

Terra Nova: Strike Force Centauri

Version 1.0
For MS-DOS Systems



A Looking Glass Technologies Production

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03 08 124
DATE: 03.AUG.124

TO: NIKOLA AP IO

FROM: COMMANDER ARLEN MACPHERSON

RE: CALL TO DUTY

SOLDIER, WELCOME TO STRIKE FORCE CENTAURI. AS YOU KNOW, THE SFC IS A NEW MILITARY ORGANIZATION; ITS CREATION WAS MANDATED BY THE GOVERNING CENTAURI COUNCIL ON 28.JUL.124. THE MANDATE WAS WORDED AS FOLLOWS:

"GANGS OF ARMED PIRATES, SMUGGLERS AND TERRORISTS HAVE PLAGUED THE CENTAURI SYSTEM FOR NEARLY 100 YEARS, BUT UP UNTIL NOW THE TWELVE LOCAL CLAN STRIKE FORCES HAVE PROVEN ADEQUATE TO THE TASK OF SAFEGUARDING THE CITIZENS OF CENTAURI. IN RECENT MONTHS, THIS HAS NO LONGER BEEN THE CASE. STRIKE FORCE CENTAURI HAS BEEN ESTABLISHED WITH THE GOAL OF PROVIDING A GREATER SECURITY TO THE PEOPLES OF THE CENTAURI SYSTEM FROM AN INCREASINGLY VIOLENT AND WELL-ORGANIZED CRIMINAL ELEMENT."

NIK, THAT'S WHAT THE ORIGINAL ORDER SAYS. I'LL PUT IT ANOTHER WAY. WE'RE HERE TO COMPLETELY WIPE OUT THE PREDATORY SCUM WHO THINK THEY CAN TAKE ADVANTAGE OF THE PEOPLE WHO BUILT THIS SOCIETY UP FROM NOTHING. PEOPLE WHO HAVE STRUGGLED FOR OVER A CENTURY JUST TO LIVE FREE FROM OPPRESSION. THEY'LL STOP AT NOTHING - TERRORISM, SABOTAGE, OUTRIGHT MURDER - TO ACCOMPLISH THEIR AIMS. WE'RE GOING TO FIGHT THEM, AND WE'RE GOING TO DESTROY THEM. YOU CAN QUOTE ME ON THAT.

THE THIRTEEN MEMBERS OF STRIKE FORCE CENTAURI HAVE BEEN CHOSEN FROM AMONG THE BEST YOUNG SOLDIERS IN THE EXISTING CLAN STRIKE FORCES. NIKOLA, YOU WERE THE UNANIMOUS CHOICE OF THE COUNCIL TO BE THE SQUAD LEADER IN THE NEW STRIKE FORCE. YOU WERE CHOSEN NOT ONLY FOR YOUR EXCEPTIONAL SKILLS AS A SOLDIER IN THE FIELD, BUT ALSO BECAUSE OF YOUR GREAT POTENTIAL FOR LEADERSHIP. HAVING REVIEWED THE DOSSIERS ON YOU AND THE OTHER CANDIDATES, ESPECIALLY THE NOTE OF RECOMMENDATION FROM YOUR COMMANDER IN STRIKE FORCE IO, I AM FULLY CONVINCED THAT YOU ARE THE RIGHT MAN FOR THE JOB.

THIS GUIDEBOOK IS STANDARD ISSUE FOR ALL SOLDIERS IN THE SFC. I EXPECT ALL SOLDIERS TO BE FAMILIAR WITH ITS CONTENTS, ESPECIALLY THE SQUAD LEADER. IT INCLUDES SOME USEFUL HISTORY, AND IT FULLY EXPLAINS THE OPERATION OF THE NEW POWERED BATTLE ARMOR YOU'LL BE USING.

PLEASE REPORT FOR DUTY BY 08:00 ON 04.08.124 AT THE SFC BASE ON NEWHOPE, CENTAURI.



ARLEN MACPHERSON

COMMANDER, STRIKE FORCE CENTAURI

WELCOME TO STRIKE FORCE CENTAURI.

THIS GUIDEBOOK IS YOUR MANUAL OF MILITARY CONDUCT. IT WILL GUIDE YOU IN OUTFITTING YOUR SQUAD, FIRING YOUR WEAPONS, AND COMMUNICATING ON THE BATTLEFIELD. LEARN ITS CONTENTS WELL-- IT WILL SAVE YOUR LIFE.

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A BRIEF HISTORY OF CENTAURI SOCIETY

The people of Centauri are the direct descendants of the original Jupiter colonists from the Terran system. Their founders were considered rebellious dissidents by the oppressive Earth Hegemony, and there was sporadic fighting between the colonists and the government forces for many decades. By the Terran year 2129 (BCY 47 by the Centauri calendar), their ancestors had reached a stalemate with the Earth government; they lacked the strength and numbers to establish autonomy, and the Hegemony could not fund a military strike capable of dislodging them from Jupiter's moons. In 2130, the two sides reached an agreement that the Jupiter colonists would undertake the journey—with full Hegemony funding—to colonize the habitable planets of the Centauri star system. In 2132, the colonization fleet departed the Sol System. In 2136, the first human being stepped onto the grass of NewHope.

In the 150 years since the colonists' arrival, Centauri society and culture have flourished. They have built, expanded, farmed, mined, and prospered in a way that the original settlers could never have foreseen. Today, there is even a slow but growing trade with their old enemies, the Earth Hegemony.

MISSION

tip

If you're interested in reading more history about Centauri, consult the terminal in your personal quarters, under the "Library" section.

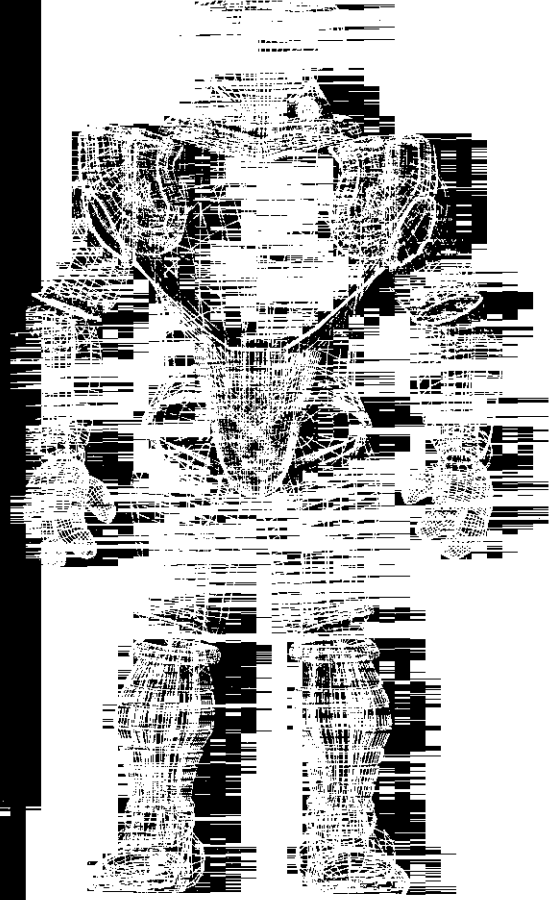


Powered Battle Armor/PBA

The most valuable resource brought to Centauri by the original colonists was their technical expertise. With a huge database of information and a large supply of raw materials (much of which came from breaking down the colony ships themselves), they were able to build a thriving industrial society in very little time. Having learned a harsh lesson back in the Sol System, the Centauri society was diligent in improving its military technology, specifically that pertaining to the Powered Battle Armor suit, or PBA.

Powered Battle Armor has come a long way from the hydraulic metalsuits used back on Jupiter. Those were little more than an efficient way for a soldier to carry weapons too heavy to wield unaided. Today, Centauri PBA suits are battlefield juggernauts. The armored exoskeletons not only can carry a vast offensive arsenal, but also provide outstanding protection against ballistic and energy weapons, in addition to housing a complex electronic network of sensor arrays, targeting computers and communications equipment. They are man-sized, man-shaped tanks, which allow the occupant a great flexibility of movement and tactics on the battlefield.

Strike Force Centauri will be equipped with the recently developed XR-5 models of Powered Battle Armor, suits even more powerful and versatile than those used by the Clan strike forces. We expect you to use them well.



Soldier, welcome to the SFC.

When you start the game, your first two missions are instruction missions, designed to help you familiarize yourself with the helmet interface and the operation of your Powered Battle Armor (PBA).

When playing the instruction missions, you hear your instructor explaining how to proceed through the missions. On the screen you see text pointing out the actual keyboard and mouse interfaces for completing the mission goals.

MISSION

tip

If you need to review your current goals during instruction, you can hit the [backspace] key and hear the last command you've been given.

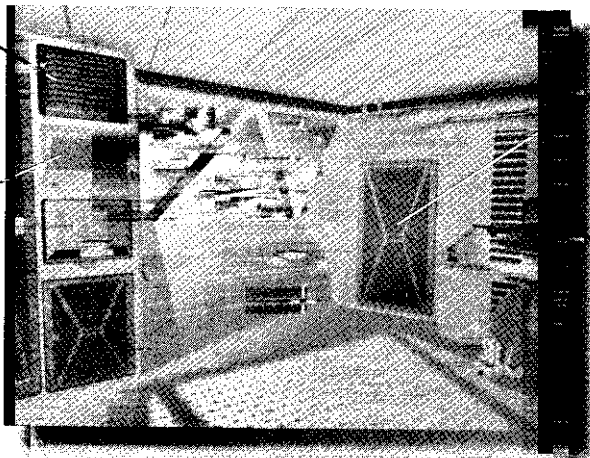


Your Personal Quarters

Moving around your quarters—and around the rest of the base—is as easy as clicking the spot you want to access. If you are unsure which locations on the screen call up interesting features, try panning your mouse cursor over various objects. When the cursor passes over a relevant object, text appears at the bottom of the screen explaining what that feature does.

SAVE/LOAD

VIEW MEDALS



ENTER BASE

VIEW TERMINAL

The Save/Load Bookshelf

In the upper left of the screen is a bookshelf filled with data-books. Click the bookshelf to save or load a game.

The view of the personal quarters disappears and the bookshelf fills the screen. Written on the spines of the books are the names of any previous games you have saved, plus the mission number. (You can see your current mission number at the bottom of the screen. A book with a blank spine indicates an empty game slot.)

Saving a Game

You can save your place in the game to a game slot, and later, continue playing where you left off.

To save your current game, follow these steps:

- Select a book by clicking its spine.
- If you want to change or add a description, type something next to "Description."
- Click **Save**. The game is saved and you return to the save/load bookshelf.

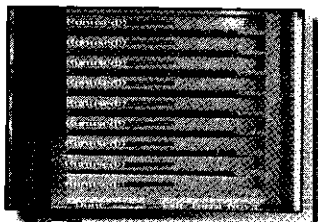
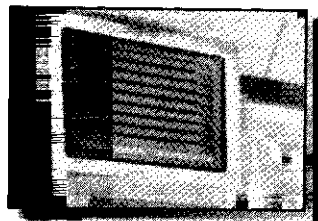
If you don't want to save a game after all, click **Cancel**. You return to the bookshelf.

Loading a Game

To load a game stored in a game slot:

- Select a book by clicking its spine.
- Click **Load**. The game loads and you return to the save/load bookshelf..

If you don't want to load a game after all, click **Cancel**. You return to the bookshelf.



MISSION

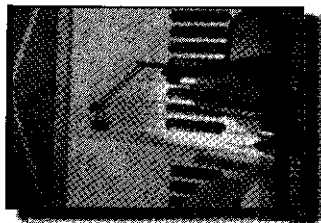
tip

You can "peek" at which spots are important in your quarters or the base by holding down the [Tab] key.

MISSION

tip

Hit [Alt][X] at any time to exit
Terra Nova.



MISSION

tip

If there is a flashing button on your terminal, you have news or e-mail. It's a good idea to check your e-mail often.

Quitting Terra Nova

If you want to quit playing *Terra Nova*, click the book labeled **Exit Terra Nova**.

Exiting the Bookshelf

When you are done with the bookshelf, click **Done**, and you return to your quarters.

The Personal Terminal

Inside your quarters, sitting on your desk, is a data terminal you can use to access mail, news, and other information. Click the terminal to use it. The view of your room clears and the terminal's screen appears.

When the terminal loads up, you see six buttons, each representing a feature. Clicking a button at any time calls up that feature.

The terminal's six buttons are:

E-mail

You can read electronic mail sent to you from your squadmates and other people. When you click the button next to e-mail, you see a list of mail messages. Unread entries in the list are highlighted. Click the entry you want to read, and the mail message is displayed. If the message is long, scroll buttons appear to let you scan up and down the message. To return to the mail list, click the **Return to List** button.

Entries in the terminal change over time. For instance, after each mission you may find that you have received new e-mail or news entries.

News

This feature lets you read the latest news, as provided by the classified SFC news feed. Some of this information is compiled from civilian news, while sensitive military information comes directly from internal SFC sources.

The news reader works the same way as the e-mail reader.

Library

The on-line library contains various data files, such as write-ups on planets in the Centauri system and short entries on the Centauri clans, a Centauri clans timeline, a glossary of SFC terms, and more.

The library reader works in the same manner as the e-mail reader.

Review

The systems review lets you read data on the various weapons, systems, your squadmates, and common foes of the SFC. This feature is identical to the systems review available during mission outfitting.

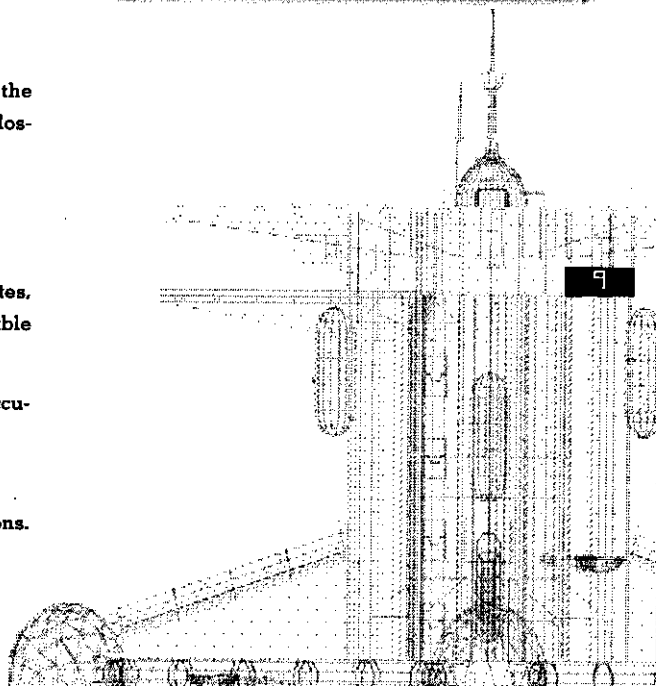
Entries in the terminal change over time. The review section provides newer, more accurate information on your opponents as the SFC learns of it, so check it often.

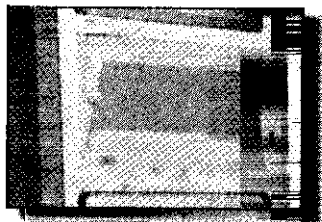
Reports

The reports section supplies you with the debriefings and data of your previous missions.

Exit

Click **Exit** to close the terminal and return to your quarters.

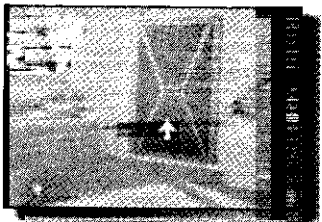




Medals

On the left side of your personal quarters, below the save/load bookshelf, is a case holding the medals you have received. Click the medal case to view your medals.

The screen clears, and the medal case appears. Position your cursor over any of the medals. The name of the medal and how many of that type you have appears at the bottom of the screen. When done, click the bottom part of the screen to return to your quarters.



Moving Around the Base

In your personal quarters is a door that leads out of your room to the rest of the SFC base. Click the door to proceed out into the hallway.

Just as in your quarters, when moving about the base, you can "peek" at which spots are interesting by holding down the **[Tab]** key. Take time to familiarize yourself with the base; it will be your home for the duration of your SFC duty.

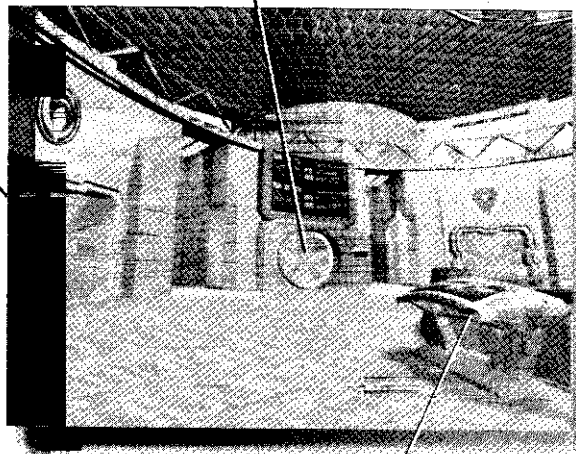
"The Wreck was once this old in-system Stockton transport that crashed and plowed into the ground. They just hollowed it out and made a pub out of it."

Moving around the base sometimes leads you to a video scene which shows you, Nikola, interacting with the other personnel. Often these scenes occur when you leave your quarters. For instance, you might leave your room to head into the lobby, and see a video scene of Nikola and others at the bar. When the scene ends, you return to the base, and gameplay resumes as normal. If you want to skip past a scene, you can press the **[spacebar]**, but you should watch each scene at least once.

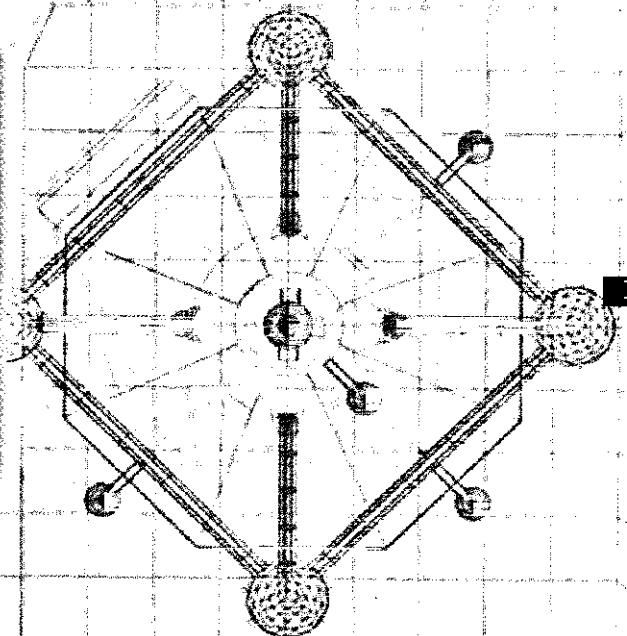
The SFC Base Lobby

The SFC base is where you conduct military business. The SFC base consists of the lobby and briefing room. From the SFC base lobby, you have three main options:

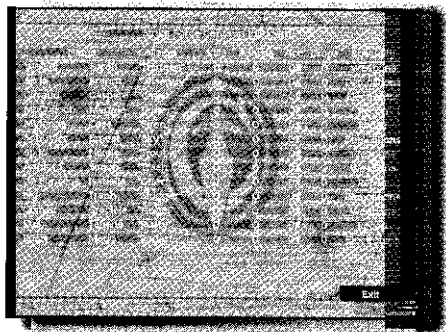
START MISSION BRIEFING



VIEW KILLBOARD



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The Mission Briefing Room

Clicking the round doorway in the center of the screen takes you to your next mission briefing. Click this door after you're done exploring the base, consulting the library, and reading your e-mail.

More information on the briefing room can be found in Chapter 4, "Getting Ready."

The Killboard

Click the killboard to view the SFC killboard. The killboard shows the performance records of your squadmates, including kills, assists and drops. At the start of the game your squad hasn't been on any missions, so the killcount is blank.

There is a row for each squadmate, listing various data: name, callsign, kills, assists, accuracy, drops, and specialty. The rows are ranked by number of kills; the soldier with the most kills is at the top of the list.

Click **Exit** to return to the SFC base lobby.

Returning to Quarters

To return to your quarters, click the tram door on the left side of the screen.



*"Keep your room clean! No one likes
a messy room."*



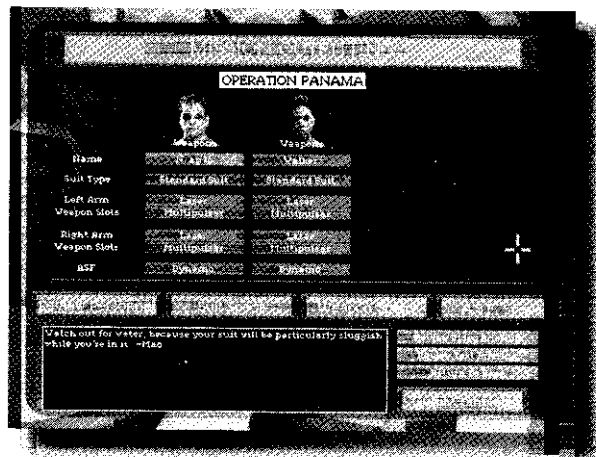
THE SFC KILLBOARD



BRIEFINGS

During mission briefings, you learn what you need to accomplish on the particular mission coming up. Are you solo or do you have a squad? What is the mission objective? What are the enemy forces? You learn what events took place prior to the mission, which targets you need to hit and what you need to protect.

To get to the briefing room, exit your quarters to the SFC base lobby, and proceed through the round door in the middle. Mission briefings begin as soon as you enter the briefing room from the SFC lobby.



You see the screen of an SFC terminal, and hear the voice of your commander as the mission objectives are explained. The terminal shows relevant visual information: pictures, recon fly-bys, maps, and so forth.

Listening to the commander is very important. The commander explains your mission objective plus any other information you need to know. Be sure to pay attention. If you miss something, you'll be able to replay the briefing while you are outfitting your squad.

OUTFITTING AND SELECTING YOUR SQUAD

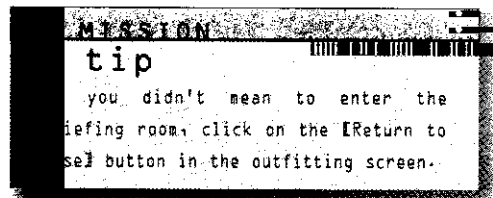
When the briefing is over, you begin outfitting yourself and your squad. You choose the squadmates you want to accompany you on the mission, and what type of PBAs and weapons each person will have.

Selecting Squadmates

If the mission requires squadmates, then you can choose who is going to accompany you on the mission. The number of squadmates needed for the mission determines how many columns are in the grid.

If the mission is solo, then you do not have any squadmates. Skip to the section "Selecting Armor, Weapons, and ASF," below.

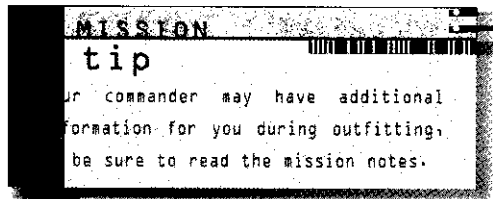
If the mission is not solo, you will have a default squad selection. Names in red boxes are mandatory, but you can change any of the rest.



"Don't go noddin' off during your briefings! Unless you got some sorta psychic ability, it's the only way to find out your mission objectives."

ANNA VAN WYK / STRIKE FORCE FELDVAAR

15





MISSION

tip

If you need information about a particular soldier, click the Review Personnel button.

To change a squadmate, click any name in the first row. The drop-down list contains the names of soldiers in the SFC. If you want to change the default squadmate selection, choose a name from the drop-down list.

The names in the drop-down list are color-coded, indicating their availability:

GREEN	already a member of your squad
WHITE	potential member of your squad
RED	injured soldier, unavailable
ORANGE	soldier on another mission, unavailable

The drop-down list also indicates each soldier's specialty with a two-letter code. Pay attention to the specialties of your squadmates. If the mission requires a demolitions, repair or electronics expert, then be sure to select one for your squad. The specialties are listed below:

RC	good at spotting enemies and moving undetected
WP	excellent aim
DM	expert at placing and detonating explosive charges
RP	trained to fix damaged PBAs in the field
EL	good at rewiring and fixing electronic items on mis-

Selecting Armor, Weapons, and ASF

For each soldier in your squad, including yourself (Nikola ap Io), you can choose the type of PBA, which weapons to carry, and which Auxiliary Suit Function (ASF) to use.

To change the type of PBA for a certain squadmate, click the current selection in the **Suit Type** row for that squadmate. A drop-down list appears. Select a type from the list.

To change the weapon in the left arm slot for a certain squadmate, click the current selection in the **Left Arm Slot** row for that squadmate. From the drop-down list of weapons, make a new selection.

Follow a similar procedure for the right arm slot and ASF.

Outfit Complete

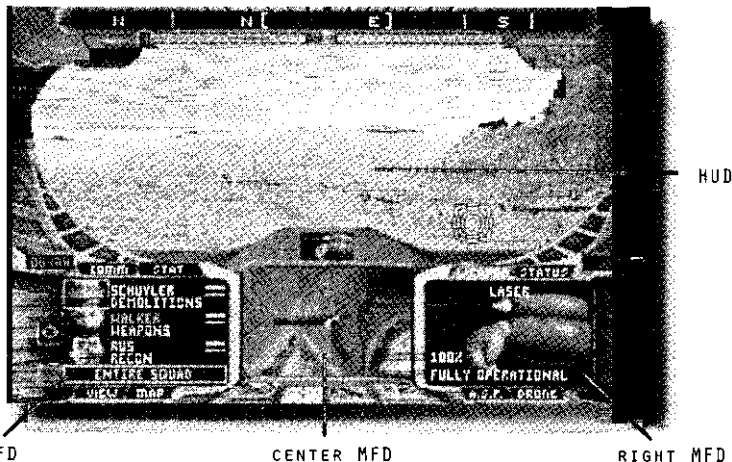
When you are done outfitting, click the **Outfit Complete** button, and you will head out on your mission. Good luck, Nikola!

MISSION

tip

you need information on the various weapons, suits, and ASFs available, click the buttons labeled Weapon Specs, Suit Specs, and ASF Specs, respectively. These buttons show you data on the various equipment, just as if you were consulting the appropriate section in the Review function of your personal terminal in your quarters.

During a mission, you view the world as if you were actually looking out of the helmet of your Powered Battle Armor, or PBA. The main view, the part shaped like goggles, is called your Heads-Up Display, or HUD. Ordinarily the HUD is used to show you a view of the outside world. Below the HUD are three smaller, square-shaped screens. These screens supply you with various kinds of information and are called Multi-Function Displays, or MFDs.



Around the HUD and MFDs are a variety of other bars and buttons. These are covered in the section "Using and Reading Your Helmet," but first let's tackle the most basic of functions—moving around.

MOVING YOUR PBA

You move your PBA around in the world using the keyboard. Keep one hand on the keyboard to control motion while the other hand manipulates the mouse to aim and shoot.

You can use either the letter keys or arrow keys.

Regular Keys



Forward
Fast



Turn
Left



Forward



Turn
Right



Sidestep
Left



Move
Backwards



Sidestep
Right

Arrow Keys



Forward
Fast



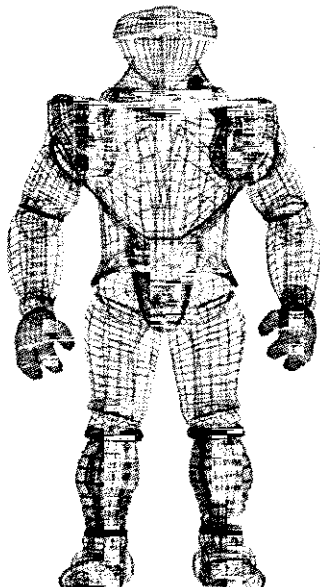
Turn
Left



Turn
Right



Move
Backwards



19

Note that these keys can be combined for more complex motion. For instance, pressing both **[w]** and **[a]** causes you to move forward and turn left simultaneously.

Bounding

Pressing **[Shift]** plus any motion key will cause you to take a short bound in that direction. For example, if you have **[w]** down and press **[Shift]**, you'll take a short bound forward.

MISSION

tip

You can crouch down by hitting the **[']** (back quote) key. You will be a smaller target and therefore harder to hit. You automatically stand back up the next time you move.



"If you're lobbing grenades without using target lock, you can really get some extra range by angling your head up first. Otherwise, you can only aim at a pretty low arc."

STANDARD GRENADES: 1000 YARDS

20



"If an enemy is shooting at you from the side, you can get a shot off at them quicker by also turning your head as you turn your PBA to face them. It gets that &#@%! in your visuals sooner."*

STANDARD GRENADES: 1000 YARDS

Turning Your Head

You can control the angle of your head by using the keyboard. The [r] key swings your head upwards, while the [v] key swings your head down. At any time, the [f] key returns your view to normal level.

You can also turn your head forty-five degrees to the left or right using the [q] or [e] keys, respectively. Once you release the key, your view swings automatically back to forward. The keys on the numeric keypad also control viewing, as shown below.

Regular Keys

[Q]

Look
Left

[E]

Look
Right

[R]

Look
Up

[F]

Center
View

[V]

Look
Down

Numpad Keys

[8]

Look
Up

[4]

Look
Left

[5]

Center
View

[6]

Look
Right

[2]

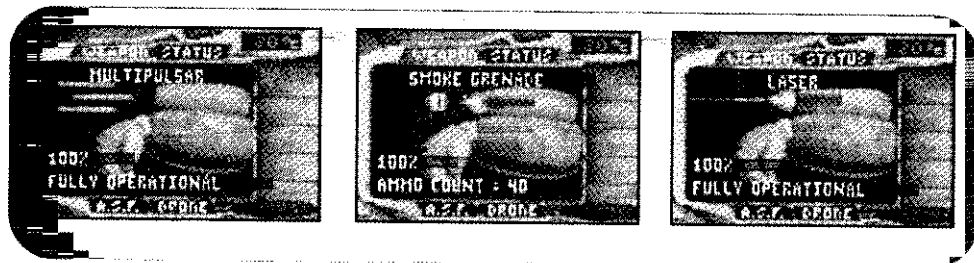
Look
Down

Weapons

The standard PBA can carry four weapons.

Some weapons use ammunition; these are called projectile weapons since they fire projectiles. These weapons have only a limited supply of shots. You can see how much ammunition remains in the weapon by looking at the image of the weapon in the right MFD. At the bottom of the image is the text "Ammo Count" and the number of shots remaining.

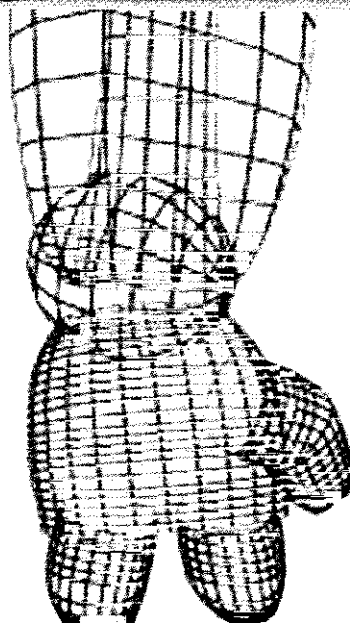
Other weapons use energy when they fire, and these are called energy weapons. Each operation of the weapon uses energy from your suit. When you fire, the green energy bar in your helmet drops as power is drawn from your reserves. Generally, the stronger the weapon, the more energy is used per shot. If the necessary amount of energy to fire the weapon is not present in the energy bar, the weapon will not work until the energy reserve recharges to a sufficient level.



MISSION

tip

The weapon icon in the nose of the HUD changes to yellow if you are reloading or recharging, and changes to red when you are out of ammunition or if the weapon is inoperable.





"Watch out for the effects of gravity on the maximum range of your projectile weapons. Thatcher's gravity's only about .9 Gs, and that'll let your grenades go that little bit further. It can make all the difference in a crunch."

ANTONIO NO ASSAIA REAGISTROU: FORD - EL CARABALLO

Changing the Active Weapon

To determine which weapon is currently active, check the icon in the nose of your HUD. You can also look at the right MFD if the Weapons status is showing. The name of the currently selected weapon is displayed.

There are three ways to change what weapon is currently selected:

- If the Weapons status is active in your right MFD, click the picture of the weapon to cycle through the weapons you are carrying. The left mouse button cycles in one direction and the right mouse button cycles in the other.
- Click the smaller picture of the weapon located in the nose of your helmet. This, too, cycles through your weapons.
- Use the keyboard to change weapon slots in your PBA. The [1], [2], [3], and [4] keys select the various slots.

Firing

Firing a weapon is accomplished using the left mouse button. The following figure summarizes the stages of aiming and firing.

1 IN SENSOR RANGE



2 AIMING



3 TARGET LOCKED AND CURSOR NEAR. FIRE!



Sensing a Target

During a mission, your PBA's targeting computer displays any enemy targets within sensor range with a rectangle around it. While your cursor is over the target the targeting computer also indicates the objects name and its range from your PBA.

Aiming and Firing

To aim at a target, point your mouse cursor at a target in sensor range. The target's name and range appear next to it.

To fire, click the left mouse button. The currently selected weapon fires in the direction of the target.

Target Lock

Your PBA is equipped with a target lock feature. When you have a target locked, it is easier to hit a target.

You can achieve a lock on a target when your sensors have detected it (and thus it has a targeting box around it), or it is in visual range.

Locking a Target

To lock a target, first aim at a target in sensor range. When the name and range appear, click the right mouse button. Now the targeting box thickens. The word "LOCKED" appears under the name of the target. The target lock indicator on the left side of your helmet lights up, turning from dark blue to bright green. (If target lock is lost, the light turns off.)

MISSION

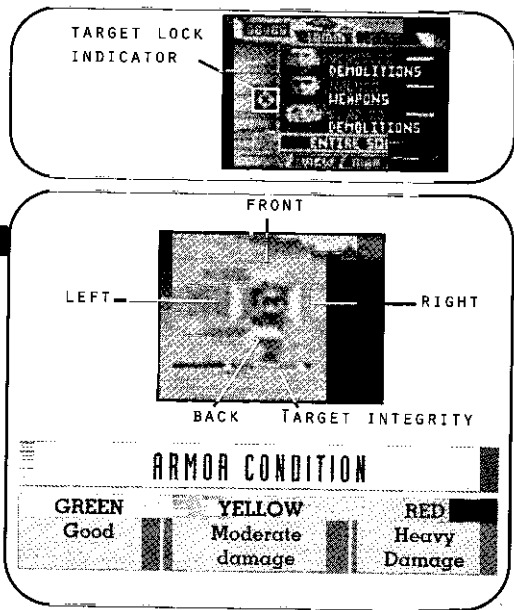
tip

The closer you are to a target, the more effective beam weapons will be.

MISSION

tip

If you are shooting a projectile weapon without target lock, you may need to aim higher than the actual target, as gravity will pull your shot down.



On the keyboard, use the **[t]** and **[y]** keys to cycle through the targets within sensor range, locking on one each time you press **[t]** or **[y]**. Use the **[t]** key to cycle through targets starting on the right and moving leftwards, and **[y]** to cycle through targets rightwards. If no target is currently locked, pressing **[t]** or **[y]** locks on the nearest target. The **[]** and **[]** keys serve the same purpose.

When your cursor is near a locked target, the sides of a thickened rectangle appear around the target and all shots are aimed directly at the target regardless of the actual placement of the targeting cursor.

Accessing the Targeting Camera

While a target is locked, you can click the target lock indicator on the left side of your helmet, accessing the targeting camera. The left MFD displays a camera view of the target that is currently locked. To turn off the target camera, click the target lock indicator again.

Determining the Condition of the Target

Once a target is locked and your cursor is near, the colors of the thickened rectangle sides indicate the enemy's condition. The four sides of the rectangle each represent a zone of armor. The color of each line indicates the condition of the armor zone: green for good, yellow for moderately damaged, and red for heavily damaged. A fifth line, underneath, shows the target's integrity.

Turning Off Target Lock

You can turn off target lock in either of two ways:

- Click the right mouse button over no target whatsoever. The target lock indicator turns off and shots are once again aimed at the mouse cursor's current location.
- If your target moves out of your sensor range, you automatically lose target lock.

Checking your Armor Status

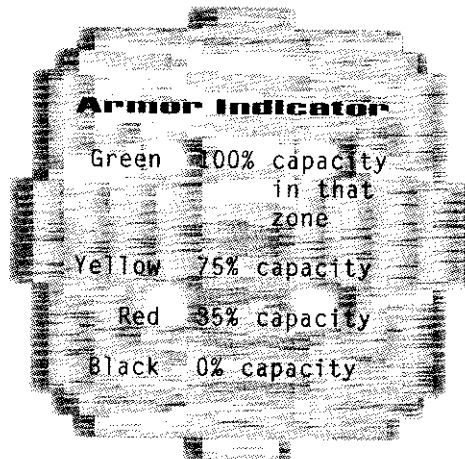
The armor indicator displays the condition of your armor while you are on a mission. The armor indicator consists of four sections, one for each of the four armor zones on your PBA. At the start of a mission, each section is green, indicating full armor capacity. As the various zones of your PBA take damage, bars change from green to yellow to red, and finally to black, indicating that no armor is left in that zone.

When your armor self-repairs over time, the indicator will change colors from black to red to yellow to green, appropriately.

In the center of the armor indicator is a dot that represents your health. It also changes from green to yellow to red and finally to black. This indicator is a handy way of determining your own health while on a mission. It mimics the health bar, which is the red bar at the top of the HUD.

Using Your Helmet

In addition to the HUD (the goggle-shaped display), your helmet has several Multi-Function Displays (MFDs) and gauges. This section describes how to use each MFD and what the gauges indicate.



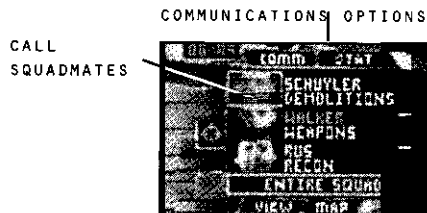
25

LEFT MFD
FOR COMMUNICATING
WITH SQUADMATES



CENTER MFD
HOUSES MAPS

RIGHT MFD
SHOWS STATUS
OF WEAPONS,
ASF, AND DRONE



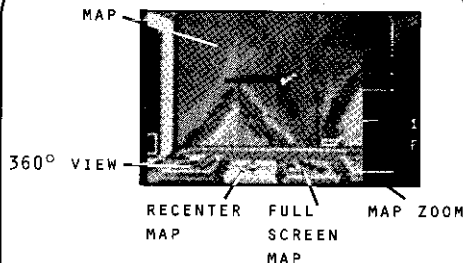
The Left MFD

You use the left MFD to communicate with your squadmates. You can open communications by clicking the face of a squadmate, or clicking the **Entire Squad** button. You can also:

- learn about the squadmate's PBA status with the **Stat** button
- see through the squadmate's helmet view with the **View** button
- see a map centered around the squadmate with the **Map** button

You can also use the **[I]** or **[9]** key to cycle between these functions.

To learn how to communicate with your squad see Chapter 6, "Communicating."



The Center MFD

The center MFD displays the map for the mission. The map is an overhead view, showing you as a white cross (+), with a line indicating the direction you are facing. Your squadmates appear as crosses in the colors that correspond to their assigned colors in the left MFD. Enemies appear as red marks, locked targets as green marks, aircraft as brown marks, and buildings as beige marks.

Nav Marker

You can add a navigation marker (or "nav marker") to the map, and see it displayed on the terrain and compass bar. To place a nav marker, left-click a spot on the map. A small purple cross appears where you clicked, and a thick purple hash appears on the compass bar. Your PBA's computers draw a spinning purple pyramid shape in the corresponding location on the terrain. This pyramid is not real; it is superimposed on your visual display by your helmet's computers. You can use this nav marker to easily find your

way to an arbitrary spot on the map. To move the nav marker to a different location, left-click a new spot on the map.

Re-center Map

When you begin each mission, the map is automatically centered on yourself, and re-centers as you move. You can view other spots on the map by moving the cursor over the map, holding down the right mouse button, and dragging. Doing so ends the re-centering, but you can re-activate the re-centering by clicking the **Re-center Map** button.

You can also use the **[n]** key to re-center the map.

360° View Mode

Clicking the **360° View Mode** button allows you to see in all directions using all three MFDs. Your left MFD shows the view to your left, the right MFD the view to your right, and the center MFD the view behind you.

Clicking this button again returns to normal view.

On the keyboard, the **[b]** key duplicates the effect of the **360° View Mode** button.

Full-screen Map

Clicking the **Full-screen Map** button causes the map to fill your HUD, while your view of the outside world switches to the middle MFD. While the map is in the HUD, the **Helmet Zoom** buttons control map zoom.

Clicking the **Full-screen Map** button again returns to normal view.

On the keyboard, the **[m]** key duplicates the effect of the **Full-screen Map** button.

MISSION

tip

Your map is based upon SFC reconnaissance data and is by no means perfect!



"Playing the Mission Info up on your map is great and all, but if I'm in combat near some of the info I find it gets in the way and I can't see who's around me. And besides, do I really need to know where the pickup point is during combat? I turn the thing off, and turn it back on when I'm ready to be picked up."

RONA VARGAS/STROKE FORCE AVILA

Map Options

When the map is full screen in the HUD, an options box is displayed over part of the map. To activate a map option, click it, or press the corresponding key. When an option is active, a small x appears next to its name.

Squad Info
[F9]

Clicking **Squad Info** [F9] displays the names of your squadmates next to their locations on the map.

Sensor Range
[F10]

Clicking **Sensor Range** [F10] draws circles around you and your squadmates showing your sensor ranges. There are two circles: the outer, darker circle represents an energy sensor, which only senses when the enemy is active. The inner, brighter circle is your proximity sensor, and anything within that circle is automatically detected.

Weap Range
[F11]

Clicking **Weap Range** [F11] draws circles around you and your squadmates showing the maximum range of each PBA's currently selected weapon.

Miss Info
[F12]

Clicking **Miss Info** [F12] shows various mission objectives and notes. This option is on by default.

Map Zoom (x 2)

Left-clicking the **Map Zoom** button zooms the map in; right-clicking it zooms the map out.

On the keyboard, the [<] and [>] (or [,] and [.]) keys duplicate the effect of the **Map Zoom** button.

The Right MFD

You use the right MFD to change weapons, check your status, use an ASF, and launch drones (spy probes). The right MFD has four buttons: **Weapons**, **Status**, **ASF**, and **Drone**. You can also use the [J] (or [O]) key to cycle between these functions. By default, the right MFD displays the weapon you are currently using.

Weapons

Click the **Weapons** button to see a picture of the weapon you are currently using. If relevant, the following information is displayed: ■ weapon integrity (shown as a percentage) ■ if the weapon is recharging ■ ammo remaining

Changing Your Weapon

To change weapons, click the right MFD. The left mouse button cycles one way through the weapon slots on your PBA, and the right mouse button cycles the other way.

You can also use the [1], [2], [3], and [4] keys to select one of the weapon slots on your PBA.

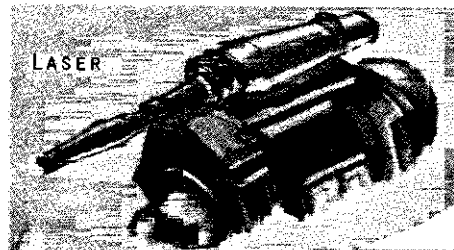
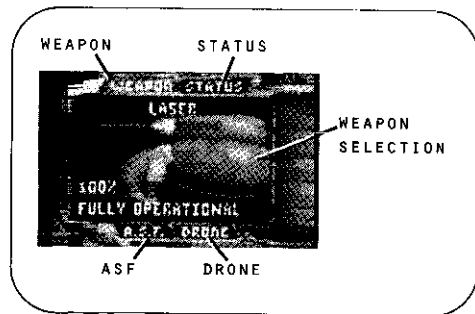
Status

Click the **Status** button to find out the condition of your PBA. The systems that have been damaged are listed, followed by their current level of performance. Left-click on the right MFD to scroll through the pages of systems status, and then scroll to a screen showing the precise levels of your armor. Click again to return to the PBA systems status.

ASF (Auxiliary Suit Function)

Click the **ASF** button to get information about the ASF (Auxiliary Suit Function) you have on your PBA. If applicable, a button is displayed to engage the functionality of the ASF.

On the keyboard, the [5] key uses your ASF.



Drone

Each squad leader's PBA comes with a limited supply of drones—mobile airborne reconnaissance units. When the Drone screen is first called up to the right MFD, you will see a **Launch** button. Clicking on this button sends your drone out. You will then see the drone's map in the right MFD. Left-click on a location, and the drone will fly to that spot, and will then circle around it. Anything the drone senses will show up in your map, and you can click on the small **View** button to switch to the drone view, where your right MFD will show you what the drone sees. From the Drone View screen, you will see several buttons:

- Clicking on **Map** will return to the drone map.
- Clicking on **Recall** will cause the drone to proceed from its current location directly back to your PBA and redock with your suit.
- Clicking on **View** will move your drone's view to the HUD and your suit's view to the right MFD. A button labeled **Swap With HUD** will then appear in the right MFD, and clicking on this button returns view to normal.

You can manually direct the drone's motion by holding down the **[Ctrl]** key and pressing any motion key. This will will move the drone in that direction. The same is true of **[Ctrl]** plus the viewing angle keys. Note that manually moving the drone will override and cancel any movement command it had been given. There are also additional controls for the drone :

- [Ctrl][Page Up]** will move your drone straight upwards.
- [Ctrl][Page Down]** will move your drone straight downwards.
- [Ctrl][Home]** will bring your drone home as per **Recall**.

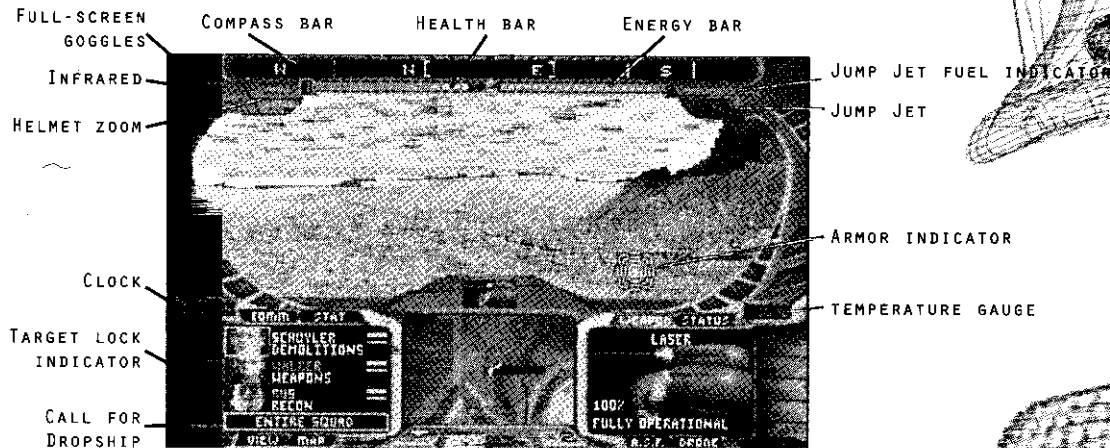


*"Don't think your drones are invulnerable!
Hirates will shoot 'em down to keep you from doing
recon."*

AWAY FROM THE FRONT LINE

The Rest of the Helmet

In addition to the three MFDs, there are several indicators displayed on the PBA helmet.



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Health Bar

The red bar at the top of the HUD is your health bar. This bar indicates the health of you, yourself! If a part of your suit takes so much damage that it leaves you unprotected, you take damage, and the bar begins to shrink. When the bar runs out entirely, you are dead.

"Infrared's good for more than just nighttime, mate. Rainfall can really cloud your vision with all that mist and haze. Switching over to night vision'll often give you a better vantage point." ■■■■■■

The green bar at the top of the HUD is your energy bar. This bar indicates the amount of energy available in your PBA. Energy weapons and jump jets drain energy from your PBA's store, and when a weapon does not have enough energy, it doesn't fire. Energy is replenished over time by your power plant.

At the top center of your helmet is your compass bar. This horizontal strip indicates what direction you are facing. For example, if the letter **N** is in the center of the bar, you are facing north.

Objects in your sensor range appear in your compass bar as vertical lines. The closer an object is, the taller the vertical bar. The vertical bar is color-coded depending on the type of object, following the same color scheme as objects on the map.

The infrared indicator is located in the upper left section of your helmet. Infrared mode acts as a "night vision" mode, in which your visual display uses infrared (heat) radiation rather than light. Targets that are active, such as enemies, appear brightly, while inactive objects look dark. Infrared is very helpful for spotting foes during a mission where light is scarce.

Click the infrared button to turn infrared mode on. Click it again to return to normal view.

Use the [i] key to turn infrared mode on and off.

Helmet Zoom

In the upper left of the helmet, next to the infrared button, are the helmet zoom buttons. They look like a plus sign (+) and a minus sign (-).

Click the plus button to zoom your visual display in. Click the minus button to zoom it back out. The small red number found next to the buttons shows the current zoom level. The yellow brackets on the compass bar indicate how much of the terrain is visible in front of you in the HUD.

On the keyboard, use the [+] and [-] keys (the [Shift] key is not necessary) to zoom the visual display in and out. Either the regular keyboard or the numpad keys can be used.

Jump Jets

Jump Jets are propulsion units that thrust your PBA upward. They can only fire for a limited amount of time because they use energy, and have a limited supply of fuel. You can see how much fuel you have remaining in your jump jet tank by checking the red fuel bar located above the jump jet button.

To activate the jump jets, click the jump jet button in the upper right of the helmet. Clicking briefly will make your PBA take a short jump, and you will use no fuel. If you hold the button down, the jets will kick in fully, and you will rocket upwards.

On the keyboard, use the [spacebar] to activate the jump jets.

Jump jets only push you upwards. If you want to jump forward, begin running forward and then click the jump jets button. You fly forward at the same speed you were moving when you lifted off. Once in mid-air, you can turn around all you want, but you will continue to move in the same direction.



"A good way to snipe at an oblivious foe is to zoom in your view and pick away at them with a particle beam. It's got a long range—longer than many pirates' sensors. It takes some practice but you can get really skilled this way. Though don't forget to zoom back out when you're done!" |||||

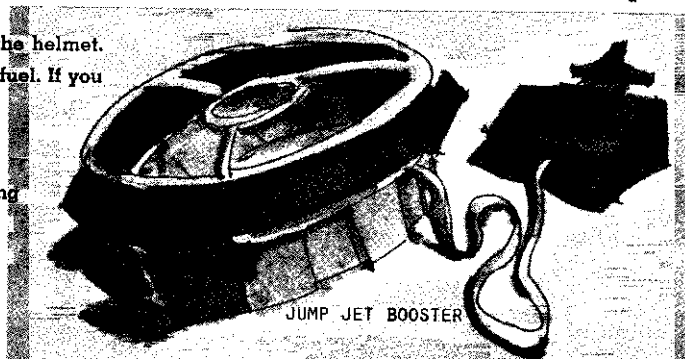
STEPHEN HARRISON / ASIRIEN / GEORGE / GANNY / ME



"Nothing better for scaling a cliff or canyon than a solid blast from the jump jets. Also pretty handy for getting your way out of a tough fight. Get a running start, hit the jets, and sail to safety." |||

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DAVID / HODOR / OZUO / STARK / TORC / SPARTA



JUMP JET BOOSTER

Target Lock Indicator

In the lower left of the helmet is the target lock indicator. This indicator is blue when you have no target locked, but turns bright green when you have a target locked. For more information on obtaining target lock, see "Locking a Target," earlier in this chapter.

When a target is locked, click the target lock indicator to access the "target lock camera." An image of the locked target is displayed in the left MFD. Click the target lock indicator again to return the left MFD to normal view.

Call for Dropship

In the lower left of your helmet is a small red button with the symbol of a dropship on it. When your mission is done and you and your squad are at the pickup point, click this button to open a channel to the dropship pilot. The pilot will then fly to the pickup point. When the dropship arrives at the pickup, click on the button again to open the hatch so the dropship can ferry you back to base. You can also press the **[Enter]** key to call the dropship.

Note that if you've completed all of your mission objectives, the dropship will fly to the pickup point automatically.

Temperature Gauge

On the right side of your helmet is the temperature gauge. This shows the temperature outside your PBA.

Mission Timer

On the left side of your helmet is a timer. The timer is reset at the beginning of a mission and indicates how long you've been on the current mission.

Full-screen Goggles Mode

Full-screen Goggles mode can be accessed by clicking on the small dot in the very upper left corner of your helmet. On the keyboard, use the **[g]** key to toggle Full-screen Goggles.

Though Full-screen Goggles mode increases your view of the outside world, you may not be able to see many of your suit's systems. Only the systems at the top of your helmet and the weapon indicator on your "nose" are visible. To see the information that is normally displayed in the three MFDs, press the **[Tab]** key. The three MFDs are displayed, each with small tabs on the sides. Use these tabs to scroll through the various options in each MFD.

Pressing the **[g]** key or clicking on the dot once again returns the view to normal.

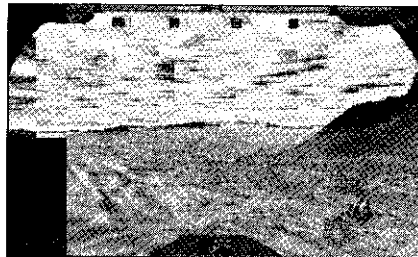
Review Mission Objectives

If you need to refresh your memory on your mission objectives or find out your progress towards completing them, press the **[F8]** key. Your mission objectives and your current status in achieving them are displayed on your HUD for a few seconds or until you press **[F8]** again. Mission objectives are also redisplayed when their status changes.

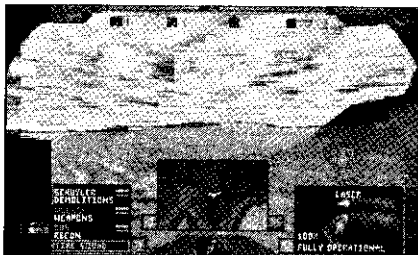
Taking Damage

Once your armor is weakened, hits to the less-protected areas may penetrate your PBA and damage internal PBA systems. As your systems take damage, they begin to malfunction. For instance, if your video system takes damage, your cameras begin to flicker. Damage to the drone system may result in poor control of the drone or possibly the loss of

[G]-TO TOGGLE TO FULL SCREEN GOG-



[TAB] DISPLAYS MFD'S



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MISSION

tip

You can abort a mission by hitting
[Ctrl][Esc].



Always bring a Repair specialist along. Nothing beats having the snot pounded out of your PBA, then fixing it all up and going out stomping again."

REPAIR SPECIALIST: SFC: ROK: FORCE: NAMURO



Use your Targdisc system, and your computer gets all stupid. You'll target lock on something, and the suit won't have a clue whether it's friend or foe."

HEAVY COMBINATION: SFC: ROK: FORCE: NAMURO

the drone altogether. Damage to the Jump Jet system may cause the jets to work less efficiently, and damage to Targdisc (Target Discrimination) weakens the performance of your targeting computer. The systems that can suffer malfunction are as follows:

<input type="checkbox"/> Sensors	<input type="checkbox"/> Targdisc	<input type="checkbox"/> Jumpjets	<input type="checkbox"/> Infrared
<input type="checkbox"/> Targeting	<input type="checkbox"/> Video	<input type="checkbox"/> Drone	<input type="checkbox"/> Power plant

Note: Unlike your other systems, your power plant has extremely complex shielding thus cannot be repaired in the field.

Evacuation Mode

Each PBA is equipped with a special evacuation mode. When the suit detects that the health of the soldier is critical, it enters this mode. The suit shuts down all functions, goes into full defense, and fires off an emergency fuel supply in the jump jets. The PBA (and its unconscious soldier) are catapulted into the atmosphere, where they may be retrieved by SFC aircraft.

Evacuation mode has its price, however. First of all, the last-ditch efforts of the suit to save the soldier utterly burn out the PBA, destroying the overtaxed jump jet and motion systems and overloading the power plant. Secondly, evacuation mode is by no means a guarantee of safety: heavily damaged PBAs may be unable to enter evacuation mode, suits may enter evacuation mode only to fail in mid-flight, or soldiers may be too heavily wounded when entering evacuation mode and thus will die of existing wounds anyway.

Even a successful evac is an event to be taken seriously. Your commander will not be happy with the destruction of an expensive PBA, and squadmates repeatedly entering evac mode is not the sign of a good squad leader. (Note that only your squadmates will evac.)

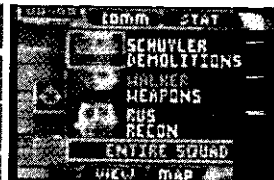


COMMUNICATING

Communicating with your squadmates during a mission utilizes the left MFD (the square-shaped screen in the lower left of your helmet.) Around the MFD are four buttons, labeled **Comm**, **Stat**, **View**, and **Map**.

Click a face to open communications.

COMM	Indicates when communications are open.
STAT	Gets the status of a squadmate.
VIEW	Sees a squadmate's view.
MAP	Centers the map around a squadmate.



At the start of a mission, the left MFD shows up to three faces—images of your squadmates—and a button labeled **Entire Squad**. Next to each face is the person's name and specialty. There are two bars to the right of each name. The top bar indicates the status of the squadmate's armor. Green indicates operating at 100% capacity; yellow, 75%; red, 35%; and black, 0%. The bottom, thinner bar shows the squadmate's health.

You can return to the view of your whole squad's faces by clicking on the left MFD button you clicked on to begin with (for instance, if you clicked on Stat, clicking on Stat again returns to the view of your whole squad).

Opening Communications

To hail someone, click the picture of their face. Their image covers the text in the left MFD, and the **Comm** button above the MFD lights up, indicating that communications are open. The various commands you can give appear in the center MFD.

To send a command to the entire squad, click the **Entire Squad** button. Any command you give is sent to the entire squad.

On the keyboard, use the **[F1]** key to open communications with your first squadmate, **[F2]** to talk to the second squadmate, **[F3]** to the third, or **[F4]** to the entire squad.

Getting a Squadmate's Status

Clicking the **Stat** button shows you the status of your squadmate's PBA. In the left MFD is an armor indicator similar to your own in the HUD.

To the right of the armor indicator are two bars, labeled **Energy** and **Health**. These bars indicate the levels of your squadmate's energy and health. Click the **name bar** at the bottom of the left MFD to cycle through your other squadmates' status displays.

Click the **Weapons** button to see which weapon your squadmate is carrying and any additional information, such as how much ammo is remaining. Click the **Damage** button to see if your squadmate's PBA systems have been damaged, and if so, how much. Click the left MFD again to return you to the main Squadmate Status view.

MISSION

tip

Once communications are open, you can hail another squadmate by clicking another face. Using the keyboard, however, you must first close communications **[F6]** before hailing another



If you need to see a squadmate's status quickly, target-lock on them, since your targeting computer will show you their armor and integrity levels. But watch out - don't accidentally hit the trigger!"

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MISSION

tip

If you didn't hear the last thing a squadmate said to you, hit the **[Backspace]** key to hear it again.

MISSION

tip

If you right-click on a squadmate map, it sends a command to that squadmate to go to that location.

Seeing a Squadmate's View

Clicking the **View** button shows you the view from your squadmate's HUD.

Seeing a Squadmate's Map

Clicking the **Map** button shows you a map centered around the squadmate. You can use the right mouse button to drag the map around.

To the right are two buttons. One button shows a square with four lines emanating from it and acts as a zoom (left-click to zoom in, right-click to zoom out). The other shows a circle with a cross-hairs in it and re-centers the map around the squadmate.

Sending Orders

Once communications are open, various commands appear in the center MFD. You can give any of the possible orders by either:

- clicking on the command phrase in the center MFD
- pressing the function key listed to the left of the appropriate command.

For example, to tell your squadmates to move, you can either click **F1 Movement** or simply press **[F1]**.

Possible Orders

From the main command screen, the possible orders you can send to a squadmate are:

Movement

To specify how your squadmates move, click **F1 Movement** or press **[F1]**. Using this option, you can tell your squadmates where to go, how to get there, to hold their position or follow you.

Once you click **F1 Movement**, the following options are available:

F1
Move Here...

After selecting **F1 Move Here...** (or pressing **[F1]** again), you are asked to show the intended destination on the map, which appears in the center MFD. Click the left mouse button on the map to indicate the destination point. Use the right mouse button to pan the map around.

F2
Follow Me

After selecting **F2 Follow Me** (or pressing **[F2]**), the squadmate follows you as much as possible. This is the default movement command when you begin a mission.

F3
Stop and Wait

After selecting **F3 Stop and Wait** (or pressing **[F3]**), the squadmate stops moving. If the squadmate is not in combat, s/he will wait for the enemy. If combat is on, your squadmate will hold position.

F4
Go to
Nav Point

After selecting **F4 Go to Nav Point** (or pressing **[F4]**), your squadmate heads toward the Nav Marker you have designated on the map. For information on the Nav Marker, see the section "The Center MFD" in Chapter 5.



"Keep your squad close to you if you're expecting a rough fight. Strength in numbers." ■■■■

HARUNAKA ISHIDA STRIKE FORCE NAMURO



"If you're going in against a specific fixed target, split up your squad, and use one half to distract the guards. Then use the other half to jump in and make a strategic strike on the objective." ■■■■

JERRY WASHBURN STRIKE FORCE TO

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MISSION

tip

If you want the squadmate to remain at a given location, use the Stay at location command instead of Stop and

MISSION

tip

Note that you can close communications any time by pressing the [Esc] key.

F5
Go to Pickup

After selecting **F5 Go to Pickup** (or pressing [F5]), your squadmate heads toward the pickup point.

F6
Follow This Path...

After selecting **F6 Follow This Path...** (or pressing [F6]), you are asked to place waypoints for the path on the map, which appears in the center MFD. If you make a mistake, click the **Undo** button in the lower corner of the map. When you are done, click **Done** and the squadmate proceeds from point to point.

F7
Follow Object

After selecting **F7 Follow Object** (or pressing [F7]), you are asked to indicate the target on the map, which appears in the center MFD. Click the left mouse button to select the target. Use the right mouse button to drag the map around. Once you have indicated the target, the squadmate follows the target.

F2 Tactics

To specify your squad's tactics in combat, click **F2 Tactics** or press [F2]. Using this option, you can instruct them to attack, retreat, or guard a location.

Once you click **F2 Tactics**, the following options are available:

F1
Rush
Enemy

Select **F1 Rush Enemy** or press [F1] to send your squadmate into a full out attack. S/he will head in a direct line at your foe, rather than try to find an optimum attack position, and will not pull back if damaged.

F2
Aggressive
Attack

Select **F2 Aggressive Attack** or press **[F2]** to instruct your squadmate to attack any enemies the squadmate sees. This is the default attack order when the mission begins.

F3
Cautious
Advance

Select **F3 Cautious Advance** or press **[F3]** to have your squadmate engage in combat but try to stay out of the middle of combat. If enemies get too close, the squadmate backs off.

F4
Take Cover

Select **F4 Take Cover** or press **[F4]** to have your squadmate cease fighting and seek defensive cover. S/he will find the closest possible spot out of the enemy's line of sight.

F5
Retreat

Select **F5 Retreat** or press **[F5]** to have your squadmate cease fighting and move to a safe location, far away from the present combat.

F6
Assume
Formation

Select **F6 Assume Formation** or press **[F6]** to have your squadmates assume a battle formation. They stay in a fixed pattern around you as best as they can.

F7
Stay at
Location

Select **F7 Stay at Location** or press **[F7]** to have your squadmate remain near their current position, even in combat, until specifically ordered to move.

MISSION

tip

Locking on a target with [Ctrl] [Right-click] not only gives you target lock on the target, but gives your whole squad the order to attack that target.

F3 Engagement

To specify how your squadmates engage the enemy, click **F3 Engagement** or press **[F3]**. Using this option, you can designate a particular target to attack, decide when your squad should engage the enemy, or instruct your squadmates to hold their fire.

Once you click **F3 Engagement**, the following options are available:

F1
Attack
My Target

Select **F1 Attack My Target** or press **[F1]** to have your squadmate attack whatever target you currently have target-locked. You must have a target locked before using this command.

F2
Attack
This...

Select **F2 Attack This...** or press **[F2]** to have your squadmate attack whatever target you designate on the map. First, you are asked to select a target on the map. Use the left mouse button to indicate the target. Use the right mouse button to drag the map around. The squadmate then attacks the target.

F3
Fire
at Will

Select **F3 Fire at Will** or press **[F3]** to have your squadmate attack any enemy s/he encounters.
This is the default engagement command when you begin a mission.

F4
Return Fire
Only

Select **F4 Return Fire Only** or press **[F4]** to have your squadmate engage the enemy only if your squadmate is fired upon first.

F5
Hold Fire

Select **F5 Hold Fire** or press **[F5]** to have your squadmate cease firing until given another combat order.

F4 ASF

To specify how your squadmates use their ASF, click **F4 ASF** or press **[F4]**. Using this option, you can indicate to use the ASF immediately, to use it at will, or not to use it at all.

Once you click **F4 ASF**, the following options are available:

F1
Use
ASF at Will

Select **F1 Use ASF at Will** or press **[F1]** to allow the squadmate use his ASF as s/he sees fit. This is the default ASF command.

F2
Don't Use
ASF

Select **F2 Don't Use ASF** or press **[F2]** to have your squadmate avoid using his/her ASF.

F3
Use
ASF Now

Select **F3 Use ASF Now** or press **[F3]** to have your squadmate use his/her ASF immediately.

Communications Hotkeys

You can send orders quickly by using the **communications hotkeys**. These are keyboard shortcuts that send a given order instantly to your *whole* squad, whether or not communications are already open.

[Alt] [A] Aggressive Attack

[Alt] [C] find Cover

[Alt] [D] cautious aDvance

[Alt] [F] assume Formation

[Alt] [H] Hold fire

[Alt] [M] follow Me

[Alt] [N] go to Nav point

[Alt] [P] go to Pickup point

[Alt] [R] Retreat

[Alt] [S] Status check

[Alt] [T] attack my Target

F5 Special

Select **F5 Special** or press [F5] to specify an order outside the normal range of commands.

Depending on the specialty of the squadmate you are communicating with, when you click **F5 Special**, the following options may be available:

- If you are communicating with a Demolitions expert, command the specialist to place or detonate demolitions charges. The options available are:

F1
Place
Charges

Select **F1 Place Charges** or press [F1] to command the specialist to place explosive charges near a target. You are asked to select a target on the map which appears in the center MFD. After that, you are asked to select how many charges your squadmate should use from a limited supply and a fuse (blue, pink, or orange). The color of the fuse merely places that charge in one group or another, to be later detonated as a group. The squadmate proceeds to the target to place the charges.

F2
Detonate
Charges

Select **F2 Detonate Charges** or press [F2] to command the specialist to detonate charges that were previously placed. You are asked to select a fuse color (blue, pink, or orange). All demolitions charges that have been set with that color fuse detonate.

F3
Mission
Target

If there is a specific target to be destroyed on the mission, then a unique command [F3] appears on the menu. For example, if your mission is to destroy a tower, you might see **F3 Demo Tower**. If you select this command, the Demolitions specialist indicates how many charges are needed to destroy the tower, and asks you to choose a fuse color (group). The specialist splits off from the squad and proceeds to the target to place the charges.

Other options are available on a mission-by-mission basis.

- If you are communicating with an Electronics expert, you can command the specialist to perform certain functions. The possible tasks vary from mission to mission.
- If you are communicating with a Repair expert, you can command the specialist to repair damaged PBA systems. You are asked to indicate which squadmate's PBA to repair. Each repair expert has a limited amount of repair equipment to use per mission.
- If you are communicating with a Recon expert, this squadmate continues using the special skills at using their sensors and remaining undetected. You can use this menu to give your Recon specialist to go scout at a given location; the specialist will head in that direction until an enemy appears in his or her sensors, at which point s/he will then stop and inform you. Additionally, if your specialist has an EM Emitter, s/he can use it while scouting.

F6 Close Communications

Select **F6 Close Comm** or press **[F6]** to close communications with that squadmate.

MISSION

tip

You can right-click on the command menu in the center MFD to close communications.



Use your Recon specialists to scout out ahead. They can pick up targets in their sensor range long before you can. Then deploy the rest of your squad to outflank the enemy."

CHAR: STONINGTON, STROKE: FORCE, STOCKTON

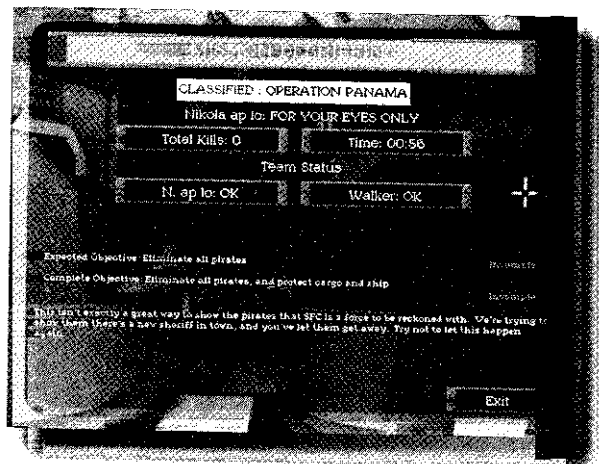
MISSION

tip

You can get a pop-up menu of quick commands by hitting **[Ctrl][Left-click]**. Selecting a command from this menu sends the command to your whole squad.

DEBRIEFINGS

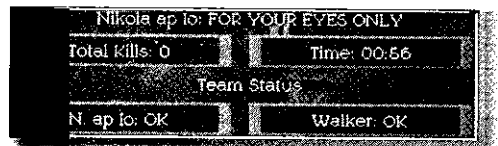
When you return from a mission, you receive a debriefing on your performance.



The name of the operation is at the top of the screen and there are various buttons below:

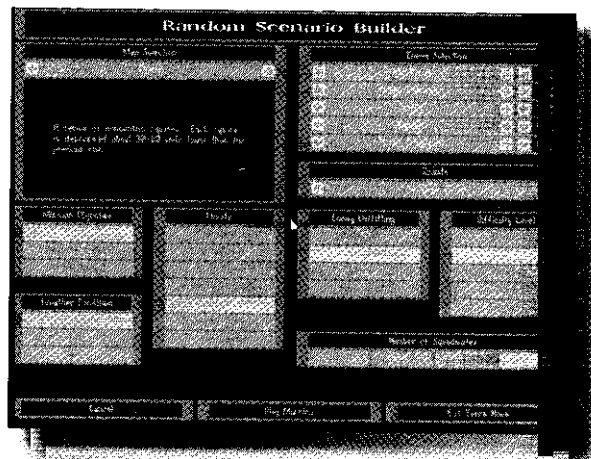
- **Total Kills** and your killcount. Click the **Total Kills** button to see how many kills you and your squadmates made during the mission, itemized by type of target. Click the **Exit** button to return to the main debriefing screen.
- **Time** and your total mission duration. Click the **Time** button to see other time-related details such as time of insertion and time of first contact with the enemy. Click the **Exit** button to return to the main debriefing screen.
- One or more buttons with your name and the names of your squadmate(s). Click a button to find out the condition of each person and their PBA, detailing damage to PBA systems. The number at the bottom of this screen is the monetary cost of the mission; it reflects the total cost to repair and replace the damaged hardware. This number has no effect on the game, but serves as a good comparative indicator of performance efficiency. (It's also a good carnage-meter.) Click **Exit** to return to the main debriefing screen.
- You also find out if you achieved the mission objectives.

Click **Exit** to end the debriefing. You return to your quarters, where you can relax, enjoy your medals, read your mail and news, and prepare for the next mission.



RANDOM SCENARIO BUILDER

If you wish to play *Terra Nova* but don't wish to be involved in the normal story line, or just wish to practice combat skills, you can use the Random Scenario Builder. With this feature, accessible from the main menu, you can select a map on which to play and the foes to face. The Builder then places you and the enemy group(s) in arbitrary locations on the play field, and your mission begins.



When you call up the Builder you see the Builder panel, from which you configure your scenario. Included are:

Map Selection

Use the arrows to flip through the various maps until you find one you'd like to use as the terrain in your mission. Below the name of the map is a brief description of the terrain.

Mission Objective

You have three choices for your mission objective:

- **Murderous Rage**, where you eliminate all enemies.
- **Take Out Target**, where there is one enemy target somewhere in the playing field. Your goal is to find it and destroy it.
- **Defend Target**, where a Centauri target begins at your starting location. Your goal is to prevent it from being destroyed.

Weather

You have three selections for weather:

- Clear
- Rain
- Snow

Enemy Selection

Below this heading are five bars listing the types of enemy, and next to each bar is a second bar displaying a number. With this feature you can decide which enemies to face. There may be up to five groups of enemies (if you want less than five, leave the extra bars set to enemy type "None" or number "0"). Use the name bar to select the type of enemy in a given group, and the number bar to select how many of that type of enemy will be in the group (up to 6).

MISSION

tip

You cannot Save and Load games when using the Random Scenario Builder.

MISSION

tip

There's no dropship in the RSB; the mission simply ends when your objectives are complete.

Number of Squadmates

You may bring from one to three squadmates with you, or take on the enemies solo.

Difficulty Level

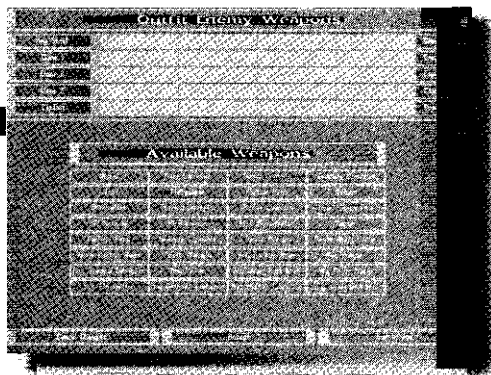
You can set difficulty level from this menu. There are five levels of difficulty, just as in the real game.

Enemy Weapons

You can choose how tough the enemy weapons selection will be. There are three standard outfits: Light, Medium, and Heavy. However, you can outfit the enemies yourself with the **Custom** option.

Clicking on **Custom** will make the **Custom Menu** button light up. Click on this button to proceed to the Custom outfitting grid. At the top of the screen you will see a grid, with five rows representing the five possible groups of enemies. There are four columns, one for each enemy weapons slot, and a fifth column **Copy to All**. At the bottom of the screen you will see a large list of weapons.

To change an enemy's weapon slot, click on that slot in the grid. Whatever weapon currently occupies that slot will light up in the weapons list below. Click on a new weapon in the list to change that slot. The new weapon will appear in the slot in the grid.



Clicking on **Copy to All** in a given row will give all five groups of enemies the setup that is in that row.

At the bottom of the screen are three buttons: **Cancel Changes**, **Accept**, and **Exit Terra Nova**. Click on **Accept** if you approve of the setup you've just made, or **Cancel** if you've changed your mind. Either of these buttons will then return you to the main Random Scenario Builder screen. **Exit Terra Nova** will exit *Terra Nova* altogether.

Gravity

The gravity in a mission defaults to Earth (1.0). However, you may change it. Use this bar to select the planet whose gravity you'd like to use.

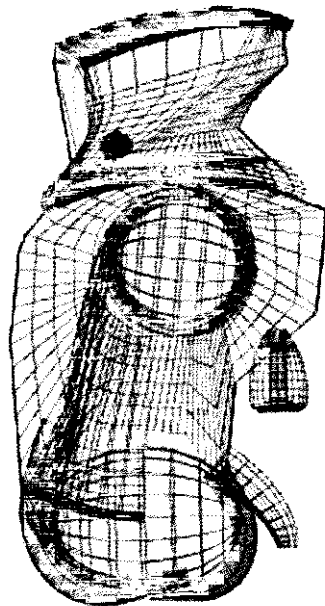
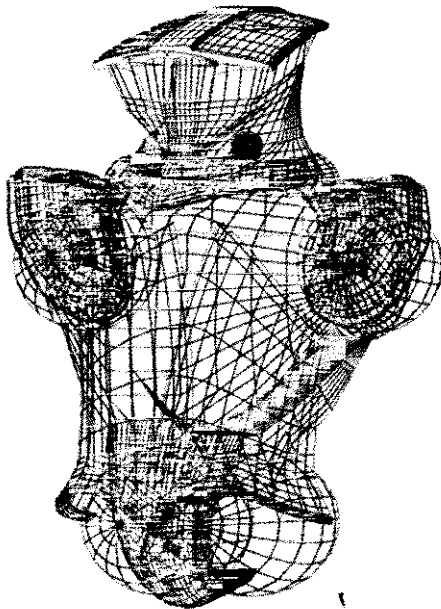
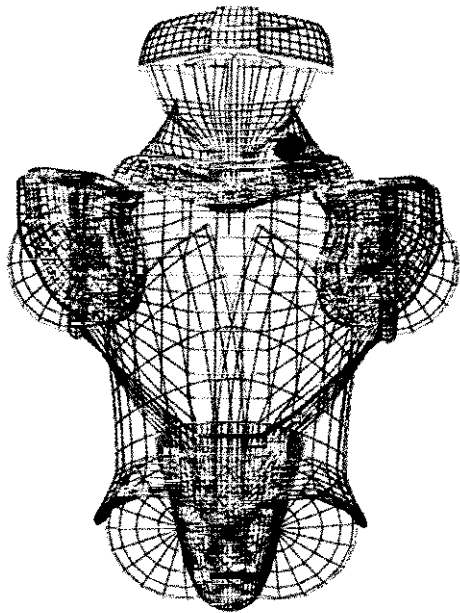
Cheats

As the Random Scenario Builder is outside the normal gameplay of *Terra Nova*, you are equipped with a variety of cheat functions. These include:

- Invulnerability Your PBA never takes damage.
- Unlimited Ammo Your weapons and ASF never run out of ammunition.
- Instant Reload Your weapons reload or recharge immediately after being fired.
- Extra Player Speed ... Your PBA moves faster than normal.
- Infinite Sensors You are able to sense everything on the map regardless of your actual location.
- Armorless Enemies ... Enemies have no armor—only the innate strength of the pilot and suit.
- Clueless Enemies Enemies have no default orders, and sit motionless until they are fired on.

Ready to Play?

When you're done, move to the bottom of the Builder panel, where there are three buttons. **Cancel** takes you out of the Builder and back to the Terra Nova main menu. **Exit Terra Nova** exits Terra Nova altogether. **Play Mission**, however, accepts your scenario configuration and takes you to the outfitting screen. Outfit yourself and your squadmates, and when you're done the Random Scenario begins!





APPENDIX A: GAME OPTIONS

General options in *Terra Nova* such as graphics resolution and sound are selected from the Options panel. To call up the Options panel, hit the [o] key at any time. The game will pause and the Options panel will fill the screen. From the panel you will see the following options:

■ Sound Volume Bars

The various sounds in *Terra Nova* are classified into three types: FX (sound effects), Music, and Speech. Each has its own volume bar.

■ Stereo Sound

This option allows you to reverse the left and right channels of your speakers. Once reversed, sound that would ordinarily go to the left speaker will instead go to the right one, and vice versa.

■ Sound Device

This has two options: Speakers and Headphones. If you have speakers, *Terra Nova* can use QSound, but such technology will not work correctly over headphones.

■ Sound Channels

Sound channels can be set to 4, 8, or 16. A smaller number of channels will let you hear fewer sounds, but the game speed will rise.

■ Difficulty Level

Terra Nova features five separate difficulty levels. NOTE: you can only change the difficulty level between missions, while you are back at the SFC base.

■ Speech Options

You can configure *Terra Nova* so that the speech sound effects from your suit and/or the dropship occur as text in your HUD rather than as sound effects. Select "Text" if you want text, and "Voice" if you want sound effects. "Voice" is the default.

■ Briefings

You can choose whether you want the briefings to be full "Video", or just "Text." "Video" is the default.

■ Tool Tips

Terra Nova has an on-line feature so that when you leave your cursor over an item in the helmet for several seconds, a text box will tell you what that feature does. If you do not want the game to do this, turn Tool Tips to "Off."

■ Gamma Correction

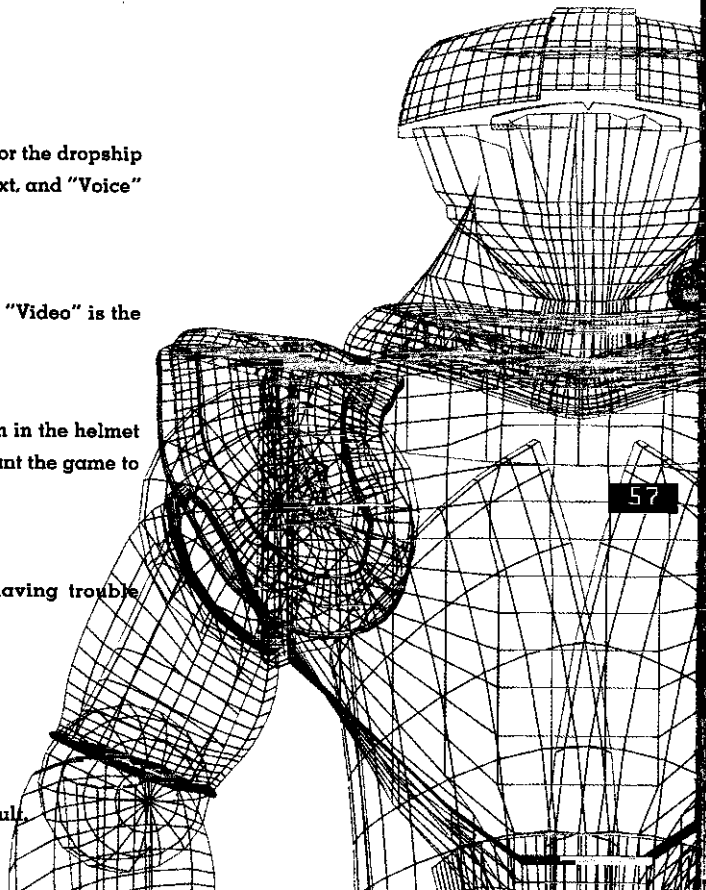
Gamma Correction controls how bright or dark your screen is. If you are having trouble discerning objects on the screen, adjust this control up or down.

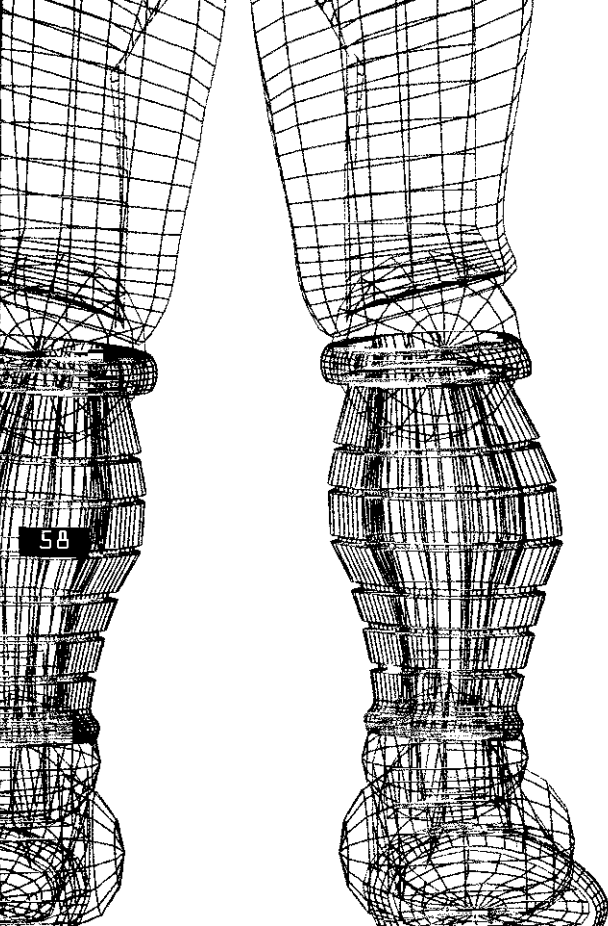
■ Resolution

Terra Nova offers both 320x200 and 320x400 graphics modes for gameplay.

■ Mouse

The mouse can be set to be left-handed or right-handed. Right-handed is the default.





Rendering Details

These options each affect the visuals of *Terra Nova*. The lower detail you use, or the less options you have active, the faster the game will run.

■ Overall Detail

This sets en masse all the other detail settings which follow. It thus acts as a "master detail" setting.

■ Terrain Detail

This option affects the detail of the terrain in the game.

■ Rendering Flags

These options are settable as on or off. They are: Water Reflection, and Better Textures. In the central window you can see a visual representation of what having these flags on or off will look like.

■ Special FX

This includes effects such as weapon effects and smoke. They are settable to Minimal, Normal, and Maximal.

Leaving the Options Panel

At the bottom of the Options panel you will find three buttons: **Cancel Changes** (abort all changes and return to the game), **Accept Changes** (accept changes and return to the game), **Abort Mission** (abort the current mission so that you can replay it), and **Exit Terra Nova** (leave *Terra Nova* altogether.)



Suits

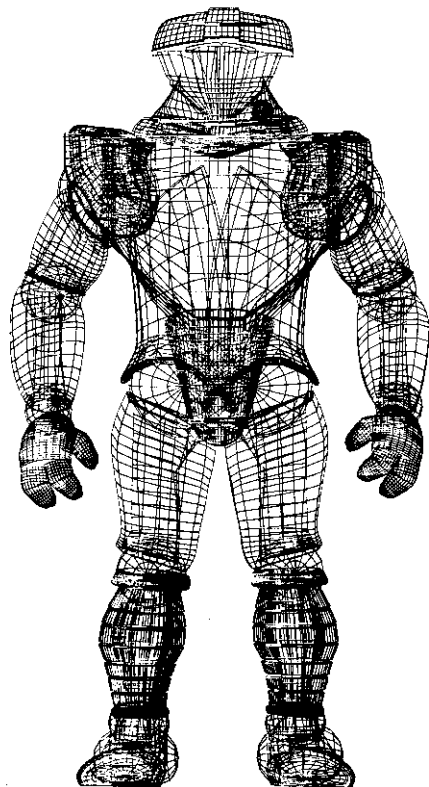
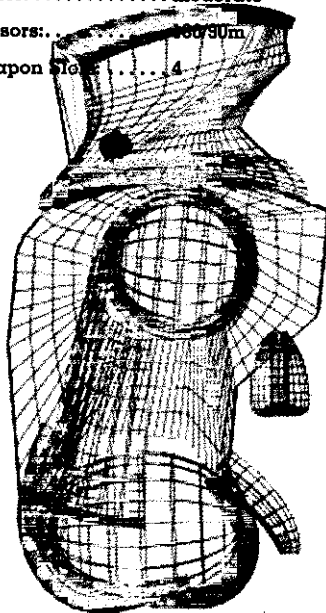
Standard Suit

Speed: 50 Kph

Armor: moderate

Sensors: 180/90m

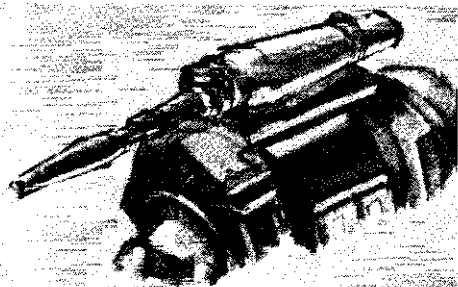
Weapon Slots: 4



Weapons

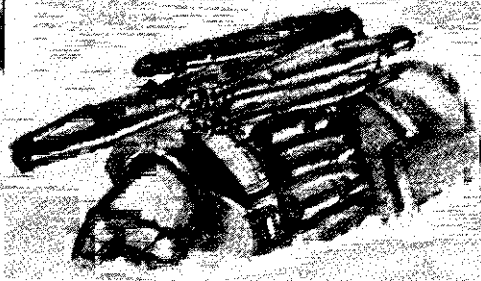
Laser

Weapon Type: energy
Ammo: amplified light
Range at 1G: 72 m
Recharge/
Reload Time: very fast
Damage: low



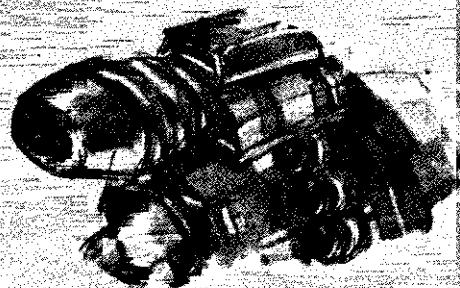
Multipulsar

Weapon Type: energy
Ammo Type: short burst of
directed energy
Range at 1G: 126 m
Recharge/
Reload Time: fast
Damage: low



Smoke Grenade Launcher

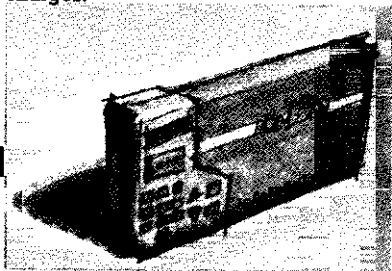
Weapon Type: projectile
Ammo Type: 40 smoke shells
Range at 1G: 102 m
Recharge/
Reload Time: slow
Damage: none



ASFs

Demolitions Pack

The Demolitions Pack ASF is automatically part of the PBA for a demolitions expert (which does not include Nikola ap Io). The pack stores charges and equipment necessary for placing and detonating explosive charges.



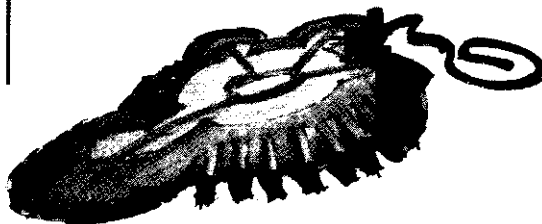
Repair Pack

The Repair Pack ASF is automatically part of the PBA for a repair expert (which does not include Nikola ap Io). The pack includes spare patches and tools needed to repair damaged PBAs.



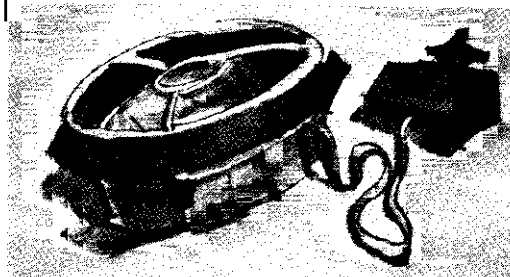
Dynamo

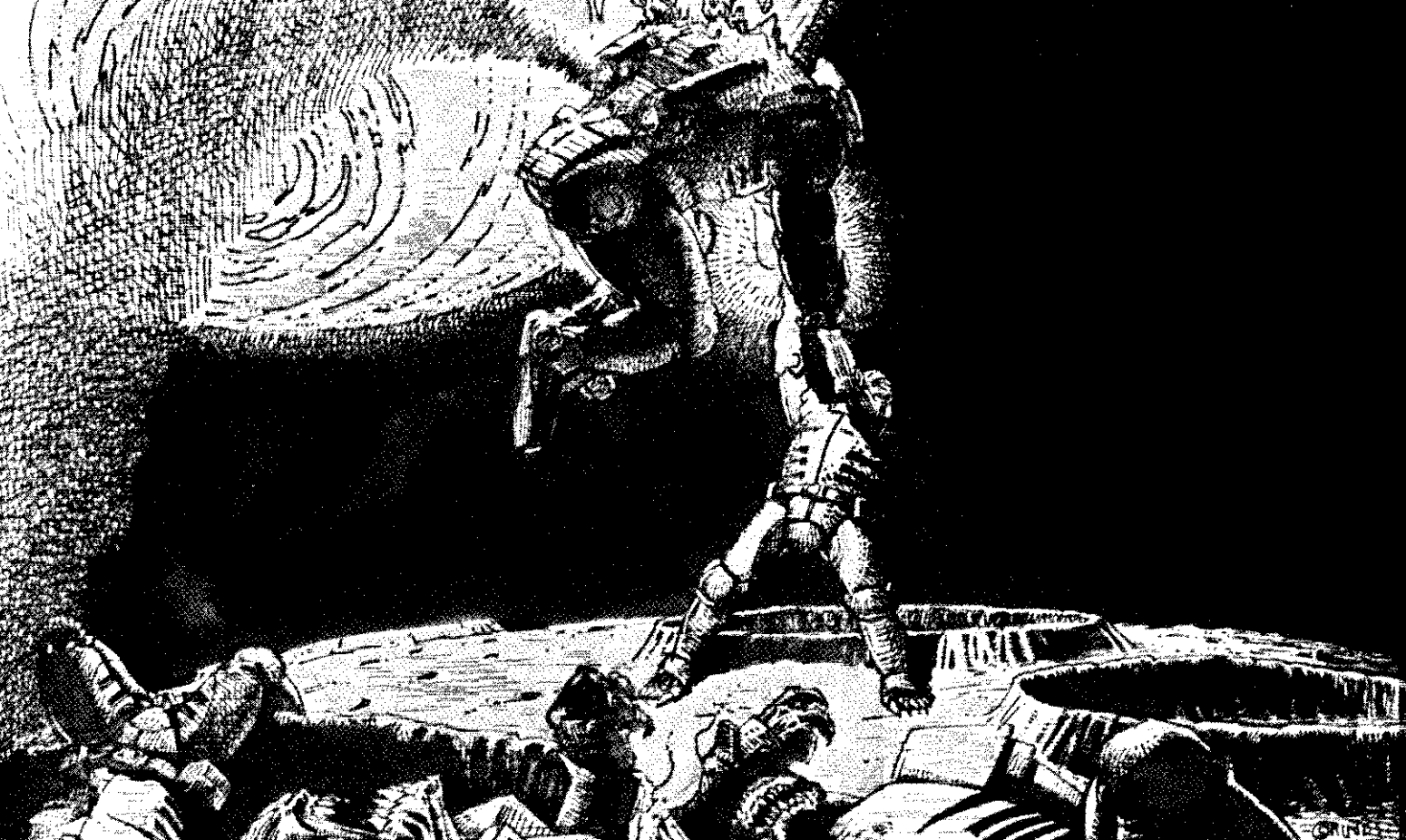
The Dynamo ASF doubles a PBA's recharge power.



Jump Jet Booster

The Jump Jet Booster ASF doubles the fuel efficiency when using the jump jets.





APPENDIX C: CENTAURI SYSTEM

The Centauri system consists of eight planets, some of which have moons.

PLANET/ MOON	SURFACE GRAVITY	AVERAGE TEMP °C	BRIEF DESCRIPTION
1. Platsov	0.53	250	small, molten
2. Stanton	0.62	350	small, hothouse
3. Saara	1.34	60	small-medium, hot, near-terrestrial
4. NewHope	0.98	20	medium, terrestrial
a. Karros	0.31	-20	small, grey, rocky, no atmosphere
5. Thatcher	0.91	5	medium, cold terrestrial
a. Huffmann	0.08	-30	very tiny, rocky

PLANET/ MOON	SURFACE GRAVITY	AVERAGE TEMP °C	BRIEF DESCRIPTION
6. Wotan	3.89	-100	large gas giant
a. Thor	0.73	-100	medium, icy
b. Freya	0.44	-100	small, ferrous
c. Uller	0.32	-100	small, rocky
d. Heimdall	0.41	-100	tiny, rocky
e. Loki	0.16	-100	very tiny, reverse rotation
f. Tyr	0.21	-100	small, methane
g. Baldur	0.18	-100	very tiny, rocky
7. Dagda	2.52	-190	medium gas giant
a. Brigid	0.46	-190	small, ferrous, rocky
b. Morrigan	0.29	-190	small, ice
8. Osiris	2.10	-200	small gas giant

Technical Support

If you have questions about the program, the Technical Support Team can help. If your question isn't urgent, please write us at:

Technical Support
Looking Glass Technologies, Inc.
One Hundred CambridgePark Drive
Cambridge, MA 02140

Please be sure to include the following information in your letter:

Product name
Type of computer you own
Any additional system information (like type and make of monitor, video card, printer, modem, etc.)
Amount of memory and memory configuration
Type of operating system including DOS version
Description of the problem you are having

Or, you can send e-mail with the same information to us via our on-line forums.
Reach us at:

Looking Glass Homepage <http://www.lglass.com>

Compuserve
Game Publishers Forum A
(GO GAMAPUB)
section 13
Send e-mail to ID# 75162,432

AOL Type key word Looking Glass

Or, you can log on to our BBS and post your message:

Technical Support BBS: 617-441-0413

See the Installation Guide for more information on using the BBS.

If you need to talk to someone immediately, call us at (617) 576-3310 Monday through Friday between 9:00 am and 9:00 pm, Eastern Standard Time. Please have the same information ready when you call. This will help us answer your questions as quickly as possible.

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Dee Nelson

Cassandra "Cass" Mylonas

Ayla Lee Parker

Ernest Schuyler

Matt Sarles

Simon Ashford

Gary Nicholson

Sonny McAllister

Eddie Rutowski

Councilwoman Walker

Rose Weaver

Councilman Varick

Ken Baltin

Isabella de Fonseca

Cindy Kovalick

Graciela Gomez

Gayle Robertson

Tranh Ng

Rich Flier

Mario Rossi

Jeff Dixon

Tatiana Rus

Nicole MacDonald

Peter DeWitt

Daniel Thron

Philip MacAlpine

Josh Randall

Mary Steadman

Sara Verrilli

Female SFC Replacement

Peggy O'Connell

Newscaster/Male SFC Replacement

Jeff Yaus

Octavia Colin

Brian Jacobson

SFC Personal Terminal

Eileen Hogan

NewHope Ground Control

Eric Brosius

Doomed Pilot

James Feuss

Ship/Base Computer

Terri Brosius

Pirate

Josh Randall

Hegemony Ground Control

Dan Schmidt

AUDIO/VISUAL

A/V Lead

Greg LoPiccolo

Video Compositing/Editing

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Gayle Robertson

Bill Castell

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Terri Brosius

Dropship Pilot

Tom Streit

Briefings

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Tim Ries

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Eric Brosius

Music

Eric Brosius

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