CoNTeNTS

*INSIDE BACK COVER

SYSTeM ReQuiReMeNTS

Minimum

CD-ROM IBM PC & COMPATIBLES
INTEL PENTIUM P133 REQUIRED OR EQUIVALENT
WINDOWS 95/98 WITH DIRECTX 6
16 MB RAM
VGA AND SVGA GRAPHICS SUPPORT (2MB GRAPHICS CARD REQUIRED)
DIRECTX COMPATIBLE SOUNDCARD REQUIRED
QUAD SPEED CD-ROM DRIVE

Recommended

3D ACCELERATOR CARD (3DFX AND D3D SUPPORTED)
24MB RAM
PENTIUM 166 MHZ OR HIGHER

iNSTaLLiNG THe GaMe

Place the LiveWire CD in you CD-Rom drive, if LiveWire has not been previously installed on your machine then the install wizard will start automatically.

Before it copies the necessary files to your system it will give you the option of installing DirectX 6, please note that DirectX 6 is required to run LiveWire. If you already have DirectX 6 installed then please tick "No" in the boxprovided and then follow the on screen instructions to install the game.

After the install program has finished a box will appear on your screen giving you the options to Re-install, Uninstall, Play or Exit. Click on Play to start the game.

CONTROL KEYS

Below is the default key configuration for LiveWire, these can all be changed in the options/controls menu where you can also configure keys for a split keyboard game and joysticks.

Movement : Cursor Keys   **Roatate Inventory : Crtl**

Use Inventory (Fire) : Space   **Use Camera : Shift and Cursor Keys**

Pause : Escape

HoW To PLaY

Let's start at the beginning. LiveWire is a strategic 3D territorial action puzzle game. When you start the game and have chosen a level you will notice that the floor is covered in 'LiveWires' that form a grid across the entire play area. Your character follows these LiveWires and cannot move off them. You'll find that if you go around a whole tile, it will flip over revealing either a tile in the colour of your chosen player or a special weapon or power up.

Your aim in the game is to turn over more tiles than your opponents whilst guarding your own tiles to prevent them from being stolen oh, and stealing other players tiles.

But wait! There's more. On every level a weird and wonderful batch of baddies will try and hamper your victory by any means possible. From Wild West Indians to Man Eating Spiders they're all out to stop you and your opponents from reaching your goal .*Victory*.

The game starts in Sid's room. He's left all his toys out so it's only fair that you and the other players get a chance to play on them all. There are five different places to visit in Sid's room ranging from the fish tank to a huge space mobile hanging from his ceiling. You can choose any of these worlds to start from and work your way around the room. On every level you will find a vast array of power-ups, they will be shown when you turn over the appropriate tile. There are three different types of power-ups. Special tiles/Weapon tiles are the most common they will be stored in your top left inventory and can be activated by pressing 'Space'. Weapon tiles are the same as Special tiles except you can use them more than once, but remember you only have limited ammo. Skill tiles when turned over will give you a timed skill, this could be speed up or a steal skill enabling you to steal other players tiles. Lastly there are the bonus tiles. These tiles have a big '?' on them and when they are overturned they will release a bonus TV. All the power-ups, weapons, skills and bonus TV's are explained in full later in the manual. Meanwhile here is a description of the five themes you will have to battle through.

LeVeL SeLeCT SCReeN

**On this screen you can choose which theme you would like to
start with or change your options. Using the left and right
directional buttons on your controller rotate the levels until you
find the one you want. The tool box on your immediate right is
the options menu when you have selected your chosen
theme/options then press FIRE to enter either the game or the
options menu.**

THe LaNDS

oCeaNiC

WiLD WeST

FuN FaiR

SPooKY

SPaCe

5
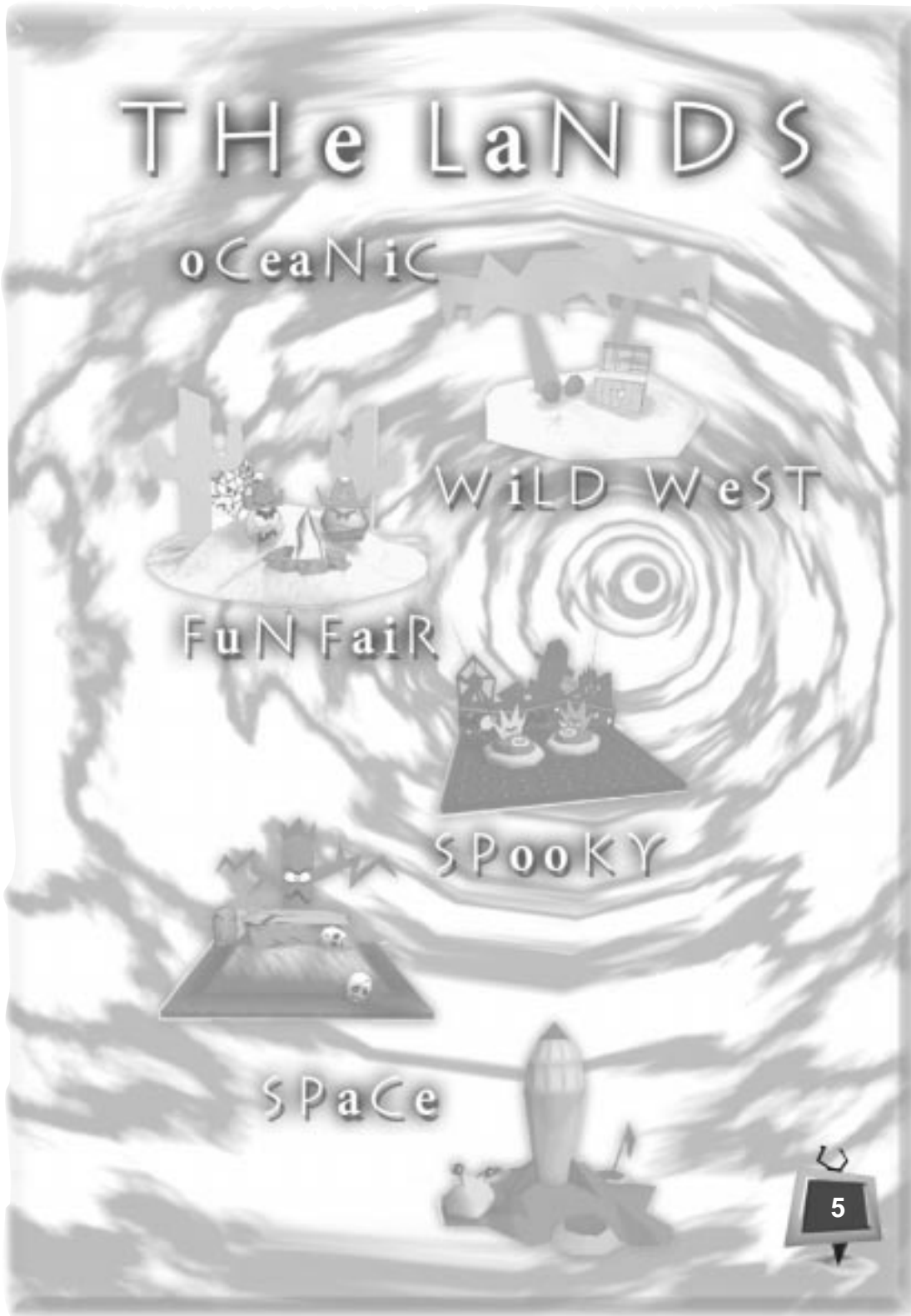
oCeaNiC

This is Sid's fish tank. All of the levels are based around the sea, and some of them are even underwater. But be careful, this land is also inhabited with some nasty baddies. If sharks aren't enough to worry about then try adding some pirates, crabs and other painful foes into the mix.

WiLD WeST

Cowboys, Indians and even gold prospectors hamper your every move through the Wild West terrain, and with the other opponents trying to out smart you it's gonna be quite a toughie. Grab a six-shooter and clean up this town!

6

FuN FaiR

Try out every ride imaginable in this world, from the Helter Skelter, the Carousel, Dodgems and even a Big Dipper whilst competing for your tiles. If you can keep your dinner down longer than your rivals then you're on to a sure-fire winner.
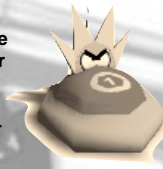
SPooKY

Re-awaken Frankensid's head in this ghoulish extravaganza that takes you from spooky graveyards to haunted houses. Tremble your way to first place, but only if you can dodge the menacing Grandfather clocks and the mace swing-ing knights in armour. Who ya gonna call? Uh, nobody (we couldn't afford the copyright).

7
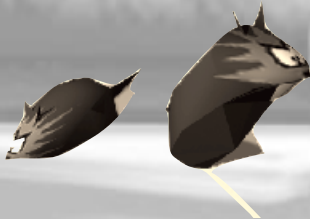
SPaCe

Battle it out as you bold-ly go where lot's of games have gone befo r e but it's never been this t o u g h SPACE! Fight over the rings of Saturn, blast your way across the satellite using your super deadly laser guns. And wipe out Uranus on the way back.

BoNuSLeVeLS

On every theme there is one bonus level. On these levels you cannot turn over any of the tiles but there are extra lives and stars everywhere for you to collect. There are also coloured gates to get through, you will need the corresponding key to get through the gates and collect the goodies. There are speed-ups and time extensions dotted around the course for your use, just make sure you use them to maximum effect and you could gain more lives than a cat.

8

THe PLaYeRS

9
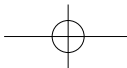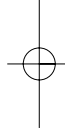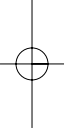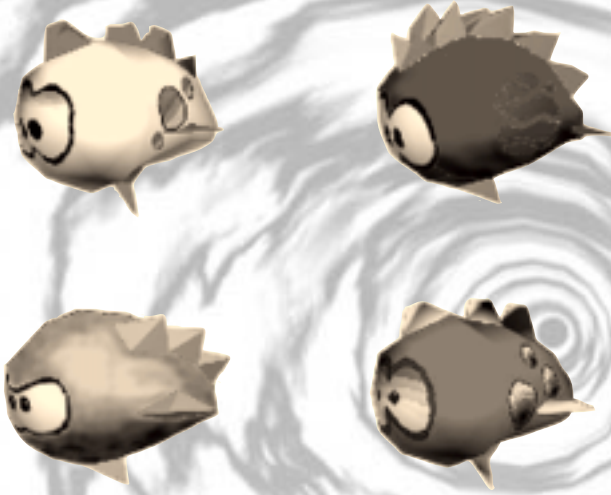
THe OPTioNS MeNu

HOW TO START A GAME.
The first screen you come to has five options on it. Choose "Start a Game" to delve right in. "Start a Network Game" will let you host a network game (the default network type is an IPX connection suitable for a LAN type network). "Join a Network Game" will attempt to find a network game hosted by another computer. "Options" lets you change things like difficulty level, camera views and the speed of your player. You can only change the difficulty and speed settings in this menu, once you have started a game you cannot change these options although you can still change camera views, volumes and look at the high score table. Also all the load and save options are contained in this menu. The last option is "Quit" which is self-explanatory.

THE OPTIONS MENU.
This is available from the 'Level Select' screen, choose this to change any options in the game. Listed below are the all the options and what they do.

CONTROLLERS
This menu lets you change your controller configuration. You can change your keyboard settings, set up your joysticks and split the keyboard so two of you can play at the same time.

LOAD and SAVE GAME
Choose these to load and save your game.

MUSIC and SOUND FX
The music can be turned on or off here and the sound effects slider changes the desired volume for the in game FX.

SAVE CONFIG
Saves your current game configurations.

DISPLAY HIGH SCORES
Shows you the High Score Table.

GAME SETTINGS
There are four different options in this menu, these control your camera, speed, difficulty and which split screen mode you want. The camera option let's you change in-between two different camera views. '1st person' is the default setting, the camera will follow you around and try to give you the best view at all times. '3rd Person' means that the camera will remain on a fixed point no matter which way you turn. The 'Split Screen' option lets you change the way your two-player game is displayed. Choose between horizontal and vertical. The difficulty level can be set to easy, medium or hard depending on your skill level.

NETWORK NAME
Here you can choose the name that you want to use on your network games.

NETWORK TYPE
This is where you can choose your different network settings. There are two available, the first is IPX, this is suitable for LAN type networks. The other option is TCP/ IP. This is used for playing games over the Internet. The host must start a game and the other player must enter the host machines IP address in the dialog box that appears when you join the game. To find the Host IP address you can run a program called Winipcfg in the Start/Run option in the Windows task bar.

THe OPTioNS MeNu

STARS
Connecting a LiveWire around certain objects will cause them to shoot out stars around the play area. You have a star counter in the bottom right of your screen. An extra life is given when you have collected 30, 40 or 50 stars depending on the difficulty level you have chosen. You may also notice on certain levels large silver stars, these are worth 10 normal stars so collecting 3,4 or 5 of these will give you an extra life.

BUY BACK FEATURE
Lost all your lives? Don't worry help is at hand. When all your lives are gone you will be offered a continue so you can carry on your adventure. This option is not free though. You will need to cough up either 50,000, 100,000 or 150,000 points depending on the difficulty level you chose at the beginning of the game.

TEAM PLAY
Instead of battling it out on your own two of you can do it together in Team Play. You can select team play on the same screen where you choose your player (see below). When you are playing you will notice that both you and your team mate will turn the tiles the same colour. You can play either on your own with a CPU partner or with a friend, or against a friend It's all up to you.

11

iN GaMe SCReeN

1. Player Score

2. Collected Special Tiles

3. Time Remaining

4. Player Health

5. Timed Power Ups

6. Players and Player Percentages

7. Star Counter. You will get an extra life if you collect thirty

8. Number of lives remaining

LeVeL TiLeS

These tiles are always visible from the outset of the level, here is a brief explanation of their role in the game.

Start Tile: There are four of these, one for each player-character. This is the place where you start the level. This is the place where your character re-forms after you have died. You cannot flip these tiles.

CountDown Bomb: Unlike the contact-bomb, this tile is visible from the beginning of the level. Claim this tile to activate a time bomb. But take care, because, unlike the contact-bomb, the time bomb can harm you. It will explode five seconds after activation, killing anyone touching the square.

Bonus: This tile is visible from the outset. Claim it to release bonus TVs that float about. Chase and touch a TV to collect its bonus.

Enemy Generator: This tile automatically keeps the level topped up with enemies. The bad news is that there's a never-ending supply of enemies to obstruct you! The good news is that there's a never-ending supply of enemies to kill!

Grate: This tile is visible from the start of the level. Claim this tile to release bonus stars. Then collect the stars. Thirty stars will provide you with an extra life.

Trap Door: Does the same as the Grate. Go around it to release those stars.
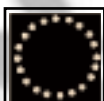
Teleport: These exist in the levels of the Space Theme only, two to four per level. Sometimes these are visible, other times they need to be flipped. Just stand still next to a teleport of your choice, and find yourself beamed to another teleport in that level. Your destination is not player-selected, but it is fixed. So, once you have learned where a particular teleport takes you to, you can use it again, this time knowing where you'll end up!

13

BoNuS TV'S

There are six bonus TV's each containing different goodies. To collect the prize just run right through it and it's yours.

CHERRY TV
Pass through this one to gain a bonus 500 points.

BANANA TV
This one will add 1000 points to your score.

AMMO TV
This bonus TV will top up your ammo to full capacity so keep shooting.
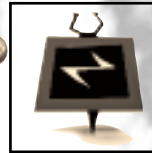
INVINCIBILITY TV
Make yourself invincible for thirty seconds with this cool bonus.

ENERGY TV
Fill yourself up to the top with energy using this useful bonus.

1UP TV
Probably the most important bonus you can get. Will add an extra life to your total.

14

SPeCiaL TiLeS

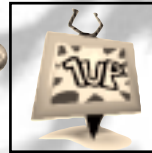For all tiles, whether they are standard or special tiles, you claim it by drawing a continuous line around all it's edges by moving your character around it. All the edges of the line around the tile do not have to be drawn at the same time; having drawn a line along one side of a tile, you can go off and then return, to complete one or more other sides, and then the final side of the line around this tile. Or you might choose to draw all four sides of a square tile in one continuous movement. The choice is yours!

When you claim a standard tile, it flips, to show your colour. When you claim a special tile, it displays a flag in your colour. But none of your claimed tiles are ever safe. They can be stolen by another player, or erased from play by using various pick ups. So keep your wits about you!

Some special tiles are visible at the beginning of a level. Others are concealed. You will draw around what appears to be a standard tile, and it flips, to disclose its special feature.

Most special tiles give you something that will be stored in your inventory. You can then choose when and where to use this power-up. Some power-ups happen immediately, but most of them will sit in your inventory until you activate them. There are also special 'timed' power-ups that will run out after a certain number of seconds.

Bomb: This tile is not visible from the beginning of the level. Claim it to activate a contact-bomb to which you are not susceptible. It will explode when one or more of your opponents or enemies touch it.

Camera Flip: Claim this tile to confuse your opponents. Their on-screen view, but not yours, is presented upside down for a limited time. Giggle as your opponents lose track of where they were going, and scream in panic when they do it to you!

Local Erase: Erases tiles around player and changes them all back to their original state.

Erase Wave: This is just like the **Local Erase**, except that it acts, upon a line of tiles, to the left and right, all the way to each boundary of the level, rather than upon an area.

15

SPeCiaL TiLeS

Fire Cracker: This is just like the Local Erase except that instead of converting an area of tiles to an unclaimed state it destroys that area of tiles forever! So no one can now own them!   This tile is useful for killing gun tiles or any other tiles that you do not wish to fall into the hands of an opponent.

Fan: Activate this tile to start a powerful fan that will blow all moving creatures and objects within its range, including you! Just watch the disruption! You never knew wind could be such fun!

Fill: This tile can be stored in your inventory. When activated it starts a chain reaction to regain some or all of your opponent's territory. Any opponent's cells adjacent to you when the Fill is activated are converted to your colour. Any similar coloured tiles bordering any tile converted in the Fill will also become yours.

Magnet: Like the Fan, but pulls instead of pushes. It can pull you, so watch out!

Time Extend: This tile adds thirty seconds to the level's original duration.

Wave: This is just like the Erase Wave except that instead of converting all claimed tiles along that axis into an unclaimed state it converts all unclaimed tiles along the left-right axis to your ownership.

Local Wave: As for Wave, but acts on an area rather than a line, of unclaimed tiles, converting them to your ownership.

Atomic Fill: This concealed tile is extremely rare. It fills the entire level in your colour giving you instant victory!   It will be a rare day indeed if you ever stumble upon this tile! When claimed, it will appear in your inventory. For how long will you be able to resist the temptation to use it?

SKiLL TiLeS

There are three Skill tiles in the game, they will appear in your top left inventory when you have obtained them. All of these tiles have a time limit so use them while you have them or you may regret it.

Speed: This tile gives your character double speed for a limited period of time.

Steal: This skill tile enables you, for a limited time, to surround tile-areas already claimed by your opponents, and make these tiles yours!   Watch your opponents' faces as you profit from all their hard work!

Times-Two: This is a skill tile. When claimed, it will appear in your inventory. Its location is concealed until you flip it. Draw a line around this tile, and it enables you to draw around other tiles, two at a time, without limit as to quantity, for the time allotted. The Times-Two tile confers this ability for a limited period of time only.

17

WeaPoN TiLeS

When you claim a weapon-tile, you will acquire a pair of weapons which you carry strapped to your character's sides. You can fire anytime, at opposing characters as well as enemies.

Note that guns, like all other tiles, can be stolen from you if that weapon-tile is claimed by an opponent. Also all guns have limited ammo. You can top up your ammo from some of the Bonus TVs.

Note that the lethality of every weapon depends on the energy level of the target it hits and the type of gun you are using. A small spider or a larger entity that has already sustained cumulative damage can be killed by a single hit. A larger entity will be damaged by a hit and will need to suffer multiple hits to accumulate sufficient damage to kill it. Remember that your three opponent characters, like your character, have three initial lives, with the chance to earn bonus lives in game. So a permanent kill will take some effort and this makes it all the more satisfying!

Bubble Gun: This weapon inflates and then bursts the target that it hits.

Cork Gun: This weapon fires a cork.

DDT Gun: This weapon emits a spray. It is best used against insects and other creepy crawlies.

Harpoon Gun: This weapon launches a harpoon bolt, like a big arrow.

Death Cell: Death Cell sends a semi-translucent pulse in all directions. It will kill anything in its path.

Laser: This weapon emits a laser pulse.

18

WeaPoN TiLeS

Machine Gun: This weapon fires a stream of bullets.

Mortar: This fires a mortar-bomb with homing capability and high killing power.

Pistol: This weapon fires a bullet with a high killing power.

Space Invader Gun: Only available on one level of the game but you'll know why when you see it!

Shotgun: One shot, one kill. A formidable weapon.

Rocket: This tile fires a rocket ahead of you. If no target is visible, it locks onto, and homes into, your highest scoring opponent, wherever he happens to be in that level! Imagine your opponent's irritation when you blast him from long range, with no effort! Watch him duck and weave frantically!

Suicide Bomber: This is just like the rocket. If no target is visible, it locks onto, and homes into, your highest scoring opponent, wherever he happens to be in that level!

Dynamite Arrow: Locks onto your opponents and gives them the shock of their lives when they see there's dynamite attached!

19

GaMe HiNTS

1. Be fast; go too slow and you'll lose all the cool pick-ups.

2. Save your fills for as long as you can. That way you'll gain more squares. But be aware, your opponents have the ability to steal your fills and leave you with nothing!

3. Collect those Stars! If you're playing on easy then you only need thirty for an extra life, 40 for normal and 50 for hard.

4. If you get a Gun, shoot your enemies. They love it   honest!

20

CReDiTS

DeSiGNeD aND DeVeLoPeD BY

THE CODE MONKEYS

SCi Development Team

Associate Producer
Andy O'Dowd

Producer
Darren Barnett

Development Director
David Ratcliffe

QA Manager
Ben Gunstone

Senior QA Engineer
Marc Titheridge

Lead QA And Manual
Barry Webber

QA Engineers
Matt Friday
Anthony Benton
Wayne Gately
Paul Grant

Packaging Design
Keith Hodgetts

Marketing
Georgina Worsley-Winteringham

Export Sales Manager
Jacy Barrett

Production Manager
Nicole Beale

Finance Director
Rob Murphy

Accounts Executive
Jennie Taylor

Chief Executive
Jane Cavanagh

PR Manager
Sam Forest

Sales and Marketing Director
Bill Ennis

European Sales Manager
Dave Clark

SCi would also like to thank...
David Wilson, Katie Blundell, Trisha Saunders and everyone else
whose contributions helped make this title.

21

CReDiTS

The Code Monkeys

Programming

Mark Kirkby
Colin Hogg
Elliot Gay
Jason Turner

Artists

Phil Turnbull
Wayne Grundy
Dominic Hood
Cumron Ashtiani

Sound Effects

PC Music Ltd

Music

Alistair Whitehead and Danny Campbell

CReDiTS

7 pm Music

CNN Productions Play My Song
Written and produced by CNN
Productions
Published by
Stoney Boy/Waako Records

Mount Rushmore You Better
Written and produced by
Mt Rushmore
Published by Reverb Music
Licensed courtesy of Universal Records

Allister Whitehead Theme
Written and produced by
Allister Whitehead and Tom Frederikse
Published by
Copyright Control
Licensed courtesy of Reverb Records

Tamara Shadowlands
Written by M. Thornhill, G. Crescenza and
M. Nalli
Published by
Much II Much Music Inc.
Licensed courtesy of Waako Records

Danny Campbell One Step Away
Written and produced by
D. Campbell, G. Dewar and
N. Hale
Published by
7pm Music/Sony ATV Music/ Copyright
Control
Licensed courtesy of Jackpot Records

Vito Benito Feel Good
Written and produced by N. Stainton
Published by AAron Bee Music
Licensed courtesy of Dental Records

Mother Funk Bomb
Written and produced by L. Fisher and J.
Brettle
Published by
7pm Music/Sony ATV Music/Copyright
Control
Licensed courtesy of Jackpot Records

Hex Spirit
Written and produced by Danny Campbel
Published by
7pm Music/Sony ATV Music/Copyright
Control
Licensed courtesy of Red Route Records

Mr Pink Candy (Lisa Marie Mix)
Writen and produced by Leiam Sullivan
Licensed courtesy of Phuzz Recordings

Axwell Jazz Player
Written and produced by Axel Hedorf
Published by Stoney Boy Music
Licnesed courtesy of Soney Boy/Waako
Records

Rhythm Theives Wicked & Wild
Written and produced by
D. Campbell, G. Dewar and N. Hale
Published by
7pm Music/Sony ATV Music/Copyright
Control
Licensed courtesy of Jackpot Records

Organics Riamba
Written and produced by
D. Campbell, T. Griffin and S. Woodhall
Published by
7pm Music/Sony ATV Music/Copyright
Control
Licnesed courtesy of Red Route Records

All tracks compiled by Allister Whitehead for 7pm Management (UK)
Tel. +44 (0)171 610 2100 Fax. +44 (0)171 610 2212. tunes@jackpot.co.uk

Special thanks to all the artist and labels for their kind co-operation

NoTeS