

SCORCHED PLANET DEMO

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System Requirements

- IBM PC compatible computer, Intel Pentium® 60 (P90 recommended)
- Windows® 95
- 8Mb RAM (16Mb recommended)
- Double speed CD ROM drive (Quad speed for better quality FMV).
 - Fast reactions, great blasting skills and a tactical mind

Installation

- Insert the CD into your CD-ROM drive (usually D)
 - **Windows 95**

Double click on `spdemo\install\windows\setup.exe`

During installation you specified which program group Scorched Planet should go in (default Criterion Studios). To play Scorched Planet double click on the icon in this program group menu.

Playing Scorched Planet

The colony world Dator 5 is under attack from the marauding Voraxian Hordes. The people have sent out a distress call to the Galactic Federation, but yours is the only Galactic ship in the vicinity. Dator 5 will be taken. And your job is to save the humans.

Using your Type 16 morphing vehicle, you must defend the people of Dator 5 against Voraxian attacks, both from the skies and from the hills. Voraxian creatures will attempt to destroy the humans, or capture and carry them back to the Voraxian factory ship for 're-processing'. You must protect the humans, and beam them up to the relative safety of your cargo ship orbiting the planet.

Your Type 16 can carry up to 5 humans at a time. Urge them on-board by opening the door of your tank-buggy (press the 'Home' key to open/shut the door). Beam the humans to safety by flying them through the floating spacegate.

Beware: your flying fighter craft uses fuel. If you run low, you'll automatically morph back into the tank-buggy. You may find fuel power-ups around the terrain... or perhaps a destroyed Voraxian will leave a gift... or maybe you'll come across secret weapon/fuel dumps.

The humans may also be able to assist you. The soldiers (yellow uniforms) are pretty good at defending themselves when under fire. The civilians (blue uniforms) aren't really fighters... but some of them are pretty hot scavengers, maybe they can help you find power-ups. **Tip:** always be on the look out for new modes of transportation and pieces of equipment which may help you in your mission.

Look for the "city beacon" to appear when a settlement is under attack. All the humans will head towards their city beacon. **Tip:** if you're quick, you may be able to evacuate a settlement by grabbing the beacon and dropping it outside the settlement.

Watch out for spiders mutating humans into zombies. Anti-venom can be used to cure them.

Remember, collectibles can only be picked up when driving the tank.

Weapons

Weapons are selected by hitting the appropriate keypad number.

Default Weapons

Type	Key No.	Weapon Description
Shocker shell	1	Slow firing artillery shell.
Laser bolt	1	Low powered high velocity laser.

Collectible Weapons

Type	Key No.	Weapon Description
Plasma Bolt	2	Short range plasma bolts designed not to kill humans: ideal for freeing cocooned humans.
Sonic Blast	3	Long range but slow firing rings of destructive sonic energy.
Homing Missile	4	Highly powerful missile: use T to target and L to lock, then just fire and forget.
Multi-Missile	5	Low powered, auto targeting homing missile.
Trident Strike	6	An upgrade to your shocker/laser combo with a higher burst rate and field of fire.
Mines	8	Highly explosive proximity mines: fired backwards.







Power-Ups

Item	Description
Fuel	25% fuel recharge
Shields	20% shield recharge
Max Shields	Maximum shield recharge
Map Enhancer	Terrain map




Inventory Items

See below under **Key Control** on how to select and deploy inventory items.

Item	Description	
City Beacon	When a settlement comes under attack a Beacon will appear (flashing red circle on radar). The humans from that settlement will always follow the beacon to try and get within its radius of influence. You can use the beacon to herd the humans away from danger.	
A-Tron	An attractotron capable of attracting Voraxians for 1 minute.	
R-Tron	A repellotron capable of repelling Voraxians for 1 minute.	
Anti-Venom	Will cure Zombies when dropped nearby.	

Special items

Item	Description	
Regeneration Indicator	Indicates that a collectible is being regenerated.	



Human Behavior

The key to completing the game is understanding the humans' behavior and using the humans to help you. To do this you must be clear on how the humans interact with Beacons and other objects.

If you press Home to hail the humans to your tank, this will override all other behaviour.

If the humans are within the beacon radius then they will go about their default behaviour.

If you transport a human outside the beacon radius then the human will go about its default behaviour.

Type	Default Behavior	
Soldier	A soldier will attack Voraxians if they are nearby. If there is a gun turret nearby the soldier will use it If there are no Voraxians nearby then a soldier will head for its beacon.	
Civilian	A civilian will collect power-ups if they are nearby and leave them at the beacon. If there are no power-ups nearby then a civilian will head for its beacon.	

Zombie

Humans cocooned by spiders become zombies. A zombie will always attempt to turn other humans into zombies.
A zombie will self destruct in 2 minutes.



If you transport the beacon then the humans outside the beacon radius will head towards their beacon.

If, when outside its beacon radius, a human passes into the influence radius of another beacon then that beacon becomes its home beacon.

For every human you save over your quota you will have an enhanced human on the next stage. So, if you save 12 humans when your quota was only 10 then you will have 2 enhanced humans on the next stage. An enhanced human is bigger, stronger and more effective in its tasks than ordinary humans.

Controls

Mouse Control

Right mouse button (RMB)
Left mouse button (LMB)
Alt + Mouse movement
Alt + Mouse movement
Mouse movement

Function

accelerate (double click for higher tank speed)
fire
move tank turret up and down
move aircraft from side to side
vehicle direction

Key Control

Home
End
◊
Shift
Ctrl
Arrows
Tab
[]
Enter
Space bar
- +
Alt + up & down arrows
Alt + up & down arrows
P
S
T
L
M

Function

vehicle door open/close calling humans onboard
vehicle morph
radar range lower/higher
accelerate (double click for higher tank speed)
fire
vehicle direction
map view on/off
cycle through inventory items
use selected inventory item
rotates vehicle 180 degrees
brightness down/up
tank turret up and down
move aircraft from side to side
pause game
shadows on/off
select homing missile target
lock onto selected target
toggle homing missile camera angles

F1	cockpit view
F2	1st person view
F3	top down view
F4	fixed camera orientation
F5	fixed chase view
F6	fixed rear view
F7	left side view
F8	right side view
F9	free chase view

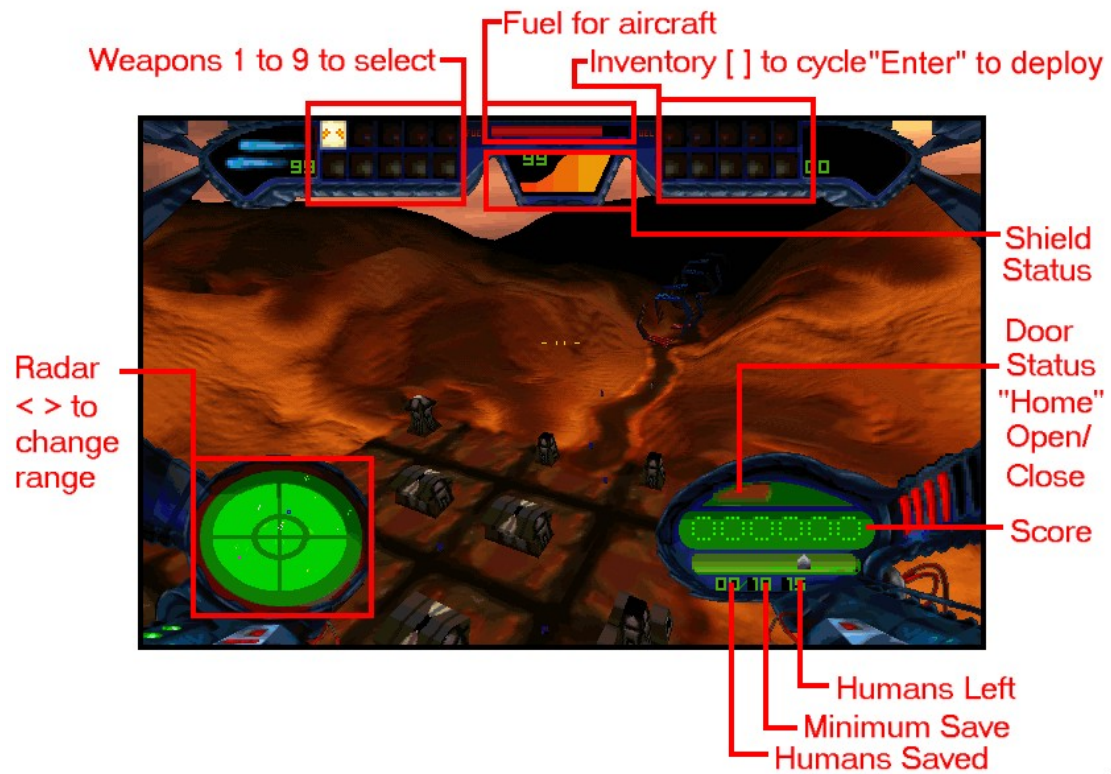
Radar signatures

white dot	human
yellow dot	power-up (flashing=fuel/shield)
blue dot	flying Voraxian
red dot	ground Voraxian

purple dot
red square

Voraxian Factory Ship
spacegate

Cockpit Display



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