

Assault Rigs™

Instruction Manual



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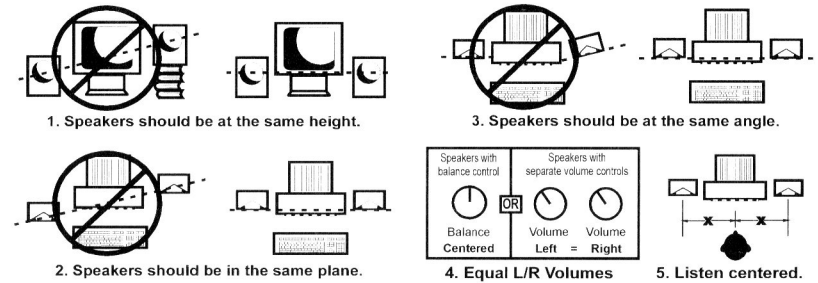
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PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

QSound Optimal Listening Setup

QSound produces a greatly expanded soundfield of amazing realism from regular speakers. For best results.



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QSound Virtual Audio Guide to Optimal Listening

Congratulations! The product you have purchased incorporates QSound Virtual Audio from QSound Labs Inc. QSound is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound Virtual Audio.

Since QSound is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position.

Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)

Arrange both speakers at the same height.

Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.

If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound audio enhancement built into Assault Rigs.

QSound Labs, Inc. Calgary AB, Canada 403.291.2492

Years ago "the net" was equipment used to stop an airborne object once it flew into the goal. A twirling ball, speeding puck, or slicing disc would scream in, and "the net" would cut it down. That was back when the biggest and most powerful players had all the advantages. They rode the gravy train of excessive endorsements and mega money because they could punch, kick and shove their way to the goal. The lower paid, smaller players could compete but were usually out muscled to the championship title.

Today "The Net" is where all sports exist and muscle doesn't amount to anything. Big-money sponsorships go to players with the highest IQ and savage skill. Outdoor sports are a thing of the past. Now when a game is over players don't feel pain... they feel the drain on their brain.

The new age of computer competition started very innocently. At first computer sports mimicked traditional field games--football, basketball, baseball, soccer. But the high-tech public wasn't interested in the same old games. They wanted a new challenge. That's when a few computer creatives came together to devise a game incorporating traditional sports, clever thinking and ultimate power. Assault Rigs was born.

2 News about the game spread like wildfire and in no time all wiz-kid competitors wanted to be a Rig jockey. At any given time egg-head titans everywhere were playing to release their physical frustration. And as Assault Rigs reached more and more people, the world started losing interest in the most common field sports. In a few short years stadiums went empty and professional sports folded.

Assault Rigs skyrocketed in popularity and started to attract a different kind of crowd. These were not your average game players. No muscle-bound ego maniacs in this group. They were athletes, computer hackers, company presidents, kids, housewives, grandparents. Anyone that could push a button and had the desire to compete.

With this new base of players the game's popularity raged out of control and that's when the ZamCam Corporation came on the scene. A forward-thinking company that realized the potential for worldwide exposure. Now skilled Assault Rigs players are offered computer-powered bribes to sign big deals. Electronic agents appear on The Net to negotiate contracts, sponsorships and other details of worth. ZamCam enjoys recognition as a household word and appears on everything from Power-Up Screens to players' Rigs. The Corporation continues to surge to the forefront of Global Net sponsors. They acquire all the best players no matter who they are or where they are.

You never know--play hard and smart and one day you could get the ZamCam E-Mail message saying, "Come play for the big boys." And if

that happens, you'll be on top of The Net.

A tremendous game--Assault Rigs is the cyberspace clash of the future. Rig jockeys drive through the 3-D computer battle zone in monster machines made of colorful electronic bits. The mission of every combatant; control each zone of the arena using two survival tactics.

1. Collect the Gems that allow you to enter the next level.

2. Hunt down the opponents and eliminate them before they eliminate you.

Assault Rigs is a Virtual Sport with everything real sport offers except the agony of defeat or the need to retire. In Assault Rigs your ego is the only thing you can hurt. And NO ONE retires--they expire. Here's a quick reference to the awesome addicting features of Assault Rigs:

- Network play lets you compete against Rig jockeys a world away
- Choose from 4 distinct 3-D arenas: Hybrid VR, Steam Punk, Future Military, and World At War
- 40 different levels to master
- 3 types of Rigs to match your style

The only thing to do now is play. Be strong and keep your head. Know that getting hooked is just part of the game. You'll learn Assault Rigs is no cakewalk but if you have the right combination of skill and determination YOU WILL PREVAIL!

INSTALLATION

Run the Assault Rigs installation program from the CD-ROM by typing `INSTALL` and then pressing `ENTER` at the CD-ROM prompt. The program will prompt you for a directory on your hard disk where the game save information will be stored. Press `ENTER` to accept the current directory of `C:\RIGS` or type in your own directory and press `ENTER`.

Next, you will be prompted to select a sound card. Use the Up and Down arrows to highlight the option that best matches your sound card and press `ENTER`.

You must have the appropriate environment variables setup for the sound effects to work properly. The environment variables are set up by the `SET BLASTER` statement in the `Autoexec.bat` file, for example:

```
SET BLASTER=A220 I5 D1 H5
```

4 The installation program will look at this command line and attempt to determine what your sound card settings are. You can alter these settings, if they are incorrect, by highlighting the setting and then pressing the `LEFT` or `RIGHT` arrow keys. Otherwise highlight `ACCEPT` and press `ENTER`, the game will finish installing. To change the sound card setting go back to the CD-ROM and run the installation program again.

To play the game, change to the installation directory on the hard drive and make sure that the Assault Rigs CD is in the CD-ROM drive. At the installation directory type `RIGS` and press `ENTER` to play the game.

Once Assault Rigs has loaded, there will be an animated introduction sequence. You can skip this by pressing the `ESC` key.

Assault Rigs will then offer you a number of menu screens before you play the game. On each screen use the cursor arrow buttons to highlight the various options then press the `RETURN` key to make your selection. To go back through the menus, press the `ESC` key.

MENUS

1 PLAYER GAME/MULTI-PLAYER GAME/ OPTIONS/QUIT SELECTION

Use the cursor arrow keys to highlight the option you require, then press the `RETURN` key to select it.

1 Player Game

If you choose the `1 PLAYER GAME` you will be taken to the `LEVEL SELECTION` and the `RIG SELECTION` screens which are described later in the manual. Once you play the game, you must enter each arena in turn and collect all the Gems to be found there. Once all the Gems are collected, you must travel to the arena exit in order to complete that arena and move on to the next one.

Multi-Player Game

The multi-player game can be played via a network or a serial link.

Network Game

5 Up to 8 players can play across a network in Assault Rigs. To start a network game you must have an `IPX` driver loaded before loading Assault Rigs. You then start the game as normal by typing "rigs" at the command line prompt.

Please note that if you need to choose another port number, you must enter the following when you start the game at the command line prompt:

```
rigs<SPACE>/ipx<SPACE>I55
```

This will set the `IPX` port number to `I55`. All players must use the same port number to play in the same game. The default port number is `I23`.

When the game has loaded, choose the `MULTI-PLAYER` option from the first menu screen. You will then be asked to choose between `SERIAL` or `IPX`, at which point you should highlight `IPX` using the cursor arrows and press `RETURN` to select it.

Type in your name when prompted, then choose between joining an existing network game or starting a new network game. If there are any other network games currently being played across the network on the same port number, they will be displayed by name under the NEW GAME and JOIN GAME menu options.

If you choose to start a NEW GAME, you will be prompted to give your network game a name. Once this is done, you must choose GEM WAR or RIG RUMBLE.

Whether you choose GEM WAR or RIG RUMBLE, you will be offered the Level Selection and Rig Selection screens which are described elsewhere in the manual. You will then see a screen showing the players waiting to play the current network game, with a BEGIN GAME option.

Once a level has begun, you cannot join the game. You must wait until the level is complete, or until it is restarted.

Operating the Assault Rigs network speech facility

Firstly, refer to the manual for instructions on setting up a network game.

When an IPX network game is started, and a soundcard has been enabled, a list of all the other players will be displayed on the game screen with a corresponding function key next to each player's name e.g.

F2 FRED
F3 BILL

If you have a microphone attached to your soundcard, you can speak to the other players by holding down any combination of the appropriate function keys. You can talk to several people at once, and several people can talk to you at once - the only restriction is that you can't receive and transmit at the same time, so it's a bit like a walkie-talkie.

The list of players and function keys can be toggled on and off by hitting the F10 key.

Serial Game

Start the game as normal by typing "rigs" at the command line prompt.

Please note that if you need to choose another serial port number, you must enter the following when you start the game at the command line prompt:

```
rigs<SPACE>/serial<SPACE>I
```

This will set the serial port number to I. All players must use the same port number to play in the same game. The default port number is COM I.

When the game has loaded, choose the MULTI-PLAYER option from the first menu screen. You will then be asked to choose between SERIAL or IPX, at which point you should highlight SERIAL using the cursor arrows and press RETURN to select it.

The screen will tell you that the game is waiting for the other player to join. Once the connection is made, one player must choose the game type - the choices are RIG RUMBLE and GEM WAR. One player must choose the level the game will be played on - refer to the section headed Level Selection for more details. Both players can then choose their rigs - refer to the section headed Rig Selection for more details.

Rig Rumble

The objective of RIG RUMBLE is to destroy your opponents' Rigs more often than they destroy yours. If a player is destroyed, they will be regenerated in the arena.

Gem War

The objective of GEM WAR is to collect all the Gems in the arena and reach the exit before the other players. You have a limited period of time to achieve this. If a player is carrying Gems and their Rig is destroyed, the Gems will regenerate back in their original location within the arena. If none of the players has reached the exit within the allotted time, the player carrying the most Gems is the winner. If all players are carrying the same number of Gems, the result is a draw.

Options

Use the cursor arrow keys to highlight the option you require, then press the RETURN key to select it. The choices are MUSIC, GRAPHICS, CONTROLS, HALL OF FAME AND DIFFICULTY. To return to the previous menu, press the ESC key.

Music

Use the cursor arrow keys to highlight the option you require, then press the RETURN key to select it. The choices are MUSIC, FX VOL, FX MODE, NUMBER OF FX, SAMPLE RATE and reverb. To return to the previous menu, press the ESC key.

Music

INCREASE and DECREASE the volume of the game's music by using the LEFT and RIGHT cursor arrow keys to select the required volume.

FX Vol

INCREASE and DECREASE the volume of the game's sound effects by using the LEFT and RIGHT cursor arrow keys to select the required volume.

FX Mode

Choose between MONO, STEREO, PHASED, Q-SOUND, and SURROUND sound effects by pressing the LEFT and RIGHT cursor arrow keys until the correct mode is selected.

No. of FX

Use the LEFT and RIGHT cursor arrow keys to choose between 4, 5, 6, 7 or 8 sound effects.

Sample Rate

Use the LEFT and RIGHT cursor arrow keys to choose between a sample rate of 11kHz or 22kHz.

Reverb

Use the LEFT and RIGHT cursor arrow keys to turn reverb ON or OFF.

Graphics

Use the cursor arrow keys to highlight the option you require, then press the RETURN key to select it. The choices are SHADOWS and DETAIL. To return to the previous menu, press the ESC key.

Shadows

Use the LEFT and RIGHT cursor arrow keys to turn shadows ON or OFF.

Detail

Use the LEFT and RIGHT cursor arrow keys to cycle through the choices of LOW, MEDIUM and HIGH graphic detail.

Controls

Use the cursor arrow keys to highlight the option you require, then press the RETURN key to select it. The choices are KEYBOARD, JOYSTICK, DEFINE KEYS and CALIBRATE JOYSTICK. To return to the previous menu, press the ESC key.

Keyboard

If you want to control the game using a keyboard, highlight the option using the UP and DOWN cursor arrow keys, then press RETURN to select it.

Joystick

If you want to control the game using a joystick, highlight the option using the UP and DOWN cursor arrow keys, then press RETURN to select it.

Define Keys

If you choose this option, you will see a list of all the default keyboard controls, Move the highlighter using the cursor arrow keys to the command you wish to define, then press RETURN. Press the key you wish to assign to the command. Repeat this process for as many commands as you wish. To accept the settings, highlight ACCEPT then press RETURN.

If you want to return to the default settings, highlight DEFAULT and press RETURN.

Calibrate Joystick

If you choose this option, you will be asked to move the joystick to the top left position then press a fire button. You will then be asked to move the joystick to the bottom right position then press a fire button.

It is important that at each stage, you hold the position of the joystick until prompted from the screen.

Hall Of Fame

Use the UP and DOWN cursor arrow keys to highlight Hall Of Fame, then press RETURN to select it. The highest score achieved on each completed level will be displayed.

You can choose to play completed levels directly from the Hall Of Fame list. Use the UP and DOWN cursor arrow keys to scroll through the list. When the level you want to play is highlighted, press RETURN to choose it. You will then proceed to the Rig Selection screen.

Difficulty

Use the LEFT and RIGHT cursor arrow keys to cycle through the choices of EASY, MEDIUM and HARD.

When all the options are set correctly, press the RETURN key.

Level Selection

If you want to skip previously completed levels, you can enter the password for the level you wish to play on this screen.

10 Use the UP cursor arrow key to highlight the code. To change the code, press the correct sequence of numbers for the level you require. When you have entered the final number, START will be automatically highlighted. You may also press the DOWN cursor arrow at any time to do this.

When START is highlighted, the password will be checked and the name of the level displayed. An incorrect password will take you to the first level.

Pressing RETURN when START is highlighted will select the level which is currently displayed and takes you to the Rig Selection screen.

To return to the previous menu, press the ESC key.

Rig Selection

There are 3 Rigs available for you to choose. These range from the strong but less mobile Rig down to the lighter but more mobile Rig. Use the LEFT and RIGHT cursor arrow keys to cycle through the three Rigs. When your chosen Rig is nearest the screen, press the RETURN key.

To return to the previous menu, press the ESC key.

Whether you're playing the 1 player game, or either of the multi-player games, you control your Rig in exactly the same way.

CONTROLS

Keyboard

Remember that you can redefine keys using DEFINE KEYS on the options screen.

Default key

UP CURSOR ARROW
DOWN CURSOR ARROW
LEFT CURSOR ARROW
RIGHT CURSOR ARROW
Z
X
RETURN KEY
LEFT ALT KEY
RIGHT ALT KEY
LEFT CTRL KEY
RIGHT CTRL KEY
NUMERIC PAD 0
NUMERIC PAD 1
ESCAPE KEY
F1

Action

Forward
Backward
Left
Right
Glide Left
Glide Right
Glide On
Select Primary Weapon
Select Secondary Weapon
Fire Primary Weapon
Fire Secondary /Weapon
Brake/Flip Rig
Fine Aim
Pause/In Game menu
Select View

Joystick

Remember that you can redefine joystick movements and keys using DEFINE KEYS on the options screen.

Default Joystick Movement

JOYSTICK UP
JOYSTICK DOWN
JOYSTICK LEFT
JOYSTICK RIGHT
FIRE BUTTON 1
FIRE BUTTON 2

Action

Forward
Backward
Left
Right
Fire Primary Weapon
Fire Secondary Weapon

Default Key

Z
X
RETURN
LEFT ALT KEY
RIGHT ALT KEY
NUMERIC PAD 0
NUMERIC PAD 1
ESCAPE KEY
fl

Action

Glide Left
Glide Right
Glide On
Select Primary Weapon
Select Secondary Weapon
Brake/Flip Rig
Fine Aim
Pause/In-Game menu
Select View

Driving Your Rig

Use the cursor arrow keys to maneuver your Rig forwards, backwards, left and right.

Brake

When the numeric keypad '0' is pressed on its own and the Rig is the right way up, this will activate the Rig's brakes.

Glide Left/Right

When the 'Z' or 'X' keys are pressed, the Rig will slide left or right.

Glide On

You can also make your Rig slide left or right by pressing the RETURN key at the same time as either the LEFT or RIGHT cursor arrow keys.

Flip Rig

Sometimes your Rig may be flipped upside-down. When the Rig is upside-down you must press the numeric keypad '0' in order to flip the Rig back onto its skis. Once this action has been activated you can continue controlling the Rig as normal.

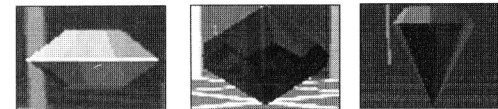
Fine Aim

When you want to make a fine adjustment to your aim, press the numeric keypad 1 along with either the LEFT or RIGHT cursor arrow keys.

Selecting Your Viewpoint

There are 5 different viewpoints in Assault Rigs. The default viewpoint allows you to view the arena from just above and behind your Rig. By pressing the fl key repeatedly, you can cycle through the alternative viewpoints. The cross hairs are useful in aiming for long distance shots. The third person views help when negotiating ledges and getting on or off lifts and push blocks.

COLLECTING GEMS



If you are playing the 1 player game, or the multi-player game called GEM WAR, you will need to collect the Gems located throughout each arena. They are suspended in mid-air. To collect one, just drive through it.

COLLECTING WEAPONS AND POWER-UPS

The weapon power-ups are contained within large blue cubes which float slightly above the ground. Shoot the case once to open it and drive into the revealed icon to pick it up. A text message will appear telling you which weapon power-up has been added to your list. If you shoot it a second time it will be destroyed. The icons will disappear after a short time if not collected.

The weapon power-ups are listed in the following section headed SELECTING AND FIRING WEAPONS.

Selecting and Firing Weapons and Power-Ups

There are 2 classes of weapon in Assault Rigs. These are Primary and Secondary weapons.

Primary Weapons

To select a Primary Weapon, press the left ALT key. A bar consisting of all the weapon icons will appear at the bottom of the screen. The 7 icons on the left hand side of the screen represent the Primary Weapons. Pressing the left ALT key repeatedly will cycle the highlighter along the bar, highlighting each Primary Weapon icon in turn. When you have selected the required Primary Weapon, pressing the left CTRL key will fire the weapon.



Standard Ammo

All Rigs carry Standard Ammo in unlimited amounts.



Bounce Ammo

Bounce Ammo will rebound off hard surfaces. This allows you to shoot round corners.



Shatter Shells

When the Shatter Shell has been fired, pressing the fire button again will shatter the shell causing fragments to explode outwards. If the Shatter Shell hits any object before you have pressed the fire button for the second time, it will shatter on impact.



Heat Seeking Missiles

These missiles automatically lock on to the nearest enemy.



Laser Cannon

Laser Cannons have a slow rate of fire and a long killing distance.



Mini Gun

The Mini Gun has a very fast rate of fire but only a short killing distance.



Fly by Wire Missile

When you fire this missile, your viewpoint will be transferred to that of the missile. You can steer the missile by using the cursor arrow keys. It will explode on impact with any object and then your viewpoint will revert to the one you are using to play the game. You are vulnerable to enemy attacks while flying the missile.

Secondary Weapons

To select a Secondary Weapon, press the right ALT key. A bar consisting of all the weapon icons will appear at the bottom of the screen. The 6 icons on the right hand side of the screen represent the Secondary Weapons. Pressing the right ALT key repeatedly will cycle the highlighter along the bar, highlighting each Secondary Weapon icon in turn. When you have selected the required Secondary Weapon, pressing the right CTRL key will fire the weapon.



Drop And Forget Mines

These mines are dropped from the back of your Rig. They arm after a short delay. If any Rig comes into contact with the mine it will detonate.



Shield Deck

When the Shield Deck is activated, the Rig will be invulnerable for a short time.



Warp Deck

When the Warp Deck is activated, the Rig will disappear and reappear in another part of the current arena.



Push Block Deck

When The Push Block Deck is activated, your Rig will have a transparent push block surrounding it. Arena defences will ignore the Rig. When playing a multi-player game, the Rig will appear as a solid push block on other players' screens. The weapon is limited by time, and will disappear if you open fire.



Auto Turret (Medium and Heavy Rigs only)

When the Auto Turret is activated, the Rig turret will automatically point in the direction of the nearest enemy. Remember that the light Rig is not able to use the Auto Turret. The Auto Turret is limited by time and cannot be deactivated at will.

Pressing the numeric keypad '0' will make the turret aim straight forwards if you need to shoot an additional power-up.

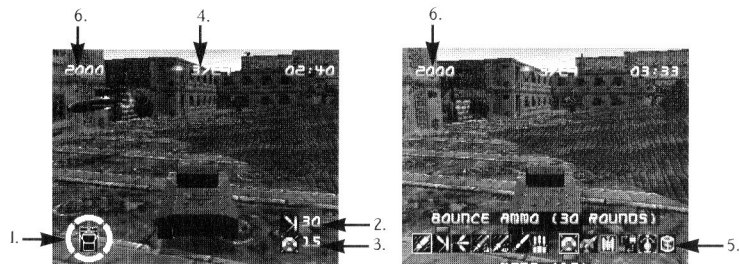


Sentry Gun Pods

Sentry Gun Pods are dropped from the back of your Rig. Once dropped they become active after a short period of time and any object coming within range will be shot at, including you.

There is one other power-up. This is the Armour Restore. This repairs your Rig's armour to its full level when you collect the power-up icon.

The Game Screen



The game screen supplies you with a number of indicators to help you assess your progress through the arena.

1. Shield Indicator

There are 4 colored bars showing the extent of the damage suffered by your Rig's shields. These change color from green, to red, to black as you take damage. When any one of these indicators turns black, your Rig will explode when hit on that shield.

2. Activated Primary Weapon

The icon displayed here shows which Primary Weapon, if any, is currently activated, and how much ammo is left.

3. Activated Secondary Weapon

The icon displayed here shows which Secondary Weapon, if any, is currently activated, and how much ammo is left.

4. Gems Collected/Exit Icon

When there are Gems remaining in the arena, the figure on the left will show how many you have already collected. The figure on the right shows the total number of Gems originally in the arena. When all the Gems have been collected, the EXIT icon will appear here, which means you can drive to the arena exit and proceed to the next level.

5. Weapons Icon Bar

This bar will only appear while weapons are being selected. Icons on the left hand of the screen represent Primary Weapons. Icons on the right hand of the screen represent Secondary Weapons.

6. Score

This number represents your score.

7. Gem/Exit Radar

When playing in Easy mode, a yellow dot will appear round the Shield Indicator. This points to the direction of the nearest Gem. If you have collected all of the Gems it will turn red and indicate the direction of the exit. Remember, this is only available in Easy mode.

Pausing The Game

To pause the game, press the ESC key while the game is in play. You will be offered a menu which gives you the chance to:

- ⊕ RESUME the game at the point you paused it
- ⊕ RESTART the game at the entrance to the current arena
- ⊕ QUIT the game completely

Use the UP and DOWN cursor arrow keys to highlight your choice and press either of the CTRL keys to select it.

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