

5

7

11

13

14

15

16

USER REFERENCE MANUAL

ACKNOWLEDGEMENTS

Publisher's Note

The story and concept contained in this computer game and its reference manuals are a work of fiction. The characters, incidents, locales and dialogues are either products of the authors' imaginations or are used fictitiously and not to be construed as real. Any resemblance to actual events, locales or persons, living or dead, is entirely coincidental. Really.

Credits

PC Software Development:

Pierre Maloka

Additional PC Programming:

Mark Pump, Matthew Harmon

PC Sound Effects: Kyle Johnson

Additional art, design, testing and

tweaking: Robert P. Whitney,

Tom Ptak, Jan Hendricks

Original game concept and design:

Steve Newman and Sam Schillace of
Peninsula Gameworks

Additional game design and logistics:

Craig and Celia Fryar of Peninsula
Gameworks

Additional game design contributions:

Moses Ma

Paintbox computer art:

Nina Markman Design

Reference manual authors:

Matthew Harmon, Moses Ma and
Craig Fryar

Package & manual design:

The Design Office of Wong & Yeo,
San Francisco

Notice

Software (C) 1992 Velocity Development Corporation. Manual (C) 1992 Velocity Development Corporation.

Velocity Development Corporation reserves the right to make improvements in this product at any time and without notice. This manual, as well as the program, are copyrighted. All rights reserved. No part of this manual or program may be copied, reproduced, translated, disassembled, or reduced to any electronic medium or machine readable form without the prior written consent of Velocity Development Corporation, Box 875, Palatine, IL 60078-0875. To do so is a violation of federal law.

Special Thanks

The authors of the PC version wish to acknowledge the support and contributions of the following people: Anne, Lynn, Cheryl, Tammy, and everyone else who put up with us during this project.


Spectre,  and Velocity are trademarks of Velocity Development Corporation.

TABLE OF CONTENTS

GETTING STARTED	4
Requirements	5
Installation	5
Running the Game	6
Single Player Tutorial	6
THE STORY SO FAR	8
PLAYING SPECTRE	14
Overview	15
The Main Menu	16
The Object of the Single Player Game	18
Robot Spectres	18
Game Controls	19
The Display	22
Options Menu	23
Game Play Hints	24
BATTLE IN CYBERSPACE	26
Overview of Network Play	27
Network Options Menu	28
Playing the Multiplayer Game	30
Rules of Engagement	31
The Cyberspace Scenarios	32
Vehicle Selection in Network Play	32
Hints for Better CyberBattles	33
RUNNING SPECTRE FROM WINDOWS	34
TECHNICAL INFORMATION AND TROUBLESHOOTING	36
Installation	37
Problems Running Spectre	38
Network Specific Information	41
Running Spectre From Windows	43
CUSTOMER INFORMATION	44
License Agreement	45
Limited Warranty	45
Customer Registration	45
Customer Support	46
INDEX	47

Welcome to Spectre! We think you will find Spectre to be one of the most enjoyable games you've ever played. We have tried our best to combine high-speed graphics, addictive gameplay, networking capabilities, intense action and FUN!

GETTING STARTED

Requirements

Spectre should run on most newer PCs. Below is a list of the equipment required to run the game:

- An IBM or 100% compatible computer with a 286/16 mhz or better processor
- A hard disk drive with at least 2 Meg free space
- A 100% VGA compatible graphics card and monitor
- A High Density (1.2Mb) 5.25" diskette drive OR a double density 3.5" (720K disk drive) depending on which disks came in your package.

The following are also supported by Spectre:

- An AdLib or Sound Blaster compatible sound board.
- A Microsoft or 100% compatible mouse and driver.
- A Joystick or game pad.
- Microsoft Windows 3.0 or later

Installation

Before you install Spectre, please be sure you have met all the requirements listed above. If you are not sure that you have the correct equipment, you may want to ask your computer dealer.

To install Spectre:

1. Insert the Spectre disk in a diskette drive.
2. Type that drive letter followed by a colon (usually **A:** or **B:**) and press **[Enter]**.
3. Type **INSTALL** and press **[Enter]**.

Now, simply follow the on-screen instructions. The INSTALL program will copy and decompress Spectre to your hard disk. You **MUST** run the install program to play Spectre. You can not simply copy the Spectre files to your hard disk. The installation program will default to installing Spectre to the **C:\SPECTRE** directory. You can easily change this during installation.

If you have any trouble installing the game, you may want to:

1. Be sure you have at least 2 Meg free on your hard disk
2. Verify that you have a High Density 5.25" diskette drive or a Double Density 3.5" diskette drive.
3. Make sure you **DID NOT** write-protect the original diskette
4. Be sure you have 510K free conventional RAM



Numeric Keypad

Running Spectre

After you have successfully installed the game, you will probably be eager to give it a try. Below is all you need to do to run the game. These examples are for people who choose the default drive and directory (C:\SPECTRE).

- Log on to the drive where Spectre was installed: **C: [Enter]**
- Change into the directory where Spectre was installed:
CD\SPECTRE [Enter]
- Run the game by typing: **SPECTRE [Enter]**

If you have any trouble running the game, you should consult the TROUBLESHOOTING section of the manual. Most problems are caused by memory resident programs, this section will help you solve these problems and get Spectre running. Also, be sure you have at least 510K free conventional RAM.

Single Player Tutorial

This short tutorial will get you up and playing in minutes. With a couple of keystrokes you will learn some of Spectre's most important features.

If you have followed the instructions on the preceding pages, you should be able to launch Spectre. Once the Main Menu appears on your screen, select PLAY by clicking on it with the mouse or pressing either the **[P]** or the **[Enter]** key.

After selecting Play, the vehicle selection dialog box appears. Choose the Balanced Spectre vehicle for this first time. Different vehicles are useful for various strategies, and each of the four has its own strengths and weaknesses. Select the vehicle by clicking on the animated icon or pressing the appropriate key. Now, press the PLAY button. In a moment you will see the words "Level 1" spin up on your screen. You will then descend into the Arena.

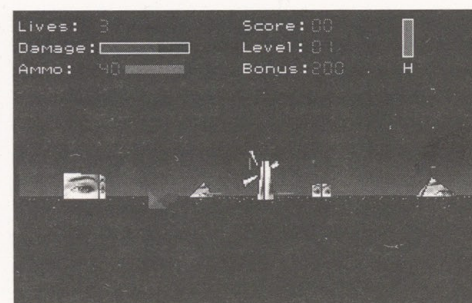
Now is a good time to take note of the keyboard layout. The **[Up]** and **[Down]** arrows move you forward and backward. The **[Left]** and **[Right]** arrows turn you to the left and right. Try the **[Left]** or **[Right]** arrow key and hold it down. Now, take some time to drive around the Arena. If you see a red tank, get close to him...but not too close. Line up the enemy robot craft in your sights, and press the **[Space Bar]** to fire a cannon shot at him. If you hit him, he will blow up. Do this for any other enemy tanks in your sights.

Now try the **[Up]** arrow in combination with the **[Left]** or **[Right]** arrows to practice moving around in the Arena. As you can see, you can move forward and turn at the same time. Get used to how it feels to move around. If you prefer, you can press the **[Tab]** key, and this will give you an external camera view. Pressing the **[Tab]** key again brings you to an overhead map view, and the third time toggles you back into the internal cockpit view. You can use the keyboard **[+]** and **[-]** keys to zoom in/out in the external and overhead map views. In the forward view you also have a radar in the upper right corner that allows you to locate enemy craft, ammo dumps and flags. Your tank is in the middle of the radar and the arena rotates around your position.

The single player game is played in levels of increasing difficulty. To complete a level, you must collect all the flags on the level, while avoiding or destroying the enemy robot tanks. Drive around until you see a flag. To collect a flag, just run over it, at which point you will hear a sound and see the flag disappear from your radar screen. The flags will appear as flashing dots on your radar screen. If you see a robot tank, shoot it! You receive an extra bonus if you destroy all the tanks during a level before collecting all flags.

If you haven't returned to the internal view, do so now by pressing the **[Tab]** key once or twice. There are a few other things you should note. First, every time a robot tank's cannon hits you, you lose shield strength. This is noted in the damage level. Every time you shoot your cannon, you lose ammo. This is noted in your ammo count. To rearm and boost your shield strength, simply drive over an ammo dump, signified by the undulating squares scattered all over the ground in the Arena.

When you're done experimenting, press **[Esc]** to leave the Arena and return to the Main Menu.



Spectre is based on something called simulated reality, or cyberspace. By reading this chapter, you will become acquainted with the underlying concepts, so that you may understand how the game is played.

New Computer Users

If you're a new computer user, there really isn't anything contained in this chapter that can help you learn how to operate your machine more effectively. But it's fun to read and will surely get you in the mood to play. If you are still a little unsure about how to operate your computer, take a look at your computer manual and then skip to the next section titled "Playing Spectre".

Experienced Users

Hope you like cyberpunk. Sit back and jack in. Here's a dose of it.

THE STORY SO FAR...

NOVELLA

It was blistering. Hot as hell. So humid that every thirty seconds or so, Hart could feel a bead of sweat slowly trickling down his side. Three hours after sundown, and it was still like an oven. Ever since the runaway greenhouse effect had turned Earth into a sauna, the discomfort level was unbearable. Even in the northern latitudes, in places like in NuYork, Oslo and Vancouver, where everyone normal had relocated, the situation was getting pretty much intolerable. Normal. Ha! Normal just meant having a dismal hope of living 9-2-5. But down here in Nu L.A., it was unbelievable. Worst summer in years. The homeless were dying of heat prostration, instead of freezing to death like they did hundreds of years ago.

Hart continued trudging down the street, like a camel. Slow deliberate steps. Conserving strength. But even without thinking, he had the reflexes to avoid bumping into the sweltering mass of the homeless and hopeless milling about on the street. Shoulda listened to the weather A.I., and hailed a cab from the hotel. But Hart just didn't want to pay extra to the driver for the drive into the Combat Zone in what was left of downtown. Hey, he figured, it was just a short walk to the best bar around. Well, the best bar around for guys like him. Yeah, Corley's. And it was somewhere around here. He was sure of it. Another few minutes. It had to be around here somewhere.

His beat up Special Forces beret kept his shaved head relatively comfortable. Considering. Ah, there it is, the neon sign. Corley's with an "e". He trudded up to the automatic door, which was broken like most other electro-mechanical devices in this day

and age. With all the miracles they'd come up with in the last three hundred and fifty years since the invention of atomic power, couldn't they get the dimwit multinationals to invent a concept to replace their credo of planned obsolescence? They spent billions of credits on research to put artificial intelligence into things just so machines would know the exact worst time to break down. That exact instant when you'd pay anything to have it working again. What a racket.

Hart pulled open the door, and a blast of conditioned air hit him. Ah, he breathed, just standing there for a second. The place was a dive, but a carefully constructed nostalgia dive. A waterfront bar for longshoremen, the only problem being that it was about twenty miles from the nearest harbor. A couple of the regulars looked up, took notice and went back to their beers. Hart scowled. He hated holograms. The owners thought it would be nice to touch up the crowd with a few longshoremen types. Gimme a break. Least they could do was not insult the intelligence of the customer.

Hart walked up to the bar, slid onto a stool, adjusted his muscular frame, and took off his beret. Suddenly the real customers looked up at him. His gleaming bald head shined like a beacon. Hart was showing off his scars. Every time the electrodes pierced into his head, they left little pockmarks. And Hart's head was literally covered with scars. He felt the respect of the bar's regulars. It was a real and tangible substance, respect. It

meant a lot to him, 'cause frankly, the pay stank. Hart didn't look like the average cyberjock. Most were emaciated and looked like they longed a little too much for the hookup. Hart took care of himself, worked out with weights two hours a day, and kept himself looking like an athlete. He was determined not to get too hooked on the cyberspace high, 'cause that was the easiest way to burn out. Cyberspace was very addictive. If you start getting dependent on it, you get good fast, but you fizzle even faster.

Hart was a cyberjock to the core. He lived for the sole purpose of fighting in the Arena. That electronic simulated battlefield floating in cyberspace. And he didn't take the sissy's way out, getting fitted with a socket. No way, man. Even though every time the electrodes went in, it killed a few hundred thousand neurons, you just couldn't get close and personal to the hardware unless you had a direct connection. It was like riding a motorcycle without a helmet. Like a boxer showing off a few scars around the eyes. It meant that you didn't give a damn. It meant that you were absolutely serious about the Arena. It meant that you weren't no lousy palooka. It meant that people could bet on you to do your best. But most importantly, it meant that you had a few microseconds advantage over any sockethead who wore a superconducting magnetometer. The more layers of intermediary firmware you had to go through, the slower your reflexes. And in the Arena, timing and speed were everything.

The bartender came up. "Whad'ya have?"

"Beer."

"Yeah."

"The real stuff. None of that synthehol stuff."

"Yeah..." gruffed the bartender.

"Say..."

"You gotta be looking for Sousa."

"Yeah." Hart was getting depressed.

Sousa was the hottest cyberfight promoter in these parts. He was handling some new kid. Someone named Spectre. Nobody knew who he was, but he was supposed to be lasersharp.

"Well. He ain't around."

"Too bad."

"But if you leave a message, maybe I could get it to him."

Tip time. What should he give him? Twenty credits? Fifty? How many cyberboxers came into the place looking to get in the Arena with Spectre. How many. Here he was, just another punk looking for a match.

"Excuuuuse me...." Hart felt this amazing voice grab his attention. The voice flowed like a warm liquid - definitely cybernetic. Hart turned his head. Whoa. Redhead.

"Mr. Sousa is in the back room and he'd be willing to speak with you, Mr. Hart," she certainly didn't look cybernetic.

"Hey, how did..." began Hart.

Before he could finish, the redhead spun around and headed for the back room. Hart got up and followed her into the room behind the beaded curtain.

The room in which the great Mr. Sousa worked was quite modest. Except for the monster computer he was chipped

into. A tangled web of circuits extruded from his head to the supercomputer. It was a ghastly sight.

"Welcome, Mr. Hart," Sousa smiled. The smile sent a chill up Hart's spine.

"Hey. How'ya doin'."

"Your reputation precedes you."

Chilling thought. This guy must be hooked into just about every database there is. Lives in cyberspace. Probably thinks I'm just an image in code space.

"Thanks. You too."

"Do I repulse you?"

"Uh... what?"

"It may seem distasteful, but I find that it gives me a slight edge to be internetworked in real time to every paramutuel betting computer in the known world." Hart scowled, thinking, "I'll bet you do. Just face it buddy, it ain't the money. You're addicted to cyberspace. All you gotta do is admit it. Hi, I'm Sousa and I'm a code-dependent."

Sousa continued. "For example, I know exactly who you are. That you're a respectable cyberfighter, who had a future until you were forced to leave the New York Gleason Network because you refused to throw a fight to King Ratface. Very admirable. But a relatively stupid action."

"Hey, I ain't no palooka!"

"Obviously."

"Well."

"So, Mr. Hart. You're here to take on my champion."

"Yeah. I'm looking for a good clean fight."

"Hmm. And why should I let you ruin the best meal ticket I ever had? What's in it for me?"

Hart had to think about this for a minute. What was in it for him? If Spectre loses, Sousa loses big time. If

I lose to Spectre, Sousa don't make all that much.

"For you? Well, what are the odds against me?"

Sousa looked up at the ceiling, but Hart knew that he was lost in cyberspace. Collecting, analyzing, sorting... Suddenly, the status lights on the computer behind him began flashing vigorously. Sousa came back. "Well, Mr. Hart, you're 32 and 2, 27 of which by KO, which is a great record, so the odds are only 7 to 2 against you. However, it may be possible that Ratface sent you as a converted operative, and is planning to hustle me on the spread. But on the other hand, you are a known cyberfighter. Hmm, an interesting problem..."

Hart knew he had him. "Hey, all I'm looking for is a shot. If you let me go up against Spectre, you can have my contract, okay?"

Sousa's eye's widened in response, and the mainframe behind him began accessing his legal A.I. "Yes, I could bury Ratface in interrogatories and discovery motions for eight months, end-run his restraining orders, and sign you for at least six months after the fight. And of course, if you do burn me, I'll have the pleasure of seeing you killed."

Hart maintained his poker face.

Sousa smiled, but it was an empty gesture. Poker requires humanity, and Sousa had lost far too much of it to look like anything but a machine.

"A standard contract should be sufficient?" Sousa chirped.

"Just gimme an advance."

"Five thousand credits?" Hart nodded. "And the fight is in two weeks."

"Deal."

"Ah..." Sousa's eyes had glazed over. A bit of spittle accumulated on his lower lip. So deep into cyberspace he had lost control of body functions. He had obviously begun taking bets on the fight, and was lost in the adrenaline of the wager. Geez, this is one gambler who desperately needed a twelve step program. Hart got up to leave. What a sorry state humanity had fallen into.

Two weeks passed like a kidney stone. Training was tough. It always was. Pain. Blood. Exhaustion. And then more pain. And he had to do it again today. All in the name of speeding up his reflexes. Pain makes man do incredible things. But he wasn't looking forward to it. His interneural response rate was pretty fast, but still not up to peak performance. He sat down in the console, with the padded seats, and adjusted the harness. The tech, a smiling teenage hacker appropriately named Smiley, brought over the electrode helmet. Man he hated this part. Smiley smiled, and swabbed Hart's entire head with alcohol. And placed the helmet on his shiny bald head. It attached itself with a slurp, and the eye shutters closed. Darkness. He heard Smiley, muffled as if talking from under a pillow or something. "Ready?"

Hart gave him the hand signal for standing by.

Now the hard part. Suddenly, Hart heard the grinding of the tiny motors that preceded the electrode needles beginning their journey into his skull. Down through the skin, then entering the little holes in his skull made by previous insertion runs, and finally lodging into his cortex. Right into the ol' gray matter. Ah!!! PAINPAINPAIN. The needles were scraping, looking for the skull channels. PAINHATEPAIN. Nostrils flared and breathing rate jumped to control the pain. PAINPLEASEDON'T!!! Hart regulated his breathing, trying to maintain an alpha brain state. Finally, the local anesthetics were released and took hold and began to numb his skull. And then he felt the injection of the neuro-endorphins, now flooding his brain. Ah. Yes. Yes. Yes! He felt his brain go warm. Fuzzy, comfortable, like staying home from school during a thunderstorm. Then the circuitry began cutting in. He saw the status panel materialize in the dark space in front of him. A dislocated voice popped up in the darkness.

"Hart! Are you on line?"

He couldn't feel his body anymore. All muscular control and nerve input was shunted over to the computer now. No body or the absence of body. No breath or the absence of breath. No light or the absence of light. He thought a beam to Smiley, "Yeah. I'm in here. Standing by."

"Great. Comm bus is up. We're gonna boot up the Arena software set now."

Hart waited. Suddenly, a flash of hot burning light surrounded him. And he felt the sense of motion. Fast and beginning to accelerate. The bright flashes of light and cacophonous sounds began to overpower him, and

OVERVIEW

he began to feel PAINPAINPAIN again. Hart controlled his mind, and re-entered the state of alpha, but now he felt like he was flying into a neutron star or a black hole or something, feeling his consciousness stretched out into infinity. An intense white light began to grow, bathing him, and surrounding him, and Hart was no longer Hart, it was just some old name, like in a past life that doesn't matter, and he began to merge with the light that danced and hummed like a thrashing Dirac sea of radiant electrons. And then he was floating in dark quiet formless space. And then he felt the cybertank form and crystallize around him. Humming, as if the electrons and photons were coalescing into the reality of the cybertank. And then he was the cybertank. He moved his phantom legs, and he felt the wheels turn. He flexed his right arm and felt the cannon fire. He checked his systems, and all systems were go.

"Hart! You're hot. Are you linked with the tank yet?"

Hart thought, yeah. Feels good.

"Great, here's the Arena." And Hart felt his stomach lurch as he began to fall.

Hart crashed onto the ground. He looked around and saw the simulated playing field. Ever since actual human warfare and destructive human combat was banned by the United Nations Peacekeeping Force under direct command of the Trilateral Commission, people had resorted to betting on simulated warfare. No more wars, no more guns, no more boxing, no more martial arts, no more fighting. Just mood elevators and electrical stimulation of forebrain cortical synapses. Now everybody was supposed to be happy. There were no laws

broken, and no one ever actually got physically hurt. But mentally? Well, that's another story. But everything was well within the law these days. Too bad the suicide rate was so high though. It threw a little wrench into the politician's theories of utopian society. So they let the people have CyberWar. They played it, they watched it, they bet on it. The Arena became the opiate of the masses.

"Hart! Are you there?" Hart looked around. The arena, normally filled with nice crisp barriers, shimmering walls and robot sparring partners, was derelict. Hart thought, what the ..., Yo' Smiley?

"Just a power surge... Okay. How's that now?"

The landscape slowly began to recrystallize and.... zap! Now he was there. Home. Everything perfectly crystal clear and sharp. Like waking up and finding yourself in some high tech Maxfield Parrish painting. It was beautiful. Yeah!

"How's that now?"

Perfect! Just perfect! beamed Hart to the world outside.

"Okay, let's do a systems check. Go 60 meters on a heading of 090."

Glad to, thought Hart. He revved the engines of his mind, and began to move. He felt every gear rotate, every actuator open and close, every piston fire. Here. I am pure energy and adrenaline here. Only thoughts of the coming combat fill me now. Everything else has been burned away by the fire of a thousand suns. Only this Arena exists. Only Spectre is my goal.

PLAYING SPECTRE

This program reference is for both new and experienced PC users. If there is one section of the manual you plan on reading, this should be it.

OVERVIEW

In Spectre, you see a virtual world from the point of view of a battle craft, a 'Spectre', roaming around a computerized arena. The object of the game, of course, is survival. Shoot your enemies, collect ammo and flags, and race on to higher levels. That's basically all there is to it. Try not to get too addicted.

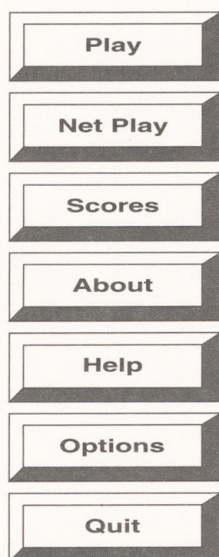
NOTE: These instructions are for DOS users. Specific instructions for running Spectre from Microsoft Windows can be found in the section "Running Spectre from Windows". We HIGHLY RECOMMEND that you get Spectre running from DOS before you try it from Windows.

Start Up

To begin playing Spectre, simply change into the directory in which you installed the game, and type **SPECTRE [Enter]**.

Spectre will run several tests to determine if you have enough free RAM and if you have VGA graphics. If you don't have 510K free RAM or VGA graphics, Spectre will print a warning message.

In rare situations the test may incorrectly print a warning. For example, if you have an exotic VGA card it may not be detectable. In this case, you can type **SPECTRE B [Enter]** to Bypass the startup test.



Select this option to begin playing the game.

Select this option to begin playing a multiplayer network game.

Select this option to view the high scores.

Select this option to find out about the authors.

Select this option if you need an explanation of how to play.

Select this option to configure your copy of Spectre.

Select this option if you'd like to exit now.

The Main Menu

After you run Spectre, the Main Menu will appear. You will be presented with a number of options. Options can be selected by pressing the appropriate key or, if you have a mouse (and a mouse driver) on your system, you can click on the button.

- You can play the game by clicking the **Play** button or pressing the **[P]** key.
- You can initiate or join a multiplayer network game by clicking on the **Net Play** button, or pressing the **[N]** key.
- You can see the top scores by pressing **[S]**, or get help by pressing **[H]**.
- To find out more about Spectre, press **[A]**.
- To change options and configure your copy of Spectre, press **[O]**.
- Finally you may quit the game by clicking on the Quit button or pressing **[Q]**.

There are also some 'hidden' options that don't have a button, but can be accessed by pressing the appropriate key.

- To start on a higher level, hold down the **[Alt]** key while pressing **[P]**.
- To continue with a previously saved game, hold down the **[Alt]** key and press **[R]**.
- To see a demo of the game, press **[D]**.
- You can also exit the game by pressing **[Esc]**.

If this is your first time in the arena, click on the Play button to start. After selecting Play, the vehicle selection dialog box appears.

Choose a Vehicle

Choose the Spectre vehicle you wish to use. Different vehicles are useful for various strategies, and each of the four has its own strengths and weaknesses. If you wish to create a more finely tuned vehicle, select the Custom Spectre at the bottom of the dialog, and select "Edit Custom..." This will bring up the custom vehicle dialog. You have 15 points to distribute between speed, shields and ammo.



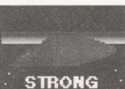

Speed - You will need to experiment with these settings to become familiar with just how fast a setting feels to you. Here's a hint: the Speedy craft may be more easily destroyed, but in many cases you can play "chicken" against a robot or your opponent, run past him, quickly swing around and open fire.

Shields - Each point is one shield of armor - each shot that hits your Spectre destroys one shield. Shield settings may range from 1 to 10.

Ammo - Each point of ammo allows you to carry 10 rounds (shots) for your cannon. You may not carry more than the maximum number you set here. Ammo may range from 1 to 5, giving you between 10 and 50 rounds.

After you have selected the vehicle you want to use, select Play to descend into the Arena.

Choose a vehicle for yourself:

 BALANCE	A well balanced machine. Good for arena or base raid.	Speed: Shields: Ammo:
 SPEEDY	Very fast, but not much shielding or ammo. Good for flag rally.	Speed: Shields: Ammo:
 STRONG	Lots of shields, but not very fast, and not too much ammo.	Speed: Shields: Ammo:
 CUSTOM	Create/Edit your own custom Spectre settings.	Speed: Shields: Ammo:

Vehicle Selection Dialog

The Object of the Single Player Game

The single player game is played in levels of increasing difficulty. To complete a level, you must collect all the flags on the level. Flags are represented on your radar as small flashing dots, and appear in the 3D views as rotating flags. To collect a flag, just run over it, at which point you will hear a "swishh" sound. When you have collected the next-to-last flag, you will hear a different sound signifying that there is only one flag left on this level. Incidentally, if you manage to destroy all of the robots on a level before you get the last flag, you will receive a bonus of 50 points per robot. This bonus applies only if you de-rez all the robots.

Don't dally however, there is another bonus for beating a time clock. This time clock is displayed at the top of the screen and increases as the levels get more difficult. On the lower levels it is usually worth foregoing the time bonus in favor of the robot bonus. If you are good at hunting robots, that is...

All this de-rezzing of robots could leave you short on ammo. Fortunately, there are ammo dumps all over the Arena. These are represented by pulsating squares on the ground. These ammo dumps appear as green dots on your radar. Running over an ammo dump will restore 10 rounds of ammo and one point of armor to your Spectre craft. But beware! On the higher levels, the robot Spectres wise up to your maneuvers and will hunt

you down. No more free dashing to the ammo dumps!

Robot Spectres

Enemy Robot Spectres come in 2 flavors: regular and mean. You will see the regular (red) ones all over the place at every level of the game. They aren't too bright - they typically find a flag to guard and wait for you to come to them, although sometimes they will surprise you. In the beginning levels they only have 1 shield for armor and are relatively easy to destroy. One direct hit will do the trick.

The mean robots (orange) are taller and pointy and begin to appear at level 6 and beyond. They have more armor, move faster, are more intelligent and fire more often. But wait, there's more... they also have the ability to 'lead' their shots - that is, they fire at where you will be, not where you are. So don't travel in a straight line when they follow you. Finally, beware that they like to travel in packs...

Every robot Spectre's armor gets an additional shield every five levels, starting at level 10. That means they require more direct hits to destroy. They also begin to move faster at higher levels. Oh, one last thing... Be careful not to get too close to them.

Game Controls

Below is a complete list of your Spectre controls. Most of the controls you use during game play are also listed on your quick reference card.

Movement Controls

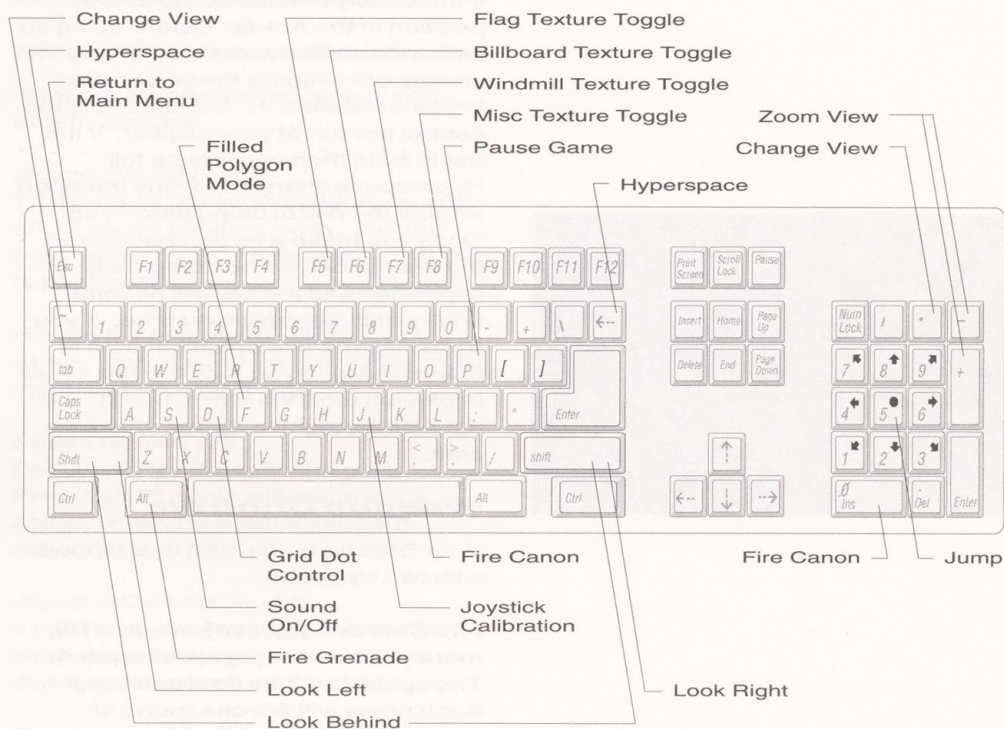
You can navigate your battle craft using the keyboard, a mouse or a joystick. Most users will probably prefer to use the keyboard. The joystick also works well, but the mouse is not a recommended control system. Still, it is available for those users who wish to try it.

Movement - the numeric keypad

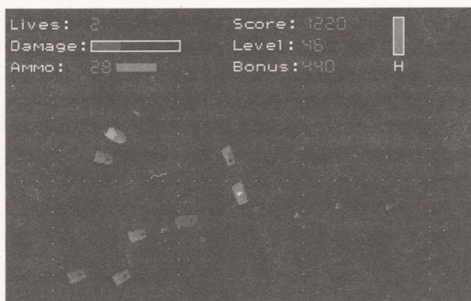
The arrow keys on the numeric keypad move your tank in the specified direction. You can also use combinations of keys to move and turn at the same time. **[Up]** arrow and **[Left]** arrow will allow you to move forward and turn left at the same time. You can back up by pressing the **[Down]** arrow.

Jump - keypad **[5]**, mouse right button, joystick button B.

Jumping can prove useful in certain situations. You can dodge enemy fire by jumping, but you can't pass over other objects. Sometimes a jump will give you just enough time to plan an escape from a desperate situation. However, jumping will use up some of your hyperspace energy. When your hyperspace energy is gone, you will have to wait until it recharges to jump again. Press the **[5]** key on the numeric keypad to jump. The right mouse button and Joystick button B will also cause you to jump.



Keyboard Controls



Hyperspace - [~] or [Backspace]

Cannons are blazing, you're surrounded by a hoard of enemy craft and your ammo and shields are giving out! Who ya gonna call? Hyperspace! Hit the [~] (Tilde) or [Backspace] key and you will be immediately transported to a new position in the Arena. Before doing so be sure to check your Hyperspace energy cell which is the vertical bar indicator labeled "H" located in the top central portion of your display. If this bar is solid then you have a full Hyperspace charge and may transport without the risk of being destroyed. Once you make a Hyperspace jump, the energy cell will be completely expended and the bar will become empty and resupply over time. If you try to Hyperspace again before it is fully recharged you face the risk of self implosion (sounds gross, huh?). It is not a pretty sight to de-rez your own craft.

Weapon Controls

Your Spectre battle craft is equipped with two weapons:

Fire Cannon - [Space], keypad [0], mouse left button, joystick button A
The space bar fires your cannon. Each press will fire one round of ammo which will do one point of damage to anything it hits. That is, it will destroy one armor shield. If you hear a "beep-beep" sound, that means you are running low on ammo. If you hear a "click", you're out of shots. Better find an ammo dump QUICK! Keep in mind, in the higher levels,

enemy robot tanks may require more than one cannon round to destroy.

Fire Grenade - [Alt]

This is an awesome and destructive weapon. Grenades become available starting at level 10 in the single player game only. It uses 10 rounds of ammo for each grenade fired and explodes in mid-air, doing damage to anything nearby, and will destroy anything it directly hits. These grenades are fired with the [Alt] key. Take care not to hold down the [Alt] key when firing or you will launch multiple grenades and exhaust your ammo supply quickly. This weapon is best used when you enter the Arena and are attacked by the mean, smart robot Spectres. Destroy them with a grenade, and other nearby robots may be taken out as well.

View Controls

There are three main view positions in Spectre: Interior, Exterior, and Map. Each view has its pros and cons. In the Interior view you see all the action, but only what is in front of you. You also have the radar to locate enemies, flags and ammo dumps. The Exterior view provides a more panoramic view, but you lose the aiming crosshair. The Map view gives you a good overhead view of the action, but because of this advantage the radar is not available in this view. Try playing from each of the views to discover which one(s) are best for you.

Change View - [Tab] or [] on the keypad*

To cycle between three possible views press the [Tab] key. This switches views from the Interior view to a Exterior view to the overhead Map view and back again.

Zoom View - [+] and [-] on keyboard
In the exterior or map views, you can zoom in and out. Use the [+] and [-] keys.

Look Right - [Right Shift]
When in interior view, this lets you look out the right of your tank.

Look Left - [Left Shift]
Looks out the left of your tank.

Look Behind - [Both Shift] keys
Hold down both the shift keys to look out the back of your tank.

Display Controls

Spectre allows you to customize the display to suit your tastes. Users with fast machines may want all display features turned on. Users on slower machines may prefer to turn off some display features to increase the "frame-rate" of the game. The "frame-rate" refers to the smoothness of animation. If you feel your display is too slow or "jerky", you may want to turn off some features.

Grid Dot Control - [D]
The [D] key will change the density of the dots on the ground of the arena. Users with slower machines may want to decrease the number of dots to speed up the display.

Filled Polygon Mode - [F]
Users on slower machines may want to turn off filled polygons by pressing [F]. Your Arena will now appear in wireframe mode. To turn filled polygon mode back on, simply press [F] again.

Flag Texture Toggle - [F5]
Billboard Texture Toggle - [F6]
Windmill Texture Toggle - [F7]

Misc Texture Toggle - [F8]
These keys allow you to customize the amount of texture mapping in the Arena. Textures add a lot of visual impact to the Arena, but they take additional processing power. Users with slower machines may want to turn some or all of the textures off.

Miscellaneous Controls

Here are some other important controls in Spectre:

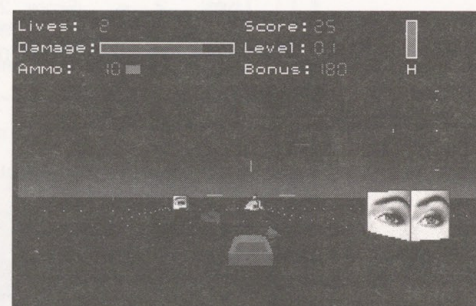
Sound ON/OFF - [S]
This toggles the sound effects on and off. If you're blasting away, and the boss walks by, you may want to hit [S] to play it safe.

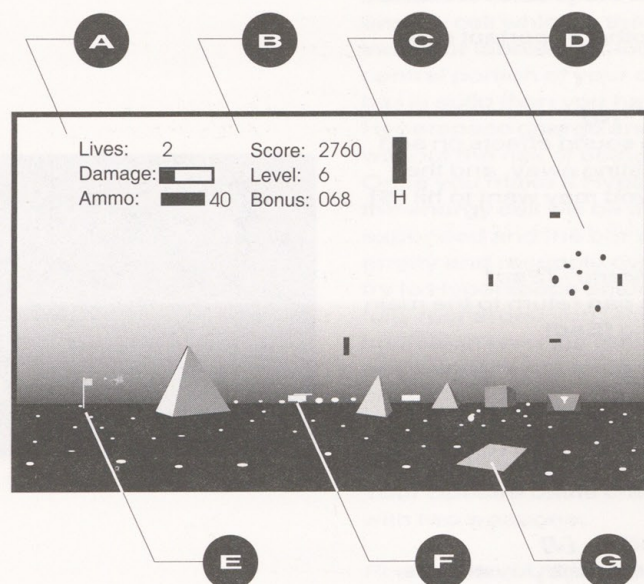
Return to Main Menu - [Esc]
At any time, you can return to the main menu by pressing [Esc].

Pause Game - [P]
Pressing [P] will pause the game. Pressing [P] again will resume the action. Pausing is not allowed in network play!

Joystick Calibration - [J]
If you have selected the Joystick as your controller, you can recalibrate during game play by pressing [J].

Save Game [Alt-S] (between levels only)
If you're doing great, but you just can't keep playing, you can save your game after the completion of a level. After you see your level stats, the "Level" message will spin up. During this, press the [Alt] and [S] keys together. You will be prompted to save your game.





The Display

Here is a summary of the major elements of the main Spectre display screen:

A The top indicator shows the number of lives you have remaining in this session. The indicator directly below it shows the damage level that you have sustained. And the bottom number indicates the number of cannon rounds you have remaining.

B The top indicator shows your total score. The indicator directly below it shows the level you are currently attempting. And the bottom number indicates the number of bonus points remaining.

C This shows the state of the Hyperspace Launch Energy Cell. You should let this cell fully recharge before attempting to hyperspace. If you launch before fully charged, the ship might implode. Jumping also uses hyperspace energy.

D This is your radar screen. At the center of the radar display your vehicle is represented by a large blip. Red and Orange moving dots represent the enemy robots. Flashing dots signify the location of flags. Green dots are ammo dumps.

E This is a rotating flag, signifying a mission check point. You collect flags by running over them. In the multi-player game, please note that the flags do not disappear when collected.

F This is your aiming crosshair.

G This is an ammo dump. Running over this flashing, pulsating diamond will resupply your shields and re-arm your cannon.

Options Menu

The options menu lets you configure Spectre to your preferences. To select an option in the OPTIONS menu you may either click on the desired option with your mouse or press the keyboard key corresponding to the underlined character in the option title. Most options can also be changed during game play. See the previous section on GAME CONTROLS. Here are the main sections of the OPTIONS menu:

Controller - Keyboard, Mouse, or Joystick

Select your preferred method of controlling your tank by clicking on the option with your mouse or pressing [K] for keyboard, [M] for mouse, or [J] for joystick.

Selecting keyboard or joystick will still allow you to use the mouse for making menu choices.

Sound Driver - PC Speaker, Adlib, or Sound Blaster

You must have an Adlib or Sound Blaster compatible sound card to get the full range of sounds and voices from Spectre. If you do not have an add-on sound card you must set this option to PC Speaker.

Sounds ON / Sounds OFF

If you are like some of us and want to hog Spectre all to yourself, you can turn all sounds OFF so your kids won't hear you playing! This is the same as pressing [S] during game play.

Grid Dots - Many, Some, Few, or None

We recommend you start with MANY grid dots. If the game doesn't seem fast enough you may want to set this option lower. Press [D] during game play to change the grid dot setting.

Controller <input checked="" type="radio"/> Keyboard <input type="radio"/> Mouse <input type="radio"/> Joystick	Grid Dots <input checked="" type="radio"/> Many <input type="radio"/> Some <input type="radio"/> Few <input type="radio"/> None <div>Selecting fewer dots will speed up the display on slower machines.</div>
Sound Driver <input type="radio"/> PC Speaker <input type="radio"/> AdLib <input checked="" type="radio"/> Sound Blaster <hr/> <input checked="" type="radio"/> Sounds ON <input type="radio"/> Sounds OFF	Texture <input checked="" type="checkbox"/> Flags <input checked="" type="checkbox"/> Billboards <input checked="" type="checkbox"/> Windmills <input checked="" type="checkbox"/> Misc <div>Turning off texture options will speed up the display on slower machines.</div>
Network Options...	Done

Options Dialog Box

Texture

You have the option of allowing textures to be mapped on objects in the arena. Turning textures off will speed up the display on slower machines.

Network Options

To set network options either click on the Network Options button at the bottom of the Options menu or press the [R] key on your keyboard. Network options are discussed in the section "BATTLE IN CYBERSPACE".

DONE

After you have finished selecting your preferred options you may click on the DONE button at the bottom of your screen, press the [D] key on your keyboard, or simply press the [Enter] key to return to the previous menu.

Game Play Hints

Bonus Points

In the single player game you have the opportunity to score additional bonus points if you:

- Destroy all the enemy robot craft before you pick up all the flags
- Complete the round within the allowed time

If you destroy all of the enemy robots you will receive 50 points per robot destroyed during the round. The number of robots increase as you move to higher levels. Time bonus is calculated by the time bonus remaining at the end of the round. You will see this bonus added to your score at the end of each round.

Maximizing Scoring

Once you descend into the Arena, take a quick glance at the radar and get a feel for the location of the enemy robots and the flag checkpoints. If you have a mean robot nearby, (large dot moving quickly toward you!) take this guy out first and then proceed to the nearest flag. Try shooting the other robots as you are moving instead of stopping to take exact aim. If you miss you can always swing around to finish the job. Also, there will usually be a robot guarding the flags. Once he senses your presence he will fan out slightly from the flag and open fire. Study these movements as they are somewhat predictable. Be sure to kill all the robots in the round before capturing the last flag to get that bonus.

OVERVIEW OF NETWORK PLAY

Extra Lives

You will receive an extra life at the following scores: 5,000; 10,000 and every additional 10,000 after that up to 60,000 points. Beyond 60,000 points you receive an extra life after every additional 20,000 points.

Starting at Higher Levels

You can start the gameplay at a higher level by pressing the **[Alt]** key while selecting the Play button. You may start at any level between 1 and 50. To qualify for the high score list, you must complete the level that you begin on (i.e. if you started at level 20 you would have to get all the way through the round to qualify for high score, otherwise points earned during the round won't count towards the high score).

High Scores

If your score is among the top ten you will be prompted to type in your name. If you want to clear the high score table, you will need to delete your SPECTRE.CFG file. If you do this, however, you will also lose any games in progress, as well as all of your settings and preferences.

You may wish to save a backup copy of your SPECTRE.CFG file before deleting it.

Textures

You have the option of allowing textures to be mapped on objects in the arena. Turning textures off will speed up the running on slower machines.

Network Options

To set network options, either click on the Network Options button at the bottom of the Options menu or press one of any of your keyboard. Network options are discussed in the section "BATTLE IN CYBERSPACE".

Game

After you have finished setting your game options you may click on the GAME button at the bottom of your screen.

BATTLE IN CYBERSPACE

This chapter describes how to play the game over a network. It is intended for both experienced and new users.

OVERVIEW OF NETWORK PLAY

Network play is the most fascinating part of Spectre. It is a first step towards easy to use, interactive cyberspace. Spectre will run on 4 types of networks:

- Novell IPX or compatible networks
- NetBIOS compatible networks
- Serial port direct connect with a "null-modem" cable
- Modem to Modem play over the phone lines

This chapter does not discuss how to set up or configure a local area network. Networks are complex and each configuration is different. If you need help setting up your network, you should consult your dealer and your network documentation. Also, you may want to look in the TROUBLESHOOTING section at the end of this manual. We have a list of questions and answers that should help solve most network difficulties.

Spectre is both a single and multiplayer game. Much of Spectre's appeal can only be seen during a Spectre network game. It is something that you have to experience yourself to appreciate. Once you talk a few other friends into playing with you over a network, read this chapter to become acquainted with the rules.

Network Type <input type="radio"/> Novell IPX <input type="radio"/> NET BIOS <input checked="" type="radio"/> Modem <input type="radio"/> Direct Connect		Enter your name below. This name will appear above your tank in network mode. Name: <input type="text" value="Moses"/>
Serial Connection <input checked="" type="radio"/> Com1 <input type="radio"/> Com2 <hr/> <input type="radio"/> 1200 <input type="radio"/> 2400 <input type="radio"/> 4800 <input checked="" type="radio"/> 9600 <input type="radio"/> 19.2K <input type="radio"/> 38.4K <input type="radio"/> 57.6K <input type="radio"/> 115K		Modem Settings <input type="radio"/> Modem Receive <input checked="" type="radio"/> Modem Call Phone #: <input type="text" value="555-1212"/>
<input type="button" value="Done"/>		

**Network Options
Dialog Box**

Network Options Menu

Before playing a network game, you will need to configure Spectre for your type of network. You access the network menu from the OPTIONS menu.

Network Type - Novell IPX, NetBIOS, Modem, or Direct Connect

If you are unfamiliar with networking PCs you may want to spend some time learning about modem communications. Modems are tremendously useful gadgets that can open your eyes to a whole new world. See your dealer for more information.

Modem

If you are using modems to connect two PCs you will need to set several options on the Network Options Menu. Select the COM port to which your modem is connected. Set a Baud Rate that both of your modems are able to handle. And enter your name.

If you intend to host the session by having a friend call you, set your Modem Settings to Modem Receive. Otherwise select Modem Call and enter the telephone number of the person hosting the session.

Direct Connect

If you have two PCs close together you may be able to connect their serial ports using a NULL MODEM cable. This is one of the easiest and most inexpensive methods to connect two PCs and allows fast baud rates. Contact your local dealer if you need help getting a NULL MODEM cable.

Once you have successfully connected your PCs and are ready to jump into the Spectre Arena follow all directions as though you are going to

connect via modem. Set options for serial port, baud rate and enter your name. However, since you will not be using the phone lines you need not enter a telephone number to connect to the host.

Novell IPX

If you are using Novell NetWare or Novell NetWare Lite select IPX.

NetBIOS

Most network software uses or can emulate the NetBIOS standard. If you select NetBIOS, be sure you have the appropriate drivers loaded.

Serial Connection - COM1 or COM2

You will need to know which communications port your modem or null modem cable is connected to. If you have selected COM1 but do not seem to be getting ANY response from your modem you should select COM2 and try again.

Baud Rate - 1200, 2400, 4800, 9600, 19.2k, 38.4k, 57.6k, or 115k

Select a baud rate that both you and your opponent are capable of running. If you experience any difficulties at higher baud rates, try the next lower speed.

Enter your name

If you enter your name or 'handle' here it will appear above you as you glide through the arena. You will see the names of other players as well.

Modem Settings

Modem Receive

If you will be HOSTING this session then you will want to set your modem to receive calls. Selecting Modem Receive will tell the game to configure your modem for HOST mode. You do

not need to enter the telephone number of the caller when you are receiving.

Modem Call

If you are the REMOTE player, you will need to set your modem to call the HOST player. Select Modem Call and enter the phone number of the person hosting this session. Hayes compatible dialing commands can be entered in this box along with the telephone number.

DONE

After you have finished selecting your preferred options you may click on the DONE button at the bottom of your screen, press the **[D]** key on your keyboard, or simply press the **[Enter]** key to return to the previous menu.

Scenario: <input type="radio"/> <u>A</u> rena <input checked="" type="radio"/> <u>F</u> lag Rally <input type="radio"/> <u>R</u> aid Play For <input type="text" value="20"/> <input checked="" type="radio"/> <u>P</u> oints <input type="radio"/> <u>M</u> inutes Wait for other players, then click Play. Click Cancel to leave before other players have joined.		Players: <table border="1"> <thead> <tr> <th>Name</th> <th>Red</th> <th>Blue</th> </tr> </thead> <tbody> <tr> <td>Matt</td> <td><input type="radio"/></td> <td><input checked="" type="radio"/></td> </tr> <tr> <td>Bob</td> <td><input checked="" type="radio"/></td> <td><input type="radio"/></td> </tr> <tr> <td>Tom</td> <td><input type="radio"/></td> <td><input checked="" type="radio"/></td> </tr> <tr> <td>Lynn</td> <td><input checked="" type="radio"/></td> <td><input type="radio"/></td> </tr> </tbody> </table> <div> <input type="button" value="Play"/> <input type="button" value="Cancel"/> </div>		Name	Red	Blue	Matt	<input type="radio"/>	<input checked="" type="radio"/>	Bob	<input checked="" type="radio"/>	<input type="radio"/>	Tom	<input type="radio"/>	<input checked="" type="radio"/>	Lynn	<input checked="" type="radio"/>	<input type="radio"/>
Name	Red	Blue																
Matt	<input type="radio"/>	<input checked="" type="radio"/>																
Bob	<input checked="" type="radio"/>	<input type="radio"/>																
Tom	<input type="radio"/>	<input checked="" type="radio"/>																
Lynn	<input checked="" type="radio"/>	<input type="radio"/>																

**Network Play
Dialog Box**

Playing the Multiplayer Game

To play a multiplayer game each player on the network needs his or her own personal copy of Spectre. This means that each user has to purchase their own copy of the program. Spectre is licensed for use on **ONLY ONE** computer at a time. It will not work if you let someone copy your software. (Besides, we put a lot of effort into this game, and we want to be able to do more great network games, so please encourage your friends to purchase their own copy.)

To start a multiplayer game, each player needs to launch their copy of Spectre and click the Net Play button, or press [N] in the Main Menu screen. This brings up the Network Options dialog. In this dialog the players can decide the ground rules for the game to be played. The items in this dialog appear the same on all screens. Any changes made by one player will be seen by all players. Pick a scenario and a team to play on.

When all players click the Play button the network game begins.

TIP: If you have access to conference calling on your phones, dial up your teammates to talk with each other during game plan. Nothing like hearing your opponent's or comrade's pleas for mercy. Use headsets or speakerphones to keep your hands free.

Rules of Engagement

In a multiplayer game, each player has an infinite number of lives. The match ends when one player or team gets enough points to win, or when time expires. Be sure to specify how you want a match to end - by points or by time. Once the match has ended, each player will be disconnected from the network game and returned to the main menu screen.

One of the most unique features of Network play in Spectre is that you may leave or join a multiplayer game that is in progress. If you leave, the other players will hear a Hyperspace sound and your vehicle and name will disappear from the screen. When you join a game the other players will hear "hello man" or a whistle sound, and see your name appear at the top of the screen. If you try to join a Multiplayer game that is already in progress you will be presented with a "Game in Progress" dialog in which you may only select which team you want to join.

Once you begin a network game, the other player's names can be found along the top of the screen. There is a number next to each name (1 through 8), and each player's name and radar blip will be color-coded based on their team, red or blue. When you see someone else's tank in your viewscreen, that person's name will appear directly above their vehicle. That way you know exactly who you're about to blast!

Scenario:		Players:		
		Name	Red	Blue
<input type="radio"/>	Arena	Matt	<input type="radio"/>	<input checked="" type="radio"/>
<input checked="" type="radio"/>	Flag Rally	Bob	<input checked="" type="radio"/>	<input type="radio"/>
<input type="radio"/>	Raid	Tom	<input type="radio"/>	<input checked="" type="radio"/>
		Lynn	<input checked="" type="radio"/>	<input type="radio"/>
Play For	<input type="text" value="20"/>			
	<input checked="" type="radio"/> Points			
	<input type="radio"/> Minutes			
Waiting for players. Click Cancel to leave.				
		<input type="button" value="Play"/>	<input type="button" value="Cancel"/>	

Network Join
Dialog Box

The Cyberspace Scenarios

In the Network Options dialog, you may choose one of the following scenarios:

Arena

A total free-for-all. Drive around, shoot your friends (and enemies), and get one point for each player you destroy. The match is over when someone gets enough points, or time expires. A good scenario to vent your frustrations and polish up your visceral skills. This scenario is best for warming up as well as finding out who your real friends are!

Flag Rally

This is similar to arena, but a little more complicated. No teams, every man for himself, but this time to get a match point you must collect all six flags on the field. To collect a flag simply run over it. Once you have collected a flag it will stop flashing in your radar display and the letter of the captured flag will appear in the bar next to your name at the top of the screen. If you are destroyed, all the flags you have collected go to the person who destroyed you. There are no additional points for destroying other players in this scenario. The key to winning this scenario is to watch for the wise-guy making a run for all the flags. Let them blaze for a while and then blast'em before they collect the final flag!

Base Raid

Remember capture-the-flag? Imagine it with missile weapons. Two teams, two bases, infinite lives. Each team gets a match point for "destroying" the other base. When the contest begins you will rez in near your home base. Home bases are identified on the radar by color coded crosses. To destroy the enemy base you must drive across the Arena and bump into it, not just shoot it. Tricky. Notice anything strange out there? Yup, there are no ammo dumps in this scenario. If you run out of ammo you must drive back to your base and bump into it to resupply. Best strategy is for one team member to stay in front of his/her base and defend it while other team members attack the opposing enemy base.

Vehicle Selection in Network Play

Before entering Cyberspace for a network battle, you must choose the vehicle that you wish to use. Different vehicles are useful for various strategies, and each of the four has its own strengths and weaknesses, so the selection of the vehicle is a vital component of a winning strategy in network play. If you wish to create a more finely tuned vehicle, select the Custom Spectre at the bottom of the vehicle selection dialog, and select "Edit Custom..." This will bring up the custom vehicle dialog. You have 15 points to distribute among speed, shields and ammo.

Balance

This is a good vehicle for the Base Raid and Arena games. It balances all the capabilities you need to win. This vehicle may be too slow for competing in Flag Rally.

Speedy

This is particularly useful in Flag Rally. It is also useful for at least one team member in Base Raid. This person should be designated to lead the offensive against the enemy base.

Strong

Depending on the strategy and skill levels of your opponents, this could be a useful vehicle to select if you are going to guard the base in Base raid.

Custom

True Spectre enthusiasts will definitely want to build custom vehicles to maximize their chances of winning. You can customize your craft to get that extra edge over your opponents. You might wish to maximize your speed and sacrifice or move the coast slide to maximum and glide right past your opponents.

Choose your vehicle, click Play and prepare to descend into the Arena!

Hints for Better Cyber-Battles

Experience will be your best teacher here. After playing some network games, you will soon realize what makes for better network play. Here are a few hints we have found useful:

- If you have access to conference calling on your phone systems, dial up your team members for voice dialog during game play. Use headsets or speakerphones to keep your hands free. At Velocity, we use one intercom channel for the Red team, and one for the Blue team.
- If you only have two players, Flag Rally may be the best game for you.
- If you have a lot of players (6-8), you should give base raid a try. It really is capture-the-flag in cyberspace.
- Try organizing an Arena tournament. Keep eliminating players until only the best 4 remain. Then host a "Cyberbowl" to determine the winner. If you have enough players, you could have team tournaments, one for Flag Rally, and one for Base Raid. Looser buys lunch!

RUNNING SPECTRE FROM WINDOWS

Spectre contains an interface for Microsoft Windows. If you are a frequent Windows user, you can launch the game without having to exit to DOS. Please see the previous sections for information on game play controls.

Recommendations

Because Windows is multi-tasking, and it places great demands on your computer system, the recommended equipment for running Spectre from Windows is a bit different. We suggest:

- A 386/33 or faster machine
- 4Mb of RAM or more

Setting Up An Icon

While Spectre is a DOS program, it contains a Windows "front-end". This "front-end" is a true Windows program which lets you make all your selections and then launches the game. When you finish playing Spectre, the system returns you to the Windows "front-end".

You can add Spectre to a group in the Program Manager to make starting Spectre even easier. First, select the program group in which you would like Spectre to reside. This is done by simply clicking on the selected group.

Next, select NEW from the FILE menu. You can now use the browse feature, or enter the name of the Spectre Windows program. This program is called SPCWIN.EXE. If you chose the default drive and directory during installation, the full drive and path will be
C:\SPECTRE\SPCWIN.EXE.

Running Spectre From Windows

To run Spectre once you have set up a program icon, simply double click on the icon. You will see a Windows version of the Spectre main menu.

Suggestions

Spectre is a high performance program, and requires all the "attention" of your computer. Some Windows programs may perform background tasks that rob Spectre of processing time. Because of this, we recommend closing all other applications before running Spectre from Windows.

Additionally, Windows may take control of some system resources, such as sound boards, and not let DOS based applications make use of them. If you receive a warning to this effect, you can usually continue without any problem.

If you have a persistent problem, you should verify that Spectre runs from DOS before trying to run it from Windows.

This is a technical reference chapter. It is not meant to be light reading. To make this more readable, much of the chapter is presented in question and answer format. Try to find your question, and it will provide the answer.

This section is divided into several parts. First, questions and problems concerning the installation process are discussed. The second part examines problems you may experience with getting Spectre to load and play. Any questions you may have about playing the game and game strategies are covered in earlier chapters.

TECHNICAL INFORMATION AND TROUBLESHOOTING

INSTALLATION

If for any reason the installation process fails on your machine, you should try it on another machine if at all possible. This will help diagnose the problem faster than anything else you can do.

Q: Is there an un-installation process?

A: To remove Spectre from your machine, simply delete all the files in your Spectre directory (for most people this will be C:\SPECTRE) and remove the directory. If you need help deleting files and directories, please consult your DOS manual.

Q: Can I run Spectre from the original floppy disk?

A: No. Spectre is shipped in compressed format. You MUST install the game in order to run it.

Q: What if my floppy disk is not readable?

A: If you receive the message "Error reading drive A:", you may have a bad disk, the wrong format disk drive, or a dirty diskette drive. Try installing the program on another computer and see if your disk is ok. In the unlikely event that your disk is bad, you can obtain a replacement from the dealer, or direct from Velocity. Again, please BE SURE your disk drive is a HIGH DENSITY 5.25" drive if using 5.25" diskettes.

Q: The install program won't run on my machine.

A: Try the install program on a different computer. The install program is quite simple and should run on any machine. If you have trouble, that may be the sign of a hardware incompatibility. If it works on a different machine, you should notify your

computer dealer. If the disk does not work on another machine, it may be damaged.

Q: I want to save disk space. Are there any files I don't need?

A: That all depends on what you want! Here is a quick list:

if you never want the Windows interface: delete SPCWIN.EXE

if you never need to run on a 286: delete SPC286.EXE

if you never need to run on a 386: delete SPC386.EXE

if you never use any textures: delete *.TEX (although once you see the game with textures, you won't want to delete them!)

Q: Can I run Spectre from 3.5" or 5.25" floppy diskettes.

A: If you can fit all of the Spectre files you need (see previous question) on ONE DISKETTE, then there is no reason the program should not run. The install program will NOT install to diskettes. Consult your DOS manual for information on copying files and formatting disks.

PROBLEMS RUNNING SPECTRE

If you are having trouble running Spectre, please read this section. It covers the most common problems that people experience with their computers.

Software Conflicts

The most common cause of trouble with running any program is some sort of software conflict. You may have loaded a memory resident program, TSR, device driver, or utility that is 'taking over' part of the machine that Spectre needs direct access to. These programs are usually loaded via the CONFIG.SYS or AUTOEXEC.BAT files. For more information on these files consult your DOS manual.

Spectre is self-checking. This means that if the program installs, it should work. If your disk was bad, it would probably not even install.

The FIRST thing to do if Spectre stops running is to boot from a 'virgin' DOS system disk with no extra features added to it. You can create a system disk by using the DOS FORMAT command. Place a blank disk in drive A: and type:

```
FORMAT A: /S
```

The /S tells FORMAT to create a system disk. Now, you can use this new system disk to start your computer.

NOTE: You must create a system disk in drive A:. Most computers will not boot from a disk in drive B:

Turn off your machine. Place the system disk in drive A: and turn the computer back on. Your machine will now boot-up from this new system disk instead of the hard disk drive. This will prevent any special software features you have added to your system from being loaded. You now have what many users refer to as a 'CLEAN SYSTEM'. Now see if Spectre will run properly.

If the game runs, you need to find and eliminate the program that was causing the problem.

Hardware Incompatibilities

If you're sure you don't have a software conflict, you should start checking for hardware incompatibilities. The BEST way to do this is to try running your copy of Spectre on a different computer. Perhaps you have a friend with a machine, or ask your computer dealer if they will let you try the game on their machine.

If the game runs fine on a different machine, and you're sure you don't have a software conflict, you may have some type of hardware incompatibility or 'quirk'.

Just because your computer dealer said your machine was 100% IBM compatible does not mean it truly is. Don't worry, however. Most hardware incompatibilities are actually easy to solve, and you can often get your dealer to help you out.

Because we probably don't have your specific type of machine here at Velocity, you will need to call your dealer, or the manufacturer of your computer for help. Describe to them

the problem you are having, and let them know that the program worked on a different machine.

Computer manufacturers are usually happy to help out. After all, they want to be sure that their machine runs all of the software out there on the market. Also, we want to be sure that our software runs on their machines. So, if they ask for our number, please give it to them. We can usually work with the manufacturer to try to find a solution to the problem.

Questions and Answers

Q: I run the program, but I don't see anything.

A: Be SURE you have VGA graphics. Spectre requires VGA and will not run in CGA, EGA, MCGA or Tandy 16 color mode.

Q: I was playing the game, everything was fine, and then suddenly my computer locked up!

A: You probably had a memory resident program, TSR, or hardware board that interrupted Spectre in such a way that the game could not recover. Simply re-boot your machine, and everything should work fine. If this becomes a chronic problem, you should try a 'boot-disk' as described above to isolate the program.

Q: The game said my copy was damaged and is now running in DEMO mode.

A: Spectre has found that one or more of your program files has become corrupt, or your serial number was not found. You should re-install the game from the original disks. Don't worry, your high scores and saved games should stay intact.

Q: I have a Sound Blaster Pro, and the volume level is very low.

A: The Sound Blaster Pro, and some other sound cards, have a software controlled volume setting. This control may be set low prior to running the game. The utilities that came with your sound board should allow you to adjust the volume before you play Spectre.

Q: Can I run Spectre under OS/2?

A: We don't recommend running Spectre from OS/2, performance may be up to 4 times slower than in DOS. Use the default DOS Compatibility Box settings, but change those listed below. This is for OS/2 2.1:

DOS_BACKGROUND_EXECUTION:
off
DOS_FCBS: 0
DOS_FCBS_KEEP: 0
DOS_HIGH: on
DPMI_DOS: disabled
DPMI_MEMORY_LIMIT: 0
DPMI_NETWORK_BUF: 1
EMS_FRAME_LOCATION: none
EMS_HIGH_OS_MAP_REGION: 0
EMS_LOW_OS_MAP_REGION: 0
EMS_MEMORY_LIMIT: 0
HW_ROM_TO_RAM: on
HW_TIMER: on
IDLE_SECONDS: 60
IDLE_SENSITIVITY: 100
VIDEO_ONDEMAND_MEMORY: off
VIDEO_RETRACE_EMULATION: on
VIDEO_WINDOW_REFRESH: 125
XMS_HANDLES: 0
XMS_MEMORY_LIMIT: 0

Q: Could my Memory Manager be causing trouble? Spectre seems to work without it installed!

A: Spectre has been tested to work with all the major memory managers, but there is one important requirement: **DON'T LET YOUR MEMORY MANAGER USE VIDEO MEMORY!** If your memory manager uses the VGA video memory area, Spectre may not work. Why? Simple! Spectre is a GRAPHICS program, and it **NEEDS** that graphics memory. That memory is supposed to be **RESERVED** for graphics applications like Spectre.

Q: My Joystick won't work!

Q: I can't properly calibrate my joystick.

A: Joysticks are tricky things. Here are some suggestions: Be sure you don't have 2 joystick cards active in your computer at one time. Remember, the SoundBlaster has a joystick port! Disable one if necessary. Some joystick cards were not designed to work with today's high speed computers. You may need a newer joystick adapter.

Q: I have a programmable joystick card, and I set it to match my machine, but it still doesn't work.

A: You must **EXPERIMENT** with the settings! Some people need to set their joystick adapter to 4MHz even though their computer runs at 66MHz.

Q: I can't use my Joystick to jump.

A: This can be caused by two things. First, some joysticks have an auto-repeat or "rapid-fire" feature. You may need to turn this off to use the jump button. Second, some joysticks have button configuration switches. You should be sure that the jump button is active.

Q: I can't get my Mouse to work.

A: First, be sure you have your mouse driver loaded, and confirm that your mouse works with other applications. Also be sure you have the most current version of your mouse driver. Second, your mouse must be 100% Microsoft compatible to work with Spectre. It is also important to know that Microsoft Windows has its own mouse driver. Just because your mouse works in Windows **DOES NOT** mean your driver is loaded!

Q: I'm using DOSSHELL and Spectre won't run.

Q: Spectre won't run from my menuing program.

A: Spectre requires all the resources of your computer. DOSSHELL and most menu programs use up some system resources when they launch other applications. Spectre may not be able to function without these resources available. Try exiting to DOS before running the game.

Q: My arrow keys don't work.

A: Some keyboards send non-standard keycodes to the computer. If your arrow keys don't work, try using the arrows in the numeric keypad. If the keypad arrows don't work, use the dedicated arrows if you have them. You may have to hit the **[Num Lock]** key to get the arrows to work correctly.

NETWORK SPECIFIC INFORMATION

Networks are tricky things. Before you start trying to diagnose a network problem yourself, you should check with an expert if you have one on hand. Also, be sure all other network software functions properly before running Spectre. Here is a list of some common network problems and solutions.

Local Area Networks

You MUST be sure your network is functioning properly before running Spectre in network mode. Almost all network problems are due to incorrectly configured network cards or memory managers.

- Verify that each player on the network has his/her own copy of Spectre. If Spectre sees two copies with the same serial number, it will only allow one to work over the network
- Make sure your memory manager is not using memory that your network card requires. Some memory managers may not be able to detect your network card and may relocate the network card's memory buffer.
- Be certain that your network card does not share an interrupt with your sound board, or other devices in your system. If you try to play a network game of Spectre, and your SoundBlaster board is on the same interrupt, the results can be unpredictable.
- Be sure your drivers are PROPERLY loaded!

NOVELL IPX

If you experience any problems, try sending a message to the user you want to play Spectre with. Then be sure he can send you a message. You must verify that your two computers can communicate before playing Spectre.

NetBIOS

- If you are loading a NetBIOS emulator under NetWare or NetWare Lite, be sure IPX is loaded prior to NetBIOS.

Direct Serial Connect

Problems with direct serial connect are rare, but when they occur, they are usually due to a hardware problem with the cables, or a shared interrupt number.

- Be sure your null modem cable is operating properly.
- Be sure you have selected the correct serial port on both machines.
- Be sure there is no other hardware in the system that may be interfering with your serial port. For example, some sound boards may use the serial port hardware interrupt. If this is the case, you may get no sounds, or no serial communication, or both.

Modem to Modem

Modem to modem operation can be tricky. The most important thing to do is verify that your modem is working properly with other software before you attempt using it with Spectre.

- Be certain your modem is 100% Hayes compatible. We can't guarantee compatibility with other types of modems.
- If you are having trouble, make sure you can log on to a bulletin board with your modem.
- Be sure your serial cable has all the proper lines running through it. Some cheaper serial cables may not contain the necessary data lines.

Network Questions and Answers

Q: I am in network mode, and I don't see the tank animations on the vehicle selection dialog box.

A: Your network drivers may be taking up too much memory for Spectre to be able to load all the animation graphics. Don't worry, the game should still run fine. You should try to have 510K conventional RAM available before you run Spectre.

Q: Can I make two copies of my game and use them over a network?

A: No. Not only would this violate your copyright agreement but it won't work either. Each copy of Spectre needs a unique serial number in order to play a network game. Come on, help us put out more great games and tell your friends to buy their own copy. It isn't that expensive!

Q: I tried to play a network game, but it said there was somebody else on the network running my copy of Spectre.

A: First, be sure you didn't lend your copy of the game to a friend. Also be sure a friend didn't accidentally use your disks to install the game instead of his. The best solution is for you both to re-install the game from your respective original disks. Don't worry, this will not damage your high scores or saved games!

Q: Do I need to be a CLIENT or a SERVER to run Spectre?

A: NO! You can save memory and not load CLIENT or SERVER software. Spectre does not transfer any files over the network, just messages.

RUNNING SPECTRE FROM WINDOWS

Q: Can I run the game in a window?

Q: Is Spectre really a Windows program?

A: No to both. Microsoft Windows is unfortunately not suited to running high-speed 3D animation. Spectre contains a Windows "front-end" which allows you to configure and launch the game. When Spectre runs, it is actually a DOS based program. This allows us to take direct control of your computer's video system and produce smooth 3D animation.

Q: Spectre runs really slow when I launch it from Windows.

A: Be aware, Windows is multitasking and performs background processes while Spectre is running. As we said earlier, a fast 386 based computer or better is needed to make Spectre run smoothly from Windows. You can try closing as many Windows applications as possible before running Spectre. This may cut down the amount of background processing that is done and speed up the game.

Q: I get an error that says my sound card is in use by another application.

A: In some configurations, Windows won't let Spectre use the sound card properly. Usually, you can simply continue with the game and all sounds will be OK. If this does not work, we recommend running Spectre from DOS.

Q: The menus for Spectre work fine in Windows, but the game doesn't run.

A: You probably don't have enough free DOS memory. We recommend at least 550K free DOS memory before you try running Spectre from Windows.

Q: How can I make Spectre run better from Windows?

A: Windows slows the performance of Spectre down because it 'shares' system resources with other programs. Try closing as many applications as possible before running Spectre. Also, we recommend having AT LEAST 4 MB to run Spectre. If the game still won't run well, we recommend exiting to DOS before playing Spectre.

Q: I Get a error saying DMA buffer is too small.

A: Your system does not have enough resources to play the SoundBlaster digitized sounds. Consult your Windows documentation on increasing the size of the DMA buffers. You can also switch to AdLib sounds.

Running Spectre from Windows

This chapter includes information for you as a registered user of Spectre. It includes the terms of the software licensing contract we entered into when you bought this program and opened the package, as well as the terms of the warranty provided. Information about customer service and programs is also included.

CUSTOMER INFORMATION

License Agreement

This product is licensed by Velocity Development Corporation to the Customer, for use only by the Customer, on the terms set forth as: You may use the software on the computer you own or use. The software, user's manual, and all materials are copyrighted with all rights reserved. Under copyright laws, you may not: (1) copy the program (except to create a Backup version) or the user's manual, in whole or in part, without the express written permission of Velocity; (2) make alterations in the software; (3) grant sublicenses, rent or lease the software to others; (4) transmit the software or manual electronically. Removing the diskette from the package constitutes your acceptance of these terms.

Limited Warranty

Velocity Development has a commitment toward providing the highest quality products, and has established the following warranty for its products. Therefore, Velocity provides to the original purchaser of this product, for a period of ninety (90) days from the date of the original purchase, the following Limited Warranty:

Velocity warrants that the materials of the software and disk are not defective and that the program is properly recorded on the disk.

To make a warranty claim under this limited warranty, please return the product to the original place of purchase (your store), and bring with you the proof of purchase, a written statement of defect clearly stating your name and return address. Velocity, or its authorized dealer, will at its option,

replace or repair your defective product and return it to you, or issue you a credit equal to the purchase price. This statement is your sole and exclusive remedy for any breach of warranty with respect to the software product.

Velocity expressly disclaims any implied warranties with respect to the media and the software, including warranties of merchantability, performance or fitness for a particular purpose. In any case, Velocity shall not in any way be liable for any incidental or consequential damages arising from any claim under this agreement. However, some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation of exclusion may not apply to you.

Customer Registration

Please take some time to fill out and send in your registration card. We need this information in order to notify you of new products, upgrades and any special offers we may introduce.

Customer Support

If you have a problem that the manual won't solve, there are several ways to get help. Because we are a small company, and want to provide the best support possible, we ask that you try some of these valuable sources of information before calling us for help.

- **CompuServe:** Our direct mail ID is 76670,2202. You should also visit the Game Publisher's Forum (GO GAMPUB). We visit this forum often, and many experienced users are also glad to help out.
- **Prodigy:** Our direct mail ID is VFSS19A. You can also visit the Game Club (JUMP GAME CLUB) and check out messages in the OTHER GAMES area.
- **Your dealer:** Your dealer should be familiar with the products they sell. A quick call may help you out.
- **Send us a letter:** If your problem is not urgent, or if you have suggestions you think would make for a better product, please feel free to send us a letter. If possible, use CompuServe or Prodigy to send your message.

If you **MUST** call our technical support number, please be in front of your computer if possible. Because 90% of all problems are caused by software conflicts, we will need to ask you questions about your configuration. In particular, have a copy of your CONFIG.SYS and AUTOEXEC.BAT files handy.

Velocity Development
P.O. Box 875
Palatine, IL 60078-0875

Technical Support:	708-991-0594
CompuServe:	76670,2202
Prodigy:	VFSS19A

Thank you for buying Spectre. We hope you enjoy the battle and encourage you to write us with suggestions, comments, tips, and problems. Until then, watch out for the smart robots. They're really mean.

INDEX

A

Ammo 7, 17, 22
Ammo dump 7
Arena 6, 32

B

Base Raid 32
Bonus points 22, 24

C

Cannon 6, 20
Comm ports 29, 41
Copy protection 30
Credits 2
Custom vehicle settings 17
Customer Support 46
Cyberpunk 8
Cyberspace Scenarios 32

D

Damage level 22
Direct connect 28, 41

F

Flags 7
Flag Rally 32

G

Getting Started 4
Grenades 20

H

High Scores 25
HyperSpace 20, 22

I

Installation 5
IPX 29, 41

J

Jump 19

K

Keyboard controls 19

L

LAN requirements 27
Level, start at 25
Lives, extra 25
Lives, remaining 22

M

Main Menu 16
Maximizing score 24
Modem play 28
Multi-player game 30

N

NetBIOS 29
Network options menu 24, 28
Network play 27
Novell IPX 29

O

Options menu 23

P

Pause 21
Play button 16

R

Radar 7
Requirements 5
Robot Spectres 7, 18
Rules of Engagement 31

S

Serial Connect 28
Shields 7, 17
Speed 17
Story So Far... 8

T

Technical Information 36
Technical Support 46
Textures 24
Troubleshooting 36
Tutorial 6

V

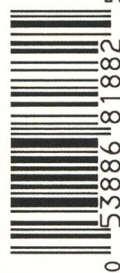
Vehicle selection 6, 17
Views 7, 20

W

Warranty 45
Weapons 6, 20
Windows 34, 43



VELOCITY™



0 53886 81882 5

Part Number 333-3016