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ice & fire™

Instruction Manual

3D ACTION AND ADVENTURE BY THE CREATORS OF TETRIS®

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about ice&fire

Ice & Fire was developed by Vladimir Pokhilko and Alexey Pajitnov, creators of the most popular video/computer game of all time - Tetris. Ice & Fire combines the sum of their expertise in computers and human behavior, bridging the gap between sophisticated technology and exciting game play. At the heart of every true Russian is a poet, and Pokhilko and Pajitnov are no exception.

"The roots of our game are very old, inspired by classic myths. With Ice & Fire, we tried to evoke the same truth as told in these stories - the truth of life and death in eternal unity. All the players in Ice & Fire are essential, including the alien Spherids. They are wise, capable of transmuting energy, and worthy of respect. That is why freezing the Spherids into stasis, rather than destroying them, is desirable. At the very end of Ice & Fire, you will understand why this is so. Finally, we'd like to add that Ice & Fire is a collaborative effort between Zombie and



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AnimaTek. A joint Russian-American venture. For us, Ice & Fire is a symbol of a warm relationship between our two countries, two countries so recently locked in an icy cold war. Tetris was a child of Perestroika. Ice & Fire is the second born, and we hope you will enjoy it." -Vladimir Pokhilko & Alexey Pajitnov

mission summary During a scientific expedition to study a binary system called "Ice and Fire", an invasion of aggressive aliens, known as Spherids, threatened the survival of the entire station. In a desperate attempt to save the station and its crew, the Commander placed the entire asteroid into cryogenic suspension. The invasion was without parallel; no surface attack was made. How the Spherids arrived, and the purpose of their invasion is a mystery. IF-1 personnel cannot be maintained in their cryogenic state indefinitely. They must soon be rescued. With their knowledge, perhaps an understanding of this mysterious invasion can be reached.



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system requirements

- 486/66 DX2 or MCP2 (Pentium recommended)
- Windows® 95 or Windows® 3.1
- Double Speed CD-ROM Drive or faster
- 15 MB of Hard Disk Space (20 MB recommended)
- 8 MB RAM (16 MB recommended)
- Mouse or Joystick
- Supports Sound Blaster® and 100% compatible sound cards with FM and 16 bit pcm sound
- 16 bit Windows® compatible SVGA card with minimum 1 MB of video RAM

installation

Windows®95 Place the Ice & Fire disk into your CD-ROM drive. Windows® will recognize that Ice & Fire has not been installed and will 'Autorun' the Installation program. When the Installation menu pops-up, you will be offered the following options:
Install - Uninstall - Play - Cancel
Click 'Install' to copy the Ice & Fire files to your hard drive.



Windows®3.1 Place the Ice & Fire disk into your CD-ROM drive. From the Windows® Program Manager, select 'FILE', and then 'RUN'. Next, type: X:\setup where X is the letter (usually 'D' or 'E') representing your CD-ROM drive. Then simply follow the onscreen instructions. After installation, run the game by double clicking the Ice & Fire Icon. Once you begin the Installation, you will be asked to choose between a Minimal, Standard, or Huge Installation.

Minimal is for those of you with limited hard disk space and is the quickest install. If you don't have at least 15 MB of free disk space, this is your only option.

Standard is recommended! Enough of the Ice & Fire files will be loaded onto your hard drive to guarantee quick response time, without commandeering all your disk space. (It will take up 30 MB of space.)

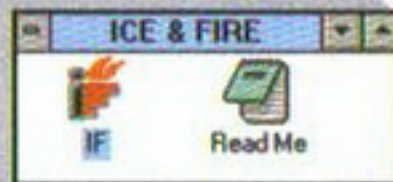
Huge! gives you the fastest performance. A full install will copy ALL 600+MB onto your hard drive. Allow two hours for a Huge installation.



starting the game

Starting Ice & Fire

You only need to install Ice & Fire once. After the initial installation, starting the game is quick and easy. You will need to have the Ice & Fire CD in the CD-ROM drive to play the game. Once you have the Ice & Fire Start Screen up, click in the upper left-hand corner of the screen to bring up the Ice & Fire pull-down menu. Click on NEW to begin a new game. If the menu is not present, press the 'ALT' key to bring up the menu.



Starting Ice & Fire in Windows® 95

The easiest way to start Ice & Fire in Windows® 95 is to simply double click on the Ice & Fire Icon. Another way is to select PROGRAMS from the Windows® START button. Scroll through your programs to Ice & Fire, and select the IF Icon.

Starting Ice & Fire in Windows® 3.1

Open the folder representing your CD-ROM drive (usually the D: or E: drives). Double click the Ice & Fire Icon to start.

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game settings

Ice & Fire is a true Windows® application. Any time during the game you can press the 'ALT' key to bring up the Windows® menu line.

Game Menu

The game menu will appear when the game is initially started and may be accessed at any time during the game by pressing the <ALT> key.



NEW Begin a new game. **LOAD** Load a previously saved game. **SAVE** Save the current game. **PLAY LEVEL** Practice mode. The password (hidden in crystals) may be entered here to play just that level again. Passwords can be obtained only when beginning a game with 'NEW' not with 'LOAD'. **QUIT** Exit to Windows®.

Info Menu

HELP Information about playing Ice & Fire. **ABOUT** Display credits.

Options Menu

SOUND Turn sound effects on/off. **MUSIC** Turn music on/off. **CONTROL** Set control for keyboard, mouse, or joystick.

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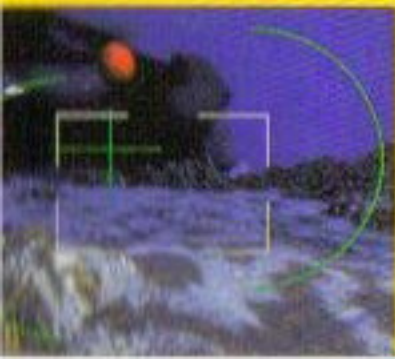


mouse control



Mouse control in the cruiser To shoot: use the right button. To determine your direction: press the left mouse button and place the mouse arrow in the center of the game screen. While still holding the left button, position it in the middle to go straight; move it to the left to select the left path; move it right to select the right path. The arrows on your cruiser console will indicate the path you have selected.

Mouse control in the station mazes To move forward, place the mouse above the center crosshairs and press the left button. Likewise, placing the mouse below the cross hairs moves you in reverse. The farther away from the center crosshairs, the faster you move. To move left or right, move the mouse to the left or right side of the screen (while pressing the left mouse button).



joystick & HMD

Using a joystick or i-glasses™ Game play with a joystick and Virtual i-o's® i-glasses® may be selected from the Ice & Fire 'Options' menu.

Head mounted display Ice & Fire was developed for use with Virtual i-o's i-glasses® in mind. Virtual i-o develops a line of 3-D capable Personal Display Systems, including the lightweight Virtual i-glasses!®. Virtual i-glasses!® allow users to view full-color computer and video images.

For more information contact Virtual i-o at 1.800.646.3759 or info@vio.com.



keyboard controls

Intro Ice & Fire will present a short introductory movie before every game. Press <esc> to skip through the movie. You may also press the letter 'Z' to view the movie in full-screen.

Resolution Ice & Fire has three window sizes which you can switch between using the 'Z' key. If you are using a slow machine, switch to the smallest display window to increase game speed.

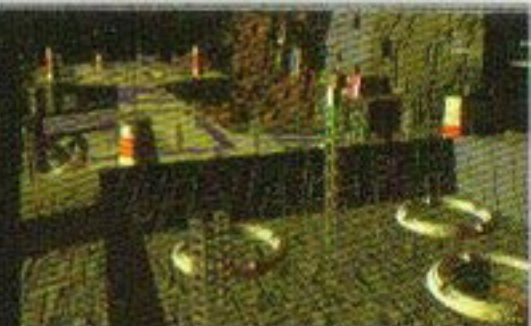
Cruiser Controls

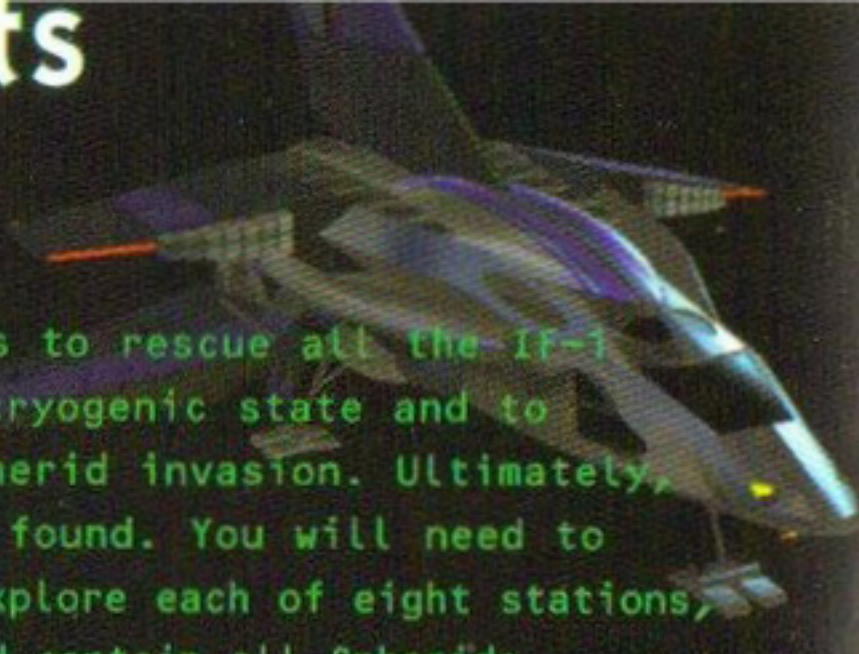
SPACE BAR - Launch missile
ARROW KEYS - Flight direction
TAB - Activate asteroid map
Z - Zoom-toggle
P - Pause game
ESC - Skip animations
ESC - Stop game and show menu
ALT-F4 - Exit to Windows



Station Maze Keyboard Controls

A - Fires ice blaster shot
S - Fires fire blaster shot
CTRL-A - Rapid ice blaster burst
CTRL-S - Rapid fire blaster burst
SHIFT-A - Ice Missile
SHIFT-S - Fire Missile
Left/Right Arrow Keys - Turn left/right
Up Arrow Key - Move forward
CTRL-Left/Right Arrow Keys - Slide left/right
CTRL-Up Arrow key or J - Jump up
SHIFT-Left/Right Arrow keys - Select objects for use
SPACE BAR - Activate current object
TAB - Activate heads-up map
H - Call IF-1 personnel for help
E - Vent suit energy to thaw yourself
Z - Zoom-toggle
P - Pause game
ESC - Stop game and show menu
ALT-F4 - Exit to Windows®






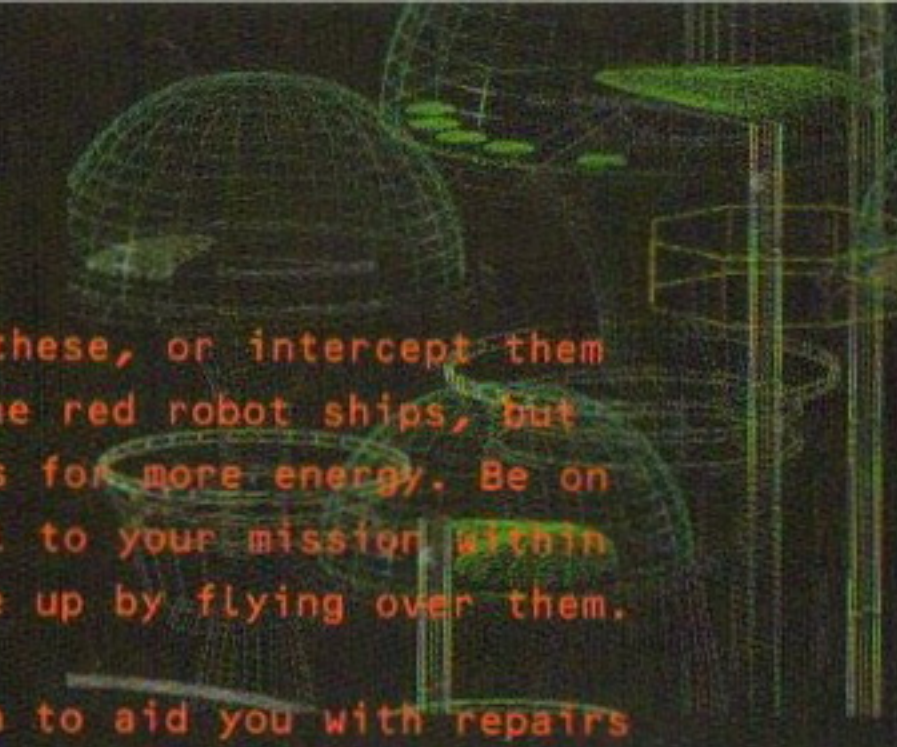
The objective of Ice & Fire is to rescue all the IF-1 station personnel from their cryogenic state and to determine the cause of the Spherid invasion. Ultimately, the station commander must be found. You will need to navigate the asteroid itself, explore each of eight stations, release all human survivors, and contain all Spherids.

Navigating the Asteroid IF-1

Ice & Fire is actually two games, mazes within a maze. Rather than popping from one level directly to another, you must find the next level by navigating the asteroid surface.



While in your cruiser, you are magnetically locked to the traffic system, a network of green tracks woven above the asteroid surface. You may not break free from the green tracks. As you fly around, you will be attacked by IF-1's defense system of robot ships and



aerial bombs. You can avoid these, or intercept them with your missiles. Attack the red robot ships, but fly over the blue robot ships for more energy. Be on the look-out for items useful to your mission within the station mazes. Pick these up by flying over them.

Certain ports are always open to aid you with repairs and replenishments. These include a fueling station, an armory, and a shield repair station. You must ultimately, however, find the Station Mazes.

All true mazes have dead-ends, and the Ice & Fire asteroid is no different. Except that here, "dead-end" is taken literally. A wrong decision will send you flying straight into the asteroid surface, or careening away from the asteroid into deep space. Either way, you will certainly meet a spectacular demise. Regardless of how your cruiser is destroyed, you will lose a point of life. If you have more life points, another cruiser will be provided, and you can continue on your way.

cruiser interface

Ships Report This comm-link will flash messages describing events.

Shields Indicates your shield status. Shields protect your cruiser from collisions with robot ships and from aerial bombs. Each collision or explosion reduces your shield level. If your shields drop too low, the next incident will probably be fatal.

Energy Indicates your cruiser's energy level. When the percentage of energy drops to 0%, you will crash.

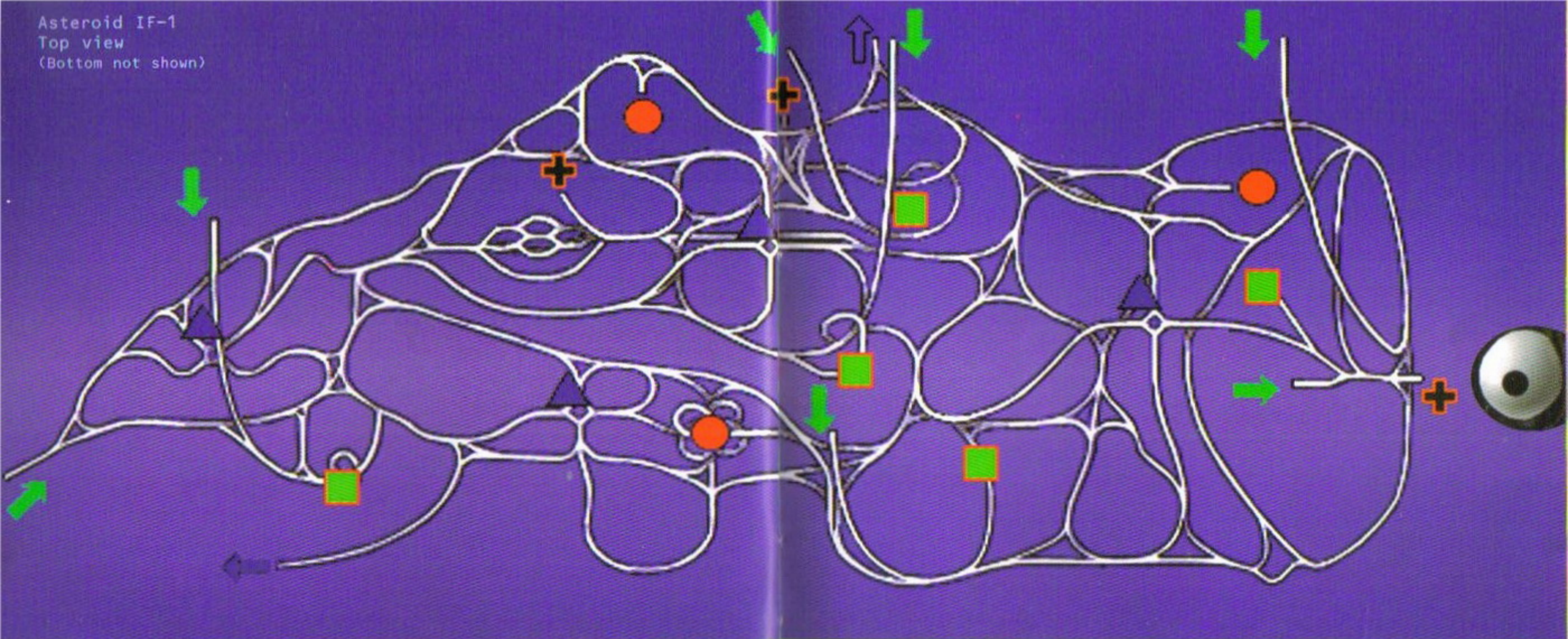
Armory Indicates the percentage of air-to-air missiles at your disposal.

Bonus Display Displays items acquired which will be useful once you disembark and enter a station.

Control Monitor Displays the flight direction you have selected for the next fork in the green tracks. Determine your flight path by pressing the arrow keys. You may travel left, right, and straight ahead. You may also slow, and even stop by pressing the down arrow.



Asteroid IF-1
Top view
(Bottom not shown)



Station Maze

Port

Exit to Another Entrance

Entrance

Dead End

Vista Point

station mazes

Exploring the Station Mazes There are two sides to Asteroid IF-1 which you must explore. The following stations may be found on either side of the asteroid.

Cosmoport

Habitat

Power Station

Greenhouse

Command Center

Alfa-post

Scientific Lab

Military Base

Numerous crystals exist on each station. Your mission is to thaw all the crystals to reveal their contents. Inside each lies an object which can help or hinder; pieces of the puzzle, IF-1 personnel, or Spherids themselves. Keeping track of which crystals contain Spherids is a challenge unto itself. Try to remember crystal locations and sizes.

Once all personnel have been released, and all Spherids refrozen or destroyed, the level is clear and you may progress to the next level. Throughout your progress, you will be exposed to drastic changes in temperature. Spherids will attack you with fire or ice to raise or lower your temperature. If your temperature gets too high

or low, you can lose a point of life. You will also be exposed to lethal energy balls and rooms of extreme temperature.

Allies All IF-1 personnel released will come to your aid directly or indirectly. Foot soldiers will open fire on the Spherids and will also unfreeze you if necessary. Soldiers on Hover-Scooters will activate various components of the station such as turning on elevators, unlocking doors, and turning on the power to supply rooms.

Enemies There are many different types of Spherids. Each has unique characteristics and may attack you with either ice or fire weapons. Some Spherids will attempt to free their companions, which can prove more dangerous than a direct assault. You can combat the Spherids with both ice and fire. However, the Spherids can be frozen more easily than they can be destroyed by incineration. Be on the look-out for lethal energy balls as well. Hidden in select crystals, they zoom through the maze when released.

helmet interface

1. Comm-link Message Bar Displays communication between the IF-1 personnel and you. It also alerts you if your temperature reaches a dangerous level.

2. Status bar Indicates how many Spherids and personnel are present in the maze, and their condition (frozen, thawed, or destroyed).

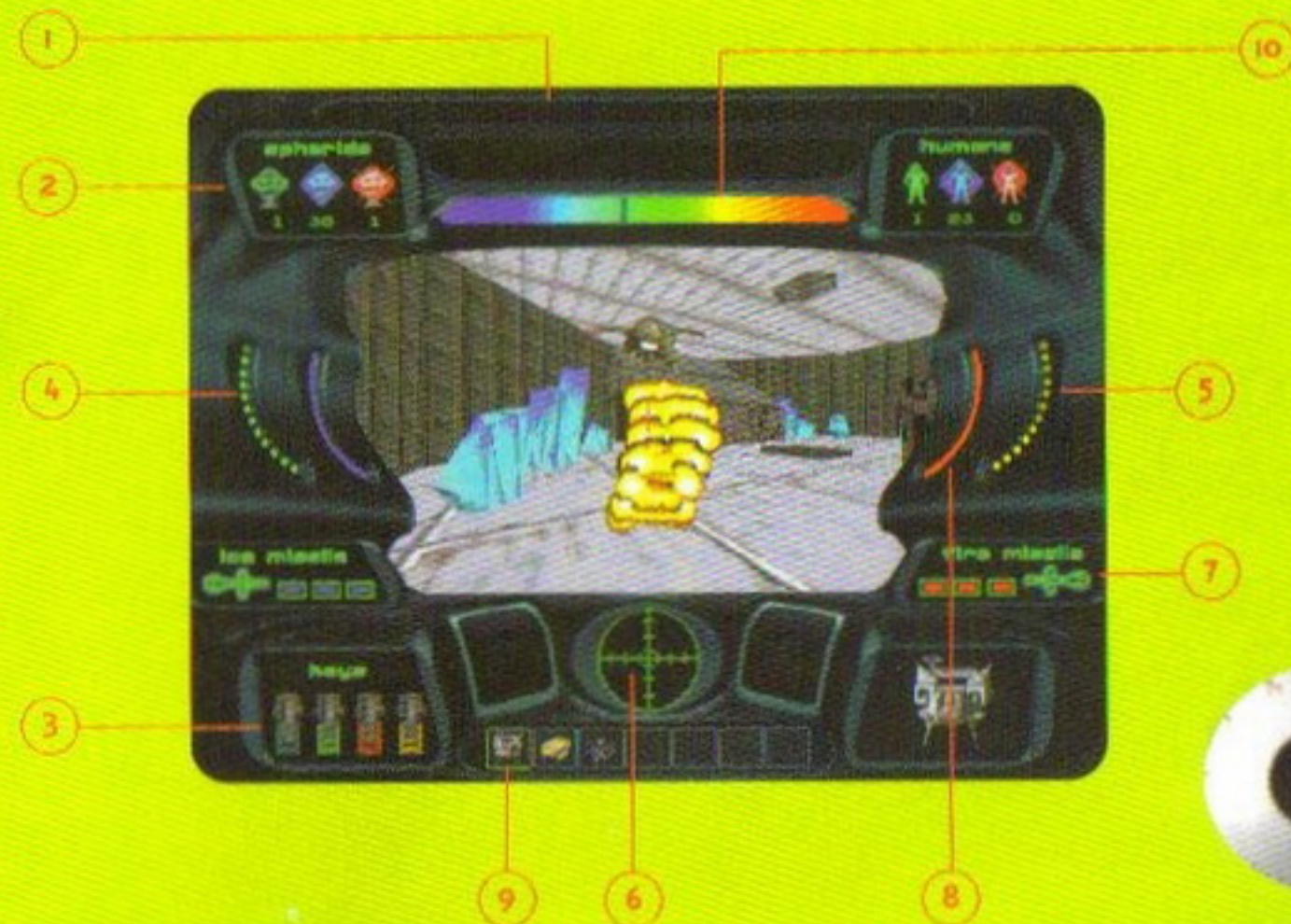
3. Keys Every station contains areas requiring a key for access. When a key is obtained, its color will light up. The gold key is universal and will open any door.

4. Energy Indicates the energy level of your environmental suit. If your energy is depleted, you will lose a point of life.

5. Life Displays the number of life points you have. Each ball indicates one life point.

6. Radar Each maze contains its own radar chip hidden in a crystal. Once found it presents a 360 degree view of IF-1 personnel and Spherids in the area.

7. Missile Gauges Each lit square represents one missile. Ice missiles on the left, fire missiles on the right.



8. Weapons Indicates your ammunition supply for single shots and multi-shot bursts. Ice on the left, fire on the right.

9. Equipment Items you find are displayed here. A number shows how many of a given item you have. To select an item, press 'SHIFT' and the 'Up' or 'Down' arrow keys.

10. Suit Temperature Red is hot, blue is cold. Avoid either extreme.

equipment

Inside some crystals you will find equipment. Walk over equipment to pick it up. If you have enough of that object, you will not be able to pick up the item at that time.

1. Magazine Replenishes your supply of bullets. Ice is blue, fire is red.

2. Missile Ice missiles are blue, fire missiles are red.

3. Energy Pack Increases energy in your environmental suit.

4. Ice Bomb These will freeze everything in the vicinity. Once activated, you are advised to leave the area.

5. X-Ray When activated, you can see inside one crystal.

6. Jet Rucksack Enables you to fly for brief periods. To deactivate press the space bar.

7. Stop Pillow This paralyzes everyone in the area, except you, for a limited period of time.

8. Generator of Horror When activated, this will emit a piercing shriek, forcing Spherids to flee.

9. Helm of Invisibilty This helmet makes you invisible. Firing your weapons, however, will give your position away.

10. Life Gain one Life point.



11. Radar Every level contains a radar chip. Once found, your radar screen will work, giving a 360 degree view of Spherids and Personnel for the area.

12. Password In each maze there is one password hidden inside a crystal. This password can be used to play only that level again. Select "Play Level" when starting Ice & Fire to insert the password.

13. Info chip This chip can be found inside certain crystals and will convey helpful information.

Icy Hot When your temperature reaches minimal level, you will be frozen, but not necessarily lost. If you have released any soldiers, one or more will come to your aid and thaw you out. If nobody comes, press 'H' to call for help. If assistance still does not come, you will eventually thaw on your own, but you will lose some energy as a result. If none of the above is fast enough, you can thaw yourself instantly. Press 'E' to vent energy. This will use up five points of energy. When your temperature reaches its maximal level, you are incinerated. Not much your environmental suit can do about this. Lose a point of life.

Meaning of Life If you have life points to spare, death is just inconvenient. When you lose a point of life, you must return to the start of the station. You will retain all equipment and keys. If you have no more life points, then the game is over and you must start again from the beginning. Fortunately, life points can be found trapped within certain crystals.



For Troubleshooting! all the info you'll need is in the enclosed **Addendum**. **Technical support** is provided **M-F, 9am-5pm (PST)**, at **206.654.7060**, via email to **DrTrouble@zombie.com**, or via the URL **http://www.zombie.com**. Zombie also has technical support forums on America Online®, CompuServe® and eWorld®. When calling for technical support, be near your computer if possible. Please have information regarding your system setup (CPU, sound card, and graphics card) ready.

Published by **Zombie™ Virtual Reality Entertainment International**. 1995

Developed by **AnimaTek® International, Inc.** 1995 Distributed by **GT™ Interactive Software**. 1995
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Special thanks: Mark Long, Joanna Alexander, George Noceti, Dennis Streveler, Henk Rogers, Janet Galore, Allan Blum, Tony Kee, Technology Solutions, Mike Tannen, Nick Nicholas, Kathy Buchheit, Guy Hundere, Dan Goods, Jennifer Davy, Patrick Moynihahn, Ann Donovan, Jeff O'Connell, Stuart Dodgshon, Max Kelman, Mike Shields, Juliette Hart, Christine Barfield, Andamo Demming, Scott Dodson, John Atkins, and to **GT Interactive Software**.