ICEBREAKER™

THE ULTIMATE CHALLENGE IN ACTION & STRATEGY

What This Game Is About

ICEBREAKER is about destroying pyramids. Pyramids are bad. They are evil and nasty. You're outnumbered and alone. All you've got are your wits and cunning...
Oh yeah. And a real big plasma blaster.

You face a bunch of different species of pyramids in ICEBREAKER. Some just stand there, waiting to be shot or rammed. Others — the dreaded Seekers — chase you around and try to whack you. Some pyramids are destroyed with the first shot; others take many shots. Some are smart. Some are dumb. Some regenerate. Some are immune to your plasma blaster. Oh well.

To survive, you've got to move around a lot. Unfortunately, you can't trust the very ground you stand on. There's slippery ice. And swamp. And lava. And pits. And other terrible stuff. Watch your step.

There are 150 increasingly challenging levels packed into this game, each providing its own special challenges. Your job is to clear each one, at your choice of four difficulty settings — from Easy to Insane.

Good luck. You'll need it.

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System Requirements

Here's what you need to run ICEBREAKER

PC

IBM PC or fully compatible, 486/33 or better.

Microsoft Windows™ version 3.1 or better.

"Double-speed" CD-ROM or better.

8 MB RAM.

Hard drive with 3.5 MB free space. (For the maximum installation, you need about 35 MB of space.)

Super VGA monitor.

Sound Blaster™ or compatible sound card (optional).

Mouse, joystick or joypad (optional).

MAC

System 7.0 or better.

4.5 MB free RAM.

"Double-speed" CD-ROM drive or better.

Hard drive with 2 MB free space. (For the maximum installation, you need about 22 MB of space.)

14" monitor.

256 color display.

INSTALLING ICEBREAKER

PC

1. Turn on the computer and boot up Windows 3.1™ (or later).

2. Place the ICEBREAKER CD in your CD-ROM drive.

3. Run the "SETUP.EXE" program on the CD. The program will ask you where do you want to install ICEBREAKER, do you want to rename the directory, and so forth. Answer 'em.

4. The installation program will create a new Program Group on your Windows™ desktop titled "ICEBREAKER." Inside that group you'll find a copy of the "README.TXT" file, and a lovely ICEBREAKER icon. We suggest you read the README.TXT file first. Double-click on the ICEBREAKER icon to start the game. Make sure the ICEBREAKER CD is in the CD-ROM drive, since you will get an annoying message that it's not there if it's not there.

This program requires WinG to run. The program will search your computer for WinG. If your computer does not have a copy of WinG on it, the program will ask permission to load it. ICEBREAKER won't run without WinG. (If you do install WinG, you'll have to reboot Windows™ before you can play ICEBREAKER.) If you've already got WinG on your machine or are using Windows 95™, don't bother to read this paragraph.

The program will also ask you how you want ICEBREAKER served. You've got two choices: minimum installation, wherein only about two MB of stuff is loaded on your hard-drive or the maximum installation, wherein about 30 MBs are loaded onto your hard-drive. The minimum is handy for saving hard-drive space, but loading different ICEBREAKER screens will be much slower.

The program will ask you what graphics resolution you wish to use: high resolution, 640x480, or standard resolution, 320x240. Most 486/66's and Pentium machines can run ICEBREAKER at the 640x480 high-resolution mode. On 486/33's (and some 486/66's), you will need to use the 320x240 mode to run at full speed. (Note: Your video card may also affect performance. If, after installation, you want to change resolutions, re-run the setup program and pick the "Change Graphics Mode" option.)

If you are having problems please refer to the Read Me file on the CD.

MAC

1. Turn on your Macintosh and insert the ICEBREAKER CD into the CD-ROM drive.

2. Open the CD-ROM window. Open the Drop in System folder. ICEBREAKER requires QuickTime, and Sound Manager. (See the Read Me file for more details). If you need these extensions, open the Extensions folder of your System Folder and drag those things you need from the Drop in System folder to the Extension folder. You will have to restart your Mac before you can play ICEBREAKER.

3. Decide how much drive space you want to devote to this fine game. If you have absolutely no disk space, you can play directly from the CD. Otherwise, copy the ICEBREAKER or ICEBREAKER Small folder onto your hard drive. ICEBREAKER requires 22 MB of disk space, while ICEBREAKER Small only requires 2 MB. However, load times will be longer if you use ICEBREAKER Small or play directly from the CD.

4. Play. Make sure the ICEBREAKER CD is in the drive. Open the ICEBREAKER folder (either the regular or small) and double-click on the ICEBREAKER icon. The game will now take over.

IF IT DOESN'T RUN: ICEBREAKER requires at least 4.5 MB of free memory to play. If you have 8 MB or less installed in your Mac, you may want to remove extra system extensions and reboot, so that your system software will use less memory.

To play background music, it is important that ICEBREAKER NOT use all your available memory. (QuickTime requires a small amount of free memory in order to play the music.) Adjust the "preferred size" setting so that it is 200K less than the "largest unused block" shown for your Mac. Do this by selecting the ICEBREAKER application (click the ICEBREAKER icon once), pull down the File menu and select Get Info. To check the "largest unused block", pull down the Apple menu and choose About This Macintosh.

IMPROVING MAC PERFORMANCE: There's a chance, however slight, that ICEBREAKER may just, well — plod on your fine Macintosh. If this lamentable situation occurs, do not run out a buy a new machine. Instead, go to the menu bar and under Options try changing the display to a smaller size. This should improve things immensely.

If you are having problems, please refer to the Read Me file on the CD.

The Main Menu

When you double-click on the ICEBREAKER icon, the program begins to run. (Remember to put the CD in the drive, 'cause you can't run ICEBREAKER without it.) You'll see a couple of wonderful title and credit screens, then you'll find yourself at the Main Menu.

At the Main Menu, you can start playing, choose various options, and do other game-related stuff. Use the mouse or arrow keys to point the central pyramid at your choice, then press the left mouse button (LMB) or Enter key. For your first choice, we suggest that you choose the Tutorial.

Special Mac Stuff! If you've got the ICEBREAKER Mac version, there are some special things you ought to know. First, you probably don't have an [LMB]. Whenever you see [LMB] in this manual, just click the only mouse button you've got. [LMB] really means Large Mouse Button. It's true. Manuals don't lie.

DEMO MODE: This displays a bunch of pre-recorded ICEBREAKER sessions. It's cool. Trust us.

RANDOM LEVEL: This generates a random level. A fun way to get yourself in a whole lot of trouble!

LEVEL GRID: This allows you to pick a level to play, and it keeps track of which levels you've conquered. More about the Level Grid below...

TUTORIAL: This provides a four-lesson course in how to play ICEBREAKER. Give it a shot and you'll soon be destroying pyramids with the best of 'em!

OPTIONS:

More Special Mac Stuff: You've probably rolled your mouse around and noticed there's some different stuff on the Mac version of ICEBREAKER. If you haven't, try it now. See that — the menu bar at the top of the screen? You've got one; the other guys don't. You can use the menu bar any time - although if you're playing a level, you must pause the game by pressing P. There's more stuff about it in this manual.

THE LEVEL GRID

This is where you choose a level to play. This also keeps track of which levels you've finished, and the highest difficulty at which the level's been completed. The difficulties are shown by the color of the square. Since each square shows only the highest difficulty, you'll feel mighty good when you replace your ex-best bud's Hard victory with your Insane victory!

TO PICK A LEVEL

ICEBREAKER lets you play any level you want any time. That's the whole point of the level grid. Use the mouse or arrow keys to highlight the level you want to attempt, then press the LMB or [Enter]. So go ahead, leap right up to level 150 for your first game. When you're done dying, you might want to try something a little lower.

THE FIRST 30 LEVELS

The first 30 levels introduce you to all the features in ICEBREAKER: the various terrain-types, the various Dudes, and so forth. The remaining 120 levels are just nasty.

LOADING AND SAVING

One other button you'll notice on the Level Grid screen says "Load-Save". That lets you do complicated things like loading and saving level grids and progress for different players.

ICEBREAKER has two different types of saved files: level grids (.grd) and progress files (.ice). Grid files contain the 150 different levels that make up a game grid. ICEBREAKER comes with a level grid (so you can play right away) and you can make your own grids with ICEMAKER. Ice files are the things that record your progress. Every time you play ICEBREAKER, your successes are saved to an Ice file. Automatically. No work involved.

However, you may not want just anybody messing with your successes. Selecting the Load-Save button gives you new choices.

SAVE ICE FILE AS: If you want to make sure somebody doesn't mess up your record of victories, you can change the name of your Ice file to whatever you want by selecting this button. (The .ice extension is suggested for PCs, but isn't required.) You can have several saved Ice files of the same grid, so everybody in the house can play their own.

CREATE NEW ICE FILE: Click on this and you'll create a new Ice file for the current grid (the one on screen). It'll be empty because nobody's done anything. You can give it any name you want. This is how you start somebody on their own progress record.

LOAD ICE FILE: This button lets you load any Ice file, along with its proper grid. When your friend gets done playing, you can load your progress record.

LOAD GRID FILE: Here's where you can show off your own fiendish cleverness by loading in grid files you've created through ICEMAKER. When you load a new grid file, you have to name an Ice file too. Remember, if you've already got an Ice file for that grid, you can just load the Ice file, since it takes care to use the matching grid file.

Grid files can be transferred from PC to Mac and Mac to PC. Ice files can't though.

How to Play Icebreaker

Once you have picked a level to play on the Level Grid, you are transported to the "Get Ready to Play" Screen. From there, highlight the "Let's Go" button (with the mouse or arrow keys) and press the LMB or [Enter] to start the game.

Immobile Pyramid

Rock

Pit

You (The Dudemeyer)

Seeker

How to Win

To beat a level, you must destroy all pyramids. Pyramids come in two categories: Immobile Dudes and Seekers. Immobile Dudes don't move; Seekers hunt you down.

Unfortunately, Seekers regenerate. That is, they come back after you destroy them. They'll keep regenerating until you've destroyed all the Immobile Dudes; once you've done all that, the Seekers stop regenerating and stay destroyed. So, to win, destroy all the Immobile Dudes, then all the Seekers.

You destroy pyramids in a number of interesting ways: you shoot some of them, you ram others, and yet others must be removed by their fellow pyramids. Part of the fun of the game is in learning how to destroy the various flavors of pyramids.

HOW TO MOVE AROUND
ICEBREAKER can be controlled using the keyboard, mouse, joystick or joypad (pick the controlling device at the "Options Screen," about which, see below).

If you're using the mouse, you won't move more than a little unless the ctrl key is held down. Do that and cursor changes into little crosshairs. You move in the direction of the cursor. Notice that the cursor never wanders very far from you, so you can't accidentally drag it off-screen.

If you're using the keyboard, the numeric keypad moves you in all eight directions. If you don't like the numeric keypad, you can change the keys through the controller config screen.

If you're using a joystick or joypad, ICEBREAKER PC will support most. ICEBREAKER Mac does not support any joysticks or joypads.

In any event, you'll quickly get to scoot about, crashing into pyramids and rocks, falling into pits, dying horribly, and so forth.

HOW TO SHOOT

Again, this varies depending upon which controller-type you're using. If you're using the keyboard, press [Enter] or [Ctrl] to fire. If you're using a mouse, joystick or joypad, press any button on the controller. Note that lots of stuff is immune to your plasma blaster.

PAUSING

Press P to pause. Once the game is paused, you can quit the level, mess with the sounds, or resume play. It also tells you how many pyramids are left. Incidentally, if you happen to find yourself lost in the vast ICEBREAKER wasteland, pause the game and a friendly arrow will point your way back to the center.

GETTING HELP

Secret PC Method: You can call up the ICEBREAKER Help file at any time during play by pressing [F1]. You can even do it while you're playing a level.

Not-So-Secret Mac Method: You can get to ICEBREAKER help from the menu bar. It's the one on the right with the question mark. Only you can't get the pull down menu while you play a level unless you pause the game first.

QUITTING AND STUFF

The PC Way: You can use the normal Windows-type mouse-clicks and key combinations to exit from this program -- i.e., [Alt]-[F4] dumps you out of the program; [Alt]-[Tab] allows you to switch to the Program Manager if your boss walks by (in Windows 95™ it takes you to the desktop), and so forth. If you're playing a level, the [Esc] key lets you quit the game or leave the level, but you can't get back to where you were, so don't whack that key for the sheer fun of it. If you're at any other screen, [Esc] will just let you quit.

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The Mac Way: Pull down File from the menu bar and select Quit. If you're playing a level, you can't get to the menu bar unless you pause first or press Q to exit the level.

THE OPTIONS SCREEN

This screen allows you to mess with a lot of stuff. To make something happen, use the mouse to point at the option, then press the LMB or [Enter].

PLAY MOVIE: Pick this to view the cool cinematic sequences in ICEBREAKER.

Mac Movies: The menu bar has some special choices for movies. You can turn off the the movies that play before certain levels so you don't have to see it every time and you can choose between big movies and small movies. Small movies may help if your machine keeps choking.

CREDITS: Pick this to look at the credits. There are arrows on the screen. Figure out what they do.

DIFFICULTY: Pick this to adjust the difficulty of the game. Once at the screen, use the mouse to select any difficulty level, then press the [LMB] or [Enter] key to "lock in" your choice. There are four levels of difficulty to choose from: Easy, Medium, Hard, and Insane. The default level is Hard. The difficulty of the level determines the number and type of Seekers in the level; it does not affect the layout of the board. You can also change the difficulty setting at the Level Grid. Simply click on the desired difficulty before selecting a level to play.

EXTRA MAC DIFFICULTIES: As if Insane wasn't hard enough, our Mac programmer convinced us that things just weren't hard enough, so he added speeds to the menu bar under Options. Normal is the speed sane, well-adjusted human beings play, but you can boost it to Abnormal (things move pretty fast), or Absurd speeds (things move way too fast).

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Our programmer has way too much time on his hands. We blame his upbringing.

CONTROLLER CONFIGURATION: Here's where you can change how you steer and shoot. If you've got the hardware, you can play ICEBREAKER with a keyboard, mouse, joystick (PC only), or joypad (PC only). Some methods are better than others; try 'em and decide for yourself.

To choose your controller, select it with the mouse or arrow keys and press the [LMB] or [Enter] key to make your choice.

A thoughtful and exceedingly expensive ICEBREAKER feature is that you can change what keys you use to move and shoot. Choose Select Keys under Keyboard (it doesn't show up until you select Keyboard) and you are transported to the Controller screen. Use the mouse or cursor keys to select

the key you want to change and then type in your choice. If you discover you've goofed, use Undo to get rid of it. If you've made a tragic error with the whole setup, you can change everything back with the Default button. Once everything is just wonderful, you can go directly to the Level Grid and play using the new control settings.

SPECIAL MAC TIP: If you have an Apple ergonomic keyboard, make sure you put all the move and shoot controls on either the keyboard or the numeric pad. Otherwise you'll stop moving when you try to shoot. If that doesn't help, try changing the keyboard configuration so that the fire key is either the Shift, Command, Option or Control key.

Of course, with some computers, if you don't have the hardware and other funky stuff set up right, you'll probably wind up sending all your email to Timbuktu or something like that. So, make sure all that stuff is hooked up correctly before you call Customer Service.

MUSIC SETTINGS: This allows you to mess with the music settings. Using the mouse or cursor keys, you can toggle the music on and off or choose what music plays with any ICEBREAKER level. The default is the Standard Selection. This plays the music selection hand-picked by our designers to enhance your playing pleasure of each level. Naturally, once you've played the same ICEBREAKER level for weeks your roommates may politely request a different tune. When they do, go to Custom Selection and then turn on all the songs that are really fine and turn off all the songs you don't want to hear ever again (so there ain't no little dot by them). Load a level and the machine will play one of your highly tasteful choices.

BASIC IMMOBILE DUDES

Blue
Shatter when you
ram them.

Red
Touch is fatal.
Can be blown away.

Green
Immune to ram
and shoot. Seekers
kill 'em by touch.

Purple
Do nothing 'til you
shoot 'em. Then
turn into pit.

BASIC SEEKERS (MOBILE)

Yellers
Dumb as donuts.
Always move
toward you.

Cyanides
Like Yellow Dudes,
but bright enough to
go around stuff.

Pinkos
Avoids pits and other
dangerous tiles but
not objects.

Limeys
Smart. Avoid
hazardous tiles
and stationary
pyramids.

TERRAIN TYPES

Grass
Usually green.
Dudes skitter over
this stuff no sweat.

Barren
This is just like grass,
but kinda brown.

Ice
You skid. Just like real ice,
the faster you're moving,
the farther you skid.

Lava
This is just like a
pit, but hotter.

WHAT'S WHAT

ADVANCED IMMOBILE DUDES

Concrete
Sturdy. Takes ten
shots to vaporize.

Rainbows
Sit 'til you ram/shoot 'em — then turn into Red,
Green, Blue or Purple Dudes, or into Seeker and die.

ADVANCED SEEKERS (MOBILE)

Chameleons
Green 'til you are
close, then they
leap out and try
to kill you.

Lurkers
Amazing speed,
but low
endurance.

Zombies
Come from swamps.
Slow, but takes
three shots to stop.

Meanies
Slow but smart. Splits in
two when you shoot 'em.
Offspring = Nasties
Nastie's offspring = Grumpies
(die when shot).

Pit
Pits are fatal. You
don't wanna fall
into 'em.

Slime
Fatal to you,
but not to Seekers.

Swamp
Everybody's slower
here except Zombies.

Rock
Blocks movement
and shooting.

THE ICEMAKER LEVEL BUILDER

So you've played ICEBREAKER, you've beaten every level, and things are at an end, right?

Wrong. Very, very wrong. Now's your chance to show your own stuff, prove you're a better designer than we are, and write your name with the stuff of legends. With the ICEMAKER Level Builder, you can create your own devious designs, challenge your friends, and ruin global productivity. It must be done.

For more information on how to do it, check out the Read Me file that's on your ICEBREAKER CD.

CUSTOMER SERVICE

If you are having problems with this product please review the technical product support section of the "README.TXT" file. If you need additional help, please contact Magnet Interactive Studios for further assistance.

Magnet Technical Product Support Line: (202) 625-7171
Magnet Internet Address: http://www.magnet.com
Magnet Technical Support E-mail Address: techsupport@magnet.com

To order or find out about other Magnet Interactive Studios products, please call toll-free: (800) 996-0011 or visit Magnet Interactive Studios on the World Wide Web at http://www.magnet.com.

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CREDITS

Producer:	Ken Megill	Quality Assurance Supervisor:	Paul Winer
Game Design:	Andrew Looney	Quality Assurance:	John Bartol
Additional Game Design:	Keith Baker		Jim Fink
	Ken Megill		Ronal Foster
Lead Programmers - PC:	Dave Townsend		Daniel Kessler
	Mike Young		Mike Penn
Lead Programmer - Mac:	Andrew Plotkin	Levels Designed by:	Keith Baker
Additional Programming:	Jeff Sabat		David "Zeb" Cook
	Leigh Bauserman		Andrew Looney
Original Program:	Andrew Looney		Kristin Looney
Level Editor - PC:	Jeff Sabat		Ken Megill
Level Editor - Mac:	Paul Proulx		Paul Murphy
Lead Artist:	David Bondi		Lisa Woronicz
Terrain Tiles:	Shannon Jeffries		Mike Young
Interface Screens:	Claudy Mejia	Manual Written by:	Paul Murphy
File Conversion:	J. Taylor James		David "Zeb" Cook
Character Animator:	Dave Holman		
Cinematic Effects:	John Merica	Product Coordinator:	Maurice Boissiere
	Barbara Peck	Director of Interactive	Chuck Seelye
Cinematic Texture Maps:	Doug Kim	Multimedia Design:	
Video Compression:	Bill Eyler	Director of Visual Effects:	Matt Elson
Composers:	Maurice Davis	Managing Director:	Vijay Lakshman
	Marcus Williams	Executive In Charge:	Bill Schick
		Creative Director:	Gregory Johnson
Sound Engineer:	David Kingsley	Executive Producer:	Basel Dalloul

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