

QUICK REFERENCE CARD

To begin playing Spectre, simply select "Play" from the Main Menu. This will begin the game. Other options are described below.

Click on the box with the word describing the action you wish to invoke. You can press the key representing the first letter of the action as well.

Play

Select this option to begin playing the game.

Net Play

Select this option to begin playing a multiplayer network game.

Scores

Select this option to view the high scores.

About

Select this option to find out about the authors.

Help

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

Options

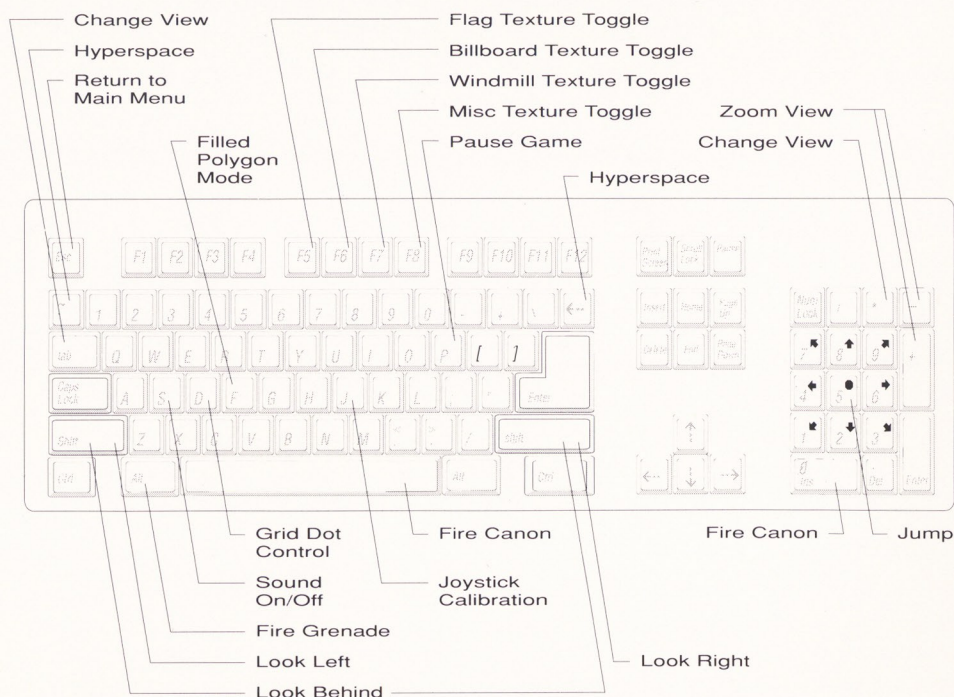
Select this option to configure your copy of Spectre.

Quit

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

S P E C T R E

KEYBOARD CONTROLS



CANNON – [Space] or Keypad [0]

This weapon is fired by pressing the [spacebar] or the [0] key on the numeric keypad. The cannon fires one round of ammo and causes one point of damage to anything it hits (i.e. destroys 1 armor shield). Note that this will not always kill whatever you are shooting at. If you hear a short beep-beep, this is a warning that you are getting low on rounds. If you hear a click when you fire, it means that you are out of ammo. Drive over ammo dumps to resupply. This weapon will reach to the limit of your vision.

GRENADES – [Alt]

This weapon becomes available starting with level 10 of the single player game. It uses 10 rounds of ammo and explodes in midair, doing damage to anything near, and will destroy anything it hits directly. These grenades are fired with the [Alt] key.

[ESC] will exit the game and the [P] key will pause you in the single player game.

KEYPAD MOTION CONTROLS

Note that the corner keys do two actions at once: turn and move.

VIEWS – [Tab] or keypad [*]

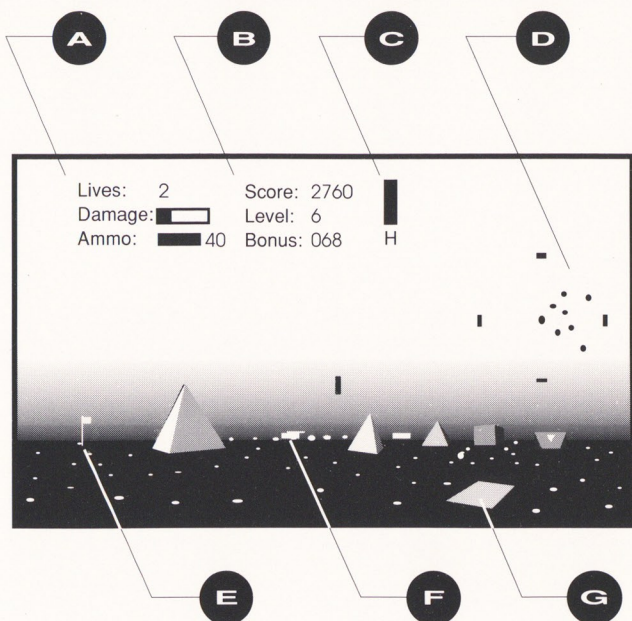
You have three views in Spectre. The view control switches from the internal view, to an external view behind your tank, to a overhead view of the arena, and back again.

HYPERSPACE – [Backspace] or [~] (Tilde)

Press the [~] or [Backspace] key to be transported to a new position in the Arena. You must have enough energy to Hyperspace or you run the risk of being destroyed. The "H" indicator shows how much Hyperspace energy you have at any given moment. This energy builds up over time and is totally expended when you Hyperspace to a new location in the Arena.

Press the [D] key at the Main Menu for demo mode. You may also hold down the [Alt] key while pressing [P] to start the game at a higher level.

INSTRUMENT PANEL



A

Shows the number of lives remaining in this session, the damage level that you have sustained, and the number of cannon rounds you have remaining.

B

Shows the current score for this session, the level you are currently attempting, and the number of bonus points remaining.

C

Shows the state of the HyperSpace Launch Energy Cell. You must recharge this cell before attempting to hyperspace. If you launch before fully charged the ship might explode.

D

This is the radar screen. The center is your vehicle. Red dots are enemy robots. Flashing dots are flags. And green dots are ammo dumps.

E

This is a flag. You collect flags by running over them. In multi-player mode, please note that the flags do not disappear when collected.

F

This is the crosshair of your aiming reticle.

G

This is an ammo dump. It can recharge your shields and re-arm your cannon.

PLAYING A NETWORK GAME

To join a network Spectre session, you must select "Net Play" from the Main Menu. This will bring you to the Network Options dialog box below.

First select the scenario, and then select which team you wish to play on. Click on "Play" when you are prepared to descend to the Arena.

Scenario:		Players:	
<input type="radio"/> Arena		Name	Red Blue
<input checked="" type="radio"/> Flag Rally		Matt	<input type="radio"/> <input checked="" type="radio"/>
<input type="radio"/> Raid		Bob	<input checked="" type="radio"/> <input type="radio"/>
		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		
Wait for other players, then click Play. Click Cancel to leave before other players have joined.			
		<input type="button" value="Play"/>	<input type="button" value="Cancel"/>

ARENA

Total free-for-all. Drive around, shoot both your friends and enemies, and get one point for each kill you make. The game is over when someone gets enough points, or time expires.

FLAG RALLY

No teams, every man for himself. But to get a point you must collect all six flags on the field (lettered A through F). To collect a flag simply run over it. Once you have collected a flag it will stop blinking in your radar display. If you are destroyed, all the flags you have collected go to the person who destroyed you. No points for destroying other players in this scenario.

BASE RAID

Imagine playing capture-the-flag with missile weapons. Two teams, two bases, infinite lives. Each team gets a point for "destroying" the other base. To destroy it you must bump into it, not just shoot it. To resupply, bump into your own base.

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V E L O C I T Y .