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System Requirements

REQUIRED

Pentium™ 166 MMX CPU

Windows 95/98

16MB RAM

Quad-speed CD ROM drive

168MB free hard drive space

Direct X compliant 1MB SVGA video card

RECOMMENDED

Pentium 200™ CPU

Windows 95/98

32MB RAM

Quad-speed CD ROM drive

Direct X compliant 16 bit sound card

545MB free hard drive space

4-button joystick

SUPPORTED

Keyboard

Mouse, joystick and joystick

Gravis GriP™

Microsoft Sidewinder Force Feedback Pro and compatibles

DIRECT X INSTALLATION NOTES

Please read this section completely before playing THE CREED or installing the DirectX drivers.

DirectX is an Application Programming Interface provided by Microsoft, which gives Windows 95/98 based applications high-performance, real-time access to your hardware. This makes the DirectX API well suited for Windows 95/98 games. THE CREED uses the DirectX 6 API (the latest iteration of DirectX at the time of release) and includes the DirectX 6 files which you can install.

Two DirectX components, DirectDraw and DirectSound, may require updating your video card and sound card drivers respectively, for proper operation of these components. Using video card and sound card drivers that do not have DirectX support will result in display and audio problems in DirectX applications. During the installation of DirectX, your video card and sound card drivers will be updated if required. The DirectX 6 files included with THE CREED include drivers for most video cards and sound cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that support DirectX.

After installing DirectX 6, you can check to see if your video card or sound card drivers support DirectX:

1. Click the Start button on your Windows 95/98 Taskbar. Then click Run...
2. From the Run dialog box, type D:\setup\directx\dxsetup then click OK.
(Substitute the correct letter of your CD drive if other than 'D:')
3. Look at Display Driver and Audio Driver

The second column displays the driver version number; the third, whether or not your driver is certified by Microsoft as supporting DirectX.

- If your Display Driver or Audio Driver says "No Hardware Support" in this column, you must contact the manufacturer to obtain updated drivers, which have DirectX support.
- If your Display Driver or Audio Drivers says "Certified" in this column, your video card or sound card supports DirectX and should work properly in DirectX applications.
- If your Display Driver or Audio Driver is blank in this column, your video card or sound card driver supposedly supports DirectX, and is waiting for Certified approval from Microsoft.

IMPORTANT NOTE: During DirectX 6 installation, if you are using a video card or sound card driver from your manufacturer that has DirectX support, but is not yet certified by Microsoft, you are asked if you want to replace the driver with a certified driver. For video cards, we recommend that you do not replace your manufacturer's video card driver in this situation. Some manufacturers rely on their own specific driver for functionality of their display utilities programs. Replacing the manufacturer's driver with Microsoft's driver may disable the functionality of these utility programs.

Installation

1. Start the Windows 95/98 operating system.
2. Insert the THE CREED CD into your CD drive. The Autorun menu appears.
 - **NOTE:** If the Autorun menu does not automatically appear, click the Start button on your Windows 95/98 Taskbar, then click Run... At the Run dialog box: Type d:\setup, then click OK. The Autorun menu appears.
(Substitute the correct letter of your CD drive if other than 'D:')
1. Click INSTALL. THE CREED setup menu appears.
 - You may exit the THE CREED setup program at any time by clicking Exit.
4. If you already have DirectX 6 installed on your system, tick the box that states "Do not install/upgrade DirectX X".
 - **NOTE:** If you do not already have DirectX 6 installed on your system, make sure that THE CREED Install box is not ticked. Click "back" to exit this installer.
5. Once the install program begins, select the directory in which to install the game by clicking on the "change install destination" text. The default directory is c:\CREED.
6. Next, select the size of the install. Minimum install requires 168Mb for non-accelerated (204Mb for accelerated). Maximum requires 393Mb for non-accelerated (545Mb for accelerated) of hard disk space. Click on the left or right arrows to change the install size.
7. Once ready to continue click OK and the files will begin to copy. To stop the installation procedure press ESC or the "back" button at any time.

GETTING STARTED

1. Start the Windows 95/98 operating system.
 - If the The Creed CD is already in your CD drive, double-click the The Creed shortcut icon on your desktop or click the START button, then select Programs/The Creed/The Creed. The program begins.
 - If the THE CREED CD is not already in your CD drive, insert the CD in your CD drive. When the Autorun menu appears, click SINGLE PLAYER or MULTI PLAYER. The program begins.
- NOTE:** If the Autorun menu does not automatically appear, double-click the My Computer icon on the Desktop, right click the icon corresponding to your computer's CD drive and select "OPEN", then double-click on the Setup folder and finally double click on setup.exe.

Initialising

The initialisation screen is the small screen that you see in the middle of your desktop when you first launch the game. This dialog box will show a few different options including detecting whether you have a 3D accelerator, force feedback joystick or standard joystick/gamepad setup on your machine.

- a) Single Player Game - this will launch the game with the current or last used configuration.
- b) Multi Player Game - as with single player, this will launch the game with your current/ last used settings.
- c) Configure - press this button to access the game configuration screen.

The first box at the top allows you to select your 3D acceleration device. Leaving this on the "best available" setting will enable the game to run at its optimised setting. Here you can manually select your video accelerator.

The second box on the right allows you to select to hear speech in the game or see only text - or both. Selecting written text only may improve performance on slower machines

You will also be able to re-configure the control keys in the game. There are 6 pre-set keyboard setups from which to choose or you can modify any of these to suit your taste.

The box at the bottom of the screen allows you to enter your nickname or handle that you will use for multiplayer games.

When you are finished making adjustments, click OK to return to the main Initialisation menu.

Playing The Game

1) SUMMARY

To survive on the streets of Cerberus you will need to watch your back. Each moment could be your last. Danger lurks behind every corner. You don't know who you can trust.

The safest way to survive is to join a faction and devote your services to that faction. Use your skills and abilities to complete the missions they offer you. Serve them well and you will find safety amongst their ranks. Cheat them, disobey them, or turn against them and you will be earmarked for immediate assassination. Violence is a way of life on Cerberus, so you had better start practicing.

You can find work at any of three Holo-Terminals located around the city. You will find them in the Enforcer Station, the Government HQ and in the VR Arcade at the Recreational Multiplex.

If you perform your tasks adequately you will be offered further jobs. Fail and you may be banished from that faction or killed for your negligence.

While working for a faction you will have free access to that faction's buildings or temples. Its forces will not target you, and you will find sanctuary and protection in its company. Change allegiance and you will be blackmarked for up to 3 missions, depending on what you have done or who you have doublecrossed. Some people are most unforgiving!

Missions are completed by successfully accomplishing a goal or set of goals. Mission goals may range from killing a target or robbing someone to locating a piece of equipment within a certain time or delivering a briefcase of top secret information to a contact.

More often than not your faction will try to assist you in your mission by offering you personnel or ordinances. It is highly advisable that you accept the help you are offered. Make the most of it while it lasts.

If all has failed and you find that you can not do the job, remember that allegiance is only as strong as you make it. There will be two other factions out there just waiting for you to join them. On Cerberus it doesn't matter what your past history is; someone will always welcome your services.

2) STARTUP SCREEN

Single Player

Multi Player

Hardware Details Window

Configuration

Exit

Single Player...

Selects single player game

Multi Player...

Select a service provider: Internet TCP/ IP connection for DirectPlay
IPX connection for DirectPlay
Modem connection for DirectPlay
Serial connection for DirectPlay

Host: Select to host a game

Join: Select to join a game

Host a New Game...

Session Name: Enter session name here

Current Selected Mission: Select from the 8 pre-set multi-play missions or create your own.

Options: Auto rebirth on death
Team players can't hurt each other
Mission restart on completion
World Population Alive

Chat Window: Send messages to other Creed players.

Team A Brief: View team A briefing

Team B Brief: View team B briefing

Host Team A: Host will play as team A

Host Team B: Host will play as team B

Join a New Game...

Options: Auto rebirth on death
Team players can't hurt each other
Mission restart on completion
World Population Alive

Chat Window: Send messages to other Creed players.

Team A Brief: View team A briefing

Team B Brief: View team B briefing

Join Team A: Join game as team A

Join Team B: Join game as team B

Game Controls

Action	Movement Keys	Combo	Adventure	Movement Keys	Combo
Walk Forward	Up Arrow		Walk Forward	Up Arrow	
Walk Backward	Down Arrow		Walk Backward	Down Arrow	
Forward Speed	Shift (Right)		Forward Speed	Shift (Left)	
Combo Key		-	Combo Key		Cntrl (Right)
Turn Left	-		Turn Left	Left Arrow	
Turn Right	-		Turn Right	Right Arrow	
Fast turn left	Left Arrow		Fast turn left	Left Arrow	Cntrl (Right)
Fast turn right	Right Arrow		Fast turn right	Right Arrow	Cntrl (Right)
Weapons Keys			Weapons Keys		
Fire	Control (right)		Fire	Control (left)	
Reload	Z		Reload	Z	
Mouse Buttons			Mouse Buttons		
Left Mouse	Fire weapon		Left Mouse	Go to mouse location	
Middle Mouse	Follow mouse toggle		Middle Mouse	Follow mouse toggle	
Right mouse	Walk towards mouse		Right mouse	Walk towards mouse	
Special Keys			Special Keys		
Give	G		Give	G	
Use Item	U		Use Item	U	
Pick Up	Page Up		Pick Up	Page Up	
Next Item	Left bracket [		Next Item	Left bracket [	
Previous Item	Right Bracket]		Previous Item	Right Bracket]	
Swap Item/ Weapon	Tab		Swap Item/ Weapon	Tab	
Talk	C		Talk	C	
Enter/ Exit	Enter numeric		Enter/ Exit	Enter numeric	
Cycle Tracker Target	/		Cycle Tracker Target	/	
Evasion Key			Evasion Key		
Combo Key		0 numeric	Combo Key		0 numeric
Roll forward	Up Arrow	0 numeric	Roll forward	Up Arrow	0 numeric
Roll Left	Left Arrow	0 numeric	Roll Left	Left Arrow	0 numeric
Roll right	Right Arrow	0 numeric	Roll right	Right Arrow	0 numeric
Crouch	Down Arrow	0 numeric	Crouch	Down Arrow	0 numeric
Weapon select	1- 0		Weapon select	1- 0	

The cold, silent blackness of space. The Earth Federation prison transport vessel 'Skandalon' knifes its way through the inky vacuum, bound for Karkaron, a high-security labour world on the fringe of the occupied sectors. Its cargo - four heinous villains, destined to spend the rest of their years mining trillium ore for shipment back to the homeworld.

Balthus Black paced his cell, gleefully planning the fate of his next group of victims when he inevitably overcame this minor setback. Black was a large man, with piercingly intense eyes and an aura of pure evil that sent shivers down the spines of all who had the misfortune to come into contact with him. The shivers generally passed when the excruciating agony began, and the agony was usually extended. Amongst other afflictions, Black suffered from unpredictable and violent mood swings, and as such, his glee was short lived as his thoughts inexorably focused on his fellow captives - Leviticus Kristos, the corrupt financial magnate and swindler; Truman Goodchild, the interplanetary terrorist and drug lord; and Gene Matrix, cold-blooded assassin of Federation officials. A dark scowl distorted his features. His twisted mind had trouble dealing with any sort of competition in the evil deeds stakes. He glanced at the time display in the corridor.

It was 17:25 hours. He leant back against the wall and closed his eyes. Not long now, he thought.

Gene Matrix gazed out of her cell's portal into the nebulous depths; an impenetrable black pricked with the bright flicker of uncountable stellar bodies. The barren surface of Outpost IV, home to the fledgling Federation colony Cerberus, was visible as the Skandalon passed by on its journey to the far sector.

Cerberus was a relatively recent construction, founded in 2201 to allow explorer vessels to blaze trails into the Andromeda sector in their ceaseless quest to claim sectors in the name of the Earth Federation. Construction was underway to expand the docking facilities to include orbital stations for the refuel and re-supply of deep space charter vessels. Far below, the barren surface of Outpost IV passed beneath. The lights of Cerberus flickered through the thin atmosphere.

Gene watched the city disappear beneath her cell portal. She sighed wistfully; even the harsh life of a frontier colonist would be preferable to the surgical and genetic alterations that were required to allow continued exposure to trillium on the foreboding planet Karkaron.

"Enjoy the view while you can, you traitorous bitch,"

She spun around with animal agility. Guy Wolfe, the bounty hunter responsible for the capture of the convicts, leered through the cell bars at his captive. "I hear trillium wastes your eyes after a couple of years."

"Then I wouldn't have to see the likes of you, you waste of human flesh!" Gene retorted, staring coldly at Wolfe, "And that would sure be a pity... wouldn't it?"

Her physique was impressive. Lean and well-toned muscles, clad in a dark blue body-hugging lycra suit. It left nothing to the imagination, clinging to her like a sheen of glossy paint.

Guy looked her up and down discerningly. If it weren't for the fact that she was a cold-blooded psychopathic murderer, he might just buy her a drink sometime.

"I don't think you quite realise who's holding the upper hand," Guy snarled as he cocked his sidearm, bringing it to bear on Gene's refined features. "Maybe my friend here can help clarify matters for you."

Gene's ice-blue eyes fixed him with a malevolent stare.

"You think you can scare me, Wolfe?"

She walked slowly towards the cell bars, bringing her face within centimetres of the bounty hunter. Her stare bore into Wolfe, "I just hope that my bounty paid for that groin implant you need! Kill me if you like. At least I won't have to stare at your bulldog face any more!"

"Oh, don't worry, a swift death was never part of the plan. Neither was hauling you to Karkaron. There are bigger things planned much bigger things!"

"You see, there's gonna be an accident. A real tragedy. The Skandalon goes down, all hands lost. That includes you, babe! " He reached into the pocket of his trench-coat and pulled out a remote detonator.

"Ain't gonna be enough of you left to know who the hell you are, let alone what happened!"

"You son-of-a-bitch,," she hissed through clenched teeth." You're the one who should be in here!"

"Well... ain't life a bitch?" Guy smirked as he looked at his wrist watch. "And now, it is time. Think of it this way, Matrix, your undercover days are over! Now you can just sit back, relax, and... and die!"

He pressed the detonator button and smiled smugly. A dull explosion echoed through the ship. The general alarm began to sound as the Skandalon went into condition red.

"That's my cue, enjoy your last few minutes! It's been a pleasure workin' with you ma'am."

A second explosion rocked the ship and knocked Wolfe to the ground.

"What the...? That shouldn't have happened yet!"

Internal lighting flickered erratically and was replaced with the red safety light as the main power conduits were ruptured and emergency power took over.

"Seems your plans are as screwed as your personality, Wolfe!" sneered Gene sarcastically through the energy bars.

"No problem baby, it just steps things up a notch or two." He began to get to his feet. "You see I have an escape pod to catch! And it won't wait. Ain't it a drag when things don't work out the way you want. Later, bitch!" He raised an eyebrow and turned to walk down the corridor.

An explosion tore through the cell block. The force knocked Guy to the ground, his sidearm spinning away. Shrapnel and debris tore through the air, slicing through anything in its path.

The energy bars on the cells flickered and faded as the security section began to fill with acrid smoke.

Matrix sprang to her feet. The dull red of the safety light bathed the area in an eerie glow. Smoke billowed from the wall panels behind Wolfe's slumped body, jumper cables and wiring crackling and arcing.

Gene warily approached Wolfe's unconscious form, fists clenched, ready to deal a final blow if he should try to attack her. His gun had to be around somewhere, but she couldn't see it.

The general alarm echoed throughout the ship. In a matter of minutes the security compliment would be busting through the blast doors at the end of the section. She had to move fast!

Wolfe groaned and tried to sit up. His senses slowly returned to him as he regained consciousness. He looked around the smoke-filled chamber. What the hell had happened? And where was....

Matrix materialised through a veil of smoke and vapour.

"Good God....." growled Wolfe as he reached for his sidearm.

Gene dashed forward as Guy fumbled for his weapon. A perfectly aimed kick caught him in the side of the head, returning him to the ground in a motionless heap.

She looked down at him, "Sleep it off!" she said as she turned and ran down the corridor, disappearing into the blanket of smoke.

Truman Goodchild, a stately, rotund individual, was in the process of retrieving the last of his stash of Psilocaine from a hidden compartment in his left arm when the explosion rocked the ship. Smoke wafted through the ventilation ducts and the energy bars that had kept him prisoner inexplicably vanished.

"Hmmm, that shouldn't be..." he muttered to himself, glancing from the empty space where the bars had been to the Inhalant in his chubby hand, and back again.

Frowning in indecision, his nature finally got the better of him. He placed his lips around the Inhalant and activated the dispenser, moaning in satisfaction as the Psilocaine swiftly acted on his neural pathways. Tittering to himself, he struggled to his feet and staggered out into the corridor to find his freedom.

The vanishing of the energy bars was like a divine revelation to Leviticus Kristos, who had been communing in earnest for just such a miracle.

"Praise be!" he intoned as he turned his thin, bearded face skyward. "Though you work in mysterious and quite often annoying ways, I thank you for once again taking heed of my poor repentant soul, and in your boundless mercy, seeing fit to remove these bars which threatened the very foundation of my good work in your name. Praise be to the Elder Gods." Smiling serenely, Kristos glided out into the corridor.

The guard walking past the cell which contained Balthus Black would regret doing so for the rest of his life. However, since the rest of his life would only total around ten seconds his regret would be short-lived. As the bars flickered out, Black came tearing out of the cell, wailing like a banshee, and launched himself at the unfortunate guard. Before the guard could even think about raising his weapon, Balthus Black's teeth had sunk firmly into the man's throat and his sharp-nailed hands were busily attempting to insinuate themselves into some warm intestine. Blood dripping from his lips and

short-cropped beard, Black bellowed "No contest! No competition!" over and over as he flung the mutilated corpse into his former cell.

Guy Wolfe awoke with a throbbing in his head and the harsh blare of klaxons in his ears. The calm, sensual voice of the ship's computer provided a stark contrast to the chaos that was developing around him.

"Danger," it intoned musically. "Cell breaches detected on all levels. Hull integrity compromised. Navigational and life-support systems disrupted."

Guy cursed creatively to himself. The plan was not proceeding as anticipated.

"Unauthorised escape pod jettison detected on Level 6," the computer informed smoothly as a garrison of heavily armed guards rounded the corner. The leader broke off and approached him.

"Mr. Wolfe, are you okay?" he asked, eyeing the swelling on the side of Guy's head.

"Yeah, I'm fine, what happened?"

"We've been sabotaged, sir. An inside job. Half the crew's been wiped out, the prisoners have escaped, and the majority of systems are down."

"Any idea who did it?"

"I'm afraid not, but there's been three escape pod jettisons detected. We suspect that Black, Kristos and Goodchild were the pilots. I've just sent some men to guard the remaining pods, but most of the surviving crew are tending to the wounded and trying to contain the fires. There may be a slight danger of the blaze spreading to the reactor core."

"How slight?"

"I've got my best men on it, sir. I'd wager my job that they'll control it."

A deep rumbling commenced in the bowels of the ship, sending shudders through every deck.

"Danger," the computer began again. "All hands evacuate. Vaporisation imminent."

Wolfe looked at the guard captain.

"Looks like you lose!" he remarked wryly. He reached into the guard's holster and whipped out his sidearm. Placing the barrel against the guard's chin, he smiled and pulled the trigger.

When the vaporisation warning began Gene was standing amongst a pile of bodies, wiping the perspiration from her immaculate brow. Each guard had died instantly from a single blow to the neck. As much as she disliked dead things, Gene did seem to have a rather unusual aptitude for making them, a talent that seemed to take on a life of its own when a situation required it.

Gene checked the escape pod status console. With the imminent destruction of the Skandalon (in four minutes according to the computer), she could soon expect a plague of guards fleeing towards the pods like rats deserting a sinking ship. They would have to find another way to escape.

Using the authorisation key that she had taken from Guy Wolfe's unconscious body, Gene activated the remote release override on all of the pods but one, and tripped the jettison mechanisms. Glancing out the portal, she saw a wave of pods shoot out of their bays like a mini meteor shower and speed towards Outpost IV where they would begin their chaotic descent through the thin atmosphere.

In the cramped confines of the last remaining escape pod, Gene quickly ran through the systems checks. The pod was fully automated and would take over once the launch was initiated, transporting its payload to the designated co-ordinates. It possessed only the most perfunctory landing and inertial cushioning systems; the capsule filled up with M-RIF, Motion Retardant Impact Foam, which held the occupants in place during transit, re-entry, and touchdown. If no habitable planet was programmed into the NaviSystem before launch, the Pod's Stasis Field Generator would kick in, allowing individuals to survive in a state of torpor until a rescuer responded to the mayday signal. Gene flicked the power switch and the craft hummed into life.

Guy entered the pod bay in time to see the launch-lights on the last pod flash into activity and to hear the whine as the engines built up their rotational velocity. The hatch automatically stayed open as long as possible to allow any stragglers a last chance at saving themselves. Guy flung his weapon aside and sprinted for the hatch. The pod computer uttered the warning, "Hatch closing, please stand clear!"

Guy flung himself through the opening, barreling into Gene and sending them both sprawling onto the floor. With the loud hiss of hydraulics the hatch slammed shut.

"Hey baby, we meet again," muttered Guy as he lay across Gene's body. "It's been soooo long!" He clenched his fist around her throat.

"Not long enough!" replied Gene curtly as she drove her knee into his groin. Guy threw back his head in agony. The pod instantly filled with M-RIF, locking the two in their respective positions. His scream was muffled by the foam and the vacuum of space as the pod ejected.

Dropping away from the underside of the Skandalon, the pod's pulse thrusters flared into sudden activity, accelerating it away towards Outpost IV. Behind them the hull of the Skandalon heaved and buckled as the reactor core breached and engulfed it in a blinding explosion.

The shockwave tore through the void, enveloping all that stood in its path. The escape pod bounced and rocked as the blast ripped through space. It hurtled into the thin atmosphere, intensifying into a brilliant fiery ball that plummeted towards the surface of Outpost IV.

Gene tried in vain to hold on to consciousness as the G-force of the descent forced the blood from her brain. Guy had long passed into oblivion, the loss of consciousness a relief compared to the pain in his crotch.

As a new day-moon dawned in the city of Cerberus and as the rain continued to pound its cold, bleak structures, a finger of fire streaked across the sky. The re-entry flare grew more intense and a howling shriek began to fill the air. With an ear piercing crack it plummeted from the heavens and crashed into the city.

Character Profiles

GENE MATRIX

Wanted galactic terrorist and assassin.

Trained at Earth Federation Special Force Centre.

Specialised in hand-to-hand combat, paramilitary weapons training, and major weapons platform operation.

Aug 2198 Commanded Direct Assault Force as it attacked and destroyed the Andromeda Triad supply column. This was directly linked to the Triads pulling back from hostilities in the occupied regions and Earth Federations successful signing of a cease-fire in that area.

Mar 2200 Commanded Elite Strike Force in assault of Neptune Civilian uprising.

June 2201 Undercover agent in operation "Lucifer". Infiltrated drug syndicate and arrested Carlos the Whacko, notorious drug runner and criminal mastermind.

Sep 2201 Lead assault and retrieval mission to rescue hostages from the Stemheimer space station. Received Earth Federation Cross for valour under fire, for the rescue of civilian hostages as the station was destroyed.

Dec 2201

Feb 2202 Court-marshalled for directly disobeying an order during assault on civilian uprising in Geneva on Earth.

Mar 2202 Suspended from operation after assault on General Mathis McDowel during an official cocktail party for Earth Federation delegates and visiting ambassadors from the aligned worlds.

Apr 2203 Escaped from Earth Federation detention centre in San Diego after murdering 10 security staff with electrical booby-trap.

Apr 2203 Captured in bank robbery along with Grim Stoles (underworld hired thief), Julia Heart (notorious weapons specialist), Franko Riviera (demolitions expert). 13 counts of murder. Escape from custody. Use of violence against a law enforcement official.

Jan 2204 Sighted in attacks on government supply columns en route to outer sectors

May 2205 Wanted for assassination of Ambassador William Rutter at conference on Mars.

June 2205 Wanted for questioning over murder of media owner Perry Hacker, found impaled on a fountain in the grounds of his Beverly Hills residence.

July 2206 Wanted for assassination of Senator Rachel Albright during visit to Middle East

Mining conference.

- Sep 2206 Wanted for murder of Jay Wilson, personal secretary to Government Deep Space Force Coordinator Shanahan.
- Oct 2207 Wanted for murder of delegates from Vertades Peace Council visiting Earth to sign regional peace treaty for Nimbus Galaxy.
- Dec 2207 Wanted for murder of civilian transporter 'Anrad' en route to Earth colony Eden XVII on planet 'Revus' in outer regions.
- Feb 2208 Captured laying explosives on Delaney Hydro-Electric Dam on Earth. Sentenced to life imprisonment on Karkaron for crimes against the state, murder, conspiracy to destabilise government operations, conspiracy to murder Earth government representative, conspiracy to murder visiting Federation Council delegates. 12 counts of assassination. 16 counts of unlawful killing. 10 counts of sabotage. 18 counts of murdering a law enforcement officer.

Guy Wolfe

Bounty Hunter.

Earth Federation and Galactic Alliance Security License number K-G-10079.

- Jan 2193 Enrolled in Enforcer Training Centre, Australia.
- Sep 2193 Graduated with honours. Assigned to Southern Hemisphere enforcer squadron.
- July 2205 Resigned from Enforcer Squadron with full benefits.
- Jan 2206 Employed by 'FastFind' bounty-hunting corporation to locate and retrieve wanted criminals.
- Aug 2206 Captured Vinnie Stargon wanted for murder of tourists on Lunar Resort 'Moonsdale'.
- Sep 2207 Captured Rennae DeFlorin -wanted for murder of Enforcer Captain Ferdinand Agnew after scuffle in Pharoahs Casino, Paris, Earth.
- Oct 2207 Elimination and corpse retrieval of Brian Martin serial murderer from Nargus Colony, wanted for murder of 125 civilian women and children.
- Nov 2207 Captured Delilah Booty. Wanted for murder of Ambassador Churchill on Earth.
- Feb 2208 Captured Balthus Black-wanted for 66 counts of murder, 66 counts of necrophilia, 66 counts of cannibalism
- Apr 2208 Captured Leviticus Kristos -wanted for 10 counts of embezzlement, 23 counts of grand larceny, 12 counts of counterfeiting
- June 2208 Captured Truman Goodchild -wanted for 8 counts of terrorism, 26 counts of trafficking, 79 counts of perjury
- July 2208 Captured Gene Matrix -wanted terrorist and galactic assassin.
- Aug 2208 Assigned to deliver load of prisoners to Karkaron aboard transport vessel 'Skandalon'.

The Cerberus Chronicle

Wednesday

08-03-2208

EVERY WOMAN'S FEAR!

My husband tried to kill me and elope with our dog! Pg 3

MYSTERY SURROUNDS DESTRUCTION OF SKANDALON: Who were the survivors?



The recent sabotage of the prison transporter, Skandalon, has left many unanswered questions.

All hands were lost after infamous murderer and terrorist, Gene Matrix, sabotaged the reactor core of the Skandalon and made her escape.

At the time of the explosion the Satellite Tracking System recorded four escape pods leaving orbit and re-entering the atmosphere. One of the pods was piloted by Matrix, but mystery still shrouds the identity of the pilots of the other three.

Rumours abound as to who else may have escaped from the doomed transporter. The ship was carrying three other villains to Karkaron; Leviticus Kristos, Balthus Black and Truman Goodchild.

Also unaccounted for is Guy Wolfe, a bounty hunter travelling on the Skandalon to ensure the safe arrival of the prisoners.

Two of the pods have been located, one crashed into the derelict area, narrowly missing the occupied areas in the city and the other was recovered intact but apparently empty from a secret location.

OPENING NIGHT BLUES

Gala opening night party ends in tragedy. Poisoned popcorn has been blamed.

This pod was moved under great secrecy to the Reno Plias Genetics Laboratory by government agents.

Citizens are warned that debris will continue to re-enter the atmosphere over the next 10-14 days.

ORDER UNDER INVESTIGATION



Chairperson of the Planetary coalition of Anti Corruption, Ms Dianne Payne will give evidence today in the investigation into corruption and immorality.

The investigation into the disappearance of numerous officials continued yesterday with the court hearing new evidence that Order Enslavers were seen in or around the last known locations of the missing personnel.

Homicide investigator Sgt Demise said that the rise in murder numbers only occurred after the establishment of the Temple of the Order of Loth Hedeon.

Defence for the Order stated though that it also correlated with the re release of Days of their Lives on free to air TV.

The murder rate in Cerberus has risen to 9 killings a day, 15 on weekends. No one from the Pit of Loth Hedeon would make a comment.

WHOARETHE BROTHERHOOD?

Our investigation continues into the background and alleged illegal undertaking by the religious fundamentalists, The Brotherhood. More page 2.

Enforcers sniff out smuggling ring

Local Criminals Caught in the Act.

A smuggling scam was smashed by the Enforcers when they raided a residence in the slum area yesterday.

The operation code named 'Fingerfood' was concluded yesterday when Enforcers intercepted a courier attempting to make a delivery to the address.

The group was smuggling human body parts from the Mega Corp Recyc centre to cosmetic surgeries on Earth, without going through the required quarantine process. An Enforcer spokesman said 'Sick..sick..puppies!'

Genetics Laboratory to Receive Prosthesis Award

Excited scientific staff at the Ray Martian Genetics Lab were thrilled at their nomination in the Michael Jackstone Nose of the Year Award. A representative for the team said it would be a tough one to pick, but they were in with a chance. Last year the team came second in the Pamella Megaston Breast section.

Weather

Sunrise #1-02:17

Sunset #1-10:51

Sunrise #2-17:23

Sunset #2-12:11

Thought of theDay...

"It is better to kill than be killed"
some dead dude 2164

The Setting

Outpost IV

Planet Outpost IV was first discovered during deep space mineral surveys in 2186.

In 2198 it served as a refuelling station for Earth Federation fighter squadrons during the suppression of resistance in the occupied sectors. Classified as a Grade 3-Inhabitable planet, it is barren but strategically placed. It is the closest Federation aligned planet to the occupied sectors and Andromeda sector. Established in 2201, Cerberus is the first of a number of proposed key residential, financial, and industrial centres on Outpost IV.

Cerberus is currently serviced by full space port facilities expanding to orbital docking stations within the next 24 months.

If you are planning an exploration trip to the Andromeda sector, if you are transporting a cargo to one of the outer colonies in the occupied sector, or if you are delivering human cargo to Karkaron, Velruger, or any of the other prison planets, we invite you to stop over in Cerberus and enjoy our facilities.

Cerberus

The city of Cerberus is a galactic melting pot of cultures, religions and business opportunities.

Facilities include:

sub-space links to all major financial institutions

27-hour entertainment facilities

Budget and executive accommodation

State-of-the-art medical research facilities

Industrial and domestic fusion waste disposal facilities

Earth Federation Government Centre

Places to worship: Temple of the Brotherhood, Pit of Loth Hedeon

Factions

The Brotherhood

The Brotherhood inviteth all to join the ranks of the faithful. Come to the Shrine of Kassius and seeketh the light. Salvation can be yours! For more than 2000 years our communities have been establishing Ministries in the far reaches of the universe.

It is our aim to spread the Word of the Elder Gods to the far reaches of the universe and to convert all heathens to the true path, the path of the Brotherhood. The forces of darkness and evil have spread like a cancer throughout this galaxy.

But the Brotherhood offers spiritual guidance and a place to worship for those who want to be saved. Repent, before it is too late!

Join us and you too can find eternal happiness. The Brotherhood holds regular prayer meetings and public flagellations of those who have lost their way. We also offer a range of rewarding vocations to those who may choose to dedicate their lives to our evangelical mission.

The Order

The Lord of Eternal Darkness and Misery knows all. Do you yearn to submit? Are you in need of domination? Do you seek an iron fist to rule your life? Sell your soul to the Order and all your problems will be no more! Before light there is only darkness and when light is no more... darkness prevails. Submit to the darkness of our evil lord, the Tormentor of Souls. The Order originated in the Dark Ages on Earth, many thousands of years ago when our forebears were hunted down and murdered for their devotion to the Evil One.

The Temples of Loth Hedeon were constructed to offer sanctuary to our devotees from persecution. Our ministry was continued by the dedication and devotion of its members over the centuries until now, when we have temples scattered throughout the stars. If you cannot satisfy the darkness that wells up in your soul, if you thirst for the taste of evil or if you just cannot find acceptance elsewhere, the Order will shelter you under its wing.

Absolute dedication will be rewarded in full. We tolerate neither fools nor the idle.

The Order temple regularly hosts sacrificial rites, penitential self-mutilation, and initiatory services. All are welcome. Just contact us on any Holo-Terminal to find out service times and the sacrifice of the day. Join us and feel the power of our Infernal Lord. May the Darkness of our master invest your soul.

Earth Federation Government

Cerberus is governed by an Earth Federation Council representative and is the base for a government research department, archive room, and operations centre.

The Cerberus City Government controls immigration, funding to local law enforcement - Cerberus Colonial Police, public utilities, orbital regulations, space dock facilities, public transport, emergency medical facilities.

The Government Research Department offers state-of-the-art viral and genetic research facilities. We also have access to the finest scientific minds in the galaxy through the Government Employment Register in the archives room.

The Government Archive Room contains data and research from the Earth Federation Information Archive System and the personal information database relay on Genus 4.

The Government Operations Centre coordinates all covert and non-covert government missions. It provides surveillance, target retrieval and counter-terrorist control to government operatives in this sector.

It also provides ordnance supplies to operatives in the field.

The Cerberus City Government is always on the lookout for new agents. If you have military experience, come from a law enforcement background or wish to change careers contact the personnel officer by Holo-Terminal and enquire about our current vacancies.

Knife

GRUBER Titanium Alloy Combat Dagger

Model No. LZ80. Very common design of fighting knife, made popular by the "Captain ZUCO" vid-series. Beware of imitations- there are billions of cheaply made knock-offs circulating known space. Insulated grip, titanium/ Rhodnum core. Weight-0.8 kg

Pistol

MALLORY ARMS- 107F Combat Pistol

Semi-Automatic Liquid Regulated Firing System. Light and accurate pistol. Standard issue side arm of Enforcer Squadrons galaxy-wide.

Weight-1.1 kg. 9mm Parabellum Caseless. 15 round magazine.

Shotgun

JUPITER CORP. GR7 Assault Shotgun

Fully synthetic construction. Commonly found on outer colonies that have suffered civil turmoil. 'The twin-barrelled riot configuration keeps this weapons less lethal if turned against its owner, although it still boasts incredible stopping power.'

Weight-3.7 kg. 12 gauge solid shot caseless cartridges.

Rifle

WILLENGER 'Dead Eye' DE-S1 3000

Semi-automatic sniper rifle. The computer-controlled EOFS [Electronically Operated Firing System] ensures a clean shot every time. Fitted standard with high-powered cold laser targeting sight and silencer.

Weight-3.8 kg. 7.62mm Depleted Uranium Caseless Sabot. 5 round magazine.

Machine Pistol

INNAGUS ARMS 426 Machine Pistol.

Rotating bolt with GAS-SHOKtm recoil compensator and Teflon breech rated at 80 rounds/ sec. This weapon is the standard in fire power, durability and ease of use, which has earned INNAGUS ARMS a place in the top 100 companies of the Earth Federation.

Weight- 2.4kg. 9mm Parabellum Caseless. 50 round magazine.

Cannon

FYCEN DEFENSE DYNAMICS UAC-47 Assault Cannon.

Ultra light synthetic housing and Fully enclosed breech. This semi-automatic cannon was first designed to be fitted on CMC's HAMMER, but FYCEN lost that contract to MALLORY ARMS. Now modified to fill an infantry support role, with full mobility provided by a Gyro Hydraulic Support Frame.

Weight-21.2 kg. 20mm Armour Piercing shells. 5 shell magazine.

Flamer

HADES K/44-G Directional Gel-based Incendiary Propulsion System.

1500 psi, Gas-powered unit featuring crystalline electronic ignition and all weather muzzle. The all-conquering K/44 has beaten off the challenge from the new CMC Plasma weapon due to its rock bottom price and the favour it is shown by certain religious groups throughout the galaxy.

Weight-4.2 Kg. 300ml- Pressurised HADES gel liquid cartridges. 6 Seconds of Full Vent Usage per cartridge.

Bolter

VX-743 Laser Dart BOLTER.

A specialised urban assault weapon, the bolter fires twin darts of laser-irradiated tungsten. Upon striking a solid object, the smart-link system initialises causing a release of the darts stored energy. This system was designed during the great war of '98, when units of high-speed movers commonly raided cities. The bolter was designed to shoot them down without causing too much collateral damage to the city itself. Battery Pack- Heavy Duty Plutonium/ Lithium Units- Approx. 1200 Megawatts = 50 shots.

Grenade Launcher

ULTIMUM HK-98t 60mm Rocket Assisted Grenade Launcher.

Featuring a fast reload magazine and Auxiliary Power Unit, the HK-98t provides reliable ignition and detonation of infantry support grenades. An average quality design, popular with colonial armies.

Weight-12.5 kg. 60mm Proximity Detonated Splintex Grenades. 5 grenades per magazine.

Rocket Launcher

CMC 'Scorpion' SS-4 Reusable Surface to Surface Rocket Launcher.

Using the Solid Fuel Propelling Charge System (SFPCS) for the 70mm L52 ordnance system, this weapon is the equivalent of having your own personal artillery piece. No black ops team is complete without one.

Weight-16.8 kg. 70mm High Explosive Plasma Based Anti-Armour Rockets. Single loaded.

Plasma

CMC VX-38 Superheated Plasma Discharge Assault Rifle.

Utilising a crystalline conduit chamber amplifier and an amazing 15000x refractory focal lens, the VX-38 is the latest in high-tech. This weapon produces super heated matter from an inert gas and hurls it at the

enemy as a ball of burning atoms. It is already regarded as a terror weapon and has earned the nickname "Devil's Breath" before its release into the market.

Weight-5 kg. Plasma Clip. 12 Discharges before chamber exhaustion.

Mini Gun

MALLORY ARMS M-132 Mini Gun.

Uses a digital sync system and incorporating all aluminum-alloy construction. The concept of a multi-barrelled, rapid firing gun is by no means a new concept, but the M-132 will probably represent this weapons ultimate design well into the next century.

6 x 7.62 mm barrels. Weight- 24.6 kg. 7.62 mm Armour Piercing Caseless. 300 round ammo belts.

Remote

Remote Detonation Device.

Infra-red trigger/ throw switch. Range up to 300 meters. EL-2110 liquid explosive remote detonation charges. Includes biological/ viral chamber.

Tempest Rod

Said to gain its supernatural power from a gem called Sulagh's Eye, these weapons can strike down anyone who opposes its bearer. Tempest Rods are rumoured to drain the life force of their users, and replace it with an indescribable darkness.

Guardian's Cruciforms

Guardian's Cruciforms are said to contain the breath of the Elder Gods which can be commanded to vanquish the faithless. The Brotherhood look on the Cruciforms as irrefutable proof that the Elder Gods did exist.

Hammer

(Hydraulically Automated Mobile Military Exo-Robot)

Developed by CMC (Covert Military Corporation) to combat civil unrest on Earth. It is an all-terrain armoured vehicle fitted with dual M-132-S Mini Guns. Although still in development, this weapon is set to revolutionise warfare. (Identical to the M-132 but specially configured to fire 60 rds/sec). 2.1 tonnes Top Speed 10km/hr. 2x 7.62 mm 300 round ammo belts.

Book

Legendary Ancient Text, the Tome of Kassius.

In legend, Kassius died in the heat of battle, fighting off the dark enemies of the Elder Gods. It is said that as he died he cursed the hordes and his spirit was invested in the book. The cover of the book states "Thou that seeketh the glory of slaying the demons of darkness must offer thy life in exchange".

Items

Elemental Stones

The Elemental Stones are four ancient gems of unique properties. They are the gem of Air, the gem of Earth, the gem of Water, and the gem of Fire. The stones have been the cause of many great battles and conflicts throughout history. They are said not only to possess unique physical properties but are alleged to have mystical powers as well.

Briefcase

Shock-resistant, fireproof, titanium-framed document case. Comes in black or silver.

Science Jar

High density, enviro-sealed sample containers for the transportation of medical samples, chemicals and biological agents.

Bug

The F.L.U. 2200 Field Listening Utility - Long distance microwave transmission listening device.

Crate

Transportable storage unit for weapons, drug consignments and electronic components.

Console Tracker

In the field Global Positioning Device to target mission objectives.

Dread Parts

The high crime rate in Cerberus has resulted in regular patrols by the coroner's Mover to remove the corpses and remains of victims of streetcrimes, Enforcer civilian control operations or factional violence.

Med Kit

Due to its relative isolation, med kits are widely available in Cerberus. The kits have been modified for self administration and are easily used. There are a variety of kits in circulation, and all are able to cope with a range of health problems, from minor injuries to severe trauma.

Normal-12 Cylinder Gyro Engine. 2 Door.

Economy conscious? What you need is the Lamosine, the latest budget Mover from Vulva. This sensible two door model comes in grey, with optional two tone Grey Vinyl-Ene interior.

'The Lamo is the best Mover I ever had!' Galactic Motoring

Fast-'Photon'- 18 Cylinder SuperCharged Gyro Engine, Twin Injection fuel chamber. Cruise Control. Full head up VR display.

Live life to the brink! If you have to drive.. drive the best. The 'Photon', the latest release sports Mover from Niagra Motors offers you luxury hovering at reasonable price. Driving a 'Photon' is like slipping into your favourite lederhosen. Indulge in the latest enviro-controls, ergonomic seating and state-of-the-art Hecta-directional 55 stacker CD player. Available in Hemoglobin Red.

Taxi-12 Cylinder Gyro Engine. 4 Door.

Cerberus Taxi Service will get you wherever you need to be. Services run 27 hours a day. Enviro-sealed, reliable and ready when you need them.

You will get the ride of your life! At Cerberus Taxi Service.

Call 4688465- TAXI to book a ride.

Enforcer 18 Cylinder Gyro Engine, Impact Resistant Chassis, Reinforced Glass, and Passenger Module. 2 inch Revlar casing. Fire Resistant and Laser Proof.

The Cerberus Colonial Police have chosen the Xevion Gyro-Motors Model VIII Mover to use in the field. The Model VIII is a robust vehicle, featuring the latest in weapon-proofing and environmental seals. It also houses a feisty 18 Cylinder Gyrotm engine with a high-pressure injection super drive and solid fuel option. The driver and passenger module are cased in a reinforced Revlar frame, drastically improving safety.

Swat- Dual 22 Cylinder Engines - All Terrain- Reinforced chassis and Bullet Proof Glass. Pressurised troop bay.

The Xevion Gyro-Motors ATV has long been popular among both covert operational forces and military alike. The Xevion ATV offers a virtually impenetrable troop carrier that will get your squad as close to the action as is physically possible. Powered by Dual 22 Cylinder Gyrotm engines, the ATV is constructed using a reinforced Revlar and titanium chassis, skinned with an impact-retardant, artillery-resistant alloy. The ATV features a fully pressurised and enviro controlled troop bay.

Medic-Government Issue Medical Mover. Quad System Gyro stabilisers.

22 Cylinder Gyro Engine. Full environmental controls and life support. The serious business of mobile emergency medical services are provided with the multi-purpose Earth Federation Government Medical Mover. Developed as an in-the-field medic unit, it has proved itself in combat situations across the galaxy. The Medical Mover is powered by Dual 22 cylinder Kranker tm engines, with solid fuel modifications and full life support.

...total mission control at your finger tips

AGOS (Advanced Gaming Operating System) revolutionises the future of gaming content by allowing the user to create custom missions for gameplay based on his or her own ideas. Serious gamers can therefore create an endless variety of mission types and scenarios, both in single and multi-player modes.

The AGOS Intelligence Engine features reactionary intelligence for all computer characters. Using a combination of tasks and goals, characters can take on realistic behaviours and take active roles in your missions.

Using AGOS to create a Mission.

AGOS offers simple-to-use visual control windows for all intelligence features. After positioning the Task object, Normal object, or Item, the user can easily assign behaviours, weapons, character strength, goals and tasks. Mission briefings and completion/failure text can be added to create unique custom missions. AGOS has been designed using standard Windows 95/98 mouse conventions. Right mouse click to display properties and other options.

Mission texts are inserted in the Mission Message Editor. To add Mission Briefing or Success and Failure texts, choose the mission you wish to modify, right click on it and choose Properties to display the Mission Message Editor.

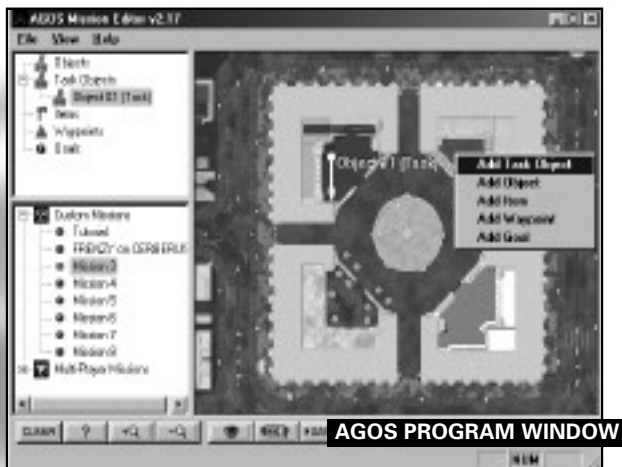
Give your mission a name in the Mission Title Window, e.g. 'Bank Robbery'. Type mission briefings to be displayed at the Mission Terminals in the Briefing 1 window. Mission objectives can be typed in the Key Goals window, to be displayed in game with the F2 key. Success/failure texts are also added here, to be displayed when you have completed or failed a mission. See below for more information on additional text options.



Critical fails...

Flag to set if any of the failures are to be critical. This allows for Assassins to be spawned if the player fails a mission or kills a mission critical task object. See below for more information on Assassins.

Now you are ready to create the various elements of your mission. Missions can be created using combinations of 5 sets of editing tools. They are Objects, Task Objects, Items, Waypoints and Goals. To create any of these, move



to the desired location on the map and right click to choose an option. Once you have created a new element, right click on the handle of that element or on its new entry which is now listed in the Element Window to choose Properties. This will display the appropriate Properties Editor to the element you have selected. The Task Object Properties Editor is displayed when you choose a Task Object.

Use the Custom settings window to assign the identity of the character, what items or weapons they carry, what happens if they are killed and most importantly their List Of Tasks.

Each character can be assigned up to 99 tasks, which determine his or her behaviour. To define tasks, double click on an existing task to display the Task Properties Editor. All tasks are set to 'nothing' when a new object is created.

Give the character a name and a portrait?????. A Task Object can carry two items, for example machine pistol and a Med Kit. These items must be flagged as Droppable if they are to remain once the object has been killed. Set the Amount e.g. clips for the item once it has been dropped.

Using the sliders you may also set the Damage absorption and Speed adjustment.

The Enforcer flag may be set if you wish the NPC Enforcers to ignore gun shots or attacks by your character. (The Enforcers will attack





any non-Enforcer object they hear that is shooting).

Death Action is used to cause mission failures. It can be set to one of the 5 failure texts as is appropriate.

Creation Delay can be set to spawn the character after a set time.

Finished Tasks is used to set what the character does upon completion of its task list. It can be set to repeat, retire, fail 1-5 or retire.

Set Reactions Globally to set the reaction events for a task list or a portion of a task list.

Using the selection box, choose a Task Type. AGOS contains 99 different Task Types. The combination of tasks and reactions creates behaviours which the character will display in game.

For more information see the task list below.

By assigning a set of tasks to a Task Object, you can quickly create a life-like scenario where a character walks somewhere, talks to you, gives you an item, and then leaves in a waiting Mover. Each task can have up to 5 reactions set to it. For example, if a character was set on "stand until talked to", and its Shot/ Wounded Reaction is set to "attack to death", it will react violently to being punched, shot or wounded.

There are 24 different Reaction types ranging from running away or attacking, to jumping to set tasks, dropping items, and mission failures. Music Triggers may be set to play when certain tasks are reached.

AGOS comes with a range of pre-set Objects and with a variety of Behavioural Patterns. Choosing Properties on an object will display the Property sheet. Using this window you can assign the characteristics of the object as per a Task Object.

The property sheet also includes the

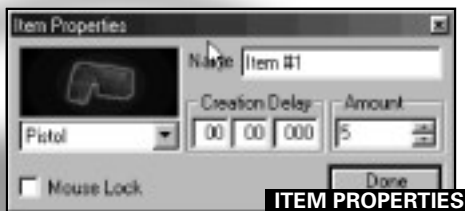


PROPERTY SHEET

Behaviour Pattern window. Here you can choose from one of the 19 pre-set behaviours. This allows you to quickly create objects like guards, assassins, or any of the standard characters in the game. Normal objects are pre-set, whereas Task Object behaviour is completely definable.

If you wish to create a usable vehicle such as a Mover or a Hammer, it must be created as an Object (not a Task Object). Its behaviour will default to usable.

Items are just as simple to create, with a quick right mouse click to open the Item Properties editor.



ITEM PROPERTIES

Here you can choose the item type, assign it a name and set its amount and its creation delay. Items can be chosen from the following list,

Knife	Flamer	Plasma	Book	Crate
Pistol	Cannon	Mini Gun	Elemental Stones	Console tracker
Shotgun	Bolter	Remote	Briefcase	Dread Parts
Rifle	Grenade Launcher	Evil Sceptre	Science Jar	Med Kit
Machine pistol	Rocket Launcher	Good Sceptre	Bug	

Waypoints are user defined locations in the game world that are used for object traversal.

By creating a waypoint outside the bank and calling it "Outside Bank", any object can be easily programmed to proceed to that location in its List of Tasks. In this way you can quickly create a series of points which the object will navigate itself to.

In order to complete or fail your mission, you will need to assign some Goals. Goals are added in the same manner as other elements and defined using the Goal Properties editor. Success or failure of Goals will directly cause you to complete or fail a mission.

There are 19 Goal types that offer a range of events which can be used easily in missions. These Goals can be made subject to time limits and priority completion. Dialog triggers will be played upon completion of a Goal, as will the music trigger.

Successful completion of all Goals will complete a mission. Failing any Goal will cause mission failure and will cause the failure text selected in the Wrong Priority Action window to be displayed.



GOAL PROPERTIES EDITOR

NOTE: Care should be taken when assigning Goals. Rule of thumb- KISS (Keep It Simple Stupid!) as it is easy to run into Logic problems.

Once you have completed these simple steps you are ready to begin your mission! To send your missions to The Creed, select Send to game in the file menu or hit the To game button in AGOS.

Now you have set the scene.. go for it!

AGOS Preferences

Edit Options

Quick Delete: Enables one step delete

Display Options

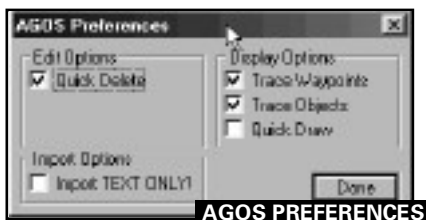
Trace Waypoints: Visual link to target waypoints

Trace Object: Visual link to target objects

Quick Draw: Updates screen changes faster (but flickers)

Import Options

Import text only: Imports ONLY text from a mission file or thread



Reaction types are as follows;

Run Away	Attack to hurt	Attack to death	Drop & run	Give Item A
Give Item B	Goal Event	Enter usable	Exit usable	Drop all items
Look at object	Jump task 50	Jump task 60	Jump task 70	Drop Item A
Drop Item B	Failure 1	Failure 2	Failure 3	Failure 4
Failure 5	Drop Current	Give Current		

Goal Types are as follows;

Object Killed	Object Damaged	Object reaches waypoint	Object given item
Object NEVER damaged		Object NEVER reaches waypoint	
Object NEVER given Item		Human player alive	
Human player reaches waypoint		Human player given item	
Item dropped at waypoint		Item NEVER dropped at waypoint	
Event-Shot	Event-hear	Event-talk	Event-NOT shot
Event-NOT hear	Event-NOT talk	Wait until triggered	

Creating a simple mission using AGOS.

Scenario

The human player must meet with a contact in the park. The player must collect a briefcase of kredz from the contact and deliver it to a government agent in the cinema. You have 10 minutes, QUICK!!!

Break it down- This mission requires 2 NPC (Non Player Characters). One to deliver the briefcase, and another to collect the briefcase from you in order to complete the mission.

Step 1 Choose Clear to clear the current custom mission file

Double click on Mission 1 to display the Mission Message Editor.

Give the mission a title, e.g. "The Delivery."

Insert the mission briefing in the Briefing 1 window.

E.g. "Meet with Mr Whippie in the park, he has a briefcase of kredz for you. They must be delivered to Agent Smythe in the cinema."

Choose the Success text button and enter a message to be displayed upon completion of the mission, e.g. "Nice work!"

Failure texts are also entered in the Mission message editor. There can be up to 5 different failure messages to allow for screwing up in different ways. You may have a failure text for taking too long to complete a task, and another for killing a mission critical NPC. In Failure 1, add a failure text for killing Mr. Whippie e.g. "You killed Mr. Whippie.. you're gonna get a whippin' for this!".

In Failure 2, add a failure for killing the Government Agent, e.g. "You have killed our contact... your services are no longer required."

In Failure 3, add a failure for taking too long, e.g. "Time's up! The contact has left."

More failure texts can be added to suit as you expand the mission. Now you are ready to start adding the various elements.

Select Done.

Step 2 You have already worked out that there are two main elements in this mission.

Firstly use the arrow keys to navigate the AGOS Map to the parkland. Using the pointer, decide on the location of Mr. Whippie. Right mouse click to display the Add Menu and choose Add task Object. Now right mouse click on the new element handle and select Properties to display the Task Object Properties Editor.

This is where you set the task list of NPCs and bring them to life.

Type in “Mr. Whippie” in the name window and choose a visual alias.

Set Item A as a silver briefcase- the item the human player is to pick up.

As this NPC is a mission critical element, set the Death Action to Mission Failure 1 (Failure 1 text will be displayed if you kill this Mr. Whippie).

Break down what the NPC’s behaviours are to be.

They are: wait for the human player to make contact and then give the human player the briefcase.

Double click on the first task (Task 00) to display the Task Properties Editor. This is where you set Mr. Whippie’s tasks and reactions, creating the behaviours he will display in-game.

Once the human player has located Mr. Whippie, the human player will have to identify himself. Select Set Human Dialog (Internal) and set the Dialog Trigger to Player. Now scan through the dialog list (there are hundreds to choose from!) and select an appropriate line, e.g. “Where is it?” This task sets the dialog of the human player when he or she talk to this NPC only. Select Done.



To make Mr. Whippie respond, set the next task (01) to Stand Until Talked To. Mr Whippie will wait at this task until the human player hits the Talk key within hearing range.

The next task (02) can then be set to Look at Object. The Target Object will default to Closest Human Player (Remote or Host). Now after Mr. Whippie is spoken to by the Human Player, Mr. Whippie will turn and look at human player. Select Done.

Next, set Mr. Whippie to reply to the human player by selecting Talk with Gesture as Task 03. The target object will again default to Closest Human Player (Remote or Host).

Using the Dialog Trigger Menu, choose a dialog type and select a fitting reply, e.g. Male Contact 2 “Take

it!” as his response.

The next task will be to give the human player the briefcase. Double click task 04 and select Give Item to A. Leave the Target Object on the default setting.

Mr. Whippie is now set to wait until you talk to him; he will then look at you, reply and then give you a silver briefcase. In order to ensure that the human player has received the briefcase you can add Jump If I have Item as task 05. Set the target item as Silver Briefcase and the task jump as Task #4. This will create a small loop in



THE GOVERNMENT AGENTS TASK LIST SHOULD LOOK LIKE THIS

the task list until such time as the human player is close enough to receive the item. Once the conditions of the task are met, i.e. Mr. Whippie does not have the silver briefcase, he will skip to the next task in his list.

Finally, to clean up the scenario set task 06 to Retire Now. Mr. Whippie will now retire at the closest retirement zone after he has given the human player the silver briefcase.

Now we can set the Government Agent who will be waiting for the delivery in the cinema. Move to the cinema and add a new task object.

Set the visual alias as Government High and select a Pistol as Item A.

In Task 00 select Wait until given Item and choose "silver briefcase" in the Target Item menu. This NPC will then wait until it is given the briefcase before continuing to the next task in its list.

Set task 01 as Look at Object- Closest Human Player (Remote or Host).

Set Task 02 as Talk with Gesture and choose a line, e.g. Government "Keep up the good work!"

Because this NPC is also mission critical, set the Death Action to Failure 2, which would be displayed if you killed this character.

Step 3 The final step will be to complete the Goal using the

Send Goal Completion task. This first requires that you create a Goal that can be completed or failed.

To do this, move the pointer anywhere on the map and use the right mouse button to choose Add Goal from the Add Menu.

In the Goal Properties window name the Goal, e.g. "briefcase dropped off" and set the Type as Wait until triggered. Once the goals in a mission are completed the success text will be displayed in-game. Likewise, if any of the failure conditions are met, such as killing a mission critical NPC, the failure text will be displayed.

Set the Time Limit to 10:00:00 and select Mission Fail 3 in the Wrong Priority Action Menu.



This Goal will only be completed when it receives a trigger from the Government Agent or failed if you take longer than 10 minutes to deliver the briefcase to him.

Now go back to the Government Agent's task list and set the last task as Send Goal Completion, choosing "Briefcase dropped off" as the target goal.

Now you are ready to try it out. Select the Send Missions to Game button to save your new mission into The Creed.

Go for it!

Expanding a Mission

SET TASK REACTIONS GLOBALLY

Once you have used AGOS to program a mission like this, it is easily expanded by adding more elements and variables.

For example, using the Reaction Lists in the Task Properties window you can quickly add more life to Mr. Whippie. Double click on Task 01- Stand until Talked To.

Set the Hear Weapons Fire reaction to Run Away and Shot/Wounded to Attack to Hurt.

Now Mr. Whippie will behave more lifelike. If he hears gunshots or punching or knifing he will run away. But if he is wounded in any way he will attack the object that has injured him. (Reactions work on a priority basis, see Appendix D below).

At present Mr. Whippie is armed with nothing more than a briefcase, so you will have to make a few more modifications. Firstly you need to arm him correctly.

Change Item A to a pistol and make Item B a silver briefcase.

Go to Task 04 and change it to Give Item B to – Closest Human Player (Remote or Host).

Now Mr. Whippie is almost ready to roll. With the current settings he will react appropriately if he is attacked or shot at while he is on Task 01- Stand until Talked To. To quickly extend those same behaviours over the rest of his Task list, choose the Set Reactions Globally button.

Firstly check the reaction boxes and then select the range of task numbers you wish to modify.

Choose Set Now! and then Done.

Next you could add something to make it more of a challenge. Move the AGOS map to the cinema area.

Move the pointer to inside the north entrance to the Recreational Multiplex . Right mouse click to Add Task Object.



Choose Properties to open the Task Object Properties.

Call this Task object "Angel", and we will program her to intercept you as you go to make the final drop off.

Choose a Dagger as Item A and set her visual alias as Civilian Scum Female.

Set Task 00 as Jump If Object Near, with the Target Object as Closest Human Player (Remote or Host).

In the Task Jump window select Task 5.

Now open Task 01 and select Jump to Task and set the Task Jump to Task 0.

You have just created a loop that "Angel" will cycle through until the condition of task 00 is met. That is, when the human player is near to her, Task 00 will jump to Task 5.

In Task 5 select Run to Object with the Target Object set to Closest Human Player (Remote or Host).

Task 6 should be set to Talk With Gesture, leaving the Target Object as the default and choosing something slightly menacing such as Generic Female 2 "Give us ya money or we'll bleed ya!"

Task 7 can then be set as Attack Object Aggressively. Again leave the Target Object as the default setting.

"Angel" will now wait at her start position until the human player gets near to her. She will then run to them, talk and attack them until they are dead or she is killed.

By checking the Droppable button on Item A, the knife will be left behind if you kill her; otherwise all Items disappear when a Task Object is killed. Now you are ready to try it again.

Glossary

Creation Delay	Time delay to spawn object
Droppable Button	Defines whether an item carried by an object is droppable once the object has been killed
Speed Adjustment	Sets the speed of the object
Damage absorption	Sets the damage absorption of an object. An object set on 100% will absorb 100% of the damage effect of a projectile or explosion. Reducing or raising the percentage will reduce or raise the effect of damage on the object accordingly.
List of Tasks	User defined list of tasks which a task object will progress through.
Death Action	Fails mission and displays selected mission failure text or can be set to nothing.
Finished Tasks	Sets what happens when the task object reaches the end of its task list. It can be set to Repeat, Die, Mission Fail 1-5 or Retire.
Mouse lock	Locks the object, task object or item on the AGOS map
Enforcer flag	By flagging this option, NPC enforcers will not react to the gunfire or attack this object
Reaction	Sets one of the 24 available reactions to this event.
Music Trigger	Triggers music when this task is reached
Target Object	Target Object to which current task applies. Can be set as a specific task object or to one of the preset target object types (See Appendix F)
Target Item	Target Item to which current task applies
Target Waypoint	Target waypoint to which current task applies
Preset	Both Objects and Task Objects can be saved as presets. This allows for characters to be stored with their task lists. Care must be taken, as target waypoints, target objects and items are not saved.
Assassins	Fails flagged as critical will spawn any assassins set as objects. Assassins are not spawned until a critical fail occurs and then only if they have been created in AGOS. To create an assassin, create it as a normal object and assign it an assassin behaviour. It will then be spawned as soon as a flagged critical fail is triggered.

Import	Imports an existing thread to the custom mission file
Export	Exports an existing thread
Permits	Permits are required to allow task objects to enter the various factional HQs. Permits are available for the Order, the Brotherhood, the Government, the Genetics laboratory and for Multiplay Team A and B.
Critical Fail	Lets the user flag failures as critical to spawn assassins
Mission Message Editor	This Editor is where you input mission text, objectives and key goals, success and failure text and the mission title. It also has the provision for flagging critical fails. Users may include key replacement codes to add variables to their mission text. (see Appendix C).
Usables	Objects may be set as one of 7 usable vehicles. The behaviour pattern of vehicles must be set as drivable.

Hotkeys

Z	Zoom in
Shift Z	Zoom out
Delete	Delete
Shift + Left Arrow	Rotate left
Shift + Right Arrow	Rotate right
Ctrl + Arrow Keys	Nudge
Ctrl + C	Copy
Ctrl + V	Paste
Ctrl + X	Cut

Appendix A

In-Game Guards

The guards that are placed at the entrances of faction HQs are placed by the main program and as such, are beyond the control of AGOS. All Task Objects and other objects placed by you in AGOS will require permits to enter these areas without being attacked by guards (see Appendix C below). Here is a list of what objects these guards will allow to pass.

Guard Type	Allowed Access
Brotherhood Guard	BRO members and guards, city civilians, BRO permits, area guards, object guards, and assassins.
Government Guard	GOV members and guards, city civilians, GOV permits, power workers, enforcers, area guards, object guards and assassins.
Order Guard	ORD members and guards, city civilians, city scum, ORD permits, area guards, object guards, and assassins.
Genetics Guard	GEN members and guards, city civilians, GEN permits, power workers, enforcers, area guards, object guards and assassins.

Appendix B

Key Replacement Codes

These codes are used to type variable keys into text. For example, in a briefing you wish to have the players alias appear, you would use the replacement code for alias (%f), to make the name appear in typed text.

Eg: "Well %f, you have done well", would appear as: "Well Psycho, you have done well"

The following is a list of these codes.

%1 = Forward Key	%r = Use Item Key	Matrix and "Guy" if you are Guy Wolfe
%2 = Backward Key	%t = Target Cycle Key	%f = Current Players Alias (Used for Networking and Saved Games)
%3 = Left Key	%y = World Time - Hours	%g = "Matrix" if you are Gene Matrix and "Wolfe" if you are Guy Wolfe
%4 = Right Key	%u = World Time - Minutes	
%5 = Fast Move Key	%i = World Time - Seconds	
%6 = Fire Key	%o = World Time - HH:MM:SS (eg. 3:01:30)	
%7 = Reload Key	%p = World Time - MM:SS (eg. 01:30)	
%8 = Pickup Key	%a = Total Kills since Start of Game	MULTIPLAY EXTRAS
%9 = Give Key	%s = Total Kills since Start of Mission	%hXX = Player Number XX Kills
%0 = Talk Key		%jXX = Player Number XX World Time - MM:SS (eg. 01:30)
%q = Roll Left Key		%kXX = Player Number XX Alias
%w = Roll Right Key		
%e = Dive Key	%d = "Gene" if you are Gene	

(ie. Player Number 2 Alias is
"%g02")

%l = Total Players in Session

%s = Total Kills EVER (personal)

%a = Total Kills for THIS
SESSION (personal)

%k01 = Multiplay Alias Player 1

%k02 = Multiplay Alias Player 2

%k03 = Multiplay Alias Player 3

%k04 = Multiplay Alias Player 4

%k05 = Multiplay Alias Player 5

%k06 = Multiplay Alias Player 6

%k07 = Multiplay Alias Player 7

%k08 = Multiplay Alias Player 8

%h01 = Player 1 Killcount

%h02 = Player 2 Killcount

%h03 = Player 3 Killcount

%h04 = Player 4 Killcount

%h05 = Player 5 Killcount

%h06 = Player 6 Killcount

%h07 = Player 7 Killcount

%h08 = Player 8 Killcount

To make an object appear in the console tracker an asterisk must be inserted directly before its name in the task object properties window.

Appendix C

The task types and their purpose are as follows;

Nothing	Do Nothing
Go To Waypoint	Go to the selected waypoint
Run To Waypoint	Run to the selected waypoint
Look At Waypoint	Makes this object look at the waypoint you selected
Look at Object	Turn and look at the selected object
Go To Object	Go to the selected object (Person/Creature/Vehicle)
Run To Object	Run to the selected object (Person/Creature/Vehicle)
Walk To Object	Walk to the selected object (Person/Creature/Vehicle)
Attack Object	Attack the selected Person/Creature/Vehicle
Attack Object Aggressively	Attack the selected Person/Creature/Vehicle aggressively
Do Damage To Object	Do some damage to the selected Person/Creature/Vehicle
Send Talk Trigger	Talk to the closest character to me (SILENTLY)
Talk (With Gesture)	Perform a hand gesture (can be used with Talking etc...)
Set Human Dialog (Internal)	Set the human player's internal dialog (Used when you talk to THIS object)
Play Human Dialog	Plays the selected dialog for the human player
Play System Dialog	Plays a dialog in an overhead manner as though coming from a PA system etc....
Get Item	Pick up the selected item from my current location
Drop Item (Current)	Drops my currently selected item to the ground

Drop Item A	Drop Item A from my inventory to the ground
Drop Item B	Drop Item B from my inventory to the ground
Give Item (Current)	Gives my currently selected item to the selected object
Give Item A To	Give item A to the selected object
Give Item B To	Give item B to the selected object
Equip Item (Specific)	Equips the specified item IF I have it
Equip Item A	Equip item A from my inventory
Equip Item B	Equip item B from my inventory
Destroy Item (Current)	Completely removes my currently selected item from the world
Destroy Item A	Removes and destroys item A from this object's inventory
Destroy Item B	Removes and destroys item B from this object's inventory
Create Item A	Creates a NEW item A for this object
Create Item B	Creates a NEW item B for this object
JUMP To Task	JUMPS to the selected task (must be a valid task number)
JUMP To Task (Chance)	JUMPS to the selected task IF the value generated from 'Random Limit' is = 0
JUMP IF Object Visible	JUMPS to the selected task IF the specified object is visible
JUMP IF Object Near	JUMPS to the selected task IF an object is close to me (20 meters)
JUMP IF Next To Object	JUMPS to the selected task IF an object is next to me (5 meters)
JUMP IF Item Near	JUMPS to the selected task IF the specified item is close to me (20 meters)
JUMP IF Next To Item	JUMPS to the selected task IF the specified item is next to me (5 meters)
JUMP IF I Have Item	JUMPS to the selected task IF the specified item is in my possession
Return From JUMP	Returns to the last executed jump statement
Send Trigger	Send a trigger to the desired character (that character should be waiting for a trigger)
Wait for Trigger	Wait for a trigger from another character

Enter Vehicle	Enter the specified vehicle moving to it if necessary
Exit Vehicle	Exit the vehicle I am currently in if I am in one
Wait Until Usable Entered	Wait until the specified vehicle is entered by anyone
Wait Until Usable Exited	Wait until the specified vehicle is exited by anyone
Wait Until Waypoint Reached	Wait until I reach a designated waypoint
Wait Until Human Reaches Waypoint	Wait until a human player reaches a designated waypoint
Wait Until Given Item	Wait until I am given a specific item
Wait Until Object Stops	Wait until the specified Object Stops Moving
Wait to enter Vehicle	Wait until there is a vehicle close enough for me to enter
Wait to enter as Driver	Wait until there is a vehicle close enough for me to enter as a 'Driver'
Wait to enter as Passenger	Wait until there is a vehicle close enough for me to enter as a 'Passenger'
Wait for Random Time	Stand and wait randomly up to designated period of time
Stand and Wait	Stand and wait for a designated period of time (0=Infinite)
Stand Until Shot	Stand and wait until I get shot
Stand Until Shot Heard	Stand and wait until I hear shooting or other threatening sounds
Stand Until Talked To	Stand and Wait until I am talked to
Give 'Brotherhood' Permit	Permit access to the Brotherhood Temple to the selected object
Give 'The Order' Permit	Permit access to the Order Temple to the selected object
Give 'Government' Permit	Permit access to the Government building to the selected object
Give 'Genetics' Permit	Permit access to the Genetics Lab to the selected object
Give 'Guard' Permit	Allow the selected object past guards
Deny 'Brotherhood' Permit	Deny permit to the Brotherhood Temple for the selected object
Deny 'The Order' Permit	Deny permit to the Order Temple for the selected object
Deny 'Government' Permit	Deny permit to the Government building for the selected object
Deny 'Genetics' Permit	Deny permit to the Genetics Lab for the selected object
Deny 'Guard' Permit	Stop the selected object from passing the guards

Ignore Events from BRO	Ignore Brotherhood generated events
Ignore Events from ORD	Ignore Order generated events
Ignore Events from GOV	Ignore Government generated events
Ignore Events from GEN	Ignore Genetics worker generated events
Ignore Events from GUARD	Ignore Guard generated events
React to Events from BRO	React to Brotherhood generated events
React to Events from ORD	React to Order generated events
React to Events from GOV	React to Government generated events
React to Events from GEN	React to Genetics worker generated events
React to Events from GUARD	React to Guard generated events
Sit Down	Sit down on the closest seat
Worship	Bow down and worship
Set DEFAULT Retire Point	Selects the closest retirement point for this object
Set CUSTOM Retire Point	Allows you to choose this object's retirement point
Retire NOW	Retires the object to its retirement point
Send Goal Completion	Sends a 'completion' flag to the selected goal
Send Goal Failure	Sends a 'failure' flag to the selected goal
Set Object Speed	Sets the speed of the selected object (can be this one)
Set Object Damage Absorption	Sets the damage absorption of the selected object (can be this one)
Infect Object	Infect the selected object
Cure Object	Cure the selected object of infection
Ignite Object	Set the specified object on fire
MULTI->Give Permit Team A	Give selected object a 'Team A' permit
MULTI->Give Permit Team B	Give selected object a 'Team B' permit
MULTI->Deny Permit Team A	Deny selected objects 'Team A' permit if they have one
MULTI->Deny Permit Team B	Deny selected objects 'Team B' permit if they have one
MULTI->Ignore Events from Team A	Ignore events from 'Team A' permitted objects
MULTI->Ignore Events from Team B	Ignore events from 'Team B' permitted objects
MULTI->React to Events from Team A	React to events from 'Team A' permitted objects
MULTI->React to Events from Team B	React to events from 'Team B' permitted objects

Appendix D

Reaction Priority (in descending order);

1. Triggered
2. Talked To
3. Shot/ Wounded
4. Hear Weapons Fire
5. Bumped Into

Reaction types are as follows;

Run Away	Object runs away from event trigger source
Attack to hurt	Object attacks event trigger source
Attack to death	Object attacks event trigger source until it is killed
Drop and run	Object drops items and runs from event trigger source
Give Item A	Object gives item A to event trigger source
Give Item B	Object gives item B to event trigger source
Goal Event	Stops event from being cleared, allowing the corresponding goal to be completed (not implemented)
Enter usable	Object exits usable
Exit usable	Object enters usable
Drop all items	Object drops all items
Look at object	Object looks at event trigger source
Jump task 50	Jump to task 50
Jump task 60	Jump to task 60
Jump task 70	Jump to task 70
Drop Item A	Object drops item A
Drop Item B	Object drops item B
Failure 1	Event triggers failure 1
Failure 2	Event triggers failure 2
Failure 3	Event triggers failure 3
Failure 4	Event triggers failure 4
Failure 5	Event triggers failure 5
Drop Current	Object drops current item
Give Current	Object gives current item to event trigger source

Appendix E

Goal Types are as follows;

Object Killed	Completed if Target Object is killed
Object Damaged	Completed if Target Object is damaged (ie punched, knifed or shot)
Object reaches waypoint	Completed if Target Object reaches designated waypoint
Object given item	Completed if Target Object given designated Item
Object NEVER damaged	Completed if Target Object never damaged (not implemented)
Object NEVER reaches waypoint	Completed if Target Object never reaches waypoint (not implemented)
Object NEVER given Item	Completed if Target Object never given item (not implemented)
Human player alive	Completed if human player alive (not implemented)
Human player reaches waypoint	Completed if the human player reaches a target waypoint
Human player given item	Completed if the human player is given a target item
Item dropped at waypoint	Completed if a target item is dropped at a designated waypoint
Item NEVER dropped at waypoint	Completed if a target item is NEVER dropped at a designated waypoint
Event-shot	Completed if Target Object is shot (not implemented)
Event-hear	Completed if Target Object hears weapon fire (not implemented)
Event-talk	Completed if Target Object is talked to (not implemented)
Event-NOT shot	Completed if Target Object is NOT shot (not implemented)
Event-NOT hear	Completed if Target Object does NOT hear weapon fire (not implemented)
Event-NOT talk	Completed if Target Object is NOT talked to (not implemented)
Wait until triggered	Completed/ Failed if triggered by a NPC

*Any goal can be triggered to fail or complete using the Send Goal Completion/ Failure Task (see Appendix C)

Appendix F

Target Object Types

Closest City Civilian	Closest Civilian Driver
Closest Scum Civilian	Closest Medical Driver
Closest Brotherhood Guard	Closest Enforcer
Closest Brotherhood Member	Closest Armed Anything
Closest Government Guard	Closest Anything
Closest Government Member	Closest Human (Remote or Host)
Closest Order Guard	Closest Non-Mission Object
Closest Order Member	Closest Permit The Order
Closest Genetics Guard	Closest Permit Brotherhood Closest Permit Government
Closest Genetics Member	Closest Permit Genetics
Closest Waste Land Man	Closest Permit Guard
Closest Power Worker	Closest Flagged Enforcer
Closest Guard (Area)	Myself
Closest Guard (Object)	Closest Permit Team A
Closest Task Object	Closest Permit Team B
Closest Usable (Vehicle)	Closest Human Without Permit Team A
Closest Human (HOST)	Closest Human Without Permit Team B
Closest Human (REMOTE)	

Credits

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THANKS TO: Our families and loved ones for putting up with the long hours and lost weekends. Special Thanks also to: Nigel Sandiford, CEO EA AP for his help getting us off the starting block; The Mongrels (Malcolm Greer, Norm Fricker, Mike Noble, Paul Eades, Geoff Lees, Ian Strathdee, Robert Bradfield, Ray Grigg, Jeff D'Albora, Paul Heaney, John Warton, Keith Timmins, Brett Harvey and Greg Nixon); Andrew McKee; Marty Miller-Crispe; Scott Martin; Wei Huang; Omar from Matrox; Mike from Computerland; QANTUM

Please read this troubleshooting section before contacting our technical support department.

CD Problems

THE CREED requires a double-speed (300K/second transfer rate) or faster CD ROM drive.

CD ROM Performance Problems

- Be sure that you use a 32-bit native Windows 95/98 driver to control your CD ROM drive. To configure a driver, access the Device Manager tab from Control Panel>System.
- Do Not use a DOS-based 16-bit driver (loaded in CONFIG.SYS) to control your CD ROM. Performance may be significantly reduced.

Choppy or stuttering video or audio

These problems may be improved by adjusting the CDROM read-ahead cache or by trying a Maximum installation if you currently are running under the Typical install.

To adjust the read-ahead cache:

1. At the Windows 95/98 desktop, right-click the My Computer icon, then choose Properties from the pop-up menu.
2. Click the Performance tab, then select File System...
3. Click the CD ROM tab, then click the Optimise access pattern for: box, and choose QUAD-SPEED OR HIGHER.
4. Move the Supplemental cache size: slider to SMALL, then click Apply.

NOTE: Moving the slider to LARGE will not improve THE CREED video performance, and may actually hinder performance by reserving RAM that would otherwise be available for the game.

Video Problems

THE CREED requires a PCI SVGA video card capable of 640x480 resolution with 65,535 colours (1 MB or more video memory)

NOTE: If your Windows display driver does not support DirectDraw, you may experience difficulties running THE CREED.

General Video Card Information

- During DirectX installation, the DirectX setup program attempts to upgrade your existing display driver. The DirectX setup program checks to see if your current display driver has DirectDraw support, or if upgrading your current driver is known to cause problems, the setup program warns you of this. In some cases, replacing your current driver may disable any manufacturer specific utilities for your video card. If you want to keep these utilities functional, you may have to obtain the latest drivers with DirectDraw support directly from the manufacturer of your video card.
- Please see the DirectX Installation notes at the beginning of this manual for more information.

Memory Problems

THE CREED requires 16 MB RAM and Virtual Memory Enabled. We advise that you let Windows 95/98 manage the amount of virtual memory automatically (the default setting), and that you have at least 50 MB free hard disk space after installation.

Sound Problems

THE CREED requires a sound card that supports DirectSound. If your sound card driver does not support DirectSound you may experience choppy or stuttering sound, or sound that cuts in and out. If your sound card driver does not support DirectSound, we recommend obtaining updated drivers from your sound card manufacturer.

Installed sound card, but there is no sound

- Make sure that your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.

General Sound Card Information

- During DirectX installation, the DirectX setup program attempts to install a DirectSound supported driver for your sound card. If your sound card driver does not support DirectSound, the DirectX setup program attempts to replace your existing sound card driver.
- Please consult your sound card manufacturer for updated drivers if DirectSound drivers are not available with the included DirectX 6 files from Microsoft.
- Please see the DirectX Installation notes at the beginning of this manual for more information.

Controller Issues

Joystick Calibration

In order for your joystick to work properly in The Creed, you must install and calibrate it in Windows 95/98. To install or calibrate your joystick in Windows 95/98, access the Control Panel, and launch the Game Controllers applet. Note that some gaming devices use their own applets or software for installation and calibration.

Gravis Gamepad Pro

If you are experiencing difficulties with The Creed and your Gravis Gamepad Pro, please download the latest drivers from Gravis. The new drivers should fix any detection or calibration problems that you may have with your Gravis Gamepad Pro and The Creed. The Gravis World Wide Web site is located at www.gravis.com.