

player's guide

cyberwar

PC CD/ROM

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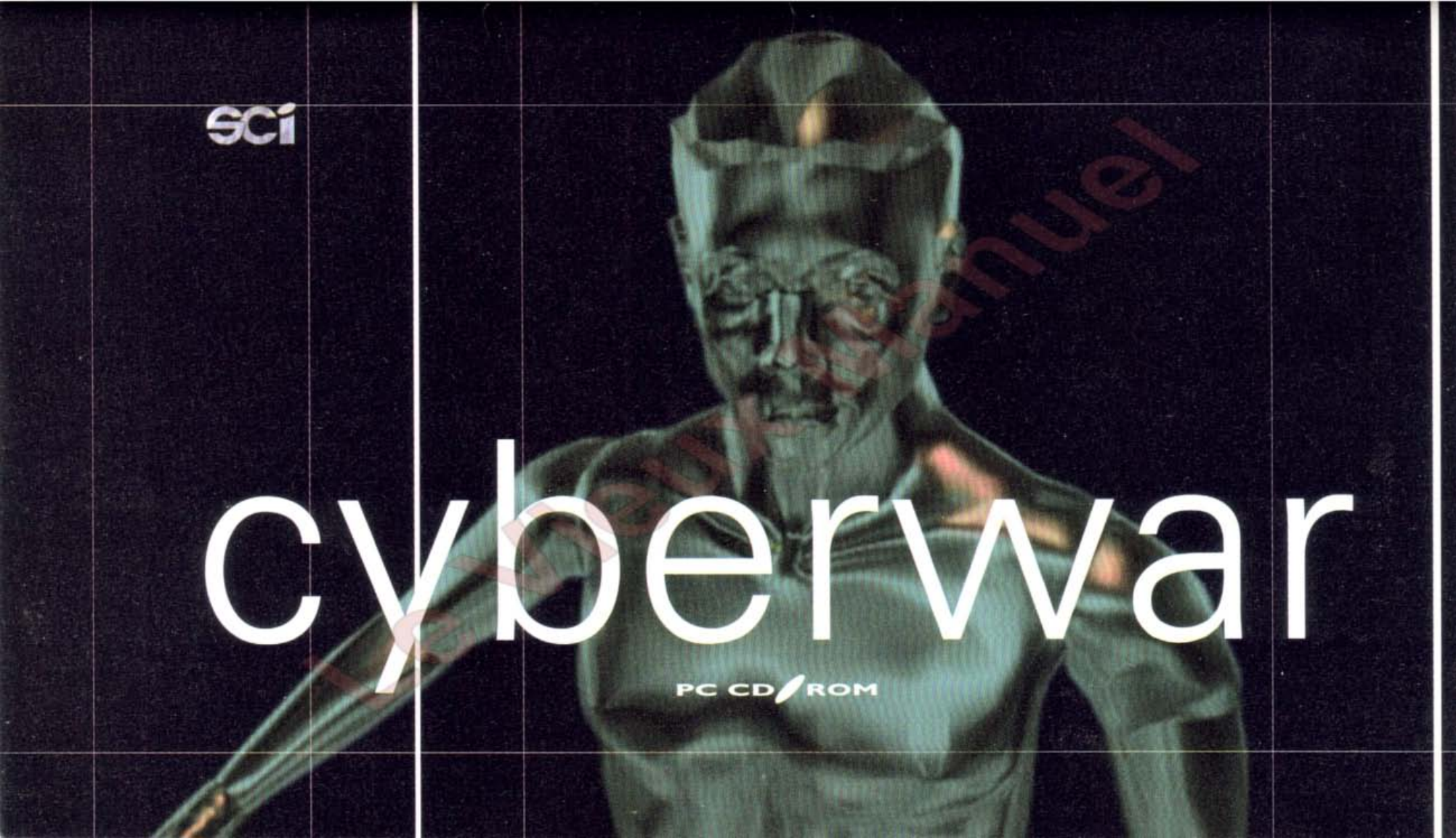
Le Vieux Manuel


SCi
cyberwar
PC CD/ROM





1
The SCi team
2
Edward Simons

Dear customer,

First of all I'd like to thank you for purchasing this copy of Cyberwar.
Over 12,000 man-hours of development have gone into Cyberwar and we're confident we've supplied you with a product that will seriously challenge your game-playing abilities to the full.
SCi is dedicated to progress at the leading edge of technology. However, the finest technology in the world is useless if you don't know what your customer wants. To continue to deliver the software you want for your machine we do need your help.
By completing and returning the enclosed registration card we can incorporate your comments into future games and deliver you the products that you want. You'll also be invited to participate in the special offers and opportunities we reserve for our registered SCi club members. For more information about the club please complete and return your registration card.
In the meantime enjoy Cyberwar!

Jane Cavanagh *Managing Director* SCi

a note from the producer of
The Lawnmower Man 2™ Jobe's War feature film
With the release of Cyberwar The Lawnmower Man™ series takes another step forward. With superb graphics and exciting storyline the sinister Jobe starts to show his true colors.
The eagerly-awaited feature film sequel Lawnmower Man 2™ Jobe's War starts production in September, ready for a summer release in 1995.
The next film will take you into new realms of special effects, where director Farhad Mann [Max Headroom] has created a virtual world where The Code Monkeys - Peter's gang - jack into thrills and spills and are surprised when they find that Cyber Jobe has crashed into their world.

Jobe carries on from Lawnmower Man™ intent on using his powers to take over their world.
This will be a sequel that will really outshine the first.

Edward Simons *Chairman* Allied Vision

Le Vieux Manuel

loading instructions
Place the Cyberwar disc 1 in your CD ROM drive.
Type: d : [or x: where x is your CD ROM drive]
at the d> prompt type: install, and then press the return key.
Follow the instructions on screen.
Please read the readme file on the install - this contains extra information regarding the setup of your PC.

quickstart
After installing the game follow the instructions which are given to start the game.

Once the game is loaded you may start playing immediately, referring to the controls sections of the game descriptions in this manual when you reach each new type of game.

introduction and death sequences
At the start of each game there is an introduction sequence. If you fail in any of the games there is a death sequence. If you wish to skip any of these intro and outro sequences press the space bar or enter.

pause and save
When you reach a terminal in-between games you can leave the game on that screen indefinitely. Also on that screen, below the up arrow at the bottom is a disc icon and by pressing down you can access this. You will now get a screen where you can load up a previously saved game, or save your current game in any of the three slots.

customer support + troubleshooting page 30

technical requirements
Minimum System Requirements
486 SX25 Processor
4 Meg RAM
Double Speed CD ROM Drive
320x200x256 Color VGA / S-VGA Monitor
Keyboard

recommended system requirements
486 DX33 Processor
4 Meg RAM
Double speed CD ROM drive
320x200x256 Color VGA / S-VGA Monitor
Keyboard and Joystick / gamepad
Sound card as listed below
486 DX33 Processor is required for full digital audio support.

This product has been designed to be compatible with the following sound cards

Creative Labs Sound Blaster™
Creative Labs Sound Blaster™ Pro
Creative Labs Sound Blaster™ 16
Creative Labs Sound Blaster™ AWE 32
Media Vision Pro Audio Spectrum/
Pro Sonic 16
Gravis Ultrasound
Microsoft Sound System
Ensoniq Sound Scape

Additional sound cards may be compatible with this product. However, the publisher makes no warranty to that effect.

Le Manuel Neuf



Stills from the Lawnmower Man Film

the lawnmower man 1™ feature film

A sinister government organisation known only as The Shop was secretly funding research into virtual reality carried out by Dr Angelo at Virtual Space Industries [VSI]. Unfortunately, The Shop's goals were different to Dr Angelo's. They wanted to create new weapons whereas Dr Angelo wanted to help mankind. Dr Angelo didn't find out about The Shop until it was too late for him to stop their interference in his work. The consequences were disastrous.

While working at VSI Dr Angelo developed a way of enhancing intelligence using virtual reality to stimulate the brain. This technique also involved Dr Angelo administering mind enhancing chemicals to the subject. One of Dr Angelo's first tests was on a chimp named Rosco. However the batch of chemical enhancers that he used on Rosco caused a rapid increase in aggression. This batch of chemicals was the infamous Project Five Formula.

Dr Angelo wanted to try the mind enhancement techniques on a human. He chose as his subject a simple man named Jobe and secretly started to work on Jobe's mind. However The Shop had plans of their own and arranged for the aggression inducing Project Five Formula to be swapped for the harmless formula that Dr Angelo was intending to use on Jobe.

As Jobe's IQ increased he began to exhibit awesome telepathic powers. He also became less stable and a danger to those around him. He wreaked revenge on all those who had harmed him: Father McKeen, Peter Parkette's father, Dr Timms and Jake Simpson. He also accidentally destroyed his girlfriend's mind while sharing a virtual reality experience with her.

Jobe finally went berserk. He decided that he wished to become a being of pure energy existing in the world's computer networks. He entered the VSI buildings and projected himself into the computer and became the most powerful being ever created - Cyberjobe.

Dr Angelo followed Cyberjobe into the computer but Cyberjobe escaped into the world's computers and set every phone on the Earth ringing.

Le Vieux Manoir



Still from Cyberwar

cyberwar the story so far

The sound of the phones ringing around the world wasn't a cry of joy but one of pain. Through a fog of sheer agony Cyberjobe realised that he'd lost his humanity and he blamed Dr Angelo for his loss.

As a virtual being time passed very quickly for Cyberjobe. Weeks of Cyberjobe's subjective time only lasted for seconds in the real world. He created his own virtual world within the world's computers and then populated it with people from his memories, recreating his own versions of Father McKeen, Jake Simpson, Dr Timms, Rosco and The Shop's Director. He even created a virtual version of the lawnmower, Big Red, which he had built.

Cyberjobe recovered from his pain and as his neural networks became saturated with the electrical world he now lived in, he planned his revenge on Dr Angelo.

Cyberjobe reached out into the real world and dragged Dr Angelo, Peter Parkette and his mother Carla Parkette into his virtual world. There he trapped the Parkette's in impenetrable cyberspheres and challenged Dr Angelo to free them.

Dr Angelo had to run a gauntlet through Cyberjobe's world, taunted every step of the way by Cyberjobe and pursued by Big Red.

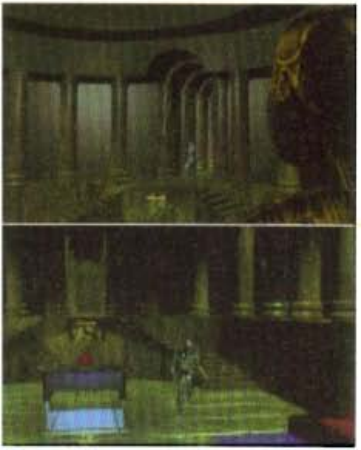
After defeating Cyberjobe and his cruel games Dr Angelo freed Peter and Carla. He then confronted Cyberjobe.

When Cyberjobe saw Dr Angelo standing in front of him he suddenly realised that not all of his humanity had been lost. He realised that the responsibility for becoming a virtual being lay with himself and not with Dr Angelo. In a moment of compassion Cyberjobe reached out and freed Dr Angelo, sending him back to the real world.

Peter, Carla and Dr Angelo had only been in Cyberjobe's virtual world for a few seconds, though it seemed like hours and days. They could still hear echoes from the ringing phones.

Meanwhile, cleansed of his hate, Cyberjobe had a lot to learn about being a virtual being and set off to explore the world's computer networks.

Le Vieux Manoir



Stills from Cyberwar

cyberwar
the lawnmower man™ travels into the next dimension
Dr Angelo and the Parkettes left their homes and went their separate ways. They needed time and space to try and rebuild their shattered lives and come to terms with the tragic events which had overtaken them.

Meanwhile, following the destruction of its research center, Virtual Space Industries was trying to rebuild its powerbase. VSI had concentrated all of it's resources at it's secret VSI North premises where it carried out all of it's top secret military research.

At VSI North they had software backups of all the projects which had been carried out at their main establishment, including full backups of all Dr Angelo's work. The final set of backups had been made as the VSI building had exploded. Automatic failsafes had cut in and dumped a copy of the entire contents of all the VSI computers direct to VSI North along a bomb proof optical link in the final seconds before the building was turned to rubble.

A copy of Cyberjobe was included in this final burst of data. However this copy lacked some essential essence. It was only a mechanical copy, not Cyberjobe himself. It lacked what some people might call a soul and without a soul it was much less than human. The lack of any humanity made the VSI North copy much more dangerous than the original Cyberjobe.

The lack of humanity was seen as an advantage by the military researchers at VSI North. Within minutes of arriving, the VSI North copy of Cyberjobe had established its own powerbase and had started to scheme.

Dr Angelo knew nothing about the copy of Cyberjobe and he had never even heard of VSI North. He withdrew from society and set himself up in a small shack outside Los Angeles. Here he found solace in his virtual reality research, swimming through the information rich cyberworlds in search of answers to questions he had only partially formulated.

Then one morning as Dr Angelo hunted through some information nodes in a heavily protected part of the world's computer network he felt a familiar presence rush through his VR form and vanish into one of the nodes. Dr Angelo's VR form froze and his mouth opened impossibly wide and let out a scream which travelled up through the sound spectrum into the ultrasonic. There was something familiar about the presence, but also something horribly wrong with it. It felt dead. Worse than dead it was filled with something which Dr Angelo's mind refused to face. It was filled with evil.

Dr Angelo ripped off his VR rig, ran out into the sunlit yard and fell to his hands and knees, his stomach wrenching as he vomited his breakfast into the dust. Then he lifted his head up and let the sun warm his face, his eyes screwed tightly shut. His lips moved slightly: 'Cyberjobe.'

This is no game... this is the declaration of Cyberwar!

Virtuality Magazine



gameplay objectives
The world that the Cyberjobe copy now inhabits in the VSI North computers was created using the Omega Chip. The Omega Chip is a software construct locked in a unique hardware matrix. It is the ultimate piece of cyberspace technology and has allowed Cyberjobe to maintain the Cyber World he's built.

You play the part of Dr Angelo. Your objective is to guide Dr Angelo on a mission to destroy the Cyberjobe copy and the Cyber World he's built in the VSI North computer complex.

You have successfully accessed the VSI North Computers. From within the computer you must find the Omega Chip and destroy it. Once the Omega Chip has been destroyed both the copy of Cyberjobe and the Cyber World he's constructed will collapse and fade into oblivion.

the omega chip disc 3
Before being able to play disc 3 you have to first complete discs 1 and 2. Once you have completed all of the games on disc 3 you will arrive at the center of the world entitled Circuit Citie.

objective
To locate the Omega Chip within Circuit Citie and destroy it, thus completing the game.

Beware Cyberjobe and the guardians he's created. They will do anything to stop you.

game map
Every room occupies an exact location in Cyberjobe's Cyber World. A complex arrangement of tunnels join the different areas. These tunnels give you access to the whole of the Cyber World and mean that you can play the sub-worlds in a different order whenever you play.

The Worlds are indexed alphabetically. This is not necessarily the sequence in which they appear in the game. They appear at random throughout the three discs.

Le Vieux Manuel

catwalk disc 3
There are two security door puzzles on disc 3. One of these puzzles may randomly throw up catwalk.

objective
Reach the end of the catwalk without being hit by Jobe's henchmen, mines, or by falling through the hole in the floor.

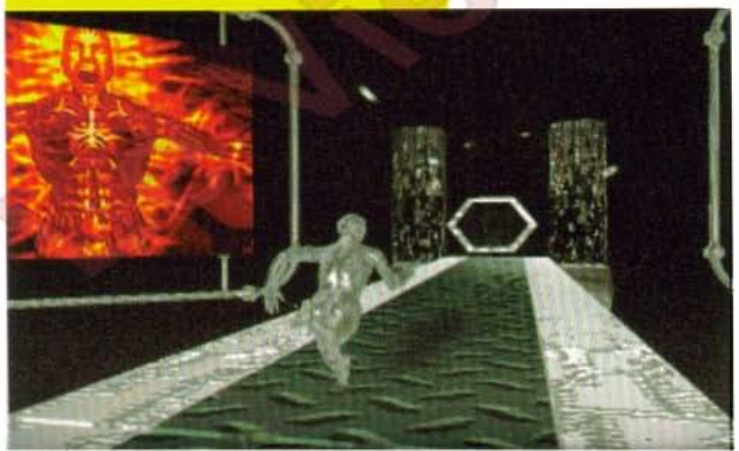
description
The pillar section of catwalk is all about timing. If you jump for the pillar too soon you will be knocked off your balance by one of Cyberjobe's henchmen.
The catwalk section is also about timing, with the threat of being chewed in the blades of Big Red. You need to jump the mines, duck under the henchmen and jump the open section in the floor.

Jump for a mine too early and you will stumble to the ground and Big Red will mow you down. Jump too late and the spikes of the mine will spear you.

Try to duck the henchmen too soon and again Big Red will get you. Duck too late and the henchmen will push you off the catwalk.

controls

Pillar Section	Up Arrow Key to Jump
Catwalk Section	Up Arrow Key to Jump Down Arrow Key to Duck



Catwalk

Manuel Jeux



projectile ranges discs 1+2

objective
Locate the hole in the invisible wall and destroy Father McKeen.

description
You, as Dr Angelo, are stationed behind a cannon facing the virtual alter-ego of one of Jobe's henchmen, Father McKeen. There is an invisible wall between you and Father McKeen. In this wall is a hole. You must shoot a projectile through this hole to destroy Father McKeen. To do this you need to select the correct combination of elevation and power.

The LED graphic cycles from Low to High elevation. Stop the cycle to select the angle you require by pressing the Fire button. Repeat this procedure to select the shot power level you require. If you take too long doing this Father McKeen will fire at you.

If you fail to hit Father McKeen he will take a shot at you. You continue to take alternate shots at one another until one of you scores a hit.

controls

To Select	Spacebar, Enter or Return

Lemmix Manuel

circuit citie discs 1+3

objective
Reach the end of the monorail by not falling off your MagLev MonoBike.

description
Circuit Citie is a fast paced game which requires skill and logical thinking to complete successfully. The game is set in the Virtual City. You, as Dr Angelo, ride a MagLev MonoBike which sits on a chrome rail. You are able to perform several actions while on the bike such as successfully leaning around a corner, shooting enemies on or near the monorail. Here are some of the problems which you will face during the game:

The Monorail ahead will split off in two directions and you must lean the bike left or right to corner successfully. If you fail the bike will be derailed at the split and you will be doomed.
Throughout the game you will be given chances to change the course of the game ahead. For instance, the track may lead into a difficult section and you could be given the chance to switch to an easier route with less obstacles.



Enemies such as Trackside Police Droids will rise up in front of you and fire as you pass unless you kill them first.
In one section the monorail ahead spreads into 3 separate rails. You must choose the correct route to avoid the obstacles, oncoming monorail trains and force fields, and navigate your way safely. It is during one of the Circuit Citie games that you will get the chance to destroy the Omega Chip at the core of Cyberjobe's world.

controls

Left	Left Arrow Key
Right	Right Arrow Key
Fire	Spacebar, Enter or Return

Amiga Manuals



debugging area disc 2

objective
Flick the switch and then find the exit and escape through it.

description
This is where the Cyber World is created and processed from information passed on by the Omega Chip.

This area is made up of a number of rooms which are hidden in a maze and defended by a Cyberbee with a neura-toxic sting. You must find your way through the maze using the rooms as landmarks and locate the switch which opens the exit door. You must then find the exit as quickly as possible.

The rooms Dr Angelo will come across are:

the reactor room
This is the central core where all the information is stored as a cyberfluid prior to being fed to the Omega Chip.

the wire room
This is where all objects are created in their wire frame pre-rendered state.

the computer room
This is the network processing center configuring the arrays in a neural binary form, maintaining the integrity of the virtual Cyber World.

the fan room
This is the cooling system for all virtual activity and bio-mechanical processing in the cybernetic systems.

Once inside the maze you run to the next junction, at which point you must decide which way you should go [if you take too long to decide the Cyberbee will catch up with you].

At a T-junction or a cross roads the action will pause and you will look around at the various paths until you make a choice.

When a path appears off to the left or right, when you are running down a passage, you must decide whether to turn or pass by.
If you end up running towards a dead end, use the teleport. The teleport will transport you to another part of the maze. The teleport will be immediately to your left as you reach the dead end. Turn left to enter it. If you take too long the Cyberbee will get you.

controls
At a junction

Left	Left arrow key
Right	Right arrow key



Mutation Storage

Reverse Engineering

mutation storage discs 1+2

objective
Kill Bernie before he kills you!

description
You, as Dr Angelo, are armed with a powerful Cybergun. You descend in an elevator to the dark Cyber Dungeon. Once you arrive at the Cyber Dungeon the elevator retreats back up through the ceiling leaving you alone.

In front of you there are three steel doors. These open randomly to reveal either a barrel filled with toxic chemicals or Bernie, one of Cyberjobe's heavily armed henchmen.

You must steer yourself to face the correct door and fire if appropriate:

If you shoot a barrel it will explode and engulf you in lethal chemicals.

If you don't shoot Bernie he will fire and kill you.
When you have killed Bernie a number will appear. Remember this as you will need it later in the game.

controls
Use Left and Right to point Dr Angelo in the correct direction and fire to shoot his gun.

Left	Left Arrow Key
Right	Right Arrow Key
Fire	Spacebar, Return or Enter

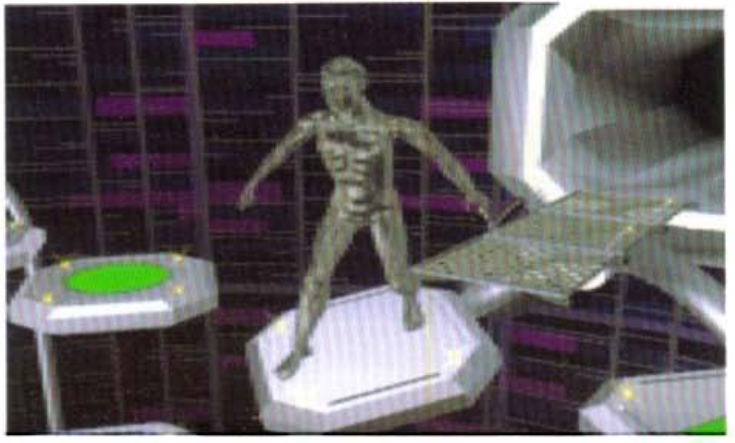
reverse engineering disc 1

objective
Cross the void via the floating platforms.

description
The playing area of this game is a grid of floating platforms which hang in a void between two tunnel exits. When you, as Dr Angelo, enter the game you can see the complete grid. On the top face of each platform there are randomly changing shapes. The platforms then start gradually disappearing until all that remains visible is the one on which you are standing and some of the ones immediately around you.

The images on the surface of each platform can be any one of four shapes and one of four colors.

The symbols are:	The colors are:
Square	Red
Circle	Green
Triangle	Blue
Star	Yellow



Levelux Manual

reverse engineering - continued

Your movement across the void is governed by a simple rule - You can only step on a certain color or a certain shape. For instance if the rule was 'Yellow / Square' you would be able to tread on any colored square and any yellow shapes. You will not know the rule at the beginning of the game and will have a number of chances to get it wrong before you lose.

The sequence of play is as follows:

- You are standing on a platform which is illuminated. The surrounding platforms are also visible. Each of the platforms has one of the color/shape combinations on it.

- After a fraction of a second these color/shape combinations change. This happens four times.

- You must move within these four changes otherwise your platform will fade and you will fall to your death.

The way in which the color/shape combinations change will determine how difficult the current move is. Sometimes they will all change completely, sometimes they will only change a little, sometimes just the colors will change and sometimes just the shapes.

You will have to determine when and in which direction you should move [backwards if necessary].

You should avoid heading for the edges or corners of the grid in order to maximize your choices [there are only two possible moves in a corner].

controls

Use Forwards, Backwards, Left and Right to move you in the correct direction.

Left	Left Arrow Key
Right	Right Arrow Key
Forwards	Up Arrow Key
Backwards	Down Arrow Key

Le Valix Manuel

robot control disc 3

objective
Exit the robot room by guiding the robot onto the key square.

description
You, as Dr Angelo, face a control panel. You use the panel to direct a robot by remote control as it moves around an adjacent room.

The play area is multilayered. Certain tiles will allow the robot to fall through to the floor below. On the sub-level falling through the floor results in your untimely demise.

Another danger found here is a powerful robot which patrols the lower level. The enemy robot will destroy your robot if it gets too close.

Find a teleport square to take you back up to the top level.
Find a map square to see your position on a 3D map.

controls
Use Forwards, Backwards, Left and Right to move the robot in the correct direction.

Left	Left Arrow Key
Right	Right Arrow Key
Away	Up Arrow Key
Towards	Down Arrow Key

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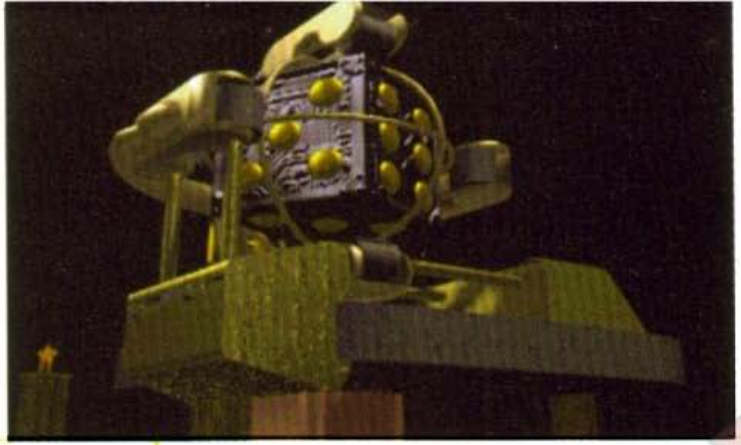


hex lock station disc 2

objective
Select the correct numbers in the sequence.

description
You, as Dr Angelo, stand at a control joystick facing a cube. The cube must be manipulated to expose the faces [each of which contains a number] in the correct sequence.

If the sequence spelled out by you matches the security sequence of the game then you will be permitted to continue.

You should have found the five digit security code earlier in the game.

controls
Use Up, Down, Left and Right to rotate the cube and Fire to enter the number on the forward face.

Left	Left Arrow Key
Right	Right Arrow Key
Up	Up Arrow Key
Down	Down Arrow Key
Fire	Spacebar, Return, Enter

Le Reux Manuals

security door discs 1, 2 + 3

objective
Unscramble the security combination lock to open the door.

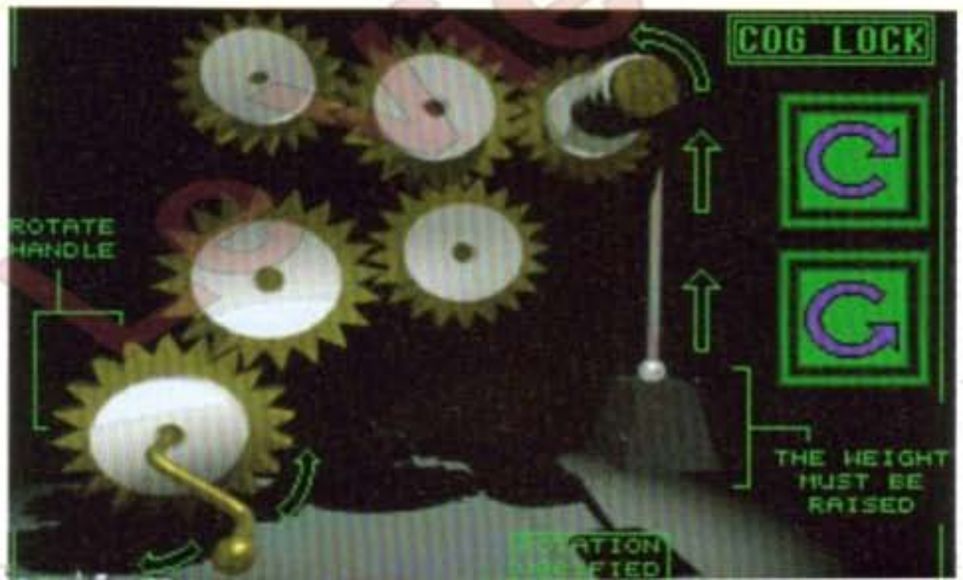
description
The logic door is set within its own sealed airlock.
The combination lock which will open the airlock door is to be found on a panel set into the wall on the left side of the airlock.

puzzles include:

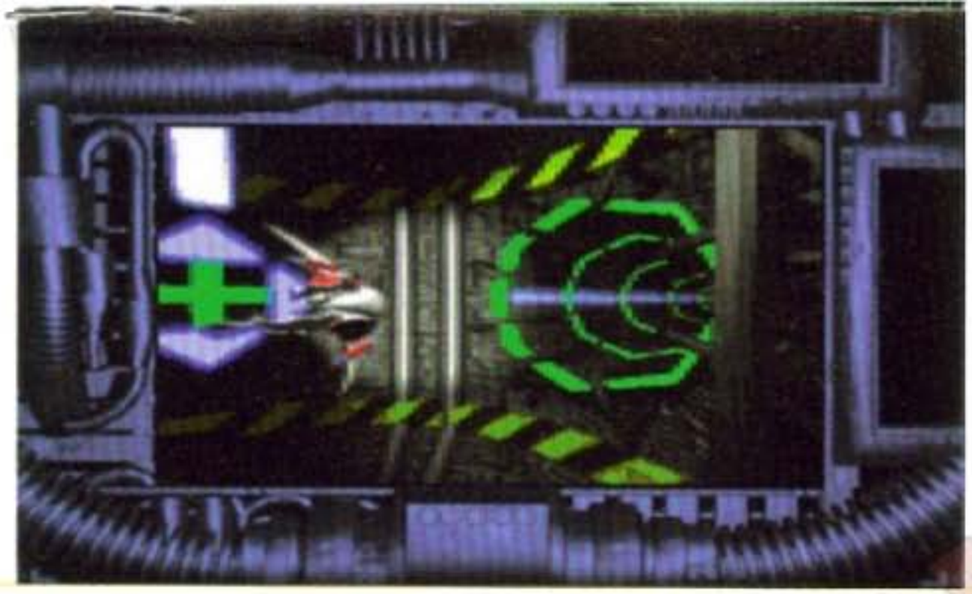
cogs Spin in the correct direction to lift weight
maze Find exit
tangrams There is a square which is cut into various shapes. These shapes can be rearranged to make different patterns. Each of the characters can be made from the shapes of a Tangram. Choose the correct character to match the Tangram shown.

controls
Use Up, Down, Left and Right and Fire to select the correct solution.

Left	Left Arrow Key
Right	Right Arrow Key
Up	Up Arrow Key
Down	Down Arrow Key
Select	Spacebar, Enter, Return



Security Door



cyber boogie discs 1, 2 + 3

objective
Navigate your way through the tunnels.

description
This is a fast paced fly-through sequence. You, as Dr Angelo, must control the Cyber Boogie ship around bends, dodging obstacles. The play area includes vast chambers and tunnels. There are barriers which come out of the wall and need to be avoided and also mines which fly down the tunnels towards you. The mines must be destroyed before they hit your ship or your ship will take damage.

If you turn a little too late on corners your damage counter increases until you lose steering control.

In the fourth Cyber Boogie game there are pick ups to be collected for your Disruptor Weapon.

The Disruptor is activated automatically when you enter the final Boss Chamber at the end of the fourth Cyber Boogie. Cyberjobe's head is at the center of the Cyber Boogie complex. It is protected by hologramatic shielding. However the shielding is not 100% efficient and glitches on and off periodically. Weapons have no effect on the shielding. The Disruptor can destroy Cyberjobe's head if it scores enough direct hits when the shielding is down.

controls
Use Up, Down, Left and Right to steer round the bends and obstacles. Use fire to destroy mines and to operate the Disruptor.

Left	Left Arrow Key
Right	Right Arrow Key
Up	Down Arrow Key
Down	Up Arrow Key
Fire	Spacebar, Return, Enter

Le Manuel

1
Dr Lawrence Angelo
2
Cyberjobe





1
dr lawrence angelo
Formerly a researcher at Virtual Space Industries and now researching into Virtual Reality independently.

2
cyberjobe
The Cyberjobe in Cyberwar is an evil copy of the Cyberjobe found in The Lawnmower Man™ film and The Lawnmower Man™ CD ROM game.

3
father mckeen
Jobe's guardian from the real world was burnt to death by Jobe just before he entered the network. Cyberjobe created Father McKeen's burning image in VR to stop and torment Dr Angelo in his attempts to destroy the Omega Chip.

4
rosco
The lab chimp who shared the Project 5 experience with Jobe. Trapped in the Catwalk Void his anger and agression is growing stronger.

5
jake
Another victim of Jobe's change into a VR being. Jake, the gas station attendant, tormented Jobe at every opportunity. Cyberjobe's VR image of Jake has been trapped in the Catwalk Void along with Rosco since Jobe's virtual being began to live and grow in the world's network.

3
Father Mckeen
4
Rosco
5
Jake







Le Vieux M

6
police droids
Cyberjobe's police patrol for the VR City is programmed to stop Dr Angelo getting to the Omega Chip. These droids are heavily armed with five 20mm autocannons and two forward mounted 30mm cannons.

7
bernie
A mutated organism grown in the toxic computer waste of the bio-weapons division. This mutant has the ability to teleport away when fired upon. He kills everything that moves and takes great pleasure in doing so.

Manuel

6
Police Droids

7
Bernie





8
Cyberbee

9
Evil Rob





8
cyberbee
Created by Cyberjobe to protect the heart of his world.
The Cyberbee patrols a maze of corridors striking with a deadly sting at any unauthorized being that enters.

9
evil rob
This robot is found on the bottom floor of the robot room.
His strength is such that once in his grasp there is no escape.
However he cannot move from his position and so it is possible to avoid him.

Le vieux Ma





building the game

introducing the team
an interview by vincent tremlamine

How does a game like Cyberwar happen? What pitfalls and problems did the team encounter? I really couldn't care less, but in the finest traditions of the investigative journalism, I went to SCi's development studio's to find out...

SCi's development facilities are precariously balanced on the southernmost edge of England. It is here, in an abandoned mountain-top castle, that the men and women of game creation slave tirelessly, in their never-ending pursuit of more perfect entertainment software. Well that's what it says here...

I was met on the helipad by the director of Cyberwar, 'fighting' Bob Plested. I asked him what pitfalls and problems he'd encountered.
vincent So, what pitfalls and problems did you encounter?
bob Well, there was so much to do, huge numbers of graphics to be animated and rendered..
vincent I'm sorry to interrupt you, but this looks much more like an industrial estate than a mountain-top castle.
bob Can we just talk about the game please?
vincent Yes, and you said this was a helipad but it looks like quite an ordinary parking lot doesn't it really?
bob Vincent...
vincent I mean, there aren't any helicopters for one thing, and...OUCH!
bob As I was saying, there were so many different graphical sequences to be produced. Each model had to be created in a 3D package, starting off in wireframe form, then preparing texture maps..
vincent Texture maps? What are they?
glenn Texture maps are the colors and images used to make up the surfaces of objects.
vincent Who are you and where did you spring from?
glenn The name's Glenn, and I used what we in the trade refer to as a 'door'.
bob Once we've built the sets and models, we arrange the lighting and place the cameras. Its just like the process of shooting a movie, except everything happens in virtual space.
vincent Virtually identical, ha ha!

glenn You honestly beleive that people find you funny..admit it, that's what you think!

We took the turbolift down to the 2nd basement level and rode a shuttle to the security bulkhead. Lasers scanned Bob's retina and we all stood back as the inner seal opened and then we were

Le Vieux Manuel



through, actually inside Chris Lipscombe's test department.
chris Enter..
vincent The way his voice echoes..it scares me!
bob The test department strike fear into all our hearts. We might think a product is ready for release, perfect in every way, but Chris and Matt will find something for us to fix or improve.
chris You there...
vincent Me?!
chris Yes, you. There is a small blemish on the sole of your left shoe.
vincent What? How did you know about...
bob I told you, they spot every flaw, every imperfection.
matt You cannot hide anything from us.
chris We are the test department.

We moved on slowly, past racks of computer systems and banks of monitors until we came to a place where the room opened out. Ahead of us stood a huge glass tank, reinforced with iron struts and adorned with ornate brasswork. As we passed by, I could see someone inside, running up to the glass and pummelling it with his fists. There was no sound. I could see his mouth opening, he was screaming at me, but all was silence.

bob That's Russ in the soundproof audio studio. He's been doing a massive lip-synching job and I think he wants a break.
vincent I see. Tell me Russ, how long does it take to do the sound for a game like Cyberwar?
russ
bob He says that it can take a couple of months or longer, depending on how difficult the original material is.
vincent What sort of things are particularly difficult to do audio for?
russ
bob He says that shots with lots going on, complex material, and lip synching all take the most time.
russ
bob Oh yes, getting a metal character's footsteps to sound realistic is also quite a challenge.
vincent That's most informative. Thanks for talking to us Russ.
russ

Beyond the sound studio, a wrought iron spiral staircase twisted up into the gloom. We climbed for some time, round and around, seeing the floor drop away below us. Just when it seemed that the stairs would go on forever, we found ourselves at an impressive looking doorway. There was a small sign which read 'Technical'. Glenn placed his hand on the palm scanner and the door started to open, then shuddered to a halt half way. A hand appeared from the other side and wrestled the door open to reveal John, supreme leader of the programmers.
john Don't worry about the door, I've got a new version of the software that fixes it.

We moved into a broad, low ceilinged room, brightly lit by the glow of a thousand LED's. To our left, somebody was furiously typing away at a terminal. The logo of a major national bank flickered up on his monitor and was quickly replaced by a stream of access codes racing up the screen. As we approached, he quickly switched off his machine and turned around to face us grinning innocently.
john This is Warren. He does technical support for us, amongst other things.
warren Hello.
vincent What are you working on today, Warren?
warren Oh, this and that. I've been sorting out our Modem link-up with other computers on the Internet. I've found my way into lots of interesting systems...
john Yes, well I'm sure that you're very busy right now. We won't disturb you anymore..
vincent Who's that there?

john This is Yvo, and over there in the Kung Fu costume is Steve.
yvo John, I've finished the development software. What now?
john Make a start on writing Cyberwar for the PSX
steve So! You have reached the programming room...but you will never leave! Ha ha!
I couldn't help noticing that Steve's voice seemed out of synch with his mouth, like some sort of badly dubbed martial arts movie. I politely pushed past him.
steve So! You have defeated me! But I shall return! Ha ha!
yvo John, I've finished the PSX version of Cyberwar.
bob The boy works fast!

While Bob and Glenn gave Warren details of their Swiss bank accounts, John hurried me up a marble staircase that rose from the far end of the room. Two vast statues guarded the enormous double doors above which was carved in Latin 'ine illbe ewe usttre'. We moved through the entrance and into a large medieval chamber, complete with flagstone floors, trestle tables and flickering torches on the walls. Ahead of us, Virgil and Cameron were re-enacting a climatic scene from Star Wars. They hurled themselves recklessly around the room, fencing with rulers.
virgil No! You're not my father!
cameron It is your destiny, son!
Suddenly, a tiny bell pinged and, on a bank of screens in the corner, the message 'Rendering Complete' appeared. Virgil and Cameron returned to their desks and continued animating. As I looked around I noticed another dark figure, sitting in an alcove at the far end of the room, smoking a cigarette. Smoke spiralled up in a lazy arc towards the high arched ceiling.
We approached him slowly, unable to recognize him as his face was in the shadows.
john This is Fergus.
vincent I see. Hello Fergus.
fergus What is your wish?
vincent Oh, I've seen so much here. The programmers and the test department, the sound studio and the graphics team, you've all been so wonderful to me that I really don't know what to say but...
fergus But now you wish to return.
vincent Oh yes, I'd love to see Kansas again!
fergus You've had the secret all along. Just close your eyes, click your heels together three times and say 'There's no place like home.'

I hugged them all goodbye, they'd become such good friends. But I knew that my time had come. I closed my eyes and did what Fergus told me.
Click! 'There's no place like home.'
Click! 'There's no place like home...'
Click! 'There's no place like home.....'

Le Vieux Manuel

introducing steve hillage

Having already provided music for the first Lawnmower Man™ CD ROM game it was a natural choice for guitarist and producer Steve Hillage and his synthesiser playing partner Miquette Giraudy to create some stunning new compositions for Cyberwar.

The distinctive combination of surreal sounds and driving rhythms that they have developed through their ambient techno group System 7 and their collaborations with the Orb, provides the ideal musical platform for interactive journeys into the Cyberworld of Jobe.

Steve is highly regarded for his work as a record producer and for his previous work as a musician in the 70s with his own band and in the legendary psychedelic group Gong. Together with Miquette he has also written and produced soundtracks for several feature films including the award winning French produced feature films Urga and L'Enfant Lion. He has also for many years been well known as a personal computer enthusiast and as someone who loves to experiment with technology and new ways of thinking.

He feels that the interactive element makes creating music for extraordinary cyberspace adventures like Cyberwar different to film scores, where one is working with a fixed scenario. In the dreamlike world of Cyberwar the music conspires to enhance a state of mind that makes playing the games all the more fulfilling.

introducing silicon graphics

Computers have the ability to mimic and magnify reality. Full color, 3 dimensional objects that move realistically on screen enable users to simulate, and often predict, certain characteristics of the world around them - phenomena both seen and unseen by the naked eye. The capability is called visual computing.

In an age of information visual computing provides a lens through which users can quickly explore, express, clarify and understand complex concepts and ideas. Color and sound blend to enhance the sensory appeal of the computer. These elements harmoniously synchronise with the users sight, hearing and thought processes, eliminating traditional barriers between people and technology.

Silicon Graphics is the leading supplier of visual computing systems. The company was founded in 1982 to pioneer 3D computing, to define new classes of visual computing and to transform these computing processes into practical solutions for users. Silicon Graphics now has a turnover of $1.5 billion and employs some 4500 staff.

Silicon Graphics offers a full range of systems from desktop RISC Personal Computers to systems with supercomputer-class performance. At the heart of the Silicon Graphics computers is the Geometry Engine - A unique VLSI [Very Large Scale Integration] processor which performs the intense mathematical calculations that are necessary to create and manipulate complicated graphics.

The Cyberwar team at SCi used Silicon Graphics's IRIS Indigo^2 computers. Launched in February 1993 the IRIS Indigo^2 is the most powerful graphics computer currently available on the desktop. This computer breaks new ground by providing high performance graphics with a powerful MIPS R4400 RISC processor; all in a machine the size of a PC. The IRIS Indigo^2 incorporates Silicon Graphics newest 'Extreme Graphics' subsystem. The Extreme graphics offers astounding performances of 630,000 polygons per second.



One of the many images created using Wavefront software

IRIS Indigo² technical information
The R4400 CPU operates at a clock speed of 150 MHz. There are two built in fast SCSI-II channels each delivering ten megabytes per second throughput and a new 64 bit system bus architecture which delivers the industry's fastest system throughput.

introducing wavefront

images of a new generation

If you watch television or go to the cinema you will already have experienced some of the stunning special effects that artists and animators create using Wavefront software. This work extends from broadcast station identities and program title sequences to scenes from numerous feature films - whether full length animation features such as Aladdin or Beauty and the Beast, or action adventure features like Alien 3, Total Recall or indeed the film that spawned this game - The Lawnmower Man™. Just as in this game the special effects in the original feature film were created with Wavefront software.

Wavefront began life in 1984 in California offering the first 3D animation software that you could just buy and run on a workstation. It didn't need special hardware or complex technical interfacing and so creative animators began using it on systems they could afford. Removing the technology dependence and introducing creative users has had a significant effect on the film special effects industry. In fact it has become unthinkable to create a major action feature in the 90's without the extensive use of computer graphics.

It's been ten years now and the company has a more international flavor with thousands of systems installed all over the world and development teams in Europe and the USA as well as Canada. The market for Wavefront's products has also evolved and now includes many interactive media applications, especially the development of games.

From a small high-tech, craft based group to an industry leading, publicly quoted company is a long way, but one thing has not changed in all this time - the ability to define the cutting edge in computer animation and special effects.

The developers of this game used the newest software available from Wavefront, which features highly realistic rendering effects, intelligent skinning of 3D character animation and physically based natural events - look out for signs of these in this game's graphics and others soon to come from SCi.

Le Visux Manuel

SALES CURVE INTERACTIVE

sci profile

games
Over the last six years, we've had experience supplying games for all commercially viable hardware systems, which has required that we design a variety of game styles. We've specialized in everything from cute platform games to pushing the frontiers of technology with virtual reality images on a CD.

The thrill of multimedia to us is that it spans potentially all age groups, genders and cultures. By applying the expertise derived from the interactive entertainment market over the last six years, we intend to research other applications for multimedia, most notably information, education, music and on-line services.

Our line-up over the future years is planned to be diverse, exciting and appealing to many customers. However, science fiction enthusiasts will no doubt be delighted to hear that we have a number of exciting science fiction fantasy-style products and movie tie-in's planned for release over the course of the next year.

technology
In addition to the high premium it places on cutting-edge graphic design, SCi is committed to staying at the forefront of interactive technology by supporting future platforms and continually improving the interactive gameplay in its multimedia entertainment products.

Out of a worldwide staff of fifty people, the company now has ten people [twenty percent of its workforce] working full time on a proprietory authoring system. This project represents nearly twenty man years of programming effort and will ultimately enable SCi to more easily and readily port its code over to new platforms, most notably cable and telecom.

Software is also under development for a motion capture studio designed for in-house use, although SCi anticipates opening the studio to television and film companies on a selective basis.

All graphic artists at SCi are kitted out with the best in Silicon Graphics workstations and high-end PC's. The company runs an extensive in-house training program for animators, computer science and mathematics graduates, and has advised local colleges in setting up interactive training programs.

SCi believes its products should also contribute to the ongoing technical education of its consumers, and to this end, has established a design standard for its manuals and on-screen hints requiring that even a novice computer user must be able to understand the material. In this way, SCi hopes to make products that will bring increasing numbers of the public to enjoy the pleasures of technology.

music
As an international developer and publisher of video games and CD ROM interactive products, SCi is committed to the future of multimedia entertainment and the stunning combination of music and images this incredible new, creative medium provides. The company is looking forward to working with not only bands and individual recording artists who wish to participate in interactive games, but also with music publishers and record labels who want to co-develop interactive multimedia entertainment.

'Due to the technological advancement offered to us through CD ROM, for the first time in the history of video games we have been able to incorporate CD-quality sound in our products. As in all other forms of entertainment, particularly film and TV, we are the first to acknowledge that music is an essential ingredient in the emotional experience of a good game,' says SCi Managing Director Jane Cavanagh.

To enhance its ability to provide superb sound for all its multimedia productions, SCi has recently installed a fully equipped recording studio in its three-story multimedia production facility in Southampton, England. The studio features DAT mastering, direct-to-disc recording, guitar controlled synthesizers, and the latest technology for special sound effects, original sound programming and voice-over recording within an acoustically engineered soundproof area.

In an interesting recent development, SCi is being approached by record companies who seek production of promotional music videos using SCi's artistic talent and creative interactive programming ability - which is applied to SCi's state-of-the-art Silicon Graphics workstations.

Music will most certainly be a big part of the SCi's future product line-up.

film

In the development of interactive entertainment, SCi has enjoyed working with film licenses and the creative personnel associated with them - the movie directors, art directors, scriptwriters and producers who become our colleagues during the exciting process of designing, producing and releasing a game.

Our company is always looking for superior licenses and planning new ways to work with Hollywood studios as well as top-notch film producers around the world. Recently, we have begun receiving proposals from movie studios to create special effects and computer graphics for feature films, making use of our high-end Silicon Graphics technology and expertise of our in-house artists. Such proposals are welcome, and we look forward to announcing a few new collaborations that will really excite our loyal game fans.

One of the most satisfying developments for SCi has been becoming involved in films in the earliest stages of production which has opened up new creative opportunities for us to shape the content of major motion pictures. We regularly review scripts and movie concepts, and if a property lends itself well to both a film and game, we are always ready to play a role in the production of both. Above all, SCi is committed to bringing excellent images to the whole range of screens now available worldwide.

Le Virtuose

customer service

During the development of Cyberwar, SCi's programming and animation staff was frequently seen studying a rare and highly valuable document. The prized volume guiding Cyberwar's design was, in fact, an in-house report on the results of an extensive SCi customer survey.

SCi asked consumers of its first PC CD ROM game, The Lawnmower Man™, to fill in a questionnaire asking for information about their product preferences and wishes for future products. Every single card that was sent in to SCi was scrutinised to ensure that the studio designed and produced games that would meet with ultimate consumer satisfaction.

As a result of the survey, Cyberwar features what consumers asked for: 256 colors throughout the entire game, massively enhanced non-linear gameplay, joystick control, a save game feature and skill level selection. Additionally, because music was high on the list of favorite Lawnmower Man™ features, SCi considerably extended the music content in Cyberwar by commissioning rock and techno music veteran Steve Hillage to write three exclusive original tracks.

Said Jessica Neighbor, in SCi's U.S. office, 'Having come from a background in television and film, where access to the consumer is difficult, I have been impressed by SCi's commitment to get to know, and listen to, its customer base. Not only are comments and suggestions encouraged and acted upon during the design phase, but during development of the product customers from our database were encouraged to participate in ongoing and extensive focus groups to make sure SCi was always on the right track.'

All customers in SCi's registered user database are invited to take part in special promotions offered on future products, and to participate in SCi's ongoing upgrade program.

Lowtech Manuel

customer support

EUROPE 44 [0] 703 631826
Or write to
SCi [Sales Curve Interactive] Ltd
Unit 11, Ivory House, Plantation Wharf
York Road, Battersea
London SW11 3TN England

USA 1 800 CYBERWR
Or write to
SCi [Sales Curve Interactive] Inc
330 Washington Square
Marina del Rey, California 90292 USA

troubleshooting guide

Please check the readme file in the install program if you have any problems, as this may include specific information relating to your PC set up which may help. If you are having technical difficulties with your Sound or Video cards please contact the card manufacturer's support line. For your convenience we have included the numbers of the most popular Sound cards.

Video Boards

Boca Research Inc.		
BBS	407 / 241 1601	
TS	407 / 241 8088	
Main	407 / 997 6227	
Diamond Computer Systems Inc		
BBS	408 / 730 1100	
TS	408 / 736 2000	
Main	408 / 736 2000	
Mercules Computer Technology Inc		
BBS	510 / 623 6050	
BBS	510 / 623 7440	
	510 / 623 7440	9600 baud
Orchid Technology Inc		
BBS	510 / 683 0327	
TS	510 / 683 0323	
Tseng Labs		
BBS	None	
TS	None	
Main	215 / 968 0502	

Le vieux Manuel

Sound Boards

Media Vision		
BBS	510 / 770 1661	2400 baud
BBS	510 / 770 0527	9600 baud
TS	510 / 770 9905	
Main	800 / 638 2807	
Roland Corp		
Main	213 / 685 5141	
Turtle Beach Systems		
BBS	717 / 845 4835	
Main	717 / 767 0200	

Le Vieux Manuel

credits
an SCi production

Based on original characters licensed from Allied Vision / The Big Red Trading Company
Executive Producer Jane Cavanagh
Produced by Rob Henderson
Technical Development Manager John Chasey
Creative Development Manager Fergus Mc Neill
Animation Bob Plested, Glenn Broadway, Virgil Manning
Additional graphics Cameron Kerr, Anthony Hicks, Steve Aplin, Iain Nichols
Playback engines John Chasey, Steve Haggerty, Yvo Zoer
PC install program Dave Bowler
Additional programming Dave Bowler and David Wilson
Sound Russell Dunham and Fergus Mc Neill
Music Steve Hillage and Miquette Giraudy
Testing Manager Chris Lipscombe
Testing Rob Henderson, Matt Sansam, Jim Loftus and Ben Gunstone
Network and Technical Support Warren Humphreys,
Audio Technology Human Machine Interfaces, Inc. Sound Operating System
Directed by Bob Plested
Manual Written by Mark Eyles
Packaging and manual design ©1994 Assorted Images Ltd London
Produced by Assorted Images.

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Le Vieux

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