

INDOOR GAMEPLAY

- 1.- When you intend to transform yourself into any other character, you always have two alternatives:
 - a.- Find that character and overwrite it which means that you destroy him, the alarm goes off and police chase after you.
 - b.- Get near a GDB terminal and download his matrix to copy him. This method doesn't raise the alarm, but police notice you're hacking into the GDB and a beholder comes to see what happens.
- 2.- Beholders are easy to mislead. If a beholder suspects you, move away from him until he stops being interested in you. Often all you need to do is turn around some boxes or behind a column.
- 3.- Use your radar to get away from police. Your radar shows the position of the nearest policemen with green dots when they aren't after you and red dots if they are going to get you.
- 4.- Not only beholders can suspect you on disguise. If you transform yourself into a unique character and this one sees you, he'll immediately raise the alarm as he notices you are a copy of himself.
- 5.- Alarm rises when police suspect you and also when you commit any serious crime even though nobody sees you (for instance when you destroy another robot). In both cases, a beholder will follow you to show your location to armed cops.
- 6.- Under alarm, monitors everywhere show your picture. You're the one police pursue and civilians accuse.
- 7.- The different characters you can turn yourself into have a wide range of abilities. Try transforming into them depending on what you want to do:
 - If you want to move faster, choose a swift robot as the messenger, the armed cop or the civil servant.

- If you want to escape from police, Berto is a good choice since his ability combines high speed with a sparkle that blinds everyone on his way.
- If you want to unleash chaos and destruction, use Betty. Her power disintegrates every robot nearby.
- If you want armed cops to destroy someone on your behalf, transform yourself into a beholder and accuse your victim. As long as no other beholder sees you, the armed cops obey your orders and won't stop until they've destroyed the one you're accusing.
- If you need money, any robot with destructive powers will do as robots drop some money when they die. But if you prefer to get the money discreetly, use a banker and rob from behind, this way the alarm won't go off.

8.- Most abilities require some energy. The only sources of energy are the batteries of armed cops and the GDB terminals. By connecting to a terminal you'll get one charge. If you want to get extra charges you have to destroy armed cops and steal their batteries. They are the only robots who drop batteries as they die.

9.- Transforming into a messenger allows you to get lots of money. The game consists in getting a tube, taking it to a place to fill it with data and then delivering it to the assigned functionary who empties the tube and leaves it to be filled again. Every delivery means an income of money. A blue arrow indicates the location of the tube and the place you need to take it to... But be careful because there is only one tube per map and all messengers want it. You can play this whenever you want.

10.- Many ship plans are hidden or scattered throughout the maps. It's well worth exploring every nook.

11.- All pilots can be challenged to races and to combats. You only need to use the right conversation options. Then you choose the amount you want to bet and the rest is automatic.

12.- You have to stay alert for what's happening around you. Scrapland inhabitants never sleep and you can easily be robbed, discovered, threatened or destroyed if you don't pay attention to the other characters.

13.- Be sure you always have some extra lives otherwise you'll go to jail every time you die.

OUTDOOR GAMEPLAY

- 1.- Police always pursue someone. If you help them to destroy him and you do it first you'll get a succulent amount of money.
- 2.- If you destroy a ship the alarm goes off and police go after you. If you attack a police ship the alarm goes off too even if you don't destroy him. As long as police can see you, the alarm doesn't stop; As soon as they see you no more, the alarm starts decreasing and when it stops, police forget about you.
- 3.- Challenges to combats and races can be repeated as many times as you want, as long as you bet some money. You can get a large sum quite fast, but you can lose it fast too since your rivals get to know you better and better and they'll be more and more dangerous.
- 4.- Use your countermeasures to repel the attacks, to propel your ship at supersonic speed and to shake off your pursuers. There are three sorts of countermeasures: the sonic mine, the dirt cloud and the electromagnetic cloud. Each one has several effects, you won't regret experimenting with them.
- 5.- Destroyed ships always drop some money, ammunition or hull. Don't forget to pick them up.
- 6.- The boost is a momentary thrust that propels your ship to high speed. Upon that initial moment you have to keep the speed by using your skills: if you brake or swerve, you'll lose momentum and you'll have to wait for your boost to recharge until you can use it again. Your boost takes a while to get charged, it depends on the kind of ship you're driving and its weight.
- 7.- There are several accelerators spread throughout the maps. Memorize where they are and use them every time you need to gather speed.
- 8.- In Scrapland there are three types of ammo: conventional, auto propelled and energetic.
 - Conventional ammo is used by the Vulcan and the devastator weapons. The associated countermeasure is the dirt cloud.
 - Swarm and Inferno missiles use auto propelled ammunition. Its countermeasure is the sonic mine.
 - Energetic ammo is used by the Tesla and the ATPC. Its countermeasure is the electromagnetic cloud.
- 9.- All weapons have a semi-automatic targeting system. For each weapon it works in a different way. To learn how it works, aim at any neutral ship and change your weapon.

10.- Enemies are indicated by red dots on your radar. In addition, a big red arrow on the screen shows you the location of your nearest enemy. This system is automatic but it has several possibilities under your control:

- Lock ship in crosshair: Select the enemy ship in front of you
- Lock enemy ship: Select the closest enemy ship or the last ship that attacked you. If you press repeatedly the assigned key/button, you can cycle between all your enemies.

11.- Your enemies will not only try to destroy you but they will compete for the resources against you too. They, just like you, may run out of ammo, hull or boost. When they run away from you, they probably run towards valuable items of hull, money and ammo.

12.- Learn how to move using the whip. It's the Laser secondary shot. The whip is a short range tractor beam which sticks on any surface and pulls you. Besides, if you stick it to another ship, you'll be able to take advantage of its speed to propel yours and as long as you hold it you'll be jamming his targeting system. When you feel like going fast, stretch the bends fully, or just moving like Spiderman, use your whip and you won't regret. Your enemies use it..

13.- Unlike in other similar games, in Scrapland your enemies won't disappear when you move away from them or appear suddenly in front of you. Their position and intentions are always coherent no matter how far you are from them.

MISSIONS

1.- *Yellow arrows* on your radar indicate always main mission objectives. If you aren't sure about what to do, press F1 and consult the *yellow page* in your *logbook*. There you'll find a brief description of your current objective. In Scrapland there's always a mission yellow arrow indicating where you are to go. *Blue arrows* indicate secondary mission objectives when you have a secondary mission in progress.

2.- In Scrapland you can ignore your main mission target and spend your time doing as you please. The yellow arrow will be there always showing you the right way when you want to complete the main mission.

3.- When during a mission you need to change from one map to another, the yellow arrow shows you the shortest way to the objective... But there's no reason why you should follow it: you can reach your target from any place as all maps are connected to each other. The yellow arrow's updated to show you the right way to your target the whole time.

4.- The *crazy bets* are the only way to get upgrades for your weapons. When you win these bets, the *Crazy Gambler* shall provide you a place in the *Super Crazy Bets*: single combats against elite enemies in special maps. If you win, the Gambler gives you spectacular upgrades for your weapons. You can check your crazy bets in the *red page* of your logbook.

5.- If you are not very good in combat, you can hire up to three *mercenaries* to help you. They charge *extra lives* and can be extremely useful. You'll find them at the *Gambling Den*.

6.- From time to time, engine and ship plans turn up somewhere. Rusty's in touch with what's going on and he'll tell you. Then you can go for them when you want. The blue sheet in your logbook reminds you about the places Rusty's told you.