



# COMMUNICATIONS

"Of course, a contract like this is a great honour...

One could hardly hope to conceal the fact that companies are made or broken as a result of transactions like this one."

Spokesperson, on behalf of the InStar Aureole-Raking Corporation.

"So they send these ships off into space, looking for new deposits of ores and fuels...

But did anyone ever stop to think that we wouldn't need to look for new deposits of anything if corporations like InStar stopped wasting all our ores by building space stations and then using all our fuel to fire them into space?"

Tamalarine Hue (spokesperson for the NHSPDF), addressing a rally of millions only moments before his assassination.

"Fellows in hope...

I give you InStar Corporation's (Aureole-Raking) Urania Station...

The ICARUS.

May she be blessed, as may all those who sail in her."

Corporate Promotional Tape, played during formal unveiling of the ICARUS station.

"We have isolated strains of previously unidentified motions in all areas of the CoronaSpread.

Potentially very unstable...

Early research led to the release of some sort of energy which attacks the nervous system.

Please advise..."

Captain D. Luvey, ICARUS station.

If you start to feel  
get to the sickba  
Who knows if  
illness is conta

"We can't tell you what we've found. All we know is that we have something here..."

We can't pass up the opportunity to explore new avenues, especially with things the way they are now."

Hastily issued press statement on behalf of Our Beloved New Hegemony

"ICARUS.

Continue research.

Be advised, we have dispatched a team of specialists to assist with problem caused by radiation."

Message from New Hegemony to ICARUS Station, beamed live across the media webs of six systems - viewed by billions.

"ICARUS.

Continue with present agenda.

Be advised, you are to be hindered. We want to know more about radiation.

Do not fail us."

Message beamed at ICARUS, specific destination and origin unknown - intercepted by the NHSPDF. Later confiscated.

"When they have worn all of their earth away, then and only then, shall they truly turn to their skies..."

Taken from the Duach Dah Me Yar (Marlith DustDowners Edition), Book IV, Verse XXVIII, line numbers may vary.

el sick,  
y fast.  
your  
gious!

I am Garrit  
Sherova.

# THE STORY SO FAR...

On the verges of stable space the universe continues to form, rolling out to fill the void like a liquid. A thin black frozen liquid carrying on its tides the promise of new worlds and the possibility for minds, which in aeons to come, may think as we think. And yet out here where nothing should yet exist, beyond the faint hopes of potential, we found Xexor.

There had been sceptics and I had been among them. But now - as I truly see it with my own eyes - even I must consider that this tiny 'A' type star could truly be our last, brightest hope; and that despite all our efforts to understand the universe there are still phenomena which defy expectation.

The mystery of Xexor's existence had been a short lived debate. Xexor is here, it is bright and it is healthy and (according to all stellar surveillance reports) it is teeming with the Kenyon fields which have become the Hegemony's main power resource since the depletion of all other fuels. In a matter of mere decades, scientists had stopped asking each other why the star was here and had begun asking instead how best to mine this most valuable and sought after energy.



To this end the Council of the Collective enlisted their most brilliant minds and the massive deep space corporation, InStar, to design and construct the most ambitious corona raking station to date. The result was the ICARUS, the largest self-regulating craft ever launched into space and my present destination.

The reports failed to shed much light on the details of my mission. It seems the crew of the ICARUS are threatened by the risk of some kind of radiation contamination. An illness which attacks the memory and accelerates cell decay.

According to the report, this effect is believed to be occurring as a direct result of the station's handling of Kenyon cultures far in excess of any previously encountered magnitude.

The Icarus is raking deeper than any station has ever been able to mine before. And it's uncovering things we haven't even begun to comprehend...



# STARTING THE GAME

Sentient can be played on your PC using either Windows '95 or DOS.

## WINDOWS '95

When the Sentient disc is inserted, the game will automatically start the autorun program. This will allow you to select whether to install the Microsoft Direct X run-time libraries, install Sentient, or exit. Should the autorun not work then follow the instructions below to install the game.

1. From Windows 95 Start Bar, Select Run.
2. Type x:\setup, where x is the drive letter of your CD-ROM (eg. d:\setup)
3. Click on OK.
4. When the Windows Setup program starts, you will be given the choice of playing Sentient directly from the CD, Installing Sentient to your hard drive, or Installing the Microsoft Direct X drivers. If you do not have them installed already or are unsure, please install the Direct X drivers first.

## DOS

5. Insert the CD. Select the drive that you want to install Sentient to.
6. Type INSTALL
7. The Sentient installer will start and you will be given the choice of installing Sentient directly to your hard disk or setting up the Sound Drivers. Select the Install option first. You will not be able to set up the sound drivers until the game is installed on your hard disk.

## INSTALLATION TYPES

**Minimum** Installs only the executable. Will consume around 2Mb.

**Medium** Installs the executable and the data files required to run Sentient. This option will consume around 160Mb.

**Maximum** Installs everything including the movies.  
This option requires around 410Mb.

It is recommended that you install a medium installation. This will install all of the executable files and data file to your hard disk. Because Sentient is such a vast game, it cannot load everything it needs into memory at the beginning... therefore it must read certain data from the installation directory every now and then. This can result in a slight stutter in the game while the game accesses your CD drive. This can be minimised by installing the files to your hard disk, where access time is very much reduced.

## GRAPHICS CARDS AND DIRECT 3D

For assistance on graphics card support and Direct 3D please refer to the readme. file located in the software.



# CONTROLS

## DEFAULT CONTROLS ONLY

Cursor keys

Page Dn

Page Up

S

H

Enter

Space

Walk

Look Down

Look Up

Adjust facial expression (Sad)

Adjust facial expression (Happy)

Select/Talk/OK

Access/Open door/Skip single movies

<

Sidestep left/Previous map room

>

Sidestep right/Next map room/Inventory/Previous menu

esc

Cancel/Skip Movie Sequences

C

Cursor

P

Pause

Left Arrow

Previous Menu Item

Right Arrow

Next Menu Item

## USING THE MOUSE

- Under DOS and Windows, it is possible to use the mouse for certain actions.

## ICON/ACTION/DESCRIPTION

- When the game is in cursor mode (see the section marked "THE CURSOR"), the mouse can be used to move the hand icon around the screen. If the item / object you wish to use is off the screen, then holding down the right mouse button will allow you to look around until you can locate the item / object you want to select. You can select the item using the left button.

- When the game is not in cursor mode, you can still use the mouse to select menu items using the left button. (see the section marked "HOW TO TALK TO THE CREW"). By using the right button on a menu item, you can go back to the previous menu. You can also use the mouse to talk to people and open doors, just by left clicking on them.

Holding down the right button allows the player to look around the scene without changing the direction of movement .i.e. the player can continue walking in one direction while looking in another.

You may also find it useful to have a note book and pencil handy.

The in-game menu can only be activated while the game is in Pause mode. To do so press Return.

# MENU CONTROLS

Use the Cursor keys to move the highlighting effect and press Enter to select. Use the Left Arrow to back up one screen anywhere within the menu system. Use the esc key to cancel any menu choices.

## THE MENUS

**MAIN MENU** Use the Cursor keys to move the highlighting effect and press Enter to select.

**START GAME** Begins a new game

**LOAD GAME** Leads into the LOAD GAME menu

**AUDIO** Leads into the AUDIO menu

**CONTROL** Leads into the CONTROL menu

**DIFFICULTY** Leads into the DIFFICULTY menu

**EXIT** Quits the game entirely.

### LOAD/SAVE GAME MENU

Use the cursor keys to select which of the icons you require down the left hand side of the screen. Use the Enter key to select that icon. If the icon has a red cross through it, it cannot be selected.

### LOAD

To load a previously saved game, use the cursor keys to move down to the arrow icons. Using the Enter key on these icons will move the highlight down through the text entries on the right. Once you have the entry you require, use the cursor keys to move back up to the load icon and hit Enter.

### SAVE

To save your current position in the game, use the same technique as loading. Select the entry on the right hand side of the screen. If this entry already has a saved game, the new game position will over-write the old one. Only ten different positions can be saved in Sentient.

### AUDIO MENU

Use the Cursor keys to highlight your chosen option. The following audio effects can then be adjusted by using the Cursor keys to move the marker left and right along a sliding scale.

**BACKGROUND EFFECTS** ● **SPOT EFFECTS** ● **FILM SEQUENCE.**

Once you are happy with your choices, press the ESC key to return to the main menu.



# CONTROL MENU

## SPEECH BUBBLE CONFIRMATION

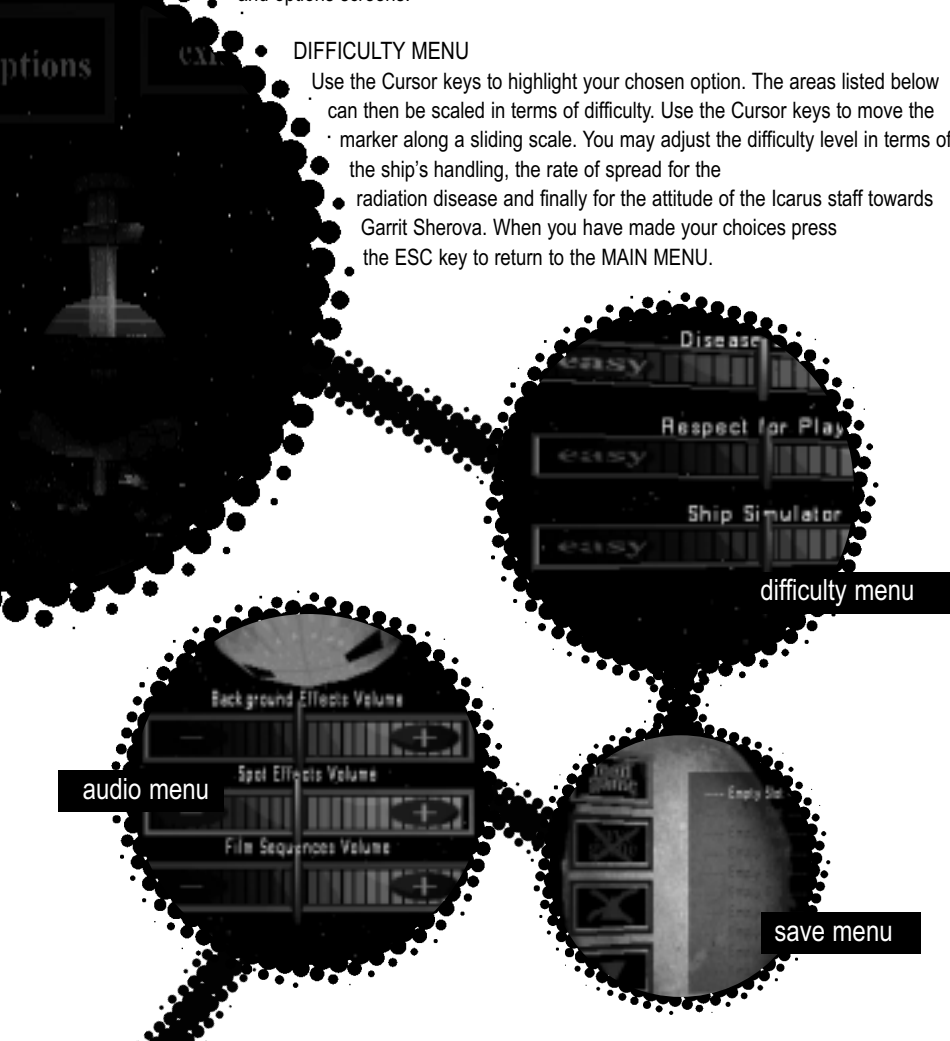
Turns the on-screen speech bubble confirmation on and off. Use the left and right Cursor keys to switch between the two choices. When the speech bubble confirmation is on and you have finished reading the speech bubble, you must press Enter to confirm that you have read it.

## CONTROL CONFIGURATION

Each of the keys in Sentient is re-definable by the user. Using the cursor keys, move the highlight down through the list of controls, until you reach the one you want to change. Hit Enter to change the key. At this point, the key definition will transform into a rotating bar. During this time, any key that you press will be stored as the key that will perform the selected action. If you redefine the basic movement or cancel keys, remember that you will have to use these new key to move around the menus and options screens.

## DIFFICULTY MENU

Use the Cursor keys to highlight your chosen option. The areas listed below can then be scaled in terms of difficulty. Use the Cursor keys to move the marker along a sliding scale. You may adjust the difficulty level in terms of the ship's handling, the rate of spread for the radiation disease and finally for the attitude of the Icarus staff towards Garrit Sherova. When you have made your choices press the ESC key to return to the MAIN MENU.



# PLAYING THE GAME

You are in control of Garrit Sherova from the moment the intro. sequences end and the game begins. Garrit can be manoeuvred forwards, backwards, left and right with the Cursor keys. While on the move the amount of turn is gentle which lends a fluid, realistic feel to his walk. When Garrit is stationary the Cursor keys can be used for quick turns on the spot. Use the Page up and Page down keys to look up and down.

## THE CURSOR

Press the C key to bring the cursor up on screen. Move the cursor around using the Cursor keys and you will soon notice that any areas of interest on the screen are outlined by a green box. When the green box is on screen, press the Enter key and a menu will appear in the top left of the screen that tells you what the object is. Use the Cursor keys to move the highlighting effect through the menu. When you have constructed your choice press Enter to confirm and implement it.

## CARRYING OBJECTS AROUND

All objects that you pick up are stored in the inventory. To access the inventory press the I key. To use an object you need to go into the inventory and pick an object by using the Cursor keys to highlight the choices and then pressing Enter to confirm. You will then be given a choice of things to do with that object: Use, or Use on etc...

## HOW TO TALK TO THE CREW

You can talk with every character in the game. It is essential that you do otherwise you'll never find out how to complete the game. It is advisable to return and talk to characters again during the course of a game, as they may have some new information for you. When you are standing near to a crew member you can start a conversation by pressing Enter. You will be shown a text menu with multiple choices which you can highlight by using the Cursor keys. Press Enter to confirm the speech item of your choice. You will find that this leads to further text menus. When you have constructed the sentence of your choice press Enter to confirm and Sherova will speak. To move around the menu you can use the Cursor keys. For example, if you decide that you don't want to "ask a question", but want to "make a statement" you can use the left or right Cursor keys. These allow you to easily move around the text menu screens.

## MOOD

Each piece of speech that you construct can be given a tone of voice. The small picture of Garrit that appears in the bottom left of the screen is the indicator of mood. After you have selected your sentence construction, (but before pressing Enter to confirm) use the H and S keys (Happy and Sad) to scroll through the full range of Sherova's facial expressions. When you have reached the appropriate mood press Enter to finally confirm your speech item and Sherova will deliver the speech item according to the mood selected.



# NUMBERING SYSTEM

There are four decks on the Icarus. These are Geodome, Auxillary, Research and Engineering. The decks are divided into OCTANTS and RINGS. In order to navigate the corridors successfully you must learn this system.

## PILLARS

The pillars at the intersections have 8 numbers on them. To read the numbers correctly you need to be standing straight in front of them (see diagram). From there you can see 2 numbers divided by the deck symbol/icon. This indicates the rooms you can find down those corridors to your left and right, and the deck you are currently on. Also outside each room there is half a pillar that indicates what is to your left and right and as you approach gives you the room number.

## NUMBERS

Each number is made up of 3 digits: the first is the RING you are on; the second is the OCTANT the room is in; and the third is the room. As well as numbers you will also find Symbols. These symbols indicate: Teleports, Dead Ends and Intersections. These appear instead of the room number.

## THE SUZIE SCREENS

You will find various Suzie screens dotted about the station which can be accessed to give you information on: crew members; station plans; and the state of machinery aboard the station. It can also provide access to the Hegemonic Encyclopaedia.

## STATION PLANS

To access the station plans you must stand in front of a Suzie screen and press Space. This will display a screen with a variety of options. Use the Cursor keys to move the highlighting effect over the Station Plans option and press Enter to confirm. Use the Cursor keys to move the highlighting effect over the deck you wish to see and press Enter to confirm. You will now see a holographic map of the floor you want. You can now highlight the rooms one by one using the < and > keys. Press Enter to confirm. Information about the room will now appear on the Suzie screen. Once the map is activated you can move around the room. To turn the map so you are facing it, press Enter. To go back one page to the deck list you should press the I key. To quit press the esc key.

## DATABASE ACCESS

This contains information on the crew, machines and the history surrounding the New Hegemony. To access the information follow the same process as above using the Cursor keys to move the highlighting effect over the Database Access option. Press Enter to confirm. To go back one page press the I key. To quit press the esc key.

NOTE: When you highlight a subject you will find some words in a different colour. This means that you can access them by just selecting them.

# ICARUS MACHINES

The Icarus is a fully functioning, self-regulating space station. The machines and other systems on the ship perform their functions along with the crew members. Things break down, lose power, short circuit etc. and are repaired. As the game progresses and your standing among the crew grows, you can monitor the ships workings and, should you choose to do so, take part in its maintenance. Good work will mean the ship will remain in a stable orbit, bad work may cause the orbit to decay rapidly. However, should you choose to have no input into the workings of the station it will manage itself.

To access information on the status of any of the machines you must follow the same instructions as above. The boxes indicate machines and the colour signifies its condition.

BLUE -fully working. RED - not working. BROWN - machine is working but cannot be used because another machine in the line is broken.

The lines between the machines indicate the network of inter-machine dependency.

## POWER PRIORITY

All the machines on board the Icarus gain their power from the central energy grid. Again, as your standing among the crew increases, you can prioritise these. For instance, should you wish to ensure that the thrusters are the last things to be affected by a power shortage, hold down Enter and use the Cursor keys to move the thruster node to the top of the list.

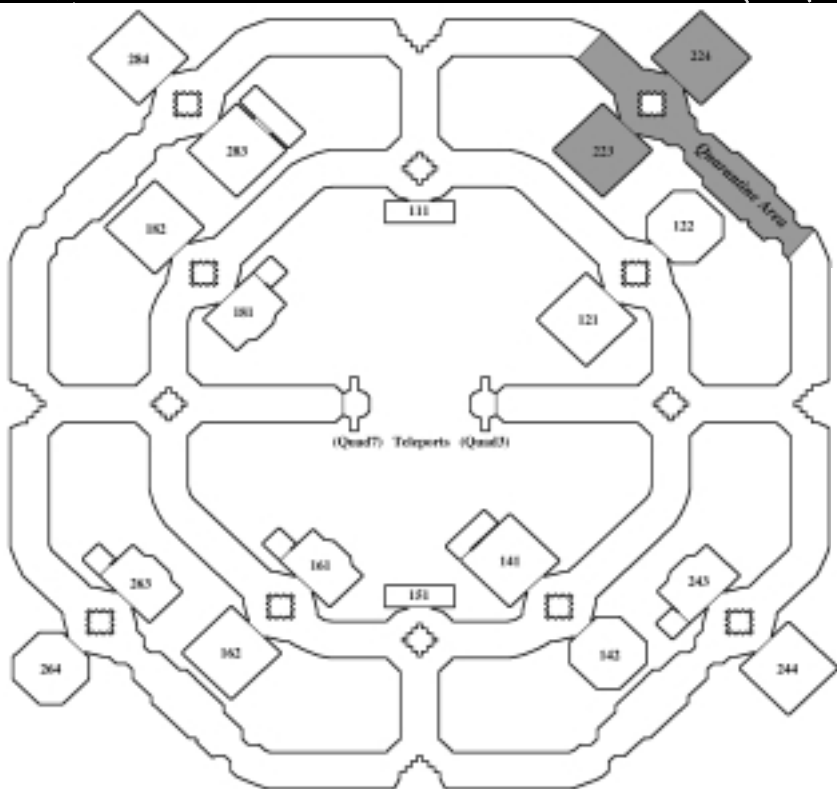
## STEP BY STEP GUIDE

Of course, this isn't the only route into the game.  
Feel free to experiment - you never know what might turn up.

Once the game begins you will find yourself in the docking bay of the Icarus. Press the C key. This will bring the cursor up on screen. Move the cursor around using the Cursor keys and you will soon notice that any areas of interest on the screen are outlined by a green box. Press the Enter key and a menu will appear in the top left of the screen that tells you what the object is. Use the Cursor keys to move the highlighting effect through the menu. When you have constructed your choice press Enter to confirm and implement it. Firstly, you must find the Radiation suit to protect yourself from the radiation. You must now help the injured engineer Karjenum by using your first aid kit on him. He will give you a shield activation key in return. Use the key on the shield activation panel. Follow Karjenum through the door into the airlock. You will meet two guards there who will stun you. You now fall unconscious and when you wake up you will be in quarantine.

Camik and Drum will ask you who you are. Tell them. Camik will leave. Talk to Karjenum while waiting for Dania Luvey who will give you your orders and a pass to access the rest of the deck. She will tell you to seek out Malichek and to retrieve a radiation report. This can be found in the medical radiation lab on Research Deck 2 (see map below). Return it to her in the matter analysis lab Research Deck 2. She will then ask for the Kenyon report. This is found in the astronomy lab on Research Deck 2. Return it to her in the matter analysis lab on Research Deck 2 and accompany her to the Star lab.  
The rest is up to you.

# RESEARCH DECK 2



## Icarus Station: Research Two (Medical Research Centre and Quarantine)

|                              |                                   |                                     |
|------------------------------|-----------------------------------|-------------------------------------|
| 111: Research security store | 142: Kenyon drift tubes           | 263: Crew quarters                  |
| 121: Medical analysis lab    | 243: Crew quarters                | 264: Kenyon drift tubes             |
| 122: Matter Analysis lab     | 244: Research vending             | 181: Crew quarters                  |
| 223: Sickbay                 | 151: Pharmacy                     | 182: Mid. energy kenyon collection  |
| 224: Mass spectrum analysis  | 161: Crew quarters                | 283: Partial Analysis and ancillary |
| 141: Medical radiation lab   | 162: Low energy kenyon collection | 284: Astronomy lab                  |



# IN GAME MENU

Press the P key at any time to pause the game and then press Enter to bring up the in-game menu. You will then be able to make your selection from the following menu choices. Use the Cursor keys to highlight an option, press Enter to confirm.

**CONTINUE** Returns to the game

**LOAD GAME** Takes you to the Load Game Screen where you may load a game as described in section LOAD/SAVE GAME MENU.

**SAVE GAME** Takes you to the Save Game Screen where you may save a game as described in section LOAD/SAVE GAME MENU.

**OPTIONS** Takes you to the Video Options screen (Windows Only). You can then choose which of the available video modes to run the game in. This menu also allows the user to choose whether movies are on or off, or configure the control inertia model.

At any time, ESC will return you to the previous menu.

## PROBLEM SOLVING

Below are some common problems that you may come across while playing Sentient. The answers should provide you with the information necessary to get yourself out of trouble.

### WHAT DO I DO IF I DIDN'T QUITE GET THE MESSAGE FROM A NON-PLAYER CHARACTER?

If you follow him and "ASK A QUESTION" then "WHAT SHOULD I DO NOW?" he will give you a brief summary of what you should do next. Or you may choose to use the "SAY AGAIN" option from this list.

### HOW DO I FIND A SPECIFIC NON-PLAYER CHARACTER?

You should ask another non-player character "WHERE DO I FIND..." and then the name of the non-player character you want to find. He will tell you to the best of his knowledge where to find your non-player character. You can also ask the non-player character to lead you to the non-player character you need to see.

### I'VE BEEN TOLD TO GO TO THE ASTRONOMY LAB, HOW DO I FIND OUT WHERE IT IS?

There are 2 ways of finding your way to specific rooms quickly. You can either ask a non-player character where the room is, or you can "GIVE A COMMAND" and the non-player character will lead you to it.

### I'VE SAVED A GAME AND CAN'T REMEMBER WHAT I DID LAST OR WHAT I'M SUPPOSED TO DO NOW.

Use a notebook and pencil to keep track of information you receive during the game because you will be receiving information all the time.

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Plus Everyone in the company for  
their faith, support and hard work.  
- JGH.