

# NECRODOME™



INSTRUCTION MANUAL



MINDSCAPE®





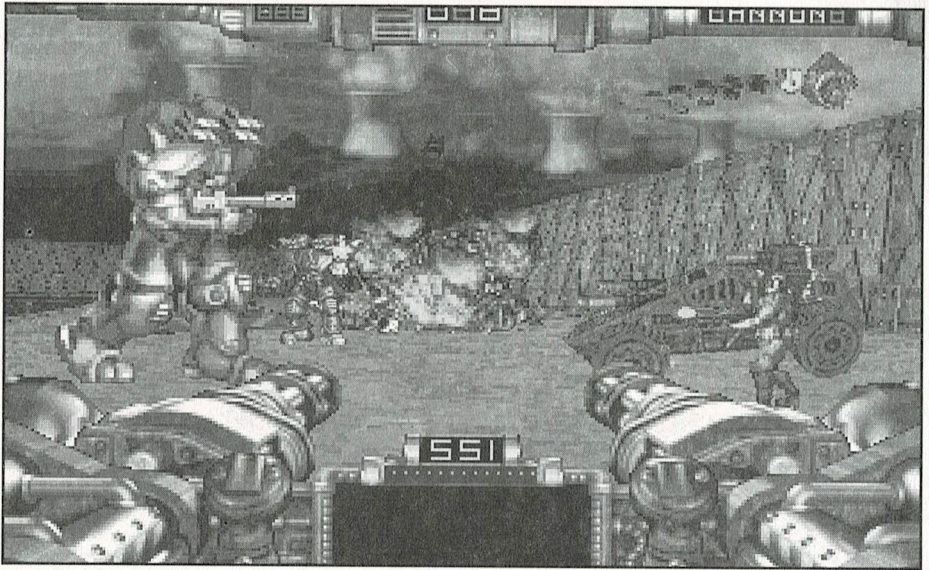
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## INTRODUCTION

NECRODOME is a gritty, fast paced, car-combat game taking place in a United States of the near future; a post-apocalyptic society starved for violent entertainment. That's where you come in.

The most popular sport in this new barbaric time is the NECRODOME. Modern gladiators, heavily armed, driving state-of-the-art combat cars called Raiders compete across the remains of the nation. Traveling from feudal cityplex to cityplex, they wage vehicular warfare in the Arena for the right to fight another day.

The Arenas have been constructed around the local landscapes. Lava flows, snow fields, and deserts are just few of the types of terrain to be experienced. Each Arena has the same overall goal which must be accomplished: retrieve the "flag" and become master of the Arena.

In NECRODOME you control a Raider, racing to the flag and blowing up everything that gets in your way. Control the Turret's weapons from the Driver's seat, or have a buddy jump in to be your Gunner. Don't get too used to your Raider's armaments though; you're sure to find yourself running for cover when that Missile blows your car out from under you. You might even climb out on purpose to flip that last switch to reach the flag. With network and modem play, car to car and Runner to Runner combat options provide enough variety to make the most jaded Arena veteran come back for more. Risk death again and again from Napalm slicks, sharp-shooting Rangers and Hover Tanks. Then face a real challenge — another human being.

Drivers, start your engines!



## WHAT COMES WITH THIS GAME

The game box should contain this User's Manual, a CD-ROM disk, and a data card. This User's Manual describes game controls, weapons, and opponents found in the Arenas of NECRODOME. To install NECRODOME on your computer, refer to the datacard.

Certain features in a game are frequently changed at the last minute to improve game play. The CD-ROM includes a file called "README.TXT" which contains valuable information on these changes.

## USING THE MOUSE AND JOYSTICK

All pre-Arena choices can be controlled using the mouse, joystick, or keyboard. Throughout this book, the term "click" means to move the pointer with either the mouse or joystick to the desired area, and either left-click with the mouse or push the left joystick button. In order to select an option, either use the arrows keys to move the highlighting to the desired selection and press **Enter**, or place the pointer over the item to be selected and click.

NECRODOME allows for a variety of input devices to be used to control the Raider. See the "Other Control Options" section on the enclosed data card, for more information.

## GAME START

Before entering your first Arena, you need to choose what style of combat you wish to participate in. The currently selected item has a red border around the button. The NECRODOME screen offers you the following choices:



### New Single Player Game

Click this button to register for your first Arena. A dialog-box pops up and asks you to input a name and select a level of difficulty with the scroll arrows. Click on **ACCEPT** to bring up the Map screen, or **CANCEL** to return to the NECRODOME screen. For more information on playing a single player game see "Starting in an Arena" beginning on page 4.



## Load Single Player Game

This option takes you to the **LOAD GAME** screen, where previously saved games can be loaded. The highlighted game is indicated by red text; click on a game slot, or use the arrow keys to change the selection, and click on **LOAD** to begin the scenario, or **CANCEL** to return to the **NECRODOME** screen.

## Network Game

Clicking on this option brings up a dialog box, asking you to enter a name for your Driver. Click on **CANCEL** to return to the **NECRODOME** screen, or **ACCEPT** to enter the **Select Network Service** screen, your on-ramp to Multi-Player combat!

**NECRODOME** can be played along with up to three other players in Cooperative or Competitive modes over a network or by modem (using the Total Entertainment Network, for example). Click on a network option to highlight it, indicated by green text, or use the arrow keys to select one. Click on **ACCEPT** to begin the connection process, or **CANCEL** to return to the **NECRODOME** screen. For more information on play options in the Multi-player game, see the section "Network Game" starting on page 21.

## Game Options

This button opens the **NECRODOME Options** screen. Game options, including mouse sensitivity and music volume can be optimized for your convenience; clicking on the right and left arrows to the side of the **MORE** button at the bottom of the screen brings up additional features. After making changes click on **ACCEPT** to save your selections, or **CANCEL** to reject those changes and return to the **NECRODOME** screen. Also on the **NECRODOME Options** screen is the **KEY MAPPING** button, which takes you to a screen allowing you to configure the keyboard controls, and a **GAME CREDITS** button that displays a listing of the engineers and technicians responsible for bringing you **NECRODOME**. For more information on customizing the interface, see the section "Game Options" starting on page 23.

## Exit NECRODOME

Clicking on this button, or pressing the **Esc** key returns you to Windows® 95.



## STARTING IN AN ARENA

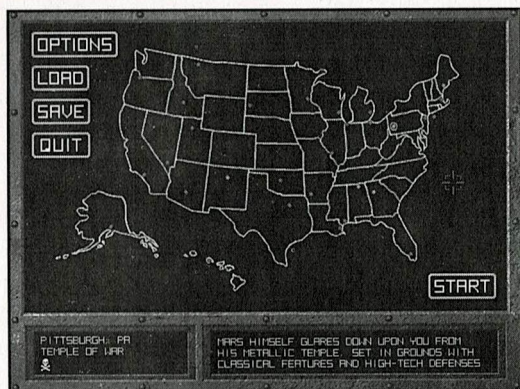
From the NECRODOME screen choose New Single Player Game, enter a name for your Driver and select a level of difficulty. Click on the red scroll arrows or press the arrow keys to cycle through the difficulty options. The easiest level is DILETTANTE, followed by ROOKIE, RAIDER (the default), VETERAN, and LEGEND. The higher the difficulty, the more baddies you're going to have the wade through, and the tougher they are to put down. Hitting **Enter** or clicking on ACCEPT brings up the Map screen, while pressing **Esc** or clicking on CANCEL returns you to the NECRODOME screen.



## The Map Screen

After you have registered and chosen a level of play, the Map screen appears. Arenas that are currently recruiting Drivers are displayed as glowing red dots. Select an Arena by clicking on one of these dots; it begins to pulsate. That Arena's name, location and difficulty level are displayed in a box in the lower-left hand corner of the screen; a brief evaluation of the Arena, from a competitor's perspective, is given in the larger box to the lower right.

You can also go to the OPTIONS, LOAD, SAVE, or NECRODOME screens from the Map screen by clicking on any of these buttons, or by pressing the **O**, **L**, **S**, or **Q** keys. Note that you can only save a game when you are in the Map screen, after you have completed a scenario, or before beginning a new one.



Once an Arena has been selected, press **Enter** or click on the START button to go to the Briefing screen.



## The Briefing Screen

The Briefing screen describes both the Arena and the Goal that allows you to emerge victorious. The upper-left hand corner of the screen shows the ARENA's name and the DIFFICULTY RATING, the upper right gives the LOCATION. A description of THE ARENA 's layout is given, along with THE GOAL that defines the terms of victory. Each Arena is different, so pay attention to the general overview of requirements for completion that is included in its pre-entry briefing. There is no mouse cursor on this screen; pressing **Enter** or clicking takes you into the Arena!

If you chicken out, pressing **Esc** brings you back to the Map screen.

## The Goal

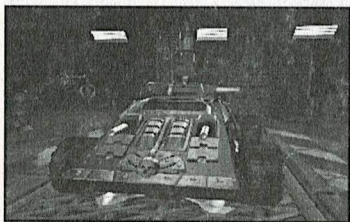
In a single-player game, the goal of each Arena is simple: capture the flag and earn your survival. Follow the waypoints programmed into your Raider's navigation computer, or find your own path. Once you reach your goal, you pick up the Flag as if it were Flash Gear, by running over it.



Armed men, weapon emplacements, and lethal vehicles try to prevent the capture of the flag. Other obstacles may include minefields, lava streams, automatic guns, and energy barriers. Access to sealed areas can be gained by opening a door, raising a ramp, destroying a barrier, or dealing with a concentration of enemy forces protecting the entrance. For example, one flag may be hidden behind a wall, and only after shooting all the red targets in the Arena does that blocking wall lower and grant access to the flag. Sealed areas often contain tougher opponents as well as better Flash Gear and weapons. Each Arena guards its flag in different ways, some with brute force, others with barriers and traps, so be prepared for some nasty surprises!

## Enter the Arena

In single play, your car starts on a raised platform inside the Arena. This starting platform, marked with a black and white checkerboard pattern, is your key to victory;



here is where you acquire a new car if your old one is destroyed and you must return here with the flag to complete the Arena. Conforming to league regulations, all starting platforms look the same, and have the same dimensions.

From here it's kill or be killed! Use the arrow keys to drive; the **Alt** key fires the current Turret Weapon and **Ctrl** the current Cockpit Weapon.

It's almost that simple, but for more information on operating your Raider, see the "Details of Play" section beginning on page 8.



## Game Commands Summary

Hitting F1 brings up a screen listing a variety of commands that can be used during play. Note that the following commands cannot be changed using the key mapping function. However, many other commands are mentioned throughout this manual which can be configured. In all cases, the primary default key is used to indicate the command. See page 25, "Keyboard Commands", for a listing of all game commands.

### ◆ **F1 HELP**

Brings up the Help screen. Hit **Space**, **Esc**, or **F1** to exit the Help screen.

### ◆ **F2 OPTIONS**

Brings up a menu of Game Options. Use the up and down arrow keys to scroll through menu items. The red border indicates the highlighted option. If the option is adjustable, such as Sound Volume, you can change the level using the right and left arrow keys. Press **Enter** to accept the changes or to toggle an on/off option. Pressing **Esc** or **F2** exits the menu.

### ◆ **F3 LOAD**

Feeling Nostalgic? This brings up a prompt, asking you to confirm your decision to load a game. Press the **Y** key or **Enter** to bring up the LOAD menu, and the **N** key or **Esc** to return to the game. From the LOAD menu you can select a game and load it or return to the NECRODOME menu. Note that once you agree to load a game you can not change your mind and resume your original game.

### ◆ **F4 RESTART LEVEL (SUICIDE)**

Think you can do better this time? In single-player games this key brings up a prompt, asking you to confirm your decision to restart a game. Press the **Y** key or **Enter** to restart the scenario, and the **N** key or **Esc** to return to your original game. Note that in multi-player games hitting the **F4** key acts as an instant self-destruct.

### ◆ **F5 SOUND ON/OFF and F6 MUSIC ON/OFF**

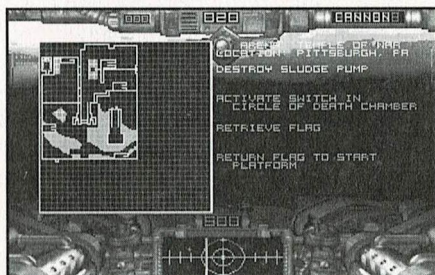
Just like it seems, these two keys toggle sound and music on and off.

### ◆ **F7 CURRENT BAG STATUS**

Can't wait to see how you're doing? **F7** brings up a listing by category of your bags-to-date for this Arena. This information is shown in the text area of your Heads-Up Display.

### ◆ **F8 AUTOMAP**

An invaluable tool in the Arena, listed in yellow on the Automap are the name and location of the Arena, and the next step to be completed in order to reach the Flag. Given in red are the remaining steps needed to attain victory. Terrain features and dangers are listed on the map in various colors, like green for poisonous sludge. White represents walls and other obstacles. You can move (and die) while examining this screen, so stay alert. Hitting **F8** again returns you to normal play.





◆ **F9 EXTERNAL VIEW**

This option pops your perspective outside the Raider, just like the fans see you on the Holos. You can still move and shoot as normal, but don't get too caught up in looking at yourself: you can't switch weapons, check ammo, or watch your instruments from the external view. Hit **F9** again to drop back into first person perspective.

◆ **F10 REAR VIEW**

Pressing this key turns your Threat Display panel into a monitor for your rear camera. Press **F10** to restore your Threat Display.

◆ **F11 BRIGHTNESS ADJUSTMENT**

Pressing **F11** repeatedly cycles through a range of brightness values for the NECRODOME landscape.

◆ **F12 QUIT GAME**

If you have to leave in a hurry, hit **F12**. A prompt appears, asking you to confirm your desire to quit NECRODOME. Press the **Y** key or **Enter** to exit to Windows 95®, and the **N** key or **Esc** to keep playing.

◆ **ESC ABORT LEVEL**

Getting scared half-way through an Arena? You can press Esc to bring up a prompt that asks you to confirm your desire to quit NECRODOME. Press the **Y** key or **Enter** to go back to the Map screen, and the **N** key or **Esc** to stick with the game you're playing now.

◆ **PAUSE PAUSE GAME**

If the going gets too rough, you can stop the game by hitting the Pause/Break key on your keyboard. Press Pause again to return to the game, wimp!

◆ **+/- ADJUST SCREEN SIZE**

The keyboard versions of these keys shrink and enlarge the size of your Windshield. Reducing the size of your Windshield may improve game speed on slower machines.

◆ **[ / ] ADJUST RENDER DISTANCE**

This option adjusts the distance at which objects appear. [ contracts your field of vision, ] expands it. Playing with this setting at maximum may cause slower machines to perform sluggishly.

◆ **~ CHANGES THE CD TRACK**

If you have a favorite song for blasting and bombing, this key will start the disk in your CD-ROM drive, and cycle through the tracks on that disk.



- ◆ **Q / A ADJUST EXTERNAL VIEW DISTANCE**
- ◆ **W / S ADJUST EXTERNAL VIEW DISTANCE ANGLE**
- ◆ **E / D ADJUST EXTERNAL VIEW DISTANCE HEIGHT**

These three commands only function when you are in the External View mode, reached by pressing F9. They allow you to zoom in and out on your Raider or Runner so you can get a good look at your ugly mug, rotate around to check out the Raider's rear axle, and shift from an almost top-down view, to a feeling like you're right in the trenches. Play around with these for a while, then get back to work!

## When You Die

When you die—and you will die—a top-down view of the battlefield appears, spinning in a daze until you restart the level by hitting **Space**, or **Esc** to exit to the Map screen. Better luck next time, chummer.

## Scoring Screen

When you've finished an Arena, press the **Esc** key to bring up the Scoring screen. The Scoring screen displays all your statistics for that level.

LEVEL STATISTICS	
METAL	
INFANTRY:	2 2.00
TURRET:	0
VEHICLE:	0
TOTAL KILLS:	2
CARS LOST:	0
TIMES KILLED:	0
SHOTS FIRED:	48
HITS:	16
DESTRUCTION:	134 BUNNY DRIVER
ACCURACY:	33%
TIME IN LEVEL:	0:40

## DETAILS OF PLAY

Life in NECRODOME ain't easy. Pools of toxic sludge, laser cannons, shotgun-wielding hoodlums and hover tanks can make it down right difficult to make it to breakfast. NECRODOME warriors who stick it out for the long haul learn three things early on: know your car, know your equipment, and know the opposition!

## Driving Your Raider

The basic mechanics of driving your Raider are simple and easy to pick up—the refinement of those skills makes the difference between life and death in the Arena!

Sort of like life, in NECRODOME you're always accelerating or decelerating, unless you're dead. The Up arrow moves you forward at an ever increasing pace, the Down arrow slows you down, and eventually puts you into reverse. While you can use the Down arrow to brake while moving forward, and the Up arrow to break while moving backwards, you can also use **5** on the Keypad to brake more sharply.

Now going in a straight line, either forward or backward, is only going to get you so far in Arenas liberally doused with obstacles and blind canyons. That's where the fine art of turning comes in; it isn't quite as simple as using the Right and Left arrows. Pivoting using **'**, is one variation, providing a tighter turn when used in conjunction with the arrow keys, but it also slows down your Raider. As with other vehicles, the faster a



Raider is moving, the faster it turns, and accelerating into a turn also gives the Raider more traction, reducing the chance of spin outs. However, braking while turning causes the vehicle to turn much more sharply; very useful for T-stops, and other surprise reverses. A desire to utilize both of these laws of physics simultaneously, though, has been the death of many a would-be NECRODOME warrior. Let's just say the novice Driver should pick the time and place for fancy moves carefully, it's war out there, not ballet!

All the pretty turns and stops in the world won't help you when your opponents are moving twice as fast as you are, so keep your eye out for Fuel Cans. While your Raider never runs out of ordinary fuel, in order to get the jump on your opponents you'll need to kick it into Turbo mode, and that means a lot of Turbo Boost Fuel. Turbo Boost mode allows you to double your maximum speed. Watch out for rough or slick terrain, though; it's easy to fishtail, lose traction and slide out of control.

### Eject / Self-Destruct

If you're being swarmed, feeling destructive, or just always wanted to know what it was like to ride a nuclear warhead, give the Raider's self-destruct feature a whirl. Press **PageUp** once; the computer asks you for confirmation, and press it again to initialize the process. When you eject, the vehicle tosses you in the air, then explodes, taking out nearly everything in close proximity, possibly even you.

In multi-player games, you can still eject from the Raider, but the vehicle only explodes if there is no one in it (Aww, you wanted to nuke your buddy while he was in the car? Too bad). If there is someone still in the car, you just get thrown into the air, fated to land on anything you were running away from. You just might panic your buddy into ejecting, though; you should land right as the Raider explodes—see ya, ya coward!

### Vehicle Controls Summary

COMMAND	PRIMARY DEFAULT KEYSTROKE
Turbo	<b>Shift</b>
Brake	<b>;</b>
Pivot	<b>'</b>
Up / Forward	<b>Up Arrow</b>
Down / Reverse	<b>Down Arrow</b>
Turn Left	<b>Left Arrow</b>
Turn Right	<b>Right Arrow</b>
Forward + Left	<b>NumHome</b>
Forward + Right	<b>NumPgup</b>
Reverse + Left	<b>NumEnd</b>
Reverse + Right	<b>NumPgDn</b>
Boost	<b>Shift</b>
Eject/Self-Destruct	<b>Page Up x2</b>



## Cockpit Controls

It takes more than iron nerves and fast reflexes to be a successful (living) Driver; you also need to keep one eye on your opponents and the other on your readouts. The twin-mount weapons that the Driver operates bracket your Raider's Windshield, which gives you a view of the front of the car. Overlaid over the Windshield is the Heads-Up Display (HUD), providing a variety of vital information. Below the Windshield is your Instrument panel, the main feature of which is the rectangular Threat Display in the center of the panel. Above the Windshield is the Turret Systems Display panel, with a counter showing your number of Bags, the currently selected Turret weapon, and its Ammo Counter. Identify these instruments, and use them; you're not making it out alive without them!



## Heads-Up-Display

Overlaid on the Windshield are several different readouts that make up the Heads-Up Display (HUD).

### Internal Damage Display

The red bar on the left side of the Windshield is the Internal Damage display, which is lowered every time you take damage. If a Raider absorbs too much damage, the Driver finds himself on foot. Damage to vehicles can be repaired using Internal Repair Kits, however, Runners are healed only after a level is completed. The counter at the bottom of the Internal Damage display shows the Raider's speed in MPH. The counter located near the top of the Internal Damage display lists the currently selected piece of Flash Gear's code above the number on board. The Flash Gear inventory list appears just to the right of the Internal Damage display if the / key is pressed. Additionally, pressing / repeatedly when the inventory list is up cycles through the inventory. Hit **Space** to use the selected Flash Gear. For more information, see the section "Flash Gear" starting on page 18.



## **Shields**

The green bar on the right side of the Windshield is your Shield display. As damage is done to your Raider, this drops until it is gone. Shields can be restored to full strength with Shield Recharges and boosted to double strength with Shield Enhances. Above the Shield display, the Gunner's name is listed (always *Automatic* in a Single Player game), and below the shield is the name of your Driver. The majority of game text also appears next to the Shield display, such as Flash Gear acquisition notification, death taunts, and Chat messages in Multi-player games.

## **Compass**

Directly above the Instrument panel is a Compass which rotates as you move to show the bearing that your Raider is currently facing. The blue square on the compass indicates the direction of the next waypoint, and sprouts right or left pointing arrows when it reaches the edges of the HUD.

## **The Instrument Panel**

Directly below the Windshield is your Instrument panel, dominated by the rectangular Threat Display. Pressing the **F10** key activates the Rear-View camera and displays it in the Threat Display panel. Above the Threat Display is an Ammo-Counter that indicates the level of ammunition available for the Cockpit's current weapon. If you run out of ammo, the Raider automatically switches to a different weapon, if one is available and ammunition exists it. You can also cycle through your available Turret and Cockpit weapons by pressing **,** and **.** respectively. For more information on weapons see the "Necrodome Ordnance" section beginning on page 15.

The strip of blue lights above the Ammo Counter is the Turbo Boost Fuel gauge. Pressing the **Shift** key allows the car to accelerate above the maximum top speed, however it uses up Turbo Boost Fuel, indicated by this bar. When the Turbo Boost Fuel gauge is completely black, pressing the **Shift** key has no effect.

## **The Threat Display**

In the center of the Instrument panel at the bottom of the screen is the rectangular Threat Display panel. It is an overview of the nearby area of the Arena which displays the following features:

- Yellow I-Bar: Your Raider
- Blue Cross: Ammunition or Flash-Gear
- Red Cross: Enemy
- Red Cross: Other Player Vehicle (network/modem play only)

Targets become visible to the Driver as soon as they enter your field of view. When a target is within weapons range, yellow brackets appear around the target. If two enemies are in your field of vision, the brackets appear around the closest hostile object. Press **Tab** to switch targeting to a different opponent in your field of view.



When driving the Raider without a Turret gunner, in Single-Player mode, red brackets and a triple beep mean that the Turret has acquired the target. Note that you can expand your field of view beyond the Target Display's range, making it possible to target opponents who are not shown on the Display. See the section "Render Distance" on page 24 for more information on how to alter your field of vision.

### Turret Systems Display Panel

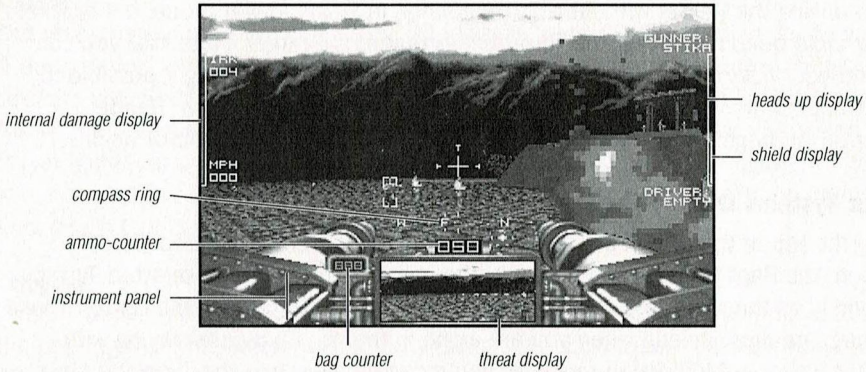
Along the top of the screen are the readouts for the currently selected Turret weapon: the Bags Counter is on the left, the name of the currently selected Turret weapon is on the right, and the Turret weapon Ammo-Counter is in the center. These readouts are most helpful when you are alone in the car. If you are playing with another player in Multiplayer mode, or you move the view into the Turret by pressing the **PageDown** key on the keyboard, there are separate controls for operating Turret weapons and Flash Gear. See the "Turret Controls" section below for details.

### Cockpit Controls Summary

COMMAND	DEFAULT KEYSTROKE
Turbo: . . . . .	<b>Shift</b>
Look Up/Down: . . . . .	<b>PgUp/PgDn</b> (only while moving)
Auto Targeting . . . . .	<b>Tab</b>
Cycle Through Cockpit Weapons . . . . .	
Cycle Through Turret Weapons . . . . .	,
Fire Primary: . . . . .	<b>Ctrl</b>
Fire Turret: . . . . .	<b>Alt</b>
Link Weapons (Primary/Turret): . . . . .	<b>L</b>
Cycle / Select Flash Gear . . . . .	<b>/</b>
Use Selected Flash Gear . . . . .	<b>Space</b>
Enter Turret . . . . .	<b>PageDown</b> (on keyboard)

### Turret Controls

The Turret controls are similar to those for the Cockpit, but instead of having to worry about driving the Raider, all you can do is gun down the opposition! Your chosen implement of mayhem appears in the main screen along with target cross-hairs. Use the arrow keys, or the mouse to scroll the turret around the Raider. Note that while you are in the Turret you can not affect the movement of the Raider in any way, and in Single-Player mode, switching to the Turret causes the Raider to come to an abrupt stop. Hit the **End** key to return to the Cockpit.



## The Heads-Up Display

Directly above the Threat Display is a Compass which rotates as you move to show the bearing that the Turret is currently facing. The blue square on the compass ring indicates the direction of the next waypoint, and sprouts right or left pointing arrows when it reaches the edges of the Heads-Up Display (HUD). Yellow letters indicate which direction the turret is facing in relation to the car, F for front, and B for back.

Like the Cockpit, the Turret has displays for the Internal Damage along the left side, and Shield Strength on the right. Two counters at the top and bottom of the Internal Damage display show the currently selected Flash Gear code above the number on board and the Raider's speed in MPH. Above the Shield display the Gunner's name is listed, and below the shield is the name of your Driver (always Empty in a Single Player game). The majority of game text still appears next to the Shield display.

## The Instrument Panel

The Turret's Instrument panel is very similar to the Cockpit. The Threat Display still appears in the center of the Instrument panel at the bottom of the screen, and shows the same information as its Cockpit counterpart. Since there is no Turret Systems Panel, an Ammo-Counter that indicates the level of ammunition available for the current weapon is located above the Turret Threat Display, and to the left of that is the Bags display. Note that there is no Turbo Boost Fuel Gauge on the Instrument panel. Hitting the **Shift** key rotates the Turret faster, but it does not cost fuel.



## Turret Controls Summary

COMMAND	DEFAULT KEYSTROKE
Rotate Left/Right	Arrow keys on Keypad
Aim Up/Down	Arrow keys on Keypad
Center Turret to Horizontal	<b>5</b> on Keypad
Center Turret to Front	- on Keypad
Center Turret to Back	+ on Keypad
Track Target	<b>Tab</b>
Increase Turret Turn Speed	<b>Shift</b>
Fire Turret Weapon	<b>Ctrl</b> or <b>Alt</b>
Cycle Through Turret Weapons	,
Cycle / Select Flash Gear	/
Use Selected Flash Gear:	<b>Space</b>
Enter Cockpit	<b>End</b>

## From Driver to Runner

From time to time, you'll find yourself on foot in an Arena. This might be because you had to get out in order to flip a switch, or because your Raider has been blown to bits. Leaving the car and traversing areas of the Arenas is inevitable, for some goals require it before they can be completed. Nevertheless, traveling outside of your vehicle should be done with caution, your Rotary Shotgun and thin body armor are no match for the attacks of most opponents.



## Heads-Up Display

As a Runner, not only are you without your Raider, you are without all but the most basic instrumentation. The HUD in your visor is all you have.



Your Personal Damage Display appears on the left side of the screen, in the same place as the Internal Damage Display of a Raider. Watch this carefully, since nothing in an Arena can heal you except leaving it. Getting shot up is bad for your health. When you are a Runner, you can pick up Flash Gear by moving over it. Flash Gear in your inventory are listed in the same manner as the HUD in the Raider. Jumping back in a vehicle transfers any items collected to your inventory.

Speaking of which, when on foot, the arrow on the Compass, now located in the lower left corner of your screen, doesn't point to the Goal, you'll never make it on foot. Instead it shows the way to the nearest vehicle. If your Raider has been destroyed, another one is made available at the starting platform of your original vehicle.

Your name is given in the top-right corner of the screen, below that, informative text appears as normal. Notice there is no Shield display; that's because your pitiful body armor isn't worth keeping track of. Instead the HUD displays a Bag Counter, on the off chance that you're going to need it.

In case you hadn't noticed, in the dead center of your view is the standard issue Rotary Shotgun. Slow, dependable, and it packs a mean wallop, the only thing between you and the long walk. Yeehaaw!

## Runner Controls Summary

COMMAND	DEFAULT KEYSTROKE
Slide Left / Right	, / .
Toggle Slide	<b>LAlt</b>
Look Up / Down	' / '
Look Center	;
Increase Runner Speed	<b>Shift</b>
Fire Rotary Shotgun	<b>Ctrl</b> or <b>RAlt</b>
Cycle / Select Flash Gear	/
Use Selected Flash Gear:	<b>Space</b>

## NECRODOME Ordnance

Simple fact — the opposition has you out-numbered and out-gunned; only skill, speed, and a good dose of luck keeps Rookies and their Raiders alive. Hope you have a whole bunch of four-leaf clover. But if it makes you feel any better, remember, to the winner goes the spoils...

## Cockpit Weaponry

All Raiders start out with a twin-mount High Velocity Gun. Along the way, other more lethal types of hardware can be picked up. All weapons are more effective at close range.



**High Velocity Gun:** The most basic and common weapon of the car. This twinmount gun has a moderate rate of fire and shoots high-velocity, large-caliber shells that tear up the opposition!

DAMAGE: LOW      RATE OF FIRE: RUN      MAX. AMMO: 250      AMMO PER PICKUP: 25



**Chaingun:** Twin high-speed chaingun barrels spit an incredible barrage of rounds at the target. For best results get close to your target. You can really chew up the bad guys with this baby!

DAMAGE: LOW      RATE OF FIRE: SPRINT      MAX. AMMO: 500      AMMO PER PICKUP: 50

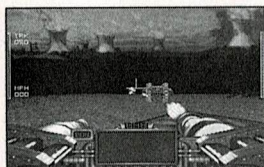


**Rocket Launcher:** Twin launchers alternately fire small, unguided, chemical-fueled rockets straight down their throats. The rate of fire is slow, but the results make it worth the wait! You're going to want to fire this puppy at a distance though; too close and your Raider could be damaged in the blast.

DAMAGE: HIGH      RATE OF FIRE: CRAWL      MAX. AMMO: 50      AMMO PER PICKUP: 10

## Turret Weaponry

All Raiders are equipped with a 360° Turret-mounted Rapid Fire Laser, but other types of ordnance are available from your victims...er ...competitors.



**Rapid Fire Laser:** Fires high-intensity energy blasts at whatever is under the target reticle. It is the default Turret Weapon.

DAMAGE: MEDIUM      RATE OF FIRE: WALK      MAX. AMMO: 100      AMMO PER PICKUP: 20



**Heavy Cannon:** Fires a devastating high-velocity round at the target. The Heavy Cannon is slow to fire, but packs a lot of power.

DAMAGE: HIGH      RATE OF FIRE: SLITHER      MAX. AMMO: 20      AMMO PER PICKUP: 5



**Guided Missile Launcher:** Launches two large, fire-and-forget, chemical-fueled missiles. The ultimate in Raider-mounted devastation. Just like the Rocket-Launcher though, if you're too close when you fire this weapon, you and your enemy will both be walking home.

ENERGY DAMAGE: MASSIVE  
MAX. AMMO: 10

RATE OF FIRE: WALK  
AMMO PER PICKUP: 2

## Runner Weaponry

Not much to it, but this little baby is all you got, make the best of it.



**Rotary Shotgun:** The Rotary Shotgun has a low rate of fire, but packs an impressive punch.

DAMAGE: MEDIUM    RATE OF FIRE: WALK  
MAX. AMMO: NONE (INFINITE SHOTS!)

## Weapons Commands Summary

Cycle Through Cockpit Weapons . . . . .		Cycle Through Turret Weapons. . . . .	,
Ready High Velocity Gun . . . . .	1	Ready Rapid Fire Laser . . . . .	4
Ready Chain Gun . . . . .	2	Ready Heavy Cannon . . . . .	5
Ready Rocket Launcher . . . . .	3	Ready Guided Missile Launcher. . . . .	6

## Ammo

AMMO TYPE	WEAPON
High Velocity Shells .....	High Velocity Gun
Chain Gun Shells .....	Chain Gun
Rockets.....	Rocket Launcher
Laser Cells.....	Turret Laser
Cannon Shells .....	Cannon
Missiles .....	Missile Launcher



## Flash Gear

Flash Gear is equipment that can be picked up in Arena play for a one-shot use simply by driving over it. Some Flash Gear may only appear in specific Arenas, with better Flash Gear being available in later, more difficult Arenas. Use the “/” key to display the Flash Gear in your inventory—pressing it repeatedly cycles through the gear until you have the one you want, and pressing the Spacebar activates it. Each specific type of Flash Gear can be used instantly by pressing the appropriate key.



### ***Shield Restore***

This restores your Shield to full normal strength, if picked up when your Shield is depleted. If you are at full and run over a Shield Restore, nothing happens. Shield Restores can not be saved to be activated later.



### ***Shield Enhance***

This gear gives your vehicle's shield double normal strength, even if picked up when your shield is depleted. As with Shield Restore, it can not be activated at a later time.



### ***Turbo Boost Fuel Can***

Increases supply of enhanced fuel. If picked up when your fuel is depleted, it recharges your fuel to full. If you are at full and run over a Turbo Boost Fuel Can, nothing happens.



### ***Internal Repair Kits (IRK)***

Repairs damage to the vehicle. Does not heal the Driver.

NUMBER PER PICKUP: 1      MAX. NUMBER: 20



### ***Smoke Screens***

The Smoke Screen leaves clouds of smoke behind the car. Bad guys running through the smoke cannot see as well, so blind 'em and blast 'em when they come through!

NUMBER PER PICKUP: 1      MAX. NUMBER: 20      DURATION: 7 SEC



### ***Napalm***

Leaves a burning slick that causes damage if driven over or run through. This one gives everyone a real hot-foot!

NUMBER PER PICKUP: 1      MAX. NUMBER: 20      DURATION: 15 SEC



### Mines

Drops a land mine behind the car which explodes if a someone drives over or runs through it, damaging anything nearby.

NUMBER PER PICKUP: 1      MAX. NUMBER: 50      BLAST RADIUS: SMALL



### Nukes

Similar to a Mine, a Nuke shoots from the top of your Raider and detonates at head height. The daisy-cutter effect does incredible damage to all opponents in the blast radius, but does not injure you unless you leave your Raider. Don't hop out to watch what this baby does!

NUMBER PER PICKUP: 1      MAX. NUMBER: 10      BLAST RADIUS: LARGE

## Flash Gear Commands Summary

---

Cycle / Select Flash Gear . . . . . /	Use Internal Repair Kit. . . . . Z
Use Smoke Screen . . . . . X	Use Napalm. . . . . C
Use Mines . . . . . V	Use Nuke. . . . . B
Use Selected Flash Gear: . . . . .	Space

## Arena Opponents

The original Arenas were mostly obstacle courses for the adventurous. Now, Arenas are well-equipped to play a more active role in the outcome. They have been stocked with all sorts of lethal hardware—carried, driven, and thrown by the worst sort of thugs you can imagine. All they want to do is to make sure you never leave.

### Human Enemies

---

#### TRACKERS

Lightly armored foot thugs. They attack with Shotguns and thrown Grenades.



#### RANGERS

Armored, hover-pack using thugs. They attack with either a High-Velocity Gun or Rocket Launcher.

#### SENTINELS

Heavily armed men in Powered Armor suits. They attack with shoulder mounted Rocket Launchers and a Chaingun.



#### PLAYERS

When playing in Multiplayer network/modem games, you may occasionally get to hunt one of these. Their Rotary Shotguns can sometimes surprise you!



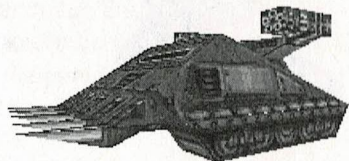
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## Vehicular Enemies

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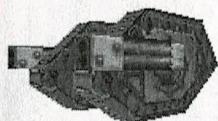
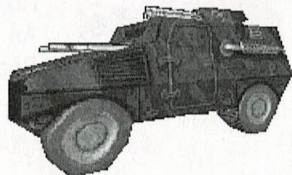
### ***STALKER***

A fast, armored vehicle with a spiked ram-plate. Its attacks exclusively by ramming the player.



### ***HUNTER***

A well armored and armed wheeled vehicle complete with a turret. It attacks with both its turret-mounted Chaingun, and front-mounted High-Velocity Gun.



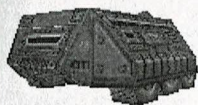
### ***MARAUDER***

A large, heavily armored, tracked tank. It attacks with two side-mounted Heavy Cannons.



### ***DESTROYER***

A slow, but well-armed, tracked vehicle. It attacks with both its Guided Missile turret, and its High-Velocity Gun turret.

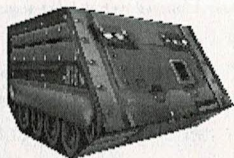


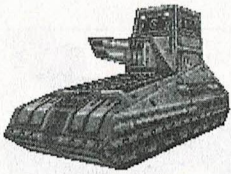
### ***MINE LAYER***

A slow, armored, tracked vehicle. It attacks by laying Mines across the ground in the level.

### ***APC***

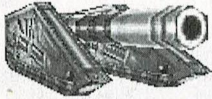
A very heavily armored personnel carrier which releases armed Trackers. This is its only method of attack.





### FLAMER

An armored, one man, tracked tank-like vehicle. It attacks with a Napalm flame jet.



### HOVER TANK

An armored, hovering vehicle. It attacks with Rocket Launchers.

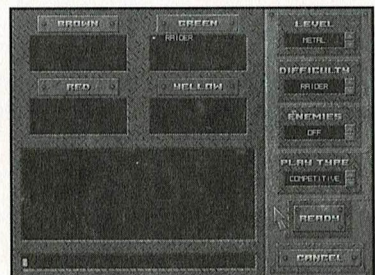
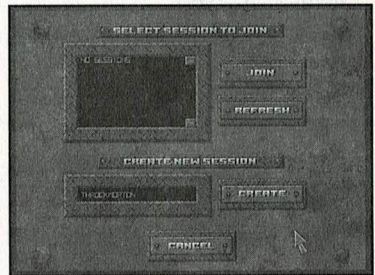
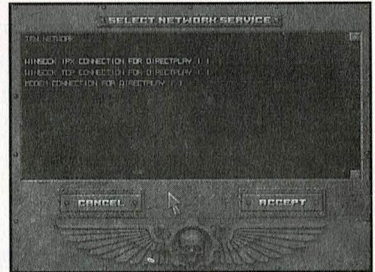
## NETWORK GAME

Multiplayer games played over a network or via modem (using the Total Entertainment Network, for example) are started using this Main Screen option. After entering your name, NECRODOME proceeds to the Select Network Service screen.

Once you have chosen a form of communication from the options available, the Session screen appears. On this screen you can JOIN a session that is being formed, REFRESH the screen to display any new games that have been created, or CREATE a session yourself.

## Create a Session

Since more than one session can be played over a network or on a service such as TEN, each session that you create must first have its own name. Once a session name has been entered, click on CREATE to go to the Lobby. As each player enters the Lobby, they are randomly assigned one of four colors, Brown, Green, Red, or Yellow, and the Driver's name appears in the Player panel below that color. You can change your color by clicking on the button of the color you want. **Note:** To play cooperatively, all players' names must appear in the **Red** panel.





## Chat

The flashing cursor in the text bar at the bottom of the screen displays anything you type in your color. Pressing Enter sends the message to everyone else waiting in the Lobby, and displays your message and any replies in the panel above.

## Arena

The arrows allow the selection of any of the NECRODOME Arenas for your Multiplayer game. In the multiplayer version, Arenas are also referred as Levels.

## Difficulty

The difficulty setting allows the same levels of difficulty to be set as in the Single Player game: DILETTANTE, ROOKIE, RAIDER (the default), VETERAN, and LEGEND.

## Enemies

This control toggles an Arena's enemies ON or OFF.

## Play Type

Either COOPERATIVE or COMPETITIVE play can be selected.

### *Cooperative Play*

COOPERATIVE play has everyone working together to conquer the Arena. Players can each command their own Raider, or they may pair up, with two Runners entering the same vehicle, one becomes the Driver, the other operates the Turret. **Note:** Cooperative play merely indicates the *intention* to cooperate. The weapons are live, and other friendly Raiders and Runners can be killed by you.

### *Competitive Play*

When the COMPETITIVE option is active, several variations are possible, depending on the desires of the players. By selecting the same color, players can form teams in Competitive mode, allowing two on two, or even three on one combats. Only Runners on the same team (wearing the same color) can pair up in a Raider. Alternately, by having each Driver select a different color, the game becomes a free-for-all, with every player for themselves.

## Starting a Multiplayer Game

When all players have chosen a color and the other variables have been set, each player clicks on the READY button. An R appears next to each Driver's name in their Player panel, until the final player presses the READY button, which starts the game.



Unlike the Single Player game, everyone starts out as a Runner rather than a Driver. Run to the nearest Raider and jump on board by pressing either the End key to enter the Driver's seat, or the Page Down key to enter the Turret. In cooperative play you can enter a vehicle already occupied by another player, identifiable by the red stripe on the Raider's side, by hitting either the End or Page Down key. You are given whichever position, Driver or Gunner, is not currently occupied. Note that if you are playing competitively, only players on the same team may enter the same Raider, and a colored stripe corresponding to that Team's color appears on the side of the vehicle.

The Driver can switch places with the Gunner by pressing the Page Down key, and either player can exit the vehicle at any time by pressing the Delete key. If the Driver exits the car the Gunner remains in the Turret, and vice versa.

## GAME OPTIONS

The Necrodome Options screen allows for configuration of game features such as music, sound effects, keyboard commands, and graphics. The MORE arrows at the bottom of the screen cycle through the other two screens of options.



## Sound, Graphics, and Playability Options

### Mouse Sensitivity

The MOUSE SENSITIVITY controls the range of sensitivity from 0 to 9.

### Sound Volume

The SOUND VOLUME controls the range of the overall level of sound effects from 0 to 9.

### Music Volume

The MUSIC VOLUME controls the range of midi music volume from 0 to 9.

### CD Music Volume

The CD MUSIC VOLUME controls the range of the Digital music volume played from the CD from 0 to 9.



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### **Background/Sky Toggle**

This option toggles the lovely scenery of the world of NECRODOME on or off.

### **Flat Shading at Distance Toggle**

When this control is toggled, objects in the distance have their surface detail turned on or off.

### **Flat Shading All Toggle**

Turns all surface detail on or off

### **Perspective Correct Vehicles Toggle**

This option toggles between vehicles which are flat, or corrected for perspective.

### **Perspective Correct Terrain Toggle**

This option toggles between terrain which is flat, or corrected for perspective.

### **Light Level**

LIGHT LEVEL adjusts the Gamma level from 0 to 6. During a session of NECRODOME the F11 key can also be used to adjust the light level.

### **Render Distance**

This option adjusts the distance at which objects appear. Playing with this setting at maximum may cause slower machines to perform sluggishly. The “[” and “]” keys can be used to adjust your field of vision during game play.

### **Screen Size**

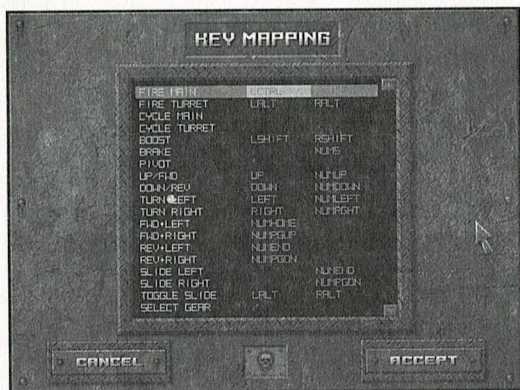
The screen size can be reduced using this setting. This option is the first one to adjust if game performance is suffering. During a session of NECRODOME the + and - keys on the keyboard can be used for this as well.

### **Realistic Reverse Toggle**

This option toggles the realism of driving in reverse. When activated, a car that is backing up and turning moves as a real car would, namely, when the **NumEnd** key is pressed the rear of the Raider moves to the Driver's left, and the when the **NumPgdn** key is pressed, the rear of the car moves to the Driver's right. While this option is set to off the reverse is true. This function defaults to on.

### **High Resolution Toggle**

This changes your resolution from 320 x 200 to 640 x 480. If you play with the higher resolution, you may experience a slow-down in game play.



## Key Mapping

NECRODOME keyboard controls can be fully mapped using this option. To select a key to reconfigure, use the mouse and the arrows in the corners of the panel, or the up and down keyboard arrows to highlight a particular setting. Press the Enter key followed by the new keyboard key to complete the change. If the new key was previously mapped to a different command, the old command

switches to blank when that key is assigned to the new command. Press the right- or left-arrow keys to switch between the primary and secondary control columns. See the "Keyboard Commands" section below and on the next page for the list of default commands.

## Game Credits

This options displays the production credits for NECRODOME.

## KEYBOARD COMMANDS

### Permanent Game Commands

HELP .....	F1	OPTIONS .....	F2
LOAD .....	F3	RESTART LEVEL (SUICIDE) .....	F4
SOUND ON / OFF .....	F5	MUSIC ON / OFF .....	F6
CURRENT BAG STATUS .....	F7	AUTOMAP .....	F8
EXTERNAL VIEW .....	F9	REAR VIEW .....	F10
BRIGHTNESS ADJUSTMENT .....	F11	QUIT GAME .....	F12
ABORT LEVEL .....	ESC	PAUSE GAME .....	PAUSE
ADJUST SCREEN SIZE .....	+ / -	ADJUST RENDER DISTANCE .....	[ / ]
CHANGE THE CD TRACK .....	~	ADJUST EXTERNAL VIEW DISTANCE .....	Q / A
ADJUST EXTERNAL VIEW DISTANCE ANGLE .....	W / S	ADJUST EXTERNAL VIEW DISTANCE HEIGHT .....	E / D

*Note: The above commands cannot be configured*



## Configurable Keyboard Command Defaults

COMMAND	PRIMARY DEFAULT	SECONDARY DEFAULT
FIRE MAIN	LCTRL	RCTRL
FIRE TURRET	LALT	RALT
CYCLE MAIN	.	
CYCLE TURRET	.	
BOOST	LSHIFT	RSHIFT
BRAKE	.	
PIVOT	.	
UP/FWD	UP	NUMUP
DOWN / REV	DOWN	NUMDOWN
TURN LEFT	LEFT	NUMLEFT
TURN RIGHT	RIGHT	NUMRIGHT
FWD + LEFT	NUMHOME	
FWD + RIGHT	NUMPGUP	
REV + LEFT	NUMEND	
REV+ RIGHT	NUMPGDN	
SLIDE LEFT	.	NUMEND
SLIDE RIGHT	.	NUMPGDN
TOGGLE SLIDE	LALT	RALT
SELECT GEAR	/	
USE GEAR	SPACE	
TALK	T	
GROUP TALK	G	
SELECT TARGET	TAB	
TURRET CENTER	L	NUM5
TURRET TO FRONT	.	NUM-
TURRET TO REAR	.	NUM+
USE REPAIR	Z	
USE SMOKE	X	
USE NAPALM	C	
USE MINE	V	
USE NUKE	B	
HVGUN	1	
CHAINGUN	2	
ROCKETS	3	
LASER	4	
CANNON	5	
MISSILES	6	
EXIT CAR	DEL	
ENTER DRIVER	END	
ENTER TURRET	PAGEDN	
LOOK UP	.	NUM-
LOOK DOWN	/	NUM+
LOOK CENTER	;	NUMENT

NOTE: Any of the above keys can be configured using the Key Mapping function.



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## **Raven Software Credits**

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<i>Lead Programmer</i>	Patrick Lipo
<i>Technology Programmer</i>	Carl Stika
<i>Game Programming</i>	Patrick Lipo, Robert Love, Rick Johnson
<i>Physics and Networking</i>	Paul MacArthur
<i>Tools</i>	Rick Johnson, Patrick Lipo, Robert Sundling
<i>Additional Programming</i>	Gil Gribb, Chris Rhinehart
<i>Direction</i>	Brian Pelletier
<i>Artists</i>	James Sumwalt, Rebecca Rettenmund, Brian Pelletier, Shane Gruno, Matia Wagabaza, Scott Rice, Les Dorscheid, Steve Raffel
<i>Animation Sequences</i>	Shane Gruno, James Sumwalt, Brian Pelletier
<i>Music/Sound</i>	Kevin Schilder
<i>Lead Designer</i>	Christopher Foster
<i>Level Designers</i>	Chris Foster, Dan Freed, Tim Moore
<i>Project Directors</i>	Steve Raffel, Michael Raymond-Judy

---

## **Strategic Simulations, Inc. Credits**

---

<i>Producer</i>	Scott Cuthbertson, Mac Senour
<i>Associate Producer</i>	Jeff Shotwell, André Vrignaud
<i>Product Test Manager</i>	Glen Cureton
<i>Product Test Supervisor</i>	Jason Ray
<i>Product Testers</i>	Jeremy Dang, Jesse Anacleto, Dion Burgoyne, Osiris Roman, Steven Peterson
<i>Manual Author</i>	Mark Whisler
<i>Manual Editor</i>	Anathea Lopez
<i>Special Thanks</i>	Jon Kromrey

Ten is a Service Mark of the Total Entertainment Network.



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## Technical Support

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Before calling for technical support, please have the following information ready:

- Detailed description of your problem and the exact steps described in order of occurrence, so we can try to reproduce the problem.
- Name/make/model/speed of your computer.
- Copy of your CONFIG.SYS file.
- Copy of your AUTOEXEC.BAT file.
- Name/make/model of your sound card.
- Name/make/model of your video card.
- Print out of the MS-DOS Check Disk command (type CHKDSK and press <Enter> to get it).
- Print out of the MS-DOS MEM command (type MEM and press <Enter> to get it).
- Name/make/model of printer you are using, and whether it is color or black & white.
- Version of MS-DOS you are using.

**VERY IMPORTANT:** WHEN CORRESPONDING WITH MINDSCAPE, PLEASE INCLUDE THE FOLLOWING INFORMATION:

- Fax number.
- Work phone number.
- Home phone number (or where your computer is most of the time).

For technical support in the **USA**, please contact:

Mindscape, Inc.  
88 Rowland Way  
Novato, CA 94945  
Automated 800 Service:  
(800) 409-1497 (This service can help you to find your own answers at no charge!)

Support in the USA, continued...

Telephone: (415) 898-5157  
FAX: (415) 897-5186  
BBS (415) 897-2867  
America Online keyword: MINDSCAPE  
CompuServe: GO MINDSCAPE  
Web page: [www.mindscape.com](http://www.mindscape.com)  
TS-E-mail: [support@mindscape.com](mailto:support@mindscape.com)

For technical support in **Australia** and **New Zealand**, please contact:

Mindscape, Inc.  
5/6 Gladstone Road  
Castle Hill, New South Wales  
Australia 2154  
FAX: 02 8992348  
Telephone: 02 8992277

For technical support in **Europe**, please contact:

Technical Services  
Mindscape International Ltd.  
Priority House, Charles Avenue,  
Maltings Park, Burgess Hill,  
West Sussex, RH15 9PQ  
England, United Kingdom

When calling from **OUTSIDE the UK**:

FAX: <International Code>  
44 1444 248996  
Telephone: <International Code>  
44 1444 239600

When calling from **INSIDE the UK**:

FAX: 01444 248996  
Telephone: 01444 239600  
(Monday - Friday, 09:30 - 13:00  
hours and 14:00 - 16:30 hours)  
Web page: [www.mindscape.com](http://www.mindscape.com)  
Email: [uktechsupport@mindscape.com](mailto:uktechsupport@mindscape.com)



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