



# HAVOC™

GETTING STARTED  
& STRATEGY GUIDE

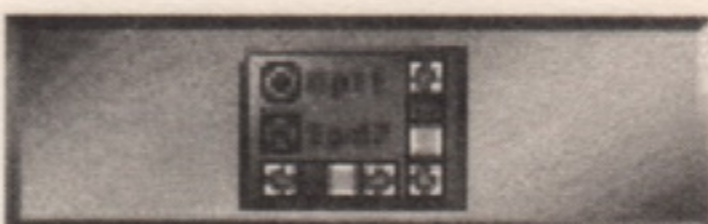


## HAVOC

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## HAVOC

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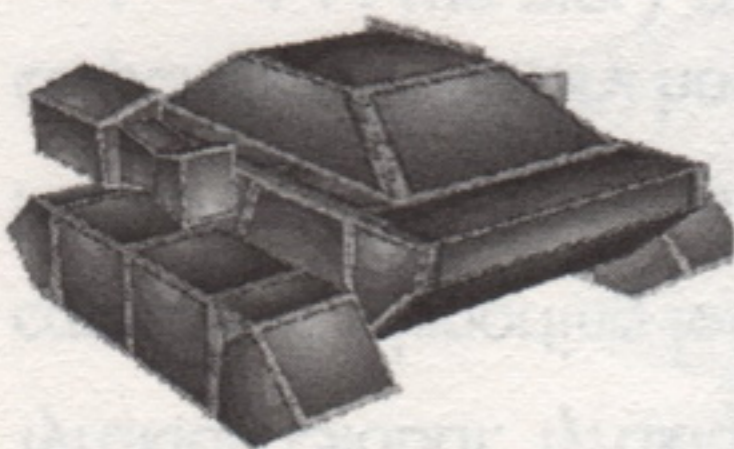


ere begins the new millennium. Obsolete national borders were eliminated long ago, giving way to strange New Worlds within the old. Toothless governments and their crippled armies made way for lean predators: the Corporate Entities. Megalithic

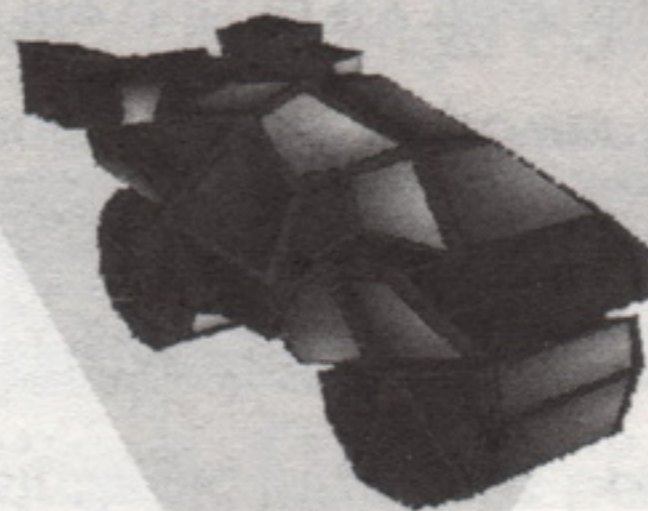
companies now compete for territory and the wealth of nations in an ongoing battle of their best trained warriors. Outfitted with state-of-the-art combat vehicles, corporate sponsored professionals, vile mercenaries, and foolhardy newcomers contend for the spoils of victory.

Scattered across the broken continents exist prized territories. Among these are three most coveted by the global overlords who fight for control of uncounted bounty—the Badlands, Fallout Wasteland, and the Tyrakian Territories. For years, these three regions have been dominated by a single conglomerate named Tyrakian Global. Tyrakian's strategic thrust has been investment in "gateways" capable of teleporting forces quickly between diverse challenges to their empire. However, the battle lines have evolved. The inevitable break up of the largest corporation in history has created a void of power leaving these lands accessible and available to anyone with the guts to try their skills and stake a claim. The keys to strategic gateways are rumored to be found abandoned like the terrain itself, as Tyrakian Global has struggled with its own collapse. The question of conquest remains simple: Do you have what it takes to fight in a world of HAVOC?

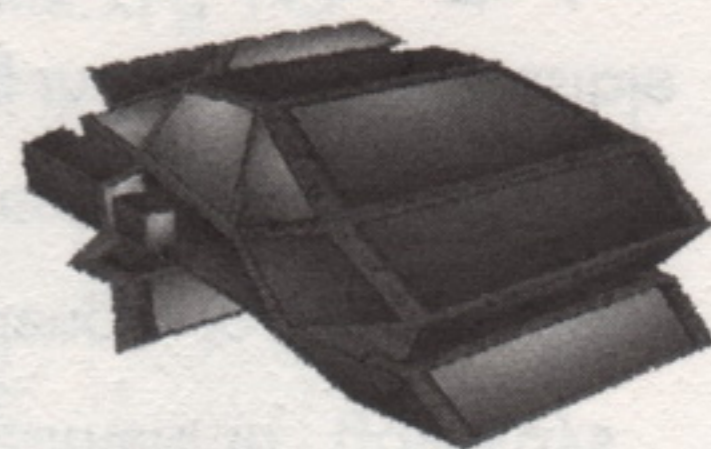
Your first task is to choose a combat vehicle to command in HAVOC. You have to decide which is most important: speed, maneuverability or strength. It's for you to decide which suits you best.



**HyperTank** makes up for its size & weight by featuring superior armor, ammo capacity, and expanded auto-targeting capability. Won't win a foot race, but this is one menacing force.



**BattleCycle** offers great handling and overwhelming acceleration. Compensate for minimal armoring and ammo storage with strategic use of your maneuverability advantage.



**HoverCraft** is a compromise to some, the best balance of speed, strength, & handling to others. A special bonus: this ship can avoid traction problems that will surely slip up your opponents.

You begin on level one of the Badlands. Your objective is to master all of the action-packed levels spread over six theatres of battle in order to meet the greatest challenge yet: the Tyrakian Overlord. (That is, the greatest challenge until you play network against your friends.) Be alert: you'll need to defeat enemies, pick up cool weapons, pile up points and, of course, keep your vehicle intact. Your goal for each level is to acquire the three keys needed to access the "gateway" to the next level. You're guided to each key by the Objective Pointer.

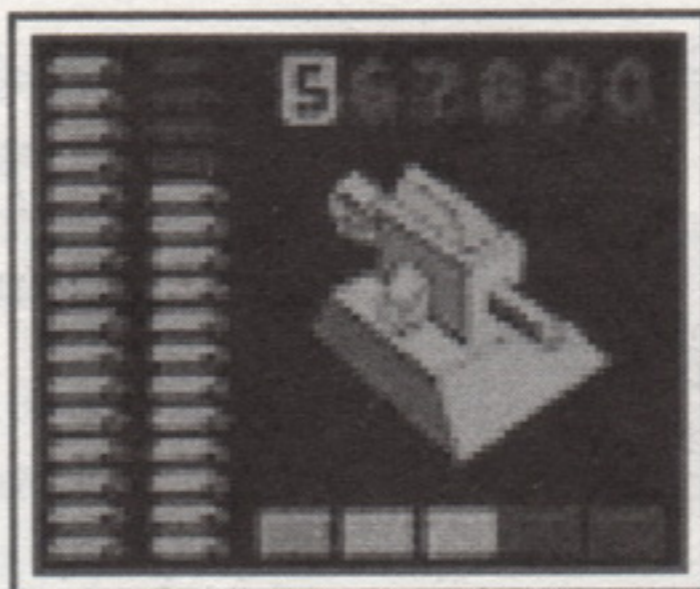
Pg. 2



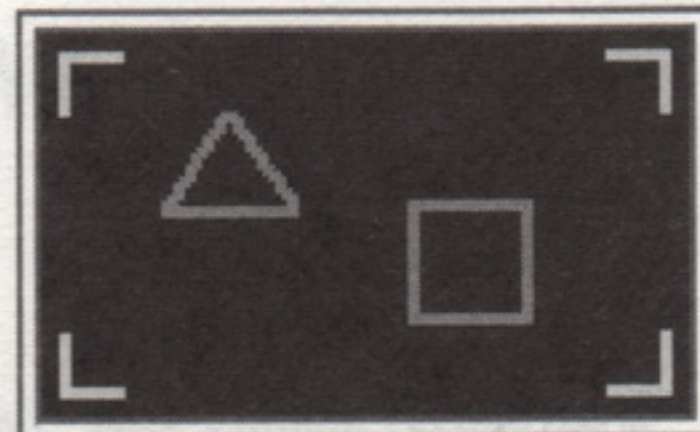
The **Objective Pointer** will guide you to the next critical objective: the Key or Gate. It shows if you should go straight, turn left, right, or turn around. It won't, however, read the terrain. If you follow the Pointer and find yourself headed into the side of a cliff, figure out an alternate route. When you are close to the Key, all four arrows will light up simultaneously. Watch out because Keys are heavily guarded.



As you venture out in search of **Keys**, you will be swarmed by enemy vehicles. As you defeat enemies or destroy bunkers, you may find spoils left behind such as weapons upgrades, invulnerability, or shield recharges. Without this bounty, you'll be at a disadvantage. You must upgrade your firepower as you proceed through the many levels and do battle with the increasingly vicious enemies.



Blazing a swath of ruin is required to improve your cache of **Weapons**. Your vehicle's display separates energy and projectile-launching weapons between the left and right of your screen. Each time you acquire a new weapon, you'll arm it immediately, and a new "number" will appear at the top of the display. The multi-stage indicator at the bottom of the display gauges relative punishing force. Once you've picked up better weapons, you can choose which to arm against each enemy. Hit the number at the top of your keyboard for each available weapon, or opt to use your customizable "change weapon" keys. (Refer to Prefs.) Beware lest you run out of artillery amidst a furious battle. While your laser power is unlimited, your projectile weapons are not.



**Auto-Targeting** kicks-in from the moment you engage the enemy. A triangle will immediately track a hostile enemy within range. When a targeted enemy appears in view, position the triangle marker within the four hash marks of the AutoLock Area. Gain a lock and your lasers will be guided toward the acquired target. To change targets, use your customizable "Switch Target" key. The targeting system maintains a singular focus to help you pursue fast-moving challengers. Once a target is chosen, the system will follow that enemy even if it moves out of your direct view. When you destroy the current target, the system acquires the next hostile enemy in range, again marking it with a triangle. When you want to pummel an unarmed structure, cycle to this target with your "Switch Target" key. Non-hostile items will be marked by a square symbol to distinguish them from menacing prey.

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## JUST A FEW OF THE FIERCE WEAPONS

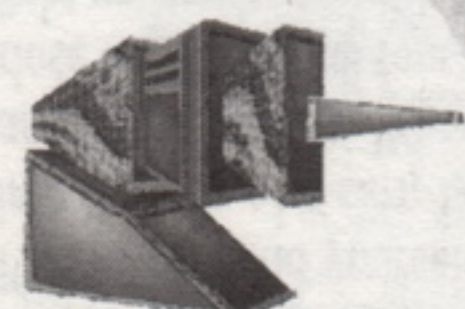
Strive to build an arsenal that includes some of the weapons below. Get psyched—there's even more firepower you can arm yourself with in HAVOC.



**Double Laser (Energy)-**  
This baby packs twice the heat, and hits twice as hard as your original weapon.



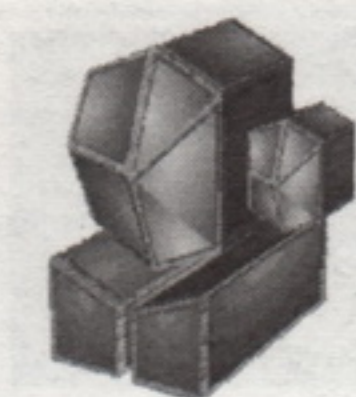
**High Velocity Fire Ball (Energy)-**  
Guaranteed to torch 'em.



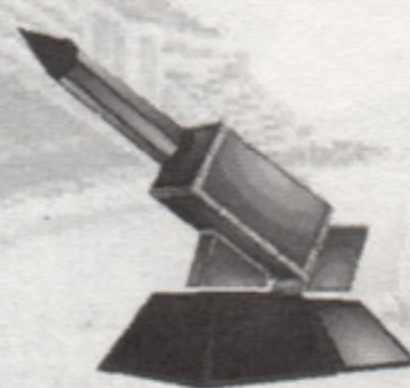
**ElectroLaser (Energy)-**  
This potent weapon is always charged and ready to fire.



**VARG Omicron (Energy)-**  
Variable Amplitude Repeating Gun. Sophisticated technology for simple destruction.



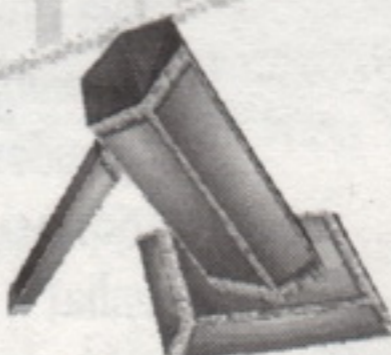
**Particle Accelerator (Energy)-** A nasty surprise for those who don't like having their particles accelerated.



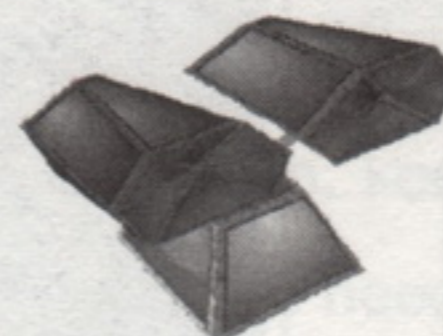
**Warhead Launcher (Projectile)-** When you're through fooling around and ready to dig into the heavy artillery, it's time to try the launcher.



**Electrocharge Laser Guided Missile (Projectile)-** It's a missile-it's laser guided-it's got an electrocharge-what more could one want?



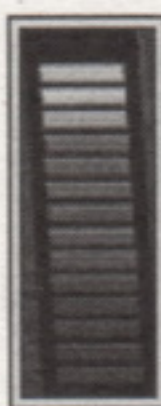
**Mortar (Projectile)-** An especially effective long range weapon-your opponents won't know what hit 'em from above, or below.



**EMP Cannon (Projectile)-** Fries their electrical systems-makes 'em go berserk.

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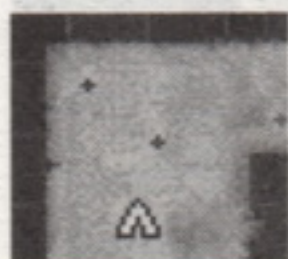
## MASTERY / ADVANCING BETWEEN LEVELS



Keep an eye on your **Shield** strength. At the end of each level, your Shield will be recharged based on the number of enemies you defeated.

And, don't forget to keep track of your points. Everything that you destroy has a value. **Extra Vehicles** will be awarded for racking up points.

In the **Recon Map**, you can keep track of enemies in your vicinity. For more info about this map, click on the "About" icon on the Main Screen.



Your **Special Camera Views** are found on-screen to the lower left. You begin the game with a rear view camera that's activated by hitting your "C" key or customized key selection. Beware (especially with a slower computer) that special cameras place an extra burden on your engines; they carry a performance trade-off for their added value.



Now that you know how to play, go wreak HAVOC! As you pick up **Keys**, you see them at the top of your screen. Once you have three Keys on a level, the Objective



Pointer leads you to the **Gate**. This is the threshold you must cross to get to the next level or World.

Don't forget about the value of the **Bonus Levels**. Not only do you get an opportunity to test your skills in a timed race, but you have an opportunity to rack up points by picking up gems. If you can find all the "H" "A" "V" "O" "C" letters and jump through the Gate before time runs out, you'll also be rewarded with an explosive new weapon. After a bonus level, regardless of your success, you'll be permitted to Save your progress (see below).



**Boss Levels** mark the ultimate tests of your battle savvy. When you defeat each ominous Boss, you'll advance to the next rigorous World. (Read

about the Worlds of HAVOC, beginning on the next page.) Moreover, you'll be awarded an Extra Vehicle and fully renewed Shields to sustain your drive towards victory.

Like the Bonus Levels, after a Boss Level you will also be permitted to Save your progress. Just click the **Save** icon when it appears. Saving



ensures that you won't have to return to the very beginning of the game should you run out of vehicles. Saving protects your Total Score and your weapons arsenal. To reload the game, you'll choose a similar icon on the Main Screen. (See page 18, for details on Load.)

HAVOC also takes multiplayer to a new level. Be sure to take on the ultimate challenge of modem or LAN games. (See page 24.)



SEE YOUR QUICK REFERENCE GUIDE FOR ALL YOUR ON-SCREEN FEATURES

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# THE WORLDS OF HAVOC

Once the breadbasket of the Western world, the Badlands

## BADLANDS

are a series of deserts and mesas which provide rough terrain for HAVOC warriors.

This is an area steeped in hostility, where lawlessness rules and the meek are vanquished. The rich mineral deposits deep below the parched earth lure the young and ambitious to battle, but it's

usually the more prepared

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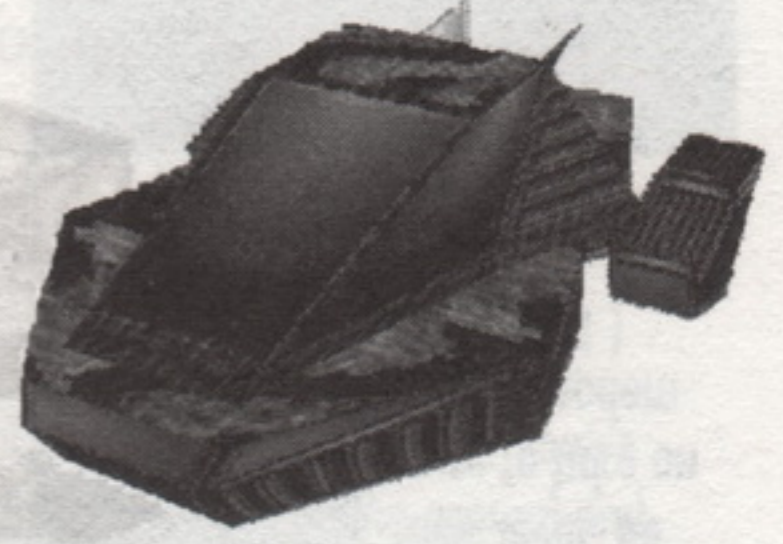
Hamill Hovercar

Corporate Sponsor: Hamill

Class: 1

Armor Type: Hybrid ilmenite

Shield Strength: 3



Hamill, a relatively new yet successful company, is the proud manufacturer of many fine hovercrafts. Offering their vehicles at an affordable price, they are possibly the most common brand encountered in the Badlands. Hamill holds an annual expo in Anchorhead which is attended by people from all walks of life. The hit of this year's expo, this vehicle will leave its opponents eating dust.

Atrionic MMJ 750 Stinger

Corporate Sponsor: Atrionic Aviation

Class: 3

Armor Type: Knitted alloy combinations

Shield Strength: 2



Primarily intended as a "think tank," the innovative newcomers at Atrionic surprised the world with simultaneous sneak attacks on several other major corporations. They plundered the capital and the resources to mount other full-scale offenses. With the Stinger, Atrionic hopes to capitalize on its unorthodox methods of industrial espionage. A knitted metallic exterior for extra shielding makes the Stinger a champion in air to ground combat.

(and better equipped) veterans who leave intact.

Narrow passes, looming cliffs, and treacherous gullies are the characteristics of the Badlands. Many first-timers render their vehicles useless on the rugged landscape even before their opponents can destroy them. Even as an obstacle course, this is harsh turf. But with an endless barrage of enemy fire coming at you, it's more than just a rough ride. Suspension and traction are old favorites, but more radical elements prefer avoiding the ground with hover vehicles.

This is a place where legends are made and the weak fall by

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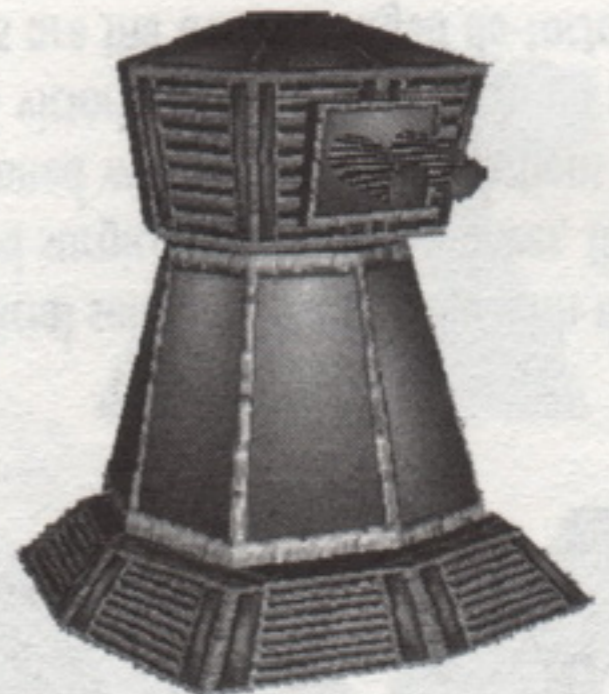
XTL Alpha Prime Turret

Corporate Sponsor: *Insufficient intelligence*

Class: 4

Armor Type: Fused refractory materials

Shield Strength: *Insufficient intelligence*



Posing a serious threat due to its strategic placement and awesome firepower, the XTL Alpha is considered a primary target.

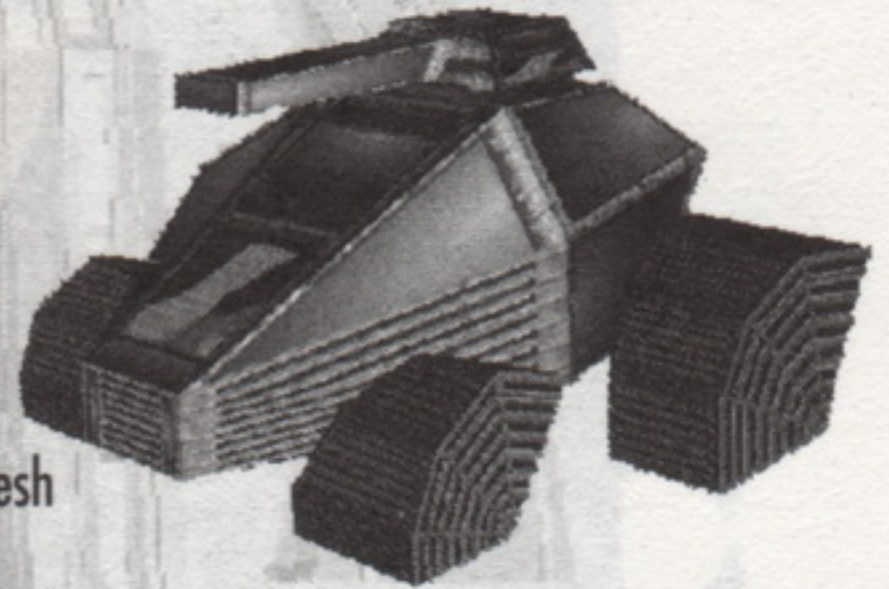
Oscillation Overthruster Assaultcar QX

Corporate Sponsor: Oppenheimer Power Co.

Class: 2

Armor Type: Synthetic mesh

Shield Strength: 5

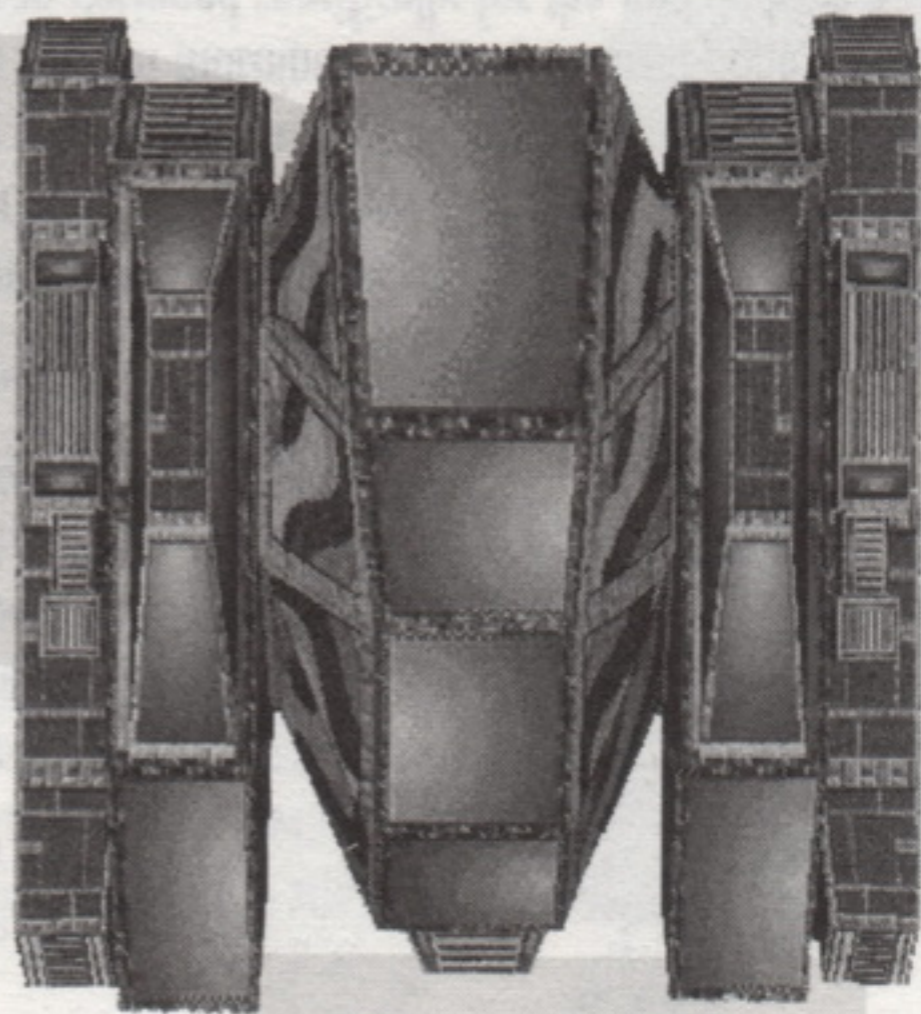


Currently controlling over 65% of the world's energy, O.P.C. is known for its ultra high powered vehicles. Able to license technologies from competitors through its international wealth, the majority of O.P.C.'s combat machines are fast, accurate, and durable. The QX, having been designed specifically for the Badlands, is a smooth rider across rough, barren terrain. Combining the maneuverability of an ATV with the armor and punch of a tank, and outfitted with active EM field capabilities, it can give and take loads of damage.

# THE WORLDS OF HAVOC

the wayside. Here, dreams of plunder and corporate sponsorship come crashing down as untried talent meets hardened austerity head-on. In this place, drivers come to meet the best, try their own skills, and are often put at odds with their own friends and loved ones—driven by a quenchless thirst for victory. All face the knowledge that if they can compete, this is just the beginning.

## BADLANDS



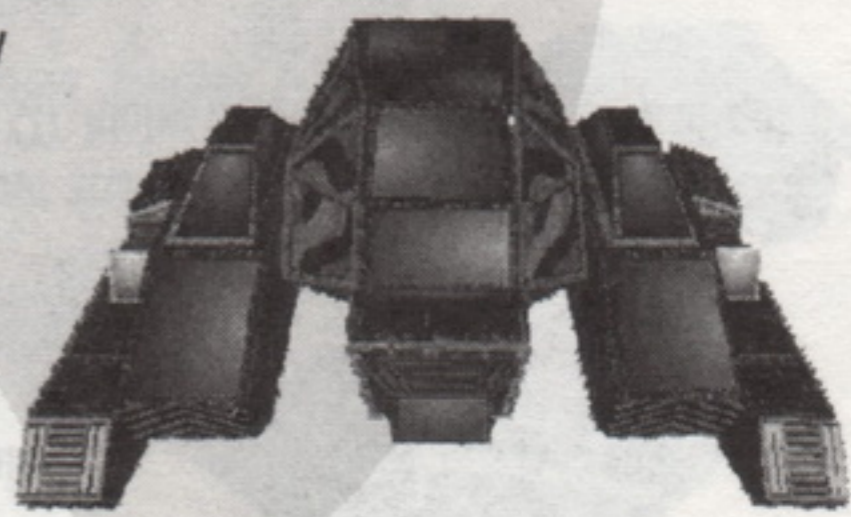
Omegatech Brutal Fury

Corporate Sponsor: Omegatech

Class: 5

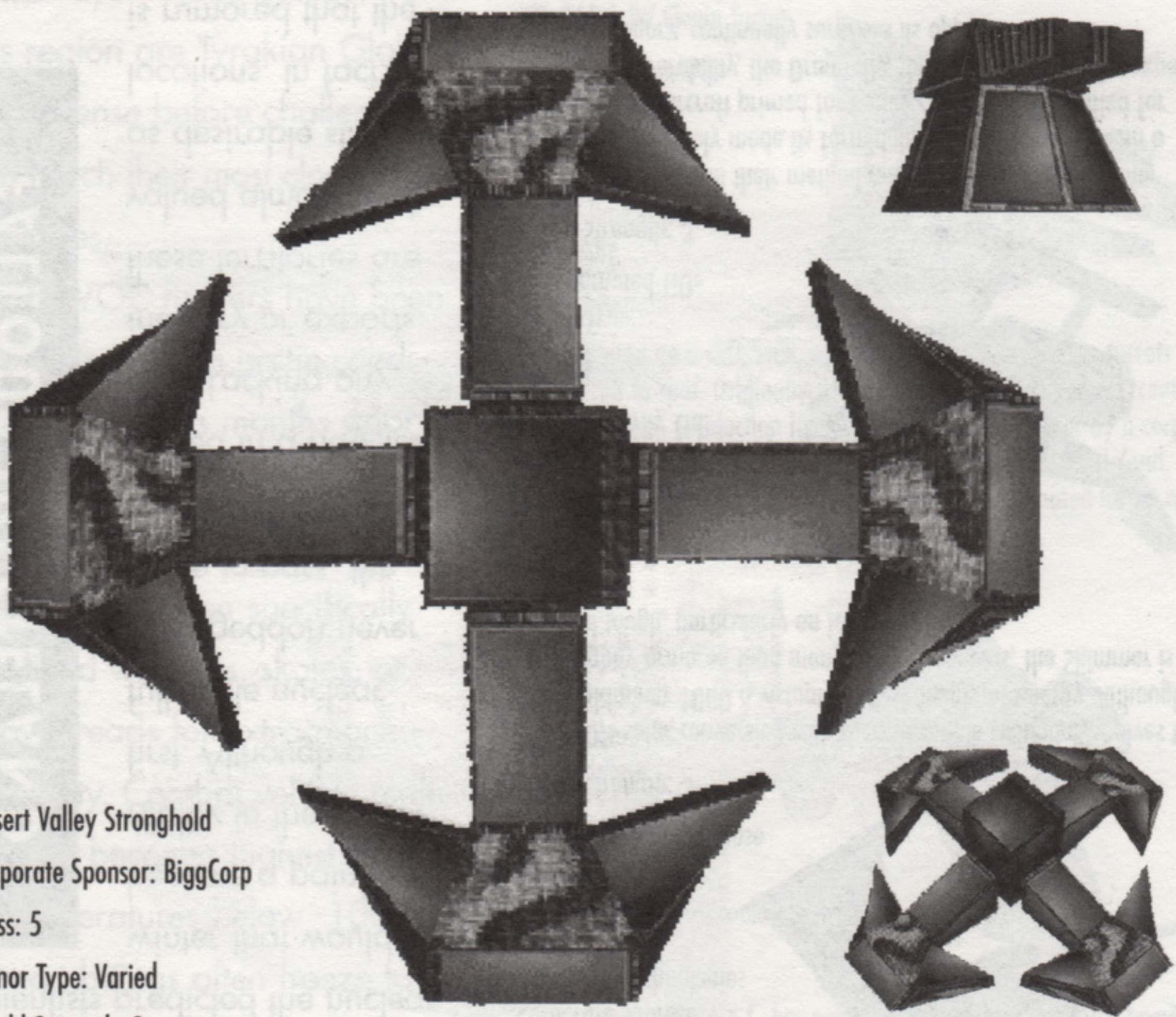
Armor Type: Varied superalloys

Shield Strength: 7



Combining the latest in artificial sentience technology with the new Venus-tested superalloys and surgical precision firepower, the Brutal Fury is a force to be reckoned with. All battle simulations have projected Brutal Fury to be 100% victorious, leaving no opposing survivors. The Brutal Fury operators are the acknowledged de-facto rulers of the Badlands

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Desert Valley Stronghold

Corporate Sponsor: BiggCorp

Class: 5

Armor Type: Varied

Shield Strength: 8

Unabashed in their declaration of intended world domination, BiggCorp is adamant about maintaining their conquest timetable. BiggCorp functions as barbaric hordes did in ages past—less concerned with profit and loss than with the accumulation of lands and peoples. An ambitious attempt to install a permanent launching facility in the Badlands, the Desert Valley Stronghold is heavily fortified and here to stay.

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# THE WORLDS OF HAVOC

In the Twentieth Century, Scientists predicted the nuclear winter that would become a painful reality in the Twenty-first. Although a full-scale nuclear armageddon never came to pass, the eastern regions were locked in a new ice age. Lacking any industry or exports, these territories are valued almost solely as desirable strategic locations. In fact, it is rumored that the

FALLOUT WASTELAND

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## Death Skimmer 1000

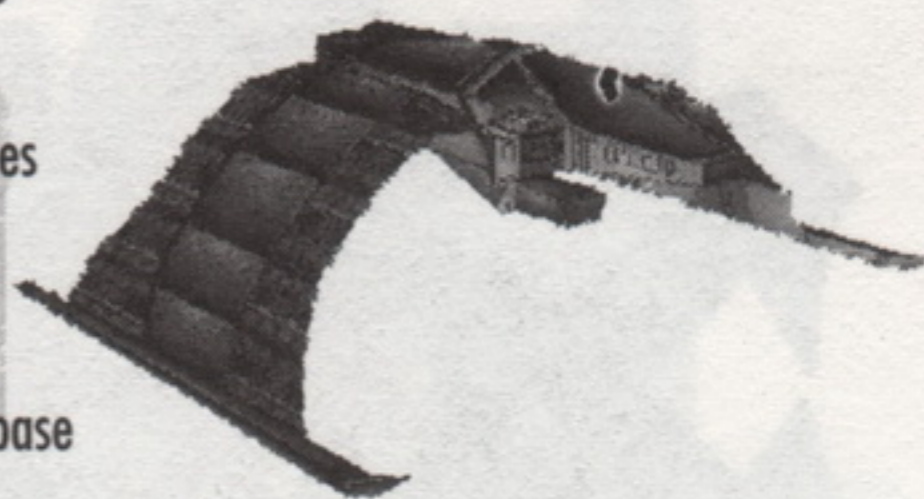
Corporate Sponsor:  
Takahashi Technologies

Class: 2

Armor Type:  
Solar lined titanium base

Shield Strength: 3

100% solar conversion with thermo-couple redundancy gives the Death Skimmer 1000 a virtual limitless supply of energy. Although more lightly armored than many of its opponents, the Skimmer is fast and tough, particularly on ice and snow.



## Babbit 96-X Dragonfly

Corporate Sponsor:  
Babbit Security Ltd.

Class: 3

Armor Type:  
Amalgamated TiO<sub>2</sub>

Shield Strength: 3

Single-minded in their method and approach, the newcomer Babbit has definitely made its formidable presence known with a bang. A killer aircraft primed for heavy combat and modified for extra maneuverability, the Dragonfly, though falling into the experimental category, continually surprises its opposition.



“gateways” which teleport from this region are Tyrakian Global’s last defense before challengers can reach their most closely held territories.

HAVOC fighters have been known to train in arctic conditions for endless months prior to embarking for this significantly tougher glacial battleground. Vehicles are often specifically modified with skis, skates, or heavy treads for extra maneuverability. Combat vehicle maintenance becomes highest priority. In temperatures below -100°C, human beings often freeze to death within sight of their own vehicles after on-board system failures. Common wisdom

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## XTL 765-A IW Clavin Turret

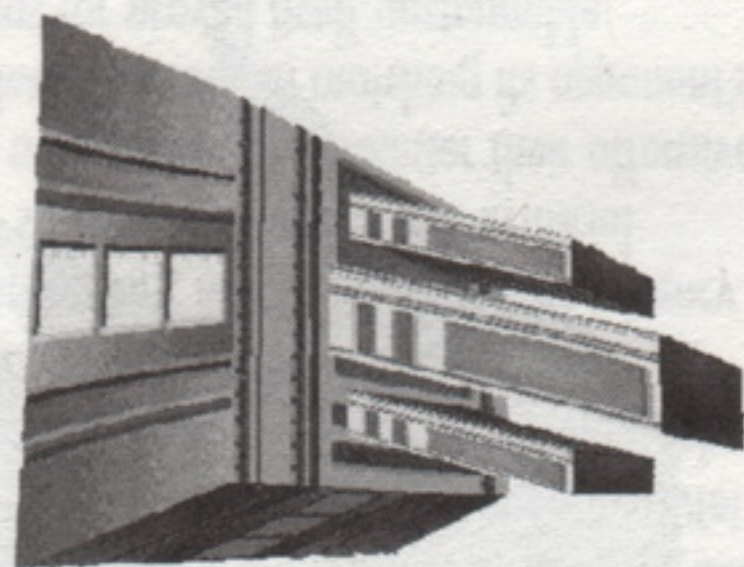
Corporate Sponsor:  
*Unknown*

Class: 4

Armor Type: Carbon  
Composite

Shield Strength: 1

Mounted on a cliff, wall, or any vertical surface, these turrets can be difficult to spot. Originally developed as a means of crowd control in urban areas, production had been recently taken over by a corporation determined to stake its claim in the ice-covered Wasteland. The Clavin Turret automatically locks onto any designated target and fires unceasingly.



## Saberider R-17

Corporate Sponsor:  
Applied Aerotech  
Consolidated

Class: 1

Armor Type:  
Composed titanium/coolium

Shield Strength: 4

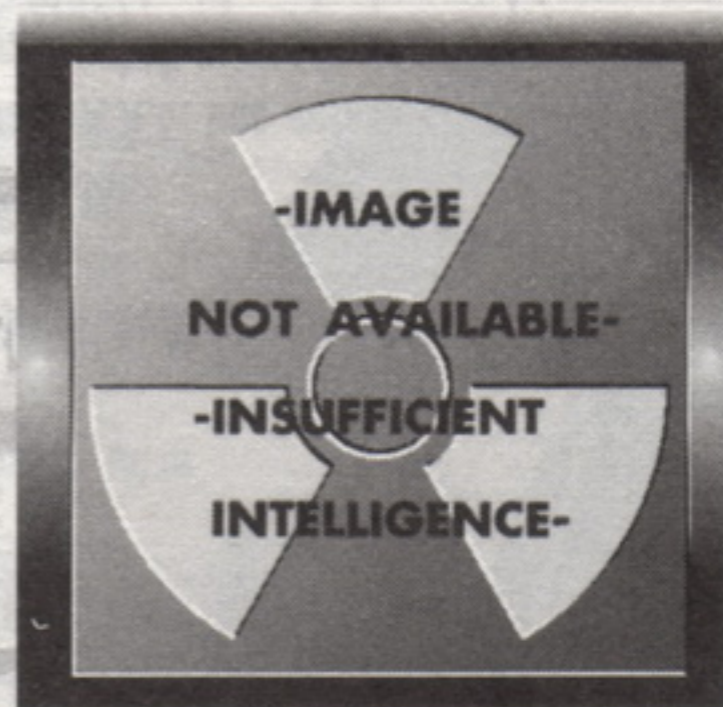
In recent times A.A.C. has noticeably shifted focus towards heavier armament. Composed titanium/coolium steel houses the ballistic wrath of the R-17, and with a dual propulsion system, it is especially fast and reliable. In addition, it is heavily armed and therefore a formidable foe.



# THE WORLDS OF HAVOC

dictates that if your enemies don't cripple your craft, the cold will stop you dead in your tracks. In the event of irreparable damage, even the heartiest survivalists know that little can endure here for long. Despite all hard won conquests, the victors of this stage sometimes prefer retiring to warmer climates over competing at the next level.

**FALLOUT WASTELAND**

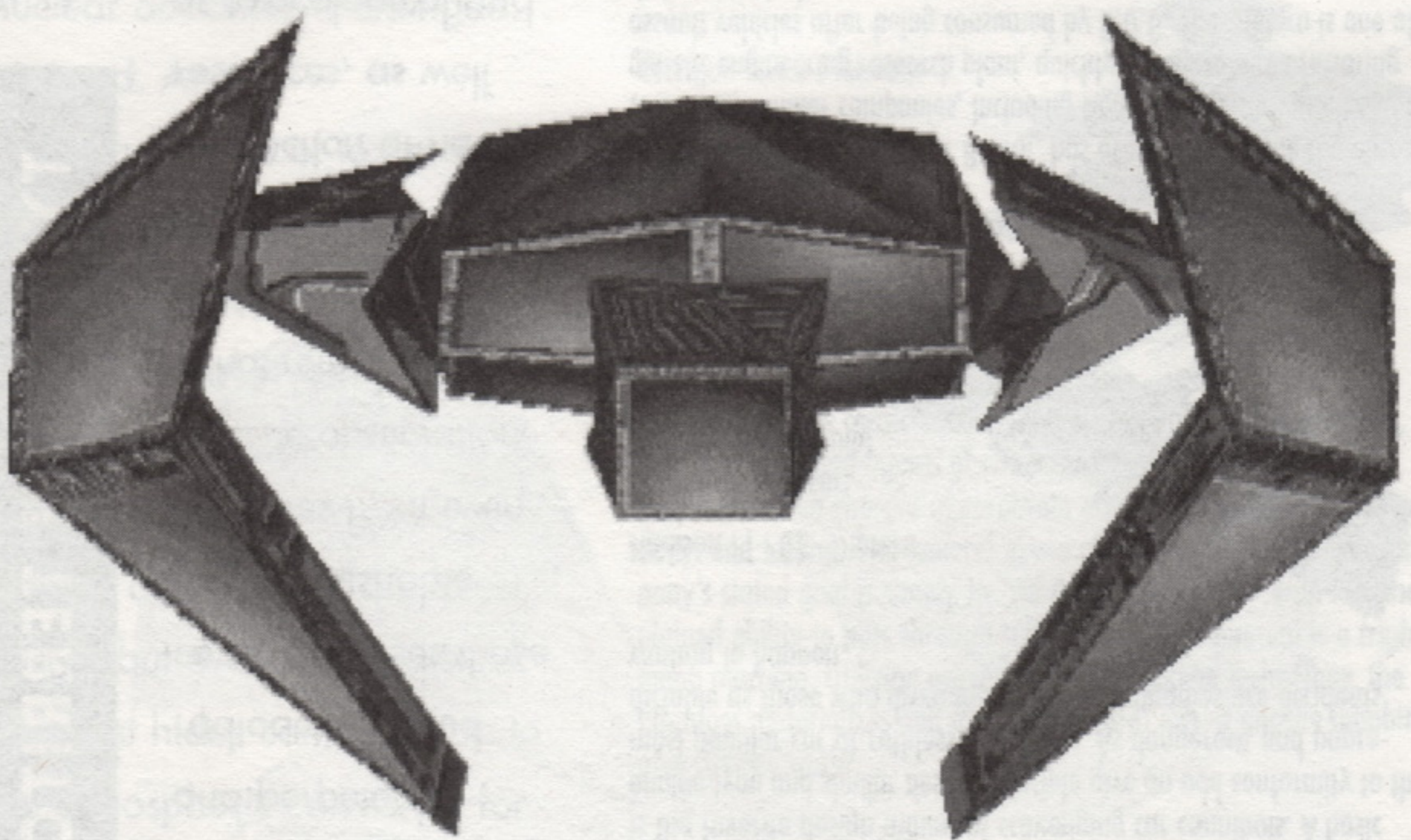


I.M.U. Experimental Combat Chassis  
Corporate Sponsor: Dyson Cybernetics, Inc.  
Class: 5  
Armor Type: Polymorphic alloys  
Shield Strength: *Unknown*

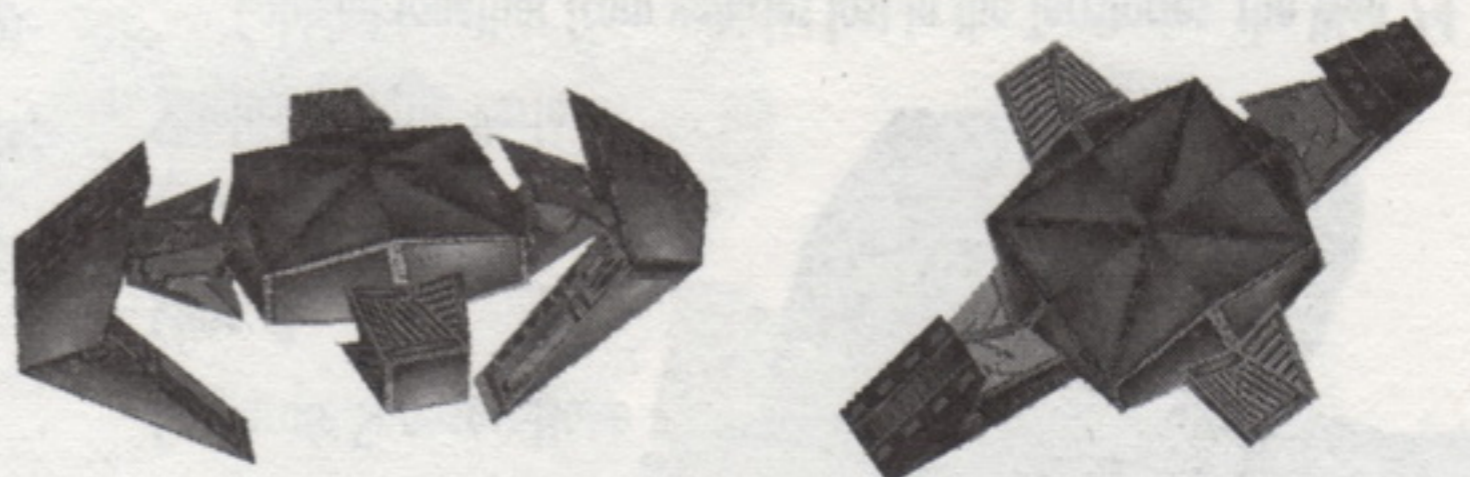


D.C.I., a world leader in artificial intelligence has had a rumored hostile takeover. Once noted for its young enthusiastic employees and outstanding social contributions, D.C.I. has lately become eerily quiet and impersonable. The I.M.U. is the flagship of D.C.I.'s current push to take the world by storm. Featuring polymorphic alloys and psuedo-isochromatic imaging technology, little is known of the potency of the new I.M.U. Its on-board systems include several artificial sentiences, networked to access an opponent and counter their offensive strategy. It's been reputed to always succeed in matching its opponent's strength and speed, and has thus far proved itself unstoppable.

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Centrifugal Assault Unit (C.A.U.)  
Corporate Sponsor: Eurocombine Cartel  
Class: 5  
Armor Type: *Insufficient intelligence*  
Shield Strength: 7



The Eurocombine, known for its merciless weapons and aggressive recruiting techniques, has become extremely proficient in the manufacture of subarctic ordnance. Obviously, this is a cartel that believes that conquest is a dish best served cold. The C.A.U. is a formidable opponent because it is a heavily armed aircraft; it has 360° motion capabilities as well. This feature enables it to target, track, and fire upon its opponents without excessive maneuvering. Among its more impressive offensive capabilities are long range targeting of opponents, and the ability to literally transform the landscape below.

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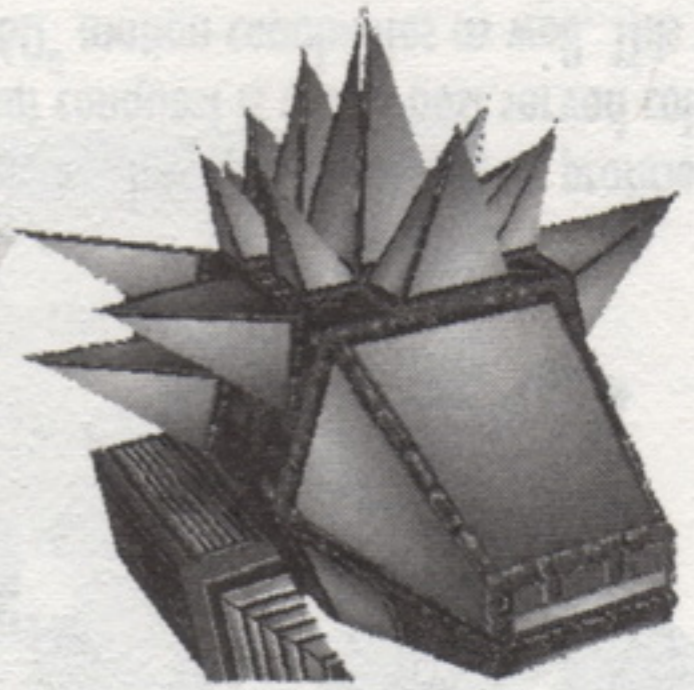
# THE WORLDS OF HAVOC

## TYRAKIAN TERRITORIES

If you can get to the Tyrakian Territories, you may soon wish that you hadn't. Little remains of the world that was; old maps are useless and perpetual radioactive cloud cover disguises these indistinguishable countries from even satellite observation. What remains from environmental disasters, continued destruction of natural resources, as well as toxicological and

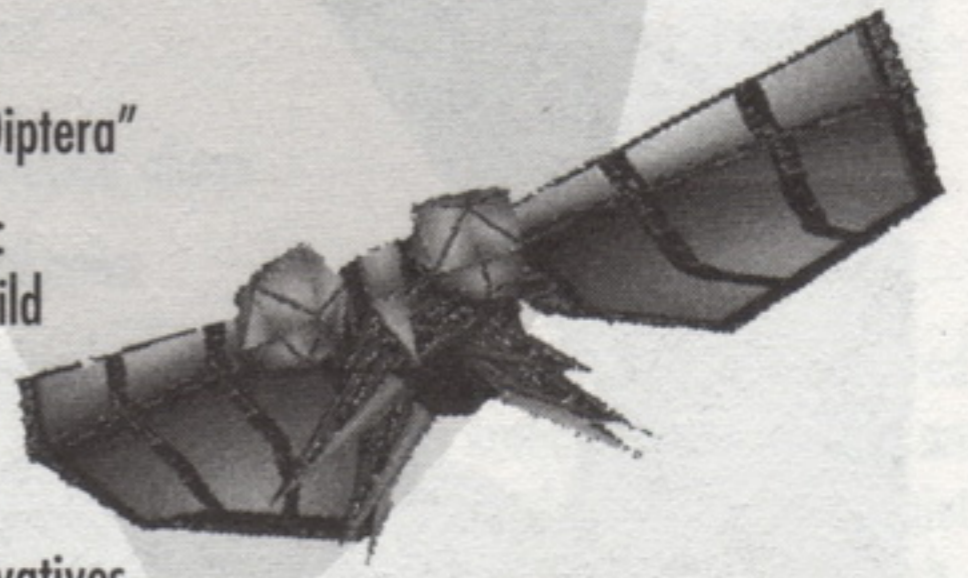
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Weir 74 Punkbuggy  
Corporate Sponsor: None  
Class: 2  
Armor Type: Varied  
Shield Strength: Varied



Cobbled together from vehicles lost in the Territories, the Weir 74 is the favorite design mount of scavenging car cannibals. A basic engine type and similar design principle give an odd conformity to the most popular car of ruthless anarchists. As dangerous and unpredictable as those who drive them, the Punkbuggies are accidents waiting to happen.

Hedison FT-781 "Diptera"  
Corporate Sponsor: Brundle United Guild  
Class: 3  
Armor Type: Organic mesh derivatives  
Shield Strength: 4



Brundle United Guild, or B.U.G., has over time become the parent to several smaller companies, including Hedison. Hedison, originally a genetic engineering research plant, quickly turned to manufacturing assault vehicles after being consumed by B.U.G. The Diptera is one of their particularly nasty creations.

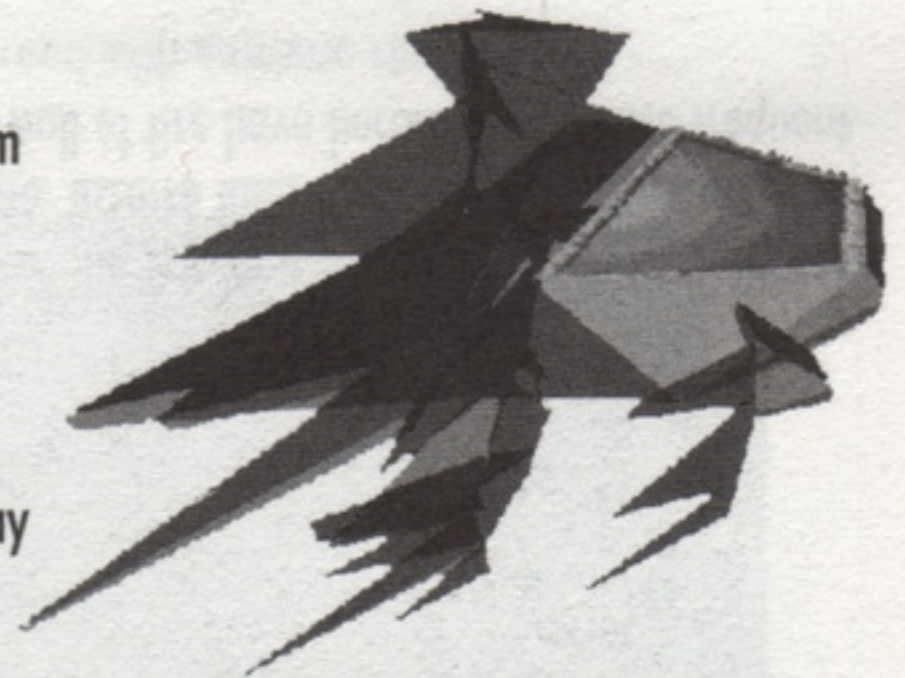
nuclear accidents is changed. Mutated. Angry.

Lethal levels of toxins are present in every corner of this realm. On the previous icy plain, survival is a considered longshot, but here it's barely a remote possibility. Vehicle armors are made of the latest alloys, but even those with the toughest hides can't hold up to the atmospheric corrosives for very long. Recently, those better funded have experimented with cutting edge biological materials, resulting in vehicles that are alarmingly organic.

Despite the hazards of contamination, rumors suggest a variety of riches for those who

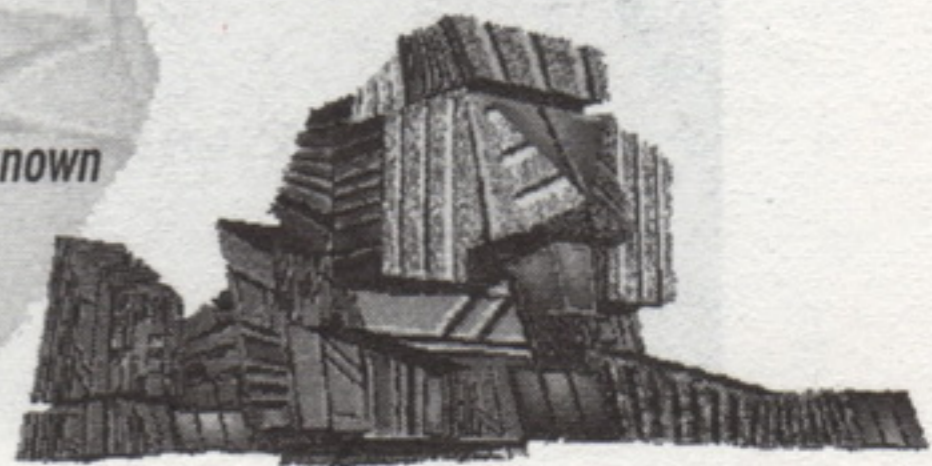
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Corrigan DCRO Phantom  
Corporate Sponsor: Corrigan Unlimited  
Class: 3  
Armor Type: Phase array  
Shield Strength: 4



Corrigan has consistently turned out the most lethal weapons, war machines, and agents of chemical warfare. Over the decades, they have faced charges of corporate espionage, unauthorized procedures and testing, and general abuse of power. In defense, the company's stated goal is simply to "rid the world of evil." With the unexplained ability to pass through solid matter, the Phantom is a frightening machine. Utilizing previously unapproached technology, the Phantom materializes and dematerializes at will—a ghostly inhabitant of a strange world.

Ramses 2000  
Corporate Sponsor: *Unknown*  
Class: 4  
Armor Type: *Unknown*  
Shield Strength: 3



Several years ago, all of the remaining Ramses 2000 models were bought up by an anonymous company. Built in the 1990's, the Ramses is a great—if tacky—reminder of times past. It is now rumored to be used to store arms or as a component in secret weapons testing.

# THE WORLDS OF HAVOC

can conquer this place. Still more rumors hint at the reason why those who have tried have never returned. Intelligence gathering missions suggest the existence of an awesome hostile force still battling on behalf of Tyrakian Global. The entity has become known as the Tyrakian Overlord. Its presence is realized only in the wake of the destruction left behind.

## TYRAKIAN TERRITORIES



Firestorm  
Corporate Sponsor: Tyrakian Global  
*Parts Unknown*



In the strange world of the Tyrakian Territories, ancient mythology has seemingly come to life. Bizarre tales of would-be conquerors who faced a hostile, animate wall of fire have become ever more frequent. Little else is known. Proceed with extreme caution.

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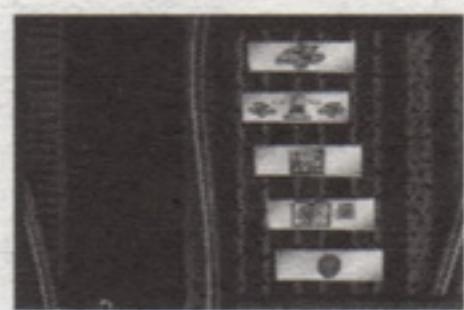


Tyrakian Overlord  
Corporate Sponsor:  
Associated with Tyrakian Global  
*Parts Unknown*



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# HAVOC'S ON-SCREEN INTERFACES: CUSTOMIZE YOUR GAME AND OPTIMIZE PERFORMANCE



The key to maximizing your enjoyment of HAVOC is to understand how to navigate through the preferences menus and how to choose game settings that will enhance the HAVOC experience.

The Main Screen is the gateway through which you can begin both single player and network games, in addition to setting preferences.



Click on the HAVOC vehicle to launch into single player arcade action. Pages 1-5 of this User's Guide discuss single player games.



If you've already advanced past a Bonus or Boss level in single player combat, then you can return to previously saved games.



Through a series of screens, we'll introduce the features of HAVOC and teach you about effective play.



Interested in wreaking some multi-player HAVOC? A modem or network game can be started here. For set-up, our guide to network play can be found beginning on page 24.

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Your gateway to customizing HAVOC to suit your tastes, the preferences setup screen has a menu of options: keyboard settings, joystick settings, screen settings and game. See next page for details.



Click here to exit HAVOC.



When you see this icon, clicking it will bring you back to this Main Screen.

Though there are some game keys that are not user definable, the keyboard

options screen allows you set most keys to play HAVOC. You can set your direction, firing, targeting, and special view features. HAVOC automatically sets all your controls to defaults. For a visual guide to these settings, please see your Quick Reference.

We provided space for you to write down your changes.

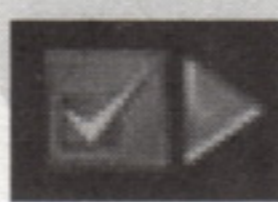
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## KEYBOARD COMMANDS



The Keyboard Options allow you to customize your game keys by either clicking on the item you wish to re-assign to a new key, or using Tab to navigate from item to item. Once you've highlighted the key selection box, just type in your new setting.

Remember that you can't have the same key assigned to more than one command. This also means that you can't reassign any of the game keys that are not user definable (see below). Also, don't forget that if you assign keys from the number key pad, you need to make sure the numlock is set appropriately before starting your next game.



Once you have finished customizing your keys, remember to click the green check box to save your selections and return to the Main Screen.



If you decide that you don't want to change settings after you have begun to do so, click the cancel key to return to the Main Screen.

HAVOC also has some game keys that are not changeable. Refer to the Quick Reference for an outline of what keys are pre-defined.



For performance optimization, check out the + and - keys. These control increasing or decreasing the game viewport size.



Improve on-screen performance by using a smaller viewport, or experience the excitement of full-screen action on newer CPUs.

Use the + key to cycle to a larger screen or use the - key to shrink the viewport moderately. Your game's default setting depends on the speed of your machine. A slower machine will default to a smaller viewport. Faster machines default to a normal viewport, though you can go to full screen. On a PC, full screen mode comes in two qualities; on a Mac, you have only one full screen mode.

**FUNCTION KEYS:** Four function keys are pre-set in HAVOC. All function key settings can also be made through the graphical options menus. (See page 21.)

There are a number of steps to follow before you can play using your favorite joystick, gamepad, throttle, or other control peripheral with HAVOC. Before you run HAVOC, you must make sure your joystick is properly installed and calibrated. **Failure to do this will result in poor or improper performance.** Refer to Troubleshooting section which follows.

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The joystick setup screen is only available to Windows® 95 users. Either analog or digital sticks are supported. Mac users will not make settings within HAVOC, rather use your Mac™OS control panel.

For Win 95 users, joystick setup is similar in operation to the keyboard setup. First, center all sliders and throttles, or return them to their most recent calibration point. Next, simply click on a command you wish to set and move your stick or controller in the appropriate direction or depress the appropriate button. Hit backspace to clear a setting. When you are done, click on the "Use Joystick" selection and then click the green check mark to save your settings. Optionally, check the "Override as GamePad" box if you want to limit your joystick to directly emulate keyboard commands. You can exit without saving by clicking the red exit icon.



MacOS users can customize joystick options in a control panel. For several leading vendors, HAVOC includes pre-set files on your game CD in the Joystick Control Sets folder. Control Sets map joystick functions to HAVOC's keyboard settings. With some vendors, you may actually have to do an "import" into a master Preferences file which stores all of your "set" info in one location. To use a pre-defined Control Set, you will need to have your keyboard settings be the default settings.

**TROUBLESHOOTING ON PC:** If your Joystick does not work, refer also to your Win 95 and hardware manuals for help on these topics.

- Win 95 users: Make sure you have your joystick properly installed. If your Joystick Setup button appears "greyed-out," it means your stick is not properly installed. Please refer to your Win 95 manual on joysticks.
- Win 95 users: Confirm that you turned-on the "Use Joystick" setting in the HAVOC options screen, and your joystick has been calibrated.
- Win 95 users: Make sure you have set and saved joystick axis positions and buttons in HAVOC's Joystick screen.

Screen and Game Setup options allow you to customize appearance and performance.

## SCREEN & GAME SETUP

You can change these during the game by using function keys. Choose by personal preference or to maximize the speed of HAVOC on your machine. The default for each setting is dependent upon what type of hardware

is detected by HAVOC as it loads the game.

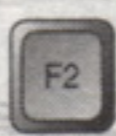
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### Viewscreen Setup Options



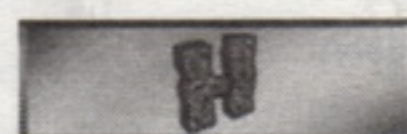
**Landscape Textures** - Cycle landscape from untextured to having texture to smooth shaded textures. Untextured is clearly fastest, while smooth shaded trades speed for best appearance.



**Object/Vehicle Textures** - Toggle between having textures on objects and enemies, or turning textures off will improve performance.



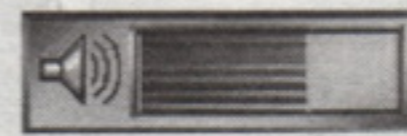
**Background Sky** - Toggle with or without clouds. Again, quality vs. faster gameplay.



### Game Setup Options



**Music Volume** - Cycle from no music up to full volume with two intermediary levels.



**Sound Volume** - Cycle to control all sounds, from full volume to no sounds.



**Difficulty Option** - HAVOC game difficulty level can increase your challenge, or lighten it. Toggle to easier or harder from the default setting in the middle.



**VR Headset Display** - Toggle if you wish to use a stereoscopic view compatible with the latest VR Headsets for enhanced 3-D viewing. Refer to your headset documentation to ensure you are using it properly.



**3-D Hardware Acceleration** - Toggle if you have 3-D acceleration hardware. HAVOC supports QuickDraw™3D on the Mac only. Be sure to send in your registration card to be kept aware of our plans for PC based 3-D hardware as Microsoft finishes a new technology spec for Win 95.

## Installation

**To Install on PC:** Make sure you've quit all other active programs before installing HAVOC. HAVOC Setup will

launch automatically the first time you place the Full Game CD-ROM disc in your drive. You'll install DirectX™ drivers for your system. The Setup program will test and install only those files needed for running HAVOC on Windows 95.



**To Install on Mac:** Make sure you've quit all other active applications before installing HAVOC. You start by clicking on the HAVOC Installer program from the top level on the HAVOC CD-ROM disc. In addition to the game files for HAVOC, we'll upgrade your Sound Manager to version 3.1, if you don't have this already.



Once you've completed your installation, start HAVOC by clicking the game icon in the HAVOC folder on your hard-disk. You should take a moment to consider customizing your game options and optimizing performance before you begin to play.

You must have the CD mounted in order to play HAVOC.

## Performance

- To optimize, refer to the Screen and Game Setup options above. Default settings will depend on your CPU speed. While you have the option to enable any feature you wish, remember there may be performance trade-offs.
- Close all other applications before running HAVOC.
- To significantly improve speed, turn music off, as well as textures on the landscape, vehicles and objects.
- In general, minimizing your Viewscreen (use the "-" key) improves performance, but on a PC playing in the low-quality full screen mode provides a comparative boost.
- **Memory on a Mac** - If your pre-installed system software does not have enough available RAM, remove all non-essential extensions, desk accessories, control panels and fonts, then restart your machine. Turning off virtual memory and "RAM expansion" programs will also increase performance on Macs. Refer to your System Manual.

## Keyboard

- If you've chosen keys from the number keypad, make sure the num lock is engaged or disengaged appropriately before beginning a game.
- Keys can only be assigned to one command at a time, so look down your list carefully. If you are not allowed to enter a key for a particular command, it may already be assigned as a command, or it may be a pre-defined key.
- On a PC, if your vehicle is moving out of control, your joystick may not be properly calibrated. You must either turn off your Joystick Setup, or recalibrate your stick. For more info, please refer to the Joystick section on pg. 20.

Things that might help you wreak better HAVOC. Ideas, tips, suggestions and reminders.

## TIPS

- You will need better weapons to succeed in higher levels and worlds, and you can only accumulate these by winning battles.
- Defeating enemies can also give you temporary invulnerability and shield recharges. Destroying non-hostile targets is a good way to find ammo, weapons, and shields.
- Amassing points by destroying things is important - points are the basis for rewards of shield recharges and extra lives.
- Bonus levels are a good opportunity to rack up points and gain an important weapon upgrade, if you can just beat the clock!
- Remember to use your target key—your weapons will be much more accurate if you do.
- When first choosing your vehicle to compete in, remember that the HyperTank has the largest AutoTarget Range, and the BattleCycle has the most limited targeting.
- Try to use your reverse key to lure enemies to fight on your terms.

- If you consistently find yourself being pummeled and running out of ammo, try using the HyperTank in your next game.
- If you're being pummeled in a HyperTank, try changing the difficulty setting.
- If you're still being pummeled when the difficulty is set to "Low," then we're willing to bet you haven't read the User's Guide up to this point.
- If you've read the User's Guide up to this point and you're still being pummeled, hang in there! You'll get better...someday...we hope.
- If you keep finding yourself stuck on the terrain, try using the BattleCycle, which maneuvers better in those situations.  
(Unless, the previous 4 points applied to you, in which case, you'd better continue to stick with the Tank.)
- The HoverCraft is not affected by ice patches in the Fallout Wasteland terrain, nor the tar or lava in the Tyrakian Territories, so it is a strategically effective choice if playing network in those worlds.
- After reaching Bonus and Boss levels that let you save your progress, you'll find that it is strategically important to go back and replay sections of the game. If you lost too many battles in a close stretch, replay from a previously saved game so that you'll have the most vehicles possible for the more difficult levels to come.

NOTE: IF YOUR SCREEN IS "BLURRY," YOU PROBABLY TURNED ON THE VR HEADSET MODE. AT THE GAME SETUP SCREEN, THE VR MODE BUTTON CAN TURN THIS OFF.

# READY TO WREAK NETWORK HAVOC? TAKE MULTIPLAYER TO THE NEXT LEVEL

Choosing to start a network game initiates a series of screens in which you are guided to craft your action, excitement, and net-play rules. For an in-depth discussion of the requirements for network HAVOC, read this entire section.



Start your HAVOC network game by clicking on the network button on the main menu screen.



Click here ONLY if you're joining a game solely as a player. This is the first step to joining a multiplayer contest, or if you are the one "calling" a friend to play head-to-head via modem. We'll use the term "client" synonymously with player in this section, as in client<-->server. If you mean to be a server (to host a LAN game), or receive a modem call from an opponent, see below.

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You can choose to join a network game as a voyeur. As a voyeur you can observe the game, but cannot compete against others, or be seen by them, until you re-enter as a player. Note: If you find yourself having trouble entering as a voyeur, be advised that the person in charge of the server, the "host" of a LAN game, has the ability to prevent voyeurs from watching.



Any player who has the "Full Game" CD-ROM disc can choose to be the host of a network or modem game. As a "player-server," you

host the game and control the entry of participants. Plus, you'll be in the contest as well. Trying to decide who should be the player-server? Tip: Pick the player with the fastest computer.



HAVOC provides network gamers a special option for hosting LAN play called "headless server." As the name implies, select this option if you've got an "extra" networked computer, not needed as a HAVOC play station. Headless server requires the same setup as a player-server, but improves performance for up to 16-player network games. The headless server can be your slowest computer.



HAVOC's multiplayer action comes ready to go right out-of-the-box. If you've purchased the full retail package of HAVOC, you'll notice that you've got two CD-ROM discs. The first disc is labeled "Full Game," and contains both the HAVOC single player game, and the full HAVOC network game, allowing you either to play as a "client" or to host a game as a "server." You can now battle multiple players, even if some run Win95 and others MacOS!



Full Game

The second disc allows you to join into a network game, or dial a friend via modem. If you're trying

to host bigger LAN games, purchase more copies of this disc separately for each player—just ask your local retailer or call Reality Bytes directly.



Extra Player

To play network, at least one player needs to have the Full Game disc mentioned above. A network game fundamentally requires a server which can host one or more clients.

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In the full retail package of HAVOC, you can experience the intensity of a network adventure right away. Every disk will run on both Win95 and MacOS—refer to system requirements on your package. In addition to playing head-to-head with a friend via modem, HAVOC's LAN games can include up to 16 players battling independently or on teams.



The HAVOC network experience features two games: Elimination and Team Capture. Your challenge is virtually unlimited, contending with opponents and, optionally, more of the vicious enemies from the single player game. Options and preferences are set by the person in charge of your HAVOC gameserver. You all begin at the Chat Screen to introduce yourselves, or taunt each other into fierce battle. After negotiating the rules, the server will have a button leading to a selection screen, to kick-off the game and add special features.

In Elimination, protect yourself and go after your opponents' vehicles. Experience new levels you won't see in the single player game. Or, choose to play in Team Capture. You join forces with other network players to capture your opponents' key while defending your own. Targeting works similarly to single player action. Your team will be targeted by squares, and opponents with triangles. The Special Camera viewport identifies opponents. If you're aggressive, forget about capturing keys and resort to a team game of Elimination.

Networked HAVOC can be played in various ways. Head-to-head action requires either a modem or nullmodem/serial connection. Competition among several or more players requires a network running either TCP/IP or AppleTalk protocol. To learn more about each of these, keep on reading.

(NOTE: HAVOC IS "RATED" FOR 16 PLAYERS, BUT CAN IN THEORY HOST MORE PLAYERS—CONTESTS INVOLVING BETWEEN 17-32 PLAYERS ARE OFFICIALLY UNSUPPORTED, BUT POSSIBLE.)

Network HAVOC features two different games:



Once the server enters the Chat Screen there will be an options button that leads to the Gameserver Setup Screen.

First you must choose the game you want to play.



In **Elimination**, look out for yourself and go after your

opponents. Experience new levels you won't see in the single player game. Your first step is to choose a time limit for your game. The default time limit is 15 minutes. Then you'll set the # of opponents to destroy to win the game. Entering "0" forces the game to end at the time limit. The default is 5 which means that any player notching five victories ends the game. If time runs out, the leading player wins.

In customizing your game, clicking on Single Elimination means once a player's vehicle has been destroyed, that player is out of the game, though that player can still be a voyeur. Or, Restore Immediately brings defeated players back to a randomly selected location, also with 10 seconds of invulnerability. The Restore in 15s option, applies a small 15 second penalty to losing a battle, before restoring a player.



On **Team Capture** there are two teams, red and

blue. Each team begins at a far end of a long stretch of terrain. The # of keys to capture during a game can be set in the prefs screen, described below. After finding the key, you must return to your own territory and pass through your team's gate. If you're playing with added enemies in the game, the keys will be surrounded by turrets which fire only upon the opposing team. If your vehicle gets destroyed before you've gotten the key to the gate, the key returns to its original position.

When a key has been captured, a message will appear on everyone's screen and the vehicle with the key will be identified on the overhead map and as well as with a special target indicator. Try to steal the most keys before they've all been taken or time runs out. Try to outwit your opponents by developing offensive and defensive strategies.

## RULES FOR NETWORK GAMES

Elimination and Team Capture. Within each of these games, there are many features which can be customized. It is the privilege and responsibility of the player-server, or whomever is monitoring the server, to set these preferences.

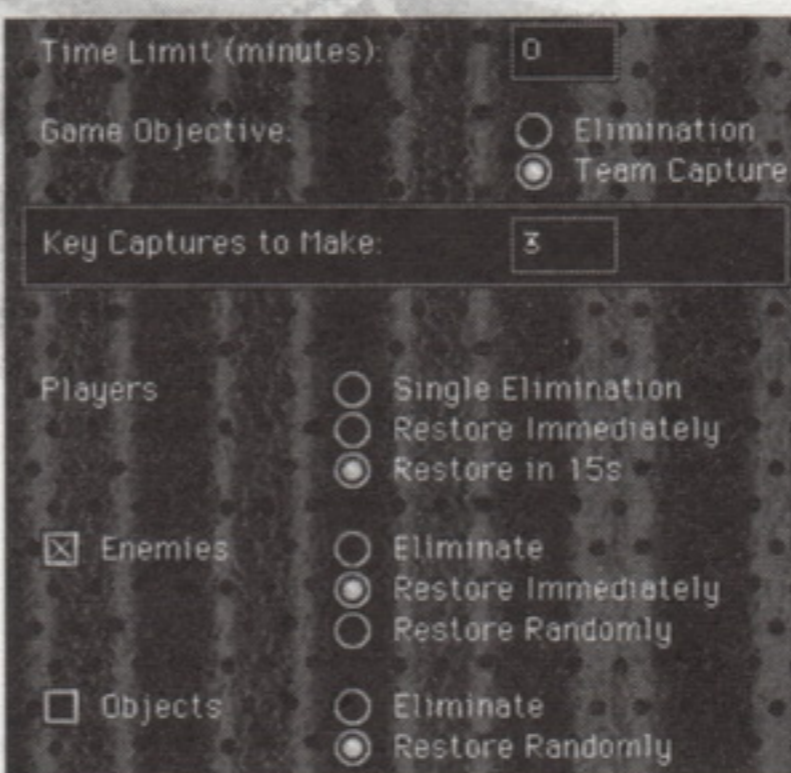
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The gameserver can select the rules which players want



to apply to their competition. Set all the available options on the Gameserver Setup Screen.

Each level features a different terrain and increasingly powerful weapons to match the strength of your opponents' shields. Next, choose a **Time Limit** for your game. If you choose **Elimination**, you'll need to review the # of **Opponents to Destroy**, where default is 5. If you choose **Team Capture**, you have to set the number of # of **Keys to Capture**. Again, the default is 5. This means that the first team to capture five keys, within the time limit, is the victor.



Set the **Players** option as follows: **Single Elimination** means that once a player's vehicle has been destroyed, that player becomes a voyeur. **Restore Immediately** brings defeated players back instantly. In a game of Elimination, you will reappear in a randomly selected location. In Team Capture, you reappear at your team start location. The **Restore in 15 seconds** option restores players to the game after a 15 second penalty.

In regard to the **Enemies** in network games, you can play without them entirely by clicking off the enemies check-box. Note: this improves game performance if you are running on a slow network or modem. You can opt to **Eliminate** enemies once destroyed. This option has a related effect of limiting the weapon and shield upgrades in a game. You can also choose to have enemies **Restored Immediately** or **Randomly**.

The **Objects** option lets you click whether you want non-hostile at all. Click **Eliminate** if you want objects removed from level after they're destroyed. You can also choose to have objects **Restored Randomly**.

## GAME-SERVER SETUP

This screen only appears on the server from the Chat Screen. Once options are set, click on the green check to return to the Chat Screen. To begin a network game, click on the

Game Start button.

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Advisory: It is assumed that before you attempt to run HAVOC over a network you have a basic knowledge of network principles and protocols. Detailed instructions for setting up a network is beyond the scope of this User's Guide. If you are not familiar with local area networking, it is strongly suggested that you consult a network specialist before proceeding.

Protocols: You can play HAVOC over a network running either TCP/IP or AppleTalk protocols. To connect across platforms, you'll generally use TCP/IP to communicate between Windows 95 and MacOS. In a TCP/IP game for HAVOC v1.0, only a Win 95 system can host cross-platform, but both Mac's and PC's can participate as clients. In order to run HAVOC over a LAN, you must have previously installed the necessary network protocols on your computer.

**WARNING:** IF YOU ARE PLAYING HAVOC ON A NETWORK AT YOUR PLACE OF EMPLOYMENT, IT MIGHT NOT BE A GOOD IDEA TO REASSIGN IP ADDRESSES. PLEASE USE ONLY THE ONES PROVIDED BY YOUR NETWORK ADMINISTRATOR.

Once the protocols are installed, you must have addresses or names assigned to each of your machines. (For example, a TCP/IP address looks like "000.00.0.00," while an AppleTalk server name might be "Jon's PowerMac.") Pay particular note to the machine used as the server as all other players must direct their machines to look to the server for HAVOC to run properly. Addresses or Server Names are just like phone numbers in the sense that you're going to have to tell other players how to get in touch with the server. It is a good idea to write down the address of each player's machine in your network to have a quick guide for future reference.

Note: If you are not familiar with the protocols required to run HAVOC, it is recommended that you consult with your operating system manuals. Both Win95 and MacOS 7.5 come standard with TCP/IP protocol options, though you must enable these options. For MacOS, HAVOC's current TCP implementation restricts your play as only a client and not a server. Of course, AppleTalk is fully supported for server and client play. Until OpenTransport is readily available in 1996, we have no immediate plans to enable Mac-servers for TCP/IP, due to the current performance limitations of Mac/TCP, and the LAN packet intensity of server hosting.

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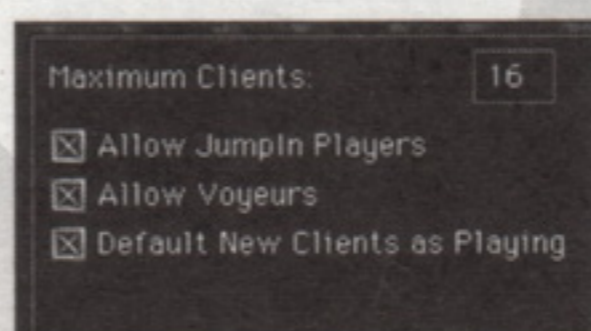
Playing HAVOC on a LAN requires that one player act either as a player-server or as a server administrator to a "headless" game-server. The admin controls not only the specific game options, but also gathers the players into teams for Capture, or into an Elimination game. Once the server determines that players are checked in, the competition can begin.



**TCP/IP:** The server must select an appropriate protocol for a multiplayer game. TCP/IP is a server option only for Windows 95 machines, (see above and stay in touch with Reality Bytes for info on Apple OS progress and HAVOC). In a cross-platform game, or a game involving Win 95 players, the server must properly enter its IP address when running under TCP/IP. This address is required by all client-players who wish to join the game. Clients will have to address the server exactly. For advanced users, if you are having addressing conflicts, you may wish to set your server port number, and tell your clients to match you.



**AppleTalk:** Networks of mostly Macs will usually run on AppleTalk, but TCP/IP is an option. AppleTalk does NOT mean "slow cables." It is a robust protocol also called EtherTalk when running on Ethernet-based networks. For AppleTalk clients who want to connect to a gameserver on a different zone of a WAN, HAVOC accepts an alternate zone name. Either enter the name of the AppleTalk server, or default to the first server found.



Once the addressing is complete, the Server can customize game settings for playability and performance. The Server controls the maximum # of clients allowed to join a game. And, check-boxes control players or voyeurs jumping into a game in progress. The more of each, the more taxing on the server. When done, clicking the green check takes either a client or server to the Chat Screen through a connection screen. If your machine is having trouble finding a server, messages appear on the connection screen.

At the Chat Screen, lay in wait for battle. For Team Capture, the server must divide the teams by clicking on radio buttons next to players' names. Check-boxes on names represent who is selected in or out on a game-by-game basis. Anyone can type messages and then press "return" to broadcast them. Negotiate rules of the game, or taunt opponents until the server elects to begin the game.

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In modem play, one player will be the server, the other the client. You must have a 14.4kb or faster, 100% Hayes® compatible modem. Ideally, make the faster CPU the server. Just as in LAN play, each competitor must have a HAVOC disk, though the client needs only the Extra-Player Disc. The client

calls and the server answers to connect in head-to-head action.

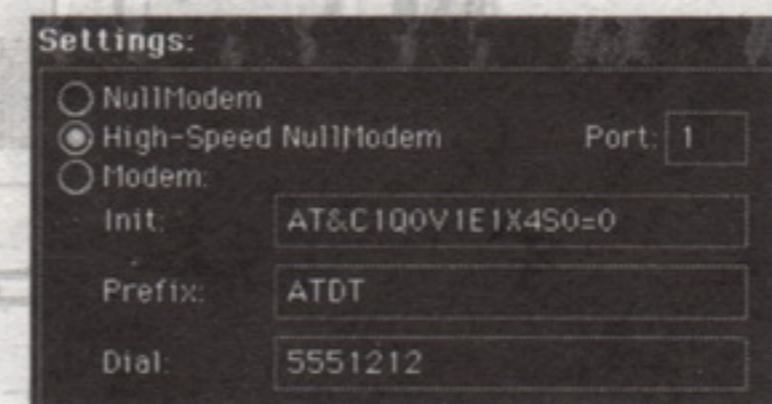
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In addition to playing HAVOC head-to-head over modems,

HAVOC supports serial/nullmodem connections. **Be advised** that serial/nullmodem setup is not as easy as it might sound. If you encounter difficulty in identifying and assigning ports or simply getting a stable connection between machines, refer to your hardware user manuals or contact your vendor directly.

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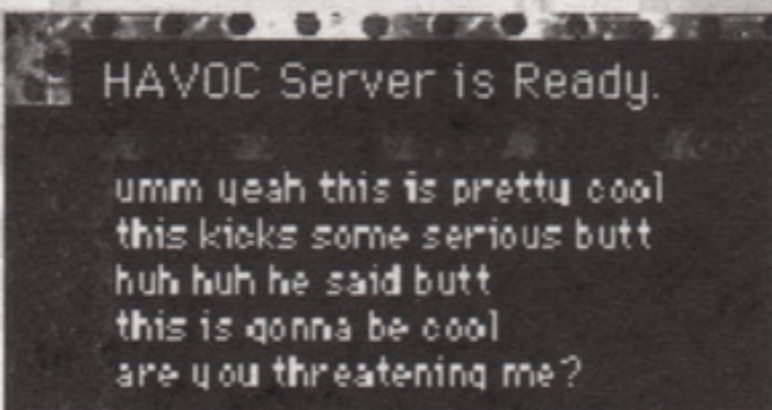
Make sure your modem is properly installed, turned on, and working. At the **Network** graphical menu, the player becoming the server should click the player+server icon, and follow steps to receive a phone-call. The client, who places the phone call, should click the Net Player icon.



set to "0" or "1". **For Mac, Port=1 is Modem, Port=2 is Printer.**

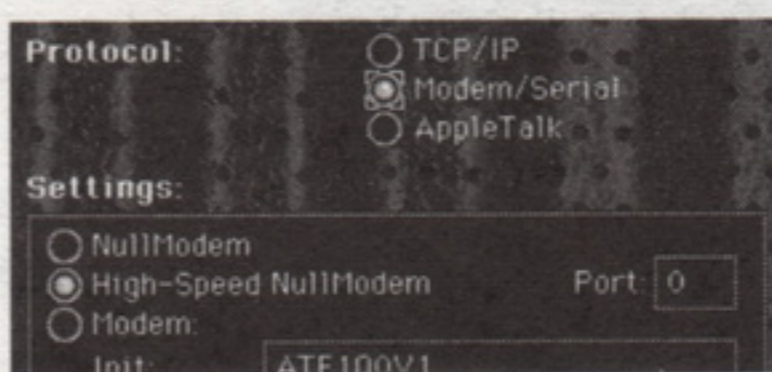
**2. The Init & Prefix strings are listed as defaults.** Server Init default is **AT&C100V1E1X4S0=1**. Clients default to **AT&C100V1E1X4S0=0**. The **Prefix** as **ATDT** represents touch-tone dialing. Change to **ATPT** to select pulse/rotary dialing. **WARNING:** Unless you really know what you're doing, it is strongly recommended you do **NOT** change these strings.

**3. For Server:** You next go to the Console Screen to await the call from your opponent. **For Client:** Enter the phone number in the **Dial** field to call the server. Remember to turn off call waiting, (usually \*70) for uninterrupted play, and use a comma "," to make the phone pause for tones, if needed, for example, **"\*70,555-1212"**. Click the green check button to place your call to the server. The Console Screen views call progress. Terminate with the red cancel button.



**4. After connecting, you'll see the Chat Screen.** **TIP:** If you're having trouble, turn off-and-on your modem, and test that it works with a communications program. In the "text entry box", you can type messages and hit return to send text. When the server clicks the Game Start button, both players can choose a vehicle. If a user has not indicated a selection, the contest automatically begins when the countdown ends.

**Note for Mac Users:** AppleTalk wired connections are better than serial/modem-port connections, since the protocol is more robust. If you must use serial, turn OFF Virtual Memory and File Sharing in Control Panels. These adversely affect making and keeping a connection.



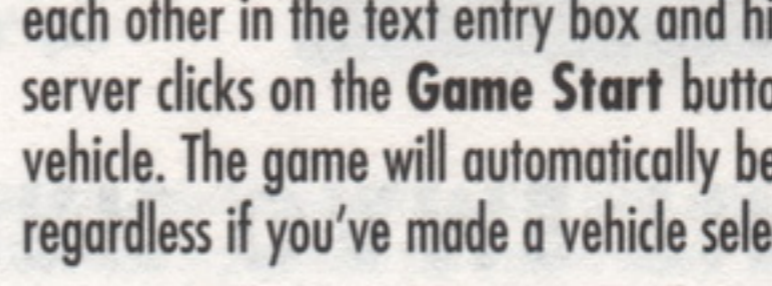
**For Server and Client, complete the following steps:**

**1. On a PC,** connect a 100% Laplink™ compatible nullmodem cable. Note the Ports used. **For Mac, Port=1 is Modem-port.** Use a null cable between modem-ports.

**2. Choose the Network Game button** from the main screen, and then either the Server or Player icon, as applicable. On the next screen, choose **Protocol as Modem/Serial.** From the next **Settings** menu, choose **Nullmodem** then enter **Port** number in the space provided. For nullmodem, no connection strings are required.

**Note:** High-speed nullmodem connections work the same as above, but will not function properly on all computer models. Any inconsistencies you might find in your serial/nullmodem connection should be addressed to your hardware manufacturer.

**3. Click on the green check box** and you go to the **Console Screen** until the connection completes. Terminate with the red cancel button. Don't forget that it is the responsibility of the server to set specific game options.



**4. After connecting, you'll see the Chat Screen.** At the Chat Screen, you can type messages to each other in the text entry box and hit return to send text. When the server clicks on the **Game Start** button, both players can choose a vehicle. The game will automatically begin when the countdown ends, regardless if you've made a vehicle selection.

# NETWORK GAME TIPS

**On overloaded networks, or modem games, try running games with "enemies" OFF, (unchecked on Game Setup screen), to improve performance.**

If someone is playing on the server machine, use the fastest CPU for the server and turn off some features, such as rear view camera, which affect performance.

If you're running a headless server, you can use the slowest machine for the server.

Turn off your screensaver before starting, particularly the headless server, to improve speed and avoid extremely unstable results (yes, crashing) under Win95.

If you have an EMP cannon, you've got it made! Hit an opponent's vehicle with it and watch it fry—their speed is cut in half plus targeting and camera views are lost.

Don't forget about the heat-seeking missile. If opponents run away from you, launch a couple of these babies.

In Team Capture games, leave a Tank or a HoverCraft behind to guard your key. Mines also make good guardians if you've got them.

After you have captured your opponent's key, think about using a wing man or two for protection as you race back to your gate.

Watch out for voyeur spies—a voyeur can travel throughout the terrain, yet cannot be seen by anyone. Sounds to us like the perfect spy. This is also why a server might wish to opt against allowing voyeurs into a game.

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To All Moms, Dads, and Significant Others, but especially ours, you're awesome.

To Bena Fein, we couldn't make the water green, but you remain our inspiration.

To Ernest Cote, and others who'd be proud of us.

To all our (remaining) friends.

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