D/GENERATION

D/Generation

System Requirements

D/Generation runs on the following minimum configurations for each graphic display mode. The clock speed represents the slowest the program may run and still be fun.

- MCGA (VGA): IBM® PC/AT or compatible with a 720K drive, running 6Mhz (80286) or better.
- EGA/Tandy: IBM PC/XT or compatible with 360K drive, running at 6Mhz (80286) or better.
- CGA/Hercules: IBM PC/XT or compatible with 360K drive, running at 4.77Mhz (8088) or better.

Note: If you receive an out of memory error, free up main memory by removing unnecessary drivers, desk accessories, and other memory-resident programs.

A joystick is recommended, but not required.

D/Generation will support the AdLib™ and SoundBlaster™ sound cards. If a sound card is installed in your system, D/Generation will automatically take advantage of it. If there is insufficient free memory to load the sound drivers, then the sounds will come from your onboard speaker. You will have to remove unnecessary memory resident programs.

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All characters and corporate entities referred to in the game are fictitious.

For Technical Support in installing the games or running D/Generation, please contact:

The Software Toolworks
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or call 415/883-5157 between the hours of 8:00 a.m. and 5:00 p.m. Pacific Standard Time.

You may also reach The Software Toolworks Technical Support Department via fax, 415/883-0367.

Le Voleux Manuel

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Le Vieux Manuel

Introduction

Genoq Governing Board
Briefing Excerpts/Virtual Conference
26 June 2021 09:14
Originated in Paris
N. Eco speaking

...We fear that the workers trapped in our Singapore lab have little chance of survival. Those of you familiar with the Neogen organisms produced in this lab would agree that any rescue attempt would be a suicide mission. The remaining survivors are beyond hope.

Prior to the outbreak, our recon satellites spotted an explosion near the top on the building. This is where Derrida, our head scientist, is creating the next Neogen prototype, the D/Generation.

The D/Generation represents an extremely advanced stage of artificial evolution. Equipped with sophisticated neuro-holographic camouflaging, it can disguise itself as anything. It also has a super-hardened dermal layer that acts like a sheet of armor, making it virtually indestructible.

We are now forced to accept the unthinkable, that the D/Generation is loose in the building. But this might only be the beginning. If it were to escape from the labs out into the real world, the D/Generation would threaten every person on this planet...

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Getting Started

To install D/Generation:

1. Log to your floppy drive.
   Example: Type A: and press Enter.
2. Put disk 1 in your floppy drive.
3. Type Install and press Enter.
4. Follow the instructions that appear on screen.

After installation, to run D/Generation:

1. Change to the subdirectory where the program is installed.
   Example: Type CD \DGEN and press Enter.
2. Type DGEN and press Enter.
3. At the title screen or at any time during the demonstration that follows, press any key or joystick button to play the game.
4. To exit D/Generation, press Ctrl-Q.

Joystick Controls

Your joystick is automatically calibrated when the game starts. If your joystick behaves strangely, you can recalibrate it by releasing the joystick and pressing Ctrl-J. If you are still having problems, adjust the joystick's trim controls and press Ctrl-J again.

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Keyboard Controls

If you don't have a joystick, you can do the following:

- Use the numeric keypad to move.
  Example: Press 7 to move diagonally.
- Press Spacebar to fire the laser.
- Press T to throw grenades.

If you find the keyboard controls difficult, press Alt-K for the alternative control key mode. This will rotate the movement key effects by 45 degrees. Pressing 9 on the numeric keypad causes the player to walk directly toward the top on the screen.

You can also use the following special keys:

Esc	Freezes the game, and continues it.
Enter	Talk to a survivor.
S	Displays your status.
U	View and select weapons you can use, if any.
Ctrl-A	Aborts the scene when you are trapped and takes away a life. Restarts play from where you last entered the room.
Ctrl-J	Recalibrates your joystick. Be sure that your joystick is in its center, released position.
Ctrl-K	Toggle keyboard only mode on and off.
Ctrl-Q	Exit D/Generation.
Ctrl-R	Restores previously saved game.
Ctrl-S	Toggles sound on or off.
Ctrl-X	Swap joystick axes.
Alt-K	Toggle alternative control key mode on and off.
Alt-R	Restarts play from the beginning of the level.
Alt-S	Saves game.

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Your Objective

Alone with your jetpack, you have flown from Finland across the Urals and the entire length of Asia to deliver a package to Genoq Biolabs in Singapore. You land on the building's 80th floor setback, finding nobody there to greet you. When you enter the building, the main door snaps shut behind you, and you narrowly escape being killed by the building's security system.

You find the receptionist hiding behind her desk. She tells you that Genoq's head scientist, Derrida, has been demanding the package you're carrying. His last panicked message came over an hour ago. This package is more important than you could have thought.

You realize that there is only one course of action, that you must bring the package to Derrida, and, if at all possible, rescue any survivors you find along the way.

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Game Strategies

You enter on the 80th floor, and work your way to Derrida's lab on the 90th floor.

Weapons

Your first problem is to find a weapon. Or you'll die fast! Look for a laser pulse-gun, a weapon that fires short, intense bursts of energy. It is intended as an offensive weapon, but you'll find other uses for it. You fire the laser by pressing **Spacebar** or a joystick button (which thereafter becomes the laser button). Grenades, which you'll find later on, are far more destructive than the laser. They are designed to destroy very robust targets. You throw grenades by pressing **T** or the other joystick button.

Weapons Menu

Press **U** to see how may, if any, of the following weapons you have:

Bomb – Blows up stuff.

Clock – Slows down time for everything and everyone but you.

Shield – Protects you from everything. If a tracker hits you, the shield is destroyed but you don't die.

Plasma Barrier – Form a Plasma Barrier that bounces off the walls. But stay out of its way!

Security Package – For Derrida's eyes only.

To select an available weapon, press = and - to highlight, then press **Enter**.

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Neogens

The Neogens are extremely dangerous, genetically engineered organisms. They have spread through the building using the ventilation system, and they are attacking anything human in sight. The four generations were designed over a period of years and have become increasingly sophisticated with each successive generation.

A/Generation – Bouncing red ball that smothers its target. Cloaks itself bygoing transparent.

B/Generation – Bouncing blue cylinder that crushes target. Extremely fast. Can hide in floor.

C/Generation – Humanoid that can disguise itself as anything, animate or inanimate. Decapitates target.

D/Generation – Single prototype. Project classified.

Securing Rooms

Rooms with Neogens or vents must be secured before you can rescue any trapped workers. To secure a room, you must kill every non-human organism and seal every vent. You seal a vent simply by running across it. When a room is secured, all vents will turn green, and the red security door will open.

Security System

The building security system includes:

Security Switch/Key – A white triangle with a smaller grey triangle in the center. Each of these opens special doors, and cannot be triggered until you are holding a security key of sufficient level. The keys can be found in adjacent rooms, and can only be used on the floor where you find them.

Electrified Plate – Blinks on and off at intervals. These will instantly fry you if you step on them while they are active.

Tracker – Scans the room looking for a target, firing on anything human.

Plasma Barrier – Rebounds between walls. Will destroy anything on contact.

Teleporter – Moves anything instantly from one place to another.

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Survivors

The workers who are trapped in the building might be able to help you out, and provide you with information that will help you discover who Derrida is and where you might find him.

Rescuing Survivors

You can only rescue a survivor when the room is secure (you must kill every non-human organism and seal every vent by running across it). Once a survivor feels safe and sees you, he or she stands up, runs to you, and waits for your guidance. You must lead each survivor past any active security devices to a safe exit, marked by a red arrow.

Be careful when firing the laser — a stray bolt could easily kill an unprotected person.

Questioning Survivors

Press **Enter** while standing near survivors to see a dialog menu. To select a question or statement from the menu, press [or + then **Enter**. You can modify some menu selections ending with "...." by pressing - or = to scroll through sentences.

Hint: Use computer terminals to get additional information.

Life and Death

You begin the game with five lives, and you lose one life anytime you are killed. Each time you save a survivor you gain one life. When you lose your last life, you start over from the beginning of the level with the same number of lives you had when you began that level.

At any point, you can press **Alt-S** to save your game position. Press **Alt-R** and you will appear at the beginning of the level where you last saved.

Le Vieux Manuel

About the Author

Robert Cook is an undergraduate studying Computer Science at Yale University in New Haven, Connecticut. His previous games include Gumball, written for the Apple II, and Karateka, versions for the Commodore 64 and Atari 400/800. When he grows up, Robert secretly wishes to be a genetic engineer.

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