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HARDWAR

Titan. A freezing moon within our own solar system. A neglected mining outpost, established centuries ago within a series of craters. Once, it proved to be a profitable enterprise, but the corporations backed out, leaving the staff and colonists to fend for themselves. This is the bleak city of Misplaced Optimism.

Factions have formed in the intervening years. A political and military stalemate has evolved, where organizations hoard and grudgingly trade the scarce resources in an attempt to survive. All the time, they watch for a break that may tilt the balance of power in their favor.

The factions themselves are not the wholesome corporations they once were. Their distrust has led to the use of some extremely unorthodox methods, always keeping the power and control among a select few. Centuries of interbreeding, mass cloning, genocidal class cleansing, sterilization and other spiteful operations have all contributed to shape a race that can only tenuously be labeled 'Human'. After two hundred years of isolation, the inhabitants have become both morally and genetically corrupt. Little will motivate these souls, but there is one common desire: To leave this cold, harsh rock.

Those who earn their wings can make a good living, whether they work as traders, or become entwined in the ferocious power struggle that has emerged from the ever-growing social tension. Information, thoughts, feelings and rumors are echoed around the city by the neutral, but informative Hardwarp FM. For many, it's a way of holding onto sanity, but for others? It's an opportunity...

THE CONSOLE

All of the menus featured in the game can be operated by using the mouse to highlight an option, then pressing the left mouse button to select. The main game options are presented within the Console.

When you select Join World you will be asked to enter a name for your pilot. As a new pilot, you can start Hardwar from one of three configurations: Trader, Scavenger or Aggressor. All new players start with \$10,000 and the Silver-Y Moth. This is a small, versatile vehicle used by a majority of new pilots venturing to the outside world. The set-up and configuration of the Moth will vary, depending on the type of operative you choose. These options only define the starting configuration of your Moth. Even if you start out as a Trader you could quite easily find yourself being an Aggressor, depending on what you buy and how you act. As you highlight each option with the mouse pointer, a full description of the Moth's weapons, fittings, CPU and location will be displayed. After you have selected a type of operative, you will enter the Hangar. By pressing the ESC key during the game, you can return to the Console.

Shutdown

Highlighting and selecting this option will shutdown the game and return to Windows. If you wish to return to this game at a later time, remember to use the Save World option before using the Shutdown option. If you do not save before exiting, any progress you have made in the game will be lost.

Save World

This option allows you to save the current world, including all of your pilot and Moth details. Highlight and select the OK option to confirm the operation and return to the Console. To load this world at a later date, use the Continue Running A Saved World option from the Hardwar Manager. This will present a list of your saved games.

Continue

If you wish to exit the Console and continue with the game, highlight and select the Continue option or press the ESC key.

THE HANGAR

Every time you start a new pilot, or dock inside one of the many hangars, you will be presented with the Hangar options.

Launch Moth

This will start the automatic sequence to launch your Moth from the hangar.

Get Out Of Moth

By getting out of the Moth, you will be able to either order a Taxi or board a different Moth (if you own more than one). The Board Moth option will present several further options. Use the Next Bay option to view the different hangar bays. As you locate one of your own Moths, you will be presented with the Board option. This will allow you to climb aboard, ready to launch.

The Call Taxi option will order a Taxi to your current location. This can take you to a different hangar without using one of your own Moths, but only for a price. You only need to call a taxi if you want to travel without using your Moth. Use the left/right arrow options to toggle between the available destinations. As you do this, the cost of the journey will be displayed. If you then select the Call Taxi option, the order will be confirmed and the cost of the journey will be deducted from your account. After a short time, the Taxi will dock in the hangar ready to collect you. This will present you with the option to either board or cancel the Taxi. Be careful, if you decide to cancel the Taxi at this point, you will still be charged for their wasted journey!

Messages

Messages around this barren rock are transmitted via e-mail. Many rumors and statements fly around the city of Misplaced Optimism, transmitted by the neutral but informative Hardwarp FM. Check them out and see what's going on because some weird things are starting to happen around here...

The Messages screen will display all of your current messages in a list. If this list is too large to fit on the screen, you can use the up/down arrows to scroll through the messages. Unread messages will be marked with two stars, under the New column. High priority messages will be indicated by a star on either side of the Subject column, ignore these and you could end up missing vital information! If you wish to open an e-mail and read the full message, click over the message title. This will present you with the message contents and several options. These options will vary depending on the contents of the message.

Delete – Once you have finished reading a message, you can delete it by selecting the Delete option.

Target Sender – This option makes it easy to locate the sender of a message. Once you exit to the cockpit view, the sender's location will be locked into the Targeting system. Refer to the Target section later in the manual for further details about the Targeting system.

Target Subject – Rather than targeting the sender of a message, you may want to target the subject of the message. The subject could be a person, place, or a specific object. Selecting this option will lock the subject into the targeting system of your Moth. Refer to the Target section later in the manual for further details about the Targeting system.

Exit – This option will exit the current message and return to the Messages screen.

Access Computer

These options will vary depending on which building you have entered and what type of business is involved. Trading stock and purchasing upgrades for your Moth is completed using these computers accessed from the hangars.

The Browse Stock option will allow you to view and buy the goods available from the current hangar. Details about the currently selected item will be

displayed on the left side of the screen. To toggle through the available goods, use the left/right arrows. The Info and Pricing options will toggle the type of information presented about the current item. The Buy option will purchase the displayed item and load it to the cargo pod of your Moth (providing one is fit-
ted). If this item can also be used to upgrade your Moth, then the Fit option will be made available. Selecting the Fit option will purchase the item, then fit it to your Moth rather than loading it into the cargo pod. This will include items like salvage drones and new weaponry.

Some buildings will provide a 'needs' list of trade items, so you can hunt them down and return for a guaranteed sale. Others, such as the Police, would like you to assist in their work and become a bounty hunter. In these cases, you will be presented with a wanted list and the Target option. This will set your Navigation computer to target a particular person.

Breaker Maker facilities can offer a Moth repair service. This allows you to repair any damage you may have sustained while going about your business in the craters. There are many other services and traders throughout the world, refer to the Building Installations section later in the manual for further details.

Navigation

The Navigation computer is very useful for quickly targeting local buildings and services. This will present a basic map of the areas visited and several options for accessing specific targets.

Pilots – The Pilots option stores a record of the last ten pilots locked into the Targeting system. This allows you to quickly and easily select a target, even if they are no longer in your local area. Use the Next and Previous options to toggle through the different pilots, then select the Target option to lock one into the Targeting system. If you wish to delete a pilot from this record, then use the Remove option. Once the list has a maximum of ten entries, the earliest recorded

pilots will be over-written with new targets. If you wish to keep these, you can protect them using the Lock option. This will prevent the computer from over-writing the pilot until Unlock has been selected.

Buildings – This option lists the last twenty buildings targeted by your Moth, which acts as a simple record of your recent travels. Use the Next and Previous options to toggle through the different locations, then select Target to lock one into the Targeting system. This is very useful if you have started a trade route from one location to another. If you wish to delete a building from this record, then use the Remove option. Once the list has a maximum of twenty entries, the earliest recorded buildings will be over-written with new locations. If you wish to keep these, you can protect them using the Lock option. This will prevent the computer from over-writing the location until Unlock has been selected.

Radar Range – This option will list all of the vehicles within your radar range. Highlight and select a target from the list to lock it into the Targeting system.

Local Services – The Local Services option allows you to target the nearest service buildings such as traders, repair shops, armories, Lightwells and the Police. Highlight and select a target from the list to lock it into the Targeting system.

FLYING THE MOTH

HUD (Heads-Up-Display)

The HUD (Heads-Up-Display) provides a combined view of the cockpit indicators, CPU systems and the outside world. By pressing H on the keyboard, it is possible to toggle certain information displayed to show either the weapons fitted, the hardware fitted, or the current cargo loaded into the cargo pod. The exact information displayed will also change according to the type and level of software currently installed into the CPU.

1. Moth Status
2. Compass and Location
3. World Clock, Cash, and Message Alert
4. Cargo, Fittings and Weapon System
5. Speed
6. Altitude
7. Central Sights
8. Targeting System
9. Thrust Level and Currently Selected Weapon
10. Radar

Flight Controls

When you select the Launch Moth command from inside a hangar, the automatic launch sequence will start. Once the Moth has been loaded into the airlock, the outer doors will open and you will be given control. Use the Forward Thrust to power the Moth out of the airlock. Warning: If you do not leave the airlock, the hangar security system will be activated. This will open fire on any Moth that does not leave the airlock in a short time.

The Forward and Reverse Thrust controls can be used to move the Moth forwards or backwards. As you apply Forward Thrust, the Thrust Level will move to the right. Using Reverse Thrust will move the Thrust Level to the left, towards the center point. Once the Thrust Level reaches the center point (no thrust), you can press the Reverse Thrust control again to move backwards. The Thrust Level will then move to the left accordingly. Pressing the Forward Max or Reverse Max controls will apply the maximum possible thrust to a particular direction, very useful if you wish to make a fast getaway! The current speed of your Moth is displayed on the left side of the HUD. The actual top speed achieved by your Moth will depend on the model and upgrades currently

installed. When you first start a new pilot, you will be issued with the smallest Moth, the Silver-Y. This is a fairly low powered vehicle, which is only capable of a low speed. Check out the different traders for bigger and better Moths!

The tilt and roll of the Moth can be controlled using the cursor keys. Holding the CTRL key at the same time as a direction will force the Moth to Jink. This means that rather than tilting or rolling the craft, a gentle thrust will be applied to give either vertical or horizontal movement. If you are using a Joystick, Gamepad or Mouse for the main flight controls, you can use the cursor keys for the jinking maneuver, rather than holding the CTRL key.

The current Altitude of your Moth is displayed in two ways, the upper figure displays the height above sea level and the lower figure displays the height above the nearest vertical object (any object directly below the craft). Avoid hitting the ground and buildings at all costs. The Moths are robust but they will sustain structural and CPU damage, which will weaken the craft. If you sustain damage, remember to use the repair shops to service the Moth. CPU damage will cause software to be erased from the memory. The only way to replace this is to purchase new software upgrades from the traders. Also beware of flying too high, leaving this barren rock may be the ultimate goal of most inhabitants, but it does still remain well out of reach. The Moths are not capable of flying at high altitudes and will stall when pushed too far.

Moth Status

The Moth Status section of the Heads-Up-Display indicates several items relating to the operational status of the vehicle, including levels for the power cells, structure integrity, engines, weaponry and the CPU. These are indicated by several colored indicator bars which will change size to show the relevant level. As you install further upgrades, the information displayed will increase and become more varied, with the last bar continuously cycling between Structure, CPU, Power, Weapons and Engine Integrity.

The power cells fitted to your Moth are solar powered, as are most vehicles on this planet. Through general use of the Moth, the power cells will run out of power and need to be recharged. Normal daylight is not sufficient to provide a full recharge, so all pilots need to use the Lightwells. The Lightwells are medium height structures, with octagonal shaped tops and a powerful white light beaming down. To use one of these, you must hover underneath the white light for a short time until your power cells have recharged. Many traders will be able to supply you with larger, more efficient power cells. These will generally last much longer than the standard power cells and require less recharging time. This will allow you to spend less time under the Lightwells and get on with the more important tasks.

The basic Silver-Y Moth is the smallest model available, meaning that it's fittings can only carry the smaller upgrades and weapons. The Moth factories will produce and sell larger vehicles, which are generally better equipped and able to carry more fittings. As damage and general wear takes its toll, you will find it necessary to pay for repairs. If you do not look after your Moth, it can show a variety of problems, from the control and handling, to the operation of the CPU and HUD.

Moth Navigation

The top center of the HUD shows the compass heading and the name of your current location. As you turn the Moth, the compass will change accordingly to show the new direction. All of the different craters are linked by a series of tunnels. Your current location will be displayed under the compass on the HUD. When you turn into the direction of a tunnel, the name of the destination crater will also be displayed under the compass.

Pressing the N key will switch to the Navigation computer, just as from the Hangar options menu. This provides you with a quick and easy method of

targeting a new destination, at almost any time during a flight. Refer to the Navigation section earlier in the manual for further details.

Target

The Target window indicates your currently selected target, which could be either a building, an object or another Moth. You need to learn how this system operates so you can accurately navigate around the craters and use the weapon systems. To target an item, line it up with the central sights of the HUD, then press T to lock it into the Targeting system. As you do this, you will see the new target appear in the Target window on the HUD. This will also indicate a certain amount of information about the object, such as identification, location and distance.

In some cases, you may be too far from your desired target to use the sights. Pressing Y on the keyboard will toggle through the vehicles and objects currently visible on the radar. As you toggle through these, they will each lock into the Targeting system and appear in the HUD. To target more distant places, you can use the Navigation computer. This will allow you to lock buildings or vehicles into the targeting system, even though they may be well out of your radar range. Refer to the Navigation section earlier in the manual for further details.

Once an item is locked into the Targeting system, guides will appear on the HUD to help you locate the current target. If the direction of the target is outside the HUD, an arrow will indicate which way you must turn. Once you are directly in line with the target, it will be marked with a green box. If the target is located in a different crater, you will first be directed to the connecting tunnels, then as you arrive in the correct crater you will be guided to the target.

Radar

The Radar is used to keep track of the other objects in your local area. Radar detection will ignore buildings and landmarks, just displaying the other vehicles and possible salvage objects.

Moths in the local area will appear on the Radar display as yellow arrows. (The Monorail cars will appear as blue colored arrows). The direction of the arrow indicates a difference in height between you and the other vehicle. If the arrow is pointing up, then the other vehicle is at a higher altitude than you. If the arrow is pointing down, then this vehicle is below your current altitude. When you target any of these vehicles they will turn red on the radar. A red line from one of the vehicles to the center point of the Radar indicates that you have been targeted by somebody else. This will also be followed by a warning message, advising you of the danger. Any loose cargo or scrap metal (often from a crashed Moth) will be colored white and can be targeted ready for collection.

Combat

Taking on a fight may not be your own choice in this world, but it could be your only means of survival. Use the Targeting system to select a target for your attack, then use the HUD to point you in the right direction. When the target becomes visible in your HUD, it will be marked with a green square.

When using the lasers, line-up the sights on the HUD with the target Moth. As you get close enough, the central sights will turn red to indicate that the lasers are locked onto the target. Hit the fire button to release a volley of shots, remembering to keep the target at the center of your sights. Missiles are a little easier to handle and far more lethal, but the cost can prove to be a limitation. As soon as the target Moth is close enough, the green target square will turn red. This indicates that your missile is locked and ready to fire. Be careful though, good pilots will use the Flares and Chaff as decoys, leaving your expensive missiles confused and aimless!

Crippled Moths will often make a desperate run for freedom if seriously damaged. They may even give up their valuable cargo in order to escape with their lives. This can also work in your benefit when under attack, only the most ruthless pilots will continue hunting until they achieve a kill.

Weapon System

The Weapon system is your own devastating line of defense and attack against the dangers that exist in the craters. The current armaments for your Moth are displayed on the right side of the HUD. The first two items listed are Flares and Chaff. These are used to try and deflect incoming missiles from hostile forces. The Starshells are not a defense mechanism, but a simple bright burst of light that will brighten the surrounding area, as if it was daylight.

The basic Silver-Y Moths are armed with the Lasers as standard. A series of other weapons and upgrades are available from the different traders, such as high-powered lasers and guided missiles.

For protection every Moth is fitted with a shield which can absorb damage from almost any type of weapon. Absorbing shots from other craft will gradually deplete the shield energy, until it is completely discharged. Providing enough time is given, the shield will slowly regenerate itself. Without having a shield fitted and charged, any hits taken will cause a serious amount of damage to the structure, engines, power systems and the CPU. This damage will be apparent in the overall performance of the Moth and in the presentation of the HUD and CPU. Repairs to the Moth can be made at a local service center, such as Breaker Maker [a type of garage]. Upgrades to the shield software can also be purchased. These upgrades will allow you to improve the shield generators, giving better operating efficiency and more protection.

Salvage

Salvage recovery can be a rewarding business for those willing to work honestly in this dangerous world. Scrap metals and lost cargo can be found in the craters, usually left by the unlucky pilots. Collecting and selling this haul can prove very profitable, but you could also find yourself up against tough competition. Dogfights can leave the surrounding area littered with wreckage and

scraps, which will always attract a small crowd of scavengers. Of course, if there are no scraps to be found, a resourceful pilot could try creating a few...

To collect salvage, you will need to fit your Moth with a Salvage Drone and a Cargo Pod. These can be bought from many different traders, including Breaker Maker and Psycho Bobs. The Salvage Drones are small, maneuverable little craft that can automatically collect salvage from the surface and then load it into the cargo pod of your Moth. Use the Targeting system to locate and identify the salvage, then press D to initiate the drone. Pressing D a second time will launch the drone, providing you are close enough to the target. If you are too far from the target, the drone will display an error on the HUD until you fly closer. Once the drone has been successfully launched, details will be displayed on the HUD about its progress. After a short time, it will return and load the salvage into the cargo pod. You can then return to a trader and sell your cargo for a quick, easy profit.

Messages

When you receive a new e-mail via the Message system, an indicator will appear in the top right corner of the HUD. You can enter the Message computer at any time by pressing M on the keyboard. This will present you with the Message system as found in the Hangar menu. Refer to the Hangar menu earlier in the manual for further details about its operation.

The CPU

Your craft's CPU is one of, if not the most crucial pieces of equipment on-board your Moth. It regulates all of the different systems, displaying their current status via your HUD (Heads-Up-Display). The computer also controls the targeting, navigation, shields and the Auto Pilot facility. Changes will be noticeable with each software upgrade, both in the performance of the craft and in the presentation of the HUD. Every Moth has the same type of computer system and is capable of holding the same software, but each craft will use this to a different standard. If

you're feeling adventurous or just wish to have the complete flexibility of manual controls, try downgrading the Moth's software. Certain basic tasks may seem difficult, but experienced pilots will appreciate the lack of computer involvement! Beware of CPU damage, as software can be erased from the system. Remember to replace lost software by purchasing the necessary upgrades.

Cameras

The cameras provide you with several different views for playing the game. Probably the most useful camera for flying is the Cockpit View, as this also displays the HUD. While in this view you can use the Pan View controls to move your pilot's view. The External View will give an outside view of your Moth, without any of the additional flight details and HUD. In this mode, the Pan View controls will move the camera view around the outside of the Moth.

The Chase View will provide a fixed camera position looking from behind the Moth. The Target View and InvTarget View will show your Moth, in relation to the currently targeted vehicle, building or object. Target View will show your Moth from a position that also shows the current target in the distance, while InvTarget View (Inverse Target View) will show your Moth from the actual position of the current target.

Docking At Hangars

Entering hangars is simple: If you have an Auto Pilot then it's even simpler, just approach the hangar doors and hover in front of them. Once you are close, the doors will open and the Auto Pilot will take over, guiding you safely into the hangar bay. If you don't have an Auto Pilot then it's still simple, just fly and hover like before in front of the hangar doors. The doors will then open, allowing you to manually fly the Moth into the airlock. Once you are completely inside the airlock, stop the Moth so the hangar's CPU can take over and guide the landing. You will then be presented with the Hangar options menu. Refer to the Hangar section earlier in the manual for further details.

BUILDING INSTALLATIONS

Throughout the craters are many buildings and installations belonging to the people and companies of this world. Each have their own interests at heart, but many will also benefit your own cause. These are the companies and traders who can supply you with the goods, information and if you get on their wrong side, a serious amount of trouble.

General Services And Traders

The Police uphold little law and order in this place. Their main point of control is in the Downtown area where the Police HQ is based. To a certain degree, they will leave the local factions to themselves, especially the Lazarus family and the Klamp-G organization. The Police do keep an eye on the freelance traders, imposing cash penalties on those committing aggressive acts. To 'drop the charges', you'll need to visit the Police HQ and pay the fine, or risk becoming the target of bounty hunters. You could always assist the Police, they are always in need of good bounty hunters. Check out their wanted list at the Police HQ and simply select a target!

There are many other places to visit, which can provide good opportunities for the sharp-eyed trader. Breaker Maker is one of the most important, as they also carry out Moth repairs - vital for the combat weary! The Software Shack stocks all of the latest software, ready to upgrade your Moth as necessary. Weaponry is sold in a variety of places, most notably Psycho Bob's. These aren't the only places to buy goods, throughout the different craters you'll find new traders and companies all competing for your business. Just remember to spend your money carefully.

The Controlling Groups

Most of the city is controlled by two major factions. The Klamp-G organization and the Lazarus family have created their own regions, through ferocious fighting and some dishonest trading, both working towards technological supremacy.

They are quite willing to hire freelance agents to carry out special missions. This can be profitable but be careful, abuse their trust and you'll find yourself with a terrifying enemy.

RETURNING TO THE CONSOLE

Pressing the ESC key during the game will bring up the Console screen. Refer to the Console section earlier in the manual for further details.

MULTIPLAYER GAME WORLDS

To play a multiplayer game, you must first decide whether you are to host a multiplayer game world (game server), or whether you are to join an existing multiplayer game (client). If you only have one copy of Hardwar, it is still possible for several people to connect and play a multiplayer game. Ensure the game is installed onto each computer following the instructions detailed earlier in the manual, then return the CD-ROM to the game server. Use the Network options in Hardwar Settings and Options menu to set-up the multiplayer game. Once you are satisfied with game options, click the Launch button to start. Three multiplayer options will then be presented:

Connect to a network game

Join an available multiplayer game server.

Host a new network game

Start a new multiplayer game server.

Continue a saved network game

Continue playing a previously saved multiplayer game server.

Hosting A Multiplayer Game

If you are starting a new multiplayer server, you must enter a session name so that connecting players can identify this game server. When you have typed a name, click on the Save option to start the game. If you wish to continue a previously saved multiplayer game server, then you must select a game from the file list and click the Open button. The game will then present you with a window for selecting the type of connection.

Selecting The Type Of Connection

Before you can proceed as a game server or client, you must specify the type of connection to be used for DirectPlay. Highlight and select one of the available connection types presented in the Select Service Provider window: IPX, Internet (TCP/IP), Modem or Serial. For Modem or Serial games to operate correctly, you will need to enter several settings relating to the connection type. The first time you connect, you will be presented with a dialogue box containing several options:

Modem — Set-up your Modem Type, COM Port, Baud Rate and the Ini. String in the Modem dialogue box (consult your modem user guide for exact details). If you use a digital phone network select TONE, if it's an analogue phone network select PULSE.

Serial — Check your Serial and Port Settings, then connect the two computers together using a standard null modem cable. Consult your computer's user manual to find out the correct BAUD RATE.

Joining A Multiplayer Game

To join a multiplayer game server, select the type of connection from those presented in the DirectPlay window. A list of available game servers will then be presented for this connection type. You can then choose a game server and click on the OK option to join the game.

The Multiplayer Console

Once the game has loaded, you will be presented with the options of either joining the world as a new pilot or entering the Console. By selecting the Join World option you can enter a name, just as in a single player game. The Console can be accessed in a multiplayer game by pressing the ESC key. The options will vary depending on whether you are the game server or client.

The Server Console options:

Pause/Unpause World – Highlighting and selecting Pause World will stop the world clock for every player involved. Selecting this option a second time will continue the game.

Retire Pilot – This will allow you to end the game for your current pilot and re-join with a new pilot.

Shutdown – Highlighting and selecting this option will shutdown the game and return to Windows. If you wish to return to this game at a later time, remember to use the Save World option before using the Shutdown option. If you do not save the game before exiting, any progress you have made in the game will be lost.

Save World – This option allows you to save the current world, including all of your pilot and Moth details. Use the OK option to confirm the save, or select the Cancel option to abort.

Continue – If you wish to exit the Console and continue with the game, highlight and select the Continue option or press the ESC key.

The Client Console Options

Retire Pilot – This will allow you to end the game for your current pilot and re-join with a new pilot.

Log Out – This will retire your pilot and exit the game, returning you to Windows.

Continue – If you wish to exit the Console and continue with the game, highlight and select the Continue option or press the ESC key.

The Multiplayer World

When you join the multiplayer world, you will be placed into a randomly selected hangar, with a reasonably well equipped craft. In the multiplayer world, all players start with the same Moth configuration.

While messages and information can be received via the e-mail Message system, the multiplayer game also features a Chat system. This allows you to communicate directly with any of the other Human players. By pressing C to start the Chat system, you can type the name of a receiving player. If you do not type a name, the message will be transmitted to all connected players. Once you have sent or received a message, then the name of the last player contacted will appear in the name section. If you wish to change this name, either type the name of another player, or use the up/down cursor keys to toggle through the last few players contacted. Once you have chosen a receiver, you can type the message and press Enter to send. If you receive a chat message from another player, the Chat window will open and the message will be displayed, showing details of the sender.

As you play through a multiplayer game, details of the player rankings will be available. Press the U key on the keyboard to view your own progress in relation to all of the other players.

The Moth Hopping option found in the Network menu, will make it much easier to locate and use different Moths. Switching this option On will speed up production of new Moths, placing them into random hangars around the game world. These Moths will have completely random fittings, including the weapons and software. While you can still buy Moths in the normal way, a little searching can prove very rewarding!

Other Multiplayer Options

Player Announcement:

- Anonymous-** players enter with message "a new player has entered the game"
- Named-** Players enter with message " a new Player known as (player name) has entered the game"

- Named and Target-** Players enter with message " a new player know as (player name) has entered the game. And All other players currently in the game have the option to target this player.

Include CPU pilots:

- On/Off box** - includes CPU pilots in the game.

Restrict to Alpha Crater:

- On/ Off Box-** Closes off all exits out of Alpha crater thus restricting the entire game and all of its players to the Alpha Crater.

Moth Hopping:

- On/Off Box-** Allows Players to exit their own moths and enter any unoccupied moths in any hanger.

Blood Money:

- On/Off Box-** Players get a certain amount of money when killing other players.



CREDITS**Software Refinery Crew**

Programming Ciaran Gultnieks
 Ian Martin
 Art Mark Griffiths

Gremlin Interactive Crew

Designer & Producer Ade Carless
Test Supervisor Steve Lycett
Lead Testers Nicola Grice
 Phil Eckford
 Jon Wilson
 Jon Blythe
 Steve Lycett
 Mick Eyre
 Dave 'Sound' Imrie
 Eric Neilson
 Neil Wilson
 Paul Chapman
 Luke Warhurst
 Dave Kirk
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Technical Manager Tim Heaton
Executive Producer James North-Hearn
Manual & Packaging Martin Calpin
 Richard Cartwright
 Chantal Beaumont
 Sarah Bennett

Localization**FMV Crew**

Producer & Director Alan Coltman
Camera Operator Darren Mills
Lighting Camera Mark Clayton
Prop Construction Nik Hull
Make-Up Designer Abigail Graves
Make-Up Assistant Judith Crowe
Costume Stylist Johnathon Musson
Script Alan Coltman
 Ade Carless

Scenic Artist

Digital Effects Les Spink
Sound Darren Mills
 Kev Saville

FMV Cast

Psycho Bob Richard Waters
Apprentice Kati Williamson
Police Chief Saffle Dave Roberts
Jason Lazarus Richard Ryder
Xavier Lazarus Gerry Kersey
Klamp-G Spokesperson Kate Hull Rodgers
Gang Member 1 David Shimwell
Gang Member 2 Christopher Wilkinson
The Warden Chris Brailsford
Syd Benjamin Shephard
Police Uber-Clerk Ade Carless

Pest Controller
M.O. Denizens

Les Spink
Syd Franklin
Simon Short
Judith Crowe
Dudley Rees
Eleanor Tuckett
Richard Morgan
Rachael Morgan
Richard Waters
Kate Vale
Rog & Dave

Convict Children

Hardwar Veteran

Hardwar Veteran's Girl

Leechwoman Grinders

Package Design

The Designers Republic

Soundtrack

Warp Records

Special Thanks To

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Gremlin Interactive/Software Refinery

Interplay Productions

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Paul Nafatalis
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- Computer manufacturer
- Operating system (Windows 95, DOS 6.22, etc.)
- CPU type and speed in MHz
- Amount of RAM
- Sound card type and settings (address, IRQ, DMA)
- Video card
- CD-ROM
- Mouse driver and version
- Joystick and game card (if any)
- A copy of the CONFIG.SYS and AUTOEXEC.BAT files from your hard drive
- A description of the problem you're having

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Interplay Productions Support Fax: (949) 252-2820
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