

PSYGNOSIS



© PSYGNOSIS 1990

INFESTATION



SENTRY DROIDS — These patrol certain rooms and will automatically attack anything that enters. You will almost certainly have to get past them on occasions. They can be disabled with your pulse rifle.

WELDING DROIDS — These patrol the ventilation tunnels checking the seals. They will not attack, but due to the high voltage charges they carry contact is fatal.

THE MOTHER ALIEN — No data ...



INFESTATION FACT BOX

Game Code:.....450k
Number of 3D shapes:200+
Graphics Data:.....500k
Sound Data (Amiga):.....100k
Sound Data (ST):70k
Breathing Sample Rate:.....variable
Overall Game Size:..... 450k loaded in one pass on ST
Overall Game Size:..... 400k opening sequence on Amiga

Unlike some similar 3D graphics systems, the system used for Infestation was developed specifically for 16-bit machines. So, whereas in other systems a doorway into a room might be represented as a simple black oblong, the Infestation graphics system actually allows you to see through the doorway into the room. Infestation also features a far smoother movement than can be found in similar games and will allow you to go almost anywhere in the game world. Because of its elegant and efficient design, the Infestation system allows the computer's processor plenty of time for handling animated objects within the game world. Many previous systems could only handle static objects or very limited animation.

INFESTATION



WARNING

It is a criminal offence to sell, hire, offer or expose for sale, or hire or otherwise distribute infringing (illegal) copies of this computer program and persons found doing so will be prosecuted.

Any information of piracy should be passed to The Federation Against Software Theft, 01-240-6756.

YOUR EQUIPMENT

You enter the complex in a sophisticated, pressurised body suit complete with a helmet, oxygen pack, battery pack, and cartridge pulse rifle, intravenous food, etc.

MANNED MANOEUVRE UNIT (MMU)

When activated, this allows you to fly above the surface of the moon.

THE HELMET

The helmet, as well as providing protection, is a vital source of statistical information. If you are in an area with a breathable atmosphere you can conserve your oxygen supply by removing the helmet. This will also allow you to see more, but at the expense of the helmet's built in displays. Press F3 to remove or replace the helmet.

Inside your helmet the following information is displayed:

OXYGEN — A graph shows your oxygen reserves. This is the stuff of life, so conserve it whenever you can.

TEMPERATURE — This shows your body temperature which will usually be proportional to the exterior temperature.

RADIATION — This shows the level of radioactivity in the vicinity. Avoid prolonged exposure.

COMPASS — This displays your bearing relative to the moon's magnetic north.

HEAD UP DISPLAYS (HUD)

There are up to seven displays which can be overlaid on your view. Using the numeric keypad the displays that can be called up are:

NAVIGATION : Key N1: Displays additional navigational data.

STATUS : Key N2: Displays current mission status and number of eggs destroyed.

INVENTORY : Key N3: This lists the items you are carrying, which will mainly be any items you have found.

LIFE SUPPORT : Key N4: Displays life support status (Heart rate, liquid food level)

SCRATCH PAD : Key N5: Displays your scratch pad. You can make notes on this for future reference.

INFESTATION

**Are you ready for a new level of realism in computer games?
Are you prepared for an atmospheric experience you will never forget?
Can you cope with super-fast solid 3D vector graphics?
Will you venture into the unknown, alone, and armed only with a single pulse rifle?
Can you overcome the INFESTATION?**

THE GAME

In the distant future man has colonised the stars. Many surface installations and subterranean complexes have been constructed at distant, off-world locations, on hundreds of planets and moons.

On one of these moons is the top secret colony Alpha II - a remote scientific community engaged in studying possible life forms on a nearby planet. One day the transmissions from Alpha II begin to indicate that things have gone terribly wrong: an alien intelligence has infiltrated the base and is slowly exterminating the colonists. Later messages tell of the computer systems going haywire and becoming hostile, and of discoveries of strange eggs. Suddenly, without warning, the transmissions stop.

Something needs to be done fast. To assemble a task fleet would take too long. Only one man is close enough to deal with the threat. That man is you. As an agent of the Interplanetary Federation you have seen many dangerous missions completed, but this one is more potentially hazardous than any of your previous assignments. It is so dangerous that it may well be your last!

CONTENTS

<i>Loading Instructions</i>	Page 4
<i>Interplanetary Federation Special report</i>	Page 5
<i>Transcript of Last Transmission from Alpha II</i>	Page 5
<i>An Encounter of the Worst Kind</i>	Page 6
<i>Your Mission</i>	Page 8
<i>Exploring the Complex</i>	Page 8
<i>Your Equipment</i>	Page 10
<i>Hostile Forces</i>	Page 11

YOUR MISSION

You are Kal Solar, agent for the Interplanetary Federation. Your mission is to eliminate the threat from hostile alien lifeforms. You will travel to Xelos in your interplanetary cruiser, and once there you will land and enter station Alpha II.

Your main objective is to seek out the incubating alien eggs and destroy them. This is done by sealing them inside their incubation areas and poisoning them with cyanide gas. Once all the eggs have been destroyed you must progress to the power source at the heart of the complex. This is a huge shaft which taps power from the moon's core. Once you have located the power source you must work out how to set it to achieve critical mass, thus atomising the planet. When this is done you must escape before the moon explodes. Go to the surface and press ESC.

EXPLORING THE COMPLEX

Your view of the complex is shown in high-speed solid three-dimensional graphics. You are free to move throughout the complex as you wish, although we recommend you take time to make a map as you go. Movement is achieved using the joystick.

Your support systems work in one of two modes. **Reconnaissance**, in which you are free to look around at the surrounding area, or **Tactical**, in which your pulse rifle is active and can be fired.

JOYSTICK

without fire button	with fire button (Reconnaissance only)
FORWARD	LOOK UP
TURN LEFT TURN RIGHT	TILT HEAD LEFT TILT HEAD RIGHT
REVERSE	LOOK DOWN

These controls will enable you to explore the level you are currently on. But remember that the complex is spread over several levels.

INTERPLANETARY FEDERATION GOVERNING COMMITTEE



Special Report - Top Secret

Note: No additional copies of this document are authorised. All existing copies are to be destroyed on command.

Subject: Alpha II Colony stationed on Xelos (4th moon of Planet CX.D3a [orbit=1,375,500 kilometres])

Location: System Gamma III-fr. 4 billion light years from Earth.

Purpose of Colony: Station Alpha II was established on Xelos to house a secret scientific research group. The object of the group was to make a detailed study of Planet CX.D3a. This is an ice-covered world with a unusual pink aura caused by the escape of various gases trapped beneath the ice. The ice itself is only a thin crust which is translucent in many places. It is believed the the mantle of ice actually rests on a sea of dense gases. It is also believed that these gases form an atmosphere capable of sustaining life.

This theory has been borne out by observation of sub-ice movement and surface changes that in all probability are indications of intelligent species. Station Alpha II has been passively observing these movements for the past nine months. Regular reports were transmitted to Earth. Over the past two weeks these transmissions have become erratic and garbled. Where intelligible they indicate a fatal hostile encounter. The final transmission (received yesterday) is appended to this report.

ETHER-NET TRANSMISSION ref: 0376.a45

Source: Alpha II station. Xelos.

Destination: IF Central Scientific Committee. Earth.

[start of transmission garbled] ...found three more bodies yesterday. Remains unidentifiable, as with others. Only five of us left. Alien untraceable. We are attempting a... [unintelligible] ...but central computer has been affected, and all systems are now hostile when human lifeforms detected. Humidity and toxicity of atmosphere rising daily. We cannot keep... [garbled phrases] ...lifeform has been laying what we believe to be eggs. We have destroyed some but there are too many to eliminate. I don't think we can hold out much longer. Brady has been relieved of command.. [long pause] ...can't keep a grip on sanity. WE ARE ALL GOING TO DIE... [mumbling, unintelligible] ...help us... please help us... [transmission ends].