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SYSTEM REQUIREMENTS

IBM and 100% compatible machines
• 486DX-66 Mhz (Pentium preferred)
• MS-DOS 6.0 (Windows®95 friendly)
• 2x CD-ROM
• 8 MB RAM
• Mouse supported
• Keyboard
• All major soundcards supported
• Joystick supported
• IPX network/modem/serial link supported

ERADICATOR INSTALLATION

NOTE: The default directory and drive for Eradicator is the same as for the Eradicator Demo. If you do not want to overwrite the demo, you may want to use a different directory in which to install the game.

IF YOUR SYSTEM IS RUNNING WINDOWS®95:
1 Place the Eradicator compact disc in your CD-ROM drive with the label side up.
2 On your desktop, double-click on "My Computer".
3 Select the CD Drive (for example, D:\) and choose "Open…" from the FILE menu.
4 Double click on "Install".
OR

1 Type "d:\install" at the "Run…" prompt on the Windows®
   95 Start button.

IF YOUR SYSTEM IS RUNNING WINDOWS® 3.xx:
After starting Windows, open to your CD folder and double click on the Install icon.

IF YOUR SYSTEM IS RUNNING DOS:
1 Place the Eradicator compact disc in your CD-ROM drive
    with the label side up.
2 At the DOS prompt, type the letter of your CD-ROM drive,
    followed by a colon, and press <ENTER>.
    (Example -> "D:" and press <ENTER>).
3 Type: "INSTALL" and press <ENTER>.

NOTE: The application SETSOUND should run automatically after the install process. If you have sound or music problems during the game you should run SETSOUND from the directory into which you installed Eradicator. The default directory is C:\ERAD.

WINNING THE GAME

OBJECTIVES - Every level has a specific list of objectives that must be met. These objectives are listed in your Automap which is accessible via the <TAB> key during game play.

To win a level, complete all of the objectives listed in the Automap and then find the animated red arrow which serves as an indicator to the exit of your current level and the entrance to the next section.

HELP SCREENS

Press <F1> while playing, and a help screen will appear displaying some useful tidbits of information on how to get around in the world of Eradicator. Once at this screen, <F1> will cycle through all of the help screens. <ESC> will leave the Help system.

Again, the <TAB> key will toggle the Automap and show your current mission objectives.

NOTE: At the "Easy" difficulty setting, there are question mark icons in the playfield for even more help info.

RECENT HISTORY

An ancient, alien power rooted in the bowels of the planet Ioxia (eye-oh-sha) has sprung back to life, halting all mining on Ioxia's three   moons – the only known sources of the precious element, Mazrium.

Mazrium is the basis for all current technologies and power sources, and also has life-giving properties. It is vital to the survival of the inhabitants of this galaxy.

Two days ago, an energy surge was detected by one of the orbiting mining vessels. It originated from within the only remaining Ioxian Citadel (left from the "Great Uprising" two centuries ago). A squad of Cyrops mercenaries was sent in to investigate.

The satellite feed that was received indicated something has risen from the ashes and is attempting to regain control of the Mazrium.

Moments after their insertion, the Cyrops mercs were destroyed. The Citadel from ages past had snapped to life - reinstating the ion shield that prevents access to the three Mazrium moons and sending the entire galaxy into chaos.

No Armada can penetrate the shield; no weapons can disable the Citadel. Strategists believe a single soldier could slip past the defenses which were designed for large scale assaults and shutdown the shield's power source from within. The Mazrium must be mined; it is the lifeblood of the galaxy.

The Universal Mining Guild has called upon the services of their most ambitious mercenary, Eleena Brynstaarl. In this desperate hour, they are more than willing to meet her demanded price.

The planet of Treydan has selected their most impressive warrior to be sent in search of a solution to the

dilemma facing the galaxy. Kamchak possesses both the strength and the sheer will that such a mission requires. A hero of the galaxy is in the making.

Trapped on one of the Mazrium moons when the Ioxian Citadel kicked on, Dan Blaze wasn't looking for anything but his next load of Mazrium to mine. Now that all his fellow cybernetic miners are dead, he must find a way off of this lifeless world. The only course of action seems to be deeper exploration of the strange Citadel controlling the ion shield.

EARLY HISTORY

Centuries past, an ancient race of warriors claimed the planet Ioxia as their home. The three orbiting moons, Pyxis, Eyre, and Quod are the only remaining sites where the precious element Mazrium can be mined.

The Ioxians hoarded the Mazrium and sold small rations to the neighboring solar systems - demanding outrageous fees and services in return. Eventually, after suffering under this extortion, the native races of the nearest worlds attempted an assault on the planet. Thus began the "Great Uprising."

Unfortunately, the Armada met with an impenetrable field of ion energy that encompassed the moons and Ioxia. Furthermore, the Ioxians had superior bio-mech weaponry which managed to cripple the Armada in the first few sorties of ionic pulses.

During this assault, something or someone disabled the forcefield long enough to allow the remains of the Armada to sweep across the planet's surface and wreak havoc on the Ioxian strongholds known as Citadels. Warriors on the planet Treydan claim the unknown aid came from one of their clan…a trained spy named Brakk. This claim was never substantiated.

In the end, the Ioxians released "Last Strike" - a terrifying wave of energy and isotopic Mazrium particles that swept across the planet's surface, obliterating ninety percent of the native fauna and flora, leaving a wasteland encased in a noxious cloud that would last for centuries.

Only one Citadel remained among the ruins.

The Alliance, as the collected races who conquered the Ioxians came to be known, signed a treaty to share the Mazrium moons. Peace has prospered for centuries. Until now…

ERADICATOR STARTUP

To run Eradicator from DOS, type:
C: <ENTER>
CD \ERAD <ENTER>
ERAD <ENTER>

NOTE: If you installed to a different drive and/or directory, your startup routine is going to be appropriately different.

In a few moments, the opening cinematic will load and begin to play. You can bypass this cinematic by pressing <ESC>. When the cinematic is complete, you should see the Eradicator title screen followed by the ACCOLADE logo screen. The music, if configured, will start playing here. Next you will go to the Main Menu.

You may just hit <ENTER> to use the default option, NEW GAME. You can change your selection using the up/dn arrow keys and then pressing <ENTER> on the item of your choice.

We recommend you access the OPTIONS section where you can adjust many aspects of the game. Furthermore, we suggest you explore the CONFIGURE CONTROLS selection on this sub-menu, which has an option for CONFIGURE KEYS/BUTTONS. This screen will display all of the key commands available in Eradicator at their default setting.

Follow the on-screen instructions to alter the key setup. <ESC> will pop the cursor to DONE; then <ENTER> to save your changes or move the cursor to CANCEL and hit <ENTER> to not save your changes.

From the Main Menu, when you select NEW GAME, you will be taken to the character selection screen. Select your character with the arrow keys and hit <ENTER> again to start the game.

At this point, you're in the game. You can use <F1> to view the help screens which list some useful tidbits of information.

Have fun!

<u>MAIN MENU</u>

You can use the arrow keys to move the cursor to whatever choice you wish to select and <Enter> to select that item. Starting a NEW GAME is the default option.

The Main Menu has several options that can vary depending on whether or not you have an active game running or you are just starting a new game.

HELP - takes you to the Help screens which offer some useful information and hints on playing Eradicator.

NEW GAME - goes to the character selection screen where you can access the 3 characters, and start the game from the beginning.

LOAD GAME - load a previously saved game.

SAVE GAME - save a game in progress.

MULTIPLAYER - allows you to start or join a multiplayer game (more information on this below).

OPTIONS - goes to the options menu (described below).

QUIT - prompts you for verification then drops you to your OS.

RESUME GAME - available when accessing the main menu from within the regular game; simply returns you to currently active game.

<u>OPTIONS MENU</u>

The options menu has several player configurable items:

SCREEN SIZE - the highest setting permits the largest total viewing space - the entire screen. A few notches down from that you will get a partial 'status bar'; a few more notches a full status bar, and finally, the play window will begin to shrink.

CROSS HAIR ON/OFF - this allows you to disable the visible targeting reticule (cross hair) that can be useful when aiming at specific targets.

AUTO-POV - will automatically change your view to first person when you are close to a wall.

CHOOSE COLOR - changes color of your character's clothing for easy recognition in multiplayer games.

CONFIGURE CONTROLS - allows you to configure specific elements of your controls to personalize your play style.

CONFIGURE SOUND/MUSIC - allows you to adjust music and sound FX volume, and change or enhance the background music.

RESET TO DEFAULTS - sets all controls back to the default setting.

RESET TO ADVANCED DEFAULTS - automatically sets controller key assignments and options in this list to permit control of the aiming (look up/dn) and turning to the mouse and makes movement controls for the left hand (<A> = forward, <Z> = reverse, <LEFT_SHIFT> = strafe left, <X> = strafe right, <S> = jump).

Hit <ESC> then <ENTER> when done setting your options to return to the Main Menu.

<u>KEY CONFIGURATION</u>

All possible commands are listed under CONFIGURE CONTROLS, then CONFIGURE KEYS/BUTTONS under the SET OPTIONS menu.

Use your arrow keys to move the pointer to a command you wish to assign a key to. Then, hit <DEL> to remove all key assignments for that command or <ENTER> to assign a new key or mouse button.

We recommend choosing the ADVANCED DEFAULTS from the main options menu first, then assigning any movement keys in here. We feel this gives the greatest viewing dynamic in first or third person mode and allows a more immersive view of the environment.

NOTE: It is currently possible to assign the same key to multiple commands (for example, fire and use may both be the <CTRL> key). This will cause both actions to happen when that key is pressed. Please check the key assignments closely.

<u>THE PIP</u>

One of the unique features in Eradicator is the picture-in-picture (PIP) technology. When a remote camera is activated or when using the walking bombs, controllable hoverdrone, missiles, or proximity mine, a small window showing the weapon's or camera's view will appear in the upper left corner of the screen.

You can swap to this view, at which point the player view becomes the PIP and the main view is whatever was in the PIP. In this way, you can move the camera at any angle for a better view, or if it's a weapon, guide the weapon like a remote controlled device.

You may find control stations for the Citadel's own soldiers and defenses. Standing directly in front of these stations and pressing your use key activates the PIP to show you remote locations within the map.

You may iconify the PIP, which will then take less screen space and increase performance. The default key is <.>.

You may remove the PIP from the screen using the <ESC> key.

<u>CHARACTERS</u>

KAMCHAK: TREYDAN WARRIOR

Appearance: Adult, reptilian male. Bi-pedal motion and exceptionally sinewy musculature. Wears armored bracers on his upper arms, wrists, and ankles. Odd tendrils of hair protruding from sides and back of bony exo-skeletal head. Rough hewn tone.

"Ackbar! Grxmites crantouk tarn fracs aravat. Ackbar!"

Translation: "Victory! Weak ones will fall at my feet, their bodies smashed by my power. Victory!" - Kamchak

Background: A proven hero on his world, Kamchak has a strong sense of duty and honor. When the Council needed their best operative, Kamchak was first on their list. He excels at hand-to-hand combat and at adapting to alien environments. He has the best chance of disabling the Citadel.

Main Objective: Kamchak is on a quest to permanently destroy the loxian defense web by penetrating the defenses right to the planet's core, and doing whatever it takes to smash the main power source.

Actions/Abilities: Kamchak was initiated in the Warrior Blood Rite of the Clan of Treydan at a very early age. He is a vastly experienced battle veteran and is not easily intimidated. He relishes each and every combat experience he enters.

Play Style: Kamchak's honed instincts and toughened physique allow him to withstand a lot of punishment before succumbing to defeat. He moves methodically and takes his time to make sure all threats have been obliterated.

ELEENA BRYNSTAARL: MERCENARY

Appearance: Female, humanoid feline. Ruthless and ravaging. Bi-pedal motion, sharp bony claws on her feet and hands, and a taut, muscular frame.

"Prantis arasi mana porrrrrterra; meuw contas arasisi alarrrrerras."

Translation: "I can get anything fast; I can get it anywhere faster." -Eleena

Background: Eleena has frequently done work for the Universal Mining Guild. When the crisis on loxia came along, she saw it as a wonderful opportunity for a little work and a lot of cash. Given the option, Eleena will avoid unnecessary conflicts and attempt to outmaneuver potential adversaries. However, she is more than capable of overcoming most any opponent, and will frequently outflank an enemy and attack from behind for maximum efficiency.

Main Objective: She's been hired by the UMG as a backup in case the Alliance's brave hero Kamchak is unsuccessful in his attempt. She is a mercenary in attitude and profession; her fee for saving the Mazrium for the UMG will allow her to retire to her own planet!

Actions/Abilities: Eleena's natural speed and agility, combined with her extensive training with sneak attacks and use of her natural claw-like weaponry, make her a very dangerous foe.

Play Style: Although she is somewhat fragile physically, Eleena's dexterity makes her hard to hit. With her feline attributes, she is able to jump higher and farther than most enemies she has encountered.

DAN BLAZE: MINING ENGINEER

Appearance: Cybernetically advanced male humanoid. Good looking, generally wearing a hero's smirk. He's equipped with a variety of futuristic mining gear and costume.

"Blaze to team four; team five? Anybody on this signal… Blaze to transport, we have a situation here…" -Blaze, immediately after loxian Defense Net kicked on.

Background: Dan is on Quod, one of loxia's moons. To escape the ion web's grasp, he'll have to knock out the generator deep inside of loxia. His first task will be getting from the moon to the planet's surface.
Main Objective: Dan's trying to escape loxia by any means possible; which means taking out the Citadel's power source.

Actions/Abilities: The Miner's Guild always implants certain cybernetic devices in each of its Recon & Destroy personnel so they can survive in the field while doing survey missions and the like.

Play Style: Blaze's abilities give him a very balanced style of play – he is powerful in hand-to-hand, but is excellent with any kind of weaponry. He's not very fast, nor overly powerful, so he must also use the play-field to defeat opponents.

You can have up to 15 different weapons at one time. <1> through <O> on the keyboard access the first ten. Hitting <1> <1> accesses #11, hitting <2> <2> accesses #12, and so on. You are notified with a higher pitched sound effect when you switch to weapons #11-15.

All three characters are armed with a version of the Cynetics model XG9101 Multi-cannon, with some personal modifications unique to each character.

The XG9101 is designed to fire a myriad of projectiles of almost any shape or size. It is equipped with a neural-circuitry that learns how to best use many ammo types it is exposed to; and, it can be upgraded to increase its firing potential and lethality. Aside from the various ammo types available, a temporary microchip upgrade can be located within most levels to make many of these projectiles more powerful.

Ammunition for the XG9101 can be found throughout the Citadel.

Unique to each character is his or her style of close range attack. Kamchak has a devastating punch; Eleena uses implanted titanium claws that retract into bone sheaths when she needs to use the fine manipulation of her fingertips; Dan Blaze swings his miner's pickaxe – part of his personalized XG9101 Multi-cannon.

A FEW EXAMPLES OF THE OPPOSITION

Gun Turrets: These fixed emplacements are lethal at any distance. They can fire at any range and track via heat so they can always see you.

LSD (Land Security Droid): These fellows are the standard guards and are in generous supply. They are the basic grunts of the Citadel security force.

HSD (Hover Security Droid): This nasty will attack you relentlessly from the air. Explosives and rapid fire weapons are your only chances against these enemies.

Patrol Eyes: Just one of these can cause a lot of trouble. If it sees you, it will set off an alarm alerting everyone of your presence and closing off areas of the level. Try to waste it before it sees you. There are three types of these guardians - you must learn how they operate and defend against them.

MULTIPLAYER GAMES

You can either start or join a multiplayer game of up to 8 players. Eradicator offers three types of connections: modem, serial-link or IPX network. Either deathmatch or cooperative play is available.

To start a network game:
1 Select "Multiplayer" from the Main Menu
2 Select the type of connection (in this case, IPX network)
3 Select "Start New Game" from the net game menu
4 Select name, character, color, number of players, type of
  game (cooperative or deathmatch), and map
5 Select "Start Game" to begin
6 Wait for others to join; then have fun!

To join a network game:
1 Select "Multiplayer" from the Main Menu
2 Select the type of network connection (IPX Network)
3 Select a game to join from the CURRENT GAMES menu
4 Select the name, character, and color you wish to use
5 Select "Start Game"

NOTE: Eradicator requires your computer to already be connected to a LAN (local area network) before starting the game if you wish to play a network game.

For a serial link game:
1 Select "Multiplayer" from the Main Menu
2 Select the type of connection (Serial-Link)
3 Choose COM port
4 Choose port speed
5 Select "Play Game" to begin
6 Select the name, character, and color you wish to use
7 Select "Start Game"

For a game by modem:
1 Select "Multiplayer" from the Main Menu
2 Select type of connection (Modem)
3 Choose COM port
4 Choose port speed
5 Choose Modem
6 Set INIT string
7 Chose dialing method (pulse or tone)
8 Enter phone number to connect with
9 Select "Call" or "Answer" to establish the modem connection
10 Follow Network Game directions #3-6.

Whenever the MASTER (person who started the multiplayer game) leaves the game by quitting, the game will be stopped and all players will exit to DOS.

LEVEL EDITOR AND OTHER STUFF

Included on your CD is a level editor for Eradicator. While it is a veritable duplicate of the tool used to create the environment for Eradicator, we do not offer technical support in its use.

Also included on your Eradicator CD are sixteen music tracks that you can adopt for use in the game through the OPTIONS menu.

Eradicator supports 16-bit sound with the SoundBlaster™ AWE32 or AWE64 sound cards from Creative Labs. Read the AWE3264.TXT file on the CD for more info. Please also check the README.TXT file for more helpful information.

Accolade provides customer service, news, demos, technical support, and other information on the following on-line services:

America Online	Industry Connection, Keyword: Accolade
CompuServe	Game Publishers' A Forum, GO GAMAPUB
Internet	techelp@accolade.com
WWW:	http://www.accolade.com

TECHNICAL HELP

Accolade can help you over the telephone Monday through Friday,   8 AM through 5 PM, Pacific Time.

Telephone	1-408-296-8400
FAX	1-408-246-0231

You may also write us at the following postal address:

Customer Service
Accolade, Inc.
5300 Stevens Creek Blvd.
Suite 500
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> For Eradicator Hints and Tips
> Call Accolade Direct
> 1-900-454-HINT
> $.99/minute – If you are under 18, please get your parents' permission before making this call.

ERADICATOR TEAM

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Dan	Joe A. White
Reporter	Ken Winston

Special Thanks
For assistance in bringing Eradicator to the shelves:

<div align="right">

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David Grenewetzki
Stan Roach
Neil Johnston

</div>

For sticking by us and being patient:

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Tawn
Kristine
Valerie
Monique
Jill
Silas and Bree

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