TEMPERATURE
ABSOLUTE ZERO 000
KELVIN

EIDOS
INTERACTIVE

I. CREDITS

The Domain Team

Producer: Dave Georgeson

Lead Programmer: Colin "Bozz" Boswell

Second Lead Programmer: Michael Kelly

"Critical Fiddly Bits" Programmers: Francine Hunter

SGI Art & Animations: Andrew Osiow, Rebecca Shearin

Model Art & Textures: Jesse Conklin, Rebecca Shearin

Scenario Design & Layout: Dave Georgeson, Matt Miller

In-Game 3D Models & World Construction: Joe Marullo

Intro & Cut-scene music & FX: Mike Ash

In-Game music:Jo Myers (MIDI version), Mike Ash(Conversion for Mac & PC)

In-Game Sound FX: Mike Ash

Storyline & Script: Dave Georgeson

About Screen Background: Christy Wiseman

Original Engine Design

David Payne, Jonathan Newth

Voice Talents:

Bob Ayres — Greg Foss

Peggy Koorhan — Maria Guerrero

J.S. Gilbert — Carlton "Hap" Mitchell, Toshiro Watanabe

Trish Tillman — Becca Doyle
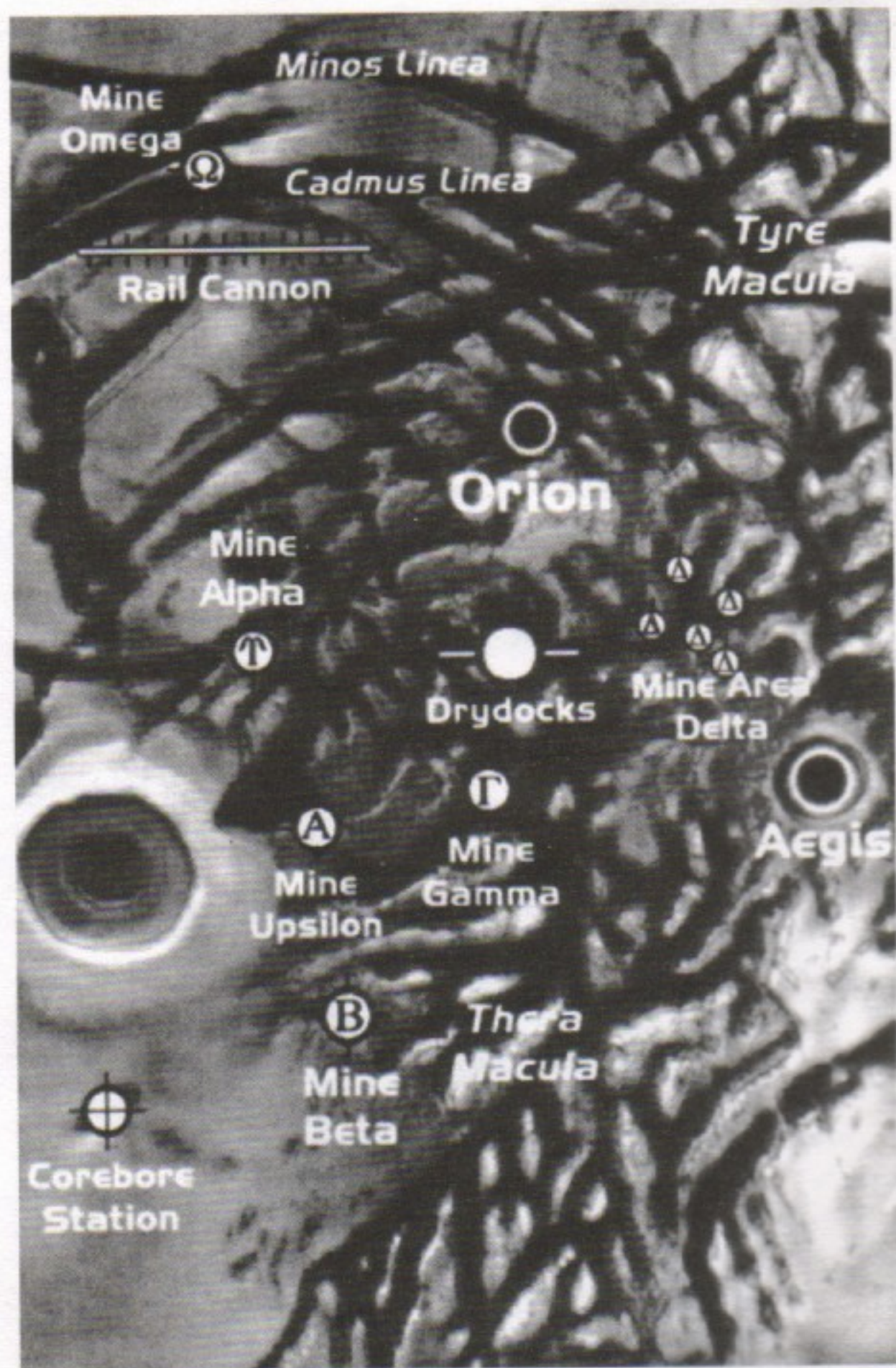
Brian Vouglas — Wassem Bokai

Mary Windishar — InterSol announcer, Ellen Trin

Absolute Zero

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II. ABOUT THIS MANUAL

This manual is set up to do three things:

2)   Familiarize you with key commands and interface items;

1)   Begin acclimating you to your new environment on Europa, and;

3)   Give you specific game control information for each scenario you play through.

If you thoroughly read the manual, you will gain information that lets you fully understand your surroundings and "hit the ground running" as far as gameplay is concerned.

Also, the last two pages of the book are "Key Command Summary Sheets" that show you all the key commands at a glance.

TEMPERATURE

ABSOLUTE ZERO 00

KELVIN

New Game

Delete Game

Dave's Game

— What's Out There?

Quit

Start

III. INSTALLATION AND GAME SET-UP

Installation

Double-click on the "Install Absolute Zero" icon and follow the on-screen instructions.

NOTE: If you have *any* problems running the game after installation, then reboot your machine and hold down the space bar until your Extensions Manager appears on screen. Then, unclick everything *except*: Sound Manager, your CD-ROM extension, and your joystick driver (if you're using one). This will solve 99% of your difficulties.

ALSO NOTE: You *must* have Sound Manager 3.1 installed in your system. It is included on the *Absolute Zero* CD. Follow the on-screen instructions to install it properly.

Beginning a Game

Double-click on the "Absolute Zero" icon. Then, after the initial loading is complete, you'll see the screen shown to the left of this page. Just click on "New Game" and type in what you'd like the name of your saved game to be.

The column on the right (with the slider bar), allows you to select a scenario to play. At first, you'll only be able to select "What's Out There", but later, after you complete a few scenarios, you'll be able to select which one you wish to play.

If you have NOT completed a scenario, a dash will precede the scenario name. If you HAVE completed a scenario, a diamond will precede it instead.

You can start up to three different games if you desire. To load a new game, just click on the button with the appropriate saved name and the program will load the status of that game.

When you are ready, just click on "Start" to begin play.

****Do This Before You Begin Play****

Once you get to the VR Tunnel, move your mouse up to the upper, left corner of the screen and pull down the "File" menu to select "Visor Controls" (Mac) or just hit F2 (PC).

Speed Options

There are four speed options you can use to enhance gameplay if you'd like to speed your game speed during play. They are:

Flat Shading: This turns off the gouraud-shading of the terrain and shows you flat-shaded polygons instead. Although the terrain visual is not as visually exciting, this can increase the gameplay speed.

No Sky: Well...there is still a sky, but Jupiter and the stars won't be in it. This takes little away from gameplay, but gives you a small increase in speed.

Line Skipping: This lets the program draw every other vertical line on your screen. This makes the overall picture a bit darker, but speeds up the program.

Low Resolution: This doubles the size of each pixel, allowing the computer to do a lot less work to draw your screen.

Aesthetics

Show Into: This toggles the intro sequence on or off. The intro normally plays each time the game is restarted.

Voiceovers: When marked, all voiceovers in the VR Tunnel segments are played as soon as you see them. If toggled off, then voiceovers only play if you hit the sound symbol at the top of the screen.

Show Lose Screen: If toggled off, then losing a scenario moves you straight to the VR Tunnel.

Auto-Hints: When "on", you receive a mission hint immediately after you lose a scenario. If toggled off, you don't automatically receive these hints, but must pull down the "File" menu and select "Hints" to receive them.

Sound

Although fairly self-explanatory, you can adjust the various sound portions of the game to your own personal tastes. The default settings are recommended for the full game experience. It is highly recommended that you DO NOT turn off voices.

Controls

Your keyboard settings can all be adjusted to your personal preference by clicking on the "Settings..." button. Once inside "Settings...", just click on one of the keystrokes you'd like to change and then type a new letter on the keyboard to change it. There are four screens of key commands you can alter.

Once you are satisfied with your keyset, click on the"Save" button, enter the name of your new keyset and then click "Save" again to keep it for future use. You may have as many keysets as you desire.

Once you decide on your keyset, then decide on which type of controller you'll use in the game: keyboard, mouse, or joystick.

If you'd like to use a keyboard, then click on the "Keyboard" button.

If you want to use a mouse, then click the "Mouse" button.

If you want to use a joystick, then click the "Joystick" button and then click on the "Calibration" button to calibrate your joystick.

NOTE: Mac joysticks are calibrated from within the various joystick utilities. Only PC joysticks use the AZ calibration routine.

You are not ready to play. Click on the left cheek screen to go back to the VR Tunnel and begin your *Absolute Zero* experience!

IV. JOYSTICK SUPPORT

CH Product

Flightstick Pro- There is a sample stick set included inside the "Stick Sets: CH" folder on the CD-ROM. Import it from your Flightstick Pro Control Panel to use it.

Thrustmaster

Mark I - The Mark I stick has a four-way "hat" switch and four buttons. There is a sample stick set included in the "Stick Sets: Thrustmaster" folder on the CD-ROM. It is called "Absolute Zero". Put it within your "System Folder: Preferences: Thrustmaster Strokes Set" folder to use it.

This stick set also incorporates the throttle control device, the Mark II WCS. Details on the WCS buttons are in the readme file in the appropriate stick set folder.

Thrustmaster and CH Set Functionality

4-Way "Hat" Switch		Buttons	
Forward	Forward view	Button 1	Fire Weapon
Back	Rear view	Button 2	Toggle to next weapon
Left	Rotate view left	Button 3	Activate your missile defense
Right	Rotate view right	Button 4	Activate force shell

Gravis

To install the Gravis Mousestick II set, drag the "Absolute Zero" icon from the "Mousestick II" folder into the folder "System: MouseStick Sets" on your hard drive.
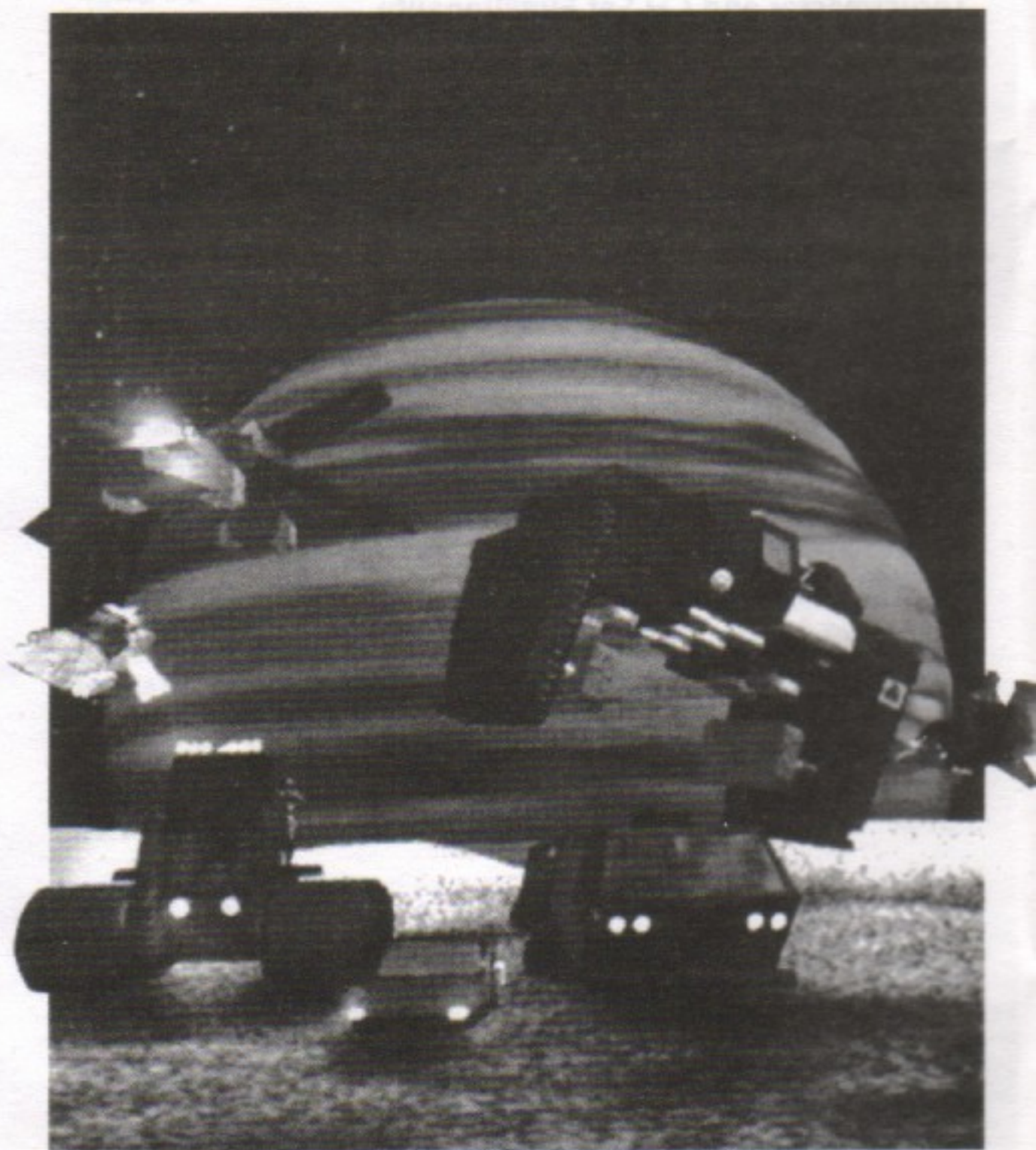
Button 1 - Fires selected weapon

Button 2 - Activates force shell

Button 3 - Activates Theta Generator/Black Out

Button 4 - Locks on to the target in your crosshairs

Button 5 - Toggles through available weapons

V. GAME SYNOPSIS

The year is 2374 A.D.

The Terrans have been mining the Jovian system for over 110 years. Since Europa has large amounts of water ice available to refuel space craft (which utilize fusion drives), it was the first of Jupiter's moons to be colonized. There are three cities on Europa: Orion, Aegis, and Europa City. They hold well over 200,000 people. All of these people are associated with mining in some way, shape, or form.

Recently the "core bore" operations on Europa (mining the rocky center of the moon), detected an open space within the core. They dug close to it and awakened a long-sleeping race of aliens. The aliens reacted angrily, killing the miners in the core and used a powerful weapon to blow their way out of the moon's interior, destroying the colony's capitol, Europa City, in the process.

The Terrans are now faced not only with humankind's first extraterrestrial contact, but also their first extraterrestrial war. Since the colony is not a military base, few weapons or specialized military vehicles exist. Everything has to be cobbled together from existing mining devices, extra side plating, guts and ingenuity.

Since one person is rarely critical in all places, you'll move from character to character as they become pivotal in the storyline. In addition, you'll fly and drive vehicles, as well as helping to man defensive positions during alien attacks, offensive campaigns, scouting missions, and rescue attempts.

The world is large and varied and you will be in, on, and above most of it. From the extensive drydock maintenance facilities, to operational mining areas, to the gigantic floating arcologies, you'll see the Europan colony in full working order. You'll also go inside mines, through alien tunnels, and get up close and personal to some of the large alien structures.

The VR Tunnel interface allows you to outfit your vehicles, hear news from all over Europa and the entire solar system, read your character's diary information and e-mail, as well as to receive briefings and examine intelligence on the alien crafts.

As the game progresses, RepDep will provide you with improved vehicles, weaponry, and defenses as your missions become more ambitious and complicated. Be sure to refer to this manual and the VR Tunnel interface as the game progresses so you can best utilize the new technology when it comes about.
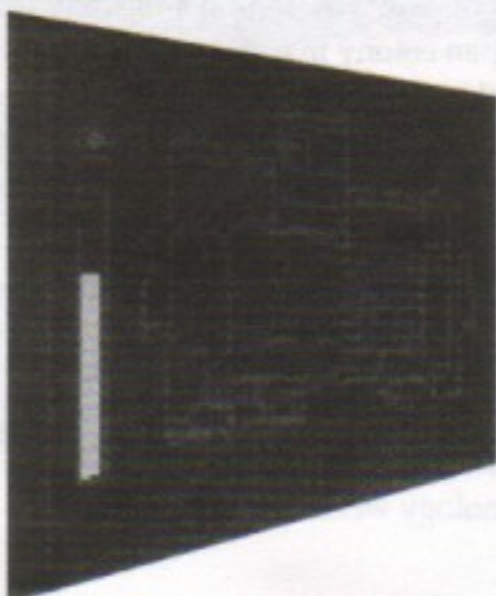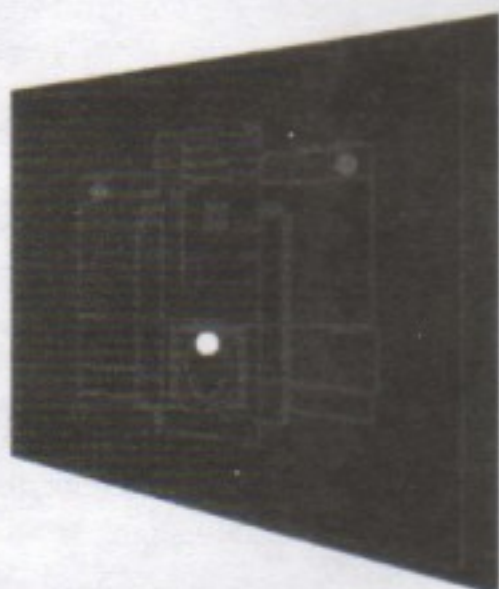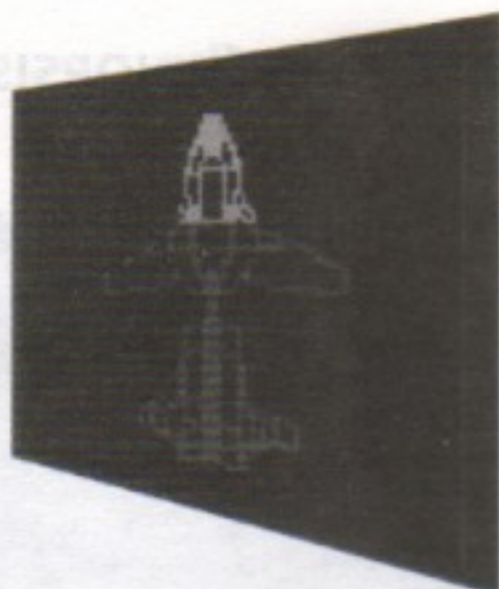
VI. GAME CONTROLS

VR Visor

Your visor jacks into the vehicle console and displays all the informational systems at your command. You normally see the "ghost" lines of your vehicle outside the helmet's confines so you have reference of which way you're looking through the vehicle.

You can toggle off the VR visor so your vision is unimpaired and you see nothing but the vehicle ghost lines and any forward view gauges you have turned on.

Keys	Function
M	Toggles the entire VR visor on/off

Forward View Displays

Your begin each scenario with all forward view gauges in the "on" position, but they may be toggled on and off independently from each other so you can get the best possible configuration.

Compass: The compass gives you directional information telling you which way you're facing. The numbers on the compass are the degrees from north (counted clockwise). These are simplified by removing the trailing zero on the number (i.e., 120 degrees from north is shown as "12" on the compass). Some easy reference points include: 90 degrees is east, 180 degrees is south, 270 degrees is west and zero degrees is north.

Pitch Ladder: The pitch ladder gives immediate visual information as to which way the vehicle is banking, as well as its climb/dive speed. The ladder tilts left and right as you bank each respective direction. Also, the horizontal lines in the ladder move vertically at increasing speed the faster you climb or dive.

Radars: When you toggle this feature on, you get two displays. The one on the left is your "boresight" radar. This radar looks straight ahead of the vehicle in a cone shaped field — the farther out you look, the smaller the cone. The radar on the right is the "topdown" radar. This gives you an overhead view looking down on the area you're at. All non-friendly craft on radar are shown as red, and all friendlies are blue.

Each of the radars can be adjusted to three different scales:

*   Boresight can be viewed with a 40km range/20-degree cone; a 20km range/45-degree cone, or a 10km range/90-degree cone.

- Topdown can be viewed at a 10km, 5km, or 2km radius. The advantage to lower radius views is a greater degree of separation between the objects.

Targeting Sight (Crosshairs): The targeting sight reflects the type of weapon selected. There are separate sights for laser, particle accelerators, projectile throwers, and payload delivery mechanisms. Each of those sights give you hints as to where you need to position it to hit a target.

Keys	Function
Z	Toggles the compass on/off
X	Toggles the pitch ladder on/off
C	Toggles the radar screens on/off
V	Toggles the boresight radar to the next range/cone setting. Cycling three times returns you to the first setting.
B	Toggles the topdown radar to the next radius setting. Cycling three times returns you to the first setting.
N	Toggles the crosshairs on/off
W	Changes weapons

MFD Screens

The MFD screens are commonly referred to as "cheek" screens because they are located in the lower left and right corners of the VR visor you see when piloting your vehicle. There are six different software modules you can toggle through while playing the game. Not all of these modules are available at the start of the game. Some are added as new devices are invented during the course of the story. The various modules are described in Scene Information so you can read about them as you progress.

Each of the two MFD screens can display any of the six modules.

Keys	Function
[	Toggles your left MFD screen one screen forward. Toggling through all six screens brings you back to the first one.
]	Toggles your right MFD screen one screen forward. Again, cycling through them all brings you back to the first one.

Movement Controls

Movement works with joystick, mouse, or keyboard controls.

<u>Joystick and Mouse Controls</u>

Pull back	Climb or pivot turret up
Push forward	Dive or pivot turret down
Push left	Bank left or pivot turret left
Push right	Bank right or pivot turret right
Button 1	Fire weapon
Button 2	Cycle to next weapon choice
Button 3	Activate special defense (blackout or theta screen)
Button 4	Lock onto the target under or near your crosshairs

If your joystick has analog throttle controls, you can alter your speed by using those controls. Otherwise, you'll need to use the keyboard controls listed below for speed changes.

<u>Keyboard Commands</u>

Down arrow	Climb or pivot turret up
Up arrow	Dive or pivot turret down
Left arrow	Bank left or pivot turret left
Right arrow	Bank right or pivot turret right
1-9	Throttle set to percentage of maximum (1 = 10%, 2 = 20%, etc.)
0	Maximum throttle
-	Decelerate 10% of velocity per second in 1% increments
+	Accelerate 10% of velocity per second in 1% increments

Weapon and Defense Controls

space bar	Fire weapon
W	Cycle to next weapon choice
U	Toggle forward through available enemies
I	Toggle backward through available enemies
S	Erect force shell
D	Use blackout device or theta generator
tab	Target lock the current enemy sighted in your crosshairs

Targeting System

When you lock onto a target (by hitting "tab" or Btn 4 on a joystick), two devices are instantly activated: the lock-on system and the virtual arrow.

The lock-on system places an orange box around the target and creates a yellow box that takes into account the velocity of the target and the speed of the weapon you have selected. It then calculates the position you are most likely to hit the target when you fire. Therefore, if you aim at the yellow box you're more likely to hit your target. When your target moves off your screen, the orange box hugs the side of the screen in the direction you should move to reacquire the target.

The virtual arrow is designed to keep a more accurate image of where an off-screen target is in relation to your forward view. The arrow always points directly at your locked-on target and helps you get back into the fight.

NOTE: Missiles will NOT fire without a legitimate target lock. If an "X" ever appears over the top of your targeting box, then your weapon *cannot* fire at it.

View Controls

O	Toggles between outside view and VR visor view

The view controls are toggled between panning the view around and snapping the view completely to one of the cardinal directions. If your VR visor is turned on, then the visor's displays will move with your head no matter where your view turns. You can change the toggle setting by changing the Pan/Snap Toggle (see next page).

insert/help	toggles Pan/Snap views	keypad-7
PC ——————————	Pan views ——————————	Mac
del	Rotate view left	keypad-4
page down	Rotate view right	keypad-6
home	Rotate view up	keypad-8
end	Rotate view down	keypad-5
page up	Reset view to front	keypad-9
PC ——————————	Snap views ——————————	Mac
del	Left view	keypad-4
page down	Right view	keypad-6
home	Forward view	keypad-8
end	Rear view	keypad-5
page up	Look up	keypad-9

Miscellaneous Controls

P	Pause
F1 (H on Mac)	Help screen (summary of keyboard commands)
F2 (clear on Mac)	Access the Visor Control settings (only available in the VR Tunnel)
F5 (Q on Mac)	Quit
F6 (A on Mac)	Go to the Credits screen
enter	Enter the virtual reality (when VR Tunnel MFD is on)
G	Toggle ground grid on and off

VII. VR Tunnel Interface

When you start the game, and when you enter the VR Tunnel by clicking on the appropriate MFD module, you gain access to a network of information used throughout the Europan colony.

There are six branches within the tunnel for your use. Each of these areas accesses different types of information, each of which is described below.

OverLink

Originally designed for EMC managers to coordinate field teams, OverLink is where you'll gain briefings about your missions and is your first opportunity to glance at a map of the area you'll be going to. Audio can be played, or not played, by hitting the "Sound" button on the left of the screen.

InfoStat

This library section gives you constant updates on the vehicles you'll be manning and also is a wealth of information about the alien craft you'll encounter. (It's also the safest way to get an up close look at your enemy.)
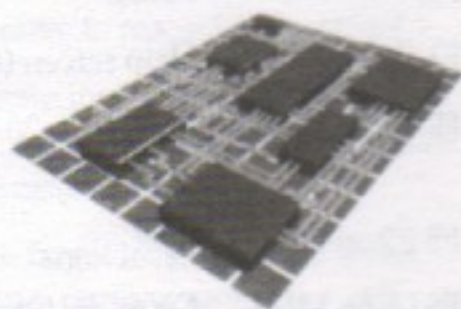
RepDep

RepDep was the maintenance information area for the colony. The new emergency has transformed it into a place to request armor and armaments for your vehicles. Here, you'll be able to select various weapons packages available to your vehicle and you can see where those weapons are placed.
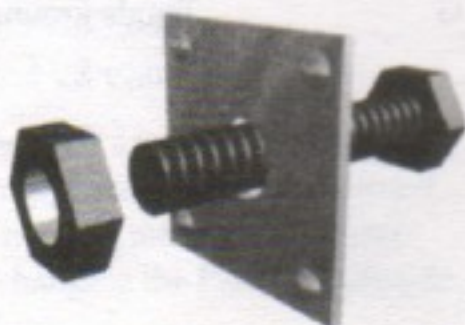
ENN

The Earth News Network is the community's link to the Inner System as well as a constant source of news here in the colony. InterSol is the inner system news network, while LocalNet is the EMC broadcast channel. A new feature, In-Depth, commonly airs items that are topical on that day and provide understanding and background. News items are stored for long periods of time, so they can be reviewed at your convenience. All news items are read aloud, if desired, by hitting the "Sound" button on the left of the screen.

Daylogs

The colonists on Europa generally feel responsible to leave a living record for future generations to look back. To do so, almost everyone keeps a diary and an e-mail archive in the Daylog section. Entries can be reviewed at any time. This section gives you great insight into what's really going on out there.

GeoDat

This cartographical section is used, at one time or another, by almost every individual on Europa. Besides providing excellent topographical detail on the EMC area of Europa, it can often be cross-referenced with OverLink for more details on the terrain you're going into the mission.

Official Announcements

EMC and Authority announcements, as well as emergency bulletins, are displayed in marquee-style across the text window at forehead level. The messages move across at a moderate reading rate and loop when finished to allow you to read any material missed. The announcements are displayed at all times while in the VR tunnel.

VIII. Background

Who Are We?

The Europan Project was founded by the Europan Mining Coalition, a group of megacorps working together to fund this extensive endeavor. The colony started with Landfall over 110 years ago at the site of Europa City and the landing of the first colony pods. As soon as the colonists had landed, the resource materials that were launched behind them began to arrive and the colony began growing.

A bit over a century later, the colony has grown to over 200,000 people, three of the mile-wide arcologies, 13 major mining complexes, and hundreds of minor ground installations. The colonists have created outposts at Ganymede, Callisto, the Asteroid Belt, and in orbit around Io.

And the Coalition has prospered mightily. Recently, however, Earth Authority has been sending System Defense (SysDef) people to Europa "in case of inter-corp conflicts" — which is usually the catch-phrase meaning that other megacorps may be planning a very hostile takeover. No major equipment has arrived as yet, so most people aren't overly alarmed, but the spectre of hostilities now hovers above the colonists' heads.

Jupiter and Europa

Europa is one of the four major moons of Jupiter. There is no official count of the actual number of moons of Jupiter, simply because no one has been able to decide on the minimum size of an object to be classified as a moon. There are thousands of objects rotating around Jupiter in and around its thin ring system.

Jupiter's magnetosphere is a tremendous drag on its moons. In the case of Io, this creates violent vulcanism as the drag, and the gravitic tidal forces, push and pull that moon's core into molten rock. In Europa's case this causes the ice to
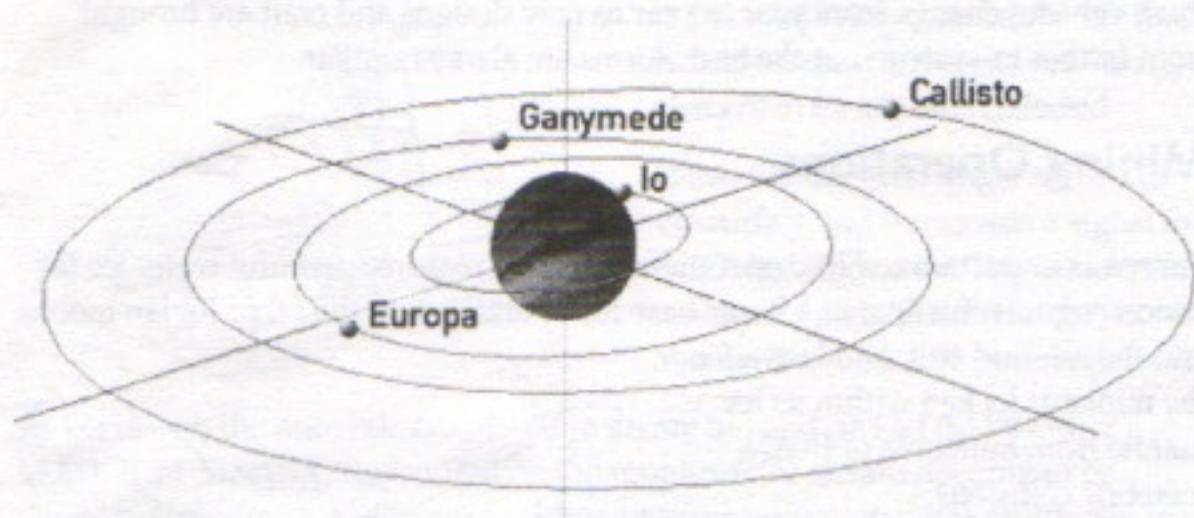
Jovian System

buckle, crack, and melt causing massive seismic quakes and an odd sort of water vulcanism as warmed water rises quickly through the ice cracks to freeze again on the surface.

This sort of seismic disturbance is fairly constant, although mostly on a minor scale. However, the EMC projects commonly rely on sophisticated seismic equipment to warn them enough to get up and off Europa's surface when large quakes are coming.

For mining operations and factory equipment, this means having maglock and skyjumper units available for quick pick-up operations to avoid quake damage. For the larger operations, such as the CoreBore Station, massive shock reduction facilities are in place to prevent misalignment of the fusion cannon there.

But, in the case of civilian life, the EMC authorities have gone a step further. The arcologies have massive propulsion units in them allowing them to counteract Europa's 1/6g pull and lift off the surface. They are capable of sustaining that lift for up to 10 hours before the engines need to be shut off and maintenanced.

To allow the cities to grow with population, the "suburb" design was implemented. This allows smaller arcology segments to link with the main city body and create a cohesive unit when on the ground, but lets them break free from the main body to lift off under their own power when conditions make it necessary. This puts less strain on the main body's propulsion systems and ensures less loss of life should some disaster occur.

The civilian population commonly uses aircars and skybikes to move from city to city, but most in-complex travel is done via hovercar. New models of these three vehicles change from year to year as new designs and craft are brought from farther in-system, but the basic forms are always similar.

Mining Operations

Europa is important to EMC operations for three reasons: plentiful water ice for fusion engine refueling; as a home base for operations on the other Jovian moons and the asteroid belt; and lastly, for the minerals locked within its icy mantle from millennia of frozen meteoric collisions.

EMC mineral operations are based on two things: available ore deposits and available manpower. Until the last 20-30 years, Europan efforts have been mostly restricted by manpower. The original Landfallers only brought about 1500 people to Europa and most concerns were with establishing a base and surviving the day-to-day trials of existence on the Jovian moon.

Out of this came the use of mining drones. Drones were designed to be carried in the undercarriage of a flying transport vehicle, namely, the Dragonfly. This vehicle carries the drones to a specific site pinpointed by GeoDat and releases the drones to carry out their programmed actions.
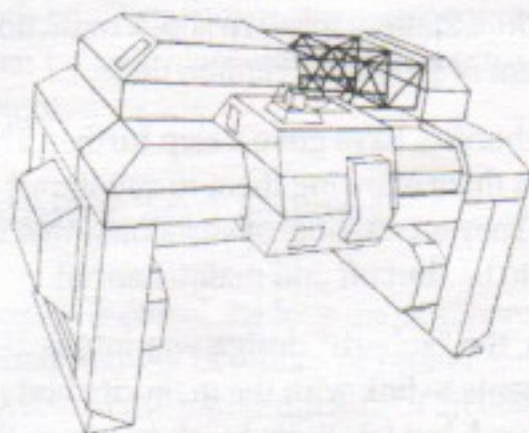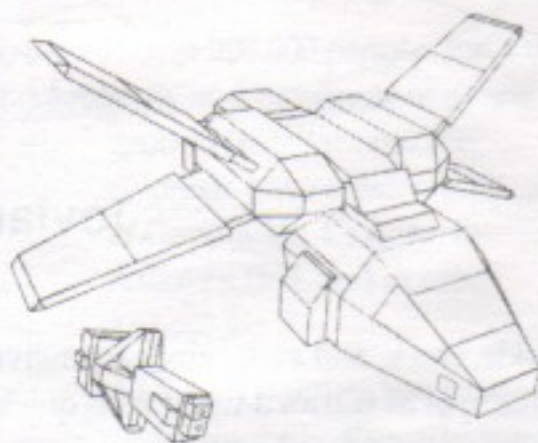
The drone then flies, under its own power, to that site. There it releases a micromesh net on the surface and trails a long, heavily insulated umbilical, along with its rear processing unit, behind it as it uses its powerful lasers to melt through the ice. It follows the pre-programmed path to the deposits and then flash vaporizes the mineral deposits through a process known as EHT (Extremely High Temperature) mining. These gaseous vapors are then vacuumed through the drone's large forward vents and passed through the heated umbilical until finally

reaching the processing unit. This unit slowly cools the gases until the specific flashpoint for each element is reached. When that element recondenses, it is passed to the solidifying chamber before finally being passed out to the net. Each element in turn is thus collected.
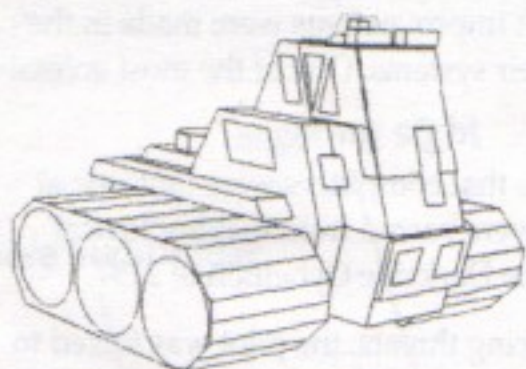
When finished, the drone returns to the surface and broadcasts a signal to the Dragonfly's crew. The vehicle then returns for pickup and lifts the drone and net to return to the mineral depot.

At the depot, the minerals are placed in an ore bin and picked up by either M.U.L.E. or Maglock, dependent on the roughness of terrain needing to be crossed. They then take the ore to either a nearby collection point or directly to the Magrail station. M.U.L.E. trains are common sights across the ice fields as the tractors pull 5-10 trailers each in large convoys on a daily basis.

Once the ore reaches storage, it is eventually queued up for delivery to orbit on the MagRail. This facility is basically a gigantic magnetically-accelerated cannon. Ore, (and sometimes people in specially-designed capsules), are placed within a bullet-shaped, engine-less vehicle and then loaded into the Launcher's accelerator housing. When acceleration is applied to the load, magnetic fields on the line create a near frictionless cushion to ride upon. Each stage of the accelerator kicks the orecar into higher and higher speed until finally, the orecar leaves the rail and is launched into a stable orbit around Europa.
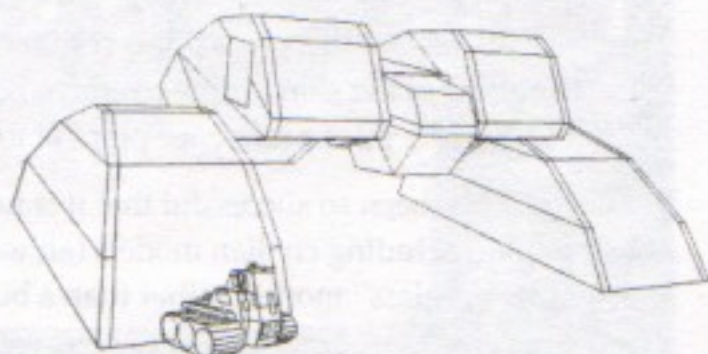
Then, once monthly, company freighters come by to pick up the orecars in orbit. This arrangement prevents freighters from having to land on Europa's surface and allows the company to save money by building its freighters for zero-g environs only. In fact, even the freighters' fuel (ice water), is delivered into orbit for them.

Once every two months crew freighters come by the Europan colony for pickup and delivery of personnel. Until those two months are up, only civilian transports (few and far between), come and go to the Europan world. Therefore, it is of utmost importance that the colony be self-sufficient — help is a long way off.

VR Helmets

During the corpwars of the last century, vast improvements were made in the way that pilots receive information from their systems. One of the most accessible of these changes was the VR helmet.

The basic reason for creating the helmet was that computers were fantastic at gathering and displaying information, but were barred from making logical assumptions due to public prejudice after the Darkside Cybellion of 2297.

Thereafter, instead of the computer announcing threats, the pilot was forced to go back to interpreting data from multiple screens and gauges in the cockpit. Even so, most pilots preferred to trust their own eyes, and cockpit windows became critical again as pilots insisted on more visual input around them.

The VR helmet was designed to do two things: a) get more visual input for the pilot, and: b) make cockpit construction cheaper.

The pilot's helmet now has VR display screens mounted in its visor. This allows the computer to interpret the pilot's viewing angle and then display the visual information the wearer would receive as if the vehicle were not in the way. Thus, the pilot is no longer constrained by windows and can look freely about as if seated in an invisible vehicle. (Windows are often left in vehicle design as a backup system, however.)

The "freefall" feeling this gives pilots resulted in some early difficulties, so a "ghost" outline of the ship is now overlayed onto the surrounding world information to give the pilot a reference point at to which direction is being viewed.

This helmet has been so successful that it is now employed in almost all vehicle construction, including civilian models (although civilians often choose to use the lighter "eyeglass" models rather than a bulky military helmet).

The helmet is jacked into the vehicle's console via a universal coupling mechanism and the helmet's processor then interfaces with the vehicle's on-board computer.

Many helmets use specialized software modules with the helmet's multi-functional display (MFD) system, increasing the usefulness of the HUD-style environment. This is certainly true with military models.

Targeting sight   Scrolling message area

Bore sight radar   Top-down radar

Clock

MFD Screens
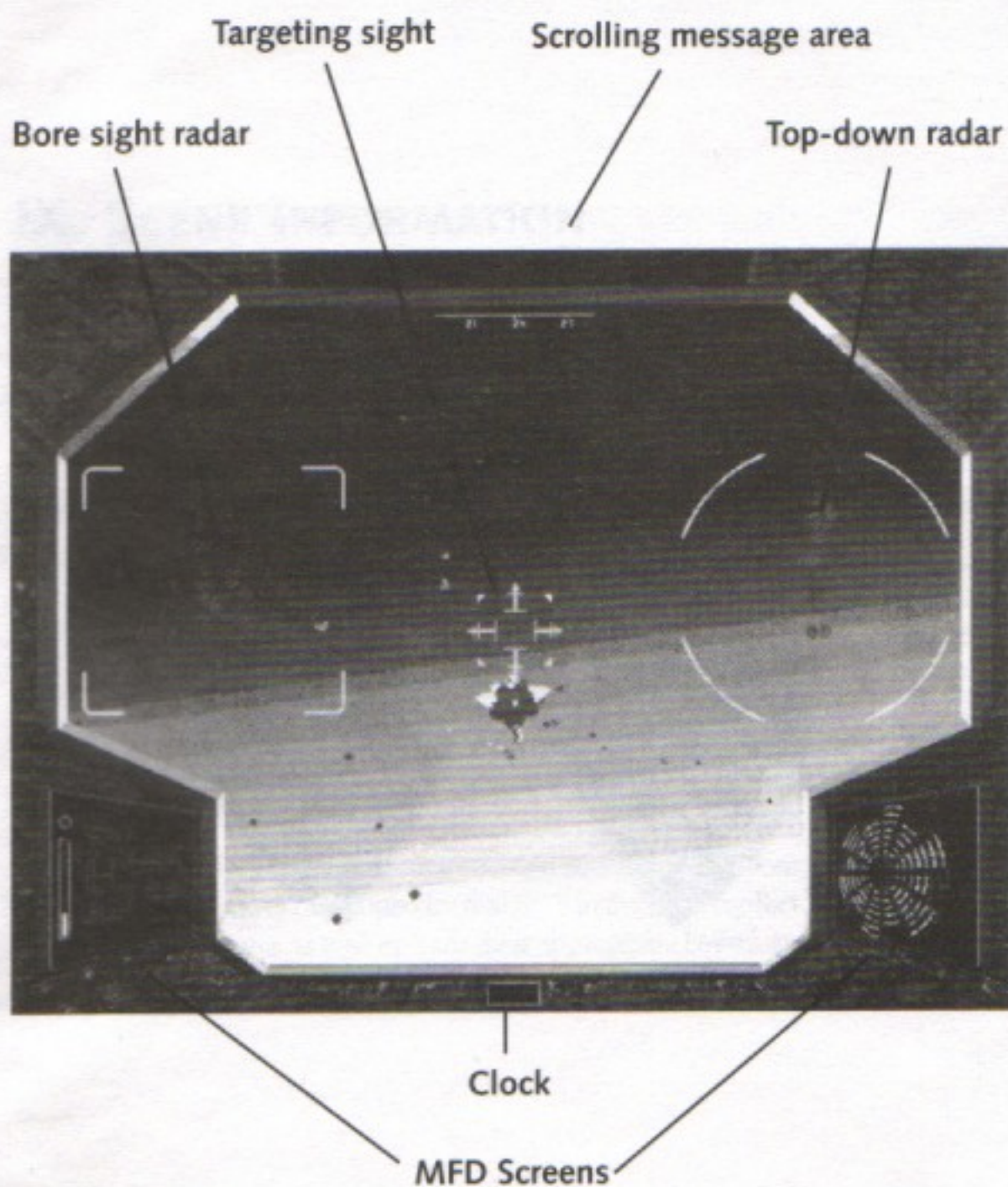
IX. Scene Information

ATTENTION!!!

This section is designed to help you play the scenarios as you encounter them.

It will ruin the element of surprise and prematurely reveal Scene information if you read ahead! (On the other hand, it may increase your sense of anticipation.)

We strongly recommend reviewing a new Scene only when you have fought and survived your way to it. If you're the kind of person that reads ahead in a book, then go ahead...check out some of the upcoming features. Otherwise...wait. It will make your gaming experience more pleasurable.

Each Scene has a call-out number on the right page that is easily seen when flipping through this section. That allows you to go directly to the correct scene without spoiling any future surprises.

Each Scene description gives you information about new weapons, defense systems, and other new features developed by that time in the alien conflict. You'll read tips on how to use features as well as learn their appropriate keystroke commands.

SCENE 1

What's Out There?

New Weapon

Laserlance: This laser is a high-powered version of the standard mining laser. Its focal length has been extended and it now draws power directly from the vehicle's fusion feed, but it is still a steady-state ruby laser. The laser has a relatively low intensity when compared to military lasers, but its heat coefficient is low, allowing it to be fired continuously for lengthy periods before it must be allowed to cool.

The Charger

The **Charger** is used by security and civilians alike and has average maneuverability and good speed. Maneuver Thrusters on the Charger are weak, so slewing will be a problem, but it pitches and rolls quite well.

Max speed—750. Min speed—150.

Tip: Firing While Flying

One of the first things you may notice is that some weapons don't appear to fire from the exact center of your view. That's because the weapon is not mounted where your head is. In fact, many weapons are mounted on a craft's wings, belly, nose, or top, and they fire from those locations. This affects targeting mostly when you're close to an object because your aim will be affected by the "convergence point" of the weapon. In layman's terms, that "convergence" is the point at which a round fired form you weapon hits an invisible straight line extending from the nose of your ship out to the horizon.

The Map MFD

The Map module displays a 40km x 40km area around you as you move across the world. The flashing blip is your position on the map. You'll have to rely on your radar screens for enemy and friendly unit positions.

The VR Tunnel MFD

The Tunnel screen is your window into the VR world. When you have this window selected and you hit the "Enter" key, you'll enter the Virtual Tunnel and have access to all the information gathered therein.

To The Rescue
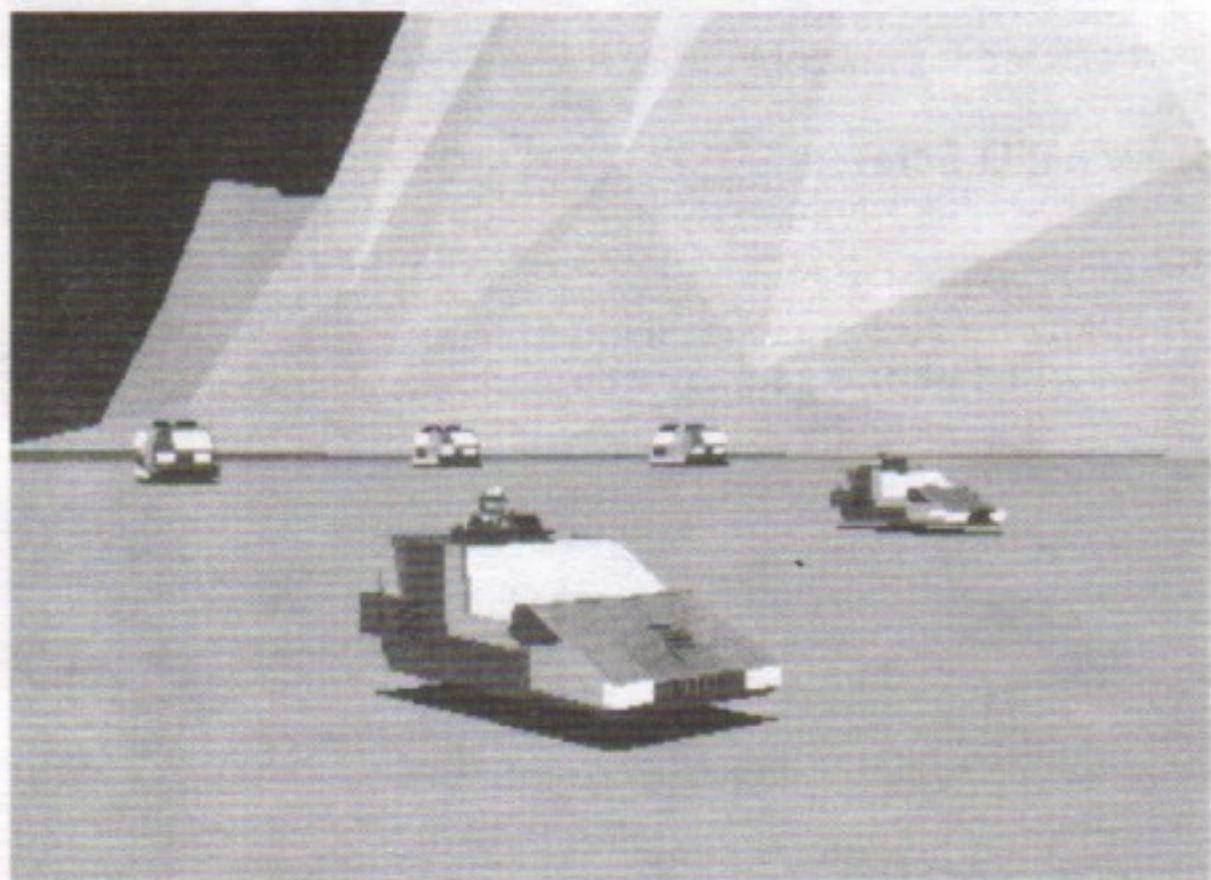
New Weapon

Mini-MAAC

The mini-MAAC is a scaled down version of the military MAAC (Magnetically Accelerated AutoCannon). The mini-MAAC uses powerful electromagnets to stabilize ceramite flechettes as they pass at very high speeds (over 3,000M/sec) toward their target.

Unfortunately, the mini-MAAC's electromagnets are not polarized precisely enough for long range work, so the flechette begins tumbling after a few thousand meters and becomes dramatically less effective. It's fired in three-shot barrages allowing you to scatter shots easily in a small area, increasing your chance to hit—watch the "splash" hits when firing at ground targets to determine how close you are coming to your target.

Tip: Firing From a Turret

When firing from a turret, all the weapons you'll use are mounted directly on the turret. Because of this, you won't notice the weapon convergence angles like you do when piloting a vehicle with weapons mounted in various places. However, you may notice some odd effects as you fire weapons at angles other than exactly in the direction your vehicle is moving. Bullet drift and lead distances are a bit different and take some getting used to, but use your lock-on reticle and you'll quickly learn where you need to fire in order to hit your targets.

The Weapons MFD

This gives you a top-down view of the vehicle you're piloting, or a schematic of the turret if you're manning a turret. On it, you'll see the position of the weapon currently selected brightly lit in red. The other weapons available are a dimmer color. As you hit "W" and cycle through your weapon options, the different weapons are highlighted in turn. Next to the vehicle schematic, you'll see visual indicators telling you the weapon's heat status and whether it's ready to fire.

The Target ID MFD

When an enemy is elected, its image appears in the screen for easy identification at long distance.

SCENE 3

Capture
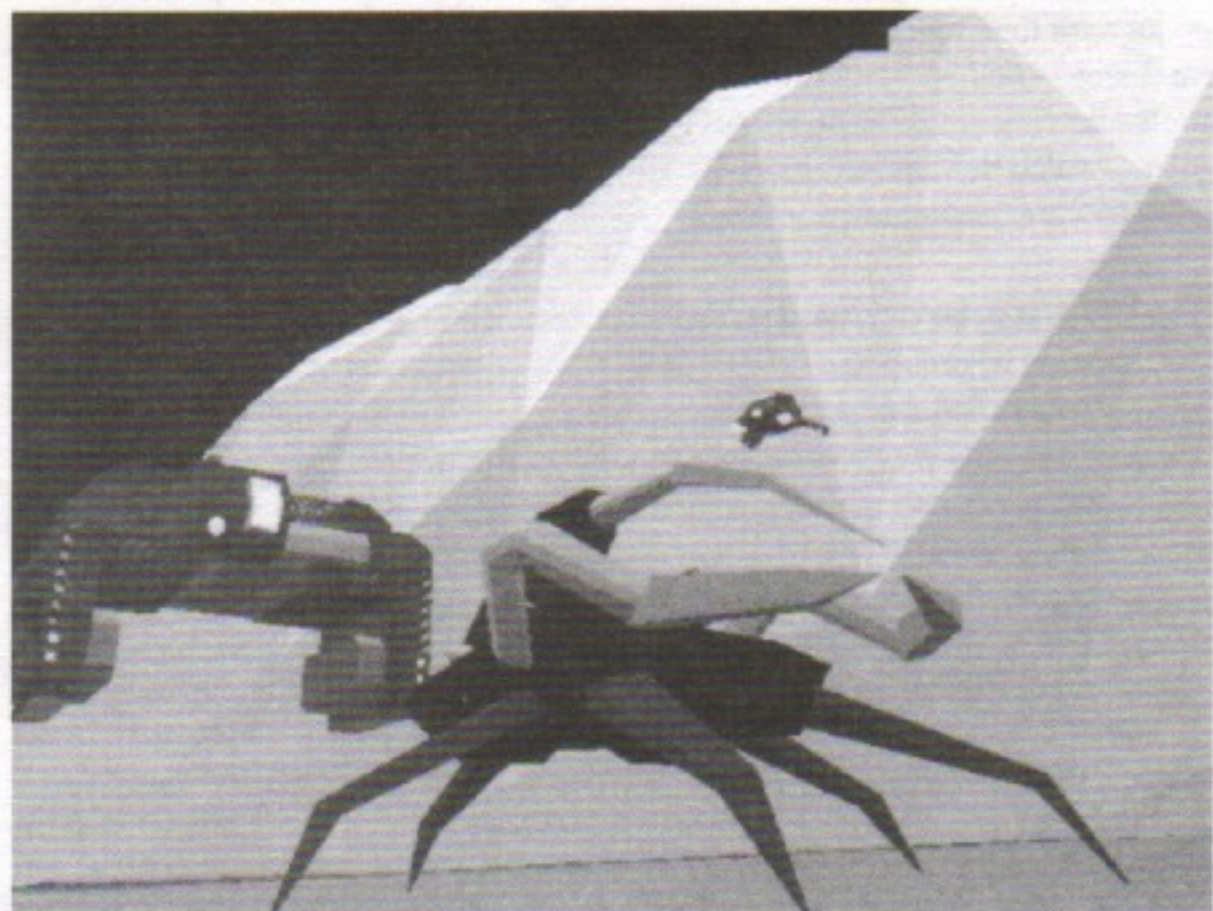
New Weapons

Gatling Blaster

This weapon accelerates subatomic particles to extremely high rates of speed. The resulting barrage of particles eats away at the target in rapid fashion. The recharge rate of the particle accelerator is fairly slow (over half a second), so six of the blaster tubes are linked in series to fire one after another. However, the particle packets tend to become unstable at long ranges, so the weapon is best used for medium- or close-range attacks.

Bombs

Bombs are carried in racks of 20. The orange diamond sight you see when locked onto a target is the place your bombs will hit on the ground. Line that orange diamond up with the yellow "lead" reticle and release you bombs — they'll hit every time. You can also bomb areas without using the target sight if saturation bombing is your desire.

Tip: Maintaining Control While Flying

The first tip is *don't overcompensate*. Some of your flying vehicles have different control responsiveness and react slower than others. Treat your controls gently until you find out where their responsiveness thresholds are — otherwise you may become frustrated as you gyrate wildly out of control.

The Damage MFD

When your vehicle is hit, many bad things can happen: systems can short out, weapons are destroyed, life support can go out, etc. Your damage report module lets you know what has been damaged, so you can react accordingly. Also watch the text scroller at forehead level — you'll gain additional information there.

SCENE 4

Canyon Ambush
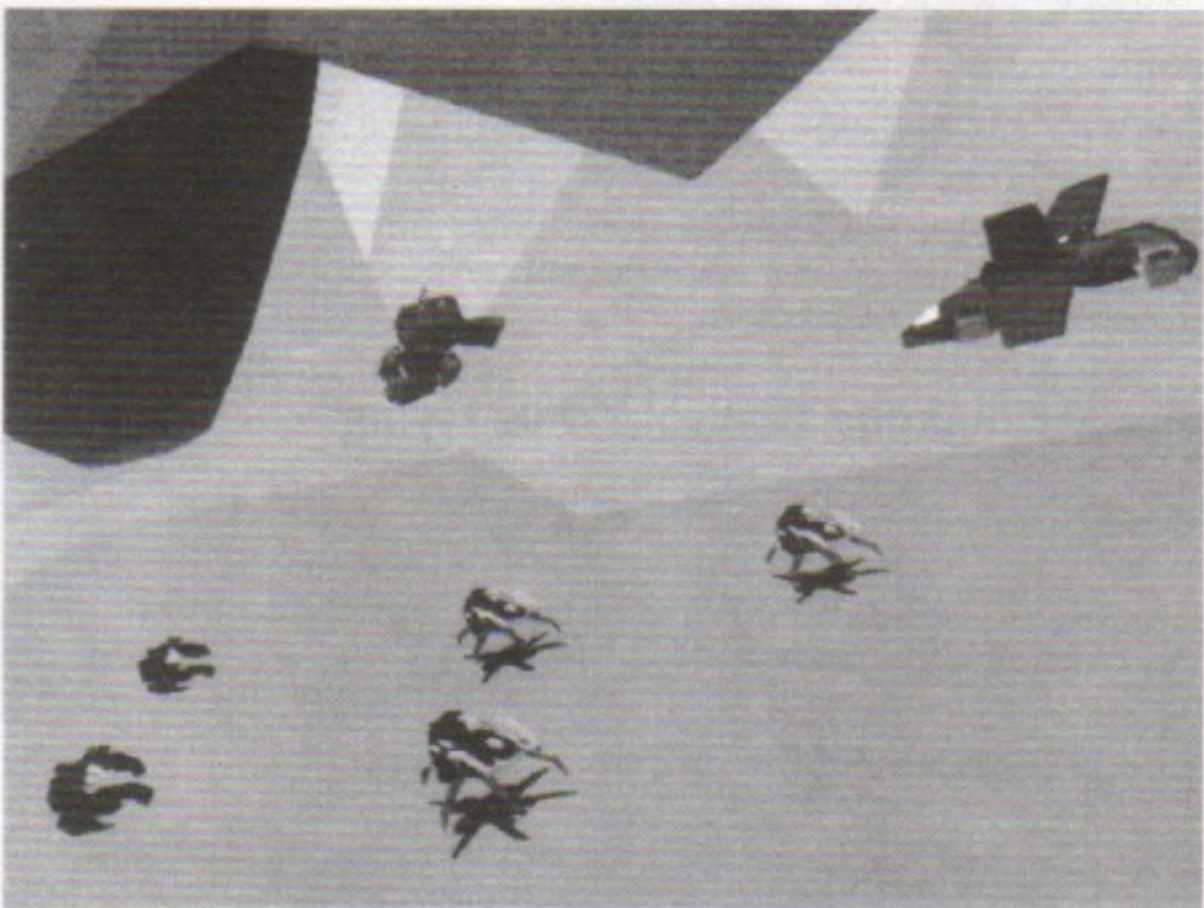
New Weapon

Pulse Laser

A more powerful version of the industrial laser, the pulse laser has large capacitors linked in series. The charges are built up in those capacitors and then released quickly, one after another, in a hail of laser death. Because the charges are released in a shorter burst, the energy is more concentrated than the laserlance and often causes more damage. It is slightly harder to hit with because of the alternating positions of the charges and the "straddling" effect this causes.

Tip: Ground-to-Ground Long Distance Battles

When your foe is a long distance from you it can be difficult to see where your rounds are falling in relation to the target. Again, the yellow "lead" reticle is your best friend, but you can also set your crosshairs so the horizontal center of the sight is just barely above the horizon. This ensures that you're not firing completely over your target's head, but prevents your rounds from hitting the ground before reaching the foe.

Also, utilize your Target ID MFD screen. When targets are at long distance, they are difficult to distinguish. Your Target ID system lets you select the most serious threats and eliminate them before they can eliminate you.

The Dragonfly

The **Dragonfly** is slower than the Charger and has less maneuverability, but has a lot more armor and armament. It's Thrusters help make up for the maneuverability deficiency.

Max speed — 625. Min speed — 100.

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SCENE 5

Foothold Ridge

New Weapons

MAAC

You'll love the big brother of the mini-MAAC. This weapon hyper-accelerates big flechettes through the air, giving extreme cases of kinetic energy poisoning to its targets. Although its rate of fire is somewhat low, the impact at the far end more than makes up for it.

Remember to use your limited ammo wisely. Once it's gone, the MAAC suddenly becomes the world's ugliest paperweight.

Fusion Missile

RepDep finally came up with a guided weapon to use. These mini-missiles are carried in racks of eight and can be fired at any target that you have manually locked onto. If you don't have target lock on your target, then the missile will fire straight-line only.

The missiles have a small fusion warhead that delivers a shaped charge, allowing it to punch into a softer interior and deliver its potent explosion.

Tip: Speed While Dogfighting

Your velocity is key when jousting with an opponent. If you're going too much faster than your target, then you'll only be able to snap off a shot or two before zipping past and having to loop around again. Conversely, if you're moving too slow, then you become easy pickings for the enemy behind you. Therefore, vary your speed during a fight and maximize the strategic value of speed.

Remember your minimum speed however. The ground is an unforgiving opponent.

Your New Force Field

Your vehicle is now protected with a force field. This field is a large spherical orb of protection (hemispherical on ground vehicles), completely surrounding you as you move. It acts as an absorption field. The stronger your field is, the more damage it absorbs and the less gets through to you. Conversely, when your field is weak, you're not being protected very well.

The field cannot be fired through. Because of this, your force field will be dropped for part of a second each and every time you fire a weapon. This makes

Scene 6

Boiling Point

New Weapons

Jump Mines

These mines can be dropped from ground vehicles. Once laid upon the ground, they wait patiently for air vehicles to pass over a cone of effect extending 3000M above them. When a non-EMC vehicle passes through that cone, the mine activates and a small guided fusion missile leaps into the air, locked onto that enemy target.

Tip: Using Fusion Missiles

Given the chance, your targets will try to shoot your missiles out of the air before they impact. You can prevent this from happening by firing the missile from *behind* your target. Few of your enemies can fire directly behind themselves.

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The Shield MFD

The shield status module is overlayed on a top-down view of your vehicle and lets you know what percentage of your shield is remaining before failure. You have two layers of shields — inner and outer. The outer shield is represented by the large wedge shapes around your vehicle and the inner shield is the smaller wedges.The large shield goes through six bi-level color shifts before failing, while the inner shield goes through three simple color shifts before failing.

NOTE: If your shield is damaged, it slowly regenerates back given time.

SCENE 7

Attack on Aegis
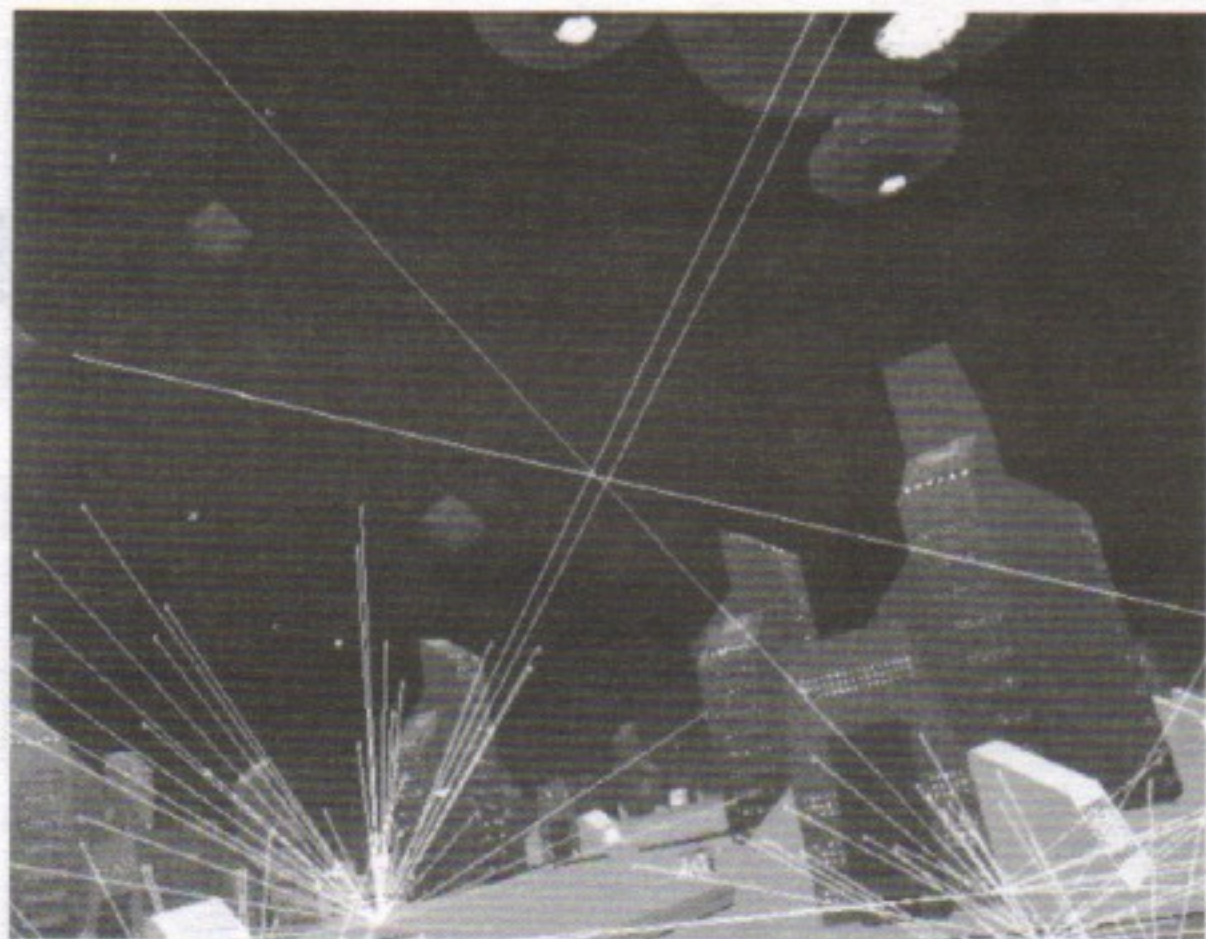
Blackout Defense

It has been theorized that the alien psi weapons lock onto human minds from their active patterns. If those patterns are reduced to an unconscious, inactive state, it prevents the psi weapons from locking onto their targets. Therefore, in an attempt to make those weapons "lose their lock" a device has been installed in all miner helmets that fires concentrated theta waves through the skull. These waves "overload" the brain, producing a brief period of unconsciousness while the thetas are generated. The subject quickly regains consciousness when the waves stop beaming. If the knocked-out period is brief enough, a clever pilot can blackout, lose the psi locks, and wake up before the vehicle being piloted crashes. Tricky, but effective.

Tip: Avoiding Missiles

Listen and learn the sounds associated with the enemy missiles being fired. Then, if you hear a missile closing in on you, trigger your defense and jerk the stick to the side. If you do this quickly enough, the missile will probably pass you by without hitting.

The other key to remember is to keep track of *where* your enemies are. If you know there's one behind you and you hear a missile being fired, the odds are high that you're the target. Don't panic, but move fast.
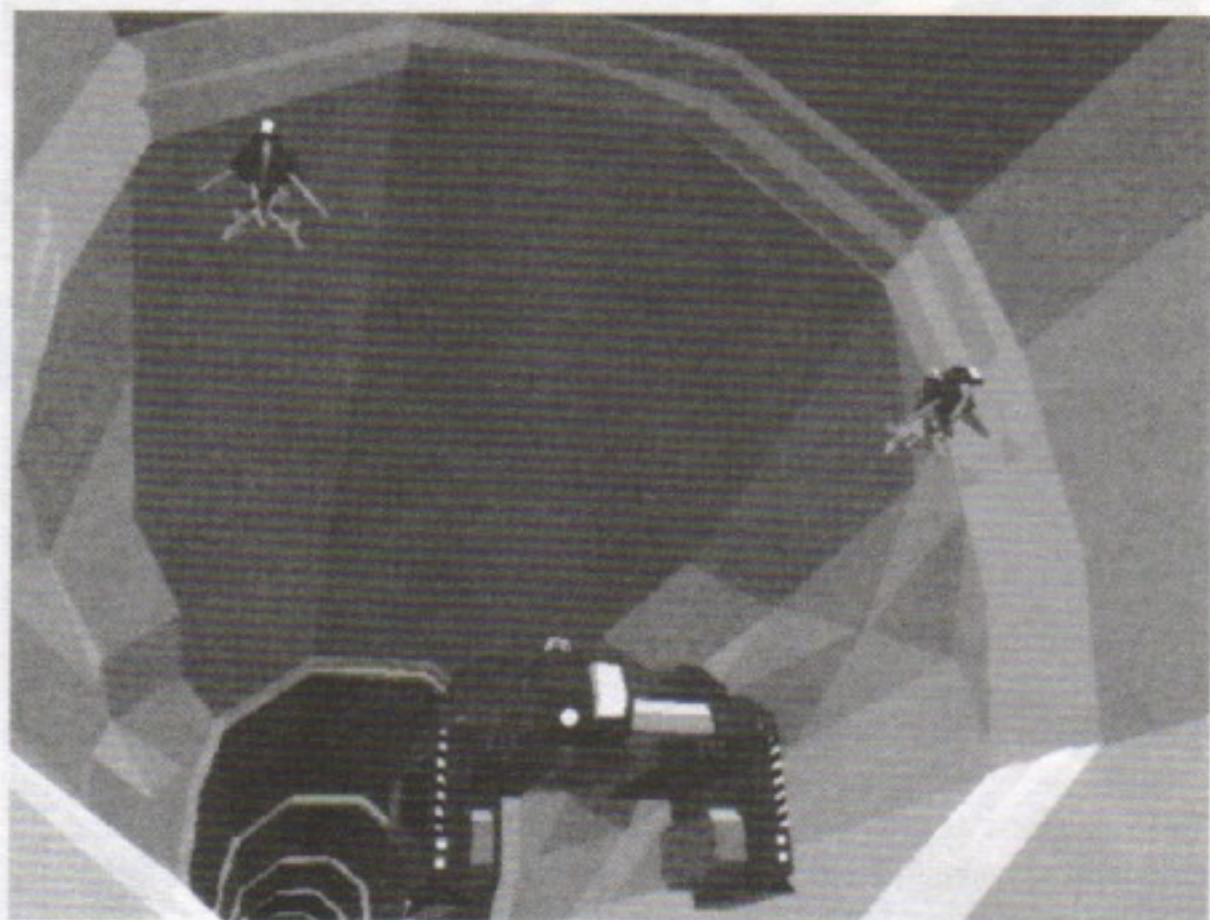
The Valkyrie

The **Valkyrie** is a hot-rod. The fastest, most maneuverable, (and least armed and armored), vehicle the Terrans have. The Val has the best shield in the game. It's Thrusters are excellent, making it the most agile thing in the sky.

Max speed — 875. Min speed — 200.

SCENE 8
Inside the Mountain

New Defenses

Force Shell

This emergency ability diverts all available power straight from your fusion engines to your shield generator. During the next five seconds, your ship is surrounded by an invulnerable shell of force. However, it cannot be lowered during this time, so you will not be able to fire your weapons while it is in effect. You must wait 10 seconds before using the shell again.

Tip: Be Aware of Your Surroundings

This may seem to be obvious advice, but it's amazing how few people actually spend time looking around them when in combat situations. Look *everywhere!* When you get a quiet moment in a battle, take the time to do a quick scan left, right, and behind you. You may discover an unknown threat that was sneaking up on you.
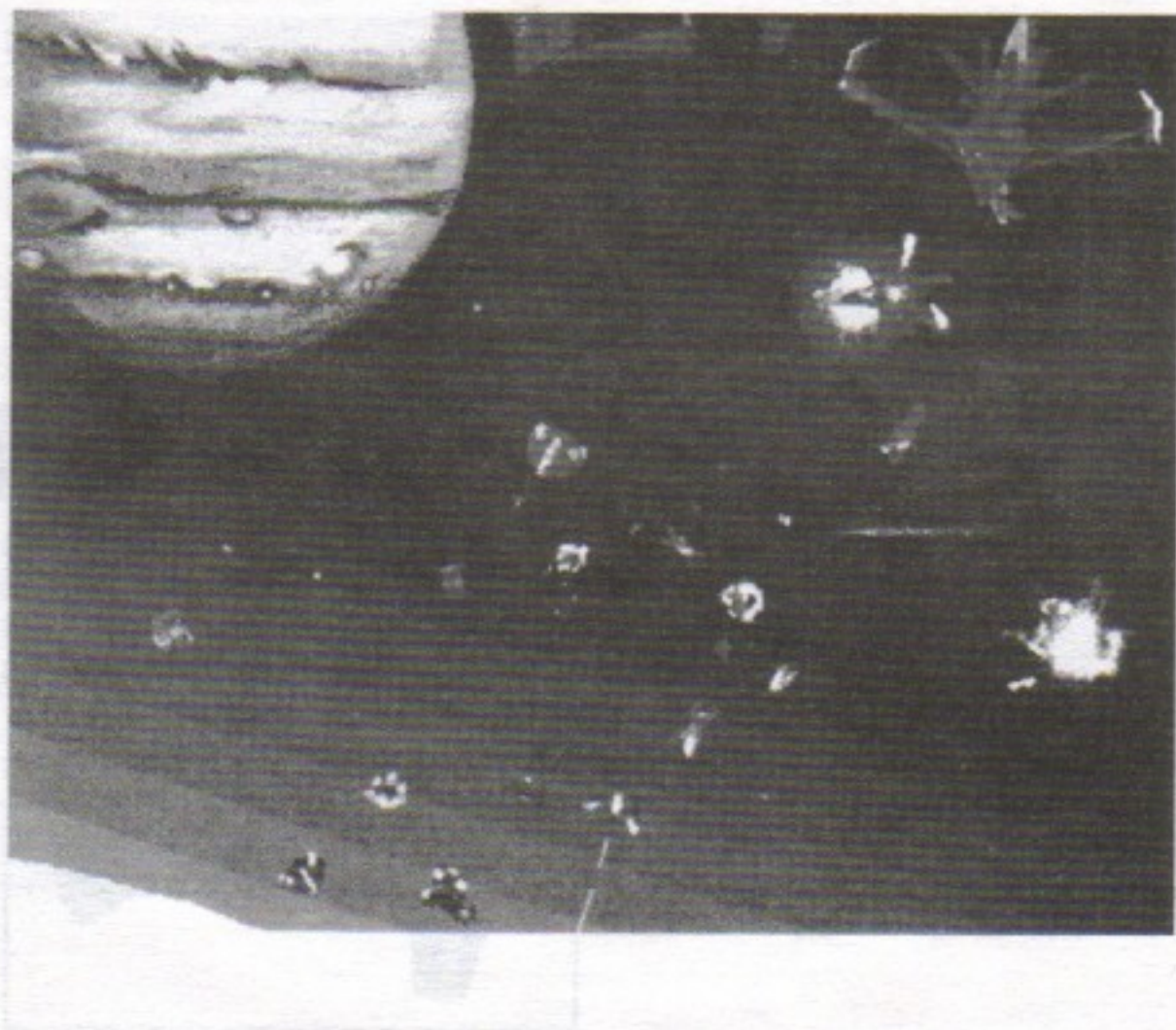
The Maglock

The Maglock is a bear to fly. It's lack of speed and maneuverability make it a pain in the butt, but its damage potential (in both how much it can take and inflict), is unmatched. It's Thrusters are remarkable and should be used as the primary source for turning and rotating.

Max speed — 500. Min speed — 50.

SCENE 9

Counterattack

New Weapon

Blaster Cannon

This weapon charges a particle packet similar to that of the gatling blaster, but massive in scale. After building up briefly in the cannon's bore, the charge is let loose and tears toward the target, impacting catastrophically against it.

The cannon's particles are slower than the MAAC, making it more difficult to aim, but it never runs out of shots and does almost as much damage as the MAAC.

New Defense

Theta Generator

The generator is the (much needed) evolution of the blackout device. Instead of overloading your brain with theta waves, the waves are effectively used as a screen preventing the aliens from locating your mind.

However, the process of erecting a field within the confines of your cabin seems to have horrific, but luckily temporary, effects on delicate machinery therein. Most importantly, your VR visor becomes mostly inoperative. Extra screening in your helmet allows the outside VR picture to still be imaged, but the snow in the picture makes it difficult to look at.

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While the generator is in effect (about 4 seconds per use), psi weapons can't lock on. Typically, it takes a while for the generator to reset its capacitors and recharge before it can be used again (5-10 seconds).

Tip: Sometimes the Threat is Not Obvious

If you're surrounded by enemies and you're hopelessly outgunned, then stick to your mission objectives. Succeed in those before you are killed and you'll win the day. Kill what needs to be killed. Keep an eye out for threats. Heroics may be fun, but they can kill you dead.

Scene 10

Evacuation

New Weapon

Drop Mines

These are typical land mines, but they can be laid from either ground or air vehicles. When a non-EMC vehicle approaches within 25M of a drop mine, it pivots toward the target and unleashes a volley of small, high velocity projectiles in that direction.

These are effective when someone is chasing you. Lay one in front of someone and it will ruin their entire day.

Tip: Count on Your Buddies

There are many occasions where your friends will be fighting the same enemies that you're facing. When this is true, you don't necessarily have to eliminate every foe before switching targets. For instance, if you're being threatened by a shadow tank and a strafing web flier, but the web flier is being pursued by an aircar, you might decide to take a few shots at the web before switching your sights to the shadow tank. What does this do? By shooting at the web a bit, you're effectively knocking its shields down some. By doing so, you increase the chances of the aircar killing it before it gets to you and you can then concentrate more safely on the shadow tank. It's risky. But it works.

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SCENE 11

Behind Enemy Lines
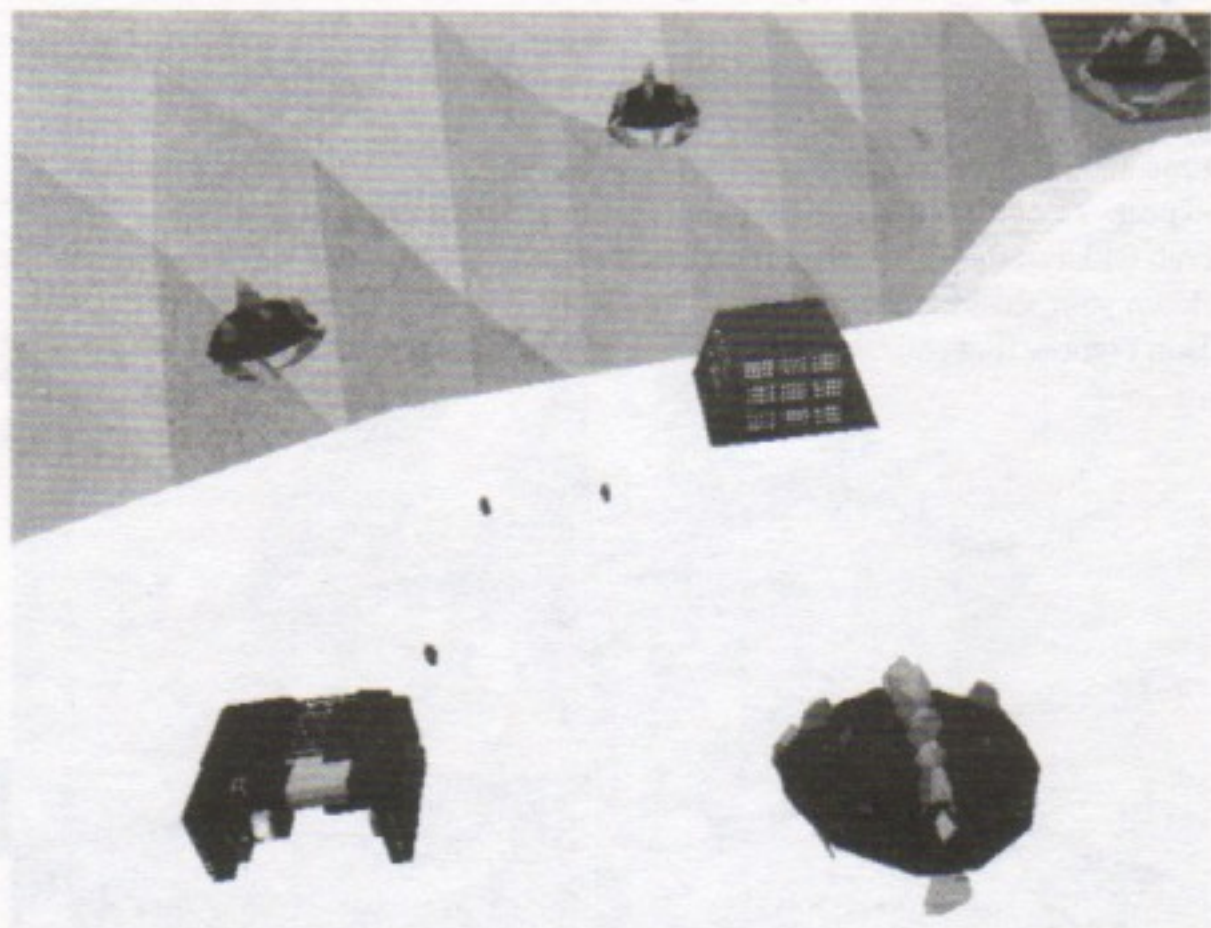
New Weapon

Tunnel Breaker Missiles

These missiles have a powerful fusion warhead designed to cause massive explosions in a contained, shaped charge. These missiles can wreck even the most hardened of targets, but you can't carry many of them, so use them sparingly.

Tip: Tough vs. Easy Targets

Sometimes it's difficult to decide whether you should take the time to destroy that crab carrier that's so threatening or whether to spend the same amount of time taking out two or three shards. The answer is contrary to what you might expect. *Take out the shards!* They don't do near as much damage to you as the crab will, but they fire more often, they're fast and maneuverable, and they take down your shield at a rapid rate. They do the dame thing to your enemies. Don't ignore that crab...but get rid of his buddies first.
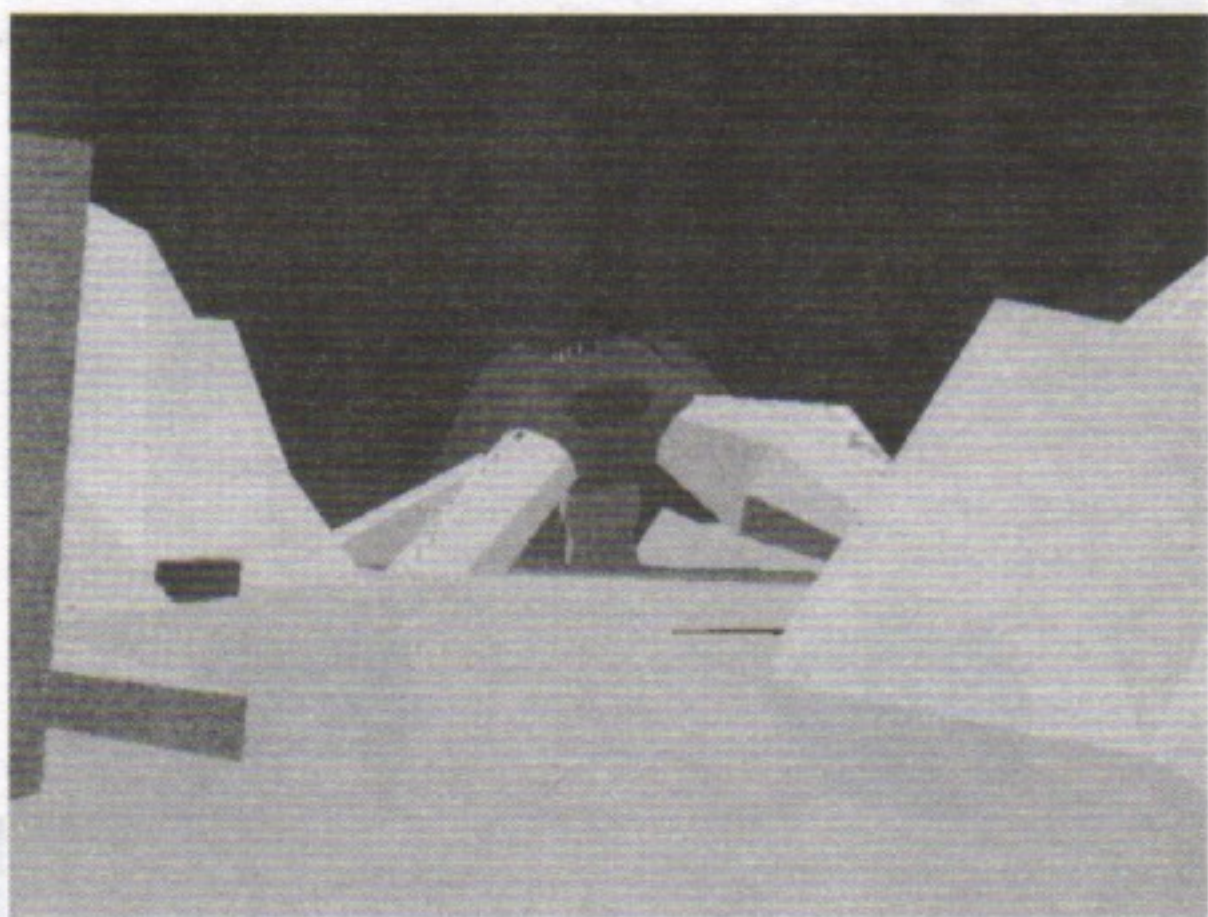
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SCENE 12

Encounter

Tip: What You Know May Be Wrong

There's really no explanation of this here. Just keep it in mind.

SCENE 13

Hammer and Anvil

Scene 13 — Hammer and Anvil

New Weapon

Fusion Cannon

The fusion cannon harnesses the full strength of your vehicle's reactor, charging a gigantic super-heated ball of plasma and ejecting it at your chosen target. It does an incredible amount of damage. Unfortunately, it also dissipates its energies quickly, making it a short-range weapon. Only the M.U.L.E.s and Maglocks have the reactor capacity to charge this weapon and it has proved unwise to fire it while flying, so only the M.U.L.E. carries the cannon.

Tip: Never...Ever...Give Up Hope

These missions are tough. Sometimes it may even seem hopeless. All of them can be completed and the end of the game is worth your time. Hang in there...you're almost finished

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X. Notes From the Team Leaders

What do you know. We finished it. I was beginning to think there was no life after AZ.

I'm proud of how our group of individuals came together to form a team over the past year spent making this game. We call ourselves "The Domain" now so that those of you who like our games can watch out for our name on future Eidos boxes and know what kind of quality to expect.

If you like this game, then let us know. There's a lot more games to be had in the universe of AZ — IF you want them.

Enjoy.

Dave Georgeson

Welcome to the universe of Absolute Zero. As so-lead programmer, along with Mike Kelly, I sincerely hope that you enjoy the product of the combined talents of eight people ("The Domain"). It is always hard with any project of this magnitude to know how much people will relate to the universe we have created. I can only say that we are all extremely proud of this product and hope that reflects in the work we have produced.

As with any major creative endeavor, there are many more "back-room" people who contribute to the project and I would like to send my personal thanks to you all. I would especially like to thank Eric Klein and the staff of the Apple Game Developer kitchens for their hard work and late nights with my sometime suspect code, and also Paul Margrave for his help with optimizations.

The people of Eidos deserve some thanks for their support during what has sometimes been a tortuous birth, and also thanks to John Newth and Dave Payne at Simis who wrote the underlying engine that AZ is based on in such a way that we could expand it beyond even our wildest dreams!

Bozz

XI. SCENARIO DESIGN & LEVEL CHEATS

What's Out There 1	Matt Miller
To The Rescue 1	Dave Georgeson
To The Rescue 2	Dave Georgeson
Capture 1	Matt Miller
Canyon Ambush 1	Dave Georgeson
Canyon Ambush 2	Dave Georgeson
Foothold Ridge 1	Matt Miller
Foothold Ridge 2	Matt Miller
Foothold Ridge 3	Matt Miller
Boiling Point 1	Matt Miller
Boiling Point 2	Matt Miller
Boiling Point 3	Matt Miller
Attack on Aegis 1	Joe Marullo
Attack on Aegis 2	Joe Marullo
Attack on Aegis 3	Dave Georgeson
Inside the Mountain 1	Matt Miller
Counterattack 1	Dave Georgeson
Counterattack 2	Dave Georgeson
Counterattack 3	Dave Georgeson
Evacuation 1	Matt Miller
Evacuation 2	Matt Miller
Behind Enemy Lines 1	Dave Georgeson
Behind Enemy Lines 2	Dave Georgeson
Behind Enemy Lines 3	Dave Georgeson
Encounter 1	Dave Georgeson
Encounter 2	Dave Georgeson
Hammer and Anvil 1	Dave Georgeson
Hammer and Anvil 2	Matt Miller
Hammer and Anvil 3	Dave Georgeson
Hammer and Anvil 4	Dave Georgeson

Level Cheats

To skip a level, go to the New Game screen and click on the level you're trying to skip. Then type in the quote of the person who created the level you're skipping. You won't see anything, but if typed correctly, a new level appears on your list. Quotes are found in the Credits screen. (F6 on PC, A on Mac). If you skip a level, you must complete it before you can gain access to the Hammer and Anvil levels. You cannot "cheat" from encounter 2 to any of the H&A levels.
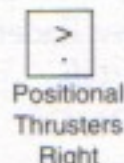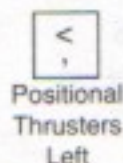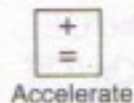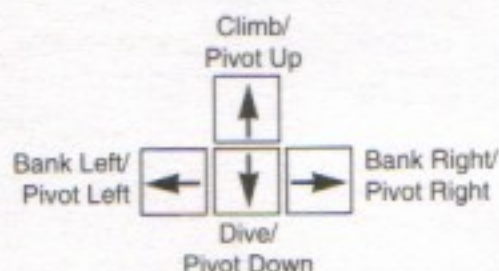
XII. General Playing Hints

- Play with headphones on to get the full stereo '3D sound' effect. This helps you judge where the other objects are in reference to your own position.

- If what you're doing gets you killed, then change your tactics. Be flexible.

- Many of the aliens are agile fliers. "Joust" with them by going to max velocity, getting some distance, and then doubling back to shoot again.

- Shields take energy to sustain. The same amount of energy is expended to deflect low-powered shots as high-powered shots. Use your low-powered, high rate of fire weapons to take enemy shields down and then hit them with your big guns.

- When playing as a turret, USE YOUR VIEWS! It's much faster to look left than to spin left.

- Learn to use your speed keys when flying. Moving at the same velocity all the time gives your enemy too much advantage. Vary your speed and you'll do a lot better.

- Use your positional thrusters to line up shots. It's a lot easier than trying to bank or roll into position.

- Your Target ID window is quite useful for identifying long-range opponents.

- The aliens tend to do the same things in the same situations (like we do). Learn their tactics and anticipate their moves.

- the aliens are not afraid of ramming you. Beware.

- If your missiles never seem to hit, watch the aliens closely. They may be shooting them out of the air. They can't do that if you fire the missiles from behind them.

- Pay attention to your speed. If you go too slow, you'll fall out of the sky. A fun option — cut your engines, fall a bit, then go to max thrust again. You can change altitudes quickly this way.

- Remember, whenever you fire, your shield is DOWN! If you can't avoid a collision, stop firing!
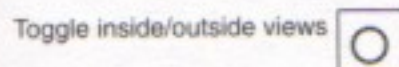
XIII. KEY COMMAND OVERVIEW

Movement

Throttle

1	2	3	4	5	6	7	8	9	0
10%	20%	30%	40%	50%	60%	70%	80%	90%	100%

```
                    Climb/
                   Pivot Up
                     ↑
Bank Left/      ←    ↓    →      Bank Right/
Pivot Left                      Pivot Right
                    Dive/
                  Pivot Down
```

```
   [-]              [+ =]
Decelerate        Accelerate

   [< ,]            [> .]
Positional        Positional
Thrusters         Thrusters
  Left              Right
```

View Controls

Toggle inside/outside views [O]

Toggle Pan/Snap [Key 7]   [Key 9] Reset Pan/ Look Up

```
              Pan Up/
            Snap Forward
             [Key 8]
Pan Left/  [Key  [Key  [Key  Pan Right/
Snap Left    4]    5]    6]  Snap Right
             Pan down/
             Snap Rear
```

Weapons and Defense

Fire Weapon	space
Change Weapon	W
Erect Force Shell	S
Blackout/Theta Gen	D
Next Target	U
Previous Target	I
Acquire	tab

VR Visor

VR Visor On/Off	M
Toggle Left MFD	[(lft bracket)
Toggle Right MFD	] (rt bracket)
Enter VR Tunnel	return

HUD Controls

Compass On/Off	Z
Pitch Ladder On/Off	X
Radar Screens On/Off	C
Toggle Boresight Radar	V
Toggle Topdown Rader	B
Crosshairs On/Off	N
Ground Grid On/Off	G
Ghost Lines On/Off	L
Next Waypoint	' (apostrophe)
Previous Waypoint	; (semicolon)

Miscellaneous

Pause	P
Help Screen	H
Credits Screen	A
Visor Controls	clear
Quit	
Q	

NOTE: These keys are for the "Default" key set only.