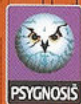


# SENTINEL

returns





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## INSTALLATION

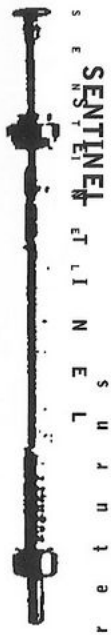
To play Sentinel Returns, place the Disc in the CD Drive. The Language Select Screen will be displayed. Use the pull-down menus to choose your language and click on "OK" to begin Installation. On-screen messages will guide you through the Installation process. When Installation has been successfully completed, click on "Finish". The following on-screen message will be displayed:

"Play Sentinel Returns, Setup/Multi-player, Exit"

Click the left Mouse button on "**Play Game**" to view the scene-setting animation sequence. To bypass the animation sequence press Escape or the left Mouse button. In due course the Main Menu will be displayed.

Click the left Mouse button on "**Setup/Multi-player**" to access the "Game Settings Menu" (see Game Settings Menu on page 12) Click on "**Exit**" to immediately end the current session of Sentinel Returns. But you were not born to lose, so get back in the arena and try to topple the Sentinel again - he would expect nothing less of you...





# THE LOOP

## THE LOOP

An unreal universe exists.  
Where the battle for control of the essence of life is a grim reality.

You have access to a sample of a substance of unknown origin.  
When injected into a Specimen of equally unknown origin, it projects an image of a world dominated by a Sentinel.

There are several hundred Specimens to examine.  
Perhaps, when you reach the end, you will gain some insight into the meaning of the process? The consequences of your failure, however, are unclear.

# IN-GAME CONTROLS

Scan Left  
 Scan Right  
 Scan Upwards  
 Scan Downwards  
 Create Tree  
 (Step 1) Create Boulder  
 (Step 2) Create Robot  
 (Step 3) Transfer to Robot

Absorb  
 Rotate 180°  
 Hyper-space  
 Drag camera mode  
 Pause  
 Access Main Menu

**Cursor left**  
**Cursor right**  
**Cursor up**  
**Cursor down**

**T - tactically blocks the Sentinel's direct gaze**

**B - to gain extra height**

**R - deploy one on a stack of boulders**

**Q - and follow Steps 1 and 2 until you are higher than the Sentinel.**

**Then absorb the Sentinel to finish the Level**

**A or Left Mouse button**

**U**

**H (see PLAYING THE GAME: The Jump to Hyper-Space)**

**Right Mouse button (see PLAYING THE GAME: In-game Cursor)**

**P**

**Escape**



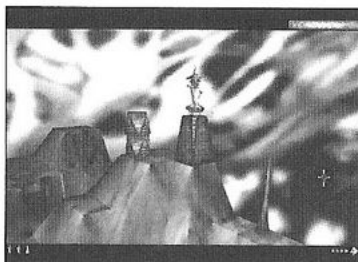


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# GAMEPLAY INFORMATION

## PLAYING THE GAME

### THE GAME SCREEN



— Scanning Bar

— In-game Cursor

— Level Progression Indicator

|  
Energy Pool

While the **Scanning Bar** remains empty, you are safe. If the Bar is half-full, the Sentinel or a Sentry is half-scanning the Robot Host. If the Bar is full, a full scan is occurring as energy is being drained and it is time to relocate - quickly!

The **Energy Pool** represents your score. All objects on the landscape have an inherent energy value, as seen below:

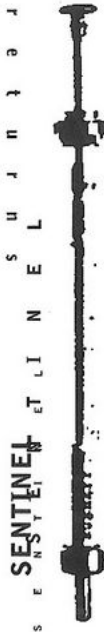
Tree	- 1 unit
Meany	- 1 unit
Boulder	- 2 units
Sentry	- 3 units
Robot Host	- 3 units
Sentinel	- 4 units

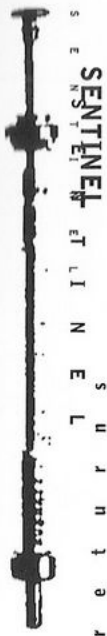
At the start of each Level there are 10 units of energy in the Energy Pool. When one places an object on the landscape, its value is deducted from the Energy Pool.

NOTE: A Golden Robot Host icon represents 15 units of energy in the Energy Pool. One should seek to accumulate as many of these icons as possible, as energy is the key to success.

The **Level Progression Indicator**, represented by a number of gold arrows, displays how many Levels one will progress at the end of the current Level. Directly linked to the percentage of energy absorbed in the current Level, the more gold arrows displayed the further the Level Progression will be (see PLAYING THE GAME: Have Energy, Will Travel).

The **In-game Cursor** is cross-shaped and can be directed around the game screen by dragging the Mouse. To lock the screen, press and hold the right Mouse button and then move the Mouse to look around the landscape. The In-game Cursor, now illuminated, will remain in the same position on the screen. However, time will now be saved by not waiting for the In-game Cursor to reach the edge of the screen whenever one wants to look around the landscape. During a game, the In-game Cursor will illuminate when positioned on a square upon which an object can be planted. The centre of the In-game Cursor will pulsate when it locates an object on the landscape that can be absorbed.





## HAVE ENERGY, WILL TRAVEL

Scanning and rotating at the summit of the landscape, the Sentinel absorbs the energy of any unit on the landscape which has an energy value of more than 1. Then the Sentinel redistributes the energy as Trees. Without obtaining energy it would be impossible to defeat the Sentinel. Energy can be obtained by absorbing objects within the landscape, either on the same plain, in the valleys below or on squares that are visible from the Robot Host. Ultimately, ascend to the highest point of the landscape, absorb the Sentinel and take his place upon his plinth. Should the Energy Pool reach zero, the Level must be restarted. Should the Energy Pool fall below zero, it will be Game Over.

Advance 4 Levels by absorbing 90%-100% of the energy within a Level.

Advance 3 Levels by absorbing 70%-89% of the energy within a Level.

Advance 2 Levels by absorbing 50%-69% of the energy within a Level.

Advance 1 Level by absorbing under 50% of the energy within a Level.

## ACOLYTES OF THE SENTINEL

Sentries are the Sentinel's deputies and they behave in the same way as their master. Sentries scan potential enemies and drain energy at the same rate as the Sentinel.

If a Sentinel or Sentry spies the upper half of the Robot Host but not its base, the Robot Host will be half scanned. During a half-scan, neither the Sentinel nor the Sentries are able to drain energy from the Robot Host. The threat will prompt the Sentinel or Sentry into a pre-emptive strike. It will create a Meany out of a Tree within a ten square radius of the Robot Host. If there are no Trees within the ten square radius, nothing will happen.

If spotted, the Meany will hyper-space the Robot Host to a point equal or lower to its present height and at a cost of three units of energy. Should the Energy Pool not contain enough energy to execute a jump to hyper-space, that's Game Over. Should the Energy Pool contain enough energy to hyper-space, but not enough energy to then create a new Robot Host or height-gaining Boulders, the Level must be restarted.

During a Meany's creation and during its initial rotation, the Sentinel or Sentry will continue to half-scan the Robot Host. When the Meany is complete, a silver light, next to the on-screen Scanning Bar, will flash. After hyper-spacing a Robot Host, a Meany reverts into Tree form.

## THE JUMP TO HYPER-SPACE

Surrounded by Sentries? Energy being drained? No way out? Think again!

Use the hyper-space function to relocate the Robot Host elsewhere on the landscape. The relocation will either be on the same plain, in the valleys below or on squares that are visible from the Robot Host. Three units of energy are deducted from the Energy Pool for every completed hyper-space. If the old Robot Host is visible from the newly-cloned Robot Host, it can be absorbed and the three units of energy can be regained.

NOTE: this is a random facility and could relocate the Robot Host directly within the Sentinel's field of vision or to a valley where, without enough energy, it is impossible to escape from.

## PLOTTING AN ATTACK

Study the Sentinel's direction of rotation and move accordingly. The direction of rotation will vary between Levels. The Sentinel's field of vision is 28° wide. Build as high and as fast as possible. Providing height is not an issue, it is still possible to absorb Sentries, even while they are scanning Robot Hosts. In a deadlocked situation, jumping to hyper-space may be the answer. The Robot Host will be relocated to a square at the same height or below. If all the available squares are occupied, then the Robot Host will relocate to a square on the plain above. The valley walls provide some protection from the Sentinel's watchful gaze. Try creating a Tree between the Robot Host and the Sentinel to counter the full glare of his scrutiny. With dexterity of thought and judicious use of the Energy Pool, a final assault on the Sentinel can be satisfactorily executed. There is no substitute for experience.

## CONCLUDING THE LOOP

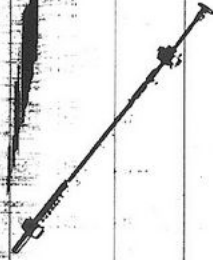
Finish Levels by absorbing all the Sentries and finally the Sentinel - then create a Robot Host on the Sentinel's plinth and hyper-space from it. Don't forget to admire the view first!



SENTINEL

T I N E L

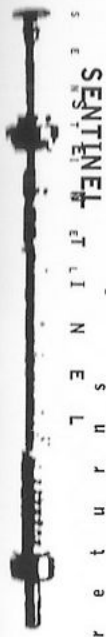
S U N D A Y



# PORT RAI TS

SENTINEL





## **BOULDER**

Worth 2 units of energy within the Sentinel's domain, boulders are predominantly used for building towering structures upon which a cloned Robot Host can be placed. Boulders can also be used as decoys - place one on a square within the Sentinel's vision and while he is busy draining it, simply transfer elsewhere.



## **ROBOT HOST**

Worth 3 units of energy, Robot Hosts possess the ability to clone their form. Using this cloning process it is possible to create new Robot Hosts and transfer from one to another. Should the Sentinel see the Robot Host he will scan it and begin to absorb it. So keep on the move and at all times protect the Robot Host.



## **MEANY**

Meany by name, mean by nature. Created solely to hyper-space others to less advantageous points within the landscape.



## **THE LANDSCAPE**

An undulating, chequered vista provides the backdrop to the quest to topple the Sentinel. Build Boulders and cloned Robot Hosts on visible squares. Ascend from the lowest valley to the highest hill and beyond.

# MENUS

## USING MENU SCREENS

Use the Cursor keys to highlight required options. Press Return or the left Mouse button to confirm.

## GAME SETTINGS MENU

At any time within the Game Settings Menu, click on "Reset to Defaults" to undo any changes. Alternatively click on "Save Settings" to commit the new amends to default. When ready to begin, click on "Exit" and then click on "Play Sentinel Returns".

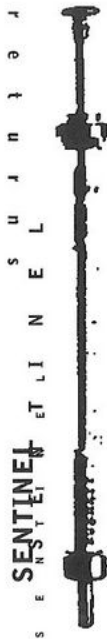
Keyboard	- see <b>Keyboard Menu</b>
Mouse	- see <b>Mouse Menu</b>
Graphics	- see <b>Graphics Menu</b>
Audio	- see <b>Audio Menu</b>
Multi-player Options	- see <b>Multi-player Options</b>
Multi-player	- see <b>Multi-player Menu</b>

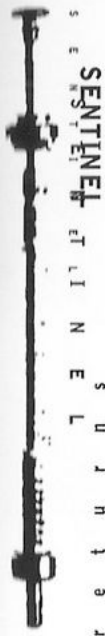
## KEYBOARD MENU

The keyboard controls are displayed alongside adjacent text bars. Position the Cursor on a text bar. Click the left Mouse button to reveal a pull-down menu. Then reconfigure the keyboard control by pressing a different key.

## MOUSE MENU

Adjust the Mouse's sensitivity using the sliding scale, and reconfigure the in-game Mouse controls.





## GRAPHICS MENU

Adjust the Rendering Engine, Screen Mode and Rendering Accuracy functions.

## AUDIO MENU

Adjust the audio and sound effects functions.

## MULTI-PLAYER OPTIONS

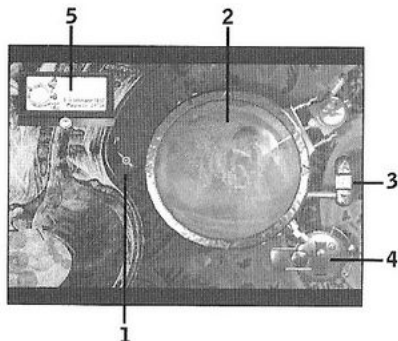
Tailor the level design for a Multi-player showdown. Adjust the amount of energy-giving Trees and enemies on the landscape. Choose Slow, Normal or Fast to determine Enemy Scan Rate and Enemy Turn Speed. Use the sliding scale to determine the landscape's geography – rugged or flat.

## MULTI-PLAYER MENU

Before entering a session you must first choose a DirectPlay Service Provider. Position the Cursor on the pull-down menu and click the left Mouse button. Then select from IPX Connection, Internet TCP/IP Connection, Modem Support or Serial Connection. Type in your name or a nickname to identify yourself. As host of a session, you must choose a session name. To join a Multi-player session, click on "Join a Session" and follow the on-screen messages. To host a session, click on "Host a Session" and follow the on-screen messages.

NOTE: during a Multi-player session, the race is on to see who can absorb the Sentinel first. Gaining height is the key. When you see another player, click on him and Hyperspace (see The Jump to Hyper-Space) him lower on the landscape. It's very fast and spiteful, but we never said it was anything else! Before the Main Menu is displayed, an introductory sequence will be shown. Press Escape or the left Mouse button to skip the sequence.

## MAIN MENU



- |              |                           |
|--------------|---------------------------|
| 1. CURSOR    | - Go to Using the Cursor  |
| 2. LEVEL MAP | - Go to Level Map Display |
| 3. GAUGE     | - Go to Using the Gauge   |
| 4. START     | - Go to Play              |
| 5. OPTIONS   | - Go to Options Menu      |

Within the Main Menu, press Return to launch directly into a new game.

To quit Sentinel Returns, press Escape. The following message will be displayed on-screen:

"Withdraw, Yes/No"

Position the Cursor over "Yes" or "No" and click the left Mouse button.

## USING THE CURSOR

The Cursor functions within the Main Menu and the Options Menu. Use the Mouse to guide the Cursor across the screen. The Cursor will illuminate when it is positioned on an item that can be selected. Position the Cursor on a chosen destination and click the left Mouse button to confirm. If nothing happens, reposition the Cursor on the chosen destination and try again. It may simply need re-aligning.

## LEVEL MAP DISPLAY

The Level Map Display shows a bird's-eye view of the next arena in which you must do battle. Position the Cursor on the 3D map and drag the Mouse to rotate the arena. Four compass points facing North, South, East and West adorn the map's frame. Click the left Mouse button on any compass point to further study the map. Memorise, if you can, the lay-out of the landscape, for you may not get another chance to view it from such a great height. Pay particular attention to the location of the Sentinel and his Sentries. Plot your course and stick to it.

## USING THE GAUGE

The Gauge consists of two red pointers - the Up Arrow and the Down Arrow - and between them, a numeric Dial. The Dial records your progress through the Levels and displays the number of the current Level. To access previously completed Levels, position the Cursor on the Up Arrow and click the left Mouse button. Use the Down Arrow to return to the current Level. Use the Gauge to explore previous Levels (bypassed through gaining maximum energy), replay favourite Levels or introduce newcomers to the game.

## PLAY

Position the Cursor on the golden orb in the bottom right-hand corner of the screen to reveal a red button. Position the Cursor on the red button and click the left Mouse button to launch a new game. Alternatively press Return to play. During a game, press Escape at any time to return to the Main Menu.

## OPTIONS MENU

When the Options Menu is selected, a panel will descend from the wooden box in the top left-hand corner of the screen. The panel displays the words Archive and Options.

### ARCHIVE

Position the Cursor on the node marked Archive and click the left Mouse button. A new panel will appear. This panel displays four blue test-tubes, a clamp device and the words "LOAD" and "SAVE". The test-tubes represent saved games. Empty test-tubes are static blue. Test-tubes that contain previous saved games are writhing green. The clamp device indicates the currently selected test-tube. To switch test-tubes, position the Cursor above another test-tube and click the left Mouse button. The clamp device will relocate itself to the chosen test-tube.

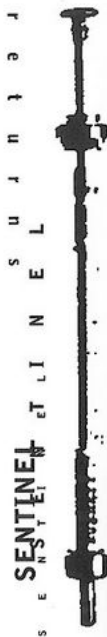
### LOADING

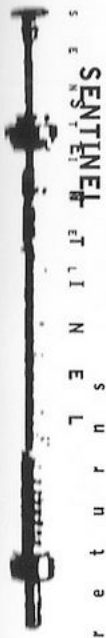
To load previously saved Sentinel Returns games, select a green test-tube, then position the Cursor on the word "LOAD" and click the left Mouse button. Once loaded, the Gauge Dial (see Using the Gauge) displays the number of the highest Level currently available.

### SAVING

To save your progress, select any test-tube, then position the Cursor on the word "SAVE" and click the left Mouse button.

NOTE: this facility can be used to overwrite previously saved games.





## OPTIONS

Position the Cursor on the node marked Options and click the left Mouse button. A new panel will appear displaying the following functions:

Music  
Sound

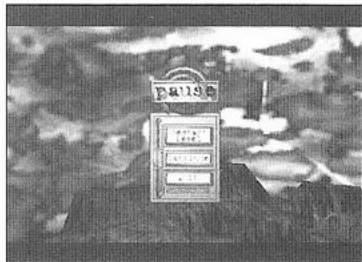
## MUSIC

A green test-tube represents the Music Volume level. Within the test-tube floats an air-bubble. Position the Cursor on the air-bubble. Hold the left Mouse button down and move left to decrease or right to increase the volume of the in-game music.

## SOUND

A green test-tube represents the Sound Effects Volume level. Within the test-tube floats an air-bubble. Position the Cursor on the air-bubble. Hold the left Mouse button down and move left to decrease or right to increase the volume of the in-game sound effects.

## IN-GAME MENU



Access the In-Game Menu by pressing "P" during a game. This will pause the action. Use the Cursor keys to choose between Restart Level, Continue or Quit. Press Return to confirm.

### RESTART LEVEL

Returns to the beginning of the current Level.

### CONTINUE

Returns to the point in the game at which it was paused.

### QUIT

Aborts the current game and returns to the Main Menu.



## END GAME MENU

Upon successful completion of a Level, the following on-screen message will be displayed in the top left-hand corner of the screen:

"Advancing to landscape..."

In due course, the Main Menu will be displayed (see MAIN MENU for further instructions). When the Energy Pool has been drained the following on-screen message will be displayed:

"Replay level? Quit"

Use the Up and Down Cursor and press Return to restart the Level or return to the Main Menu.

## MUSIC CREDITS

Earth

Air

Composed by John Carpenter

Arranged by Gary McKill

SENTINEL  
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# SENTINEL

returns

SENTINEL ET LI N E L S U J N T E R



