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ELECTRONIC ARTS®

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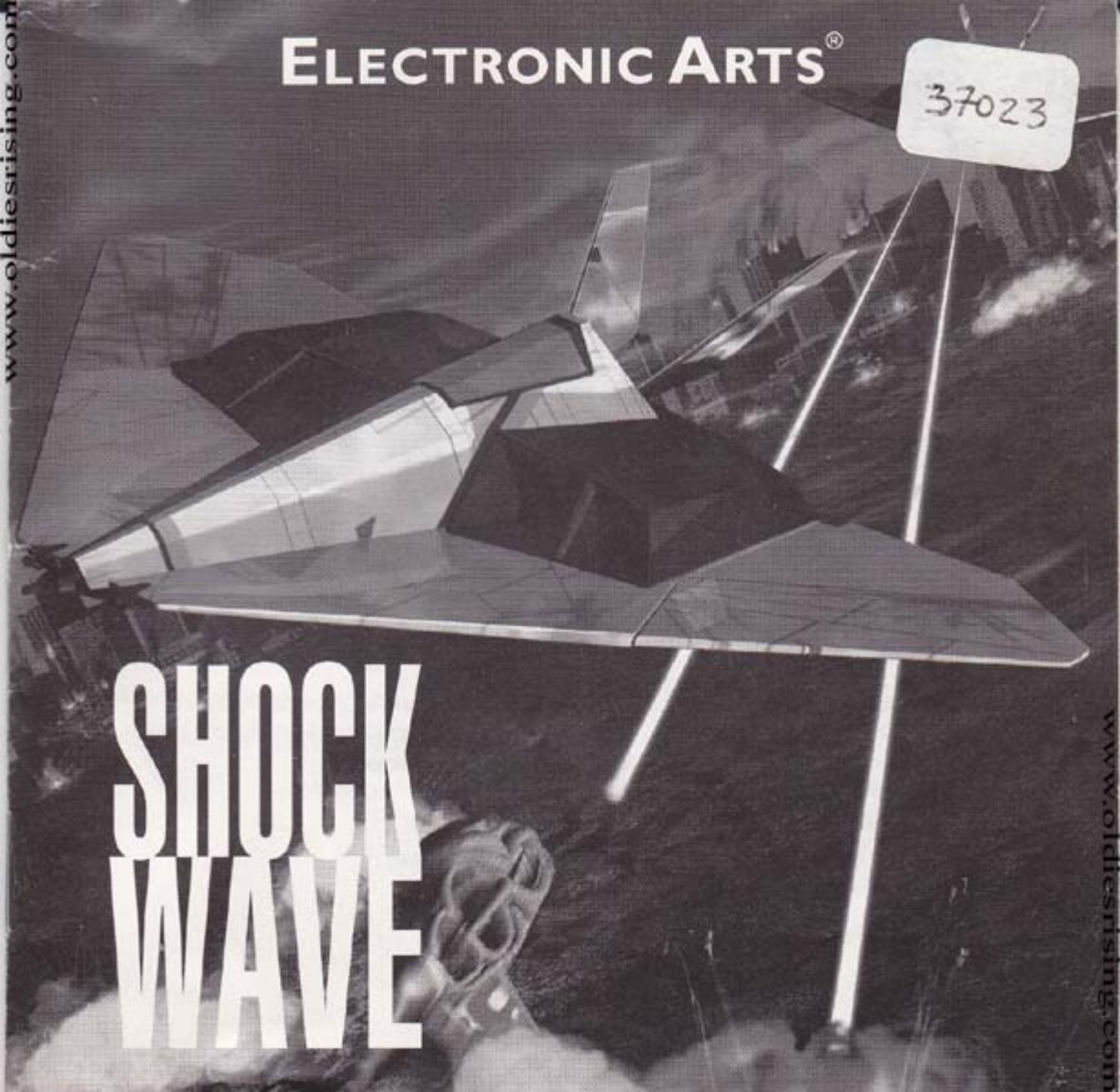

SHOCK WAVE

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THE ARTISTS:

Pictured (left to right) – **Front Row:** Stewart Bonn, Stig Smith, Kelly Pope, Bob Rossman, Jeff Jacka. **Center Row:** Jerry Newton, Don Woo, Don Veca, Peter Traugot, Philippe Tarbouriech. **Standing:** Michael Becker, Chuck Austen, Erik Holden, Marc Farley, Tony Berkeley, Laurent Benes.

Not shown: Eric Baldeschwieler, David Pettigrew.

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WARNING: READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER™ SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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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 control pad, 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 on page 6 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.

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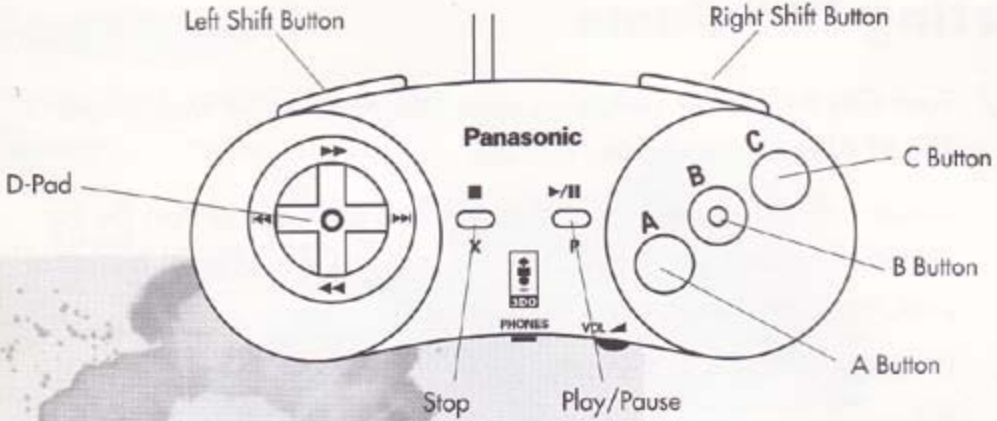

Command Summary

Overall

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

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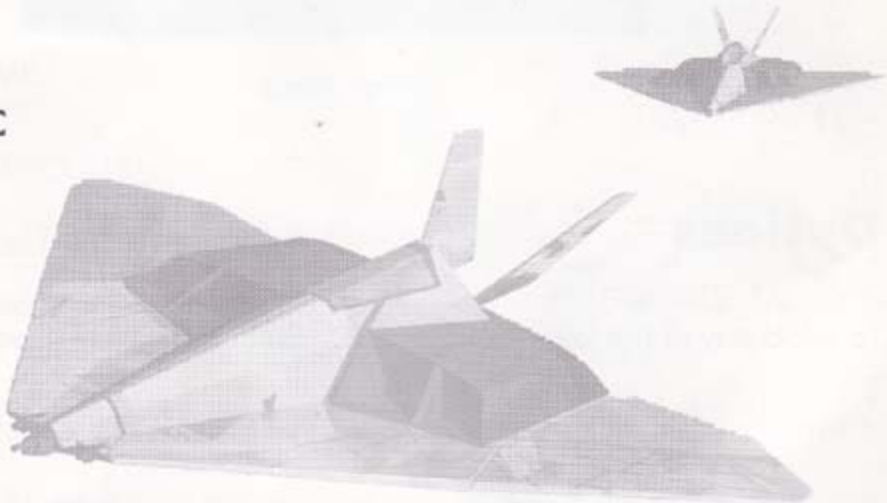
Flying

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 refueling drone.

Firing

Fire Lasers: **B**
Fire Missiles: **C**



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Main Menu

Options

To select any of the following options, D-Pad **UP/DOWN**, then press **C**.

When you have set the game up, press **PLAY/PAUSE** to launch the game.

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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 will appear in the Roster only after you have flown a mission.

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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.

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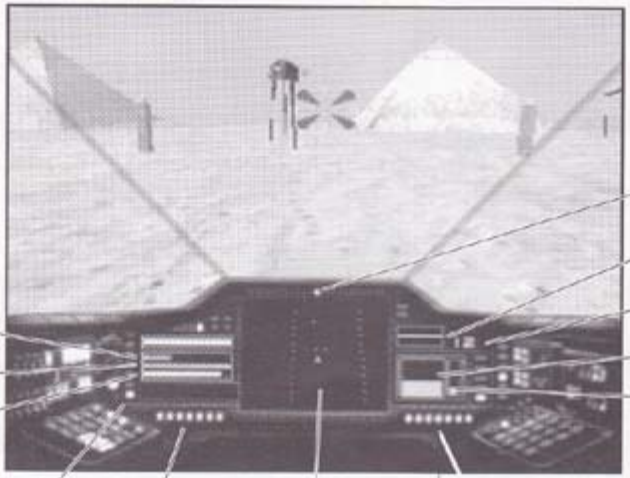
Help

To view the control pad layout: Press **C**.

Your Aircraft/Cockpit

The F177 carries Lasers and Missiles. The Omaha arms the fighter before each mission according to the mission objectives.

Cockpit



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Shields Indicator
Displays shields energy remaining. When the red bar disappears the F177 is defenseless 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 Analyzer
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.

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Odometer
Indicates the number of klicks 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. Center the indicator in its window to head on-course.

Flight Path Indicator
Indicates "Safe Zone," the area in which the F177 will not be 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**.

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Refueling

Inevitably you'll run low on fuel, ammunition, and shields. To replenish the F177's fuel and armament, fly directly under one of the refueling 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. To successfully complete a mission you must accomplish the objectives outlined by the commanding officer at the beginning of each mission. The on-line computer, Intelligent Combat Engine (ICE), provides useful information just before takeoff and outlines mission objectives throughout each mission.

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A Note On Targets

Alien vehicles are equipped with armor 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.

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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, Marc Farley & Don Veca
Aerial Photography: Jeff Smith, Monty Finefrock & Philippe Tarbouriech
Tool Support: Lou Giacalone & John Knight

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Product Manager: Frank Gibeau
Original Game Concept: Michael Becker, David Pettigrew & Stewart Bonn

VIDEO TEAM

Director: Roy Anthony Cox
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

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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 Gleeson, Sammy Choy & Joe Paulino
Audio Processing: Poolside Studios

Package Design: E.J. Sarraille
Package Illustration: Jeff Jacka, Bob Rossman, Don Woo & Erik Holden
Package Art Direction: Nancy Fong
Documentation: Jamie Poolos
Documentation Layout: Tom Peters
Product Testing: Michael Yasko, Eric DeSantis & Steve Imes
Assistant Producer: Jeff Hasson
Quality Assurance: Stewart Putney
Special Thanks To: Audrey Gustafson & Cyndi Hill
Product Manager: Frank Gibeau

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