

INSTRUCTION MANUAL

Vaxxine



U.S. GOLD

U.S. GOLD

U.S. Gold Ltd., 550 South Winchester Boulevard.,
Suite 200, San Jose, CA 95128 U.S.A. Tel: (408) 246 6607

Copyright© and ©1990, 1991 The Assembly Line and U.S. Gold.
All Rights Reserved.

Manufactured and published by U.S. Gold Ltd, Units 2/3 Holford Way, Holford,
BIRMINGHAM B6 7AX, UNITED KINGDOM

U.S. GOLD CUSTOMER SERVICE (408) 246 6702

If you need help with this - or any other - U.S. Gold product, please give us a call between the hours of 9am and 5pm (Pacific Standard Time). Be sure you are at your computer when you call. We'll try to solve your problem or answer your question. Or you can write to us at:

U.S. GOLD.

Attn: Customer Service

550 South Winchester Blvd, Suite 200

San Jose, CA 95128

DO YOU WANT TO BACK UP YOUR DISK?

We know you're concerned about disk damage or failure. Please send us \$10 and we'll send you a new one. If it's destroyed, send us the remains and we'll give you a replacement.

YOUR DISK CARRIES A 90-DAY WARRANTY

U.S. GOLD Ltd warrants for a period of 90 days from the date of purchase by the original purchaser of the Software that the recording medium on which it is released will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90-day period without charge.

After the 90-day period, defective media may be replaced in the United States for \$10 (plus 7% sales tax if the purchaser resides in California). Make checks payable to U.S. Gold Ltd and return to the address above (to speed up processing, return only the disk, not the other materials).

LICENSE AGREEMENT and OTHER LEGAL MUMBO JUMBO

This computer software product (the "Software") and the user manual are provided to the Customer under license from U.S. Gold and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software and user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software or the user manual to the Customer except as expressly set forth in this License Agreement.

The software and the user manual are copyrighted 1991 by U.S. Gold Ltd. All rights are reserved. Neither the Software or the user manual may be duplicated or copied for any reason. The Customer may not transfer or resell the Software or user manual. All registered trademarks and names are the properties of their respective owners.

The remedies provided above are the Customer's sole and exclusive remedies. In no event shall U.S. Gold Ltd be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, U.S. Gold Ltd makes no warranties, either expressed or implied, with respect to the Software or the user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

VAXINE

MEDICAL SCIENCE IN THE 24TH CENTURY

"Knight-Commander Rynge, we've called you here today because only your piloting skill can save the President!"

"I don't understand you, Doctor!"

"I'm sorry, I'll stop speaking in Swahili. Now then, as you may have heard, the President has been stricken with a deadly virus, infiltrated into his bedtime cocoa by Anarcho-Syndacilist-Nihilist Terrorists."

"The swine! And, the President... how do things look?"

"Well, the economy is going down the tubes faster than a sled through a milk shake, and the Russians have just bought back Alaska, but - dammit - he's the President! He still has two years of his fifth term to go, and the man is barely 143 years old! We have to save him!"

"But what can a beat-up, over-the-hill rocket jock like me do?"

"Well, all I can say is, you're the best we've got. And we need an expert pilot to take an experimental craft to go into the President's bloodstream, and to deliver a powerful VAXINE right into the affected parts of his body. We'll miniaturize you, put you in a miniaturized medi-sub, and inject you somewhere where the sun don't shine. It's risky, and it's never been done before, but - "

"Sure it has, don't you remember that film with Raq -"

"HRRUMMPH! Never mind that. Just sign this waiver, and get suited up. In the next hour you've got to zap more Viruses than we've all had hot dinners. Speaking of which, it's nearly brunch, so let's get moving."

"OK, OK... I'll do it. The consequences of the President dying don't bear thinking about."

"Oh... so you know the Vice-President..."

HOW TO PLAY VAXINE

GETTING STARTED

To load the game:- Atari ST and Commodore Amiga: Switch off your computer. As a virus precaution, wait ten seconds. With the game disk in drive A (ST) or DF0: (Amiga), turn the machine on. After the title screen you will be prompted to **PRESS FIRE**, simply press the left mouse button (AMIGA) or press **ENTER** (PC) and the game will load to the code wheel screen. PC and compatibles: Insert the game disk

into drive A or B: Type A: or B: then press **ENTER** to set the drive. At the prompt type **VAXINE** then press **ENTER**. Select the graphics, sound and interface options from the menu using the keyboard. These options will be memorized for future sessions.

Amiga Hard Disk Installation:

1. From Workbench, double click on the SHELL or CLI icon.
2. Insert the VAXINE disk in drive DF0:
3. Type the following:
MAKEDIR VAXINE <CR>
COPY DF0:#? :VAXINE <CR>
CD VAXINE <CR>
VAXLOAD <CR>
4. That concludes the installation. To run the program from hard disk, reboot (Cntrl-Amiga-Amiga) and hold down CTRL-D. At the CLI prompt, type:

PC Hard Disk Installation:

1. Boot your PC to a DOS prompt (see user manual).
2. Insert the VAXINE disk in your A: or B: floppy drive.
3. Type A: or B: then press **ENTER** to set the drive.
4. Type **INSTALL** then press **ENTER**.
5. Follow the on screen prompts for the installation. Vaxine will be install on your C: drive in a subdirectory called Vaxine unless otherwise specified on this screen.

For both PC and AMIGA the floppy disk does not need to be present to run the game.

To exit the DEMO mode press **FIRE** or **ESCAPE**.

CODE WHEEL

After the game has loaded, a screen will appear with the name of a part of the body and a potential illness. Rotate the inner disk of the code wheel until the appropriate body part is revealed. Next, locate the illness on the inner disk. Within the window directly above the illness will be a pattern of dots in a 4x2 grid. Using the Mouse (Amiga) or Keyboard, click on the dots on the screen so that the pattern of dots exactly matches the pattern of dots within the window on the code wheel. When you are satisfied that the pattern is correct, click on OK. Three attempts are allowed, after which, the game must be rebooted.

GAME CONTROLS

Before every game, a menu appears to allow you to set up the game as you prefer. Use the cursor keys (up/down to move between options and left/right to change the option) to select the mode (difficulty level).

Controller and preferred shot type - inertia or no inertia, shots fired with inertia have your speed of motion forward, backward, left and right imparted to them, shots without inertia will fly straight forward. The graphics mode and sound selections can also be made here. The choice is yours. Players who have never played Vaxine before can use PRACTICE mode. Here, the enemy cells never attack your bases, so there is no time pressure. Use this mode to practice moving and firing until you are skilled enough to try the main game. Players who have mastered the first few rounds may prefer to select ADVANCED mode which starts the game off at level 10. (Atari STE owners can also use the opening menu to select a specially enhanced mode with more color and better sound effects. Curious ST owners should note however that selecting this mode will crash a conventional ST). Vaxine starts on a checkerboard grid, upon which the whole game takes place. It is easiest to move around this grid using a mouse, but you can use a joystick or keyboard if you prefer. The object of the game is to survive each level by destroying all enemy cells which appear, before they bond together and destroy all of your base cells which appear as half domes on the floor of the grid. The game ends if all of your bases are destroyed, or if one of your three ammo streams reaches zero. To destroy enemy cells, shoot at them using the left mouse/fire button; BUT - you will only destroy a cell if you hit it with a shot of the same color. How do you know which color shot you are about to fire? Look at the ammo readout at the top of the screen: it shows how many shots of the currently selected color you have left. It changes color by clicking the right mouse button or pressing the SPACE BAR. You have three different shot colors to choose from.

STATUS LINE

At the top of the screen are a number of items that provide essential information. On the top left is your score, in the center is the ammo bar described above and to the right are two numbers. The first of these shows the number of enemy cells in the currently selected color which are on the grid. The second shows the total number (all three colors) of bases remaining (you begin with nine).

AMMO RECHARGING

If you shoot any enemy cell with the wrong color shot, it will not be destroyed and will continue its evil business. However, the resulting energy reaction creates a star which bounces on the spot three times before disappearing. If you shoot this star you will gain more ammo - 8 shots if shot with the same color cell, only 3 shots if shot with a different color cell. Nothing comes free though; if the star disappears without being shot you will lose five shots of that color. If you fall low on ammo in the middle of a level you must recharge your ammo levels in this way; if any one of your ammo levels fall to zero, then you cannot possibly defend your bases properly and the game is automatically over.

THE STAR TREE

To make life slightly easier on the ammo front, there is a short "grace" period at the start of every level. This is shown by a timer at the top right of the screen counting down to zero. Immediately in front of you is a star tree - a source of free ammo to help you through the level. Just pick off the stars one by one. Stars shot with the same color saves 80 points and yields 8 extra shots of ammo. Stars hit with a different color shot scores 30 points and 3 extra shots. Remember that as soon as the timer reaches zero, the "grace" period is over and the bad guys will start to appear.

THE ENEMY CELLS

Nasty, evil things with only one aim in life: to bond together in groups of three or more, seek out one of your perfectly innocent base cells and suck the life from them to make more of their own kind. Try to destroy enemy cells before they even join together: they are harder to hit when they're joined by strings and even harder to hit when bouncing around one of your bases just prior to destroying it. To help you know what they are up to behind your back, we've included sampled sound effects to warn you whenever they:- Materialize (a rising siren sound), join together (a slurp sound), or attack one of your bases (a low resonance sweep sound).

As well as the normal enemy cells, later levels feature two additional species: the Hatcher appears as three differently colored cells bonded together. When any one of them is shot, the Hatcher splits up into a whole mess of individual cells. Worse still, if you haven't located and destroyed a Hatcher after a period of time, it explodes of its own accord and makes even more cells than if it had been shot. Spitters will also appear if you take too long finishing a level. Spitters look like flattened balls that roam around on the floor of the play area and can only be shot by positioning yourself so that one of your shots lands on top of the spitter. Sounds easy, but wait till you try it! No sneaky waiting until there's only one enemy cell left and racking up the points by continuously making stars. Spitters, as the name suggests, roam the grid, spitting out new enemy cells from time to time. The longer you take, the more spitters appear and the more enemy cells each one of them will produce.

PSYCHIC RADAR

Another useful way of locating enemy cells is with the radar function. Periodically you will see a word appear on the grid ahead of you. This message is an indicator of the direction - (ahead, back, left or right) of the closest cell whose color matches the shot type you are using. This particular radar system also assumes that there are times when you won't want to be bothered with it, for example when you are battling with an eight-ball cluster. So, it only shows up when it thinks you are lost. It decides this by seeing how long it's been since you last moved the mouse, joystick, or pressed a key, so if you need any help wait for a second or so and it will appear.

THE PORTAL

When moving around the grid, every so often you will see solid black slabs emerge from the ground (or retract back into the ground). These are portals. If you move through a portal, when you emerge on the other side everything will have frozen. You can move around the grid freely, but all of the enemy cells, stars, fragments of explosion and so on, are suspended in mid-air. This state of affairs continues until either the timer reaches zero or you fire a shot. This is so that if things are going terribly wrong somewhere, you can use a portal to suspend the action until you've located the trouble spot. Naturally there's a price to be paid for this. Everytime you use the portal the enemy cells get meaner, as if the action had been shifted up a level. So if you use a portal twice on level three, the aggression of the enemy cells will be that of level five.

DNA STRINGS

Another weapon which can be used in the fight against disease and destruction is the DNA STRAND. To fire a DNA strand using a mouse hold down the right button and press the left button, using a joystick press and hold down the fire button. With every press, a shot is fired attached by elastic to the previous one. If you pause too long, or let go of the right button the string of cells you have fired will be released and wander off around the grid. The advantage of these strands is that they appear to the enemy as "one of their own". Every time an enemy cell bonds to the string it is destroyed along with the leader cell until the string is used up. There are two disadvantages: the first is that they cost five times as much as normal shots (ie. five units gone from the ammo readout). The second is that they have no intelligence of their own: they merely wait to be approached by an enemy cell. So you must decide when it is worth launching them.

SAVED AGAIN

Through the miracles of modern science, your job has been made slightly easier by virtue of the fact that at the beginning of every fifth level, all of your bases are restored and you will have the opportunity to increase your ammo levels in the "Shooting Stars" sequence. In this bonus level dozens of ammo-storing stars swirl onto the screen in front of you. Get as many of them as you can (with the same color shot preferably, for maximum ammo top-up) and then continue on.....

CONTROLS

CONTROL	MOVE ABOUT	FIRE	CHANGE AMMO	FIRE DNA
MOUSE:	MOUSE MOVEMENTS	LEFT BUTTON	RIGHT BUTTON	Hold down RIGHT BUTTON, press LEFT BUTTON
JOYSTICK:	STICK MOVEMENTS	BUTTON A	BUTTON B OR SPACEBAR	Press and hold down FIRE BUTTON
KEYBOARDS (PC):	CURSOR KEYS	ENTER	SPACEBAR	A Prolonged Press of the RETURN.

In addition: press **P**: to pause, **Spacebar** to continue: Press **ESC** to quit game back to title screen. On the PC only, press **F10** while in the game or at the title screen to return to DOS.

SCORING

Each enemy cell:	250 points
Each cell in cluster:	500 points
Star shot with same color:	80 points and eight extra shots
Star shot with different color:	30 points and three extra shots
Hatcher:	1000 points
Spitter:	2000 points
Bonus for each remaining base after every level:	100 points per base

PLAYING TIPS

- Levels one and two are relatively easy because there are only a few enemy cells - not enough to attack your bases. The Spitters will not appear for a long time. Use these levels to practice moving around the grid and shooting accurately.
- Spitters are very difficult to shoot because they stay on the ground and in the time it takes to line one up and destroy it, several cells could have been released. On the higher levels they appear more quickly and in greater numbers. Time is of the essence.
- When enemy cells attack a base, you have a few seconds to try and destroy them. You have only got to hit one of them, and all of the others disperse back onto the grid as individual cells.
- Further into the game your ammo levels will become crucial, so on the early levels it is worth amassing as much ammo as possible.
- A level will not end until your last shot has disappeared. This feature can be exploited to shoot any stars remaining on the star tree at the end of a level.

VAXINE-NATION.

The Mission Continues...

"Sir John, this is Rynge. I'm inside the President."

"OK. Now, you understand your mission profile?"

"Check."

"And you understand all the controls of the VAXINE module?"

"Hey, it's like a helicopter with four buttons, what could be so hard?"

"Four? Gee, we thought there were only three. I wonder what the other one does... Oh well, time will tell, I suppose. OK. Now all you have to do is progress through the President's body in stages. The invading viruses will show up as spheres of various colors - "

"Say what!?"

"- corresponding to the three-part nature of the disease. Your module has been fitted with Vaxine dispensers designed to attack each viral form. The enemy viruses will be multiplying, and banding together,

and then attacking the President's vital organs. I'm sure you're capable of telling the difference between the virus and the body's own organisms?"

"That's a copy, Houston. Whoops, sorry, wrong mission. Hey, this thing in front of me going BOOM-DIDDY-BOOM-DIDDY-BOOM... would that be one of the bad guys or one of ours?"

"Oh, oh..."

"Only kidding. I have the situation well under control, OK, let's put this baby into drive, and see what we can find."

"You should find the VAXINE module a delight to fly, Commander, after your experiences in deep space with Jupiter-fighters. We've included the latest user-friendly computer aids to make it as easy as possible for you to complete your mission."

"I hear you talkin', babe. Hey Doc! What's this? - there's a bunch of letters just lying around in here, right inside the President... L-E-F-T. What is this, did he swallow them?"

"Were you awake during your briefing? That's the Psychic Radar - it means there are enemy cells to your left! Go get 'em!"

"Alright, action already! Here we go... and I have the target on visual. No triple-A, no sensor warnings. OK, we're going to blast this sucker just like we would with the Space Marines!

YEEEEOOOWWWWWWWW! DAKKA-DAKKA-DAKKA!"

"Did you get it, did you get it?"

"You bet, control. OK, I'm on my way back, have the armorers ready to turn this baby round and we'll go back in there."

"WHAT! you're out of ammunition already!? Those Vaxine dispensers are supposed to see you through the whole mission!"

"Oops. Sorry 'bout that. But say, didn't you tell me there was a way I could recharge the ol' ship while I was actually inside the President?"

"Yes, yes! Find the Star Tree... it's a bunch of star-shaped energy-cells we injected into the President against such an emergency. Blast the stars with your remaining dispensers, and you'll get some additional Vaxine!"

"Al-righty! I never knew medicine could be so much fun! Tell me, just what is this thing the terrorists have slipped the Pres anyway?"

"It's a three-stage mutated fowl disease, according to the medical history books. Thanks to inoculation, no one has caught the original disease for a hundred years!"

"Wow! And is this thing, kinda - y'know - 100% fatal?"

"Well... we're not sure. This chicken pox stuff is ancient history, Commander. All we can say is that even if he survives, the President may not be able to win another election if he's covered in zits."

"So... it's either a spotty President, the Veep, or those other guys win one for a change."

"You got it. Now stop talking, and find that Star Tree. You've only another few minutes before you have to take the main aorta expressway to your next destination."

"Alright, alright. Don't hassle me, man... you should see the traffic down here..."

