



**W**ho says you can't save the world? In Microsoft® *Fury*<sup>3</sup>, you have to save eight of them—from the sweltering heat of a tropical world to a toxic chemical wasteland. And with targets above, below, and on each planet's surface, you'll see why it's fury—to the third power.



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**Microsoft**

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Designed for  
  
Microsoft®  
Windows®95

Microsoft  
*Home*



Some people carry the world on their shoulders. You carry it in your sights.

## System Requirements

### To run Fury<sup>3</sup>, you need:

- A PC that includes a 486DX/66 or higher processor with local bus SVGA video, 8 MB or more of RAM, a CD-ROM drive (double-speed or faster), and a 256-color display.
- One of the following two configurations:
  - Microsoft® Windows® 95 operating system.
  - MS-DOS® operating system version 5.0 or later with Microsoft Windows operating system 3.1 or later.
- For Windows 95, a minimum of 10 MB of available hard disk space.
- For Windows 3.1, a minimum of 14 MB of available hard disk space, plus a 10 MB swap file if you have less than 12 MB of RAM. See README for assistance.
- A sound board and speakers or headphones to hear audio.

### Recommended:

- A joystick or other flight control.
- A mouse or other pointing device.
- For best play under Windows 95, 55 MB of available hard disk space; under Windows 3.1, 70 MB of available hard disk space.

## Contacting Microsoft Product Support

- See the Product Support section of this booklet for complete details.

## To set up Fury<sup>3</sup> using Windows 95

1. Turn on your computer and start Windows.
2. Place the Fury<sup>3</sup> disc in the disc holder (if required), and insert it in the CD-ROM drive.
3. Double-click the My Computer icon, then double-click the icon for the CD-ROM drive.
4. Double-click the Setup icon.

## To set up Fury<sup>3</sup> using Windows 3.1

1. Turn on your computer and start Windows.
2. Place the Fury<sup>3</sup> disc in the disc holder (if required), and insert it in the CD-ROM drive.
3. Open the Program Manager window (if necessary), click File, and then click Run.
4. In the Command Line box, type the letter of your CD drive, a colon, a backslash, and the word SETUP (for example, type **d:\setup**).
5. Click OK and follow the instructions that appear on the screen.

## Fury<sup>3</sup>—The Bion Threat

During the IP Wars, the Terrans designed a race of bionic warriors known for their cunning and their brutal strength. Physically superior and ruthlessly aggressive, a single troop of Bions could eliminate the inhabitants of a planet within days.

The Bion war effort saved the Coalition, but nearly destroyed Terran. After the war, Bion aggression could not be contained. Peaceful coexistence between Bions and Terrans proved impossible. The ensuing Bion Wars are known for their brevity—and violence.

In 2832, the Coalition ordered complete Bion dismantlement, and instituted Terran's renowned Council of Peace—a military defense force inferior to none.... Unknown to the Coalition, a few Bions survived and have assembled on a distant planet called Fury.

Their plan is to seize seven more Coalition planets whose resources will help them attain their ultimate goal—total domination of space from the Bion Fury outpost.

As a member of Terran's Council of Peace, it's your mission to stop them. Welcome home, Councilor.

## Defeating the Threat

As a member of Terran's Council of Peace, your role in this intergalactic war is crucial. Bring down the Bions and peace is restored. Allow the Bions to succeed, and you can kiss the Coalition good-bye.

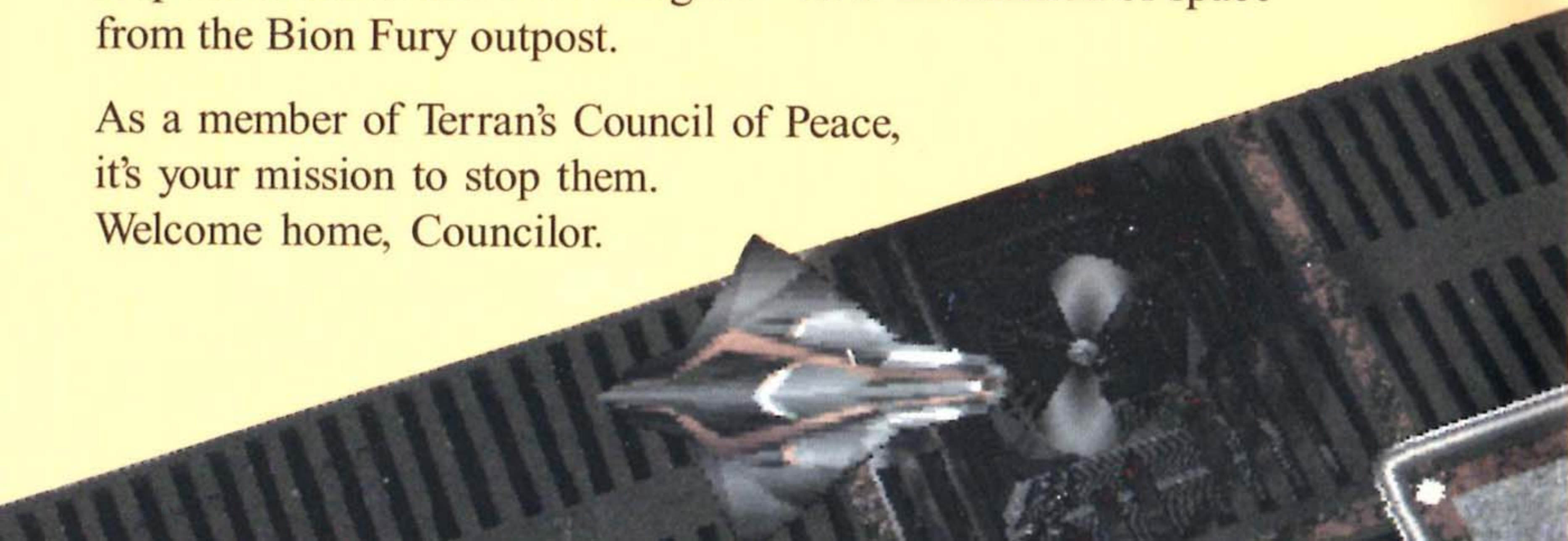
Trust the intelligence report for each planet. It provides you with the latest information concerning Bion infiltration, and satellite views of critical Bion targets. Also trust your ship. Its Compass, when used with the Distance Indicator, will help you steer straight toward a Bion target.

Each planet contains three separate missions. Once you've successfully completed all three missions, your ship will transport you to the next planet. Intelligence has sighted Bion infiltration on eight planets in all.... The last planet is a killer.

Be ruthless, Councilor. The Bions are.

## Success rests in your sights

All hits are valued equally. Spare the greenery—palm trees and seaweed are *not* the enemy. Too easy? For a more aggressive enemy with greater firepower, choose a harder level of play. Enemy firepower and reckless flying take their toll on your ship. And when your shield strength is gone, so are you.



## The Planets

### Terran

Terran wasn't always a Utopia. Ravaged by the IP Wars and then by the Bion Wars, Terran's peace has been hard-earned. And now the Bions have returned....

### L24-D

L24-D contains the largest repository of carbonium, an explosive with 48 times the power and radiation damage of a fusion bomb. The Bions want it for their perilous missile, the BFM.

### Ares

The isomorphous decay of Aresian red sheol attracts wormholes—shortcuts through space and time. The Bions plan to mine the sheol, control the wormholes, and monopolize all intergalactic travel.

### New Kroy

New Kroy is a city planet that's reputed to be impenetrable. Its buildings are grown from polyKroy, an organic synthetic that is transparent, grows into any shape, and is nearly indestructible.

### Sebek

According to ancient Sebekian scriptures, the Death Ankh grants its possessor immortality. Seize it before the Bions do! You don't want an enemy you can't kill....

### Vestra

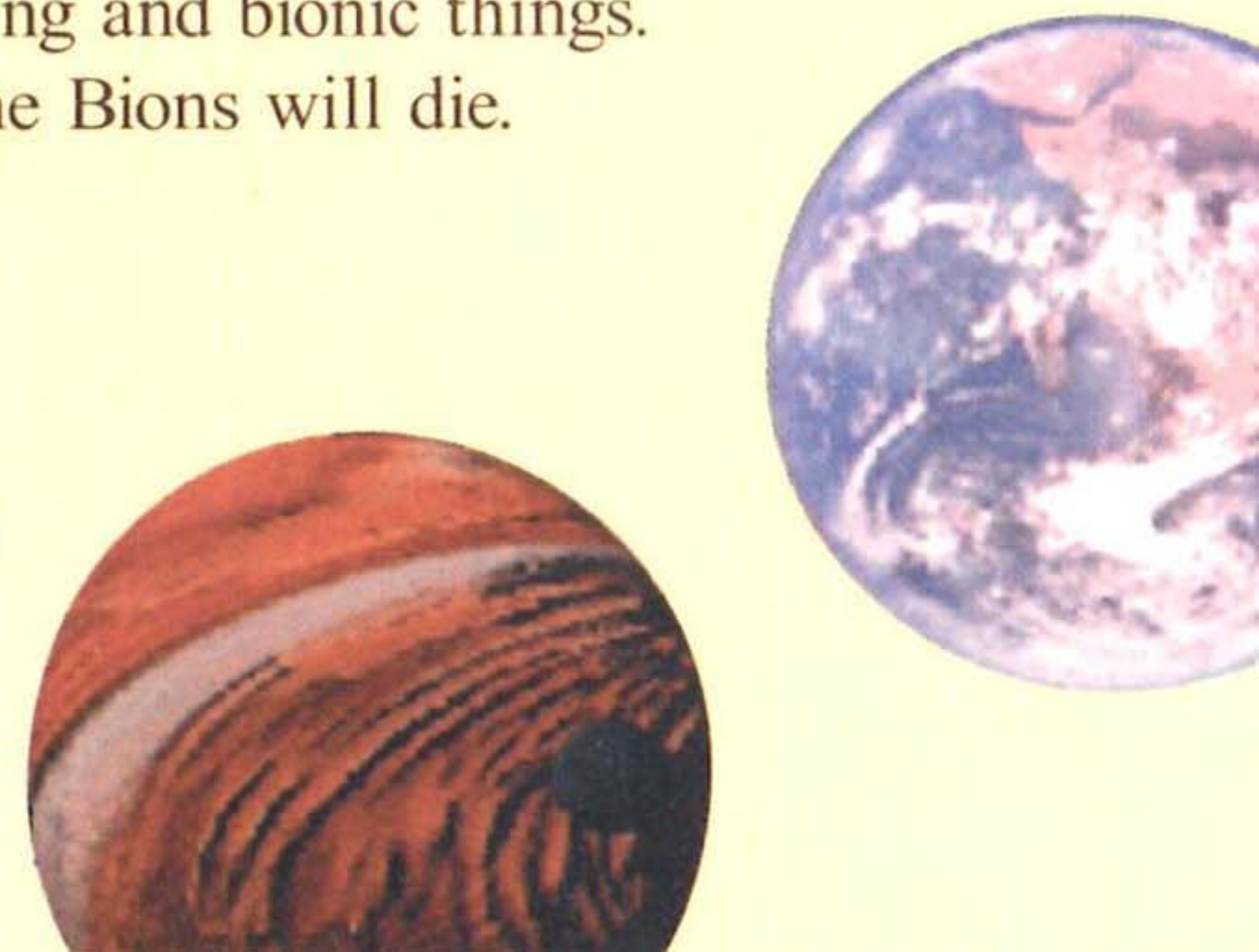
Once the penal colony for Bionic insurgents, Vestra is now the Bions' military training ground. They've recruited their most ruthless fighters, Councilor. They want you dead!

### Tiamat

Tiamat's oceans contain the last repositories of attainable phosphorous, a fundamental energy source in all living and bionic things. Without access to Tiamat's waters, the Bions will die.

### Fury

Fury is the Bion deep space outpost. Destroy this planet and you'll defeat the Bion threat! At least for now....



## Playing the Game

If you chose one of the Compact installation options during Setup, you will need to have the game CD in your CD-ROM drive while playing Fury<sup>3</sup>.

### Starting Fury<sup>3</sup>

- In Windows 95, click the Start button, click Programs, point to Microsoft Games, and then click Fury<sup>3</sup>.
- In Windows 3.1, double-click the Fury<sup>3</sup> icon in the Microsoft Games group window or in the group window you specified during Setup.

### Locating targets and checkpoints

To locate the next target or checkpoint:


1. Read the Objective Tracker. 

2. Maintain a 12 o'clock Compass heading.

Plus sign—  
Target is above you  
Minus sign—  
Target is below you



Red—Air targets  
Green—Ground targets  
Yellow—Tunnels  
Blue—PowerUps

3. When the Distance Indicator reaches zero, you're there. 

## Joystick controls

Button 1	Fire Weapon	Hat Switch	Look out windows in Cockpit View.
Button 2	Turbo Thrust		Pan around ship in Outside View.
Button 3	Throttle Down		
Button 4	Throttle Up		

See the back of the Fury<sup>3</sup> CD case for keyboard controls.

### Pausing for coffee and directions

You can pause and resume the game by pressing F3. The game will automatically pause if you press F1 to view online Help.

### Saving a game

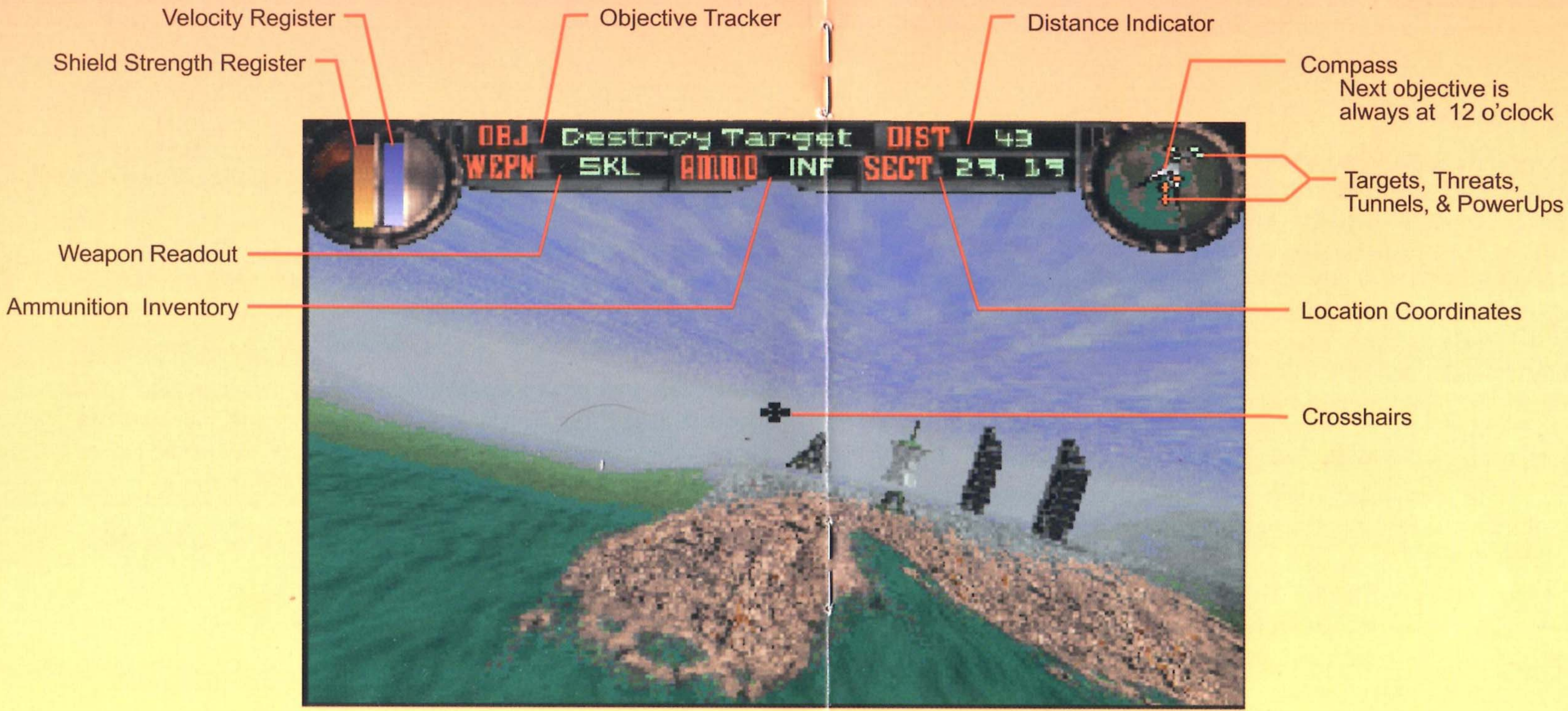
To maintain your progress, save before you exit the game. Many pilots save after destroying a major target. Enter tunnels at your own risk—communications are limited. Your request to save will not be heard.

- To save a game, press CTRL+S, or click Save Game on the Game menu.
- To resume a game you've saved, press CTRL+R, or click Resume Saved Game on the Game menu.

### Exiting Fury<sup>3</sup>

- To exit Fury<sup>3</sup>, press ALT+F4, or click Exit on the Game menu.

# Instrument Display



## Weapons

Your ship holds seven weapons, but you begin with only one—the ServoKinetic Laser. Choose from the weapons you've uploaded by pressing keys 1-7.

### Name your weapon

- 1 ServoKinetic Laser (SKL)—A direct-fire laser known as the “Serv.” Always available. Always dependable.
- 2 Dispersion Cannon 14 (DC14)—Fires in a spray pattern and is good for strafes. Even more powerful than the Serv.
- 3 Rapid-Fire Laser 20 (RFL20)—The twentieth iteration of the most powerful direct-fire laser. Will leave them begging for mercy.
- 4 Dead-On Missile (DOM)—This missile shoots straight ahead. Aim carefully and don't look back.
- 5 The Viper (VIP)—Its infrared will track any target. Guaranteed!
- 6 Bion Fury Missile (BFM)—This Super Missile was first developed by the Bions during the IP Wars. These babies do major damage.
- 7 F<sup>3</sup> (FFF)—The most deadly triple-stage Smart Bomb destroys everything within range. Restores shields automatically *and* has an IQ of 2000, better than yours.

Lasers regenerate their own ammo. Trigger fiends will be thankful. Missiles do more damage but are harder to find. They do not regenerate. The F<sup>3</sup> is a serious threat and a serious payload—you carry only one at a time, but one is more than enough.

## To load or strengthen weapons

The Bions pillaged Coalition stockpiles and stored many of the weapons underground. You'll have to recapture the rest in battle. When you destroy certain Bion targets, Coalition weapons are extracted and stored indefinitely in a floating weapons cache. Fly through the cache to:

- Upload new weapons.
- Strengthen weapons already in your arsenal.
- Add ammo for onboard weapons.

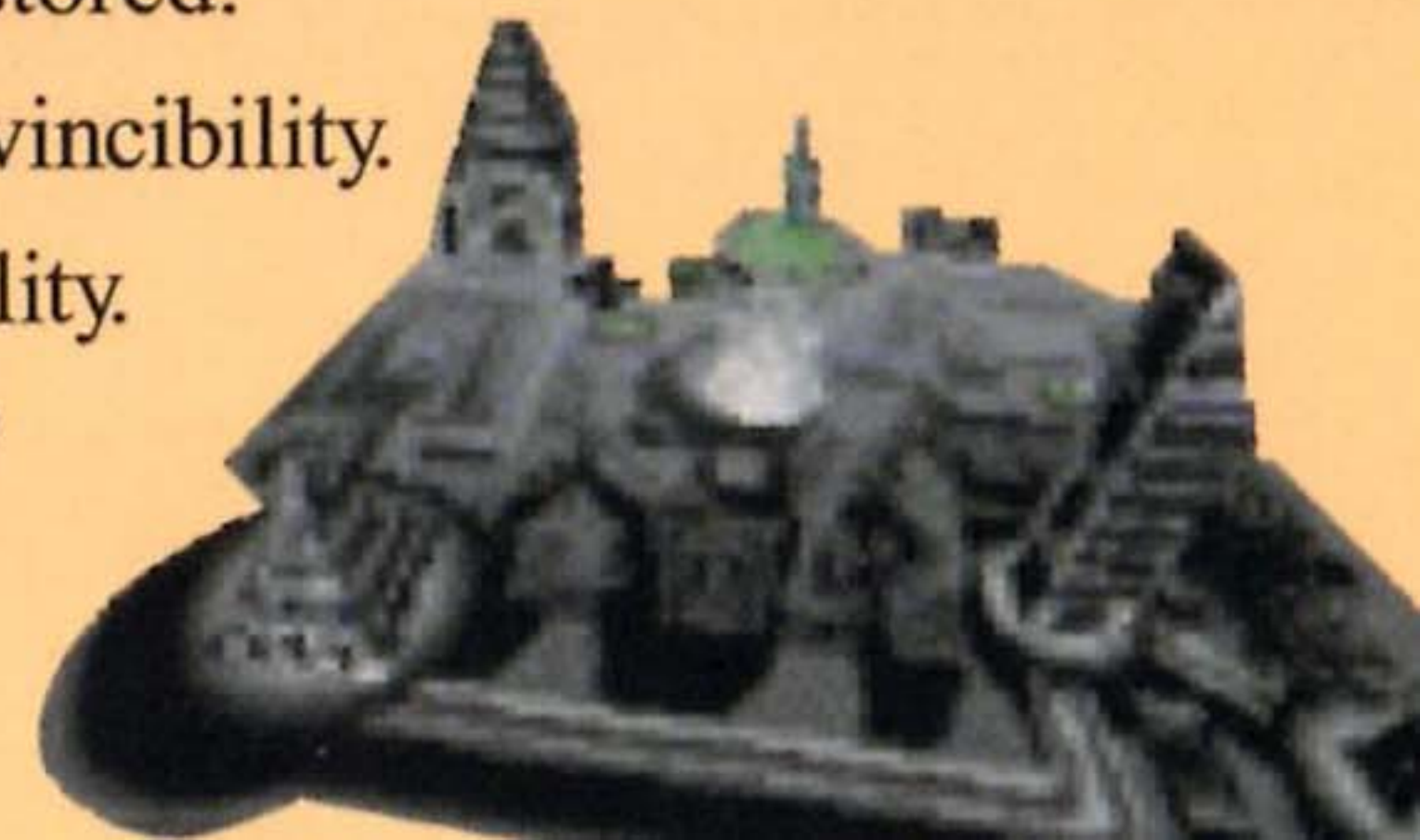
Choose a weapon by pressing keys 1-7.

Fire a weapon by pressing Button 1 on the joystick, or press SPACEBAR.

## PowerUps

Your ship identifies atmospheric energy fields and rechannels them into floating energy caches. Fly through them and watch for these messages:

Shield Boost!	Shields strengthened.
Shields Restored!	Shields completely restored.
Invincibility!	30 seconds of total invincibility.
Invisibility!	30 seconds of invisibility.
Turbo Thrust!	Can you say SPEED <sup>3</sup> ?



## Customizing the display

When you start Fury<sup>3</sup>, you'll see a Head-Up Display that covers the full screen. There are several ways to customize your view of the action.



Full Screen Format



Panoramic Format

Panoramic Format gives you the fastest game play. The bracket keys [ ] switch the display between Panoramic and Full Screen Formats.

Whichever format you choose, you have the following options:

You can display or hide the Satellite Map by pressing TAB. Battle action pauses while the Map is displayed.



Satellite Map

## Instrument Displays

To cycle through, press C



Full Cockpit



Head-Up Display



No Instruments

## Pilot Views

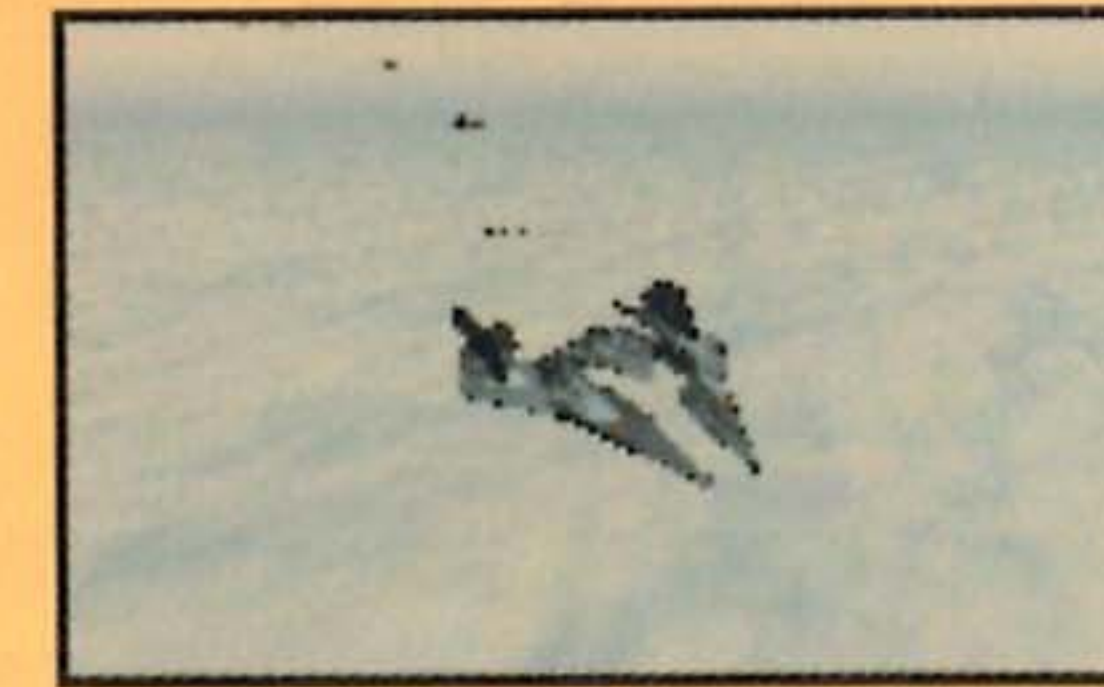
To cycle through, press V



Cockpit View



Chase View



Outside View

To pan:  
Left/Right  
INS/DEL  
Up/Down  
- / + (KEYPAD)

## Customizing the Game

This is *your* ship. Use the Options menu to customize the flight controls, sound, graphics, or game options.

## Troubleshooting

For troubleshooting information, see the README file on the Fury<sup>3</sup> CD-ROM, or look in the Troubleshooting topic of online Help.

## Contacting Microsoft Product Support

If you have a question about Fury<sup>3</sup>, first look in the online Help or the README file on the CD-ROM. If you cannot find the answer, contact Microsoft Product Support Services. Outside the United States and Canada, contact Microsoft Product Support Services at the Microsoft subsidiary office that serves your area.

**Information & Electronic Services:** No-cost and low-cost electronic information services are available 24 hours a day, 7 days a week, including holidays.

- Microsoft FastTips—(800) 936-4100 on a touch-tone telephone. Receive automated answers to common technical questions, and access a library of technical notes, all delivered by recording or fax.

- Microsoft Download Services—Access, via modem, sample programs, device drivers, patches, and software updates (1200, 2400, or 9600 baud; no parity; 8 data bits; 1 stop bit). In the United States, call (206) 936-6735. In Canada, call (905) 507-3022.
- CompuServe—At any ! prompt, type **go microsoft** to access Microsoft forums, or type **go mskb** to access the Microsoft Knowledge Base.
- Internet—The Microsoft World Wide Web site is located at <http://www.microsoft.com>

**Standard Support:** No-charge support from Microsoft support engineers is available via a toll call Monday through Friday, excluding Microsoft holidays. In the United States, call (206) 637-9308, 6 A.M.–6 P.M. Pacific time. In Canada, call (905) 568-3503, 8 A.M.–8 P.M. Eastern time.

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**Other Support Options:** The Microsoft Support Network also offers Priority and Premier plans that can be purchased on a per incident, multiple incident, or annual basis. For more information about the Microsoft Support Network in the United States, call (800) 936-3500. In Canada, call (800) 668-7975. People who are deaf or hard-of-hearing and who use a TT/TDD modem may call (206) 635-4948 in the United States. In Canada, call (905) 568-9641.

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## Credits

  
**TERMINAL REALITY INC.**

### Game

Concept, design, and programming: Mark Randel  
Biz and resident psychologist: Brett Combs  
Music and sound effects: Kyle Richards  
Original artwork and animations: Drew Haworth  
Brad Heitmeyer  
Mark Humphrey  
Ray Rodriguez  
Terry Simmons  
Chuck Carson

### Cinematics

3-D modeling, animations, and rendering: Karl Hagood  
Game ship design: Terry Simmons  
Visual effects: Mark Humphrey  
Music: Kyle Richards  
Creative coordination and level design: Joseph Selinske  
Gaither Simmons



## Soundtracks

The Fury<sup>3</sup> CD provides five soundtracks in addition to the game. They can be played on any standard CD player. Always turn down the volume of your CD player before inserting a disc.

- Track 1 **Caution:** Computer data—not intended for audio playback.
- Track 2 Overture
- Track 3 Sebek
- Track 4 Ares
- Track 5 Fury
- Track 6 Premonition

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### Views

Instrument Displays  
 Pilot Views  
 In Outside View, pan:  
 Left, Right  
 Up, Down  
 Center  
 Full Screen On/Off  
 Panoramic/Full View

C  
V

INS, DEL  
 -, + (KEYPAD)  
 PERIOD (.)  
 F4  
 [ ]

### Cockpit Controls

Bank Left, Right  
 Nose Up, Down  
 Roll Left  
 Roll Right  
 Throttle Up, Down  
 Turbo Thrust  
 Show/Hide Map

← ↑  
 ↓ ↑  
 HOME  
 PAGE UP  
 A, Z  
 F  
 TAB

### Game Play

New Game  
 Pause/Resume  
 Mute Sound  
 Save Game  
 Resume Saved Game  
 End Game  
 Exit Fury<sup>3</sup>

F2  
 F3  
 CTRL+M  
 CTRL+S  
 CTRL+R  
 ESC  
 ALT+F4

### Weapons

Select Weapon  
 Fire Weapon  
 Show/Hide  
 Crosshairs

1-7  
SPACEBAR

X

### Cockpit Windows

Look Left  
 Look Right  
 Look Up

INS  
 DEL  
 - (KEYPAD)

## IMPORTANT:

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Microsoft  
**FURY<sup>3</sup>**

CD Set: 458-056-001



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