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Interplay

XBOX



HUNT OR BE HUNTED

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

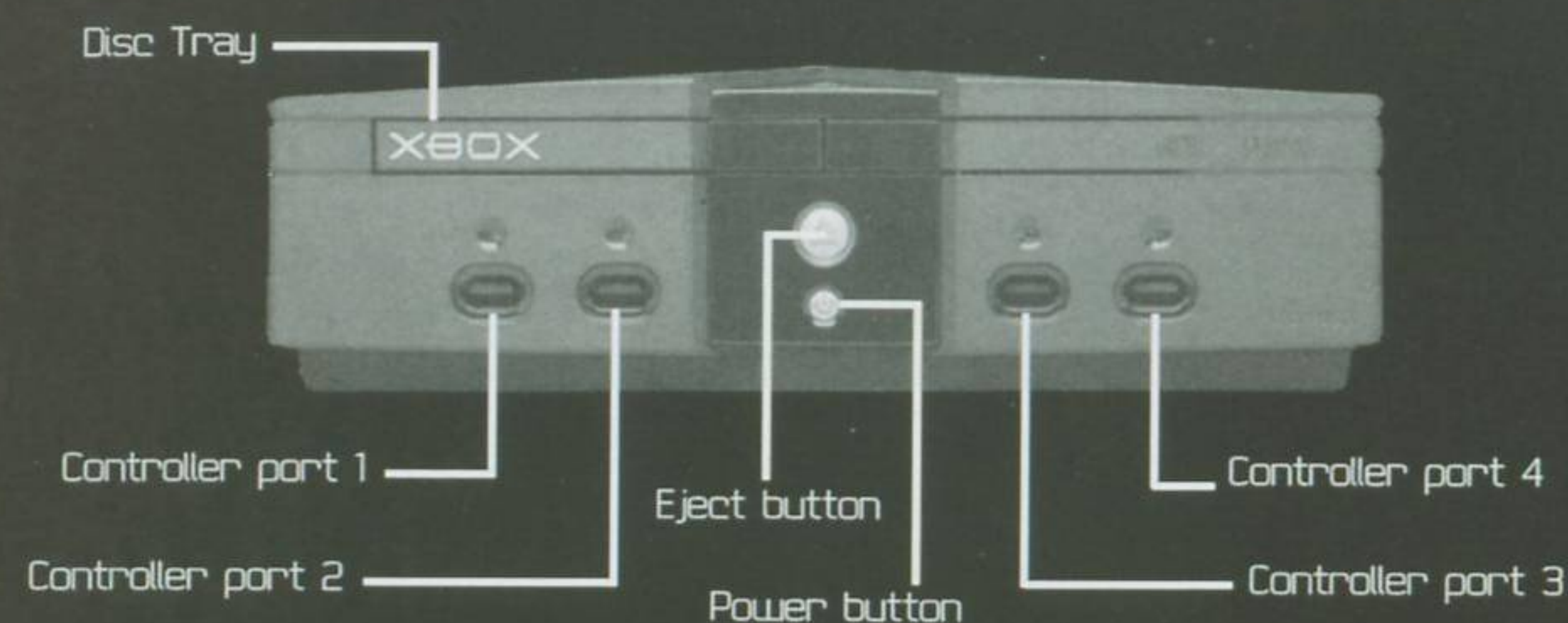
Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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GETTING STARTED



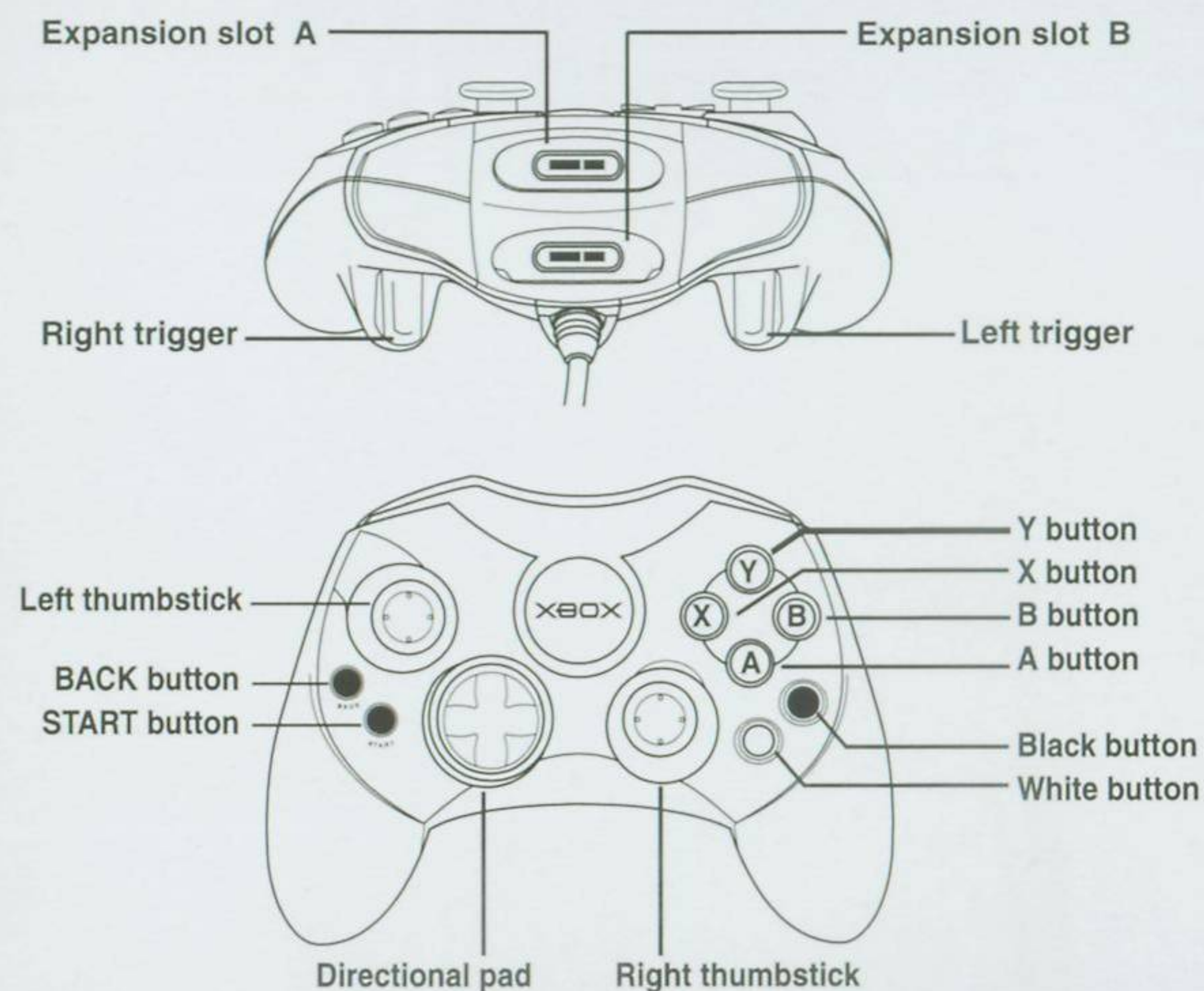
Using the Xbox Video Game System

Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual. Press the power button and the status indicator light will light up. Press the eject button and the disc tray will open. Place the *Run Like Hell* disc on the disc tray with the label facing up and close the disc tray. Follow on-screen instructions and refer to this manual for more information about playing *Run Like Hell*.

Avoiding Damage to Discs or the Disc Drive

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods of time when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

THE XBOX CONTROLLER



1. Insert the Xbox Controller into any controller port of the Xbox console.
2. Insert any peripherals (for example, Xbox memory unit) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Run Like Hell*.

MAIN MENU

New Game: Start a new game.

Load Game: Load a previously saved game.

Options: Adjust various game settings.

Download Content: Connect to *HboH Live!* to download new skins and levels. Downloaded levels will appear under *New Game* in the Main Menu. (Requires an active *HboH Live!* account.)

Demos: Select and play movies from this and other great Interplay games.



OPTIONS MENU

Adjust various game settings:

Save: Save your current game.

Load: Load a previously saved game.

Skins: Play the game using a different costume for Nick (must be downloaded from *HboH Live!* first)

Video: Set your TV's brightness for optimal play.

Audio: Set the game to play in Surround Sound Stereo or Mono. To adjust the game's volume, you must press the *A button* to accept and save these new settings.

Controls: You can change the controller configuration by selecting Control Scheme. Vibration mode can be toggled in this menu as well. Press the *A button* before exiting to accept the changes and save them.



COMBAT INTERFACE/ CONTROLS

Nick's Personal Operating System (POS) is equipped with state-of-the-art combat routines that interface directly with his weapons. Threat detection is a part of this package and can Auto-Target any hostile creature in view.

Right trigger: Aim Mode - Target locks the nearest enemy in Nick's field of view (when a weapon is equipped)

White button: Weapons Select

Black button: Weapons Select

White button
+ Black button: Look

A button: Activate/Operate/Pickup

H button: Reloads equipped weapon (while not in aim mode)

START button: Options screen

BACK button: Inventory

While aim mode is engaged:

A button: Fires currently equipped weapon's primary target

B button: Fires currently equipped weapon's secondary target (if available)

H button: Switches Nick's aim

Right thumbstick: Move Camera

Left thumbstick: Moves Nick Connor

Left thumbstick
+ left trigger: Dodge in the direction that the left thumbstick is held while targeting an enemy

R3 button: Quick-Heal. Nick will use the appropriate health item to boost his health

Right trigger
+ Y button: Causes Nick to either kick or rifle-strike any enemies directly in front of him

NOTE: These are the Default controls.



On-Screen Display

The Hegemony Heads Up Display (HUD) unit shows several statistics when different incidents occur.

The HUD automatically appears whenever Nick:

- takes damage
- heals himself
- aims or fires his weapon
- regenerates his armor
- reloads his weapon



HUD Status Bar

- *Weapon and Ammo Display:* The current weapon is displayed in the upper left corner. If a weapon is not equipped, the left side of the display will not appear.



The number to the right indicates remaining ammunition.

- *Health and Armor Display:* The image in the upper right corner displays Nick's current health and armor level. As Nick receives damage, the LEDs count down right to left. When Nick reaches approximately 20% health, the LEDs flash red. The armor LEDs display the remaining amount of power in Nick's personal shield unit.
- *Target Reticle:* A blue targeting reticle appears beneath the current target. The dimmer the blue reticle, the closer the target is to death.
- *Exclamation Mark:* Exclamation marks highlight items to be investigated.



- *Journal Update Icon:* A purple icon appears in the center of the HUD whenever Nick receives a journal update.

PERSONAL OPERATING SYSTEM (POS) MENUS

Press the *BACK* button to activate Nick's Personal Operating System. It's the latest the Hegemony has to offer. Nick can access inventory items, the map, and his journal. To access one of three different tabs, press *right trigger* to cycle the screens to the right, or press the *left trigger* to cycle the screens left. Press the *Y* button or the *BACK* button to exit the menus.

Inventory

Toggle between the Weapons and Items screens using the *left* and *right* directional buttons.

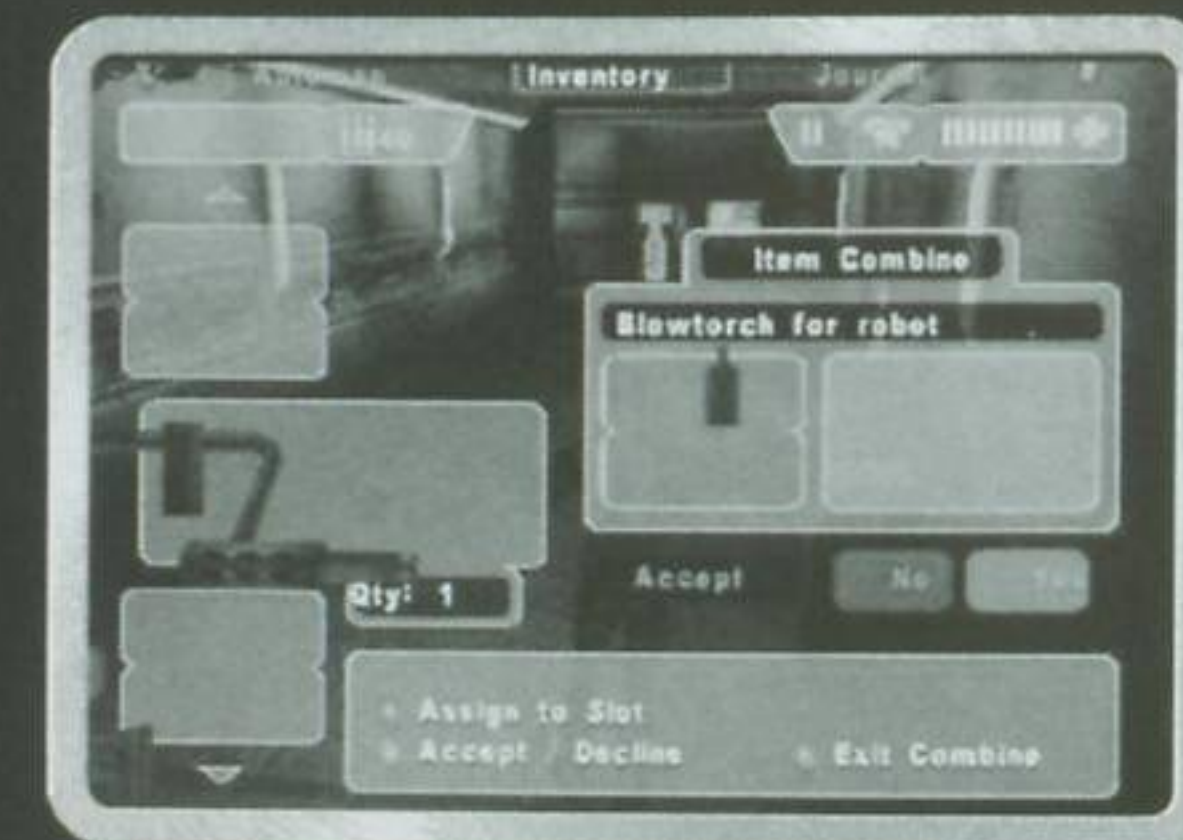
- **Weapons:** The currently selected weapon appears in the central display screen, and the large box to the right displays the weapon's name and modifications. You can select a new weapon by pressing the *up* or *down* directional buttons. If you press the *B* button, Nick will reload the highlighted weapon. If you press the *A* button, Nick will equip the selected weapon. Once you have discovered weapon Mod Chips, you can add them to the highlighted weapon by pressing the *H* button. The display will switch to the items display: select the desired Mod Chip and press the *H* button again. To accept the modification, use the *right* directional button to highlight *YES* and press the *A* button. If you change your mind, use the *left* directional button to highlight *NO* and press the *A* button.

Warning: Mod Chips cannot be removed from weapons, so choose wisely.



Combining Items

Nick may have to combine items to solve puzzles or advance in the game. To combine items, press the *BACK* button (and navigate to the INVENTORY screen), then press the *right* directional button to access the Items Inventory screen. Highlight the item that you want to combine by scrolling up or down with the directional buttons. Select an item and press the *H* button. Scroll through the available items on the Combine Items screen. Highlight the one you want and press the *H* button again. Select *YES* or *NO* and press the *A* button to attempt or cancel the merge.



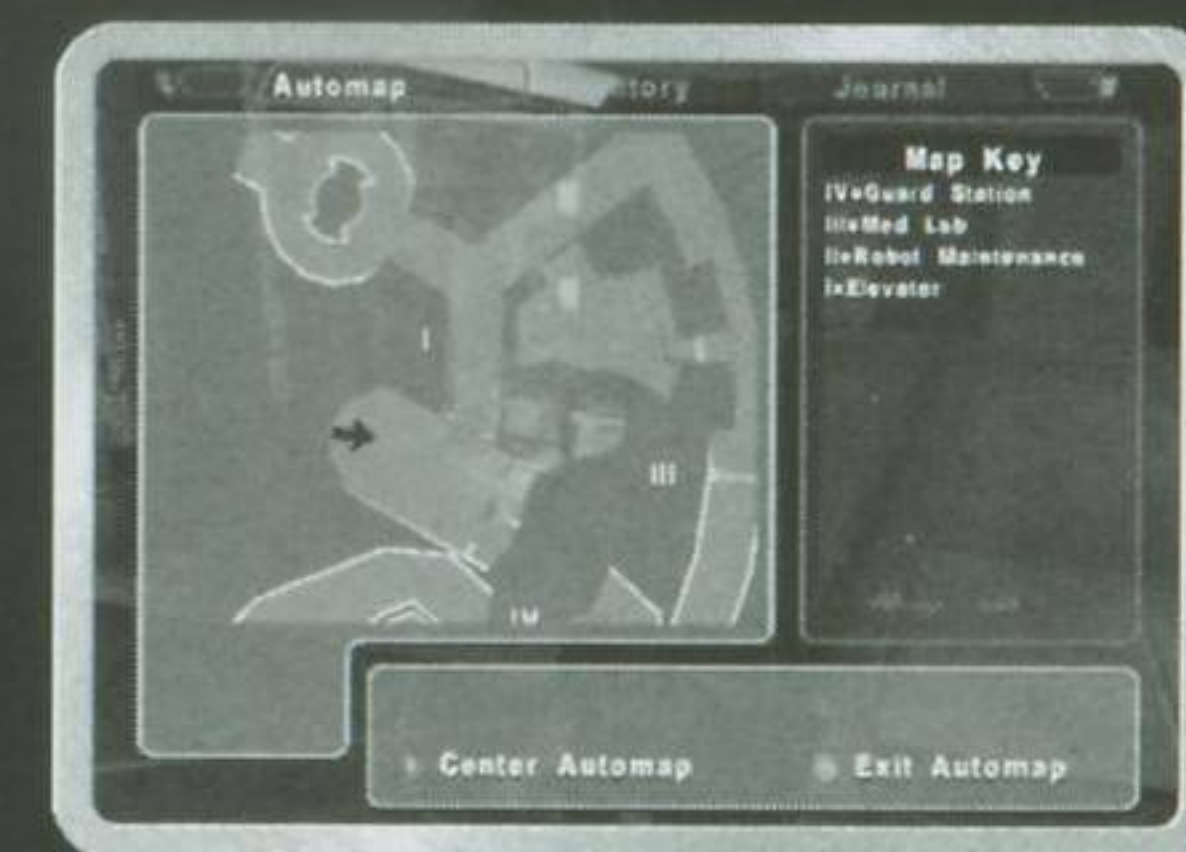
Quick-Slots

Quick Slots allow Nick to change weapons without going into his inventory. Simply move the *right analog stick* to the left or right to cycle among the weapons in the Quick Slots. To add a weapon to the Quick Slots list, go to the inventory screen and highlight the weapon you would like to add. Next, press and hold the *white button* while pressing the *A*, *H*, or *Y* buttons to assign the weapon to the first, second, or third quick slots.



Automap

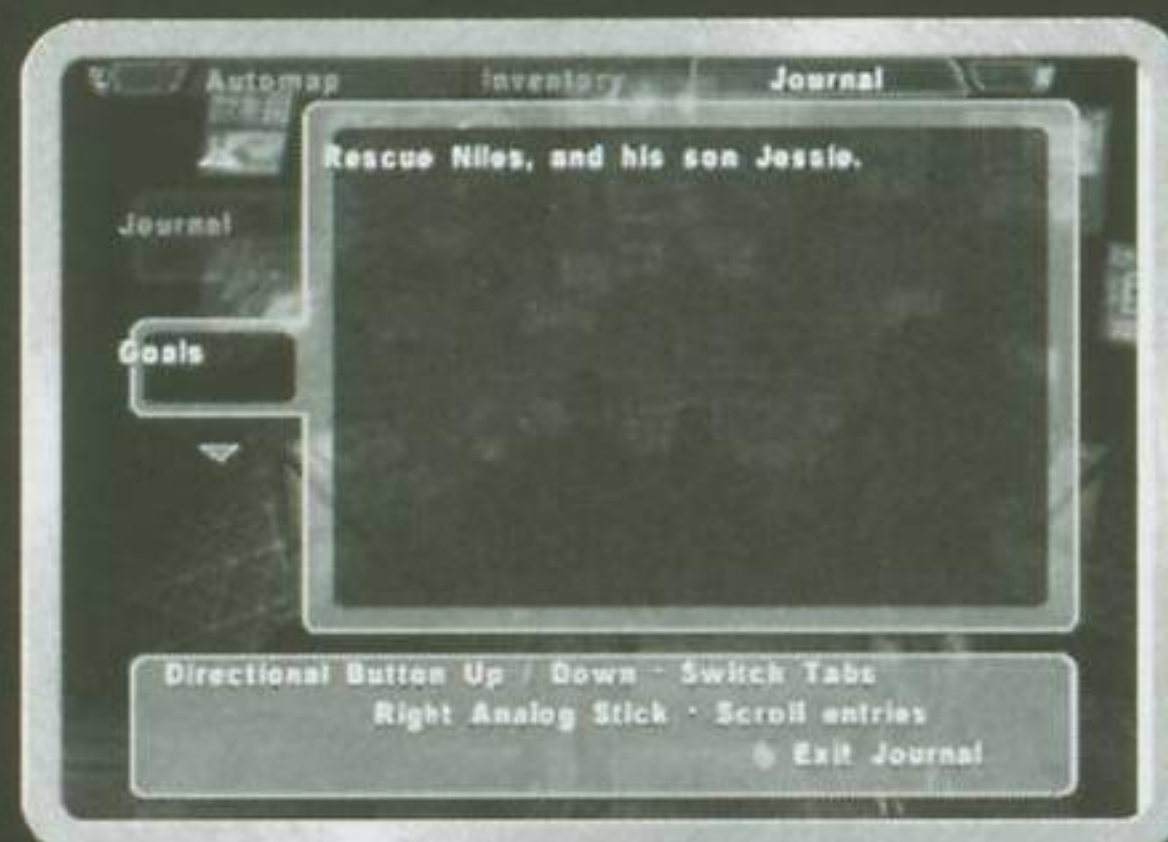
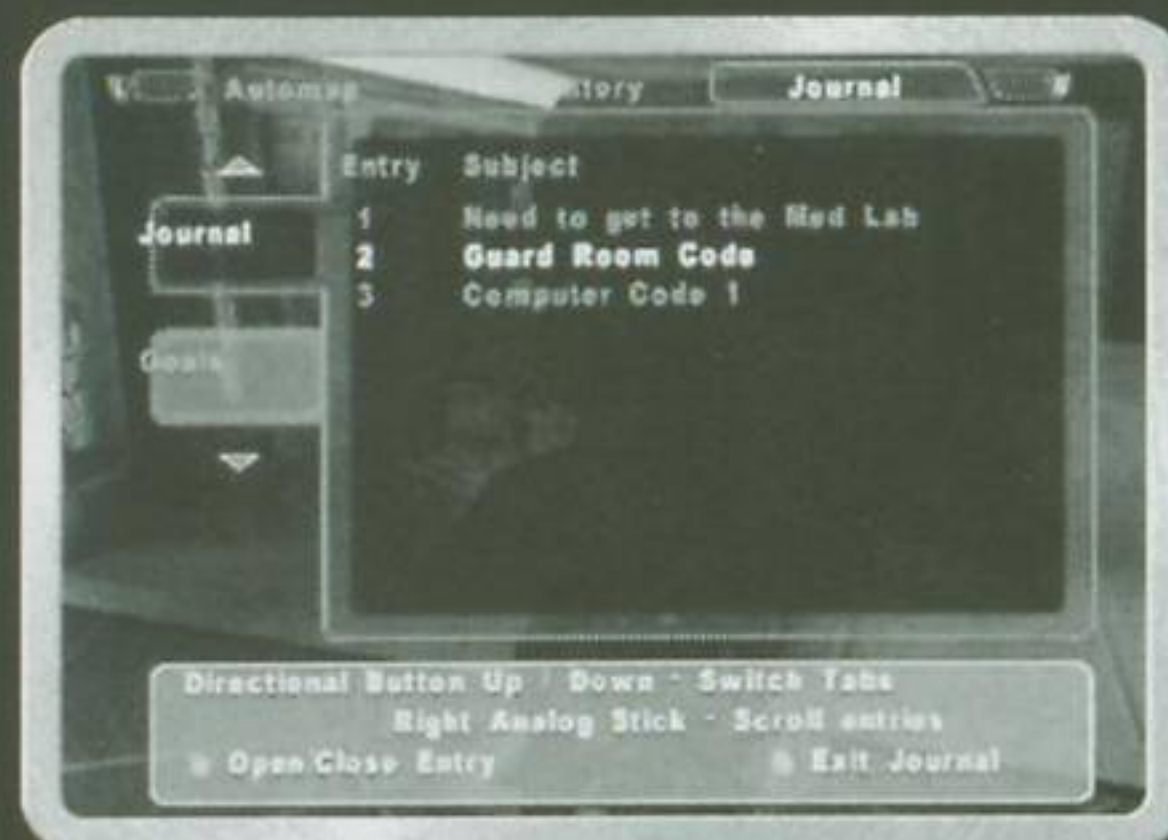
The Automap indicates areas Nick has already explored. As Nick travels around the Forseti station, the Automap will keep track of his progress. Areas will be indicated on the right. Press the *directional buttons* to scroll the map. The Automap will also display information gathered on the states of the doors.



Journal

The journal tracks all of Nick's objectives as well as what has already been accomplished. The journal screen is separated into two areas:

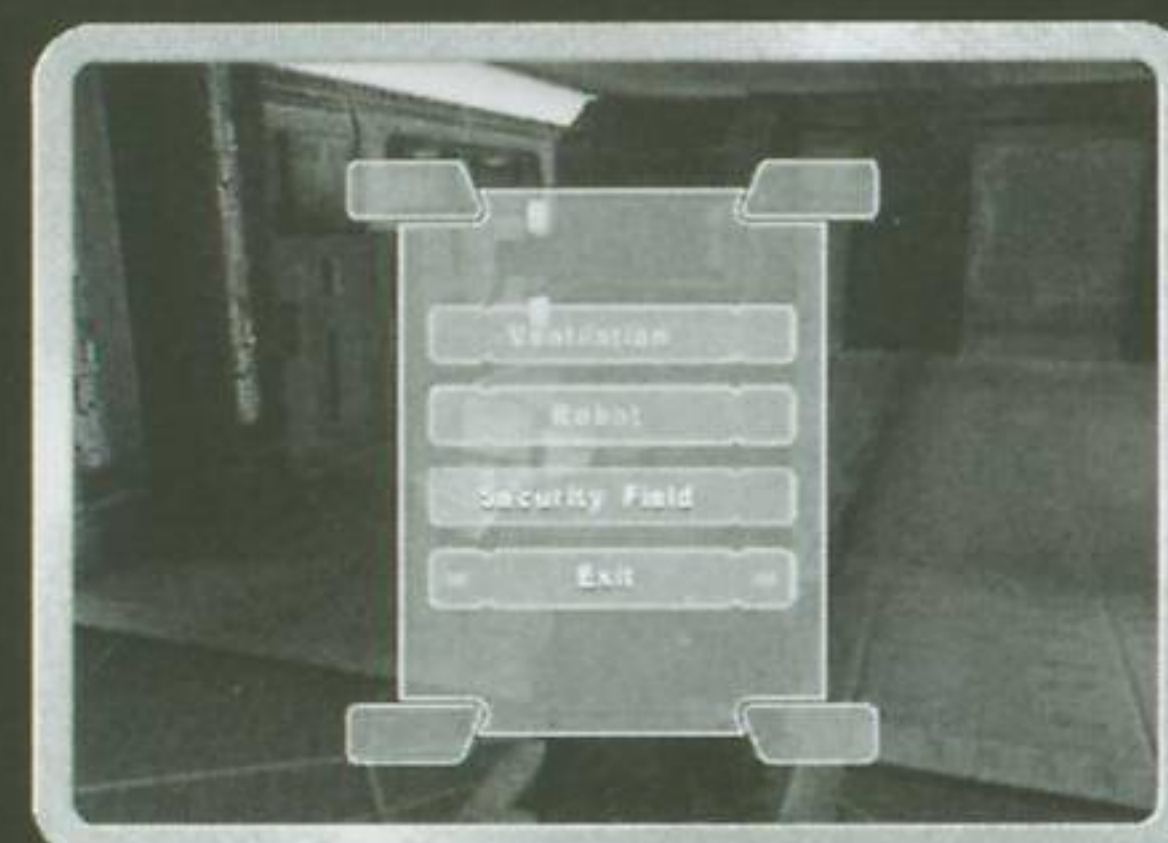
- **Journal:** Find notations of all past events for this level. Nick can read the journal to keep abreast of information gathered. Key codes are also stored on this screen.
- **Goals:** Access Nick's current objectives. Completed objectives will appear in red.



Central Control Terminal

The CCT can be accessed by Nick and his friends on the station to perform the following tasks:

- **Robot:** Remotely pilot a Hegemony robot.
- **Ventilation:** Activate/deactivate ventilation systems.
- **Security Fields:** Enable/disable security force fields.



WEAPONS

Rifle

The rifle quickly spits out super-heated ceramic bullets. With plenty of ammunition, it's Nick's main weapon.



Shotgun

There really isn't too much to firing a shotgun. It's a brute-force weapon that works best up close. The closer you are, the more damage you can do.



Alternate Fire: Double Barrel (this has knock-back capability)

Hegemony Assault Rifle

A bigger, better version of the rifle, it requires roughly the same skills, but is capable of doing more damage.



Alternate Fire: Grenade Launcher ejects a bouncing grenade that explodes on impact.

Pulse Rifle

This high-powered energy rifle causes massive damage. The pulse rifle fires a plasma bolt at Nick's target.



Alternate Fire: Blast of energy that has a very large area of effect.

Bolt Thrower

This Jahn'trep family weapon does a lot of damage.

Alternate Fire: Guided Missile that Nick has to pilot until it comes in contact with a solid object.



Jahn'trep Repeater Rifle

Delivers automatic high-caliber firepower

Alternate Fire: Concussive Blast with a huge area of effect that can knock down everything in its path



Alien Weapon

A living organism unlike any weapon known to the Hegemony, it is capable of massive damage. This weapon has a symbiotic relationship with the user. Be careful. When fired, this weapon sucks energy directly from the user.



Alternate Fire: Bio Mortar. This fires a bio-organic energy mortar that is very damaging. Be careful. This weapon should not be used when Nick is low on health, otherwise the user might die along with the target.

Sonic Stunner

A less violent means of getting the uncontrollable under control. This weapon will knock back lesser creatures.



Nitrogen Blaster

This liquid gas sprayer freezes opponents in their tracks.



Explosive Crossbow

A weapon Nick can build. The crossbow causes significant damage to a target.

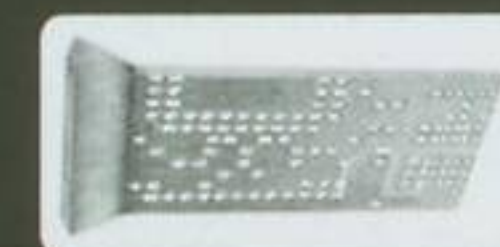
It may be possible for Nick to build other weapons, using items he finds throughout the station.

Mod Chips

Nick Conner can enhance all of his weapons by using Mod Chips (Modification Chips), which can be found throughout the decks. Some are in the usual places, while others seem to have fallen into the hands of black marketers and can only be found by searching for them.

Mod Chips can do the following:

- *Increase Damage:* The more Nick modifies the weapon, the greater the damage it does.
- *Increase Clip Size:* Add more ammunition capacity with this modification. (Not available on all weapons.)
- *Increase Burst:* Allow the weapon to fire more bullets per shot. (Not available on all weapons.)



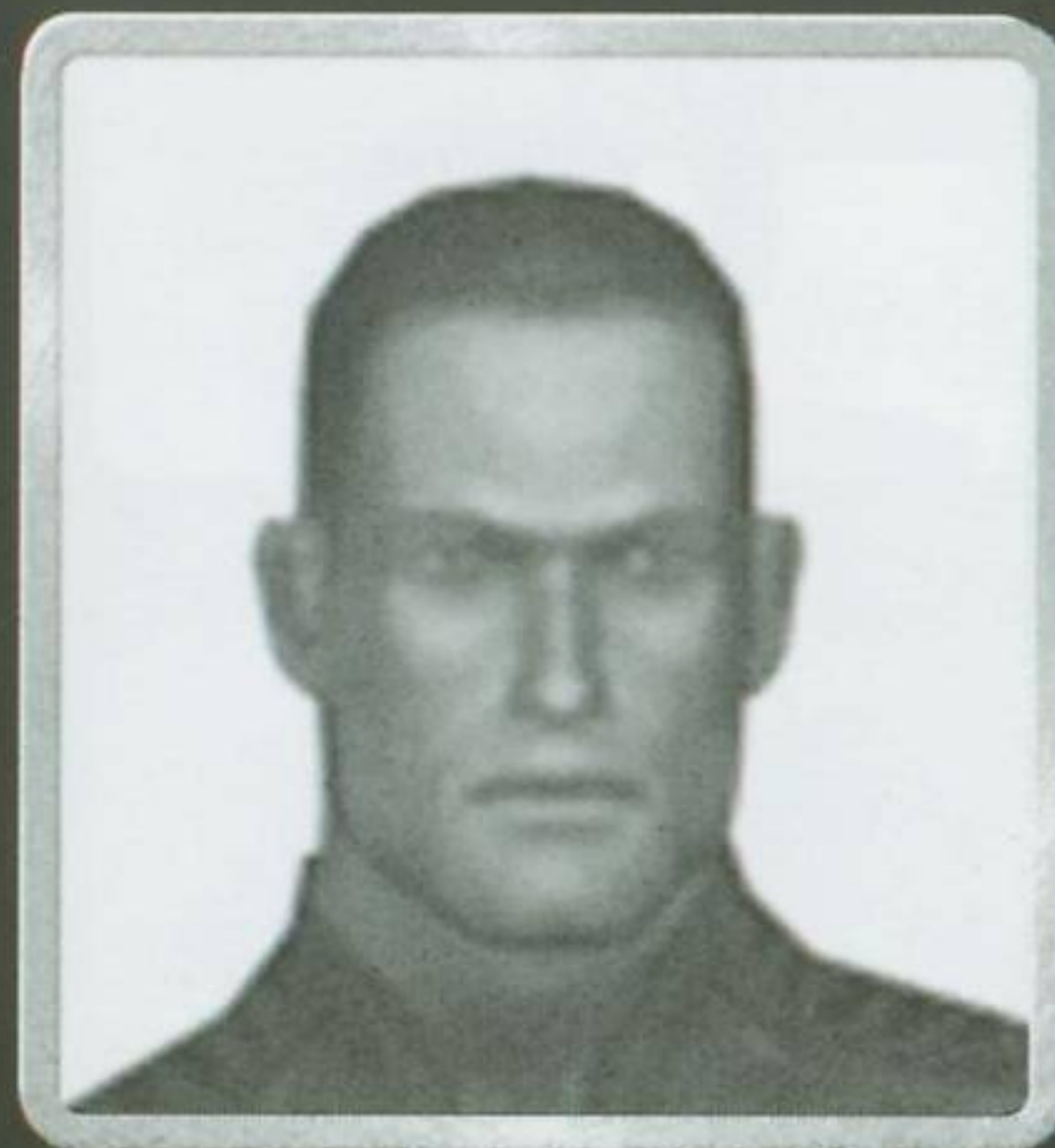
Robot Piloting

Nick will have the opportunity to remotely pilot robotic helpers, which are available at some CCTs. Once a robot has been activated, the *left analog stick* can be used to control its direction. If the robot is equipped with a weapon or a mechanical device, it is aimed and used like a weapon or device for Nick.



CHARACTERS

Name: Nicholas Conner
Rank: Hegemony Captain
Race: Human
Age: 35
Height: 6' 4"
Weight: 240 pounds
Birthplace: Welfare Island,
Washington DC, Old Terra



Nicholas Conner was raised by his cab-flying father after losing his mother at an early age. It's no secret that Conner had it rough, but he still managed to get good grades in school. And spending time with his father on cab flights through DC's inner cities gave him a deep respect for the art of vehicle piloting. But Nick's ambitions weren't earthbound: he knew he wanted to conquer the most dangerous and unruly of frontiers—outer space.

Conner joined the Hegemony Air Force Academy at age 16. There, he impressed instructors and superiors alike with his almost super-natural level of intelligence and insight. However, a minor blemish exists on his record: along with a Jahn'trep buddy and the daughter of the Academy's dean, Conner managed to create an enormous crater where the dean's office used to be. Exactly what happened isn't talked about very often, but the site of the disaster is to this day referred to as the Academy Crater. No one was hurt, so Conner managed to escape expulsion from the Academy.

He ended up graduating in the top 10 percent of his class and went directly into active service. Conner quickly rose through the ranks of Hegemony, becoming, at age 27, its youngest major. He was in command of the HSS Gunnar during the Neh-Lok War when he engaged in the historic Battle of Freyr—the high point of his military career.

In command of the HSS Gunnar, and accompanied by the battle cruiser HSS Thrym, Conner was instrumental in destroying a Neh-Lok science station. Both ships came under heavy fire during the engagement. Defying his general's orders to abandon the system, Conner maneuvered his ship toward a nearby gas giant where he had a hunch the Neh-Lok fleet was hiding. Turns out he was correct—the enemy had discovered a way to escape scanner detection by hiding in the atmosphere of the gas giant.

Acting on his hunch, Conner ignited the planet's atmosphere with his weapons, subsequently destroying the entire enemy spearhead. Though it proved to be a major turning point in the battle (the Neh-Lok ultimately surrendered to the Hegemony) Conner had risked his crew's life in the process.

Conner was decorated as a war hero, but was demoted because he had disobeyed a direct order on a mere hunch. He went from major to captain and was forced to spend the remainder of his commission monitoring the Border Worlds. Conner is now based on the Forseti space station, where he lives with his fiancée, Dr. Samantha Reilly.



Name: Dr. Samantha Reilly
Job Description: Heno-Biologist
Race: Human
Age: 32
Height: 5' 10"
Weight: 120 pounds
Birthplace: Heimdall's Tear,
Heimdall System



Samantha Reilly was born on Heimdall's Tear, one of many military outposts in the Border Worlds. Her father, Corporal Kenneth Reilly, a decorated veteran of the Jahn'trep Wars, was killed in a space battle against pirates when Samantha was five. After his death, she and her mother remained on Heimdall's Tear.

An extremely bright student, Samantha easily outpaced her classmates. During her teens, she debated whether to join the military or to head off to school. Although she would have liked to follow in her father's footsteps, there was something that sparked her passion even more.

When Samantha was a child, a wandering band of Jahn'trep visited the planet, and she was intrigued by aliens in her all-human world. As she grew older, she studied alien biology, marveling at the differences between the races.

Samantha attended the prestigious University of Io, Jupiter. There she met her best friend, Amanda Bethune. Once again Samantha excelled in her class, graduating summa cum laude with a PhD in Heno-Biology.

A deluge of job offers came her way. But still inclined toward military research, Samantha took a job at the Hegemony Research Planet at the age of 24. For the next two years she studied all sorts of creatures, even the elusive Ruhs of the Uller System.

At age 29, Samantha was given the opportunity of a lifetime: she was nominated to lead a roving band of scientists whose mission was finding and studying new life-forms and environments. After a lengthy interview process, she became the youngest scientist ever to head the organization.

When it came to selecting staff, Samantha's thoughts naturally turned to her best friend, Dr. Bethune. Amanda accepted the offer and joined the team a year after Samantha..

The group studied a number of new and exciting species, until the fateful day that merosteel and uranium were found in a remote Border World in the Centauri System. Samantha and her group were sent to the Forseti Station to oversee the scientific applications. When she arrived in the system, two new discoveries had been made, a new dinosaur-type life-form on the planet below and a Neh-Lok on the station. (Never having seen a Neh-Lok, Samantha has tried unsuccessfully to make an appointment with the alien.)

It was also on this station that Samantha met and fell in love with Captain Nick Conner, a war hero from the Neh-Lok War. They plan to be married in December, Standard Time.



Name: Dr. Amanda Bethune

Job Description: Geologist

Race: Human

Age: 31

Height: 5' 3"

Weight: 115 pounds

Birthplace: Firebrand,
Draconis System



Dr. Bethune was born in the main metropolis of the Draconis System, the planet Firebrand. Amanda's mother, Julia Bethune, died when she was five, and she was raised by her father, noted geologist Frank Bethune. Growing up in a thriving colony was not difficult for young Amanda, who graduated in the top five percent of her high school class. She followed up that impressive achievement by gaining entrance to the prestigious University of Io, Jupiter.

In her third year at UI she met Samantha Reilly. They hit it off immediately and were nearly inseparable. In college, Amanda followed in her father's footsteps, and went on to receive a PhD in geology.

After graduation, Samantha and Amanda went their separate ways. Amanda joined a small scientific group that worked mostly in the Sol System of the Hegemony. For three years she studied the rings of Saturn, but then she began to grow restless. Her father had always been intent on studying rocks and trying to reconstruct the history of the universe, but Amanda was different--she longed to explore. She wanted to study the asteroid belts of Orion and the ice flows of the Cranius System.

At the age of 27, she got her chance. After graduation, Amanda and Samantha kept in touch, exchanging Gate messages over the years. One day Amanda received a message from her friend, offering her the opportunity of a lifetime: Dr. Reilly, the head of a group of scientists investigating scientific anomalies, asked Amanda to join the team.

The Border Worlds themselves were highly contested during the Neh-Lok War because of their ancient ruins and strange geological and biological features. The potential the presented for making amazing discoveries was the chance Amanda had been waiting for.

Within a year, she had used all of her savings to buy a long-range ticket to the small Border World of Heimdall's Tear, and had joined the group. The scientists traveled to different sites, studying everything from the nitrogen fields of Baras II to the ice flows of the Aegir Asteroid Belt.

Finally, the Hegemony government got wind of the recent discovery of uranium and merosteel in the asteroid belts outside of Centauri II. It was up to Dr. Reilly's group to make sure that anything else discovered would be fed through Hegemony government channels first. When they arrived at the Forseti Station, the group discovered a new life-form on the planet below the station.



Name: Dag'rek
Rank: Sergeant
Race: Jahn'trep
Age: 35 (equivalent)
Height: 6' 10"
Weight: 275 pounds
Birthplace: The floating clan ship Keras'rek



Dag'rek was born on Keras'rek, a floating clan ship. In Jahn'trep society, everyone is born into a clan. Each clan roams the galaxies in a massive, ornate clan ship, which is the power base for the group.

Dag has good memories of his days on the clan ship. He befriended the family elder, Teris'rek, which led to many adventures as the ship traveled slowly across the cosmos. During his youth, Dag was present at the peace conference of Beles VI, and he even met President Lau, the Hegemony leader.

The Hegemony conquered the Jahn'trep race 50 years ago. Since then they have served in the Hegemony's armed forces, and today the Jahn'trep hold two seats on the Vaenir Council. The firstborn Jahn'trep are sent off to the front lines to win honor in battle for their clan and their race.

Dag, the firstborn of the 50th generation of the Rek Clan, upholds the honor of the clan, just like the firstborn of the generations before him. So, when he was old enough, Dag was sent off to the front lines of the Neh-Lok War.

During his time in the Hegemony military, Dag received many medals of honor, including the bronze star and a purple heart for an injury sustained in the historic Battle of Freyr, the last battle of the Neh-Lok War. To his people, Dag is a hero, a symbol of the true Jahn'trep warrior.

After the war, Dag was sent to various places throughout the galaxy, mostly to police small colonies and keep the peace in the Border Worlds. A few years ago, he was sent to Nertha VII to help quell the Nitrogen Riots. During this operation, he was given an order by his human superior to shoot hostile civilians. Not only did Dag disobey the order, but he punched the commander into unconsciousness.

Dag prepared himself for immediate court-martial, but both Jahn'trep councilors on the Vaenir Council came to his defense, saying that the order to shoot civilians violated the honor code of their culture. To keep good relations with their alien allies, the Hegemony president himself pardoned Dag'rek, who was subsequently demoted to sergeant.

Dag'rek was sent to a little-known refining station on the outskirts of the Border Worlds. He is currently acting security chief at the Forseti Station.



Name: Lau Mei Yin, aka Jinx

Race: Human

Age: 16

Height: 5' 4"

Weight: 105 pounds

Birthplace: Constantine,
Hegemony Capitol, Woden
System



Jinx was born Lau Mei Yin, the daughter of Lau Zhijian, the current Hegemony president. Growing up in the public eye took its toll on both Jinx and her mother. President Lau was rarely home, and when he was, he was a stern taskmaster.

Even in her early years, Jinx was a rebel. She was arrested twice for disorderly conduct, and once for trying to buy Jahn'trep Ale at a local bar. As a result, her father assigned two bodyguards to watch her at all times.

During the Neh-Lok War, Jinx and her mother were forced into hiding. During the next three years, the two went from system to system, always trying to stay safe and out of sight. Finally, after three long years of this, with no end to the war in sight, Jinx's mother decided that she'd had enough. While still in hiding, she contacted an attorney and served the president of the Hegemony with divorce papers.

It was a devastating blow to the administration, and some even said that President Lau's chances in the upcoming election were almost nil. However, a young Hegemony captain single-handedly broke the Neh-Lok fleet, ending the war. President Lau's approval rating went up, and the divorce dropped into obscurity.

Jinx and her mother continued to move around. Her mother's work as a chemist took them to the far side of the galaxy. President Lau never asked for custody, although Jinx was expected to visit him whenever they were in adjacent systems.

Jinx's mother met Dr. Reilly, an up-and-coming xeno-biologist who had gathered a group of scientists to work for the good of the Hegemony government. Jinx's mother had reservations about working for the government, but Dr. Reilly's enthusiasm won her over.

Within six months, Dr. Reilly's team had arrived at the Forseti Station. Jinx settled in, but she quickly grew bored and restless. She started hanging around the control center, where the station's communication's officer, Commander Sanderson, took Jinx under her wing.

Jinx found that she had a natural aptitude for computers, and with lessons from Sanderson and a young Mnyanlys named Jessie, she quickly learned all of the ins and outs of the computer system of the Forseti Station. However, this was not necessarily a good thing.

Since she has been at Forseti, Jinx has crossed the security chief, Dag'rek, sixteen times, mostly for hacking into personal databases and other minor offenses. This usually means a day or so in the detention center before she is released and starts all over again.



Name: Craig O'Feargal

Race: Human

Age: 39

Height: 6' 6"

Weight: 245 pounds

Birthplace: Regal IV



Craig O'Feargal was born into poverty on the Border World of Regal IV. His father, renowned xeno-biologist Sirius O'Feargal, was an overbearing man who ruled his family with an iron fist. Because of this, Craig started rebelling early in life. At fifteen, he was arrested for petty theft. At sixteen, he was hauled in for starting a drunken brawl at one of the colony taverns. Through his seventeenth and eighteenth years, Craig got into a slew of problems with the local police. Finally, at age nineteen he was kicked off the planet.

After this exile, Craig joined the Hegemony Marine Corps for a stint cut short when he punched his commanding officer. For the next five or six years, Craig went from job to job, sometimes working as a hired mercenary, and sometimes as a bouncer for local merchants. His most notorious job was for Darex'Nar, the noted gang lord in the Border Worlds. There Craig was arrested again, this time for smuggling and laundering money.

Craig spent the next five years in the Baldur Prison Colony, where he started to get his life together. When Craig was released from prison, he followed a tip from a fellow inmate and found work in the diamond mines of Alaisiagae. He finally discovered his passion working deep in the mines: armed with explosives and high-tech mining equipment, he felt at home.

Never intent on promotion, Craig worked as a miner wherever the Forseti Corporation sent him.

He worked in the comet belt of Hodr for a while, mining precious water and hydrogen from the frozen planetoids. He kept a low profile, just doing his job to the best of his ability and keeping his head down. Next, Craig was sent to the Nitrogen Fields of Nertha VII. During the Nitrogen Riots a year later, he was one of only three miners who didn't strike against the Forseti Corporation.

As a reward for his loyalty, Craig was sent to the Forseti Station to mine plutonium and other precious materials. For the first time in his career, he was given a management position and a significant increase in pay.

Since Craig has been at the Forseti Station he has done a good job of keeping the refining machine clean and functional. After three months in management, however, he started getting the itch again, and is currently mining the asteroids.

When a new life-form was found on the planet below, part of the station was given over to various scientific groups. Craig hotly resents the scientists. Since they've moved in, he's had three run-ins with the station security chief for drunken and disorderly behavior.



Name: Niles (real name unknown)

Occupation: Engineer

Race: Mnyanlys

Age: 45 (Human equivalent)

Height: 5' 6"

Weight: 375 pounds

Birthplace: JeghnYu, system unknown



The Mnyanlys, a race of herbivores, evolved on a world with few major predators. As a consequence, they have a herd mentality and rarely fill positions of authority. Most of Mnyanlys culture has been kept secret, even from their human allies.

Mnyanlys are wizards at engineering. They can reverse engineer almost any technology, although they rarely invent anything themselves. Since joining the Hegemony, the Mnyanlys have become invaluable in various military operations and in the private sector.

When Mnyanlys venture into human space, they take on human names; their true names are unknown to all except their closest confidants. Mnyanlys believe that a name holds power over the soul and should never be given lightly.

Little is known about the Mnyanlys called Niles before he came to work for the Forseti Corporation. Intelligence does know that Niles came to the station five years ago and applied for a position as an engineer.

At first, Niles' superiors sent him to various stations and mining installations all over the galaxy. Soon he earned a reputation for being extremely handy and intelligent, even by Mnyanlys standards.

Then, the corporation sent him to help with renovations at the Forseti Station, the keystone of corporate strategy since the recent discovery of merosteel and other elements in the Centauri Asteroid Belt.

Niles, an easy-going sort, tends to be shy and reserved. Four months ago he was offered a promotion to head engineer, but in true Mnyanlys tradition, he turned it down. His son still lives with him, but the two have started to bicker. It seems that Jessie likes to hang out with human teenagers and has developed some of their uglier habits.



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(ASCAP)

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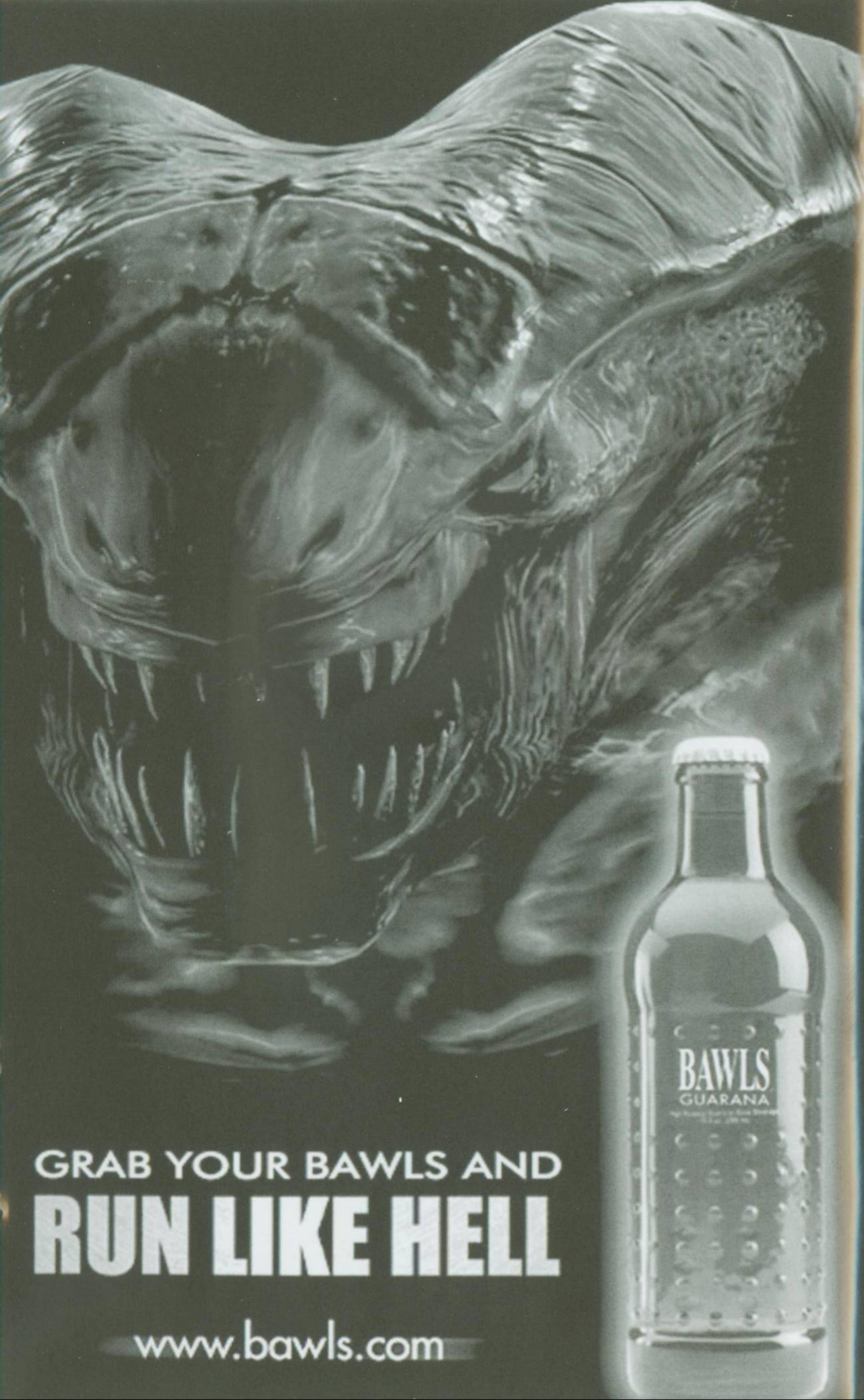


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