

## MAIN MENU

To begin playing Spectre, simply double click the program icon in the Finder, and when you see the Main Menu, you will be presented with a number of options:

**Play** Initiates the cyberspace simulation in single player mode

**NetPlay** Initiates the cyberspace simulation in multiple player mode

**Scores** Retrieves the High Score Legend

**About** Provides information about our company and the program designers.

**Help** Gives you very quick tips about the game and keyboard layouts.

**Options** Lets you set various user preferences, including keyboard layout, sounds, complex shapes and difficulty level.

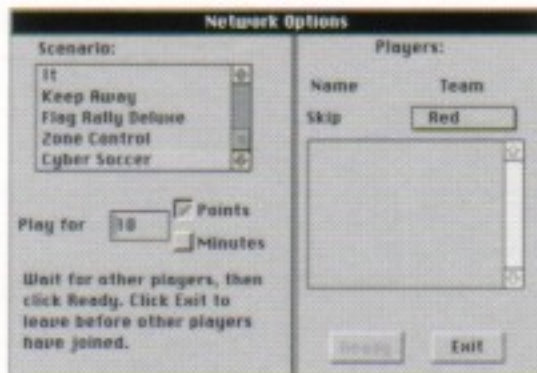
**Quit** Ends the game and returns you to the Desktop.

You can play the game by clicking the Play button or pressing the P key. To start on a higher level, hold down the Option key while selecting Play or the P key. Incidentally, there is a demo mode that can be activated by pressing the D key or Option-D.

## QUICK REFERENCE CARD

# S U P R E M E

## NETWORK GAME SCENARIOS



To join a network Spectre Supreme session, you must select "Net Play" from the Main Menu. This will bring you to the Network Options dialog box. Select the scenario, tank color, and if you want to play for a certain number of points or for a certain length of time.

### **Arena**

A total free-for-all. Drive around, shoot your friends (and enemies), and get the most points.

### **Flag Rally**

No teams, every man for himself, but this time to get a match point you must collect all six flags on the field (flashing lettered A through F). To collect a flag simply run over it. If you are destroyed, all the flags you have collected go to the person who destroyed you.

### **Base Raid**

Remember capture-the-flag? Each team gets a match point for "destroying" the other base. To destroy the enemy base you must drive across the arena and bump into the opponents home base, not just shoot it. There are no ammo dumps so you must bump into your own home base to resupply.

### **SuperArena**

Just like regular Arena, only now, you have access to scattershots, spinners and mines. These are fired using the optional weapon fire key you configure in your user options system (default is the OPTION key). The arenas you will encounter also have transporter gates and submergence devices.

### **Flag Rally Deluxe**

Just like the standard flag rally, but with each new flag you collect, you receive a new special weapon and lose your previous one. The space bar fires whatever weapon is active. In each round the weapons may be assigned to different flags, so keep on your toes!

### **Maze Rally**

This game is similar to standard flag rally, but your movement is restricted by the limiter lines on the ground. This makes racing for the flags a bit more



difficult. Particularly when you learn that while you can't drive over the limiter lines, you can certainly shoot over them. There is one other catch: you **MUST** pick up the flags in order, A-F. Finally, unlike standard Flag Rally, you don't get someone's flags after you kill them.

### ***IT!***

In this classic game, players score points while they are not IT. The player who is IT drives around trying to bump into other players. This game is every man for himself. The player with the most points at the end of the game wins.

### ***Keep Away***

This is the opposite of IT. In Keep Away, players score points only when they are IT. The player who manages to spend the most time being IT will win.

### ***Bumper Tanks***

In Bumper Tanks, you score by bashing head-on into other tanks in the arena. You get 1 point for every head-on bash you make. There is no shooting in Bumper Tanks, but there are ways to de-rezz your enemies. The acid pools in Bumper Tanks cause an instant de-rezz to anything that touches them. If the tank you bump into gets eaten by acid, you get three points! So, try pushing your enemies into the acid pools.

### ***Zone Control***

This is Tic Tac Toe with cannons. In cyberspace. In this game the arena is divided into a 4 by 4 square grid. In the center of each square is a flag. When a player picks up the flag, the grid square is 'captured' by that team and becomes color coded on the radar. The goal of the game is to capture a complete row of grid squares. The row can be vertical, horizontal or diagonal. Grid squares can be re-captured by the other team at any time, so precise teamwork is necessary.

### ***BitBall***

In this game players try to kick a cyber-ball into a goal located in the center of the arena. The ball is kicked by running into it with your tank. You score by kicking the ball into the goal. If the ball gets trapped up against the edge of the arena, you can run over it backwards to shove it back into play. Your team gets five points for scoring, but your team can choose to lose a point and shoot the ball before someone else scores.

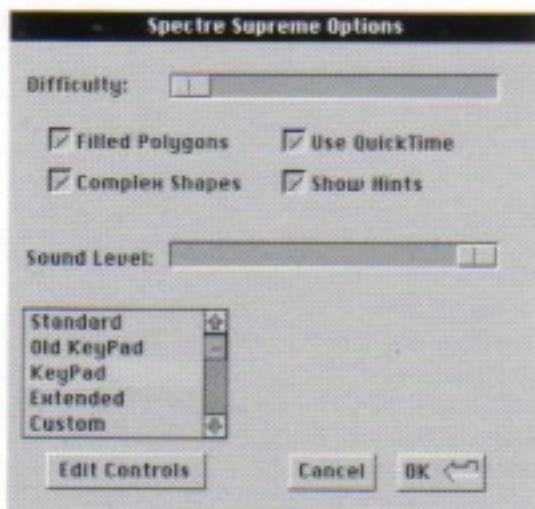
### ***Cyber Soccer***

In Cyber Soccer, you score by kicking the ball into the other team's goal. After a score, the ball is placed in the center of the arena. Just like in Base Raid, re-arming is done by bumping into your own goal.

## THE OPTIONS SYSTEM

This part of the program lets you set various user preferences, including keyboard layout, sounds and difficulty level.

See the diagram below...



There are five sections. (A) You can adjust the visual parameters. You can switch from filled light-source shaded polygons to vector mode. Also, you can increase or decrease the complexity of the scene design. If you have a slower Macintosh, you should select the simpler setting. (B) You can adjust the difficulty level. This ranges from Basic to Cool to Killer. This affects world design, enemy numbers and enemy strength. (C) You can set the sound volume level. (D) You can inactivate the hints, QuickTime movies (CD-ROM Version), help messages displays. Finally, (E) you can

select a keyboard configuration, or if you wish, select to customize it any way you wish.

### ENEMIES

#### *Rovers*



The most basic Spectre is known as a Rover. You will see Rovers all over the place in every level of the game. They aren't too bright - they typically find a flag to guard and wait for you to come to them, although sometimes they will surprise you. One direct hit will usually do the trick.

#### *Warriors*



The mean robots are taller and pointy and begin to appear at level 3 and beyond. They're called Warriors. They have more armor, move faster, are more intelligent and fire more often. But wait, there's more... they also have the ability to 'lead' their shots - that is, they fire at where you will be, not where you are.

#### *Radar Cloaked Robots*

Radar cloaked robots are invisible to your long range radar scanner. The only way to spot them is visually.



### ***Optically Cloaked Robots***

Optically cloaked robots are basically invisible. You can, however, spot them on your long range radar scanner. They can shoot at you while invisible, so you need to either strafe wildly, use the scattershot, or select an optional weapon that can lock onto the target.

### ***Intelligent Walls***

During the course of the game, you will discover that some walls become intelligent, and acquire the ability to move. When they start moving, they often team up with acid pools to trap you!

### ***Smart Acid Pools***



Acid pools ("A" on your radar) acquire awareness and locomotion during the game. When they start moving, they're hungry, and they're looking for you!

### ***Slicers***



One of the nastiest enemies you will encounter is the slicer ("S" on your radar). Think of it as a moving can opener and then think of yourself as the can. They

track at a speed somewhat faster than your vehicle. Keep away from them after you submerge into negative cyberspace.

### ***Turrets***



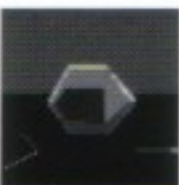
Auto-turrets ("G" on your radar) are automated gun turrets, which shoot a stream of smart missiles at you. They are very resilient, and will often need several shots to kill.

### ***Hunter Killers***



Known affectionately as HK's ("H" on your radar), these enemies fly and when they land, they usually land near you, and are pretty mean. They only land to pilfer ammo dumps, or to take a shot at you!

### ***Orbiters***



Orbiters are designed to guard areas of the arena at extreme velocities, and to explode on impact. They cannot be easily defeated with cannon fire or missiles. Due to their extreme speed, they are often difficult to lock onto.

### ***Other***

In advanced levels, you may find additional enemies of diverse capabilities.

## WEAPONS

### *Cannon*

This weapon is normally fired by pressing the Space Bar, but this can be customized using the customizable keyboard layout system, found in the Options system. The cannon fires one round of ammo and causes one point of damage to any craft it hits (i.e. destroys 1 unit of armor shield). If you hear a short beep-beep, this is a warning that you are getting low on rounds. If you hear a click when you fire, it means that you are out of ammo.

#### OPTIONAL WEAPONS:

### *Grenades*



Grenades use 10 rounds of ammo for each one fired and explodes in midair, doing damage to anything nearby, and will destroy anything it directly hits.

### *Smart missiles*



A smart missile will cost you two ammo points to fire. The good thing is that they lock onto and track enemies quite effectively!

### *Seekers*



A seeker will cost you two ammo points to fire. It is simply a cannon shell that has a limited amount of self-targeting logic. If a target is in your sights, the seeker will usually lock onto it and cause a point of damage.

### *Scattershot*



Scattershots are shotguns. They fire in a wide pattern, in about a 75° angle. They are especially effective against closely knit units of multiple enemies.

### *Proximity mines*



With a proximity mine, you can lay down a mine that can destroy anything that touches it. You are limited in the number of mines that can be placed at one time, so be careful.

### *Spinners*



The spinner is a weapon that imparts angular momentum to the target. For example, if your enemy is too strong to destroy, you might spin it for a few seconds, in order to get around it! This is the best way to beat a turret.



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