

КГАЗЗЧ



IVAM



FOR WINDOWS® 95

SUBJECT: **IVAN POPOVICH**
00298964735

PROFILE CODE: **5312677451236423**

STATUS: **High Priority**

LIFE FORM: **Human**

PREVIOUS LIFE: **Unknown**

NEXT OF KIN: **Unknown**

DATE **May 12. 2018**

PROFILE **Dr Dimitri Mialosvic**

- Sep '2008** Presenting symptoms of paranoid schizophrenia. Drinking a substantial amount of Red Diesel Vodka.
- Sep '2010** Psych. IP. Informal, readmitted week later E.E.G showing temporal lobe seething.
- Mar'2012** In hyper aroused, angry and verbally aggressive state - thought to be nearing a full blown psychotic relapse - recommended for Section 5 of Mental Health Act.
- Mar '2012** Med IP, OD (Chlorpromazine)
- May '2014** Psychi IP, paranoid psychosis - still refusing to accept depot injection.
- Sep '2016** Told to take Chlorpromazine 500mg tds. Urgent O.P appt arranged.
- April '2018** Behaviour increasingly inappropriate and impulsive. Agreed to go into hospital for treatment. Still drinking. Attacked and injured two orderlies using a surgical spill. Treatment eased his attacks.
- May '2018** DOMI. relapsed into psychotic state, refusing to take medication. Urgent re- admission, section 5 of Mental Health Act.

Ivan is a long standing schizophrenic and has been brought to me this time under the direction of General Georgy Rashanikov. I have admitted him to our clinic under section 5 of the Mental Health Act.

I first met Ivan some ten years ago following the Steel Cossack Mark 1 episode which took place the week commencing August 2nd 2008. General Georgy Rashanikov referred him to me at that time for treatment and therapy. It was suggested that the claustrophobia Ivan experienced when he was buried for three days under a ton of masonry may have been the catalyst that triggered a latent psychosis. Personally I do not know of one single case history where such conditions have led to illness, although one could not rule it out. From what I have been told about this episode I would be more inclined to suggest that it was his ensuing incarceration in Donetsk Military Sanatorium that brought on his illness. Living and working alongside the mentally ill for an extended period of time may have caused untold damage to an already fragile mind.

He is suffering from florid paranoid delusions and is convinced that the "Strange Squad" of the Red Army are following him and are out to get him. The Black Knight is a recurring theme in his conversation. He appears convinced that alien life forms are to be his salvation. When I pursue this line, Ivan becomes agitated and aggressive. He says he must destroy them all and take his rightful place alongside the proud revolutionaries of Russia. Ultra vivid and often repeated nightmares of the Steel Cossack Mark 1 episode accompany any talk of his time in Donetsk Military Sanatorium. Ivan sees the tearful faces of the dozens of hostages that he rescued and then the falling rubble hits and his body is pinned in the darkness. He then wakes up in the dream to find himself restrained and tied to a water faucet in the sanatorium. Knowing himself to be a hero and an efficient soldier Ivan is finding it very difficult to reconcile this with what he perceives as the punishment he received in the sanatorium. He desperately wants to understand why he was incarcerated and written off for doing his job in the only way he knew and this frequently gives rise to psychotic rages borne purely out of frustration. He has also commented that cotton wool is pouring out of the plug sockets in his bedroom.

On mental state examination his mood is elevated and he shows a certain pressure of speech. He resents being asked questions and is rather defensive.

My initial impression is that he is suffering a relapse of paranoid schizophrenia secondary to withdrawal from medication. I am in no doubt that if medication is withdrawn then this subject will relapse into a dangerously psychotic state. Violence will be inevitable. In summary, Ivan Popovich is an ideal subject. I therefore have no hesitation in recommending that he is chosen to save the Earth from the alien threat.

КГАЗЧ ИВАИ TECHNICAL BRIEFINGS

2 x 1 million
candlepower
searchlights

UHF radio antenna

Sensor array (includes
Infra-Red and Low-Light TV)

Rocket
launcher
pods

Crew compartment

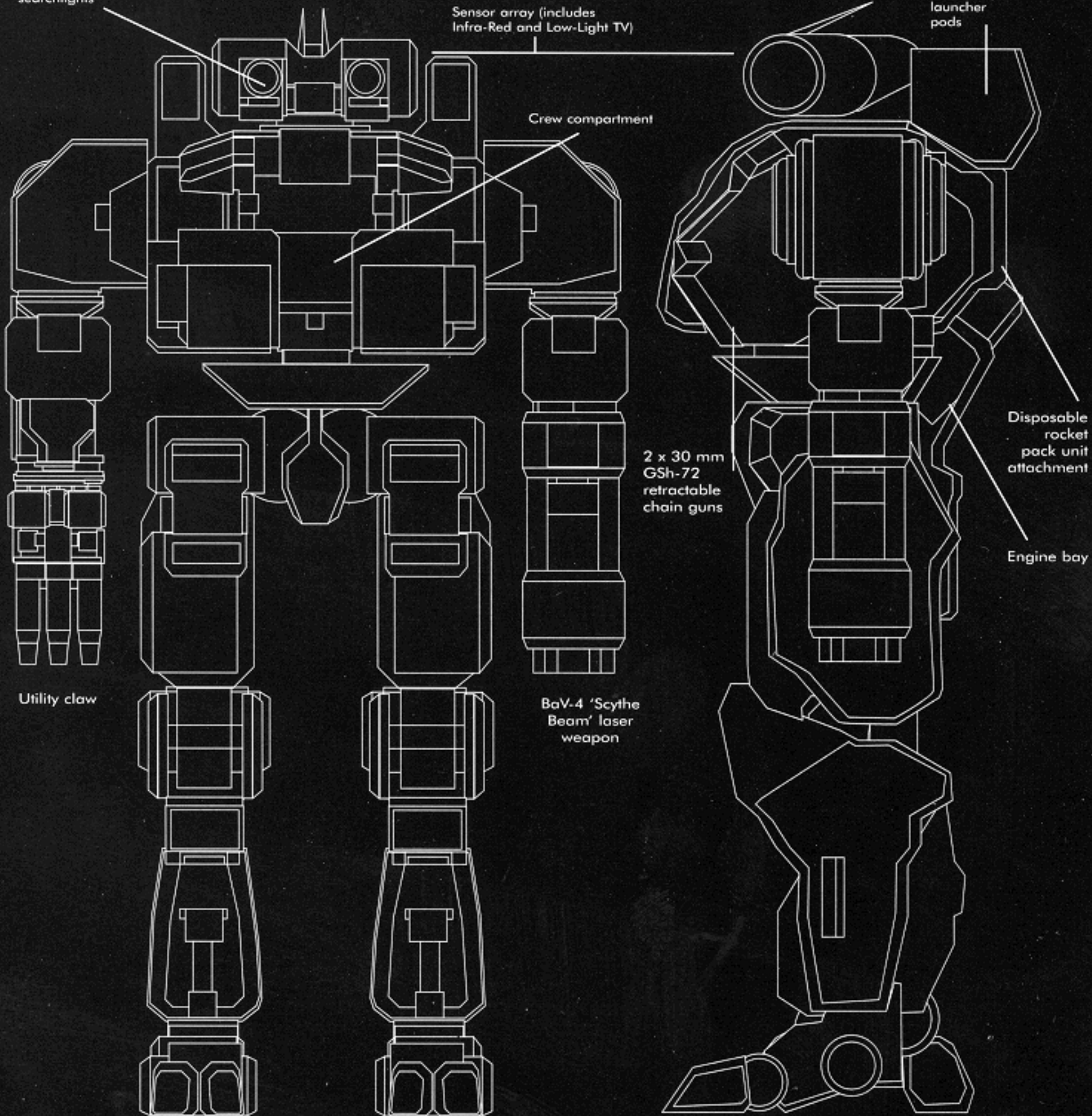
2 x 30 mm
GSh-72
retractable
chain guns

Disposable
rocket
pack unit
attachment

Engine bay

Utility claw

BaV-4 'Scythe
Beam' laser
weapon



The Steel Cossack Powersuit

Technical Specifications For the Miachov MV-58A Steel Cossack powersuit

This Update: 19(B) 7th January 2018

Type: Single-seat heavy assault powersuit

Dimensions: Height 41.5 feet; width across shoulders 19.4 feet

Maximum Operational Weight: 42,048 kg

Powerplant:

Two Lotarev D-28V turboshafts, each rated at 15,700 shp

Flight Powerplant:

One jettisonable Tumanskii S-12 Solid Rocket Booster, configured for a 40 second burn at 63,200 kg

Armament:

Configurable and upgradable in battle, the MV-58's Analytical Weapon Interface Device (AWID) automatically detects and replicates technological advantages of enemy weapons, allowing existing weaponry to be rapidly modified and/or upgraded. Unfortunately, the AWID process creates a large energy drain and the process has not yet been performed outside the laboratory. However, the MV-58 will automatically gather and utilise alternative supplies of energy when they are detected. We believe that sufficient power for the utilisation of AWID could be contained within alien fighting units.

Special Equipment:

The tailoring of the MV-58's Matter Transferral Shield (MTS) for this mission is now complete. The MTS equipment was first integrated into the MV-58 two years ago as an armour augmentation device and is composed of an Anti-Matter Flux Modulator (to the right of the crew compartment) and a Directional Focusing Array (to the left).

For this mission we've modified the MTS to carry out two new functions. Firstly, it will now generate a strong, globally-aspected anti-matter shield which will allow the MV-58 to penetrate the alien energy field. Unfortunately this also burns out the high-tension shield elements from the MTS. This means that, once you're inside the alien energy field you cannot escape. You'll also be relying totally on the MV-58's armour plating for protection. However, the second modification to the MTS will help you when you're in the field. It consists of a subtle optimisation of the Directional Focusing Array to allow small objects to be physically moved through space. For this mission, the system is tuned to detect and transport human prisoners beyond the reaches of the field and also to pick up and utilise any useful detritus from the wreckage of dead enemies. The MV-58's computer system will notify you when this occurs.

Activating Your Steel Cossack Powersuit

To install and run Krazy Ivan on your PC, follow these simple instructions.

- 1** Insert the KRAZY IVAN CD-ROM into your CD drive. As the game is Windows 95 compatible, the installer will run automatically if playing for the first time, or run the game automatically if the game is already installed.
- 2** Follow the on screen instructions and Krazy Ivan will install to your PC. At this stage you can choose either Minimum or Full Install. With full install you will get better performance as time is saved in loading data from CD. This takes 25Mb for Full or 3Mb for Minimum.
- 3** To start playing, choose START, PROGRAMS from your Windows 95 menu bar. You will see a Krazy Ivan icon here and choosing this will run the game.

TO RUN THE GAME AFTER INSTALLATION

- 1** Simply choose START, PROGRAMS, KRAZY IVAN from the Windows 95 menu bar.

Controls

	Keyboard	Standard Joystick	Other (i.e. Thrustmaster, Sidewinder)
Walk Forwards	Cursor Up	Up	Up
Walk Backwards	Cursor Down	Down	Down
Turn Right	Cursor Right	Right	Right
Turn Left	Cursor Left	Left	Left
Sidestep Right	ALT + Right	Right arrow	Joystick hat right
Sidestep Left	ALT + Left	Left arrow	Joystick hat left
Look Up	A	Up arrow	Joystick hat up
Look Down	Z	Down arrow	Joystick hat down
Select Weapon	Shift	Shift	Joystick button 3
Fire Weapon	Ctrl	Joystick button 1	Joystick button 1
Fire Missile	Enter	Joystick button 2	Joystick button 2
Fire Special	Space	Space	Joystick button 4
Pause	Esc	Esc	Esc

These controls are user configurable. Simply select the **OPTIONS, CONFIGURE INPUT DEVICE** from the pull down menu and a screen will be displayed where you can select exactly which keys perform which functions.

Steel Cossack Powersuit Configuration

Once loaded, the game will begin with a Psygnosis logo screen.

If you want to play Krazy Ivan in full-screen mode you can press F4.

Following this is a rendered intro sequence which lasts several minutes. Press Space at any time to skip to the Game Select screen.

In the Game Select screen, select START GAME to start a new one-player game or select TWO PLAYER LINK to play a head-to-head link game. Select LOAD GAME to load in a previously saved game or select GAME OPTIONS to access the Game Options screen. Select HIGH SCORES to view the best scores and players to date or select QUIT to leave the program.

In addition to the Game Select options you will notice a number of options in the Windows menu bar (unless you have selected full screen mode already). From here you also start a game, but more importantly change the screen mode in which to play the game. Clicking left mouse button on the options pull down menu will show you the screen modes available. Also, you can pull and drag the game window just like any other Windows 95 application.

Before your mission starts, you may configure the game to suit your personal requirements. Use a joystick or cursor keys to move the highlighting effect and press fire or Space to select or toggle an option.

NB. The game will automatically be configured for use with a keyboard unless you change it for use with a joystick. We recommend that in order to have maximum control over your powersuit that you use the joystick.

To configure your powersuit, simply select Game Options from the Game Select screen. You will then be able to modify a large range of in-game settings, as follows:

In Game Video

This options simply allows you to switch the in-game Full Motion Video sequences on and off.

Graphical Detail

This option adjusts the quality of the in-game graphics. This can be switched between High, Medium and Low quality. With Low quality set there will be no sky texture and the sprites are not translucent. With Medium quality set the sprites are not translucent. With High quality set the graphical detail is normal. If you are using a low spec PC we recommend selecting Medium or Low graphical detail. This will increase the performance of the game.

Sound

Choose between Off, Normal and Enhanced. Off will run the game without any sound effects, normal with full sound effects and enhanced will feature the addition of the drone engine noise.

Sound Quality

On certain machines, reducing the quality of the sound will increase the game speed.

Difficulty

Choose between Easy and Hard to alter the aggressiveness of the enemies.

Music Track

Decide between tracks 1-8 or random selection. This feature also allows you to playback individual tracks. For track listings see end of manual.

Music Volume

Sets the CD music volume on an increasing scale.

Exit

Takes you back to the main menu.

When you have configured the game to your satisfaction, select Exit. This will take you back to the Main menu. Selecting the Load Game option will allow you to load a previously saved game. Or, you can select the Start Game option which will allow you to choose between one or two player games as listed below.

Start Game

Selecting this will plunge you straight into the heart of the Russian zone. Be ready for some psychoblasting action!

Two Player Link

Choose this and you and your opponent may compete in head to head link mode.

- 1** To use Multi-player, start the game and choose two-player connect from the pull-down menu.
- 2.** Choose the type of connection you want. You can choose from an IPX,TCP/IP or modem to modem link game. The network will then be searched for any running games. You can then either join one or create a new one. For a modem to modem game you will be asked to enter the phone number of your opponent to connect.
- 3** Create new game. It will automatically name it 'Krazy Ivan' followed by your name (whichever you may choose).
- 4** The second player, when they start the game need only follow the above steps. When they choose two-player connect, they can either choose to create their own game or join the first one. The current list of game will be displayed and they can choose to join this by double clicking on it.
- 5** Once this is done the TWO PLAYER option should be used to start the game from the main game menu.

When you are playing a linked game against an opponent you can press F5 to chat to them. A cursor will appear on the screen and you can type a message of up to 30 characters. You can use the letters 'A' to 'Z' , '0' to '9', '.' and ','. Simply type your message and press Enter. If you make a mistake use BACKSPACE to delete the message.

When you are in chat mode the game continues but you are unable to move or shoot so be careful!

Load Game

After successfully completing a zone, you will be prompted to save your current game. Once you have done this you can reload it at any time and continue where you left off.

Options

This takes you into the Game Options screen, as detailed previously.

BRIEF ONE:**Mission Objectives**

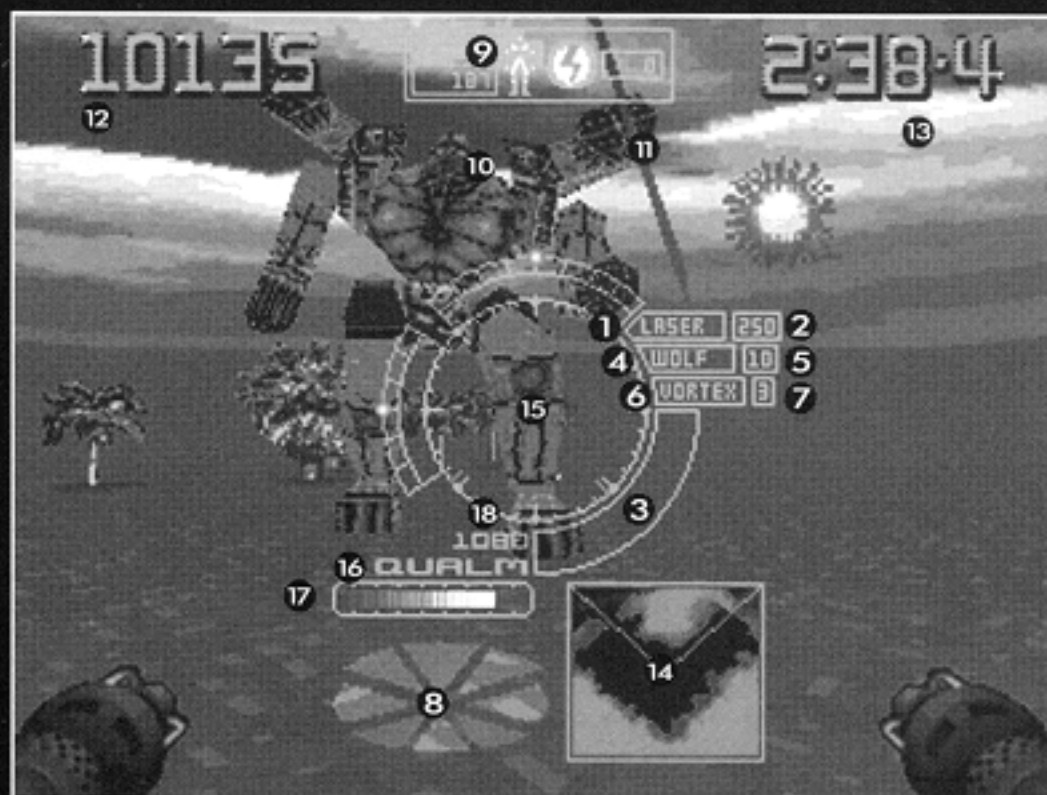
As you now know, the earth is being destroyed by ever expanding energy fields in five locations world-wide. The energy fields are located in Russia, Japan, Middle East, USA and Europe. Within these fields our probes have detected human and mechanoid life forms. Our scientists inform me that the mechanoid life forms can be divided into two distinct groupings. They have defined these as Drones and Sentients. The groupings we are receiving using thermal imaging suggest that the human life forms are actually imprisoned inside the robots. It is your primary responsibility to search for and enter each field and destroy the enemy within. In so doing it is hoped that the human life forms will be released unharmed. If this is so, then your secondary mission is to rescue as many prisoners as possible. Tractor beams fitted to the Steel Cossack will instantaneously pull human life forms on board as you move over them. Collect the energy Cores and special pick ups from any assailants that you decommission and upon reaching a safe zone you may use their power to upgrade your powersuit. If our intelligence is correct then there are shield generators at the hearts of each of the five fields. It is your **OVERALL MISSION OBJECTIVE** to destroy these five structures which, it is hoped, will precipitate an end to this terrible destruction. Finally, two warnings. It is believed that there is a mutated version of the Steel Cossack Powersuit on the loose. We have codenamed this entity the Black Knight. It is heavily armed and highly dangerous, linger too long in any of the zones and it may well warp into your path. This is highly undesirable and will have catastrophic implications. For you, not the Black Knight. Secondly, when enemies die, the explosion can be lethal to your suit. You may incur severe damage if you are caught within it. Try not to test this theory.

That is all. Fight the good fight. The future is yours...

BRIEF TWO:**Weapons Specification**

You have a large and powerful armoury ranging from 30mm guns to highly destructive special weapons. As you progress through the zones you must learn how to use these weapons for maximum effect. But be warned. Due to the potent capacity of the heavier weapons it is unwise to fire from point blank range.

BRIEF THREE: The Steel Cossack Powersuit Head Up Display Unit.



On the HUD you will find the following information:

Weapon Info

- 1 Gun currently selected
- 2 Number of gun rounds remaining
- 3 Gun temperature
- 4 Missile currently loaded
- 5 Number of missile rounds remaining
- 6 Special weapon currently loaded
- 7 Number of special weapons rounds remaining

Progress Status

- 8 Damage status Green = maximum, Flashing red = critical
- 9 Number of humans rescued
- 10 Total number of humans within the arena
- 11 Number of Energy Cores collected
- 12 Score
- 13 Timer - time to the appearance of the Black Knight. Destroying a Sentient robot resets this counter.

Enemy Data

- | | | |
|----------|-------------|----------------------|
| 14 Radar | Green dots | Drones |
| | Blue dots | Sentients |
| | Yellow dots | Humans |
| | White dots | Pickups/Energy cores |
- 15 Lock-on symbol
 - 16 Name of locked enemy
 - 17 Damage status of locked enemy
 - 18 Range to locked enemy (in metres)

BRIEF FOUR:

Enemies & Strategy

Our scientists have collated the following information from probes deep within the five energy fields. Each zone contains several arenas, each of which harbours a Sentient robot. Remember that both Drones and Sentients may contain humans who will have to be rescued. But do not forget that they also contain Energy Cores and other detritus that when collected will enable you to improve your skills and weapons. As you destroy the Sentients, the Zonal Shield Generator's defences will diminish. When all Sentients in the zone are dead, you will be able to access the Zonal Shield Generator.

Energy Cores

Collect these as you destroy enemies. When you have successfully destroyed a Sentient and successfully exited the arena, you will be able to access the Upgrade Screen. Use the simple highlight and select procedure to receive your chosen upgrades. You may carry out upgrades to the following areas:-

Weapons

You may upgrade any of your three weapon systems; guns, missiles or special weapons.

Damage

Assigning Energy Cores to this area improves weapon and sensor systems and repairs up to 25% of armour damage.

Power

Assigning Energy Cores to this area slightly increases the power output of the Steel Cossack's generators, allowing faster movement.

Select RESET if you are unhappy with your upgrades and you want to go through the upgrade process again. Select EXIT when you have finished upgrading your Powersuit.

Special Pickups

Occasionally, an enemy will yield a special pickup which you may collect and use instantly. There are six different types:-

- ★ Re-arm guns
- ★ Re-arm missiles
- ★ Re-arm special weapons
- ★ 'Energia Mode' - invincibility plus a speed boost
- ★ 'Schizo Mode' - invincibility plus reversed controls
- ★ 'Zombie Mode' - invincibility plus slow movement

Saving A Game

After successfully completing a level by destroying the shield generator you will go through the upgrade process. Once this process is complete the game automatically accesses the Save Game screen. At this stage you can save your current position. If you wish to do so, simply use the highlight and select process to select a slot. The game will then be saved to that slot and you will be asked to name the saved game. Use the same highlight and select process to name the slot. When you have named the slot, use the same highlight and select process to move the cursor over "Exit". This will trigger the intro sequence for the next level.

Summary

That's the lot, commander. We can now only hope and pray that we've given you enough information to complete your mission. We anticipate that there will be plenty of surprises along the way, however, so stay sharp.

This is Commander Tomasov, Russian army intelligence section signing off...

CD TRACKLIST

1	Grunge Prayer	(3.09)	CoLD SToRAGE
2	M-Sub Gem	(3.03)	CoLD SToRAGE
3	Impossible Ether	(3.22)	CoLD SToRAGE
4	Quirke	(3.02)	CoLD SToRAGE
5	24 Poles	(3.05)	CoLD SToRAGE
6	Reaper's Knell	(1.46)	CoLD SToRAGE
7	Envisage	(3.14)	CoLD SToRAGE
8	48 Poles	(3.05)	CoLD SToRAGE
9	Power Struggle	(3.11)	CoLD SToRAGE
10	Choose Your Mother	(3.10)	Stasis
11	Rough Scwharz	(2.32)	Stasis

CFEDITS

PC Conversion Credits

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Licensing Director

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Licensing Co-ordinator

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CoLD SToRAGE
Stasis

Featuring the recording of LE
FREAK.

Composed by Nial Rodgers and
Bernard Edwards.

LE FREAK licensed courtesy of
Warner Chappell/MCPS

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