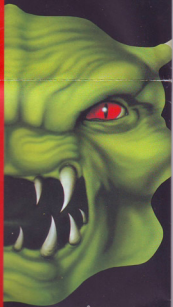


corporation



CORKERS



OBJECTS Fig. 6 Manipulation

[illegible]

Wipers – Locked doors are manipulated in a similar manner to guns. There are two types of doors, one that can be opened by walking on pressure pads and the second that is locked by an electronic system. The locked door is depicted by a grey square on its surface. To open it, click on the lock button and approach the door. When the control panel is within range, a square as small as the image in the lock window (bottom right of your screen). Next click on the manipulate button and the control panel will be shown as a full screen image. In order to enter the four-figure code, press at and click on the buttons on the panel. As you locate a correct number, the green light on the panel will flash. Note the numbers and then try to establish the three other figures necessary to complete the code. Once you have established all four figures, press the enter key on the control panel. If you have entered the numbers in their correct sequence, the door will open. If not, you will have to try entering the numbers in different combinations until entered correctly. The alternative to opening doors "manually" is to use an electronic lock pick. These can be either purchased at the store or collected as you progress through learning from its mistakes. Once it has completed its decoding, you will have approximately five seconds to note the number for future reference. You will now be able to advance through the door. You can only use the electronic lock pick when you have a full screen image of the control panel.

Elevators Fig. 7

Elevators are the only way to move between levels. There are two control panels for elevators. The small panel outside an elevator shows which floor it is on. Press the arrow shaped button and the elevator will be called. When it arrives you have five seconds to enter the open door. Inside is a control column. Walk up to it and tick it on your button. Manipulate the resulting keypad to see a full screen picture of the control pad. Key presses will not be accepted until you have inserted your smart card. To do this, find which pocket it is in, look at it and click on the manipulate button. The card will be inserted. The arrangement of buttons on the control panel allows you to go to any floor in the building. To select a floor just tap at its number and click. If you have security clearance for that level the green light will come on and the lift will start to move. If you don't have clearance, you will have to press another button. The panel displays the level you are on at the top and the level you are going to at the bottom. When the elevator has reached its destination the control and the green and yellow smart card panels will be lit.

Arbococks – The warehouse, car park and ground floor are separated by security doors nick-named 'arbococks'. The control pads for these are similar to the locked door control pad. First insert your smart card, and then enter the four figure code in the same way as you would with a normal door. When the code has been correctly entered the smart light will come on. Now press the yellow button to open the door. Your smart card will automatically be returned to you.

Terminals – Computer terminals are a rare find. They look similar to the elevator control column. Walk up to this column and look at it. When the picture of a monitor screen appears in the lock window, click on the manipulate button. Computer terminals offer a variety of facilities including increasing your security clearance to allow you access to more levels of the building.

[illegible]

SECURITY Fig. 8a – Fig. 8b – Fig. 8c

Cameras – Security cameras are mounted on the ceiling and rotate at regular intervals. If the player is detected by one, the alarms are triggered. The cameras have a limited range though, and can be shot from a distance. Destruction of an alarm trigger does not set off the alarms.

Infrared beams – Beam projectors are small metal objects standing on the floor. They are easily recognised by their single large lens. Walking in front of this lens will break the beam and trigger the alarm. Like the camera, these can be shot from a distance. The projectors are normally difficult to see because they are mounted on the vision enhancing wire will allow you to detect the beam itself. It is possible, although by no means easy, to jump over the infra-red beam and avoid triggering the alarm. To do this, back as far away from the projector as possible, run at a top speed and click on the up/jump button. This takes practice!

Pressure pads – Pressure pads appear as slightly discoloured tiles on the floor. They cannot be shot. Once spotted they should be avoided because if you step on them, you will activate the alarm.

Alarms – When the alarm is set off, the orange lights on the ceiling start to flash, a siren starts to wail and the guards on your level start to hunt you down. Shooting the alarm lights is a waste of time and ammo.

length! Combat can be dangerous. It is worth remembering that everyone in the game is wearing armor.

cannot be worn with the vision enhancing visor. You have no gas mask, move as far away from the sound of the gas as possible. This could minimise the effect. If the gas does start to affect you, it will slow down your vision and vision will become dark. Using the med-kit will inject a fast acting antidote.
Doors - When the alarm goes off, all doors with a keypad are locked and cannot be opened. Automatic doors will function.

CAPTURE

If you faint from exhaustion, run out of power (and/or or supreme amount), are overcome by gas or are damaged to such an extent that you black out, you will be captured and placed in a secure cell. Once you have recovered, survey the surroundings as there is always an escape route. Your equipment will be intact although your guns will have been removed. If you do not have enough energy or equipment to escape, UCC will dispose of you in such a way as to leave no evidence that you were ever there.

ESCAPE

When you wake up in the cell, there is always a way to escape. Check what equipment you have left. When you do escape, you will have to find out where you are. Try to find a weapon as quickly as possible because you could easily become vulnerable to attack.

LOADING AND SAVING GAMES

Saving a Game - To save a game, look at the contents of the belt pocket. In this pocket you will see the power lead. Point and click on the cycle button (the button marked with an arrow in the bottom right hand corner of the look window). Press this button until the "SAVE GAME" icon appears. Click on the manipulate icon. Insert a blank formatted disk when prompted. If you do not wish to save a game, click on the right mouse button. **NOTE** - Never save a game into your game disk.

Loading a Saved Game - Load your CORPORATION game disk as normal, once you have accepted a character, click on the right mouse button. To load a saved game, look at the contents of the belt pocket. In this pocket you will see the power lead. Point and click on the cycle button (the button marked with an arrow in the bottom right hand corner of the look window). Press this button until the "LOAD GAME" icon appears. Click on the manipulate. Insert the disk containing your saved game when prompted. If you do not wish to load a game, click on the right mouse button. Press the mouse button now attacks. If you are holding a walking gun it will fire. If you will punch.

APPENDIX A

EQUIPMENT LIST Fig. 9

Following is a comprehensive list of the items available for purchase and that can be found in the building.

Backpack Computer - This portable computer is not as portable as the name suggests. It is a heavy item which provides only one service. It can produce a head-up display map. Look at the computer and click on the cycle button to turn it on. The map appears in the bottom left of your view window and scrolls as you move. You are shown on the map as a white dot. When the map is displayed, the computer is drawing power from your suit. Use this map in conjunction with the wrist compass to plan your movements.

Bomb - A bomb is similar in effect to a grenade but it will also destroy walls. To use this item, look at it and manipulate it. You will see a full screen image of the timer control. Click on the fuse time and then click on the button marked "enter". The maximum time delay you can prepare is 30 seconds. When the time has been entered, the light comes on. To start the countdown click on the red button. The full screen image will disappear and you should click on the drive arrow before running away!

Compass - A small compass is carried on your wrist through the game. Simply look at your wrist pocket and it will be displayed in your look window. The compass uses no energy. Use it in conjunction with the map (see backpack) to plan your movements.

Disrupter - This is a flexible, non-conductive sheet woven from organic fibres. Several hundred micro batteries are built in and a circuit is printed onto the material with several contact points at the surface. Manipulating this sheet lays it on the floor at your feet. This material is invisible to robots' vision systems. If a robot is lured over this sheet it will complete the circuit and burn out. Only the largest of robots can survive this sheet. This equipment is the best weapon to use against organic creatures but cannot be used by androids.

Drink - Use of this item gives characters an energy boost. This is not as effective as the med-kit although it has no harmful side-effects. The drink dispenser requires small refills packs of glucose rich fluid. These are low concentrated to drink but come with a measured quantity of water which is mixed correctly in the dispenser.

Electronics Kit - This kit repairs physical damage to android characters. It can only be used once. The quantity of damage restored depends on the character's electronics skill. Human characters with bionic limbs need this kit to repair damage to their mechanical limbs.

Face Mask - This is a small mask which offers partial protection against gas attacks. This mask can be worn with the vision enhancing visor.

First Aid Kit - This kit repairs physical damage to human characters. It can be used only once. The quantity of damage restored depends on the character's medical skill.

Gas Mask - This is a full face mask which offers total protection against gas attacks including the tranquilizer gas in the building. This mask can be used indefinitely but the vision enhancing visor cannot be worn at the same time.

Grenades

There are two types of grenade available:

1) The stun grenade

The effect of this explosive device is not to damage, but to stun. This is a temporary effect. It projects a very bright light in all directions on impact. Only robots are immune to its effect.

2) The explosive grenade

Grenade explosions will destroy lights, doors and other objects but not walls. It will also damage or kill both creatures and robots.

Guns - There are five different types of hand gun available. Each is a different weight, bulk and price. The greater the price, the more powerful the weapon. The guards in the building use the cheapest gun available. All of the guns are energy weapons and not projectile weapons.

Hologram - These films are of no use individually. Used in conjunction with the Scrammer, they give you a three dimensional view of part of the building. Examine these pictures carefully because they are not useful in any other way.

Jet Pack - This piece of equipment is fairly heavy and uses a lot of power. Look at it and manipulate it whilst wearing it to turn it on. Use the jump and crouch buttons to fly and land. This item consumes power only whilst in flight. Remember that doors which open automatically rely on a pressure pad to trigger them and should be approached on foot or they will remain firmly closed.

Lock Pick (Bleedheads) - This item is to be used on the control pad of a locked door or airlock. It overrides the key pad and gradually works out the combination by trial and error. When it has successfully decoded the number, it will be displayed for a short time before the door is opened. Take the opportunity to note this number down. The lock pick is size but it is probably quicker than you could decide it yourself. Typing in a known code is always the quickest way.

Med-Kit - This is a small item which will automatically administer the antidote to most poisons or drugs. It will also administer a stimulant if it senses exhaustion. Use of this piece of equipment several times in a row can permanently reduce the endurance rating by one point. Remember that you endurance rating affects your endurance level.

The med-kit requires small amounts of chemicals to function. When bought it is a full. Replacement chemicals can be found in the building.

Psy-Enhancing Drugs - These tablets found in the building are an old UCC product which has now been withdrawn from sale. The drugs enhance the user's latent psychic power for a short time. They often have unfortunate and lasting side effects such as reducing user's clarity or endurance.

Psy-Eye - This is a headband which is decorated with a painted eye. The electronic components are a new UCC invention which amplify latent psychic power. Simply wear this item and all psychic actions will be more powerful.

Scrammer - This item is used to view and examine holograms (see under holograms). It may need to be recharged before use. To use this item, look at it and manipulate it to generate a full screen image. Now look at a hologram and manipulate that. If the Scrammer is powered up, the hologram will be displayed in the large central window. Point and click on the two buttons below the viewing window to fit your view left or right. The green button centres your viewpoint. The red button switches the image brightness. Some holograms may be over or under exposed and adjusting the control could reveal something which was previously hidden.

Smart Card - Everyone carries an I.D. smart card. Your card carries information about you such as your name, appearance and security clearance. Use the computer terminals to increase your security clearance level. The character's smart card is displayed at the bottom left of the display. The numbers represent strength, dexterity, endurance, intelligence and movement (in that order).

Vision-Enhancing Visor - This equipment allows several enhancements to the character's normal vision. Use the manipulate keys whilst wearing the goggles to select your chosen vision system. **Infra-red Vision** - Lets you detect the infra-red alarm beams which are spread throughout the building. Remember, however, that whilst using this facility it will constantly use more power than normal vision.

Image Intensified Vision - will enhance your ability to pick out features not normally visible with the naked eye.

Thermal Vision - For use when you have the power supply to an entire floor or the whole building. It allows you the ability to locate the exact whereabouts of droids, robots and other features indistinguishable in the dark.

Wrist Watch - A digital watch is carried on your wrist throughout the game. Simply look at your wrist pocket and it will be displayed in your look window. The watch uses no energy. Note that time within the game runs faster than real time.

APPENDIX B

Psionics Fig. 10

Psionic powers are only available to human characters. The psionics rating on the character selection screen shows how powerful each agent is in this area. UCC have been conducting research in this field for a number of years and have produced two commodities which enhance natural psychic abilities. See Psy-Enhancing Drugs and Psy-Eye under Appendix A. The scientific establishment still refuse to accept the existence of this phenomenon and no training is available. All that is known about psychic powers is unconfirmed rumour. The most wide-spread belief centres on the number three and the triangle. The number and symbol feature in mantras and spells claimed to move the effects. Top secret UCC documents which have been leaked suggest that the number three is important because there are three levels of power which must be controlled before the psychic energy is released in order to choose which effect is to occur. Each of these three areas has three states which determine the ultimate effect. The first is believed to be to affect, most effect and macro effect; in other words whether the effect is on a body or the constituent parts thereof. The second is no effect, positive effect and negative effect. These terms are used to symbolise good and bad as well as plus and minus. The final choice is disoriented as no effect, effect home and effect away. This decides whether the chosen action will affect the vessel or those standing nearby. The menu on which these choices are made is quite abstract and users no words but instead shows symbols. If the player can gain access to this menu then experimentation should make the above explanation clearer. There follows a description of all abilities currently available.

Levitation - This is similar to the use of the jet pack and is controlled in the same way. It too affords you the ability to move "off" the ground.

Heal - This effect repairs the cells in the body and also repairs damage to equipment and armour which is worn.

Density - This ability to increase one's molecular density allow, for the duration of the "spell", improve the character's armour.

Mind Blast - Creating this effect causes a massive power surge to affect those creatures nearby. Organic creatures are killed instantly as their nervous system burns out, but mechanical objects can withstand large amounts of damage which may or may not destroy them. Psionic effects use all of the available psychic power except for levitation which, like the jetpack, burns power only while the character is off the ground.

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