

SCORCHED PLANET™

GAME MANUAL

Designed for



Microsoft®
Windows® 95

CD-ROM

 Criterion
Studios



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

SCORCHED PLANET™

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GETTING STARTED

SYSTEM REQUIREMENTS

- IBM PC-compatible computer, Intel Pentium™ 60 (P90 recommended)
- Windows® 95
- Microsoft mouse and driver
- 8 MB RAM (16 MB required for SVGA)
- Double-speed CD-ROM drive
- Fast reactions, great blasting skills and a tactical mind

INSTALLATION

Insert the CD into your CD-ROM drive (usually D). Please note: You must have the *SCORCHED PLANET* CD in your CD drive at all times for the game to play. Networked games only need to have the *SCORCHED PLANET* CD in the PC acting as the server.

If *SCORCHED PLANET* does not Autorun, then double left-click the *MY COMPUTER ICON* and then double left-click the icon that indicates the CD drive (usually D:). An icon will be present which looks like a dog. Select to install and then follow the instructions given.

To play the game, make sure the *SCORCHED PLANET* CD is in your CD drive. If Autorun is active on your CD drive, you will be presented with the option to play the game or uninstall it. If Autorun is not active, select the **START** button, then *PROGRAMS* and locate the program group that you selected. The default group is *CRITERION STUDIOS™*. Select the *SCORCHED PLANET* icon with the left mouse button.

OPTIONS



Choose difficulty level and click on *Go*
(Also <F 1>)



Choose a saved game and click on *Go*
(Also <F 2>)



Choose mouse or joystick control
(Also <F 3>)



Choose a language
(Also <F 4>)



Network game set-up
(Also <F 5>)



Choose your video settings
(Also <F 6>)



Choose your audio settings
(Also <F 7>)



Quit the game if you can!
(Also <F 8>)

PLAYING SCORCHED PLANET

The colony world Dator 5 is under attack from the marauding Voraxian Hordes. The people have sent out a distress call to the Galactic Federation, but yours is the only Galactic ship in the vicinity. Dator 5 will be taken. And your job is to save the humans.

Using your Type 16 morphing vehicle, you must defend the people of Dator 5 against Voraxian attacks, both from the skies and from the hills. Voraxian creatures will attempt to destroy the humans, or capture and carry them back to the Voraxian factory ship for “re-processing.” You must protect the humans, and beam them up to the relative safety of your cargo ship orbiting the planet.

Your Type 16 can carry up to 5 humans at a time. Urge them on-board by opening the door of your tank-buggy (press the <home> key to open/shut the door). Beam the humans to safety by flying them through the floating spacegate.

Beware: your flying fighter craft uses fuel. If you run low, you'll automatically morph back into the tank-buggy. You may find fuel power-ups around the terrain, or perhaps a destroyed Voraxian will leave a gift, or maybe you'll come across secret weapon/fuel dumps.

The humans may also be able to assist you. The soldiers (yellow uniforms) are pretty good at defending themselves when under fire. The civilians (blue uniforms) aren't really fighters, but some of them are pretty hot scavengers, maybe they can help you find power-ups.

*TIP: ALWAYS BE ON THE LOOKOUT FOR
NEW MODES OF TRANSPORTATION AND
PIECES OF EQUIPMENT WHICH MAY HELP
YOU IN YOUR MISSION.*

Look for the “city beacon” to appear when a settlement is under attack. All the humans will head towards their city beacon.

*TIP: IF YOU'RE QUICK, YOU MAY BE
ABLE TO EVACUATE A SETTLEMENT
BY GRABBING THE BEACON AND DROPPING
IT OUTSIDE THE SETTLEMENT.*

See the “Human Behavior” section of this manual for more information.

Watch out for spiders mutating humans into zombies. Anti-venom can be used to cure them.

Remember, collectibles can only be picked up when driving the tank.







WEAPONS

Weapons are selected by hitting the appropriate keypad number.

DEFAULT WEAPONS

Type	Key No.	Weapon Description
Shocker shell	1	Slow-firing artillery shell.
Laser bolt	1	Low-powered high velocity laser.

COLLECTIBLE WEAPONS

Type	Key No.	Weapon Description
	2	Short-range plasma bolts designed not to kill humans: ideal for freeing cocooned humans.
	3	Long-range, but slow-firing, rings of destructive sonic energy.
	4	Highly powerful missile: use <T> to target and <L> to lock, then just fire and forget.
	5	Low-powered, auto-targeting homing missile.
	6	An upgrade to your shocker/laser combo with a higher burst rate and field of fire.
	7	Rapid-firing rocket launcher.



Mines

8 Highly explosive proximity mines fired backwards.



Special Slicer weapon

9 A huge reusable metallic disc capable of cutting through anything in its path.



Nuclear Bomb

10 The final bomb prepared by Dr. Bombass used to defeat the Voraxians.

POWER - UPS

Item

Description



Fuel

25% fuel recharge.



Fuel Tank

A new fuel tank, should your own get damaged.



Shields

20% shield recharge.



Max Shields

Maximum shield recharge.



Map Enhancer

Terrain map.



Invincibility

Your craft becomes indestructible for 30 seconds.














Ammo Crate

(Network game only) Contains all of a craft's weapons after it has been destroyed.

INVENTORY ITEMS

See Key Control section on page 12 on how to select and deploy inventory items.

	Item	Description
City Beacon	City Beacon	When a settlement comes under attack, a Beacon will appear (flashing red circle on radar). The humans from that settlement will always follow the beacon to try and get within its radius of influence. You can use the beacon to herd the humans away from danger.
	A-Tron	An attractotron capable of attracting Voraxians for 1 minute.
	R-Tron	A repellotron capable of repelling Voraxians for 1 minute.
	Save Buoy	Can be used to save your current game. When deployed you are presented with the <i>SAVE GAME SCREEN</i> : choose your slot; click on the disk icon; type a name of your choice and press < e n t e r > .
	Anti-Venom	Will cure zombies when dropped nearby.
	Hang Gliders	If dropped nearby, humans will use these to fly towards their beacon.
	Gate Crystal	Used to recharge the Spacegate: simply fly through with one on-board.
	Gun Turret	If the enemy is nearby, then soldiers will run to the turrets and start firing them.
	Bridge Component	Will replace missing bridge sections when dropped by a broken bridge.
	Bomb Detonator	The first component for the Nuclear bomb.
	Bomb Power Source	The final component for the Nuclear bomb.

SPECIAL ITEMS

**Item**

Truck

Description

Nearby humans will be collected and driven to their beacon.



Raft

Humans can board a raft to cross water.



Regeneration Indicator

Indicates that a collectible is being regenerated.

Malfunction Collectible

Dropped by enemies in Network Play to cause your Type 16 morphing vehicle to malfunction (you can't morph or shoot for one minute).

HUMAN BEHAVIOR

The key to completing the game is understanding the humans' behavior and using the humans to help you. To do this, you must be clear on how the humans interact with Beacons and other objects. If you press <home> to hail the humans to your tank, this will override all other behavior. If the humans are within the beacon radius then they will go about their default behavior, as detailed below. If you transport a human outside the beacon radius, then the human will go about its default behavior, as detailed below.

**Type**

Soldier

Default Behavior

A soldier will attack Voraxians if they are nearby. If there is a gun turret nearby, the soldier will use it. If there are no Voraxians nearby, then a soldier will head for his beacon.



Civilian

A civilian will collect power-ups if they are nearby and leave them at the beacon. If there are no power-ups nearby, then a civilian will head for its beacon.



Zombie

Humans cocooned by spiders become zombies. A zombie will always attempt to turn other humans into zombies. A zombie will self-destruct in 2 minutes.

If you transport the beacon then the humans outside the beacon radius will head towards their beacon. If, when outside their beacon radius, a human passes into the influence radius of another beacon, then that beacon becomes its home beacon. For every human you save over your quota you will have an enhanced human on the next stage. So, if you save 12 humans when your quota was only 10, you will then have 2 enhanced humans on the next stage. An enhanced human is bigger, stronger and more effective in its tasks than ordinary humans.

SAVING YOUR GAME

There are 8 save slots available to save your game. You can save your game after every completed mission, or at any time if you've collected a Save Buoy (see Inventory Items). To save, choose an empty slot with your mouse by clicking on the *SAVE SLOT* icon. Then, click on the floppy disk icon. Type in a name for your saved game and press **<enter>**. If you've already used all 8 slots, you must choose to overwrite one.

CONTROLS

Choose *MOUSE* or *JOYSTICK* control from the *OPTIONS* menu. The following are the default settings for the Mouse and Joystick: both can be configured by the player.

Joystick Control

Button #2

Button #1

Left Alt + Joystick movement

Left Alt + Joystick movement

Joystick movement

Function

accelerate (double-click for higher vehicle speed)

fire

move tank turret up and down

move aircraft from side to side

vehicle direction

Mouse Control

Right mouse button (RMB)

Left mouse button (LMB)

Left Alt + Mouse movement

Left Alt + Mouse movement

Mouse movement

Function


accelerate (double-click for higher vehicle speed)

fire

move tank turret up and down

move aircraft from side to side

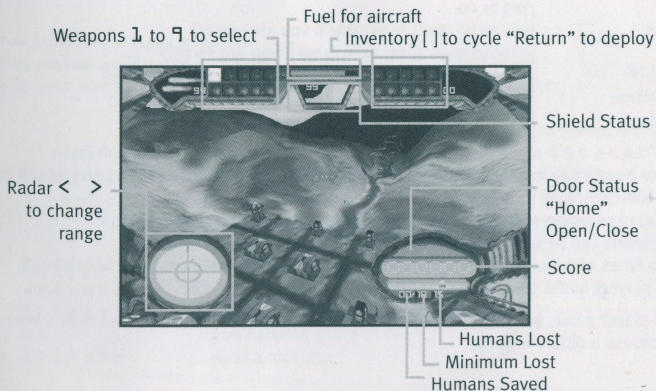
vehicle direction

HOME	vehicle door open/close, calling humans onboard	P	pause game
END	vehicle morph	R	radar on/off (not in cockpit view)
Esc	exit to <i>OPTIONS</i> screen	S	shadows on/off
	radar range lower/higher	T	select homing missile target
SHIFT	accelerate (double-click for higher vehicle speed)	L	lock onto selected target
CTRL	fire	SHIFT + ?	mission briefing screen
ARROWS	vehicle direction	SHIFT + M	toggle homing missile camera angles
TAB	map view on/off	F1	cockpit view
[]	cycle through inventory items	F2	1st person view
ENTER	use selected inventory item	F3	top down view
SPACE BAR	rotates vehicle 180 degrees	F4	fixed camera orientation
SHIFT + +/-	brightness down/up	F5	fixed chase view
LEFT ALT + UP & DOWN ARROWS	tank turret up and down	F6	fixed rear view
LEFT ALT + LEFT & RIGHT ARROWS	move aircraft from side to side	F7	left side view
-/+	resize viewable window size	F8	right side view
		F9	free chase view

SIGNATURES ^RADAR

white dot • human
flashing black/white dot • human carried by flying Voraxian
blue dot • human vehicle
checked square • other players (network game only)
yellow dot • power-up (flashing=fuel/shield)
cyan dot • flying Voraxian
red dot • ground Voraxian
purple square • Voraxian Factory Ship
purple cross • guardian
flashing square • spacegate

COCKPIT DISPLAY



NETWORK GAME

SCORCHED PLANET can be played as a network game with up to 8 players. One player must act as a server while the others must act as clients. The 8-player network mode requires only one *SCORCHED PLANET* CD. Install *SCORCHED PLANET* onto each PC from the CD and then run the game with the CD in the PC that you are using as the server for the game.

To play the network game you must have IPX network drivers loaded and running on your PC.

Setting up Network Connections:

In Windows® 95, right-click on the *NETWORK NEIGHBORHOOD* icon, then choose *PROPERTIES*. Under *CONFIGURATION*, select IPX/SPX (3 Com Fast Etherlink) or whatever card you may have. Go to *PROPERTIES* and check the box to enable NetBios over IPX/SPX. Windows® 95 will now build an information database. Restart your system.

Select the network icon from the *OPTIONS* screen. You will be presented with a selection screen offering the following options:

Server	yes or no
Monsters	yes or no (only selectable if you are server)
Level 1	choose level (only selectable if you are server)
Killmatch(#)	choose type of game (only selectable if you are server)
Default Name	(type in the name you want to use)
Team None	(cycle through team names to select)
Players 1	(indicates how many players have joined the game)

There can only be one server: if you choose to be server when one already exists then you will default to being a client.

The humans are always present in the game, but monsters can be turned on and off.

Any of the 19 levels can be selected.

There are two types of network games to choose from: Killmatch and Savematch.

The different players in the game are identified by different colored craft.

If playing a 2-player game, you must choose different team colors. However, if more than 2 are playing, only 1 must choose a different color.

Note: In some instances, if you press <e s c> while playing a network game, your mouse cursor may freeze (quit responding). If this happens, press <e s c> to exit to the *MAIN MENU*, then press <F 3>, then use the arrow keys to select *CONFIGURE MOUSE*, then press <e n t e r> .

KILLMATCH

The first player to achieve the selected number of kills wins.

Kills are shown at the bottom of the screen in the player's color

(*YOUR COLOR IS THE ONE WITH THE WHITE BOX AROUND IT*).

SAVEMATCH

The player who has the most points when the last human is saved, wins. The Tank can only hold 3 humans in a Savematch, each human saved scores the player a point.

1 POINT IS LOST FOR KILLING A HUMAN.

1 POINT IS GAINED FOR KILLING A PLAYER.

1 POINT IS LOST FOR BEING KILLED BY A MONSTER OR FOR KILLING YOURSELF.

When you have made your choice click on *Go*. As server, the message collecting will appear: when all the players have joined, hit the <spacebar> to start the game. As client, the message *JOINING* will appear followed by either *ACCEPTED*, in which case the game will start when the server decides, or *REJECTED* which means there are already 8 players in the game.

Key Control

spacebar

Shift+N

esc

Shift+H

Function

start game as server

quit network game as server

quit network game as client

send a message

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If you have access to the Internet, Virgin offers 24 hour, 7 days a week support through our web site address at <http://www.vie.com>. Customer service information and answers to common technical problems are available on this system.

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TECHNICAL SUPPORT

For technical support, please first consult the Trouble-Shooting guide located in this document. If you still need assistance, our technical support team is available to help you. If the answer is not available through our Automated Support System, live technical support representatives are available Monday through Friday, 8:00 a.m.-7:00 p.m.,

Pacific Standard Time at (714) 833-1999.

You can also FAX requests for technical support to (714) 833-2001. Please include your name, call back number and the number where we should FAX back the information you are requesting. In addition, please include a complete description of the problem, along with the name of your system.

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Attn: Customer Service

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TROUBLE - SHOOTING

Before calling technical support, make sure that your computer meets or exceeds the minimum system requirements for the game. The system requirements can often be found in the game manual or on the bottom of the game box. If you are not sure if your computer meets the minimum system requirements, please contact your computer manufacturer or your computer vendor for this information, as this is needed before trouble-shooting the game.

Most problems may be categorized into one of four groups:

- Install
- Audio
- Video
- Lock-ups

Please refer to the following section that best describes the difficulty.

INSTALL

If the game stalls or aborts during the installation process, make sure that the CD is free from all smudges and scratches. If the disk is clean and you are still experiencing problems with the install, make sure that all background tasks and applications have been closed before trying again.

To do this:

- Hold **CONTROL-ALT-DELETE** at the same time.
- Highlight the application and click **END TASK**.
- **NOTE:** Please use this Control-Alt-Delete method with caution, as shutting down applications which your system is dependent on can result in your system hanging or crashing. (E.g., note that if you selected "Explorer," you would shut down the Windows® 95 Explorer on your system.)

TRY THE INSTALL AGAIN.

AUDIO

Difficulties with sound can be caused by a number of factors. First off, be sure that the speaker cables are firmly attached to the back of the sound card in the socket labeled **SPEAKER OUT**. If this has been checked and you are still not getting any sound from the game, be sure that the latest sound drivers are installed for your sound card. These sound drivers are designed by the manufacturer specifically for your sound card and may correct the difficulty you are having. If your sound card is SoundBlaster™ compatible, try choosing the SoundBlaster drivers during the sound set-up of the game.

VIDEO

Problems with the video are often the result of an incompatible display driver. Flickering video, distorted colors or a black screen are all symptoms of an incompatible display driver. Often, changing the display driver in use may correct the problem. Before changing the display driver, be sure to consult your video card manufacturer for any updates or new drivers that might be available. These display drivers are designed specifically for your video card and may resolve the difficulty you are having.

If you are still having problems, it is normally safe to use one of the display drivers supplied with Windows® 95.

To do this:

- Click *START-SETTINGS-CONTROL PANEL*.
- Double-click the *DISPLAY* icon and then double-click the *SETTINGS* tab.
- Click on the button labeled *CHANGE DISPLAY TYPE...*
- Look for a box labeled *ADAPTER TYPE* and click on the *CHANGE* button.
- Put a check next to *SHOW ALL DEVICES*.
- Under Manufacturers: make sure (*STANDARD DISPLAY TYPES*) is highlighted.
- Under Models: highlight either *STANDARD DISPLAY ADAPTER (VGA)* or *SUPER VGA* and click *OK*.
- Next click *CLOSE* and then *APPLY*.
- Restart Windows and then try the game again.

LOCK-UPS

If the game seems to lock-up consistently in one spot or area, make sure that the CD is free from all smudges and scratches. If the game seems to lock-up randomly or locks-up with an error message, this may be the result of insufficient memory or because another application is running in the background. Please refer to the section labeled "Install" for help with closing the applications.

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The Criterion Studios logo, which includes a stylized white silhouette of a cow or bull above the text "Criterion Studios".
Criterion
Studios

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