

Contents

Mortal Coil manual
Scanned and compiled by Underdogs
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Introduction.3
Getting Started.4
Gameplay Quick Reference.6
Team & Mission Briefing.7
The Headcom System8
Waypoint Settings.10
The Resource Manager.12
Team Formations.13
Set Piece Actions14
Collectibles17
Know Your Enemy.20
The Missions.24
Credits.28

EPILEPSY WARNING

Please read before playing this game or allowing children to play it.

Exposure to flashing lights or light patterns can cause some people to suffer epileptic seizures or loss of consciousness. Such people may have a seizure whilst playing certain games or watching television. This can happen even if the person has no history of epilepsy (seizures or loss of consciousness).

If you or anyone in your family has ever had symptoms relating to epilepsy when exposed to flashing lights, consult your doctor prior to playing.

If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, discontinue use IMMEDIATELY and consult your doctor. We advise that parents should monitor the use of games by their children.

Precautions to take during use:

- Sit a good distance away from the screen, as far away as the length of cable allows.
- Preferably play the game on a small screen.
- Avoid playing if tired or have not had much sleep.
- Ensure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour whilst playing the game

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Introduction

Prepare yourself for a battle of wits. Lead your team to defend planet Earth from an alien opposition that respond intelligently to your moves. To defeat them you will have to outsmart them. That means making tactical decisions. Your leadership qualities will be severely tested and the decisions you make will have to be lightning quick. Adrenalin intelligence.

This manual contains information of great benefit to your campaign. It is designed to allow you to make the most of your gifted team and the array of weaponry and resources available to you. Good Luck.

The Scenario

You become embroiled in a classic eco-thriller that springs new surprises mission by mission.

The year is 2005. Mortal Coil is the code name of a covert agency of crack undercover mercenaries funded by first world governments. Its role: to investigate a series of sabotages and terrorist attacks on key research installations. Their brief: find the terrorists and terminate.

The team (two men, two women) are aided by BB — a droid that helps with strategy and offers advice along the way.

Unknown to the team the so-called terrorists are, in fact, Shatarians — alien creatures from the future. In their time (2269), their planet is being threatened by human invasion. They have travelled back in time to Earth in an attempt to change the course of history. Their aim: to destroy R&D installations of the secret space colonisation programme and ultimately the human race itself.

As the game progresses, the team learn more about the true nature of their adversaries, their plight, and the real motives of the governments for whom they are working. Who are the real enemies? Depending on how the game is played there a number of possible endings...



Getting Started

Specifications

Mortal Coil should be run on a 100% IBM PC or Compatible Personal Computer configured to minimum MPC Level 2, including SVGA colour graphics card, MS or compatible mouse, min x2 speed multi-session CD-ROM drive, 4Mb usable RAM minimum (i.e no TSRs, no Smartdrive), 8 Mb RAM recommended, Soundblaster or 100% compatible digital sound card. The game will use a minimum of 10Mb of your local hard disk drive space.

Failure to install on a system with the above configuration is likely to result in errors. In common with most DOS games, this application may be launched from a Windows DOS shell. However, this is not a Windows application and is not guaranteed to perform to its optimum (if at all) when Windows is active.

Loading Mortal Coil

When using the game for the first time on a system you should type :

INSTALL

This will run a batch file which creates the necessary directories on your local hard disk, which will be used by the game for temporary storage. This allows you to configure the game for your system (e.g. sound card configuration), and to select 'Mature' or 'Standard' mode play (see Content Sensitivity).

To run the game, if you have 8Mb RAM or more you should type:

COIL

To run the game, if you have 4Mb RAM you should type:

COIL V4

This version differs from the 8 Mb version in that it features less detailed graphics and other memory critical changes, but still allows the same depth of gameplay at a reasonable speed.

To alter any pre-set configuration after installation, you should type the following from the \COIL directory on your local Hard Disk Drive:

SETUP

You will be presented with the configuration set on screen. This allows your own configuration for content sensitivity, controller type, sound card, keyboard redefinition and network settings. Follow the on-screen instructions.

Make your selections using either the mouse or cursor keys and space bar.

IMPORTANT: Content Sensitivity

As part of the installation, the player will be asked if they wish to password protect the game. If they answer 'no', they will be reminded that on start-up the game is installed with 'mature' settings, that it is aimed at an audience of 16+, and will warn that the game contains potentially offensive material. The player has an option at that point to quit play. If they answer 'yes', Mortal Coil can be installed in either Mature or Standard mode.

Mature Mode

The language used will be harder in places than in the standard mode, the death sequences more graphic and the sound effects more realistic.

Standard Mode

The language in this mode will be softer in content and the death sequences less graphic (e.g. the victim will vapourise rather than explode).

Network Play

For Network play see the README.TXT file on the CD.

User Voice Replacement

If you fancy yourself as a bit of an actor you may wish to substitute the majority of spoken words in Mortal Coil with your own. To do this you must:

- Create your phrase as a .WAV sound file.
- Name the file to match one of the files in the sub-directory on the CD, located in the directory \SOUNDSVOICE.
- Find the the directory on your local hard drive called \CANDYDAT and create a sub-directory called \VOICE, e.g. from the prompt C:\CANDYDAT> type MD VOICE, then CD VOICE so the prompt reads C:\CANDYDAT\VOICE>
- Copy into your local \VOICE directory your .WAV file. Your sample will play in place of the original file from now on. For example, Candy saying "At the Waypoint" is contained in the file CANDY2.WAV on the hard disk, so whatever you wish to replace this with, name it CANDY2.WAV, put it in your local \VOICE sub-directory and your own sample will replace Candy's.

Note: To return the game to its original soundtrack simply remove the sound files from \VOICE that you do not require.

Quick Reference

Control

Control is available using a joystick/keyboard or keyboard/mouse combination. For Joystick control see README.TXT file on the CD.

Movement **CURSOR KEYS**

Run **RIGHT SHIFT**

Fire Weapon **ENTER**

Open Door/activate switch

Jump **ALT**

Crouch **/**

Strafe **<, >**

On-Screen Map & Motion Tracking **M**

Look up **A**

Look down **Z**

Waypoint mode (see also Video View)

Team Leader: Candy **F1** Dan **F2** Dred **F3** Peech **F4**

Team Formations:

Back to Back **F5** V **F6** Flanks **F7** Single File **F8**

Team Grouping: Tight **F9** Medium **F10** Loose **F11**

Set Pieces

(Strategic) Bullets **X** Grenades **C**

(Reactive Go/Resume) Bullets **V** Grenades **N**

Weapons:

Personal 1	Gas Mask* 7
Hand grenade* 2	Radiation Unit* 8
Variable* 3	Health Restore up to 100%
Variable* 4	(If Health Pak collected) 0
Thermal Detonator* 5	* = if collected

Perspective/Player Cam

Third person view **6**, toggle for:
Rolling Camera and First Person View

Move Camera In/Out Left/Flight **CTRL/Cursor Keys**

Move Camera Up/Down **CTRL/< OR CTRL/>**

Video View

Enter/Exit video View **W**

Move screen Pointer **<, >, J, M (or mouse)**

Change Function **K (left mouse button)** with pointer over **RIGHT** triangle beneath one of the monitors. Click to cycle through the monitor views or modes (Candy, Dan, Dred, Peech, Game Area, Resource Manager, Map). The **LEFT** triangle cycles you in the opposite direction.

Control Leader

K (left mouse button)
with pointer on display of monitor of choice

Waypoint mode

TAB or **K (left mouse button)**
on monitor displaying map mode.

Resource Manager press **R**

Screen Detail

Stretched 160 x 200 **D (toggle)**

Increase screen size **+**

Decrease screen size **-**

Gamma Brightness **G**

Gamma darkness **H**

To advance to the next screen when a pre-rendered art sequence plays:

Press Space Bar

To skip art sequences completely:

Press Escape

The Team & Mission Briefing

The Team

Agent: Candy

Age: 25

Nationality: English

Attributes: Mortal Coil's most effective agent - tough, fit and headstrong.

Personal weapon: Katana - A lethal Japanese sword handed down by Candy's surrogate grandfather.

Agent: Dred

Age: 32

Nationality: Jamaican

Attributes: Courageous, very strong.

Personal weapon: Stun Rod - A telescopic baseball bat with an electrified tip capable of producing 25000 volts.

Agent: Dan

Age: 28

Nationality: American

Attributes: Tall, strong and fit. Quite sensitive.

Personal Weapon: Boot Knife - A menacing close-combat weapon.

Agent: Peech

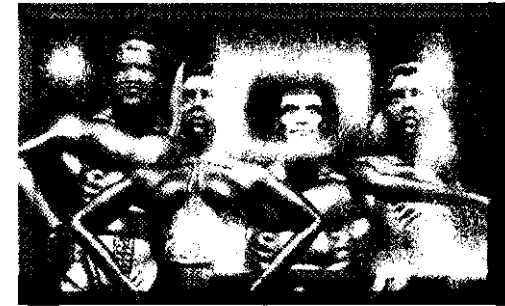
Age: 20

Nationality: German

Attributes: Very sharp, well travelled, opinionated.

Personal weapon: Bladed Knuckle-Dusters — diamond-edged blades protrude the front enabling Peech to slash and thrust.

BB: A highly intelligent robot device called a 'Military Recorder'. Reports back to Mortal Coil HQ. Constructed from the same material as flight recorders or black boxes hence the name BB. Also adds substantial firepower capabilities to the team.



↑ **DRED** ↑ **CANDY** ↑ **DAN** ↑ **PEACH**

Mission Briefing

Each mission is linked by an interactive story sequence which (by pressing the SPACE bar) you may explore in order to pick up vital information about the task in hand. They also relate the story to the player.

When the team commence each mission you will see them in the back of a Mortal Coil fast response vehicle, such as the heli-chopper. In the top left of the screen you will see a number of menu options. Move the mouse pointer over each and BB will describe the option:

Briefing: An introduction to the current mission the background and the objectives.

Intelligence: Information that will be of use during the mission, including training in the use of the various elements of Mortal Coil technology and weaponry that will be at your disposal during the mission.

Resources: An inventory of personnel, weaponry and collectibles that your team possesses going into battle.

Continue: Select to exit a menu option or to continue the mission itself.

To return to previous menu Press **Esc**.

The Headcom System

Each team member is equipped with a Mortal Coil Headcom system which includes a small eyepiece that projects data over his/her pupil. This allows you to take control of any member of your team and enables you to monitor team progress from a variety of viewpoints.



Press **6** to become the 'eyes' of the team leader.



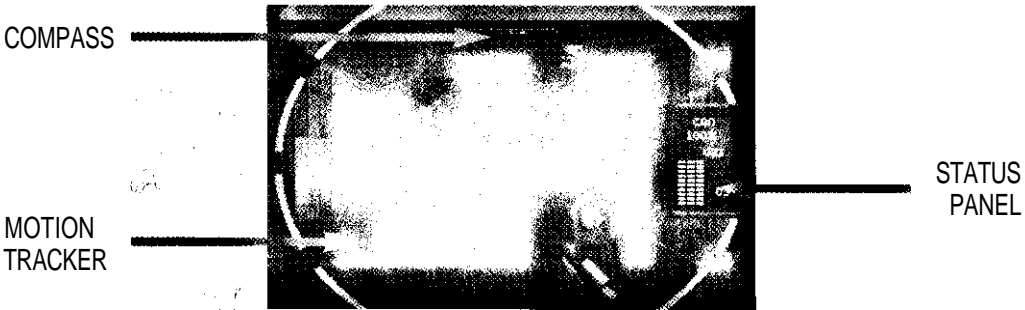
6 Toggle for an external viewpoint which allows you to monitor your own progress from behind.



6 Toggle to pan around the team using the rolling camera — press **Control** and then use the **Cursor Keys**.

You can switch to become the agent of your choice using keys F1 - F4:

- F1 Candy (Default) - F2 Dan - F3 Peech - F4 Dred



Motion Tracker

This tracking system enables you to monitor your progress in the immediate map vicinity. Each agent is represented by a coloured dot — Yellow (Candy), Blue (Dred), Green (Peech), and White (Dan). The tracker can also be used to monitor the presence of aliens in the area. These are markedly different from the team character dots:

- Dark Red:** Soldier **Red:** Unit (part of) - **Light Red:** Squad (part of)

Status Panel

This indicates the character you are controlling and can be used to keep a constant check on your health (%), your current weapon and the amount of ammo you have available.

Compass

This indicates items or areas of interest not shown on the map that may be of use on the mission. The Indicator will flash when you are in close proximity. Stay on the right course by keeping the Heading Indicator as central as possible.

Video View

To Enter/Exit Video View press W. This mode gives you a four-way split-screen view and enables you to:

- 1 Monitor the progress of other team members
- 2 View the current area map/Waypoint selector
- 3 View the Resource Manager



LEFT ARROW RIGHT ARROW

Change Function

Each of the four screens include two triangular arrows underneath the display which operate the paging system. By clicking the **RIGHT** arrow you can manipulate each separate screen to display the area map, the resource manager, or the agent view of your choice. The **LEFT** arrow cycles in the opposite direction. This enables you to keep check on your own positioning whilst viewing the map. In fact you can configure the four monitors to show any combination of information you wish.

What happens if an agent gets injured?

Each time you begin a new mission you will be back to a full-strength team. You will notice that when agents are seriously injured, they are enveloped in a **body-bag**. They are not dead, but are unable to fend for themselves. The Mortal Coil body armour monitors an agent's health. If it becomes critical, the armour envelops the body and provides temporary life support. The body bag emits a signal which allows a support unit to pick up the injured agent. If they are found in time, they will receive attention and will be able to re-join the team for the next mission. If the character you are playing is body-bagged during a mission, your viewpoint will switch automatically to another character in this order:

- 1 Candy - 2 Dan - 3 Dred - 4 Peech

Waypoint Settings

Waypoint settings are the key to a successful campaign. As team leader you can pinpoint on the map particular areas to which one or more of your team members can be sent. This enables you to complete your own tasks whilst they go off on separate missions. On some missions it is absolutely vital that waypoint settings are used or progression to the next level cannot be achieved. Used wisely they will also save you vital time. Use the map mode to plot the destination (waypoint) of your agents:

For a full-screen map view press **TAB** (toggle for game area).

CONTROL

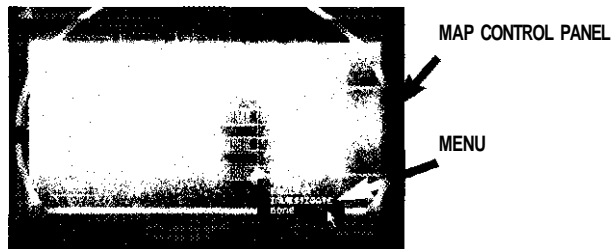
Zoom in/out + or - (on numbered keypad)

Map L/R/U/D Cursor Keys

Pointer movement < > J M (or mouse)

OR

Map Control Panel (Click on the relevant icon)



Selecting Agents

To select the agent(s) you wish to send, press **K** (left mouse) with the pointer over chosen agent, or press the relevant **Function** key. The drop down menu gives you a number of options. At this point you can select any of the other other agents you wish to send on the same mission by clicking on them whilst the menu is dropped. A second click will deactivate the agent from the mission. Click to toggle the following menu selections:

Fight/avoid combat

You may wish to instruct an agent to try and avoid combative situations if he/she is low on resources or health and you are unable (or feel it unwise) to give them the supplies they require.

Collect/leave collectibles

Remember that if an agent is body-bagged, the items that he/she has collected are dropped.

Investigate/ignore doors

In certain situations (e.g if speed is of the essence) it may make tactical sense to instruct the agent(s) to ignore rather than investigate doors. If this instruction is given, useful items such as ammunition are likely to be missed, but you are also less likely to encounter alien attack.

Select **done** to confirm choice.

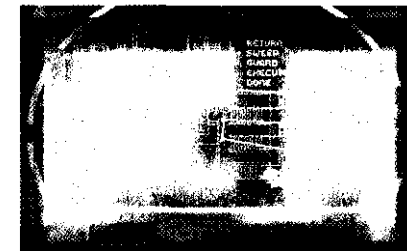
When completed you are ready to select your waypoints:'

(**Hint:** choose small, multiple waypoints rather than long, single paths for greater efficiency.)

Setting the Waypoints

Move the pointer to your first waypoint setting and press **K** (or left mouse). A line will be drawn showing the path. Move the pointer and continue placing waypoints to guide agent(s) at junctions and corners. When complete press **L** (right mouse).

A drop-down menu will now appear that will allow you to choose one of three options:



Guard

This freezes the agent at a particular point facing direction of your choice. Move the pointer (and in turn a small line at the end of the waypoint) in the direction you wish the agent to face.

Sweep

This sets the agent to patrol the area of the final waypoint destination.

Return

This instructs the agent to return to team leader when the waypoint destination has been reached.

If you wish to continue setting waypoints for other agents, click on **Done** when complete.

Repeat the process for each agent you wish to send on a different mission.

Click on **Execute** when you are ready to activate the agent(s).

Moving/Deleting a Waypoint

Click on a waypoint and drag to a new position or drag it to the previous waypoint to delete.

To delete all waypoints press **T**.

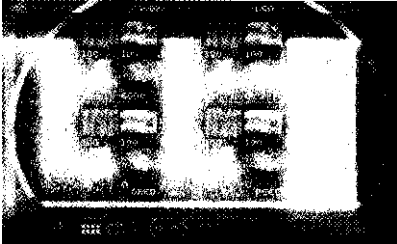
Marker Navigational System

Right mouse clicking on the waypoint screen enables you to place a number of your own markers at key locations. Markers can be moved around the map by clicking on them and dragging them to the desired position. They show permanently on the map and can be used as targets for your waypoint settings thereafter.

The Resource Manager

The Resource Manager allows you to swap weapons, ammo, health packs and other inventory items between agents. Calculate resource allocation according to the circumstances your team is in, e.g. if an agent is to be sent on a difficult mission it is essential they have everything they need. The screen is split into four and shows the current stockpile held by each team member.

To view the resource manager screen press: **R** or press **TAB** and click on **RIGHT** arrow or **W** and click on **LEFT** arrow. Clicking on the arrows will cycle you past the Waypoints Map.

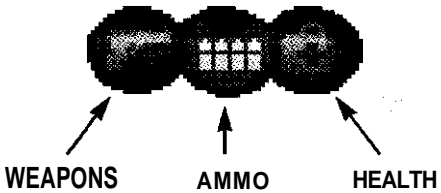


Manual Swap

Point on the resource of your choice, click and drag resources between agents.

Resource Icons

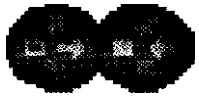
Click on each to display the distribution of the selected resource.



Distribution Icons

Spread

Choose the resource you wish to share using the relevant resource icon, click on the spread icon, then move the pointer to any one of the agent screens and click on the resource that you would like to be **distributed evenly among the team**.



Allocate

Choose the resource you wish to allocate using the relevant resource icon, click on the allocate icon then move the pointer to the agent screen of your choice. Clicking on a particular resource will allocate the team's **entire reserves** of that item to the selected player.

Note: Resources can only be swapped between agents in close proximity.

Note: If an agent is body-bagged the resources they were carrying will be left on the floor as collectibles.

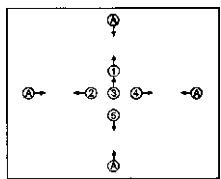
Team Formations

You face an intelligent opposition that will surprise you with the variety of their attack. Don't expect a simple head-on assault. The Shatarians will also attack from behind, from above, from below and from either side. You must also lead your team through a variety of terrain and manoeuvre around booby traps. Again, your response must be strategic. You must organise your team formation according to the situation you are in. You have a number of options:

Back to Back

Press F5

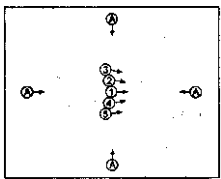
Strength Provides excellent all-round protection from attack from any angle. Each team member faces their own quarter of the formation with BB in the middle rotating constantly.



Weakness Less effective on the offensive.

V Press F7

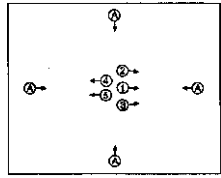
Strength Particularly useful in open areas where the team has space to move around. The most offensive of the formations. Facing the same direction, the team have a clear line of vision to their targets.



Weakness Leaves you vulnerable to attack from behind and the sides.

Flanks Press F6

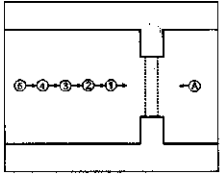
Strength Extremely versatile. Flanks allow solid offensive (the leader is flanked by two agents) and defensive (two agents behind covering the rear) capabilities.



Weakness Vulnerable to attack from the sides.

Single File Press F8

Strength Ideal for negotiating mine fields, thin platforms or any precision movements.



Weakness Not so good for offensive manoeuvres since only one agent can see the target.

KEY

① = TEAM MEMBER (A) = ALIEN

Proximity Groupings

Within your set formation you can alter the distance between each agent. This increases your ability to negotiate particular environments or potential hazards. There are three settings:

- 1 Tight F9
- 2 Medium F10
- 3 Loose F11

Set Piece Actions

You should now have a firm grasp of how to organise your team on the missions. Utilize your team further by activating set-piece manoeuvres. The orders can be given at any time. You have a number of options. The choice you make will depend on the situation you are in:

1 Strategic Using either guns or grenades. These commands deal mainly with the environment, e.g doors, corners, T-junctions, open areas.

2 Reactive Using either guns or grenades. These commands can only be given when dealing with enemies.

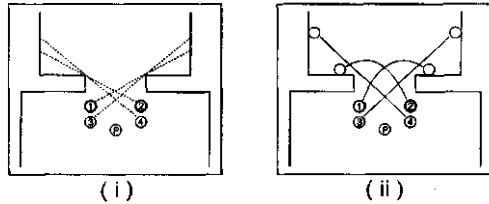
Once the relevant selection has been made the game code selects the most appropriate action according to your immediate environment:

Strategic Commands

Doors

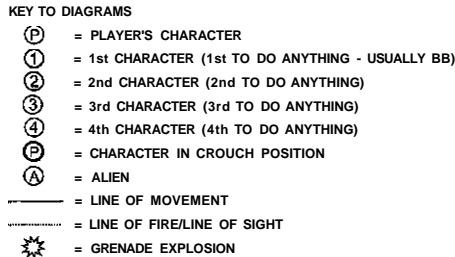
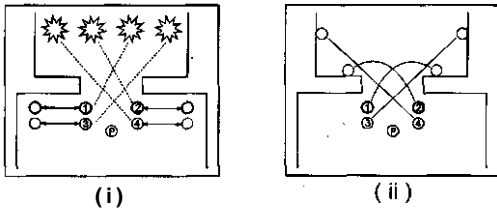
Option 1: Guns

- i. Execute (press **X**) The team will open the door and deal with any hostilities.
- ii. The team will follow the lines, in numerical order, to their new positions.



Option 2: Grenades

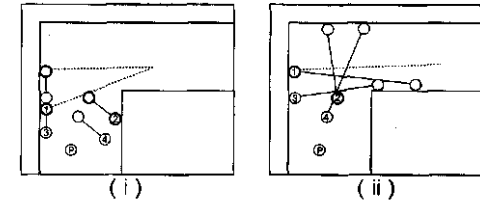
- i. Execute (press **C**) The team will open the door and the team will throw in grenades, move aside, then move back again.
- ii. The team will follow the lines, in numerical order, to their new positions.



Corners

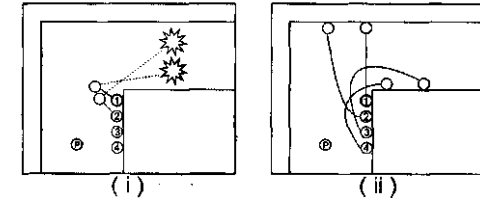
Option 1: Guns

- i. Execute (press **X**) The team edge their way to the new positions and deal with hostilities.
- ii. When ready they will follow the lines in numerical order to their positions.



Option 2: Grenades

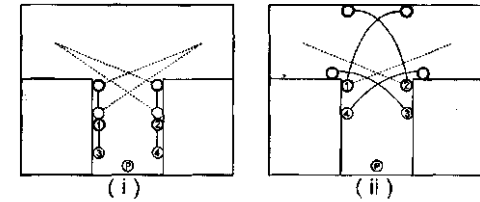
- i. Execute (press **C**) agents 1 and 2 assume new positions, launch grenades and return to their original positions.
- ii. When ready they will follow the lines in numerical order to their positions.



T-Junctions

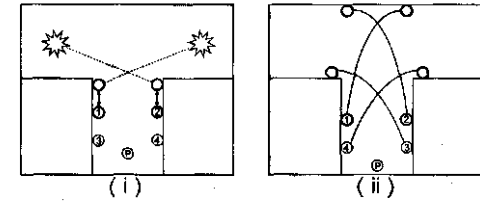
Option 1: Guns

- i. Execute (press **X**) The team edge their way to the new positions and deal with hostilities.
- ii. When ready they will follow the lines in numerical order to their positions.



Option 2: Grenades

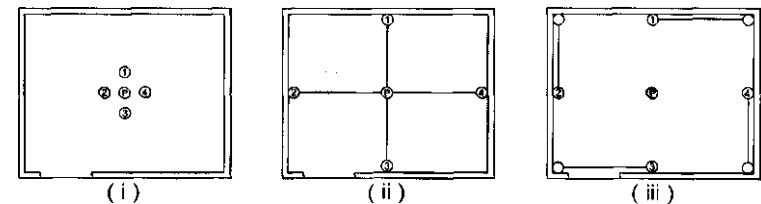
- i. Execute (press **C**) agents 1 and 2 assume new positions, launch grenades and return to their original positions.
- ii. When ready they will follow the lines in numerical order to their positions.



Open Areas

Option 1: Search the area

- i. Execute (Press **X**) The team go to the numbered positions (back to back) and stand by.
- ii. The team then go off in their respective positions until they reach a wall.
- iii. Once there each agent turns right, patrols the wall and then returns to report.



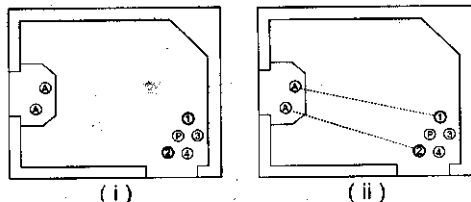
Reactive Commands

Note: in Reactive mode, once executed the team will return to their normal formation.

Enemy on Higher Ground

Option 1: Target

- i. Execute (press **V**) 1 and 2 crouch down and aim at the target.
- ii. 1 and 2 open fire one after another until the target(s) are destroyed.



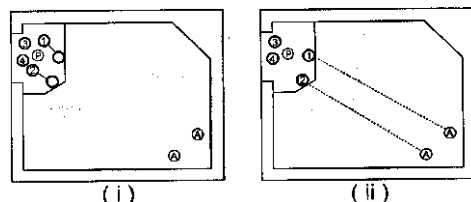
Option 2: Grenade

(press **N**) As Option 1, only this time using grenades.

Enemy on Lower Ground

Option 1 Target

- i. Execute (press **V**) The team crouch down. 1 and 2 then move towards the edge.
- ii. 1 and 2 open fire on the target(s) until destroyed.



Option 2: Grenade

(press **N**) As Option 1, only this time using grenades.

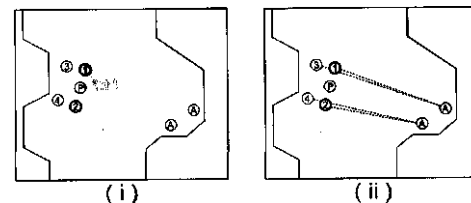
Other Targets (e.g. large aliens, non threatening targets, generators)

Option 1: Target

- i. Execute (press **V**) After assuming numbered positions, the whole team opens fire on the target(s) (ii.).

Option 2: Grenade

(press **N**) As Option 1, only this time using grenades



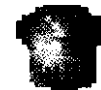
Collectibles

These can be divided into two categories — **Consumables** and **Mission Items**

Consumables

These are useful items that the team can collect on their travels:

Gas Mask



Anti-Radiation Unit



Some areas of the map present a serious risk from contamination. These items protect against such hazards, although their usefulness is limited by time once collected.



Medi-Units for Health Paks

A Health Pak is a small portable console which can heal wounds and accelerate recovery from illness. It requires 'fuel' in the form of chemicals, pain-killers and stimulants. It works by calculating the health requirements of the agent using it and takes them up to 100%. Press **O** if collected. The amount is deducted from the Health Pak.

Weapons

Weapons can be divided into four categories: **hand to hand**, **explosives**, **modern firearms** and **high-tech**.

Ammunition

Ammunition can be collected in varying quantities and is used with specific weaponry.


For full details of weapons and ammunition see following pages.

Personal (hand to hand)

The team's personal weapons are not collectible.


Explosives

Hand Grenades



The trajectory of the grenade can be controlled by the length of time the player holds down the fire button and the angle of view. The longer the button is held down and/or the higher the angle of view the further the grenade is thrown. Grenades can be rolled along the floor by crouching down. Use the Grenade Launcher (if available) if you need to increase the range of your grenade attack.

Detonator




Use this small but destructive device for blowing up doors or small structures. Press the fire button (ENTER) to prime the device, press again to throw it (or place it if crouching down) and press once more to detonate. The detonate command is not limited by time and the device can be exploded whenever most appropriate.

Hint: Stand well clear when detonating.

Modern Firearms

Desert Eagle Magnum




The most powerful handgun in the world. Semi-automatic, the firing rate is dependent on the trigger speed of the player. Each clip (housing seven rounds) takes two seconds to reload.

Uzi 9mm (with laser sighting)




A highly accurate weapon with a clip housing 30 rounds.

M60 Helicopter Gun



More power per round than the Uzi, but a lower firing rate. No need to reload.

Flame Thrower



Causes severe damage to victim and surrounding environment. Two seconds to reload

Ammo for Modern Firearms:

Bullets (Guns)




Gas Cylinder (Flame Thrower)




High-Tech

Auto-Tracking Missile Launcher




Locks on to targets (locking time one second). Fires same amount of heat seeking missiles as there are targets, up to a maximum of six. Missiles will track a moving target.

Laser Rifle




The light energy produced will penetrate any target and any target behind it without loss of power. Lasers last for two seconds and may be whipped around to act as a light sabre.

Plasma Blaster



Fires energy packets. Choose one of four settings. The higher the setting the higher the hit value and ammo drain.

Banshee



Emits a low frequency sonic wave that shatters hard materials such as bone and glass. Powerful, but better over short distances where the beams are still highly concentrated.

Particle Cannon



Fires an Immediate, invisible, penetrative beam. No need to reload.

Ammo for High Tech:

Batteries



Rockets (Missile Launcher)



Note: Health packs and ammo can be swapped between characters using the Resource Manager.

Mission Items

These are items which are key to the completion of the mission.

Allen Key



Human Key



Know Your Enemy

You face an alien opposition that is unpredictable and very cunning, both on the offensive and the defensive. In order to mount an effective challenge you will need to understand how they are organised and be aware of their varied patterns of behaviour. From professor Shatarian's discoveries we know the following, albeit limited, information.

Like ants on Earth, Shatarians live in colonies and have a hierarchical structure to their society. Each rank has its own method of attack and defence. Their behaviour patterns also change according to how close they are to you, the enemy.

Summary of Shatarian Ranking and Characteristics

Shatarians have four main rankings (in descending order of importance):

- 1 Master
- 2 Sergeant
- 3 Soldier
- 4 Non-Military

Within these groups the Shatarians can be sub-divided according to their specific role or capability:

Sniper/Guard

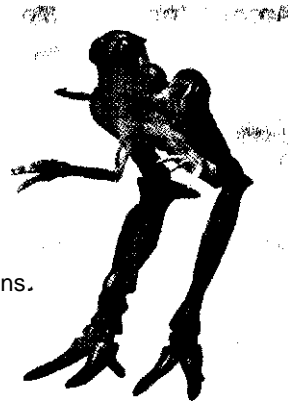
Rank: Soldier

Behaviour Pattern: The most common adversary, they can be found in most of the maps. They simply hold positions and fire at their target.

Zigzag

Rank: Soldier

Behaviour Pattern: These aliens will approach with random, erratic movements, turning sharply in alternating directions. If you allow them near enough they will use their claw attack.



SOLDIER

Flankers

Rank: Soldier

Behaviour Pattern: Similar to the Zigzag but they attack in a random spiralling motion in an attempt to get behind you.



Shields

Rank: Soldier

Behaviour Pattern: These are tricky blighters and perhaps the hardest to kill. They protect themselves with shields which they activate when in close proximity to the team. The shields can only be penetrated using concentrated fire-power from the team.

Pouncer

Rank: Soldier

Behaviour Pattern: Their powerful hind legs allow them to leap great distances. They will calculate a trajectory that will land them in front of their nearest enemy. Then watch out for those claws.

Jet-Pac

Rank: Sergeant

Behaviour Pattern: This Sergeant hovers in circles at a safe distance from trouble and fires his weapon. If forced into combat he'll make a claw attack then fly away in a zigzag pattern.

Grenades

Rank: Sergeant

Behaviour Pattern: Very similar to the jet-pac Sergeants but with an arsenal of grenades.



SERGEANT

Cloak

Rank: Sergeant

Behaviour Pattern: Now you see them, now you don't. Once spotted, they switch on a cloaking device making them invisible as they spiral in towards you. Once up close, they momentarily de-cloak, get in a few claw attacks, re-cloak and retreat.

Bomb Master

Rank: Master

Behaviour Pattern: Being well equipped, this alien can attack from any range. His special weapon is something similar to a low yield thermal detonator. Though potent, the bomb does give plenty of warning as it bleeps and counts down, allowing time for you to take cover.

Energy Wave

Rank: Master

Behaviour Pattern: Bit of a coward. The weapon carried by this Master allows it to fire energy waves across the floor from distance. You need quick reactions in order to leap over the ripple as it heads towards you.

Nymph

Rank: Non Military

Behaviour Pattern: These alien young hang from ceilings, drop onto you, and drink your blood. You cannot remove them yourself and you'll need the assistance of a team mate to shoot them off.

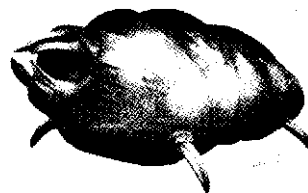
Young Queen

Rank: Non Military

Behaviour Pattern: Be prepared for a bit of a shock if you manage to kill this Queen that hasn't yet reached maturity. She will collapse on her back, her huge stomach will split and out will pop five to ten Nymphs who will attack the nearest target. The Young Queen herself has limited attack capabilities, she simply fires her weapon at the enemy.



BROOD MASTER



NYMPH

Mature Queen

Rank: Non Military

Behaviour Pattern: The same as the Young Queen but she neither moves nor attacks.

Brood Master

Rank: Non Military

Behaviour Pattern: Leads his own team of ten to twenty nymphs. He will shoot on sight but rather than approach himself, he will send in Nymphs three at a time towards the team. Should he find himself very close to the team, or if he is killed, the remaining Nymphs will close in.

Colonial Master

Rank: Non Military

Behaviour Pattern: The Shatarian top dog. The commander of the force sent to Earth. Despite being physically slow he's tough to kill. He's also dangerous from any range. From distance, he'll target any agent with his laser sighted rockets. At mid range he'll use an energy wave weapon and at close range he'll use his very dangerous (albeit slow) claw attack.

Alien Units

A unit is led by a Sergeant and consists of two Soldiers. When attacking, the Sergeant keeps his distance and fires projectiles at the team. The two Soldiers flank on either side of the team and move in and out to attack.

Alien Squads

A squad is led by a Master and consists of two units. The Master and Sergeants fire their projectile weapons from distance whilst the Soldiers flank the team at close quarters.

Sensors

These 'tripwires' are attached to ceilings and give away the location of the team. Some are hidden but the visible ones can be shot without them triggering.



MATURE QUEEN



COLONIAL MASTER

The Missions

Mission 1: Operation Uplink

Location: Classified; Island in Pacific Ocean

Jungle terrain, home to a top secret military satellite uplink, central to the emerging Space Colonisation Programme.

Someone, or something, is hitting Earth's major communications installations and this is the main target. It has a nuclear reactor which if de-stabilised will melt down, destroy the island and its contents. Mortal Coil agents Candy and Dan are sent into the hot zone. These are their objectives:

- Area 1** (Jungle Clearing) Find the hut where two marines (Dred and Peech) are trapped, and find a way to rescue them.
- Area 2** (Island Main Street) Drive jeep to, and get inside, the main compound.
- Area 3** (Satellite Uplink) Make area safe and stabilise nuclear reactor core.

Mission 2: Operation Genetic Tomb

Location: Abandoned Micro-Biology Research Lab, Nevada Desert, USA

Although the first world governments had signed a destruction pact for weapons of germ warfare, samples of these genetically engineered nightmares were kept secretly in sealed tombs. This one, a disused research lab located in the side of a mountain, contained three phials of the most deadly germs created. Intelligence sources say that the lab has been broken into, and there are fears that the deadly germs might be used to poison the food chain.

- Area 1** (Restricted Zone) Retrieve computer disk from genetics lab.
- Area 2** (Germ Warfare) Retrieve petri dish from germ warfare lab.
- Area 3** (Radiobiology) Retrieve culture vat from radio-biology lab.
- Area 4** (Extraction) Return to hangar for scramble.

Mission 3: Operation Breathe

Location: Filtration farm, Tokyo

Pollution on Earth had reached life threatening levels. Rather than cut industrial emissions, the first world governments built massive air filtration plants to extract polluted air and exhale cleansed air. These were sited in key weather channels and arranged in groups — or farms. The biggest was outside Tokyo. The terrorists — now thought to be responsible for the attacks so far — have developed a lethal gas which they have put into the exhaust chambers of the farm. The gas is now poisoning the air.

- Area 1** (Farm Central) Locate and capture control room.
- Area 2** (Chemical Lab) Locate six chemical phials and mix the antidote in chemical mixer.
- Area 3** (Exhaust Chamber) Place antidote in vent chamber.
- Area 4** (On-Line) Bring vents back on line with clean air mix and antidote.

Mission 4: Operation Orbital

Location: Construction platform in Earth's orbit

The first step of the Space Colonisation Programme was the mining of planets around Earth for their valuable minerals. The equipment needed for this mammoth task was too big to be launched from Earth, so a huge construction platform was built in Earth's orbit in order to build the mining rigs.

The platform is under attack from invaders — now thought to be an alien species.

- Area 1** (Western Zone) Locate key to control tower. Capture control room and bring power on line.
- Area 2** (Eastern Zone) Locate and jettison bomb.
- Area 3** (Infestation) Destroy enemy colony.

Mission 5: Operation Aquageddon

Location: Secret Government Undersea Nuclear Waste Burial Compound, South Pacific

A nuclear waste dumping site kept secret by the governments to hide the fact that they were still reliant on nuclear power. The aliens — now known as 'Shatarians' — are stealing dangerous nuclear waste in an underwater craft and intend to expose the lethal cargo deep underwater, thereby poisoning Earth's water supplies.

Area 1 (Nuclear Dump) Crack pressure plate lock system.

Area 2 (Tunnel) Locate enemy submersible.

Area 3 (Sub) Board then destroy submersible having made good escape.

Mission G: Operation Rear Guard

Location: Mortal Coil HQ, London, England

The Shatarians discover that Mortal Coil are the reason why their attempts to destroy the human race have been thwarted, and head for the HQ in London. They will level MC HQ and the City as a last ditch attempt to succeed in their plans.

Area 1 (West End) Get to Mortal Coil HQ fast.

Area 2 (Mortal Coil HQ) Find Faster than Light Fuel formula. Find Orbital Construction Platform blue-prints. Locate and retrieve bomb casing, charge and primer. Locate power core and plant bomb.

Area 3 (Nuclear Bunker) Locate and disarm alien bombs.

Mission 7: Operation Silence (Bonus Mission for advanced players)

Location: Shatarian Space Ark II Craft, leaving Earth's Atmosphere

The Shatarians, defeated by the Mortal Coil agents, agree to leave. But the team suspect, rightly, that they will try to detonate a nuclear explosive from altitude. This a final desperate measure by the aliens to weaken, if not destroy the human race and prevent further space exploration.