

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Special Thanks to

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WINDOWS@95 PROGRAMMING

Eitan Elkin

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Lea Cohen

Ofer Cohen

Rami Winestock

Additional graphics

Amit Doron

Amir Glinik

Ofer Shor

Graphics technical support

Ofer Shor

3D sequences

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Shay Shkolnik

Eylon Sirotkin

Yair Cohen

Eran Davidov

GAME PRODUCER

Ronnie Yaron

MANAGEMENT

Erik Yifat

Israel Guy

A special thanks to all those beta testers out there!

SOLD OUT TECHNICAL SUPPORT

If you have problems installing the game, or if, after installation is complete and the product fails to work properly, you may contact Gametek's technical support staff in any one of several ways.

Phone: 0171 928 9655
Weekdays, 10.00am-1:00pm and 2:00pm-5:00pm.

Fax: 0171 261 0540

Post: Technical Support – Surface Tension
Sold Out Software.
122 Southwark Street
London
SE1 0SW

WEB : <http://www.sold-out.co.uk>

Email: webmaster@sold-out.co.uk

Please include your phone and/or fax number for a speedy reply.

Also include your computer information and as many details about the problem you are having with the game.

When contacting technical support, please be prepared. It will be easier to solve your technical problems if you are able to provide us with the following information:

- The brand name of the computer that you are operating.
- The DOS version installed on the system and its manufacturer.
- The name of the memory manager that you are using.
- The amount of system RAM installed on the computer.
- The amount of free Conventional and EMS memory you have available (refer to software system requirements).
- The mouse driver manufacturer and version that you are using.
- The Sound Card installed on the system.
- The Music Card or Daughter Board, if any, installed on the system.
- The Video Card on the system. Please include the amount of Video RAM installed on the card.
- The VESA Driver that you are currently using.

All of the above information can be found by consulting your system's .