

CRYSTAL DYNAMICS™

TOTAL ECLIPSE™



3DO

For use with 3DO™ systems.

TOTAL ECLIPSE

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CRYSTAL DYNAMICS GAME TIPS HOTLINE

1-415-473-3434

BURN THE DRAK-SAI!



OK, listen up. Starbase Bravo's been hit, hard. The Drak-sai came in lean and mean. Their weapon of choice — the Sun Dagger.

This is no squirt gun. When they pulled the trigger, Omega Quadrant's sun went down. For good.

Now the Drak-sai are threatening Earth's sun. You don't need a physics lesson to figure out what that means.

You're going into the Omega Quadrant. The Drak-sai are waiting. There's a wolfpack behind every mountain. They suck up your shield power. Burn 'em and recover your shield strength. Get the picture?

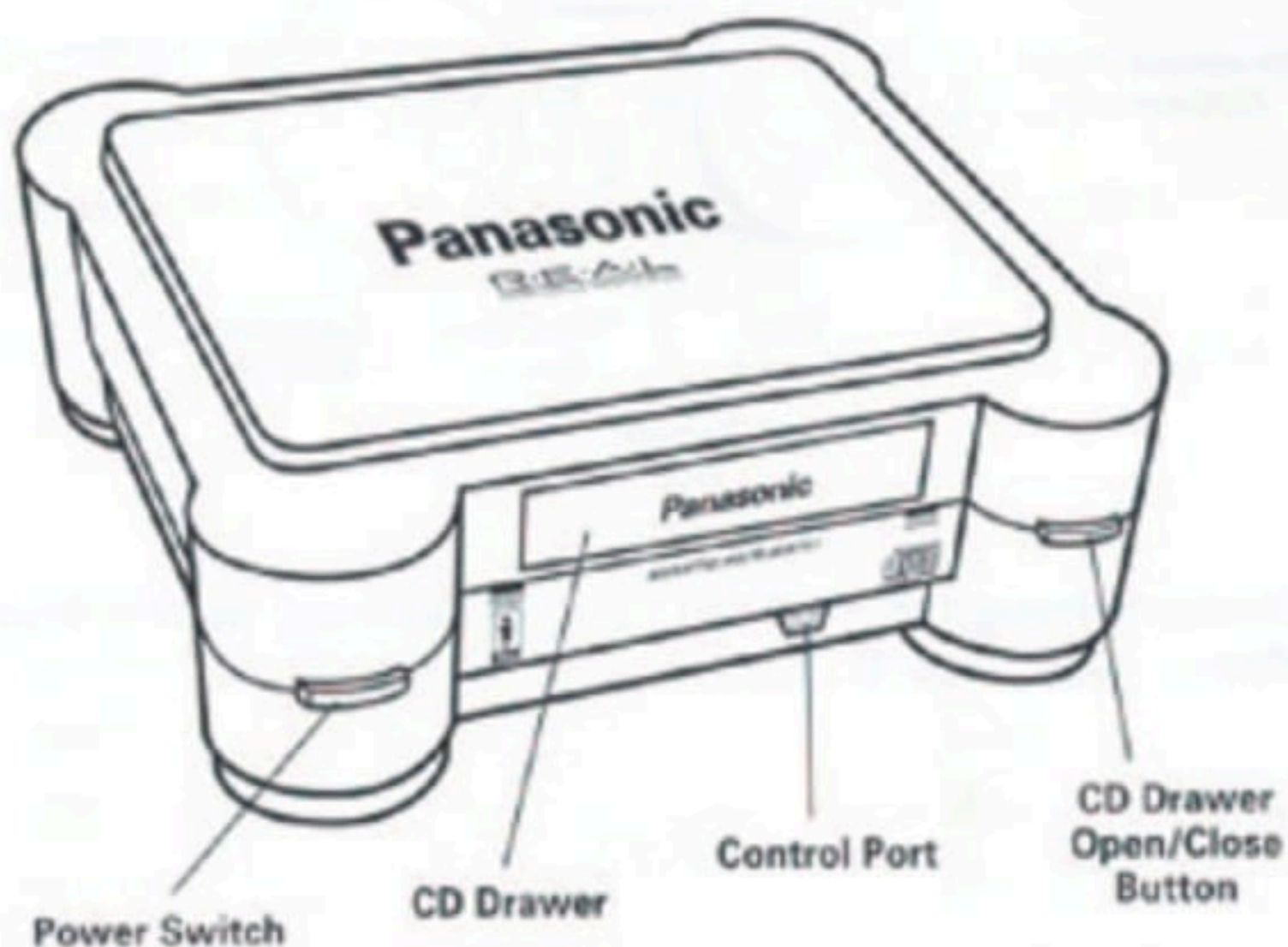
The FireWing is your friend. Get a visual on a pack of these squidheads and lock on. Pull the stick over into a snap roll with all guns firing. Keep your cool and FireWing will get 'em. Drak-sai are mean, nasty, drop-dead ugly. Except when they explode.

Oh, yeah. After burning Bravo, Lord Zodak, the Drak-sai Supreme Predator, sent us a message: *Your sssspeciesss hasss been ssselected for the hunt.*

Hope that makes you feel wanted, because you're gonna be ALONE. Sorry we can't go with you. But we'll be watching. So get in there and kick some space-scum tail.

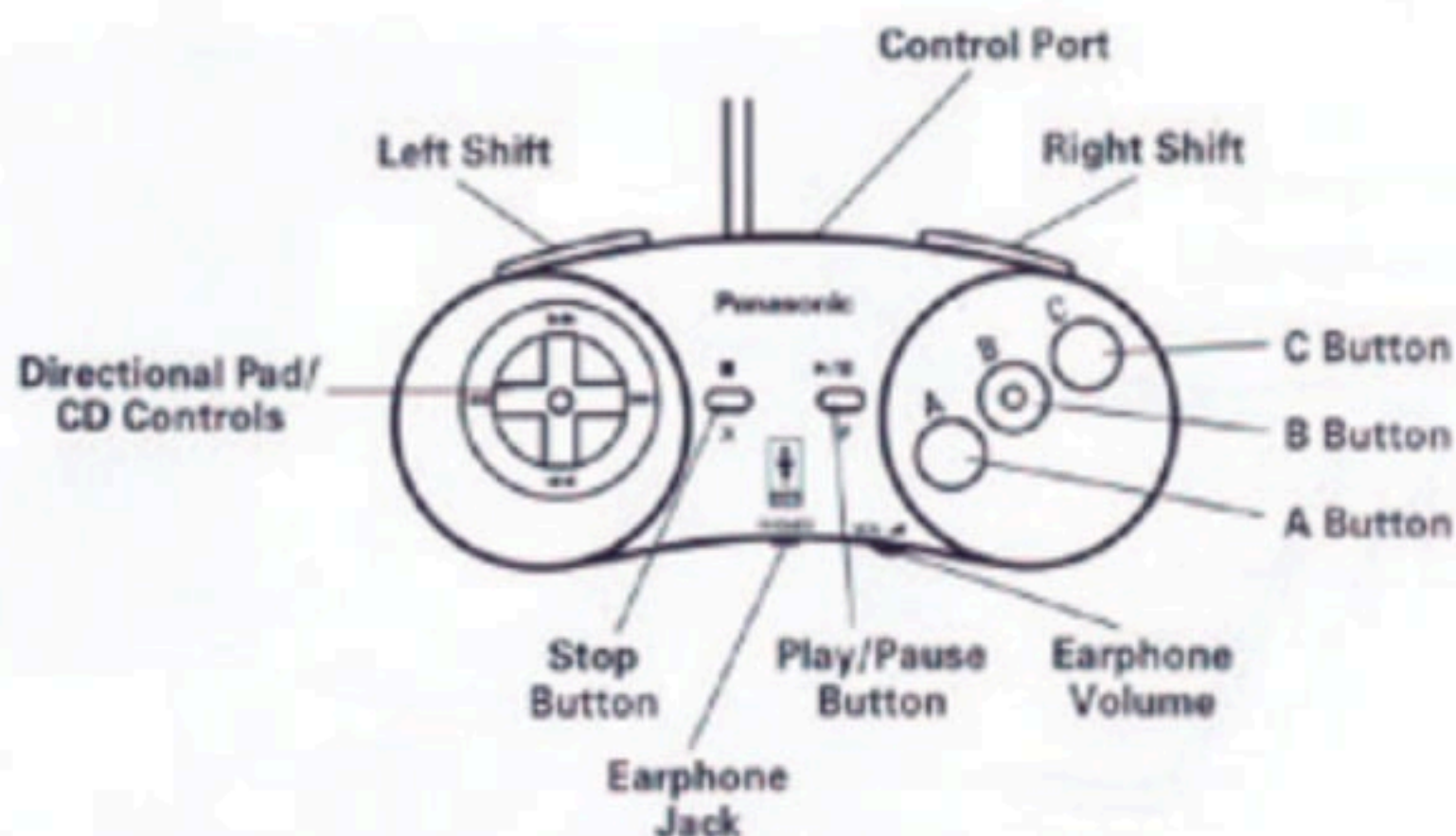
That is all.

SETTING UP



1. Set up your Panasonic Real Multiplayer, following the steps in the owner's manual.
2. Plug your controller into the Control Port.
3. Press the Power Switch to turn the unit ON.
4. Press the Open/Close button to open the CD Drawer. Place the **Total Eclipse** CD into the drawer, label side up. Press the Open/Close button again to close the drawer.
5. Grab your controller, press **P** (Play/Pause button), and get ready to kick some Drak-sai butt.

BUTTON CONTROLS



You can change the button control settings on the Main Menu. See page 6.

ALL SETTINGS

P Button (Play/Pause) Skip video sequences; pause; resume game or go to Main Menu from Pause screen

SIMULATION A (DEFAULT)

Directional Pad up Dive
Directional Pad down Climb
Directional Pad right/left Bank right/left
A Button Accelerate
B Button Fire
C Button Brake
Right Shift Roll right
Left Shift Roll left
X Button (Stop) Detonate plasma bomb

Quickly press the accelerator (default **A**) to speed up to maximum airspeed. Do the same with the brake (default **C**) to slow down. The FireWing will respond immediately.

ARCADE A

Directional Pad up	Climb
Directional Pad down	Dive
Directional Pad right/left	Bank right/left
A Button	Accelerate
B Button	Fire
C Button	Brake
Right Shift	Roll right
Left Shift	Roll left
X Button (Stop)	Detonate plasma bomb

SIMULATION B

Directional Pad up	Dive
Directional Pad down	Climb
Directional Pad right/left	Bank right/left
A Button	Roll left
B Button	Fire
C Button	Roll right
Right Shift	Accelerate
Left Shift	Brake
X Button (Stop)	Detonate plasma bomb

ARCADE B

Directional Pad up	Climb
Directional Pad down	Dive
Directional Pad right/left	Bank right/left
A Button	Roll left
B Button	Fire
C Button	Roll right
Right Shift	Accelerate
Left Shift	Brake
X Button (Stop)	Detonate plasma bomb

SELECTING OPTIONS

1. Following the game introduction, press **P** (Play/Pause button) to bring up the Main Menu.
2. Press the **Directional Pad** up/down to highlight an option.
3. Press the **Directional Pad** right/left to change the setting.



PLAY

Highlight this option and press **P** to begin combat if you are starting a new game. If you have paused a game, select this option and press **P** to resume your current mission.

CONTROLS

Choose one of four button control settings that best fits your style of gameplay. (See pages 2-3 for a list of controls.)

MUSIC/SOUND EFFECTS

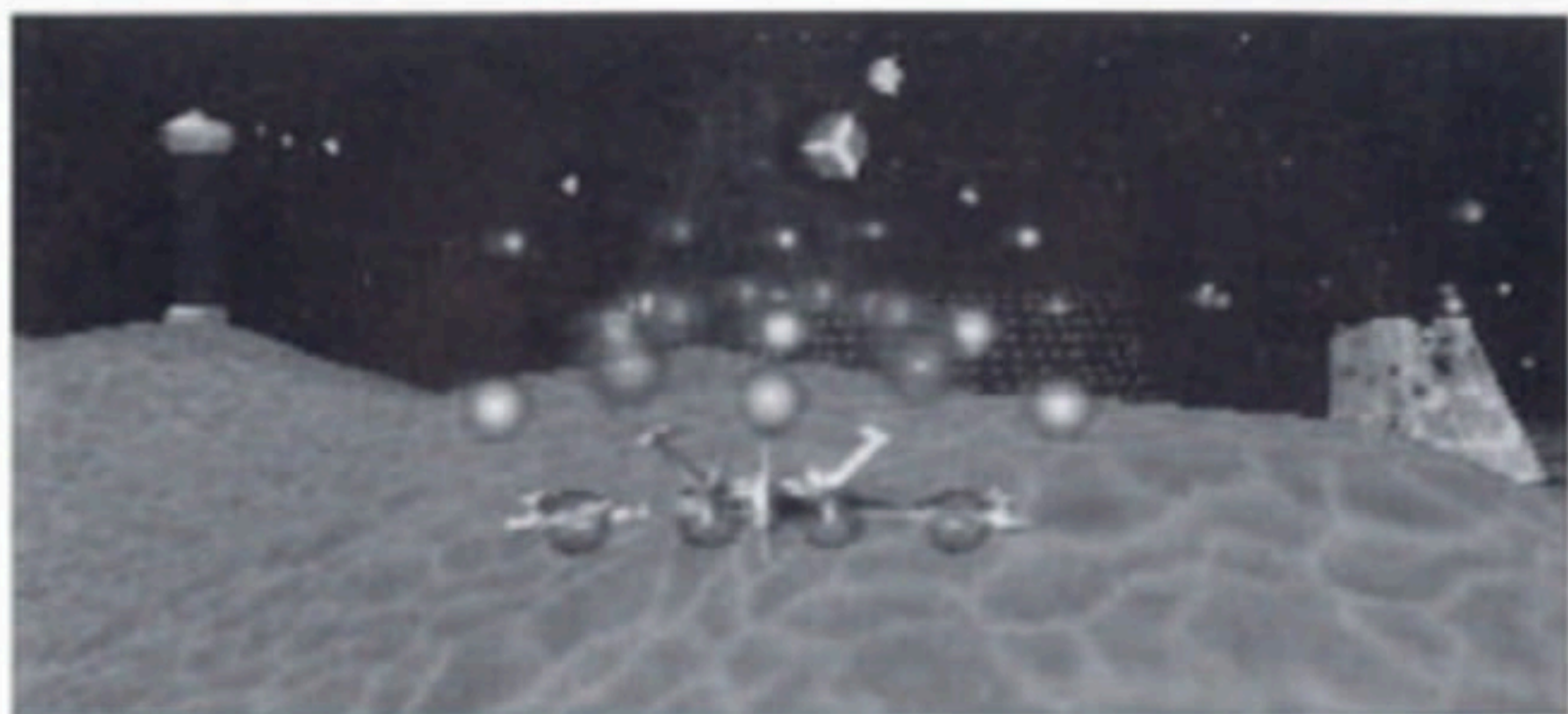
Turn the game's massive soundtrack and sound effects ON or OFF.

QUIT/PREVIEWS

End the game and check out the incredible new titles coming soon from Crystal Dynamics.

During a mission, press **P to pause the game, highlight **MAIN MENU** on the **Pause** screen, and press **P** to return to this menu. You can then change the **Controls**, **Music** or **Sound Effects** settings before resuming the game.**

OPERATIONS COMMUNIQUE



**FROM: COMMANDER ORION
 SQUAD COM
 STELLAR COMMAND**

**TO: FIREWING
 GAMMA SQUADRON**

Lieutenant:

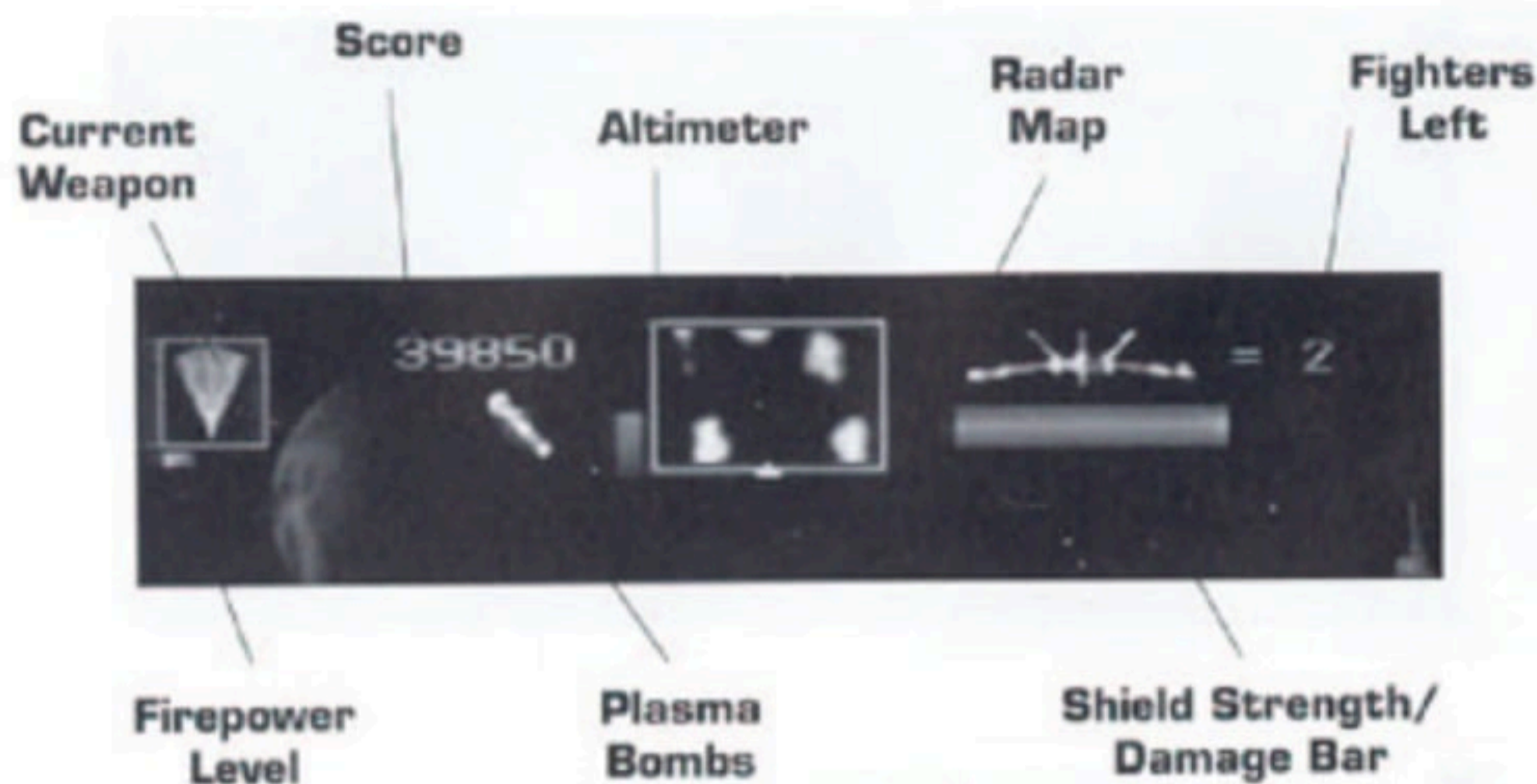
We have particulars on your mission orders, as follows:

- A. Your patrol covers five planets. We'll contact you with mission specifics for each world before you attack.
- B. Shoot everything. The FireWing carries one weapon, the Stellar Guard blaster. We'll deploy heavier armaments as they are developed. When you find 'em, pick 'em up and use 'em.
- C. The Drak-sai drain your shield strength. Go after 'em hard. Every exploding Drak ship and ground installation means increased shield strength for you.
- D. We can replace the FireWing four times, giving you five fighters total. After that, you get a limited number of continues. Limited — got it?

Stay tough.

Orion out.

HEADS-UP DISPLAY



CURRENT WEAPON

You start out with the Stellar Guard blaster, and can acquire four other weapons during combat by flying through their icons. Any weapon you pick up is immediately active. If you're already using that particular weapon, its icon will upgrade your firepower to the next gun level.

FIREPOWER LEVEL

All weapons have Power 1, Power 2 and Power 3 levels. You start out at Power 1, indicated by one light. When you pick up an icon for your current weapon, you increase the firepower level by one, indicated by an additional light, until you reach Power 3. You retain your highest firepower level even when you change weapons. Losing a fighter costs you one power level, unless your weapon is already at Power 1.

SCORE

Total points earned so far in the mission.

PLASMA BOMBS

Shows the number of plasma bombs you have aboard, ready for detonation. Press **X** to launch one. Plasma bombs destroy all Drak-sai ships and ground installations in your field of view, but not incoming projectiles fired at you before bomb detonation. Keep this in mind, since the bomb blast is so bright it blinds you to small, flying, deadly objects. You can have only three plasma bombs on board at one time.

ALTIMETER

The green bar constantly gauges your altitude above base level (sea level on Earth). The orange bar tracks your altitude above the terrain directly beneath you. The altimeter operates in tandem with the radar map as a visual navigational aid.

RADAR MAP

Shows the configuration of the terrain in your sector. The visual display is in black, white and shades of gray. Darker areas are lower ground; lighter areas are higher ground. Black is the lowest terrain; white indicates areas you are not able to fly over. Green dots signal weapon icons, power-ups and stunt rings. Red dots show tunnel entrances. Use the map along with your altimeter as a visual nav aid.

The radar map does not operate inside tunnels.

FIGHTERS LEFT

You begin with five fighters. When you lose a ship, the next one takes its place, until all five have been destroyed. Then the game is lost — unless you're good enough to gain bonus fighters.

1-Up power-up	=	1 fighter
Every 1,000,000 pts	=	1 fighter
Every 5,000,000 pts	=	1 continue

SHIELD STRENGTH/DAMAGE BAR

Your shield surrounds the FireWing with a blue, normally invisible aura. The shield becomes visible whenever its strength is drained.

The damage bar monitors the FireWing's shield strength. The bar starts out green, indicating optimum shield conditions. It erodes during combat, as Drak-sai fire and other conditions drain the shield strength. The bar turns red when shield strength enters the danger zone. If the red bar drains to nothing and you take an enemy hit or contact the terrain, you lose your fighter.

To recharge your shield, pick up Shield power-ups or shoot enemy targets. Destroying an enemy gives your ship an energy boost, which is absorbed into the shields. Different targets contain varying levels of energy. Experiment to determine the best enemies to hit for maximum energy return.

FIREWING WEAPONS



The **Stellar Guard blaster**, your stock weapon, shoots projectiles forward in three streams.



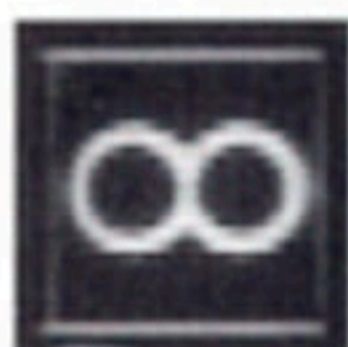
The **scatter gun** launches a spray of bullets in all directions, like a shotgun blast.



The **photon strafers** fire a central shot straight ahead and two outside shots to ground targets.



The **ion whipgun** spreads deadly projectiles like hailstones at Mach 5.



The **rotary gun** shoots bullets in a figure-8 pattern.



Plasma bombs damage everything in sight. Heavily. Press **X** to detonate a bomb. Your remaining bomb supply is shown next to the radar map. You can only have three bombs at a time on board.

POWER-UPS



1-Ups deliver an additional FireWing.

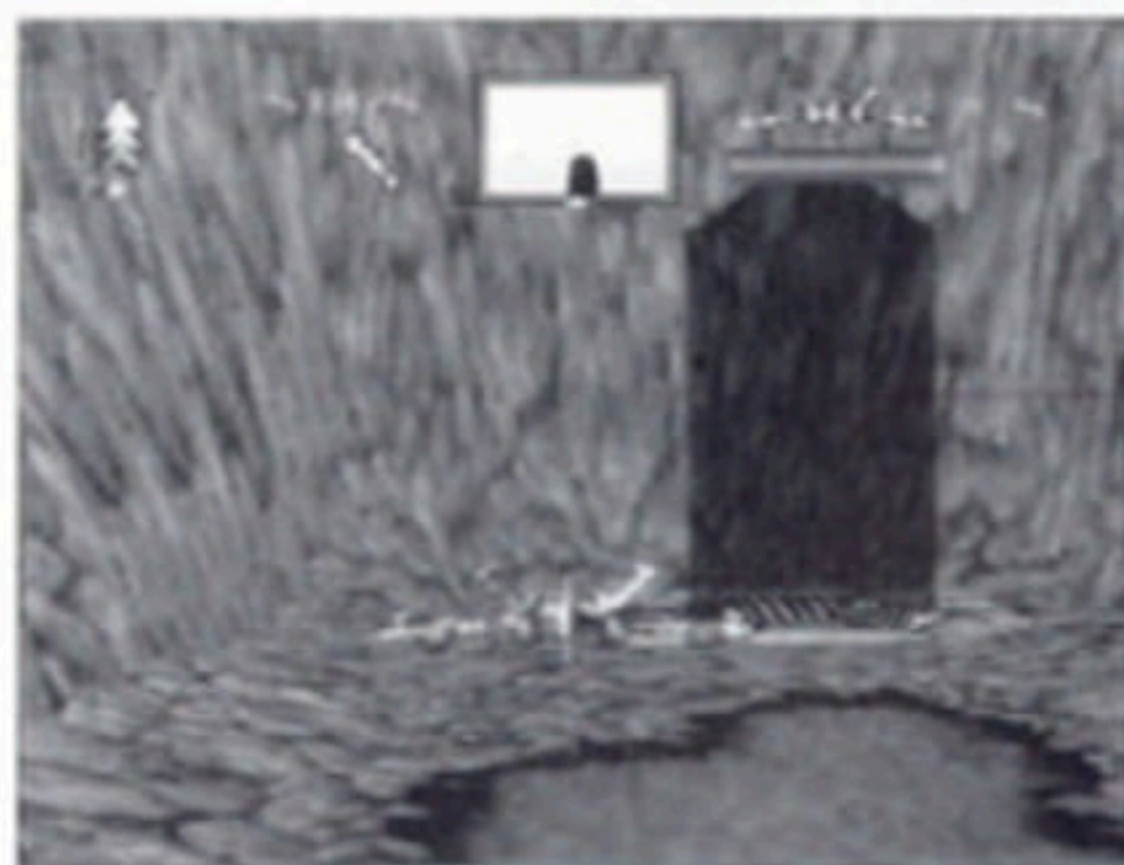


Shields restore shield strength at random levels of 10%, 25% and 100%.



Stunt rings add points to your score when you fly through them. (See page 14.)

DRAK-SAI TUNNELS



**Tunnel
Tractor
Beam**

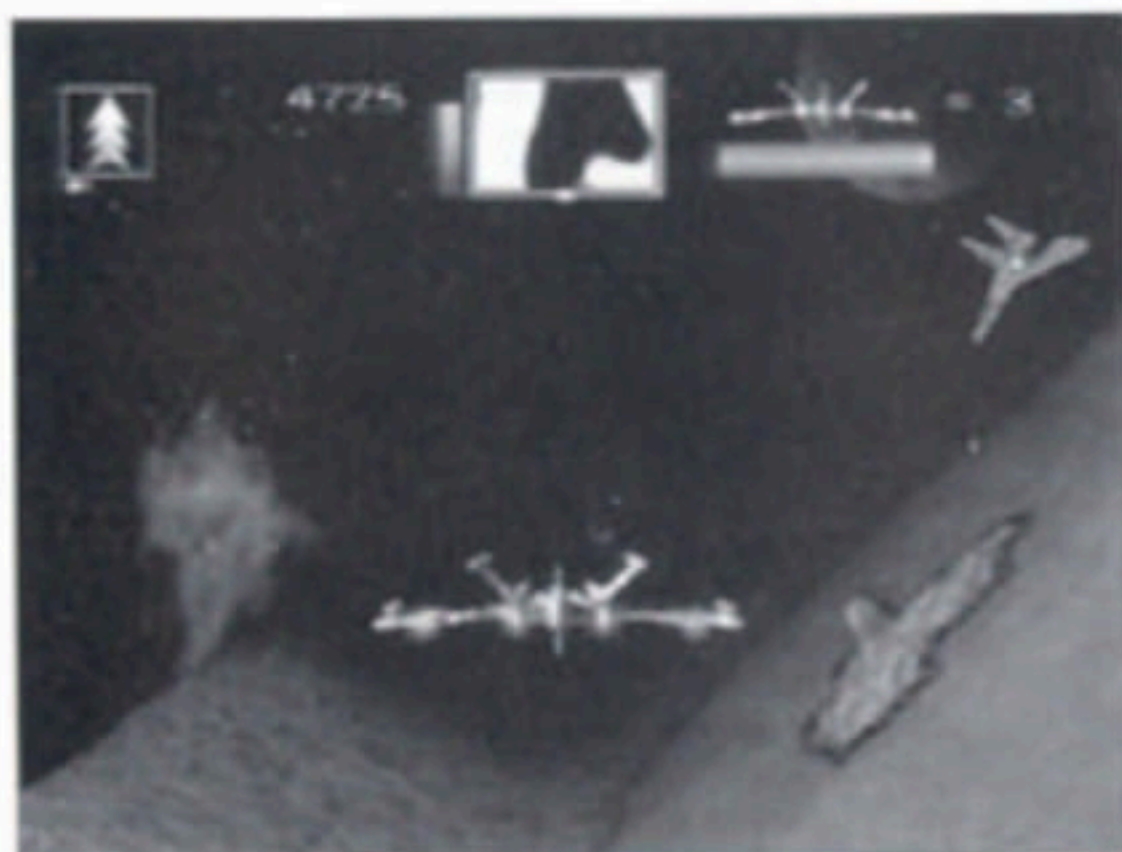
Blue tractor beams appearing in the terrain signal the entrances to Drak-sai tunnel works. The squidheads lurk like rats in these catacombs. Go after 'em!

Fly into a tractor beam to enter the tunnel. These twisting, dark passages contain potentially hazardous arrays of light beams. Red beams slow you down when you hit them; green beams increase your speed; blue beams drain the FireWing's shield strength. Use the red and green beams to your advantage. Otherwise, avoid all beams — when you can.

You can't barrel roll in tunnels.

MISSION OPS

1



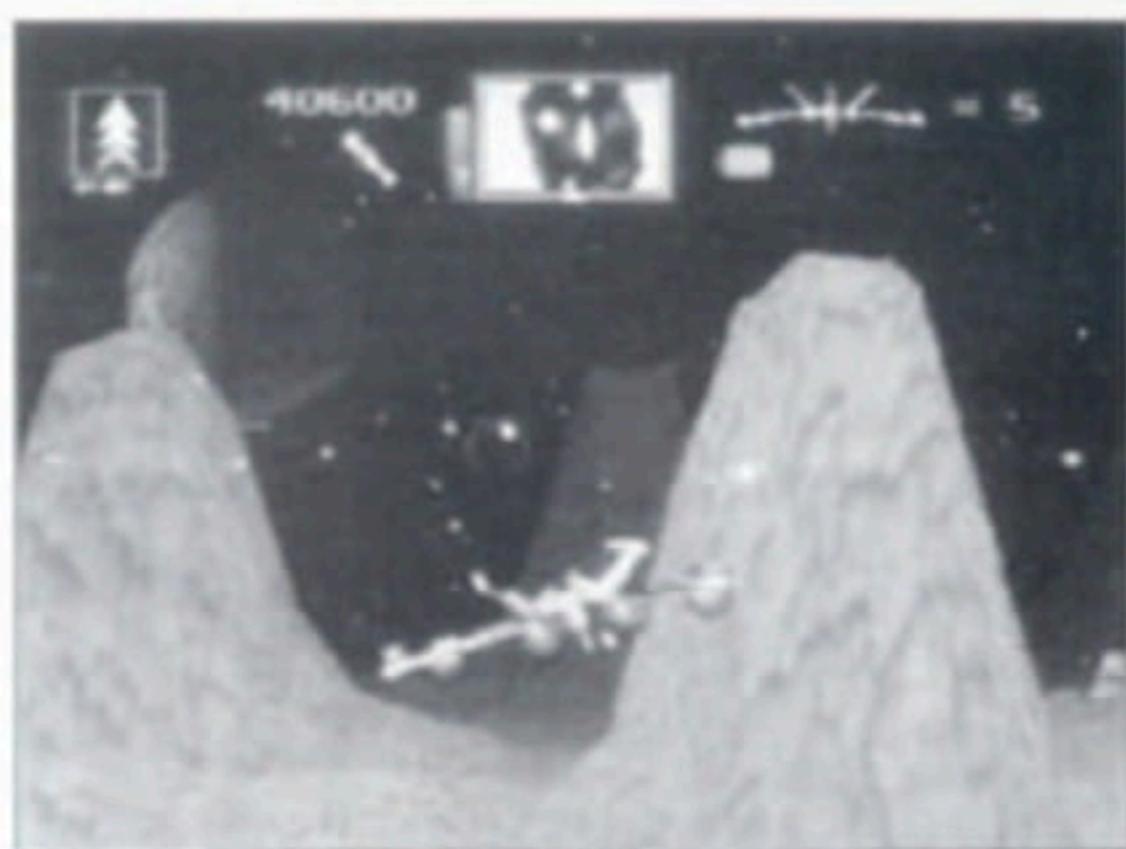
- Location:** Omega Nebula
- Mission Objective:** Destroy Missile Silos
- Planetary Terrain:** Swamp
- Hostiles/Obstacles:** Poseidon, a scorpion-shaped combat flyer, carries an invulnerable acid cannon and side props which it uses to create huge tidal waves. Its auxiliary weapons: wave bombs.
- Promotion Potential:** Captain

2



- Location:** Centauri Nebula
- Mission Objective:** Nullify Cyborg Labs
- Planetary Terrain:** Lava
- Hostiles/Obstacles:** Vulcanos, an earthbound giant, ruptures the ground with volcanic fury. It launches lethal photon barrages from gun turrets that rise from the quaking plain. Sustain your attacks on one eye at a time until this monster is destroyed.
- Promotion Potential:** Major

3



- Location:** TriAlpha Sector
- Mission Objective:** Destroy Energy Refineries
- Planetary Terrain:** Desert
- Hostiles/Obstacles:** Conundrum, a heavily armored battle tank, begins by firing shatterballs. After this deadly overture, four sections split from the main body, independently launching projectiles while the main piece re-energizes. After making their circuit, the sections re-attach for recharging, and the main body repeats its attack. Keep outside the pattern of shatterballs or you will be penned in for the kill!
- Promotion Potential:** Lieutenant Colonel

4



- Location:** Gamma System
- Mission Objective:** Raid Drak-sai Headquarters
- Planetary Terrain:** Ice
- Hostiles/Obstacles:** Cobra's lateral silos launch warheads in a continuous stream, its central hot zone fires spheroid energy blasts, and delayed-action rotor blades shoot energy pellets and megaton plasma bolts. How's your reaction time?
- Promotion Potential:** Colonel

SPACE SURVIVAL

*"Regard it asssss an honor to feed ussss.
We hunt only the quickesssst and the sssmartesssst."*

- If you keep crashing into the deck, you may be a fast-action reflex-intensive flyer. Try switching to Arcade controls. (See pages 4-5).
- Turn the FireWing over in a 360° barrel roll for high points. Hold down the right or left roll button to roll continuously; release the button when the fighter rights itself.
- Watch the radar map for safe passages. If you see a wall of white (impassable area) on the map, scan for darker spots that indicate areas you can fly through. Then head for one, pronto!
- Beware high-flying Drak-sai that will attempt to ram you. Stay low when encountering these devils.
- Watch out for red enemy fire!
- Don't forget about your brake in tunnels.
- Fly as fast as possible for maximum points.
- Keep your eyes peeled for hidden power-ups.
- Stay alert!

PAUSING A MISSION

Press **P** at any time to pause the action. On the Pause screen, you can choose to continue, or go back to the Main Menu (see page 6). When you return to the Main Menu, you can change the button controls, music and sound effects settings, or quit the game and preview the upcoming Crystal Dynamics products. Once you're on the Main Menu, select **RESUME GAME** to return to your mission with any new settings in effect.

SCORING

Destroying enemy targets	1000 pts.
Completing a barrel roll	10,000 pts.
Hitting a mission objective	25,000 pts.
Flying through stunt rings	1000 pts. 1st ring
	5000 pts. 2nd ring
	10,000 pts. 3rd ring
	75,000 pts. 4th ring
	250,000 pts. 5th ring

TOTAL ECLIPSE CREDITS

Team Orion

Troy Gillette, Eric Knopp,
Daniel Colon, Jr.,
Suzanne Dougherty, Jon Horsley

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Eric Knopp, Troy Gillette,
Daniel Colon, Jr.,
Suzanne Dougherty, Dan Arey,
Jon Horsley

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Justin Norr, Andy Trapani

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Jon Horsley

Product Manager

Scott Steinberg

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Troy Gillette, Eric Knopp

Additional Engineering

Bill Mitchell, Mark Cerny, Bill Willis

Audio Engineering

Greg Marquez

Graphic Artists

Daniel Colon, Jr.,
Suzanne Dougherty

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Mira Ross, David Pounders,
Mike Provenza, Adrian Bourne

Storyboards

Juan Ruiz, Adrian Bourne

Cinematography

Cyrus Lum, Daniel Colon, Jr.,
Suzanne Dougherty

Dialog

Dan Arey, Jon Horsley,
Eric Lindstrom

Voice Actors

Commander Orion – Will Southard
Ensign Hughes – Danny Hartigan
Lord Zodak – Curtis T. Branon

Music Composed, Arranged & Produced by

Burke Trieschmann

Musicians

Guitars – JD Reilly, Eric Orme
Saxophone – Dr. Loco, Ron Stallings
Keyboards – JD Reilly, Frank Martin

Additional Keyboards, Guitars, Harp, Banjo, Drum Programming & MIDI Sequencing

Burke Trieschmann

Song Engineering & Mixing

Burke Trieschmann

Mixed at

Spark Production, Oakland, California

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Noah Hughes

Additional Tools

Rolf Berteig

Cinema Processing & Synchronization

Noah Hughes

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Lloyd Pique

Manual

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Steve Kongsle, David Morse,
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