

SOULTRAP™

Manual



Microforum®



SOULTRAP™

Welcome to life on the edge,
where YOU must face your greatest fears
in order to survive a deadly nightmare
world of distorted perspectives
and hidden dangers...

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HERE ARE JUST SOME OF THE FEATURES TO LOOK FOR WHEN PLAYING SOULTRAP:

Camera Control

As you play, you can alter the angle of the camera (and your view) using the mouse. In effect, this allows you to view each SoulTrap environment in 360 degrees.

Optimizing Speed and Quality

You can optimize SoulTrap's speed and graphic quality using the Options screen. The Smart Camera, Targeting Cursor and Level of Detail can all be adjusted to best suit your system. For more information see Troubleshooting.

Smart Camera

The Smart Camera is Microforum's latest gameplaying innovation, and is designed to keep objects from obscuring Malcolm's view. The Smart Camera also allows you to change views on the fly, so you'll always be able to select the best view for any situation.

Original Soundtrack

SoulTrap is an enhanced CD which means that you can still listen to the original soundtrack using an ordinary CD player (including 2 special bonus tracks), even when you're not playing the game! You can also choose the music you want to listen to as you play using the * key on the number pad (NumLock must be turned on).

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The Diary of Malcolm West

While sleep o'erwhelms the tired limbs, the mind plays with wantons unconfined.
- Petronius

When the line between reality and illusion is blurred into obscurity, you quickly discover that trapped in your own mind is the most frightening place you'll ever be - and while this story may well prove to be the confession of a madman, I'll leave that for you to decide.



Let me begin by saying that my nightly torment is nothing new - ever since childhood, I have been plagued by nightmares. At first, my parents attributed the problem to diet or my passion for horror and the macabre, but as I grew older, my nightmares grew more and more intense.

After many visits to doctors and psychiatrists, and experiments with sedatives and sleep medications, I eventually learned to keep my

nightmares at bay, and began to move on with the process of living a fairly normal life. By age 30, I had built myself a successful career as an account executive with a major computer manufacturer...my reprise however, would be short lived and my nightmares returned with new intensity.

They came subtly at first, but eventually rose to such an intensity that it was not uncommon for me to wake, writhing in terror, forced to submission by the paralyzing grip of my horrifying visions. Again I sought refuge in familiar comforts, but nothing could stop my nightly ordeals.

My waking life began to deteriorate and I often found myself losing focus during important meetings, neglecting key clients, and making poor business decisions. Finally, the CEO of the corporation confronted me with one warning - correct the problem or be fired.

In desperation, I sought the aid of a renowned specialist in "dream therapy" but after several sessions the nightmares were continuing to progress. She tried every treatment possible for my disorder, but all to no effect. She did however, conclude that my nightmares were rooted in the common phobias that plague people everywhere; a fear of heights, technology, drowning, death and claustrophobia. I had discovered the cause of my insanity, but a cure seemed further away than ever.

Disheartened, I have now begun to accept the reality that only I can save myself from this nocturnal bedlam - that I must journey into this frightening world if I ever wish to free myself from this terrifying SoulTrap.

To make it back to the world of the waking, I must face whatever this new world has in store for me. For one last time, I must defeat my nightmares, or they will defeat me... and while there is no way for me to tell what lies ahead, it would appear my life has become some bizarre tale.

This, I fear, may prove to be the final chapter...



- Malcolm West

Minimum System Requirements

Pentium 90 with 16 MB RAM

Windows® '95

SVGA Windows compatible video card

11 MB free space on hard drive

Double-speed CD-ROM drive

Mouse

Windows compatible Sound Card (Optional)

Joystick (Optional)

Installation

To install SoulTrap, insert the SoulTrap CD into your CD-ROM drive and the setup program should start automatically. If the Setup program does not start automatically you can open it manually by clicking on Run in the Windows® '95 Start Menu, and typing "d:\setup" (where "d" is the designation of your CD-ROM drive).

Note: When SoulTrap has finished copying the files necessary to run the Setup program, you will be asked whether you wish to install DirectX 3.0. If you already have this or a newer version and do not wish to re-install it, deselect that option. When the DirectX 3.0 setup program runs, you will see a list of components and each one's current state. If you wish to install DirectX, you must click on the "Re-install DirectX" button (clicking OK will bypass the installation).

To launch SoulTrap, once all components are installed, the PC has been re-booted and SoulTrap has been installed, locate the SoulTrap icon in the Programs/Microforum/SoulTrap folder (by default), and click.

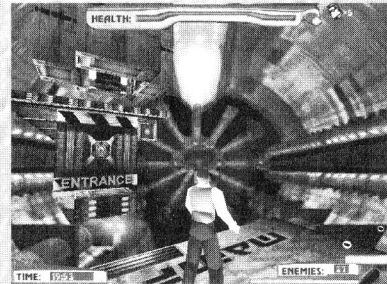
Uninstalling SoulTrap

Click on the uninstall icon in the program menu where SoulTrap was installed.

Note: Uninstalling SoulTrap will not remove the DirectX files. If you wish to remove these files as well, select DirectX from the Add/Remove Programs list in the Windows® '95 Control Panel and then click OK.

Playing the SoulTrap Soundtrack

The SoulTrap CD is an enhanced CD, which means you can listen to the music from SoulTrap even when you're not playing the game. You can play the soundtrack in both your CD-ROM drive and regular audio CD player, however when playing the CD in a regular audio CD player it is important to skip track 1.

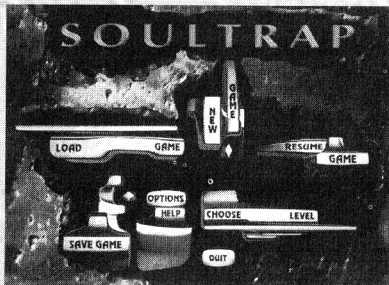


Getting Started

Main Menu

- | | |
|--------------|--|
| New Game | Starts a new game |
| Load Game | Allows you to load a previously saved game |
| Resume Game | Allows you to resume the game already in progress |
| Save Game | Allows you to save the current game |
| Options | Go to the Options screen |
| Quit | Allows you to exit SoulTrap |
| Choose Level | Allows you to begin play at a previously completed level |
| Help | Lists current game controls and level descriptions |

Note: To exit SoulTrap at any time, switch to the Main Menu, and select Quit.



Setting Your Options

You may select Options from the Main Menu to define your own keyboard / mouse / joystick actions. In addition, you can set the music volume and some other parameters of the game.

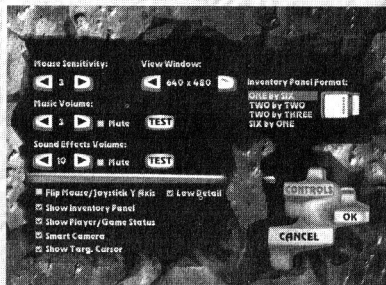
To customize the game controls, click on the Options button and then the Controls button. Double-click on the desired action and then click the button(s) you wish to cause it.

If SoulTrap informs you that the control combination you selected is already in use, you must first change the control scheme that is currently using it.

Example: "Spacebar" is the default control used to activate Malcolm's current booster. If you wanted to use "Spacebar" to jump, you would first have to assign the "Activate" control to another key, and then change the jump control to "Spacebar".

To configure your joystick, click on the Start button on the Windows taskbar, and then click on settings. Click Control Panel and then click Add/Remove Programs. Double-click on the joystick icon and then follow the calibration instructions.

Note: You cannot assign multiple actions to any key.



"Activate" will activate the currently selected item (i.e. guns or health).

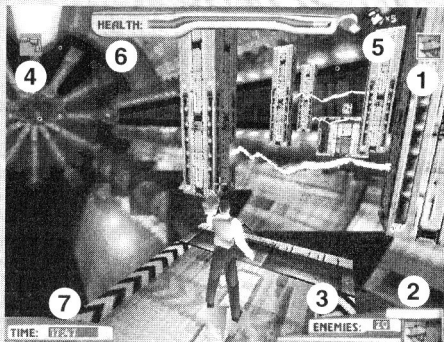
"Stop" will stop Malcolm instantly. This feature is useful for making sure Malcolm doesn't over-shoot tricky jumps.

"Next/Previous Booster" will toggle through the different items in your inventory.

Playing SoulTrap

To run SoulTrap once it has been installed, insert the SoulTrap CD into your CD-ROM drive and it should start automatically, or select SoulTrap from the Programs menu.

- 1 Displays the items in your inventory. The currently selected item is highlighted and the number below each item indicates the number of charges left in the item (the number of times it can be activated before it runs out).
- 2 Indicates the currently selected item.
- 3 Indicates the number of enemies remaining on the level.
- 4 Indicates items which are currently affecting Malcolm, and how much longer they will be in effect (i.e. super jump or speed boosters).
- 5 Indicates the number of lives you have left.
- 6 Indicates Malcolm's health status.
- 7 Indicates how much time Malcom has to find the exit. If time runs out, Malcom will lose a life. Some levels have unlimited time.



When you first begin the game you will enter The Training Grounds. Here you can acquaint yourself with the movement and actions available to Malcolm in his strange new world. Once you complete the level, you may launch it again at any time to hone your skills by selecting Choose Level from the Load Game screen. Once you have successfully completed the Training Grounds, you will be ready to begin the struggle to overcome Malcolm's most complex fears.

Note: If you want to view gameplay statistics such as Enemies Killed, Exits Found or Time Spent; select the Choose Level button and then click on the "Stats" button.

Movement and Action Controls

The following keys and mouse actions are set by default:

Move Forward	Up arrow key
Move Backward	Down arrow key
Sidestep Right	Right arrow key
Sidestep Left	Left arrow key
Look up/down	Mouse up/down
Look Left	Delete
Look Right	Page Down
Turn left/right	Mouse left/right
Jump	Shift or right mouse button
Fire	Space or left mouse button
Switch weapon or item	Home or End
1 - 6	Select an available inventory item
Exit to the Main Menu	Escape
Instant Stop	Enter

Quick Key Shortcuts

F1	Help	F2	Save Game
F3	Load Game	F4	Options
F5	Quick Save Game	F6	Choose Level
F7	Decrease Light	F8	Increase Light
F9	Quick Load Game	F11	Toggle Sounds ON/OFF
F12	Toggle Music ON/OFF	ESC	Previous Menu
PAUSE	Pause Game	1-6	Direct Access to Inventory Items

* (NUM PAD)	Next Audio Track
/ (NUM PAD)	Toggle Detail Low/High
- (NUM PAD)	Decrease View Window Size
+ (NUM PAD)	Increase View Window Size

O	Toggle Status ON/OFF
I	Toggle Inventory ON/OFF
P	Toggle Smart Camera ON/OFF
T	Toggle Targeting Cursor ON/OFF
V	Change View
Q	Quit Game

Game Function Controls

The following keys can be used at any time during gameplay:

Home or End	Select Inventory item
V	Switch player view (in-front, behind)
O	Show/Hide status information (health, time)
I	Show/Hide available Inventory items and booster effects
T	Show/Hide Targeting Cursor
P	Toggle Smart Camera (the Smart Camera will not allow objects to come between the external camera and Malcolm's head)
Q	Quit Game

Note: When using the following keys, you must first ensure that NumLock (on your keyboard) is turned on.

/ (Numeric Keypad)	Toggle Low/High Detail mode
+ (Numeric Keypad)	Increase window size
- (Numeric Keypad)	Decrease window size

Note: You can return to the Main Menu while playing, by pressing Escape. When you are ready to return to your game, select the resume game button.



Levels, Weapons and Boosters

1.0 The Training Grounds

The **Training Grounds** are inspired by the many childhood summers that Malcolm spent in camp. Resenting authority, they made him feel very much like a member of some vast military complex. This level allows Malcolm to safely learn the use of his Jetboard and master the physics of the game.



The Pistol allows Malcolm to learn the feel of the weapons used in SoulTrap. He can use the Targeting Cursor to help him hit objects that are moving in the distance.

2.0 Gothic

Gothic pits Malcolm against members of the undead, in a pre-renaissance environment. Cold stone pillars and monuments litter Malcolm's playground as he attempts to defeat the Death Angel.



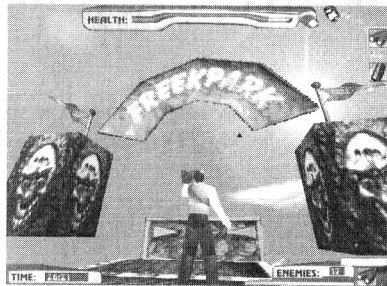
Daggers are not powerful weapons, but can be thrown in quick succession. Useful against Mummies and Bats.



Axes are much more powerful than daggers, but take a longer time to fire. Most effective against powerful and slow moving creatures, such as the Wizard and the Executioner.



The Gold Key is required to gain access to the Death Angel, guarding the exit. Keep in mind that the Death Angel cannot pass through the boundaries defined by the four standing stones.



3.0 Freek Park

Malcolm's most intense nightmares lay in the land of freeks! His disdain for pretty colors and cute characters (and most of all clowns) caused Malcolm's mind to spiral into the demented world of Dopey. Now, Malcolm must conquer Dopey to free the freeks from their torment...and free himself from this awful dream!



The Ray Gun is the first deadly weapon that you will see. It has the lowest damage rating and a very low range. It disposes of your enemy by firing deadly rings, which can also activate movement in solid objects, when needed.



Dynamite is scattered throughout the level and has a high damage rating. It is especially useful in regenerating invisible platforms, but can also activate movement in solid objects if needed.



The Boomerang Gun is a highly effective weapon. It has an excellent damage rating and can penetrate and move solid objects.



Dopey's key is required to pass through to Dopey's domain.



The Fireball Shooter is the most effective and efficient weapon available. It has a high firing rate and a medium damage rating.



The jump-potion enables Malcolm's Jetboard to boost to incredible heights.



Passing through this sparkling field restores Malcolm's health.

4.0 WaterWorks

WaterWorks reveals a wondrous place that is totally submersed beneath the deep ocean. Malcolm's exploring will soon reveal that the natural creatures of the ocean are being ousted by mechanical abominations. Malcolm must free any living creatures which he runs across, and destroy the automated horrors.



The Speargun fires quick and deadly bolts through the water. Useful as a generic weapon against all of the robotic monsters infesting the deep.



The Grenade Launcher fires slow, arching pineapples that are difficult to target, but pack a mean punch.



MediKits provide Malcolm with a much-needed boost of health and can be found in various places throughout the level.



This is a locked area. To gain access, Malcolm must retrieve and apply the OpenGate key. Without this, he will not be able to complete the level.

5.0 Vertigo

Malcolm's fear of heights induced the **Vertigo** nightmare. Tall buildings and dangerous leaps keep him on edge as he works his way to the top. A surprising surge of soldiers leaves him wondering if there is more to this than just a fear of heights.



Malcolm begins with just his bare hands. When no weapon is available to activate switches, Malcolm will have a Hand item in his inventory. It can be used to activate switches from close range.



The Uzi is the first weapon that Malcolm will come across in this level. It has a high firing rate, and can mow down the toughest of enemies. It is also able to trigger the motion of mechanical and animating objects.



The Missile Launcher packs a mighty wallop, and it can destroy in one fell swoop what would ordinarily take two or three seconds worth of Uzi fire. It contains a limited number of missiles, and can only fire about once every second.



The Super MediKit is a more powerful version of the MediKit found in earlier levels. Stay on your toes after finding the Super Medikit, since there are more troopers on the way!

6.0 Top Secret

The special forces witnessed in Vertigo were a prelude to the mass carnage in **Top Secret**. Here, Malcolm faces more SWAT troopers as well as an onslaught of shady government agents. Using money found throughout the level, Malcolm must purchase items that can aid him in breaking into government buildings, and discovering their secrets.



Malcolm starts this level carrying the Uzi. It is a useful weapon since it has unlimited ammo.



Malcolm finds money in various locations in the city. He can use this to purchase items at shops located throughout the city, by firing it at the desired item.



Bandages are used to immediately heal Malcolm. They can be purchased at the Pharmacy.



First Aid Kits are very helpful items. They cost more than Bandages, but provide more relief and can be carried and used when required.



The Pharmacy also has a Clone device, which can give Malcolm a new lease on life. It is very expensive, so its advantages may be outweighed by the cost.



There is a fitness shop in the city known as Hyperfit which contains natural items that may help Malcolm in various ways. One is a Vitamin capsule, which will give Malcolm a thirty second jolt of speed. It is useful for avoiding fast-moving enemies, but makes it very difficult to control your Jetboard.



Another item for sale at Hyperfit is the Mexican Jumping Bean, which allows Malcolm to reach heights normally inaccessible. Each bean lasts for only 5 seconds, long enough for a single jump, so use them wisely.



Finally, Hyperfit sells the infamous Jar O' Tar. This handy gear allows Malcolm to "stick" his landings when leaping around. This can be useful in areas where Malcolm's momentum might ordinarily carry him over the edge.



The Guns 'N' Smoke Kiosk offers everything an action killer could want. The first is the Automatic Shotgun which fires slightly slower than the Uzi, but packs a meaner punch. It is a necessary purchase when going against the government agents.



Also for sale at Guns 'N' Smoke is the Grenade Launcher. This weapon can take out enemies with one hit, but its cumbersome aiming technique and slow rate of fire make it a situation-critical weapon.



Finally, what smoke shop would be complete without a pack of cigarettes? Sometimes, however, it's better to give than to receive...



The Circuit Breaker is held close to its owner's heart. He is possessive and will not relinquish it willingly.



The GatePass is carefully guarded by a mysterious government agent, and many henchmen. It may be difficult to attain, although a little generosity can often go a long way.

7.0 Future Shock

Malcolm's job involved the use of high-tech machinery. His dreams are often filled with electronic and mechanical abstractions.



The Lazer Gun has a very high firing rate, but a low damage rating. Weak, fast enemies are best dealt with using the Laser Gun.



The Missile Launcher is useful for destroying your enemy during close encounters, and has a high damage rating.



The MediKit is used to immediately restore part of Malcolm's health.

8.0 The Reactor

In Malcolm's dreams, the people of the future are energy gluttons. Subconsciously eager to shut them down, he experiences further adventures...



The Grenade Launcher is useful for reaching your enemy when in awkward spots, and has a medium damage rating.



The Plasma Gun, has both a very high speed and damage rating. It is the perfect weapon for destruction.

9.0 Geas

To serve another's purpose, even when it advances one's own ends, is rarely a rewarding endeavour. Malcolm's horror-filled night continues with a quest imposed by another in need.



The Double-barreled Shotgun is more than adequate for shooting down victims in cold-blood! It has a slow firing rate, so it pays to stay on the move while shooting.



The Battle Axe is the deadliest of all weapons, but is very scarce. Use it wisely!



The Firefan Gun has an incredibly fast firing rate and its awesome fire-power can instantly fry its victims.



The jump-potion increases Malcolm's Jetboard jump velocity, but its effect is time limited.



The speed-potion accelerates Malcolm's Jetboard to high-speeds. The Jetboard can be difficult to control at such high speeds, so use speed-potion carefully.



The MediKit restores Malcolm's health.

10.0 Breakfast of Champions

Pushed to the edge by the frantic pace of modern life, Malcolm seldom had time for a good meal in the morning. Have you had your eggs today?



The Pistol is useful primarily for moving platforms. It can be used as a weapon, however it has an extremely low damage rating and is not very effective.



Use the Immobilizer to temporarily stop your opponents in their tracks. This gun can also be used to activate platforms.



Little is known about the Glazier except that it was a weapon designed for an undisclosed purpose.

11.0 The Temple

Once breached, the temple of the mind is left open and exposed for any delicate torture. Malcolm must endure the foul minions of his imagination.



The Magical Battle Axe is infinite in its number. It has a low firing rate and causes medium damage to its victims.

Troubleshooting

The following settings are recommended to improve the speed and graphic quality of the game, when using a system that does not exceed the minimum requirements:

- Select Low Detail
- Deselect Targeting Cursor
- Deselect Smart Camera
- Reduce overall Window size

To make these changes, select Options from the SoulTrap main menu screen.

If the external camera snaps toward Malcolm's head in a disorienting fashion.

This is the Smart Camera preventing walls and solid objects from obscuring Malcolm's view. You can turn the Smart Camera off by deselecting it on the Options screen.

During Setup, you clicked OK for DirectX install, but nothing was installed.

Go to the DirectX folder on the SoulTrap CD, and run Setup.exe. Click on "Re-install DirectX".

Your joystick isn't working correctly

If your view constantly shifts without you touching any controls, the joystick calibration is probably off. Follow the steps listed below to correct this problem.

To calibrate your joystick, exit SoulTrap and click the Start button on the Windows taskbar. Select Control Panel from the Settings menu and then double-click on the Joystick icon. Now you can calibrate your joystick by first ensuring that the right joystick configuration is selected and then selecting calibrate.

If music does not play

If the music does not play there are three possible reasons. First, another application is already using your sound device. In this case, close all other programs, and restart SoulTrap. Second, your CD-ROM drive may not be connected to your sound card. In this case, refer to your CD-ROM drive's documentation for information on connecting to your sound card. Finally, you may have music set to muted. This can be adjusted on the Options screen.

Sound effects do not play

If sound effects do not play, another application may already be using your sound card. Close all other programs, and restart SoulTrap. Also, you may have sound effects set to muted or a very low volume. This can be adjusted on the Options screen.

WARRANTY

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The logo for Microforum, featuring the word "Microforum" in a stylized, cursive font. The letters are white with a red outline and a slight shadow effect. A registered trademark symbol (®) is located to the upper right of the word.

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