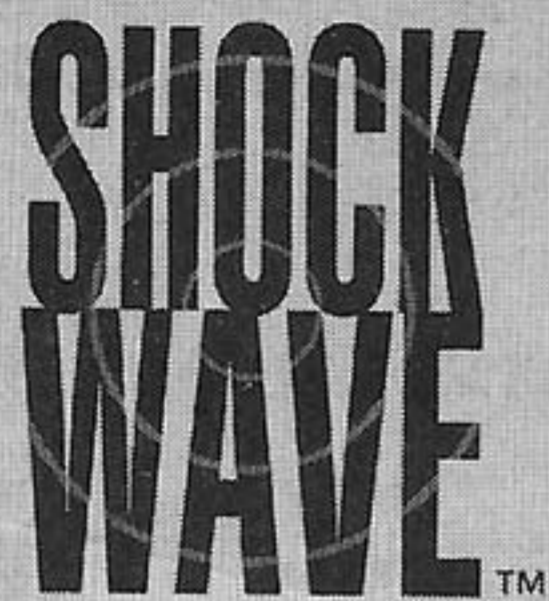


SHOCK WAVE™



ELECTRONIC ARTS®



SHOCK WAVE™

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Starting the Game

1. Turn **ON** the power switch on your 3DO Interactive Multiplayer™. The **READY** light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console. (If not, turn the player **OFF**, plug in a controller, and turn the player **ON** again.)
3. Press the **OPEN/CLOSE** button. The disc tray extends.
4. Insert your game disc into the disc tray (label side up) and press **OPEN/CLOSE** to retract the tray. The 3DO® logo appears. (If you don't see it after a few seconds, turn **OFF** the player and begin again at step 1.)
5. When the title animation ends, the first video segment begins. After this video, the first mission is loaded. Press **PLAY/PAUSE** at any time to view the Main Menu. (See *Options* to learn more about setting up the game.)
6. Once you have set up the options from the Main Menu, press **PLAY/PAUSE** to start the mission.

Command Summary

Overall

Advance through any video:	STOP
Pause the game or video:	PLAY/PAUSE
Continue after having paused:	PLAY/PAUSE
Exit a mission:	PLAY/PAUSE then STOP
Access Main Menu from video:	PLAY/PAUSE

Flying

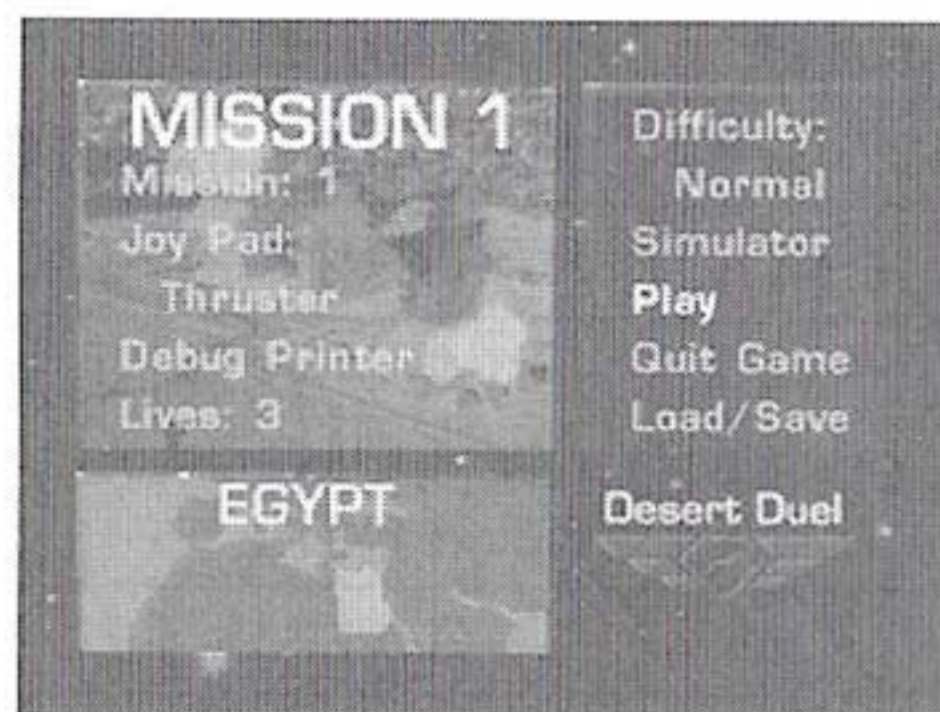
Turn Right:	D-Pad RIGHT
Turn Left:	D-Pad LEFT
Climb:	D-Pad DOWN
Dive:	D-Pad UP
Thrusters:	RIGHT SHIFT or A
Toggle between Radar/ Windowed Video:	STOP
Refuel:	Fly directly under the refuelling drone.
Spin:	D-pad left + left shift

Firing

Fire Lasers: **B**

Fire Missiles: **C**

Options



To select any of the following options, D-Pad **UP/DOWN**, and then press **C**. When you have set the game up, press **PLAY/PAUSE** to launch the game.

Save Game

Once you have depleted all your men, an ending screen offers two choices: **CONTINUE** and **START OVER**.

- To save your mission, select **CONTINUE** at the ending screen. (Once this is done, you may exit the game.)

Note: If you select **START** at the ending screen, your game is erased and you return to level 1.

New Game

You can use the pre-existing names or you can make up your own names. When you have set up the new game, press **PLAY/PAUSE** to return to the Main Menu.

To change **Name**:

1. D-Pad **RIGHT** to move the cursor over the first letter.
2. D-Pad **UP/DOWN** to change letters.
3. When you've spelled the name, D-Pad **LEFT/RIGHT** to highlight Name.

To change **Difficulty**:

1. D-Pad **DOWN** to highlight Rank (Difficulty).
2. D-Pad **RIGHT** to highlight Cadet, Wingman, or Ace. (Ace is the most difficult, Cadet, the easiest.)

Press **PLAY/PAUSE** to return to the Main Menu.

Note: A new player name appears in the Roster only after you have flown a mission.

Roster

To Restore a saved game.

1. D-Pad **UP/DOWN** to highlight the game you wish to restore.
2. Press **B** to restore the highlighted game, or press **C** to erase the highlighted game.
3. Press **PLAY/PAUSE** to return to the Main Menu.

Note: Up to ten games can be saved automatically. You can overwrite a saved game.

Training

If you have yet to complete a mission you can train only in a simulated battle with tanks and jets. Fly a training mission on any mission you have already completed. Scoring doesn't carry over to the next level.

To Select a training mission:

1. D-Pad **LEFT/RIGHT** to select the number of the mission on which you wish to train.
2. Press **PLAY/PAUSE** to begin the mission.

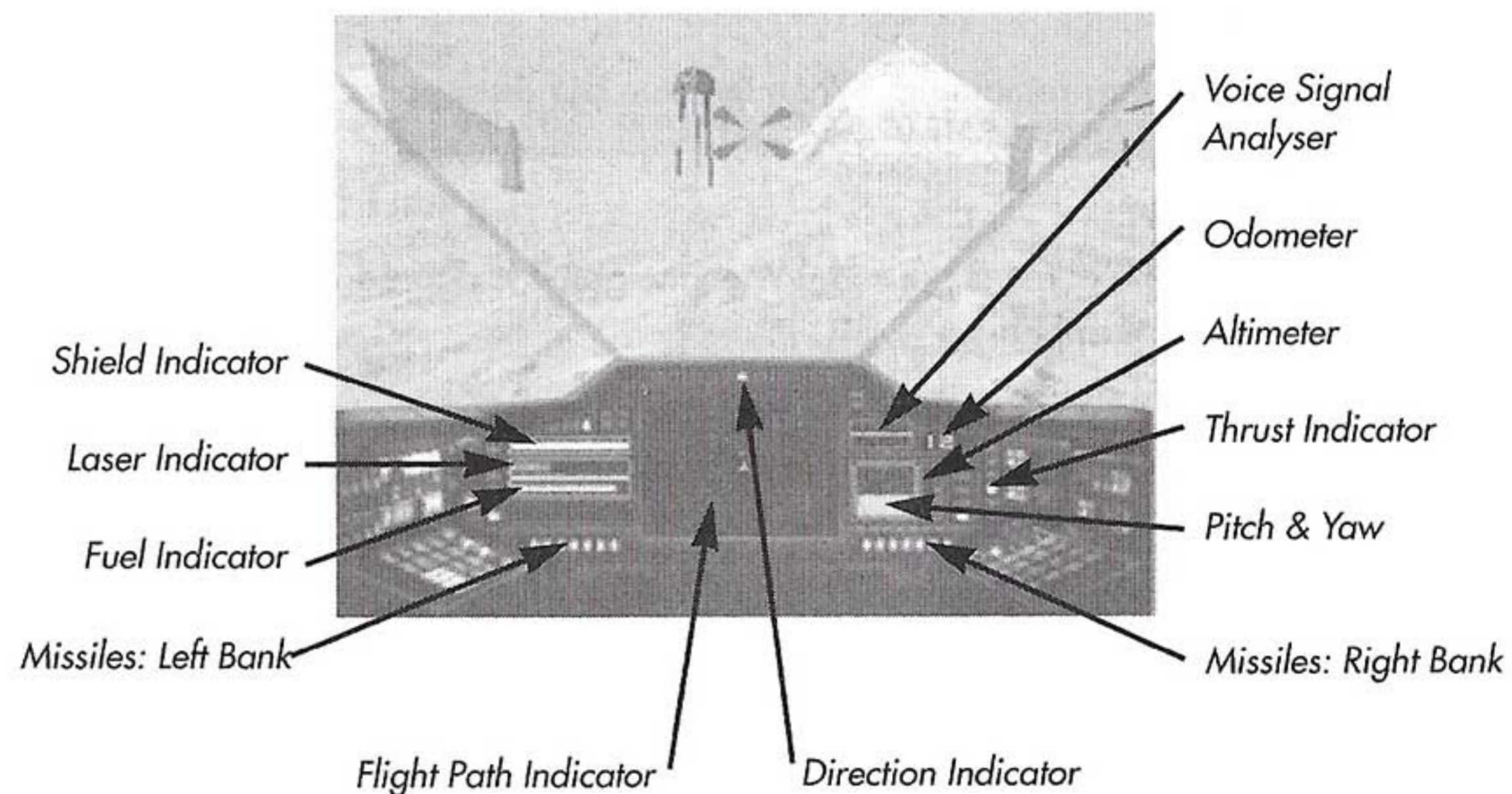
Help

To View the joypad layout: Press **C**.

Your Aircraft/Cockpit

The F177 carries Lasers and missiles. The *Omaha* arms the fighter before each mission according the mission objectives.

Cockpit



Shields Indicator

Displays shields energy remaining. When the red bar disappears the F177 is defenceless against enemy weaponry.

Laser Indicator

Displays laser energy remaining. When the green bar disappears the F177 cannot fire its lasers.

Fuel Indicator

Displays fuel energy remaining. When the blue bar disappears the F177 is out of fuel.

Pause Indicator

Indicates when the game is paused. When the game is paused information on your performance appears.

Voice Signal Analyser

Indicates when ICE, the *Omaha*, or other pilots are providing information.

Pitch & Yaw

Pitch indicates the F177's degree of climb or dive, and yaw indicates the F177's degree of roll.

Altimeter

Indicates the altitude of the F177.

Odometer

Indicates the number of clicks the F177 must travel before completing the mission.

Thrust Indicator

Indicates when the Thrusters have been activated.

Missile Banks

Indicate the number of remaining missiles per bank.

Direction Indicator

Indicates destination. Centre the indicator in its window to head on-course.

Flight Path Indicator

Indicates "Safe Zone", the area in which the F177 is not hit by friendly fire.

Targeting and Firing



- To Target: D-Pad **UP/DOWN/LEFT/RIGHT** until the target window turns red. Depending on how far away it is, the target might be visible through the target window.
- To Fire Lasers: Press **B**. Hold **B** to fire continually.
- To Fire Missiles: Press **C**.

Refuelling

You inevitably run low on fuel, ammunition, and shields. To replenish the F177's fuel and armament, fly directly under one of the refuelling drones located throughout each mission.

Lives & Mission Evaluation

Each pilot begins the game with three attempts. An additional attempt is earned at a mission's end if you complete all mission objectives.

The Mission Evaluation tallies your score. The more aliens and the fewer civilian targets destroyed, the higher your total score.

Note: *During Training your scores don't carry over to the next level.*

Moving Through Missions

To save the human race, you must successfully complete all ten missions. You must accomplish all the mission objectives outlined by the commanding officer beforehand in order to complete a mission. The on-line computer, Intelligent Combat Engine (ICE), provides useful information just before takeoff and outlines mission objectives throughout each mission.

A Note On Targets

Alien vehicles are equipped with armour of varying strength. Most are equipped with weapons. In level 10 there are gravity wells and anti-gravity wells.

Gravity wells are earthbound pods that can attract and seize the F177. Once you are caught by a gravity well, tilt the nose of the F177 down and fire to destroy the well.

Anti-gravity wells repel the F177, often throwing it off course.

Credits

PROJECT TEAM:

Producer: Stewart Bonn

Lead Designer: Michael Becker

Software Design: Philippe Tarbouriech

Project Director: Kelly Pope

Game Design: Charles Austen, Michael Becker, David Pettigrew & Philippe Tarbouriech

Software Engineering: Philippe Tabouriech, Laurent Benes & Eric Baldeschwieler

Art Direction: Bob Rossman, David Pettigre & Don Woo

Computer Graphics: Jeff Jacka, Erik Holden, Peter Traugot, Stig Smith, Don Woo & Bob Rossman

Game Editor: Stig Smith

Script: Michael Becker, Charles Austen, David Pettigrew & Roy Anthony Cox

Media Production: Jerry Newton, Mike Sweeney, Eric Kornblum

Audio Director: Murray Allen

Sound and Music: Tony Berkeley, Mark Farley & Don Veca

Aerial Photography: Jeff Smith, Monty Finefrock & Philippe Tarbouriech

Tool Support: Lou Giacalone & John Knight

Product Manager: Frank Gibeau

Original Game Concept: Michael Becker, David Pettigrew & Stewart Bonn

VIDEO TEAM

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Line Producer: Brian Pratt

Director of Photography: Robin Mortarotti

EA Video Producer: Mark Day

Production Company: Electronic Arts Productions, Inc.

CAST

Commander Crane: Will Marchetti

Major Stewart: Marcia Pizzo

Daniel Barton: Kenneth Warne

Lieutenant Major Eason: Steven Anthony Jones

Lieutenant Houser: Cintra Wilson

Lieutenant Scott: Michael Wright

Lieutenant Alomar: George Castillo

Lieutenant Chang: Melodie Soe

Dr. Lawrence: David Hodges

Comm Op 1: Anthony Pinson

The voice of ICE: Kristina Holland

The voice of Lt. Alomar: Steve Garland

The voice of Lt. Scott: Rob Keefe

Various voices: Nick Scoggin, Toby Gleason, Sammy Choy & Joe Paulino

Audio Processing: Poolside Studios

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Package Art Direction: Nancy Fong

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Assistant Producer: Jeff Hasson

Quality Assurance: Alski "QAski" Camilleri

Special Thanks To: Audrey Gustafson & Cyndi Hill

Product Manager: Frank Gibeau, Simon Etchells

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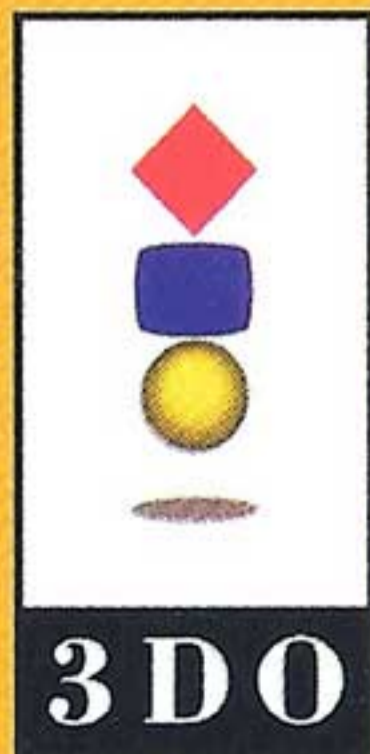
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