



ALPHA TEAM

Instruction Manual



Thank you for buying LEGO Alpha Team, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids Tested. Kids Approved.'

We are confident that LEGO Alpha Team will bring you hours of enjoyment. If you experience any difficulties at all with this product please do not hesitate to contact our customer services, who will be pleased to help you.

LEGO Software is all about fun, so if you love LEGO Alpha Team just take a look through the enclosed poster to get a taster of the other thrilling titles in our range.



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Game set-up

Computer

100% Windows® 95/98 DirectX 7 Compatible Computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.

CPU	Pentium II 233Mhz or faster required. 300Mhz or faster recommended.
Memory	32 MB RAM or higher required. 48 MB RAM or greater recommended.
Video	Direct3D-compatible 3D accelerator card required. 8 MB dedicated video memory required.
CD-ROM	Quad speed (4X) or faster CD-ROM / DVD drive required.
Sound Card	100% Windows® 95/98 DirectX 7 compatible 16-bit sound card required.
Input Device	100% Windows® 95/98 compatible mouse and keyboard.
DirectX	Microsoft DirectX 7 is included on this CD-ROM and must be installed to play LEGO Alpha Team. Please refer to the readme file contained on the LEGO Alpha Team CD-ROM for more information regarding DirectX.

Note: Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the CD-ROM / DVD drive for the game to run.

Installation Installation requires 350 MB hard drive space. (Uncompressed.)*

*Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example, under Windows® 98 the option that would usually be used to perform this function would be called DriveSpace.



Game set-up

How do I Install LEGO Alpha Team?

Place the **LEGO Alpha Team** CD-ROM into your CD-ROM drive. The installation help screen will become active after a few seconds. Follow the instructions that are displayed and you will be informed when the installation is complete. **PLEASE READ THE ON-SCREEN INSTRUCTIONS CAREFULLY.**

Note: If the installation help screen does not appear, then the autorun function may be disabled on your system. (See the readme.txt file on the LEGO Alpha Team CD-ROM or your technical reference manual for further details on how to activate the autorun feature.)

How do I start LEGO Alpha Team?

You must restart your computer if you have been running any other applications, apart from the **setup program**. The game should always be played with as few other applications running as possible, and it is best to wait for hard disk activity to stop before running the game. To run the game, click on the LEGO Alpha Team icon on your Windows desktop. You can also start by clicking onto:

Start

Programs

LEGO MEDIA

LEGO ALPHA TEAM

LEGO ALPHA TEAM

The CD-ROM has to be present in the **CD-ROM / DVD drive** for the game to run.



Game set-up

How do I uninstall the game?

It is advisable to uninstall the game using the LEGO Alpha Team uninstall option. To uninstall the game, click onto:

Start

Programs

LEGO MEDIA

LEGO ALPHA TEAM

UNINSTALL LEGO ALPHA TEAM

The uninstall option will help you remove files related to this program from your system.

Note: Any saved games will not be removed by using the uninstall option. These will have to be removed manually. Please refer to the technical reference manual or the readme.txt file on the LEGO Alpha Team CD-ROM for instructions.



Game set-up

How do I check to ensure that all of my DirectX 7 drivers are certified?

Windows® 95/98 with DirectX 7

Note: If you are unsure regarding any installation of DirectX drivers, then please contact your PC manufacturer, as DirectX can alter your video/sound card settings if not installed correctly.

With DirectX 7, you can check for a successful DirectX setup by doing the following:

Click on **My Computer** (Desktop Screen)

Choose:

C drive

Program Files folder

DirectX folder

Setup folder

Icon **DXDIAG** (Blue circle with yellow cross within it)

The screen that appears has multiple tabs along the top. You will want to click on the **DirectX Drivers** tab. All of the drivers are listed separately and you will find a Notes field along the bottom. Any problems encountered will be listed within this notes field.

Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98 to meet the DirectX standard. You will want to contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.

If you have any problems starting of running this game, please see the **readme.txt** file contained within the LEGO Alpha Team CD-ROM or the technical reference manual. These resources will provide you with possible solutions for problems encountered with this game.



Introduction

The game begins high above the Earth, in LEGO Alpha Team's orbiting satellite headquarters. LEGO Alpha Team, a crew of "special forces" construction experts, is in trouble. Their arch-foe, Ogel, has developed a new technology that manufactures Evil Orbs that turn unsuspecting LEGO townspeople into zombies! Ogel calls it the D.O.O.M. Machine (Device for **O**minous **O**rb **M**anufacturing). That's pretty powerful stuff and Ogel, being evil, is undoubtedly hoping to use these Evil Orbs as part of some sinister plan for world-domination!

Five of the six LEGO Alpha Team members have already disappeared after attempting to locate the D.O.O.M. Machine and disable it. Your job is to lead Dash, the only remaining team member, on a mission to rescue the missing LEGO Alpha Team members and disable the D.O.O.M. Machine.

Intelligence reports indicate that Ogel has hidden his D.O.O.M. Machine in one of three evil "compounds" located in exotic locales around the Earth. You'll have to help Dash infiltrate these compounds, open locked security doors, avoid booby-traps and tangle with mindless zombies. Danger will be lurking everywhere!

Alpha Team HQ



Quick Start

Select **Adventure** from the **Main Menu**. Then choose any one of the open saved adventures (labelled "new") to begin. After Tee Vee presents the Adventure Briefing, you'll move on to the LEGO Alpha Team Training Area to learn how to navigate through the game and use LEGO Alpha Team equipment. You may skip the Training Mission at any time by clicking on the **Mission Menu** button in the lower left corner of the screen and selecting **Skip Training Mission**.

LEGO Alpha Team is a puzzle game in which you place and connect equipment to help the LEGO Alpha Team solve missions. Each mission goal may seem simple enough, but the team will be relying on you to build increasingly complex chain-reactions with their equipment to help them achieve the goals.

A Mission has two play modes: **BUILD** and **GO**. In **BUILD Mode**, you place and connect LEGO Alpha Team Equipment. In **GO Mode**, LEGO Alpha Team members spring into action and attempt to use the devices you've set up. If your solution doesn't work the first time, you return to **BUILD Mode** (click on the Stop! button) make some changes, and try again. All the equipment you need to solve the puzzle will be present in the mission space. It's up to you to put them together in the right combination, allowing the LEGO Alpha Team members to achieve their objectives.

LEGO Alpha Team members are deployed either in standing positions or attached to a piece of equipment. (for example, an LEGO Alpha Team member may be on a See Saw). You cannot move Alpha Team members that are attached to a piece of equipment without moving the piece of equipment as well.

Some equipment -- stairs, trampolines, movement tiles -- help the team move through the missions. Other equipment -- motors, generators, and other devices -- are used within chain-reactions.

The only limit to the kinds of chain-reactions you can build is your imagination!

Quick Start

Your first destination will be Ogel Island, where Ogel cultivates evil plants in his greenhouse laboratories. You'll only have one piece of LEGO Alpha Team equipment with you to start, the Direction Tile, so your first few contraptions will be fairly simple. But as you progress through the game and free the captured team members, more LEGO Alpha Team equipment will become available to you. This will allow you to construct more complex contraptions to defeat Ogel's increasingly tricky security measures. In the end, you will need all six team members and all the LEGO Alpha Team equipment to successfully complete the game.

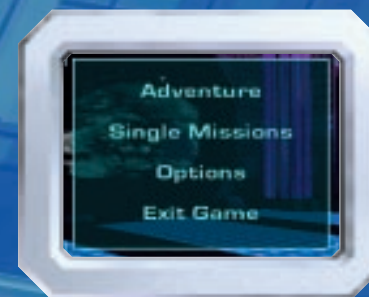
That should be enough to get you started. For more in-depth information on how to play LEGO Alpha Team, please continue to the next section.



Playing the Game

Alpha Team Headquarters

All the action begins in Alpha Team Headquarters. From here you access the **Main Menu**:



- Adventure -** Select this to begin a game.
- Select Adventure -** You will be asked to select a new adventure or continue an adventure saved previously. Up to six saved adventures can be stored (adventures are automatically saved after you solve each mission.)
- Erase -** You can erase a saved adventure by clicking on the Erase Button and then clicking on the saved adventure you would like to erase.
- Single Missions -** When you have completed a mission in the game you will be able to go back and replay it again by selecting it from this menu.
- Options -** Select this to set game preferences:
 - Screen Resolution:** Changes the screen resolution of the game.
 - Screen Brightness:** Use this to change the brightness level.
 - Screen Gamma:** Use this to control the contrast level.
 - Mouse Sensitivity:** Increasing this number will make the mouse more sensitive. Decreasing it will make the mouse less sensitive.
 - Music Volume:** Controls the volume of the background music.
 - Voice-Over Volume:** Controls the volume of the voice-over.
 - Sound FX Volume:** Controls the volume of the sound effects.



Playing the Game

- OK:** Continue with the settings selected
- Cancel:** Return to the game without making any changes.
- Defaults:** Reset the game to factory settings.
- Advanced:** Presents an additional menu in which the default performance settings that were set at installation can be overridden.

Shadows: Turns shadows on and off.

Environment Animation: Turns environmental animations on and off.

Light Maps: Turns lighting on and off.

Texture Resolution: Changes the resolution of the textures in the game.

It is recommended that you only change **Advanced Options** if the game isn't performing as expected on your particular hardware configuration. Some selections may not be available on all systems.

Warning: Changing **Advanced Options** may significantly affect the visual quality of the game.

Exit to Windows - Select this to exit the game and return to Windows.

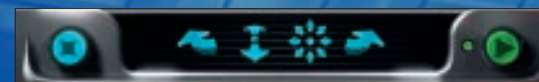


Playing the Game

The Control Panel

At the heart of the game is the **Control Panel**. From here you'll access all the menus, camera controls and information you'll need to play the game.

Control Panel



Mission Menu: Click this button to bring up the following Menu:



Keep Playing: Close the Mission Menu and continue playing the game.

Start Over: Restart the Mission from the beginning (all equipment will be replaced in their original positions).

Options: See Main Menu above.

Return to HQ: Return to Alpha Team Headquarters.

Exit to Windows: Select this to exit the game and return to Windows.

Playing the Game

Go/Stop



Go: Click on this button to send the Alpha Team into action.



Stop: This button appears over the **Go** Button after you have sent the team into action. Clicking the Stop Button will stop all action, reset the team to their starting positions, and cause the **Go** Button to reappear. Equipment that has been placed by you will remain in their locations.

Camera Controls (BUILD Mode)



Change View Use these buttons to cycle through the preset (left and right): cameras in a mission.



In-Out: Use this button to move the camera forward and backward. To use, click on the button and hold, then push the mouse forward and back to move in and out.



Pan: Use this button to keep the camera stationary while looking up, down, left and right. To use, click on the button and hold. Then move your mouse in the direction you want to look (up, down, left, right). When the camera is where you want it, release the mouse button.

Playing the Game



Hot Edges: Moving your mouse cursor to the edges of the screen will automatically slide the camera left, right, up, or down.



Crosshair: Click this button to turn the automatic camera on or off. When the automatic camera is on the camera will automatically follow the action during **GO** mode. When the automatic camera is off, you are free to use any of the camera controls manually to watch the action.

Right Mouse Button: Click the right mouse button to centre the camera on the cursor. Click the right mouse button and hold to Orbit the point on screen covered by the cursor. Be careful when using the Orbit control – you can easily get the camera trapped. If this happens, click on either Change View button to go to a preset camera.

Camera Controls (GO Mode and Crosshair ON)



Wide View Cam: Click this button to view the action from a distance.

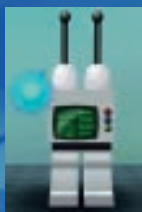


Chase Cam: Click this button to view the action over the shoulder of an Alpha Team Member.

Playing the Game

Tee Vee

The Alpha Team's robot sidekick is present in every mission. Click on him to review the current Mission Objective.



Keyboard Controls

Menus

ESC	Hides dialog boxes (in Alpha Team HQ, = Exit)
Up arrow	Any text menu: Move up one text selection
Down arrow	Any text menu: Move down one text selection
ENTER	Any text menu: Select
Y and N	Confirmation Dialog: YES and NO on

Playing the Game

Build Mode Navigation

ESC	Displays/Hides the MISSION MENU
SPACE BAR	Toggle between GO / STOP
Arrows	Pivot
Ctrl+Arrows	Orbit
Q, W, S, X	Slide left, right, up, and down
A	Move In
Z	Move Out
TAB	Next closest camera (just like the on-screen button)
Shift+TAB	Previous closest camera (just like the on-screen button)

Unit Controls

R	Rotate 90 degrees
---	-------------------

GO! Mode – Crosshair ON

TAB	GO Mode: Next Character Camera
Shift+TAB	GO Mode: Previous Character Camera

GO! Mode – Crosshair OFF

TAB	Next closest camera
Shift+TAB	Previous closest camera



Placing and Connecting Alpha Team Equipment

In each mission, you are presented with a specific set of Alpha Team Equipment to solve the mission. It's up to you to decide where to place the equipment and how it connects together to accomplish the mission goal.

To move a piece of equipment, move your cursor over the equipment until you see the arrow cursor turn green. Then, click and hold the left mouse button down while "dragging" the equipment to the area of the screen where you want it go. When you release the mouse button the piece of equipment will drop in place. If you move a unit to a spot in a mission and it turns red, that means the equipment cannot be placed there.

Equipment Menu

Clicking on a piece of equipment will bring up the **Equipment Menu** as well as give you more information about the equipment's special abilities. The **Equipment Menu** contains the following choices:



Rotate: Once the equipment is in place, you may want to rotate it in a different direction. Click on either rotate button to rotate the equipment in 90 degree increments.



Zoom: Click on the magnifying glass button to zoom in on the equipment.



Hint: Click on the Hint button to automatically move the equipment to a recommended position. Keep in mind that the equipment will be placed in a location appropriate for a specific solution and may not work if you've figured out an alternative solution.

Hints left: 3

Hint Counter: The number of hints is limited in each mission. On the bottom of the equipment menu, the hint counter tells you how many hints you have left for the current mission.



Attribute: This button will appear if a piece of equipment has a special attribute.

Placing and Connecting Alpha Team Equipment

Connecting Building Units

After you have placed a piece of equipment in the desired location, you may need to connect it to another piece of equipment. If the equipment can be connected to another piece of equipment, you will see a **Plug**, **Belt**, and/or **Rope Button** on the **Equipment Menu**.



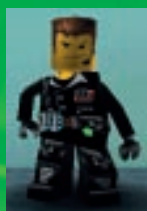
Click on the **Plug**, **Belt**, and/or **Rope Button** to create a connector. The cursor will change appropriately to indicate you have created a connector.

Now click on a piece of equipment to make the first connection and then click on another piece of equipment to make the second and final connection. You'll know you've made a valid connection when the red line turns green.



Alpha Team and their Equipment

The secret to good building is knowing your team and their equipment. The six LEGO Alpha Team members are very versatile. They can run, jump, go up and down stairs and ladders, pull levers, hit plungers and more. In addition to these general skills, each character has an area of expertise and a special set of equipment that you can use once you've rescued them.



Dash is the team's leader and motion expert.

Dash's Equipment



Direction Tile

When a team member steps onto the direction tile, he'll turn and run in the direction it's pointing.



Stairs

Use the stairs to help a team member go up or down a level.



Slide

Use the slide to move a character safely to a lower level.



Jump Tile

When a team member steps onto the jump tile, he'll perform a super-flip!



Trampoline

When a moving object hits the trampoline it will bounce off.



Dash's Diving Board

When this Building Unit is used, Dash is already in place ready to take the plunge. When something hits one of the plungers, the diving bell rings and Dash dives off.

Alpha Team and their Equipment



Crunch is the team's demolitions expert.

Crunch's Equipment



Plunger Detonator

This gadget comes with its own separate bomb. When the plunger is hit, it sends a radio signal to its bomb to explode. Both devices must be physically near each other to work properly.



Remote Control Bomb

The Plunger Detonator activates this bomb. If the bomb is flashing, it is armed. If it is not flashing, it's too far away from its Plunger Detonator.



Puncher

Hit the plunger to make the puncher arm shoot out and hit something.



Platform

You can place other gadgets on platforms for extra height. You can also stack one platform on top of another.



SeeSaw with Ball

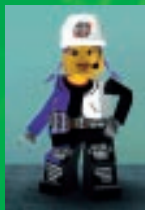
When something falls (or jumps) on the high end of the see saw, it pivots on its axle. Use it to fling the ball, which can then hit other Building Units or objects in the level.



Crunch's Rolling Bomb

When this Building Unit is used, Crunch is already in place and ready to roll. Hit the plunger to turn on Crunch's rolling bomb. It will explode in 3 seconds – or if it rolls into anything.

Alpha Team and their Equipment



Radia is the team's laser expert.

Radia's Equipment



Plunger Laser

A plunger activates this laser. Hit the plunger to fire a laser beam. You can see where the beam will hit before turning it on by looking closely at where it's aiming.



Horizontal Mirror

This mirror will deflect a laser beam to the right or left. Click on its toggle button to change the direction it's facing.



Vertical Mirror

This mirror will deflect a laser beam up or down. Click on its toggle button to make it point up or down.



Dangler with Heavy Weight

Cut the rope with a laser beam to drop the asteroid. Use the asteroid to hit a plunger or tips a SeeSaw.



Cannon

Light the fuse with a laser to fire the cannon. Use the fusionball it fires to hit a plunger.



Radia's Laser Launcher

When this Building Unit is used, Radia is sitting in it waiting to be launched. Light the fuse with a laser beam to launch Radia into the air.

Alpha Team and their Equipment



Charge is the team's electrical expert.

Charge's Equipment



Laser Generator

This generator is powered by laser energy. Fire a laser beam at its laser target to turn it on. Use it to power other gadgets by attaching an electrical cord between them.



Plunger Generator

A plunger activates this motor. Use it to power other gadgets by attaching a belt between them



Antigravity Device

When this unit receives electrical power, it generates an anti-gravity field in the area directly above it. Any moving object that enters this field will be affected.



Catapult with Rock

Cut the rope with a laser beam to launch the rock into the air. Use it to hit a plunger.



Turbo Tube

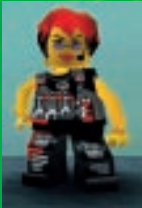
This unit gives team members and other objects a boost of energy and shoots them out the other side at a high rate of speed.



Charge's Portable Elevator

When this Building Unit is used, Charge is sitting in it waiting for a lift. When it receives electricity from a generator, it will raise Charge up into the air. When it reaches the top, he'll step off.

Alpha Team and their Equipment



Cam is the team's motors expert

Cam's Equipment



Electric Motor

This motor is powered by electricity. Use it to power other gadgets by attaching a belt between it and the Building Unit you would like to power.



Plunger Motor

A plunger activates this motor. Use it to power other gadgets by attaching a belt between the Building Unit you would like to power.



Belt Box

Use this gadget to change the direction of belts. Power it by attaching a belt to a motor. Then, attach a belt to the other wheel to power something else.



Motorised Generator

A motor powers this generator. Use it to power other gadgets by attaching an electrical cord between them.



Motor Laser

A motor powers this laser. When it receives power, it fires a laser beam.



Cam's Ejector Seat

When this Building Unit is used, Cam is sitting aboard it waiting to be launched. It must be attached to a motor with a belt to be activated. When it receives power, it will launch Cam into the air.

Alpha Team and their Equipment



Flex is the team's ropes expert.

Flex's Equipment



Rope Tugger

A motor is needed to power this gadget. Use it to pull the rope that you've attached to another gadget.



Rope Pull Motor

This motor is activated by the tug of a rope. Use it to power other gadgets by attaching a belt between them.



Rope Guide

String a rope through a rope guide before attaching it to another gadget. This will change the direction of force when the rope is pulled.



Teeter-totter

When something falls on the high end of the Teeter-totter it pivots on its axle. Use it to pull a rope or help a team member across a gap.



Flex's Helmet Hanger

When this Building Unit is used, Flex is hanging around waiting to be dropped into the action. Use a laser to cut the rope and Flex will take off running.

Alpha Team and their Equipment



Tee Vee is the team's lovable robot sidekick.

As you enter each area of the game Tee Vee will tell you where you are and give you information about what to do.

Whenever you can see Tee Vee, click on him and he will repeat the objective of your current mission.



The Adventure

Ogel's Compounds

Each of the game's missions take place in one of Ogel's compounds: high-tech facilities where some part of the Evil Orb manufacturing process takes place. Ogel's compounds are located in secret locations around the Earth:

Ogel Island -

Here Ogel cultivates evil plants in his secret greenhouses. These plants have powerful mind-control properties. Ogel also trains his nasty Sharks here...

Goo Caverns -

This compound is deep underground, built within a series of caves of mysterious swirling fog, molten lava, and green goo. Ogel's after the green goo here (again it's a very powerful mind-control ingredient).

Deep-Sea Orb Factory - Located deep on the ocean floor, Ogel combines the evil plants and green goo in this compound.

The D.O.O.M. Machine is located somewhere within Ogel's compounds.

Missions

Missions are played in a specific order. You must solve the first mission in order to unlock the second mission, and so on. Each mission begins with a Mission Fly-through: Tee Vee describes the mission objective while the camera flies through the space showing the position of the Alpha Team characters and their equipment.

There are several types of Mission Objectives: opening security doors, freeing captured team members, and collecting Evil Orbs.

The Adventure



Opening SECURITY DOORS - All missions will require you to position your devices correctly in order to open the locked doors that lead deeper into Ogel's compounds.



Freeing CAPTURED TEAM MEMBERS - Ogel has your teammates trapped in his evil Trouble Tubes. You will need to help them escape.



Collecting Evil Orbs - These orbs have turned LEGO townspeople into Zombies. You collect an orb by finding a way for a LEGO Alpha Team member to come in contact with it. When this happens, the Zombies in the mission will disappear.

Ogel and His Henchmen

These are the bad guys that the Alpha Team is up against:



Ogel

Ogel is arch-nemesis of the LEGO Alpha Team. Who knows what evil schemes he's dreaming up behind that mask? And who is he behind that mask?



Guards

The Guards have been trained to stand to attention. They'll attack if an Alpha Team member runs into them.



Trooper

Ogel's Troopers are programmed to march back and forth, but they'll break rank if an Alpha Team member gets too close.



Zombie Barrel Pusher

These zombies are taking goo to the D.O.O.M. Machine to make Evil Orbs.



Zombie Handcart Operator

These workers usually mind their own business, as long as a team member doesn't get too close.



Lurcher

The Lurchers are the most devious of Ogel's henchmen. They chase Alpha Team members that get too close.

Zombie Worker

The Zombie Workers operate Ogel's fiendish machinery. They always mindlessly man their machinery, unless you interrupt their work.

Construction Tips

- Hit the **GO** Button when you enter a new Mission Space. This will show you where your team is going to run and what equipment may already be set up.
- Use the **Previous and Next Camera Buttons** to look at your Mission Space from different angles. You may need to line up pieces of equipment just right, and looking at them from different angles will help you place them.
- Equipment connected by ropes, belts and electrical cords doesn't have to be perfectly lined up. You can place them so the connectors are at an angle. But remember, when the connector turns **red** you can't place the Building Unit there and keep it connected.



30

Credits

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Oliver Fredericks

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Special Thanks

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Credits

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Sol S. Weiss

Special thanks go to all the children who gave their valuable input throughout the development of this title.



EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch.

Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

games.



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Manufactured in the E.U.

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