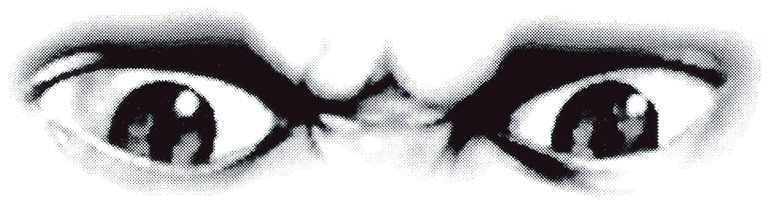MANYK

FEARS

CD32 • CD32 • CD32 • CD32 • CD32 • CD32 •

Have you got what it
takes to face your Fears?
Everyone said it couldn't
be done. It has been!!

Prepare to meet
thy doom.

F E A R S

We at Manyk are committed to providing you, the games player with the very best entertainment possible. We are always interested in hearing from you with comments about our games, new games ideas or suggestions.

We are always looking for new programming or artistic talent and are extremely interested in hearing from anybody out there who believes that they " can do it better ". Feel free to contact us at the address on the inside back page of this manual for the best service and advice in the industry.

Fears is a 360 degree, 3D arcade game specifically written for the Amiga 1200,4000 and CD32 machines and featuring:

- Over 1.5 meg of graphics.

- 1 meg of music and sound effects.

- 30 fearsome levels.

- 12 different monster types including an invisible one.

- 2 end of level bosses.

The aim of the game.

Similarly to Frankenstein of older times, Professor Bloodheart believes that by the use of genetic engineering he can manipulate creatures to become his allies in his quest for world domination. He has installed himself within a dark and complex tower of secret rooms and passages guarded by the unfortunate mutations of his experiments. Captured by Professor Bloodheart you have escaped from his clutches.

Your mission, if you decide to accept it, is to fight your way through hordes of his mutants ever onwards towards your final confrontation with the mad professor himself. The tower is filled with tricks, traps, stairs, passageways and secret rooms. Scattered around are various weapons and potions to aid you in your quest as well as heaps of treasure which will increase your score.

Loading the game

You will require an Amiga 1200/4000 to play the " floppy " version of " Fears " or a CD32 or compatible CD Rom drive for your A1200/4000 to play the CD version.

Insert disk 1 in drive A. The game will load and you will be presented with the main menu screen.

The menu screen

Start Game	Loads " FEARS ".
Load game	Loads any game save or level created in the editor.
Options	Allows you to adjust the graphics level. This can also be done during the game using the " F " keys.
Edit maze	Loads editor.
Difficulty	Allows you to set the difficulty level of the game.
Null modem	Should be set to on if you are linking two machines together.

Controls

The game may be played with either keyboard, mouse, joystick or CD32 compatible gamepad.

Keyboard:

Up arrow	Move forward
Up arrow + Return	Run
Down arrow	Move backward
Right arrow	Rotate right
Left arrow	Rotate left
Right Alt key	Step to the right
Right Amiga key	Step to the left

Select weapons with the number keys:

1. Knife   available at the start of the game and only supplied as a last resort should you run out of ammo. If you do not find ammo very soon you are likely to perish quickly.

2. Rifle   available at the start of the game. Single shot shotgun. Requires ammotype #1.

3. Machine gun   (when available) rapid fire automatic weapon. Requires ammo #1.

4. Bazooka   (when available) Single shot, but inflicts heavy wounds. Requires ammo #2.

5. Plasma gun   (when available) Most powerful weapon in the game. Difficult to find but is simply lethal to your enemies. Requires ammo #3.

6. Circular saw   (when available) creates mayhem at close quarters but of no use whatsoever in a long range shoot out.

Other keys

Escape button   quit game or exit any screen in editor

Tab   Displays a map of the current level. You are represented as a red dot. The current direction you are facing is shown by the compass needle.

Space bar   Opens doors, secret paths and uses lifts

Shift key   Fires / uses current weapon

F1	Dithering on / off
F2	Ground and ceiling textures off / on
F3	Walls textures off / on
F4	Window size 1 (max)
F5	Window size 2
F6	Window size 3
F7	Window size 4 (min)

Using mouse (in addition to keyboard)

Right mouse button	Move forward
Right mouse button + return key	Run
Left mouse button	Fire / use current weapon
Move mouse back + right button	Move backwards
Move mouse right	Rotate right
Move mouse left	Rotate left

Using a joystick (in addition to keyboard)

Up	Move forward
Down	Move backwards
Right	Rotate right
Left	Rotate left
Fire	Fire / use current weapon

Other items in the game

Ammo	there are three types of ammo in the game. There is a counter for each ammo type displayed on the screen. We would advise that you do not waste rare ammo on low level enemies.
First aid kit	Restores your health, essential.

| Red Flask | Protection from the effects of acid etc. for a limited time. " Protected " is highlighted on screen during this time. |
| Treasure | Jewels, gold bars etc increases your score. |

Enjoying link play

" Fears " may be played by two people on different Amigas providing the machines are joined by an appropriate cable. Select the option from the main menu and load the game on the first machine. Once the game has been loaded on the first machine then it may then be loaded on the second. If different speed machines are joined then " Fears " will run at the speed of the slower of the two machines.

USING THE EDITOR

Included with the game is a level editor which with practice will allow you to create your own levels to play in " Fears ". This is a simplified version of the actual editor used to create " FEARS " which we hope will provide you with hours of enjoyment. You will not be able to construct some of the more difficult effects used in the game (e.g doors activated by distant switches are not allowed) as this requires some specialist knowledge. However you will be able to create quite complex mazes which should be great fun particularly in " link play ". We would be pleased to receive your efforts and if we have enough we will make them available via an add on disk.

WE STRONGLY ADVISE THAT YOU CAREFULLY READ THIS SECTION OF THE MANUAL IN CONJUNCTION WITH THE DEMO LEVEL SUPPLIED BEFORE EMBARKING ON YOUR OWN MASTERPIECE. PAY PARTICULAR ATTENTION TO THE USE OF BOTH SHAPE EDITORS.

The editor at first sight will appear daunting to use but with patience and practice you

should soon be producing complex mazes. To begin with we recommend that you learn to create simple rooms joining them by doors and staircases before advancing to more complex shapes.

The editor is loaded by selecting EDIT MAZE from the main menu and is controlled by the use of seven screens accessed by the keys F1 to F7 or by use of a push button pad in the top right hand corner of each edit screen. Detailed below is a description and use of each of these seven screens.

There is a demo level in the editor when it is loaded. Remember that these screens will need to be removed from the editor before you can start work on your own masterpiece. Select " NEW ".

F1 SHAPE EDITOR

On this screen you design the shape and heights of your maze. There are also icon words for:

Load / Save	Save up to 3 levels on a standard formatted disk. Please ensure that you have a formatted disk to save on before designing your level.
New	Clears everything in the current level.
Clear	Clears current screen.
Player	Allows placement of starting position of each player.
Direction arrows	Used to select the direction a player is acing at the start of a level.

Placing players on the map

This is achieved by 3 left button presses on the mouse. Click left mouse button on the word / icon " PLAYER " once. Click right mouse button a second time on the word / icon " PLAYER " and then move the mouse pointer to the position on the layout grid in which you wish to place the player. Select right mouse button and the player will be placed in the appropriate position facing in the direction indicated by the direction arrows. If you wish to change the direction a player is facing then use the direction arrows.

Designing a maze shape

The maze is viewed from above in the large layout grid window. On the right hand side of the screen are a range of colours from turquoise (lowest) to pink (highest). Each colour represents a different height within the maze. Thus a floor coloured in a shade of blue is lower than one in a shade of red. Within each colour band there are eight different shades. Each shade represents a level a step higher or lower than one immediately above or below it.

This sounds complicated but if you wish to build a flight of stairs for example that ran from an area at height dark blue to one of light blue then you would place on the map a series of squares using that colour range. Just try it you'll soon pick it up.

Using the left mouse button, select a colour from the right hand bar and create your floor areas. Each area needs to be surrounded by a wall and naturally to create this effect you should choose a colour for the wall that is higher than the level you are surrounding. As a rough guide a wall should be eight colour bars higher than the floor that it surrounds. This same technique is used to create a complete overhead view of your maze. You may make the maze as small or as large as you like. You are only limited by the size of the grid.

F2 ADVANCED SHAPE EDITOR

This is similar to the editor on F1 but now you can also see your design in profile.
The main screen is divided into two main areas. The top area is an overhead view as in F1.
You may scroll the map of your maze up and down using the arrow keys. As each section moves under the highlight bar that runs across the upper part of the screen a side on view of that section of the maze is displayed in the lower window.
In this lower window you will notice that there are height bars depicting the floor height of each level of your maze. It will normally appear as two walls with a gap in between. You need to add a ceiling.

Adding a ceiling

This is achieved by selecting one of the small bars immediately at the top of the lower section with the right mouse button and bringing it down to meet the top of the surrounding walls. This will set a height which you must continue across the whole of the room if you wish to create a room with a ceiling of uniform height. Continue to scroll the map in the upper section under the highlight bar setting each ceiling height as you go. With practice you will be able to create variable height ceilings and walls even within the same room setting.

F3 ITEMS EDITOR

On this screen you can place items and monsters in the game. You are presented with an overhead view of your maze (remember to " CLEAR " any of the demo maze.) On the right hand side is a list of items / monsters that can be placed on the level. Select an item / monster with the left mouse button and place it where you want it in the maze, pressing the left mouse button. To erase something press the right mouse button.

You are allowed to have a maximum of 999 items and 63 aliens on a level. By pressing the " tab " key you can view where all the items of the same kind are situated.

F4   TEXTURES EDITOR

This screen is used in conjunction with the textures selection screen (F5) to place a texture on walls, ceilings and floors.

There are a range of buttons immediately above a right hand panel which control the main area of the screen display:

TEXT. WALL UP   This refers to walls that come down from the ceiling.

TEXT. WALL DOWN   This refers to walls that come up from the floor.

TEXT. CEILING   Refers to the ceiling.

TEXT. FLOOR   Refers to the floor.

In the right hand panel is a list of numbers and colours that refer to the various textures available. Some are specified particularly for ceilings and floors whilst others are for doors and end of level. You can if you wish use wall textures for floors and floor textures for walls. The layout is just our opinion.
Select, using the buttons the area on which you wish to add a texture. Then select the texture you wish to add with the left mouse button from the current list in the right hand panel. Select an area on the main grid which depicts your maze and add the texture to this area with the left mouse button.
When selecting a texture for a floor or ceiling the whole of the floor or the whole of the ceiling will default to the selected texture unless areas are done individually.

F5   TEXTURES SELECTION

This screen is used in conjunction with the TEXTURES EDITOR (F4). The textures available are divided into three separate sections. You can highlight each section by using the small counter arrows on the right hand side of the screen. Each bank of textures corresponds to

the panel on the right hand side of screen F4 i.e the top left hand texture is for the floor, whilst the bottom right hand texture can be applied to an exit. Once you have selected your textures return to the TEXTURES EDITOR (F4) to use them in your maze)

F6   THE MONSTERS LIST

This screen is used to select the monsters that can appear in your maze. You are allowed to have three monster types in each maze. Select a compartment in the lower part of the screen by selecting the appropriate button with the mouse and then select which monster you wish to place in this compartment. These compartments correspond to monsters 1, 2, and 3 on the ITEMS EDITOR (F3).

F7 THE DOORS EDITOR

Of course you will wish to have doors in your maze. You may have up to 63 doors in a level. The 64th. door is always used as the exit of the level. Using the counter in the right hand panel select a door number. To place a door on the layout screen select a position with the mouse and press the left mouse button. You will notice that the right hand panel gives a profile view of the door in a closed and open position. Adjust the heights of the open position (ensuring that the surrounding walls are the same height as the doorway). There are eight different settings possible for each door which correspond to the positions of the switch which operates it. These can be altered with the left mouse button. Work your way through the level placing and setting all the doors that you require. Remember that the END OF LEVEL EXIT MUST ALWAYS BE NUMBERED AS DOOR 64.

If you wish to delete a door this can be done by clicking on the icon / letter " D " in the right hand panel.

Remember creating a level involves quite a lot of careful and thoughtful planning and attention to detail. At each stage of design you can test out the level by saving and then reloading it into the game environment. If walls are too high or ceilings to low you can then return to the editor and make the adjustments necessary. We look forward to seeing your efforts !!!!!!

NOTES

• An awesome display of 360 degree 3D action •

• 30 Levels of Manyk mayhem •

• Null Modem Play •

• Level designer allows you to create your own fields of battle •

• 6 Different weapon systems •

• 3 Levels of difficulty. Easy, Normal & Difficult •