The Story

Friends for Life

Sanjuro and Toshiro Makabe were orphaned at an early age and ended up at a military academy on the colony world upon which they were born. At the academy, they befriended two sisters, Kura and Kathryn, daughters of Commodore Nathaniel Akkaraju, stationed there with his family. They also befriended Baku Ogata, a scrawny runt of a kid who was often the victim of bullies.

Sanjuro, who was younger than his brother, was successful at whatever he attempted to do. He was also popular, for he was a smart, spunky kid with a lot of bravado and a good sense of humor. Toshiro, tormented by their parents' deaths, was more cunning and deliberate than his brother, but he was also quiet and difficult to get to know. As any child would, Toshiro resented his brother's facility with people and social situations. More importantly, he resented the favoritism Sanjuro earned simply by being so damned likable.

Kura and Sanjuro had a love/hate relationship. They thrived on teasing and abusing each other, but it was merely an elaborate, naïve form of flirtation. Eventually, as pretty much everybody who knew them had predicted from early on, they became lovers.

Shortly after the friends graduated, Commodore Akkaraju's wife died in an attack on the colony. The situation was complicated. He knew she was in danger, but his orders were to remain at his post. He asked for a replacement to cover for him while he went to find her, but the request was denied. Rather than disobeying orders, he stood by his post, even when his daughters found him and pleaded with him to go. When his wife died in the attack, Akkaraju swallowed his shame and grief. Kura railed against him, calling him a murderer and a coward. He let her have her say without defending himself or trying to calm her, for it was his duty as a father.

Kathryn, meanwhile, coped with the situation very differently. She knew that her father could have done nothing except get himself killed as well, so she never blamed him. But the implications of the military career she was about to enter suddenly crystalized. She vowed never to use a weapon against another human being and arranged to enter a non-combatant position in the UCASF so that she could still be with her friends.

For his courage and commitment during the attack on the colony, Akkaraju was given command of the UCASF Leviathan, the flagship of the UCA, and promoted to admiral. That the defining moment of his career should also be such a defining moment in his personal life drove him to pursue his duty to the UCA even more religiously.

Meanwhile, with the beginning of the Cronian Revolution, Admiral Akkaraju was sent to Cronus by UCASF high command.

The Cronian Revolution

At first glance, Cronus (technically 46CronusD, the fourth planet in the nearly dead Cronus system) seems like an unlikely place to play such a critical role in the future of humanity. It is a hostile, barren world with a poisonous atmosphere, incessant volcanic and seismic activity, and an unexceptional collection of minerals easily mined from hundreds of thousands of more accessible asteroids and moons, not to mention the handful of human-colonized worlds.

However, when a deep space probe sent to the system to collect scientific data for cataloging purposes detected chemically compelling organic material in soil samples, the United Corporate Authority (UCA) was formed by three dominant megacorporations (Andra Biomechanics, Armacham Technology Corporation, and Shogo Industries) and a jointly funded manned expedition was launched.

That early venture found rich deposits of the organic material, dubbed kato for the probe that discovered it (the Shogo DSP Katoki).

It would be over a decade before the benefits of kato energy would become apparent and interstellar travel would change forever...

The Megacorporations & the UCA

Each of the megacorporations contributing to the Cronus expedition had a vested interest in the mission at hand. Andra Biomechanics, founded in Moscow in the early 21st century by Natalya Andropov, a renowned researcher on the Human Genome Project, grew to specialize in a variety of genetic engineering, cybernetic, and mechanical engineering interests. Their products included medical bioengineering technologies, cybernetically assisted prosthetics, and even anthropomorphic mobile engineering vehicles (MEVs) used in construction, mining (terrestrial and otherwise), and demolition. They also did early research and development of mobile combat armor (MCAs) and armaments.

Shogo Industries, a Japanese conglomerate, had interests ranging from technology to publishing to the manufacture of children's clothing. With the advent of MEVs and MCAs, Shogo decided to offer their own highly advanced line of giant mechanized suits. Their designs were well received both for functionality and aesthetics. They also distinguished themselves for space-based product lines and microcomputer technology.

Armacham Technology Corporation got its start with the manufacture of commercial satellites and ground-based communication systems. Eventually, they would expand to encompass civilian and military vehicle manufacture, musical equipment, security systems, and, predictably enough, MEV and MCA technologies. Their MCAs (they discontinued their MEV lines after some early experiments) immediately caught the attention of the private sector and various military organizations alike. Sleeker and sexier than the offerings of their competitors, Armacham's MCAs were and still are considered the most striking MCAs available. Of course, form without function is useless, and Armacham delivers there as well. While not as rugged as Andra MCAs or as sophisticated as Shogo MCAs, Armacham's designs are reliable and hardy.

The UCA, originally intended as a joint venture that would ensure the continued profitability and expansion of the three organizations that founded it, took on a life of its own almost immediately. With its status as the primary regulatory agency for interstellar commerce, the UCA quickly swelled into an unwieldy bureaucracy. It was only after dissociating itself from its progenitors that it was able to restructure itself and become more efficient, simultaneously forming the United Corporate Authority Security Force (UCASF), which would soon become the dominant military power in existence. Within a decade, it was involved in the manufacture of deep space vessels, aircraft, ground-based vehicles, and MCAs. While the UCA's early entries in the MCA market were poorly received, subsequent models, especially the Defender and Enforcer, rank as some of the best MCAs available.

Kato Energy

What makes kato especially enticing and useful is its unique chemical composition. Being of an organic nature, kato at first seemed comparable to petroleum-a vestigial remnant of ancient indigenous life. On further examination, however, it was discovered that kato is actually alive in some sense, although no more sentient than algae.

The importance of kato derives from its reaction to high temperatures. When burned, kato passes through several stages of recomposition before losing its volatility. Each of these stages produces an impressive amount of energy, but it's what happens at the subatomic level that proves the most beneficial.

In the course of its chemical breakdown, kato emits a tachyon field that can be harnessed to allow an object (such as a vehicle) contained within the field to tunnel (i.e. move from one place to another without passing through each increment of space in between), thereby travelling at superluminal speeds. Space travel without kato energy would be like walking from New York to Los Angeles versus flying there in a Concorde. As you can imagine, interplanetary travel without kato energy is entirely impractical.

Developments on Cronus

The population of Cronus grew steadily and rapidly, even when the first underground colony, Avernus, was devastated by a series of powerful earthquakes that led to a mass migration to the burgeoning city of Maritropa.

Avernus, although abandoned, continued an eerie quasi-life of its own, for its geothermal energy supply still pumped life through the city, powering streetlamps, heating ducts, atmospheric processors, hydroponic farms, and condensation collectors. Those few who had chosen to remain behind were able to sustain themselves with a minimal amount of maintenance and repair.

Many of these holdouts (dubbed stragglers) were former miners driven to psychological breakdown by the pressures of long hours, horrible working conditions, and long-term exposure to raw kato residue, which had been demonstrated to have a corrosive effect on unprotected flesh even in particulate form, leading to respiratory ailments, skin rashes, and even blindness. Though the term "straggler" was originally aimed at those who had remained in Avernus, it eventually grew to encompass anyone displaying these characteristics.

A Shining City

Maritropa, unlike its ailing sister city, was intended from its incorporation to be a sparkling metropolis that afforded all the accustomed luxuries of other, comparatively vital colony worlds to its diverse inhabitants. The vast, snaking reinforced cavern system that housed Maritropa flourished with greenery, artificial light, and cosmopolitan life.

For all its self-imposed glory, Maritropa wasn't the utopia it pretended to be, though. The lower sectors of the city eventually began to fall into disrepair as the aristocracy moved to the Canopy Section, a series of buildings suspended from the cavern ceiling. Using a material called Stion™ (developed by Armacham) which becomes highly tensile when charged with an electrical current, engineers devised a support structure with a tremendous load-bearing capacity. The view from the slums affords an ironic perspective of the hierarchical structure of Maritropan society.

By the time the revolution began in earnest, the Cronian Mining Consortium (CMC)-the governing body on the planet-had long been eager for autonomy from the UCA and various corporate interests. The importance of kato energy gave the CMC a powerful bargaining chip offset only by Cronus' military insignificance. So the CMC began bolstering its military in secret, aided by a covert treaty with Andra Biomechanics.

The UCA was aware of the buildup, of course, but Akkaraju was instructed not to interfere for reasons that were not shared with him. Unfortunately, Akkaraju's superiors had apparently underestimated the extent of the CMC's efforts. A sizable

mercenary fleet arrived in the system a mere two standard hours before the CMC officially proclaimed its independence and issued its terms. The UCA was hit unprepared and forced to retreat from Cronus' high orbit under heavy fire.

For the next 18 months, the UCA executed a series of covert operations designed to undermine the Cronian resistance by removing key individuals. Although the overall success rate of these missions was marginal at best, the plan eventually succeeded and the Cronians agreed to negotiate an accord.

It was around this time that a terrorist group calling themselves the Fallen surfaced. Their initial attacks were designed to undermine UCA faith in the CMC and, indeed, delayed the treaty process by several months. Once the existence of the terrorists was established, the CMC requested UCA assistance in rounding up the faction.

Tragedy Strikes

Sanjuro, who by this time had earned the rank of Commander, led his squad-consisting of Toshiro, Baku, and Kura-on a mission into Avernus in search of a Fallen leader, acting on intelligence obtained during a raid in Maritropa. The mission ended with Toshiro, Kura, and Baku missing and presumed dead.

Following is a transcript from the subsequent investigation:

CDR BROWN: You state in your report that you were fired upon, and I quote, by an "incredibly powerful energy weapon"-
CDR MAKABE: That's correct.

CDR BROWN: And the next thing you remember, you awoke on the ground in your MCA, your camera systems malfunctioning…

CDR MAKABE: Yeah. Look, we've been through all this before.

CDR BROWN: This is standard procedure, Commander. And so what happened next?

CDR MAKABE: As I stated previously, I heard some kind of weird chanting.

CDR BROWN: Which you identified as Commander Makabe. Uh, that would be your brother.

CDR MAKABE: It sounded like him, but I couldn't see very well, so I wasn't sure.

CDR BROWN: And that was when you opened fire on Commander Akkaraju.

CDR MAKABE: I didn't "open fire" on her. I thought she was an Assassin. I heard movement and spun around. She must've been leaning forward, getting up, 'cause I couldn't see her head. She looked like an Assassin.

CDR BROWN: The Shogo Assassin MCA is a far cry from a UCA Enforcer, Commander Makabe. I find it hard to believe you could confuse the two.

CDR MAKABE: I told you, my display was damaged…

CDR BROWN: And you fired without thinking, without considering the consequences.

CDR MAKABE: Yes.

CDR BROWN: Did Commander Akkaraju return fire?

CDR MAKABE: No.

CDR BROWN: And yet you continued to-

CDR MAKABE: I turned, I saw an Assassin, and I fired. It wasn't… I didn't know it was her.

CDR BROWN: So you stated.

CDR MAKABE: I was in love with her. I'm not in the habit of shooting people I care about.

CDR BROWN: Your attitude during this interview will be noted, Commander.

CDR MAKABE: Is that was this is? An interview? Seems more like an interrogation to me.

CDR BROWN: At what point did your brother strike you?

CDR MAKABE: Right after I shot Kura. He blindsided me and knocked me down.

CDR BROWN: Did he say anything?

CDR MAKABE: Just whatever he was chanting. It sounded like gibberish to me.

CDR BROWN: What happened next?

CDR MAKABE: Toshiro was about to shoot me when the tremor hit. The ground gave way and they were just gone, just like that. All of them.

CDR BROWN: And what did you do at that point?

CDR MAKABE: I stood at the edge of the chasm, wishing I could see better.

CDR BROWN: Wasn't it dangerous to approach the chasm with your MCA's visual system impaired?

CDR MAKABE: I didn't care.

CDR BROWN: But-

CDR MAKABE: Three of the most important people in my life… they were just gone, Commander. Just gone.

The Aftermath

Sanjuro, still reeling from the Avernus tragedy, was placed on probation for "inability to perform his duties in a professional, responsible manner due to severe psychological stress sustained in combat." He was diagnosed with Post-Traumatic Stress Disorder (PTSD) and required to attend regular physical and psychological evaluations.

He spent most of his free time with Kathryn, who helped him cope with what had happened even as he helped her manage her own grief. In time, what had begun as mutual comfort turned into romance. Kathryn, who had always harbored deep affection for Sanjuro, understood that his feelings for her were rooted more in a desperate sort of need than in actual romantic love, but she hoped that time would soften his grief and allow him to love her.

The Rise of Gabriel

The Fallen, meanwhile, grew stronger and more organized. Military intelligence attributed the transformation to a new leader elected to replace Ivan Isarevich, who was killed in the Avernus incident. The new leader, known only as Gabriel, rallied the historically fragmented Fallen into a fighting force capable of posing a serious threat to the CMC.

Following is an extract from a public statement issued by Gabriel to the population of Cronus and the various interests in orbit around her:

"We, the fallen children of earth, our ancestral home, are the rightful heirs and stewards of Coth. We will tolerate no further exploitation of her bounty, no further taking of her gifts. Those who oppose the will of Coth shall be expunged. Those who leave will do so with our blessing. Those who remain will perish."

Final proof of the Fallen's viability came mere hours after they seized a remote but well defended CMC geological station. The CMC's military fragmented, nearly a third of its soldiers declaring loyalty to Gabriel and the Fallen.

The ensuing chaos presented a variety of opportunities and problems for the UCA. Akkaraju's prime directive was to recapture Cronus for the UCA, thereby ensuring the continued harvest of kato. The UCA and CMC had been on the verge of compromise that wasn't especially satisfying to either party but at least provided a foundation upon which to build.

With the CMC hobbled by its own partial collapse and a fanatical army preparing a massive and potentially apocalyptic assault on Maritropa, the situation had changed dramatically in a short amount of time. Neither the UCA nor the CMC considered abandoning Cronus (or Coth, as the Fallen called it) a palatable option. But the CMC was no longer capable of defending itself. They could hold out for a while, but ultimately they would fall. Their predicament afforded the UCA a certain amount of leverage.

The UCA, meanwhile, might be able to intervene and overcome the Fallen, but the battle for Cronus would take a heavy toll and might lead to a less than desirable outcome considering the obvious fanaticism and newfound discipline of the Fallen's legions.

Akkaraju's recommendation to the UCA high command was simple: eliminate Gabriel by any means necessary and watch as the Fallen crumble. After all, the admiral asserted, it was Gabriel who had united the terrorists into a fighting force. Likewise, it was his charisma that had lured a third of the Cronian militia away from the CMC. How he had spread his influence so thoroughly was unknown, but its effects were self-evident. He was the key.

The plan was authorized without discussion and the details left in Akkaraju's hands. He had only to decide who to send. He chose Sanjuro.

System Requirements

Shogo will run on a variety of system configurations.   However, we strongly recommend running with 3D Hardware Acceleration for the best overall performance and game experience.

- Pentium 166 or equivalent (Pentium II Recommended)
- Pentium 233 or equivalent for software rendering
- 4MB (or greater) D3D compatible video card recommended
- 32MB RAM
- Windows95/98
- DIRECTX6

Installation

Autoplay

If you have autoplay enabled, just place the Shogo CD into your CD-ROM drive and wait for the onscreen prompts.

Autoplay Disabled

If you do not have autoplay enabled, run setup.exe from the root directory of the Shogo CD.

CD Required

The Shogo CD must be in your CD-ROM drive in order to play Shogo.

Reinstallation

If you need to re-install Shogo, you can do so by running setup.exe from the CD.

DirectX6

DirectX6, a Microsoft game-related component for Windows 95/98, is required and will be installed automatically during a Normal or Minimum install of Shogo. You can also choose to install DirectX6 through the Custom install option.

In most cases DX6 will install new video and audio drivers for your system.   If you have not updated your drivers for your video or hardware recently, we strongly suggest that you update your drivers, regardless of the DX6 recommendations during installation.

Although you may not be prompted for a restart after installing DX6, we HIGHLY recommend that you restart your computer anyway.

For the most up to date information on driver support for DirectX6 and Shogo, see the section on 3D Video Hardware , or visit the Shogo drivers site at:

http://drivers.lith.com

Direct3D

Shogo supports Microsoft's Direct3D 3D Hardware API. Direct3D provides excellent performance and hardware support for most 3D video cards.   However, you may need to install the most recent video drivers for your 2D/3D hardware to get the best performance from Shogo.

For links to the most recent video/audio drivers, please visit the Monolith drivers page at http://drivers.lith.com

Shogo Launcher

The Shogo Launcher allows you to set up several components for you game before you start Shogo.   Click each link below for more information about the Launcher.

[Launch Button](#)

[Display Button](#)

[Customize Button](#)

[More Games Button](#)

[Help Button](#)

[Advanced Button](#)

Launch Button

Click **Launch** to start Shogo.   The first time you run Shogo, you will be prompted to select a detail level. This detail setting will scale the content in Shogo to increase performance or increase visual quality.   You can change this detail setting at any time during the game by selecting Options...Display from the in-game menus.

Medium detail is the default setting, and is also a good choice for most systems with 3D hardware.   The detail settings are explained in depth in DISPLAY DETAIL SETTTINGS .

Display Button

The first time you run Shogo, we strongly suggest that you click the Display button in the Shogo launch box. This will test your video drivers to ensure DirectX6 compatibility.

Because Shogo checks the DirectX status of your video card(s) when you click Display, if you do not have DX6 compatible video drivers, you may encounter problems.   Shogo uses the same routine to initialize your video card when you click launch, but by clicking Display you can see the results.   If you encounter problems after clicking Display (this is rare) please see TROUBLE SHOOTING .

Choose your video card
Display allows you to choose your display device (e.g., the video card) that you want to use to play Shogo.   Only DirectX6 compatible devices will be displayed in the display window.   You can also switch your display device at any time during the game by choosing **Options...Display...Change Mode**.

LithTech Direct3D Renderer
To use 3D hardware acceleration (if you have a D3D compatible 3D video card installed in your computer), choose LithTech Direct3D Renderer in the Renderers window, and then choose your display driver (your video card) in the Displays window.

If you are running a 2D/3D video card such as a Riva 128, your card will show up as "Primary Display Driver".   If you are running a pass-through card such as a 3DFX-based card, it will be listed below Primary Display Driver as something similar to "3DFX Interactive Voodoo".

Not all video cards support 3D hardware acceleration. If you are uncertain about whether your video card has 3D hardware acceleration features, please refer to your card's documentation.

For more information about a specifc 3D video card, see 3D VIDEO HARDWARE .

LithTech Software Renderer
To run Shogo without 3D hardware acceleration, choose LithTech Software Renderer in the Renderers window. Then choose your video card in the Displays window. If you are running the LithTech software renderer on a system with multiple video cards, we strongly suggest choosing your Primary Display Driver in the Displays window.

Resolution
You can also set your resolution screen size in the Shogo Display Settings. The default resolution for Shogo is 640x480 16bit.   Selecting lower resolutions (512x384) may increase performance at the expense of detail.   Selecting higher resolutions (800x600, 1024x768) may decrease performance, but may look better.

If you are running the LithTech Software Renderer, we suggest running a low resolution (320x200) first to test the performance on your computer.

You can also change the resolution at any time during the game by choosing **Options...Display...Change Mode**.

Customize Button

Use Customize to add-in additional resources and levels for modifications, patches and multiplayer. Please visit the Shogo website www.shogo-mad.com for the most up to date customize information.

More Games Button

Click the More Games button to access demos and movies of other Monolith titles. All Monolith titles are available at your local software retailer.

Help Button

Click the Help button to access the Shogo Online Manual (you're already here!   Note to self--wake up!)

Multiplayer Button

Click the Multiplayer button to start the Shogo multiplayer wizard.   For details on setting up multiplayer games, see Multiplayer.

Advanced Button

The **Advanced Options** are designed for advanced users and trouble-shooting only. Some of the advanced options may not be compatible with all hardware.

Mixing and matching some advanced options may cause unpredictable results. For the most up to date Advanced Options details, check out the Shogo website www.shogo-mad.com.

Disable Sound
This will disable all sound fx in Shogo.

Disable music
This will disable Shogo's Interactive Music Architecture, or IMA.
Some sound cards may have incompatibilities with IMA. Used for troubleshooting only.

Disable movies
Disables the Monolith Logo and Shogo Intro from playing every time.

Disable light mapping
Turns off light mapping (a shadow-lighting effect) in all display detail settings. This option is also available through the in-game menus.

Disable fog
Disables all atmospheric (not clipping plane) fog. No performance increase or decrease.   Strictly subjective, although may be useful on cards that "almost" support table fog.

Disable line systems Disables all line systems in Shogo.   Line systems are used for tracer fire on many enemy weapons. Unlikely to provide any performance increase, but useful as a troubleshooting item.

Disable model full brights
Some textures/models in Shogo use a palette technique that makes certain colors always bright, regardless of the surrounding light conditions (e.g., making them "fully bright"). This option is also available through the in-game menus, and is disabled in medium detail mode.

Disable DirectX6 commands

Use only for troubleshooting.   Probably doesn't do what you think it does.

Enable optimized surfaces

Optimizes the way 2D surfaces (e.g., ammo, health, armor) are drawn. Checking this on AGP cards may provide a performance increase, especially on Intel i740 based cards.   This option may cause problems on some 3DFX cards, depending on which drivers are installed.

Enable poly gap fixing

Fixes noticable gapping between polygons on some 3D video cards. A MUST for Riva 128 video cards.   May slow performance on low-end/older 3D video cards.   Not a significant performance decrease on fast 3D cards. Makes everything look "nicer".

Enable triple buffering

Enables a feature on some video cards that can improve performance. Most AGP video cards benefit from this feature being enabled. However, this may cause lock-ups on some PCI video cards.

Enable mipmap sharpening

Sharpens the mipmaps for some ATI cards.   Not really useful for anything other than making the textures look strange on most cards.

Enable pixel doubling--LithTech Software Renderer ONLY

Check this option only when using the LithTech Software Renderer. Useful for simulating low resolutions (320x200, 320x240) on 2D video cards that don't support low resolutions in 16-bit color. If you check this option and have 640x480 16bit selected as your resolution, Shogo will simulate 320x240.   Can provide noticable performance increases at the expense of visual quality.

Restore factory default settings

This restores all configuration settings to the original factory defaults. Resets key configuration, detail level and sound. Useful if you're mucking around with detail settings and you just want things back the way they were.

Command-Line

Really advanced users only.   For more information on this feature, visit the Shogo website at www.shogo-mad.com.

3D Video Hardware

This section contains specifics on 3D video cards, recommended Shogo settings, and driver information.

For the most up to date information on "Shogo Certified" drivers, please visit our driver website at:

http://drivers.lith.com

Click below for more information about a specific 3D Video Card.

3DFX Interactive
3DLabs
ATI
Intel i740
Matrox
nVidia
NEC PowerVR
Rendition
S3

Sound Cards and IMA

Shogo uses a new Interactive Music Architecture for music playback. Because this music system uses DLS, you may experience problems with certain sound cards and music playback.   Upgrading to the most recent drivers for your sound card usually solves the problem.

For specific information about problems you might be having with your sound card, see TROUBLE SHOOTING .

For the most up to date information on sound card driver combinations and settings, please visit:
http://drivers.lith.com

Display Detail Settings

Shogo contains several detail settings that will affect performance. You can change these detail settings through the in-game menus by choosing **Options...Display...Detail Setting**.

You can also choose Advanced and tweak each detail setting individually. Once you choose Advanced and change a setting, your detail setting will be displayed as "Advanced".   Changing your setting back to LOW, MEDIUM or HIGH will reset any advanced options set.

Switching detail settings while in the game will result in a restart of Shogo's renderer, which may take several seconds.

LOW

A good choice for systems near or at the minimum system requirements. Uses the least amount of texture memory.   Turns off just about every detail option available in Shogo.   Also the best choice when using the LithTech Software Renderer.

MEDIUM

A good choice for most systems.   Uses less texture memory than high, but keeps most other special effects in place.

HIGH

Turns up everything in terms of visual look. Recommended only for high-end systems with fast 3D video cards.   Uses the most texture memory, but looks the best.

Performance Tuning

Game speed and performance are dependent on several different hardware factors. The 3 major factors that affect performance in Shogo: CPU, 3D Video Card, and memory.

If you are experiencing slow performance on your system, first try setting the Detail Setting under Options...Display to LOW.   This setting will have the biggest single impact on performance.

Shogo will default to using 8-bit (LOW) quality sounds unless you chose HIGH the first time you ran Shogo.   Changing the Sound Quality to LOW under **Options...Sound** will save memory and can increase performance.

Turning Music to OFF under Options...Sound may also increase performance slightly. If you've turned everything else off and you're still looking for a couple of extra frames-per-second, set Music to Off.

Model FullBrights and Environment mapping can have a large impact on slower systems.   These options are both set to ON when HIGH is selected, but are set to OFF in MEDIUM and LOW.

Lightmapping can also slow some systems down.   The Intel i740, for example, will see a large performance increase just by setting Lightmapping to OFF.

For the most recent updates on performance tuning, go to the Shogo website at http://www.shogo-mad.com

3Dlabs

- Permedia2

Works well, although no lightmapping.

    Recommended Display Settings:
    -LOW
    -MEDIUM with Light Mapping set to off
    -Turning on Shadows or Model FullBrights may cause texture
    corruption/flickering.

    Recommended Advanced Settings:
    -NONE

Rendition

www.rendition.com

- Rendition V1000
An older card.

Recommended Display Settings:
-LOW   512x384

Recommended Advanced Settings:
-NONE

- Rendition V2100/V2200

Works well, supports all features in Shogo.

Recommended Display Settings:
-MEDIUM with Light Mapping set to off for best performance

Recommended Advanced Settings:
-NONE

3DFX Interactive

www.3dfx.com

In order to get the best performance from any 3DFX-based card, we STRONGLY recommend that you upgrade to the latest 3DFX reference drivers.

As of the release of version 1.0 of Shogo, we have found that the 3DFX reference drivers work very well under DX6.   The latest 3DFX Voodoo-1 and Voodoo2 Reference Drivers are contained in a \3DFX directory on the Shogo CD.   You can update your drivers from the CD or, for the most recent 3DFX reference drivers, please check:

http://drivers.lith.com
www.3dfx.com.

- 3DFX Voodoo1
>   The standard.
>
>   **Recommended Display Settings:**
>   -MEDIUM, 8-bit textures
>
>   **Recommended Advanced Settings:**
>   -NONE

- 3DFX VooDoo2
>   **Recommended Display Settings:**
>   -HIGH, 8-bit textures
>
>   **Recommended Advanced Settings:**
>   -Check "Enable poly gap fixing" in Advanced Launcher for increased visual quality with minimal decrease in performance

nVidia

www.nVidia.com

- Riva 128/128ZX

As of version 1.0 of Shogo, we have been testing all Riva 128-based cards with a soon-to-be released nVidia reference driver.   This driver makes it possible to play Shogo with all features enabled.   Please check the nVidia webpage or drivers.lith.com for the most up to date info on this chipset.

> **Recommended Display Settings:**
> -With drivers released after 9-15-98, MEDIUM
> -With drivers released before 9-15-98, LOW
> -Running in HIGH or MEDIUM or enabling LightMapping with
> thecurrently available drivers will result in gray-shaded world polygons.
> Disabling lightmapping fixes this problem.

Recommended Advanced Settings:
> -Check "Enable poly gap fixing" in Advanced Launcher options for all
> versions of drivers.   THIS IS A MUST FOR THIS CARD to remove all
> polygon seaming issues.
> -Check "Enable optimized surfaces" for a slight performance increase

- Riva TNT

As of our ship date, we have been testing all Riva TNT cards with beta drivers.   We do not anticipate any problems with this card.   Please check the nVidia webpage or drivers.lith.com for the most up to date info on this chipset.

> **Recommended Display Settings:**
> -HIGH, 16-bit textures

> **Recommended Advanced Settings:**
> -Check "Enable poly gap fixing" in Advanced Launcher for increased
> visual quality with minimal decrease in performance

Matrox

Please check the Matrox website for drivers.lith.com for the most recently released drivers for all Matrox products.   D3D driver support is generally good.

- G200 Millenium and Mystique

    Recommended Display Settings:
    -MEDIUM

    Recommended Advanced Settings:
    -Check "Enable Triple Buffer" for a decent performance increase
    -Check "Enable Optimized Surfaces" for a slight performance increase

- Matrox MGA-1064 (Millenium II and Mystique)

    Recommended Display Settings:
    -LOW, 8-bit textures

    Recommended Advanced Settings:
    -NONE

- **Matrox M3D**
  -You may need to update your drivers through device manager instead of the setup program that comes with the driver set.
  - Shogo detects that this card can't do LightMapping or "light add poly" and disables both
  - May experience texture mipmapping glitches
  - Chromed models are REALLY slow, so enabling Environment Mapping through the menus is not recommended
  - Some textures with alpha (4444) draw with alpha blending even if the alphablendenable state is off

Recommended Display Settings:
-LOW, 8-bit textures

Recommended Advanced Settings:
-NONE--Shogo detects this card automatically.

Intel i740

http://drivers.lith.com

ENABLE OPTIMIZED SURFACES.   We have experienced instability on this card when Enable Optimized Surfaces is unchecked.   We have also experienced some problems with various board manufacturers who use the i740 chipset.   The Intel Reference Drivers appear to be the most stable of the bunch.   However, Intel does not recommend end-users install these drivers.   Check with your card manufacturer for the most recent certified drivers.

Recommended Display Settings:
-LOW or MEDIUM, 8-bit textures

Recommended Advanced Settings:
-You must check "Enable Optimized Surfaces" on this card to avoid potential lockups.
-Check "Enable Triple Buffer" for a decent performance increase

S3

www.S3.com

- S3 Savage

    Recommended Display Settings:
    -HIGH.

    Recommended Advanced Settings:
    -NONE

- Virge (Diamond Stealth 3D Pro 2000, IMagic 3D)

- Get the most recent drivers from the S3 site.   This board was an OEM video card in many, many PC's.   The 3D hardware performance is questionable, but D3D will recognize this card as a 3D hardware accelerator.
- runs decent in 320x240
- Lightmapping and screen flash not supported

    Recommended Display Settings:
    -LOW, 320x240

    Recommended Advanced Settings:
    -NONE

ATI

http://support.atitech.ca/drivers

- **Rage Pro AGP 2X**

As of our ship date, ATI was in the process of testing beta drivers that improve the performance on this card dramatically. please check the ATI website for the most up to date drivers avaiable.

Doesn't bilinear filter the alpha channel so stuff with alpha looks all pixelated even though the RGB is all pixelated.

Recommended Display Settings:
-LOW

Recommended Advanced Settings:
-Check "Enable mipmap sharpening" to cure the blurriness of textures

NEC PowerVR

www.powervr.com

- You may need to update your drivers through device manager instead of the setup program that comes with the driver set.
- Shogo detects that this card can't do LightMapping or "light add poly" and disables both
- May experience texture mipmapping glitches
- Chromed models are REALLY slow, so enabling Environment Mapping through the menus is not recommended
- Some textures with alpha (4444) draw with alpha blending even if the alphablendenable state is off

Recommended Display Settings:
-LOW, 8-bit textures

Recommended Advanced Settings:
-NONE--Shogo detects this card automatically.

SOUND CARDS & IMA

Shogo uses a new Interactive Music Architecture for music playback. Because this music system uses DLS, you may experience problems with certain sound cards and music playback.   Upgrading to the most recent drivers for your sound card usually solves the problem.

For specific information about problems you might be having with your sound card, see TROUBLE SHOOTING .

For the most up to date information on sound card driver combinations and settings, please visit   http://drivers.lith.com

Display Detail Settings

Shogo contains several detail settings that will affect performance. You can change these detail settings through the n-game menus by choosing Options...Display...Detail Setting.

You can also choose Advanced and tweak each detail setting individually. Once you choose Advanced and change a setting, your detail setting will be displayed as "Advanced".   Changing your setting back to LOW, MEDIUM or HIGH will reset any advanced options set.

Switching detail settings while in the game will result in a restart of Shogo's renderer, which may take several seconds.

LOW
A good choice for systems near or at the minimum system requirements. Uses the least amount of texture memory.   Turns off just about every detail option available in Shogo.   Also the best choice when using the LithTech Software Renderer.

MEDIUM
A good choice for most systems.   Uses less texture memory than high, but keeps most other special effects in place.

HIGH
Turns up everything in terms of visual look. Recommended only for high-end systems with fast 3D video cards.   Uses the most texture memory, but looks the best.

Common Problems

For the most up to date Trouble Shooting information, please check out the Shogo website at:

www.shogo-mad.com

Q: Many of the sounds in Shogo seem to be garbled.   What's wrong?

A: If you are running Shogo on a 3DFX card, your driver may be stealing some cycles from the bus.   Install the latest 3DFX reference drivers located on the Shogo CD.   This should cure the problem.

Q: I installed DirectX6 during the Shogo installation, but now I can't use my 3D video card to run Shogo.

A: This is likely the result of non-DirectX6 compliant video drivers.   Please visit drivers.lith.com for the most recent information on drivers for your card.

Q: When I click the Display button in the Shogo launcher, it pauses for a long time, and then nothing happens.   What gives?

A: Make sure that you have installed DirectX6.   If you installed DirectX6, you may not have updated your video drivers.   Reinstall DirectX6 and update your drivers when prompted.

Q: I have a joystick plugged into my comptuer, but Shogo won't recognize it.

A: Check the joystick configuration in Windows.   Go to Settings...Control Panel Game Controllers and check to make sure that your joystick is configured correctly.

Q: Some video resolutions are displayed under the Display button in the launcher and in the Change Mode option under the in-game Display menu, but I can't switch to these resolutions.

A: Shogo uses DirectX to query your card about display resolutions.   Your driver may be reporting to DirectX that it can display at a certain resolution, even though the hardware does not support it.   This is common on many 2D cards when running in software.

Q: I can't get my 3D card to work with Shogo no matter what I try.

A: Try running the DirectX diagnostic that is installed when you install DX6 during a Shogo installation.   You can access this diagnostic tool in Program Files....directx...setup....dxdiag.exe.   Please refer to the help file that accompanies **dxdiag.exe** for more information on using it.

Technical Support Information

If you experience a problem that's got you stumped, do a few things before contacting tech support.

First check the www.shogo-mad.com web page for updates, info, and FAQs about releases or known problems (if any).

Try to determine if the problem is hardware or software related.   Often times users experience problems with new hardware at the same time they are attempting to install new software.

If you're still stumped, feel free to contact technical support.   Be advised that tech support via email will provide the most detailed and reliable form of support.   Phone support is available, but wait times are dependent on call volume.

When emailing tech support, please try to be as specific as possible, including all steps necessary to reproduce the problem.   This ensures the most accurate assessment of the problem and allows our technicians to quickly advise you of a solution.

Tech Support Email: http://support.lith.com
Tech Support Line: 425-739-1698
Hours of Operation: Monday through Friday, 10:00AM to 7:00PM PST

Multiplayer

Shogo supports death-match style MADNESS multiplayer gaming via TCP/IP, IPX and Modem Play via DirectPlay.

Use the Shogo Multiplayer Wizard to set up a multiplayer game. You will be prompted to make your choices during the wizard setup.

ShogoServ

Shogo includes a standalone server application for running and managing Multiplayer games.

To start a Shogo server, click **Start…Programs…Monolith Games…Shogo Server**. Running a Shogo server on a standalone machine will provide the best multiplayer performance for a large number of players.

For the most up to date information on multiplayer patches and availability, check out the Shogo website at:
www.shogo-mad.com

Options

Display
Use the Display option to change your detail settings, resolution, texture quality (8-bit vs 16-bit) and renderer.   See Display Detail Settings for more information.

   Gore
   Use this option to turn off blood and gore in Shogo.   Defaults to ON.
   Screen Flash
   Turn this off to remove the flash when you get hit or fire a weapon.

Sound
Use the Sound menu to change the sound fx and music volume in Shogo.

   Music—turns Shogo's Interactive Music on and off.
   Sound—Turns sound on/off
   Volume sliders—these will adjust the volume for each component
   Sound Quality—   High uses more memory but increase quality
                Low uses less memory but decreases quality

Keyboard—Click here to view the default keyboard configuration.

Mouse—Shogo Default controls listed below
Left Mouse Button   Fire/Attack
Center Mouse Button   Sidestep
Right Mouse Button   Move Forward

Joystick
You must configure your joystick buttons manually under **Options…Joystick**.   If you have difficulty with your joystick, check out the section on Trouble Shooting .

KeyBoard Defaults

The default keyboard controls can be customized through the in-game menus through Options…Keyboard.   To customize a control, select an action, hit enter, and then press the key you wish to change the action to.


```
Mission Log          F1
1 - 0                Weapons 1-10
Up Arrow             Move Forward
Down Arrow           Move Backward
Left Arrow           Turn Left
Right Arrow          Turn Right
C                    Duck
Space                Jump
Alt                  Sidestep
<,                   Sidestep Left
>.                   Sidestep Right
Ctrl          Fire/Attack
PgDn          LookDown
PgUp          LookUp
CapsLock             Always Run
TurnAround           Backspace
Z                    DoubleJump (MCA only)
S                    TractorBeam (Multiplayer only)
]                    Next Weapon
[                    Previous Weapon
T                    Chat/Say
B                    Chase View
/                    Mouse Aim
X                    Crosshair Toggle
End                  Center View
V                    Vehicle Mode Toggle
I                    Show Inventory
F8                   Screenshot
Tab                  Frag Count (Multiplayer Only)
F6                   Quick Save
F7                   Quick Load
+                    Increase Screen Size
-                    Decrease Screen Size
```

Monolith Credits

Shogo: Mobile Armor Division
Developed and Published by Monolith Productions, Inc.

www.shogo-mad.com
www.lith.com

Shogo is powered by LithTech

Game Designer and Lead Level Designer
Craig Hubbard

Lead Game Engineer
Kevin Stephens

Lead LithTech Engineer
Mike Dussault

LithTech Sound System and Tools Engineer
Brad Pendleton

Lead Texture Artist and Designer
Wes Saulsberry

Level and Game Designer
Nathan Hendrickson

Lead 3D Animator
Matt Allen

Game Engineer
Bill Brooks

Producer
John L. Jack

Level Designer
Todd Clineschmidt

Mecha Designer and Texture Artist
Steve Lee

LithTech Engineer
Scott H. Pultz

Texture Artist
Ben Olsen

Lead Audio Designer
James Ackley

Weapon and Character Designs by
Eric "Weapon Master" Kohler

Audio Composer
Guy Whitmore

Audio Composer
Dan Bernstein

Audio Technician
Cass Thruston

Additional LithTech and Shogo Engineering by
Brian L. Goble
Bryan Bouwman
Scott Schlegel
Jeremy Blackman
JT Traub

Additional 3D Animation
Aaron "Dr" Rose
Rick Winter
Peter Arisman
Brian Waite

Additional Level Design
Mark Brown
Darren Korman

Additional Texture Artwork
Jordan Minkove

QA Manager
Jonathan Stein

The Test Crew
Jordan Minkove
Benny Kee
Isaac Marshall
Kelly Kristek
Ryan Mattson
Collin Moore
Monolith

Mocap Technicians
Simon Wong
Bill Cass

Mocap Actors
Israel Evans
Greg Spyrides
Chris Liu

The Hype Machine
Jenni Gant
Joel Reiff
Paul Butterfield
Spencer Maiers
Camille Ball
Adam Ketola
Jason Hall
Shane Thompson
Samantha Ryan

The IS Team...they keep us working
Jim Totaro
Eric Minamoto
Dan Erickson

The Admin Crew...they keep the lights on
Gary Kussman
Patti Kail
Lynn Rott
Andrea Barringer
Wayne Burns
Sandi Watanabe

Voice Talent
Sean Griffin
Ted D'Arms
Kari McGee
Kathy Levin
Mike Madeoy
Akika Tanaka
Lynn Rott

Shogo Opening Theme Song
NEGAI (Wish)
Music: Yohei Takashima
Lyrics: Miho Nemoto
Arrangement by Yohei Takashima & Nobuyuki Nakatani
Produced by Yohei Takashima
Mixed by Satoru Arai
Recorded at Gateway Studio & Booska Studio

Opening Theme Song Musicians:
Vocal: Miho Nemoto
Guitar & Instruments: Yohei Takashima
Programming: Nobuyuki Nakatani
Coordination: Harumi Hasumi (Takarajimasha)
Executive Producer: Makoto Sekigawa (Takarajimasha)

Smacker Credits

RAD Tools

Portions of Shogo: Mobile Armor Division were created using RAD Game Tools technology.

Uses Smacker Video Technology.   Copyright 1994-1997 by RAD Game Tools, Inc.