ICEBREAKER™
The Shareware Version

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System Requirements

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SYSTEM REQUIREMENTS FOR ICEBREAKER SHAREWARE

Here's what you need to run   ICEBREAKER Shareware:

- IBM PC or fully compatible, 486/33 or better.
- Microsoft Windows™ version 3.1.
- CD-ROM, single-speed or better.
- 8 MBs RAM.
- Hard drive with 2 MB free space. (To load the entire program and not have to access the CD, you need 30 MBS of space.)
- Super VGA monitor.
- Suggestions: Sound Blaster™ or compatible sound card; mouse, joystick or joypad.

Hey: Since ICEBREAKER Shareware was released prior to Windows '95™, the two programs may not be fully compatible. Or they may. We just don't know... .

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INTRODUCTION

Pyramids. They're loathsome, evil, sneaky, cunning, conniving, four-faced menaces. They attack you from all directions. They lie in wait and pounce on you when you least expect it. They're deadly, inexorable.

And they won't stop until you're dead.

They must be destroyed.

Welcome to ICEBREAKER Shareware. Your geometry teacher's worst nightmare.

Destroy All Pyramids!

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WHAT THIS GAME IS ALL 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.

ICEBREAKER Shareware

ICEBREAKER Shareware is a smaller version of standard ICEBREAKER. This shareware version of ICEBREAKER contains 10 levels, while the standard version contains 150. This shareware version does not have all the different pyramid- and terrain-types appearing in the standard version, nor does it have a level generator, nor does it have all the cool video sequences and stuff.

ICEBREAKER Shareware is *still* amazingly fun and exciting, but you *do* get loads more in the complete version of ICEBREAKER. So amble down to your local computer store and gobble up the complete version as soon as it's released. Or else.

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HOW TO LOAD AND RUN ICEBREAKER SHAREWARE

You know, if you're reading this help file, you've probably already figured out how to load and run the game... . But, on the off chance, here goes:

▪ 1. Turn on Mr. Computer and boot up Windows 3.1 (or later).
▪ 2. Place the ICEBREAKER Shareware CD in your CD-ROM drive.
▪ 3. Run the "SETUP.EXE" program on the CD. The program will ask you the usual dumb questions
▪   where do you want to install ICEBREAKER Shareware, do you want to rename the directory, and so forth. Answer 'em.
This program requires WinG ▪ a bunch of Microsoft-created Windows graphics tools

▪ to run. If your computer does not have a copy of WinG on it, the program will ask permission to load it. Better let it or ICEBREAKER won't run. (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, 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 2 MBs of stuff is loaded on your hard-drive and you have to have the CD in the player to play; or the maximum installation, wherein about 30 MBs are loaded onto your hard-drive but you don't need to access the CD to play ▪ you can skim it out the window right after installation.
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's speed may also affect performance.) If, after installation, you want to change resolutions, re-run the setup program and pick the Change Graphics Mode option.

▪ 4. The installation program will create a new Programs Group on your Windows desktop titled "Really Cool Stuff." Inside that group you'll find a copy of this "README.TXT" file, and a lovely ICEBREAKER icon.
Double-click on the ICEBREAKER icon to start the game.

Any Problems?
If you have any problems installing and/or running ICEBREAKER Shareware, double-check to make sure your computer meets the system requirements listed in the "System Requirements" section of this file. If everything seems to be all right there and you still can't get it to work, ask your computer-freak younger brother for assistance. If *that* doesn't help, call our Customer Assistance Dudes.

Magnet Technical Product Support Line: 1 (202) 625-7171

You'll find more details on Customer Assistance later on in this file.

Oh, yeah. There is also on-line help that you can access during play by pressing [F1].

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The Main Menu

THE MAIN MENU

When you double-click on the ICEBREAKER icon, the program begins to run. (Remember to put the CD in the drive if you chose the minimum installation.) 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 to point the central pyramid at your choice, then press the Left Mouse-Button (LMB) or [Enter]. For your first choice, we suggest that you choose the Tutorial.

Here's the stuff accessible from the Main Menu:

Demo Mode: This shows you the stuff that appears in the full version of ICEBREAKER.

Random Level (Not operational in the Shareware version): 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 Mighty 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: This screen allows you to mess with the sounds, skill level, and other important stuff. It's described further on.

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The Level Grid

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. (Note: There are ten levels in the Shareware version; there are 150 levels in the full game.)

To Pick a Level

Use the Mouse to highlight the level you want to attempt, then press the LMB or [Enter].

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 and press the LMB or [Enter] to start the game.

You are the white Dudemeyer in the center of the board (the only pyramid lying on its side). All other pyramids on the screen are your enemy. Get 'em.

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.

Seekers regenerate ▪ that is, they come back after you destroy them. They'll keep regenerating until you've destroyed all the Immobile Dudes; once they're all deceased, 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 eaten 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 keyboard, mouse, or joystick or joypad (pick the controlling device at the "Options Screen," about which, see below). Each controller has its own particular strengths and weaknesses. If you're using the mouse, drag the cursor to point your Dudemeyer and press [Space] to move. If you're using the keyboard, press the arrow keys or numeric keypad. If you're using a joystick or joypad, you figure it out. In any event, you'll quickly get your Dudemeyer 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 [Spacebar] 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. Get over it.

Pausing

Press P to pause. Once the game is paused, the screen explains how to quit, mess with the sounds, and 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. You're welcome.

Quitting and Stuff

You can use the normal Windows-type mouse-clicks and key combinations to exit from this program ▪ ie, [Alt]-[F4] dumps you out of the program; [Alt]-[Tab] minimizes the program if your boss walks by, and so forth. If you're playing a level, the [Esc] key quits the level.

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THE OPTIONS SCREEN

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

Play Movie (Not operational in the Shareware version): Pick this to view the cool cinematic sequences in ICEBREAKER.

Credits: Pick this to look at the credits.

Difficulty: Pick this to adjust the difficulty of the game. There are four levels of difficulty to choose from: Easy, Medium, Hard, and Insane. Any level can be played at any difficulty. 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.

Controller Config: Use this to configure your controller.

Music Settings (Not operational in the Shareware version): This allows you to mess with the music settings of the game.

Sounds are On/Sounds are Off: This toggle turns music and sound-effects on and off.

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A FIELD GUIDE TO TERRAIN

The best way to discover how the terrain works in ICEBREAKER is to play. The second best is to read the following.

Grass: This is, like, usually green. Dudes skitter over this stuff without any trouble.

Barren: This is just like grass, but kinda brownish.

Pit: Pits are fatal. You fall into 'em and plummet to the center of the Earth.

Slime: Wander into a slime tile, and see what it gets you ▪ sloppy death. Seekers cross slime without trouble, though.

Ice (Not appearing in the Shareware version): You skid a lot when you move around on ice. The faster you're moving, the farther you skid.

Swamp (Not appearing in the Shareware version): Everybody moves slower in swamps, except for nasty Zombie Dudes ▪ they move faster.

Lava (Not appearing in the Shareware version): This is just like a pit, but hotter.
Rock: This is a big rock. It blocks movement and shooting. Just go around it, okay?

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A Field Guide to Dudes

A FIELD GUIDE TO DUDES

Look. The best way to find out what the various Dudes ▪ ie, pyramids

▪ in the game do is to play. It's fun to be surprised.

Your Basic Immobile Dudes

Blue Dudes: These Dudes shatter like crystal when you ram into them.

Red Dudes: The touch of a Red Dude is fatal. Fortunately, you can blow 'em away from a distance with your cool plasma gun...

Green Dudes: These Dudes are immune to both ramming and shooting. Seekers disintegrate Green Dudes at the merest touch...

Purple Dudes: These Dudes sit around doing nothing until you shoot 'em. They then reach self fulfillment by turning their tile into a pit.

Basic Seekers (Moving Dudes)

Yellow Dudes ▪ Yellers: Yellow Dudes are dumb as a box of rocks. They always move directly toward you. They can't figure out how to move around obstacles. It's fun to make 'em fall into pits over and over again.

Light Blue Dudes ▪ Cyanides: Cyanide Dudes are like Yellow Dudes, but a bit smarter. They still fall into pits, but they're bright enough to move around other obstacles.
Pink Dudes ▪ Pinkos: About as bright as the Cyanide Dudes, these guys know enough to avoid pits and other dangerous tiles.
Lime Dudes ▪ Limeys: These Dudes are smart and dangerous. They can avoid both hazardous tiles and intervening stationary pyramids.

Advanced Immobile Dudes

Concrete Dudes: Sturdier than organic pyramids, concrete pyramids take ten shots to vaporize.

Rainbow Dudes (Not appearing in the Shareware version): Rainbow Dudes just sit around looking nice until you ram or shoot 'em, at which point they turn into a Red, Green, Blue or Purple Dude for the rest of their lives. Or they might turn into a Seeker and die immediately.

Advanced Seekers

Chameleon Dudes ▪ Chameleons (Not appearing in the Shareware version): Chameleons sit immobile, imitating Green Dudes until you get close. They then leap out, turn Lime-Green, and try to hunt you down.

Magenta Dudes ▪ Lurkers (Not appearing in the Shareware version): These Dudes are capable of amazing bursts of speed. However, Lurkers have little endurance and must rest after each sprint.
Greyish Dudes ▪ Zombies (Not appearing in the Shareware version): Zombie Seekers come from swamps. While they are very slow, they're also very determined: it takes three shots to stop a Zombie Dude.
Orange Dudes ▪ Meanies: (Not appearing in the Shareware version): The largest known species of pyramid is the Orange Meany. Slow but smart, the Orange Meany splits into two Dudes when you shoot 'em. These new Dudes, known as "Nasties," are faster and dumber than their parent.

>   **Nasties** (Not appearing in the Shareware version): also divide when shot. Their spawn are known as "Grumpies."

>   **Grumpies** (Not appearing in the Shareware version): are faster than the Nasties, but dumber still. When you shoot a Grumpy, it's dead. An Orange Meany will regenerate when the last Grumpy is destroyed.

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<u>Customer Service</u>

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: 1 (202) 625-7171

Magnet Internet Address: http://www.magnet.com

To order or find out about other Magnet Interactive products, please call toll-free:

1 (800) 966-0011

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Credits

CREDITS

Producer: Ken Megill
Game Design: Andrew Looney
Additional Game Design: Keith Baker, Ken Megill
Lead Programmers: Dave Townsend, Mike Young
Additional Programming: Jeff Sabat
Original Program: Andrew Looney
Lead Artist: David Bondi
Terrain Tiles: Shannon Jeffries
Interface Screens: Claudy Mejia
Character Animator: Dave Holman
File Conversion J. Taylor James
Composers: Maurice Davis, Marcus Williams
Sound Engineer: David Kingsley
Quality Assurance Supervisor: Paul Winer
Quality Assurance: John Bartol, Jim Fink, Daniel Kessler, Mike Penn
Shareware Levels Designed by: Keith Baker, Andrew Looney, Ken Megill, Paul Murphy
Product Coordinator: Maurice Boissiere
Director of Interactive Multimedia Design: Chuck Seelye
Managing Director: Lawrence Schick
Executive In Charge: Bill Schick
Creative Director: Greg Johnson
Executive Producer: Basel Dalloul

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Copyright and Trademark Junk

COPYRIGHT AND TRADEMARK INFO

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ICEBREAKER CONQUERS THE WORLD!

As you've probably figured out by now, ICEBREAKER Shareware is a truckload of fun. We've attempted to capture all the flavor and thrill of the complete game in this shareware version ▪ but, in all immodesty

▪ the full version of ICEBREAKER is better. We hope you have enjoyed ICEBREAKER Shareware and we also hope you'll pass it on to all your friends
▪ that's why it's called "shareware," got it?
If you have enjoyed ICEBREAKER Shareware, may we humbly suggest that you amble down to your local purveyor of computer entertainment and purchase a copy of the complete version? The 3DO version is available now, even as we speak; the PC version should be out by 3rd Quarter of 95; and versions for other platforms should follow in a timely fashion. If you have any questions or comments, please call, write, or e-mail us here at Magnet Interactive Studios, Inc. The various numbers and addresses are listed in the "Customer Service" section, above.
And remember: *Pyramids Must Die!*

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