

# **CONTENTS**

Epilepsy Warning

Installing and running “Expendable”

Game Setup

Scenario

Overview

Starting the Game

Arcade Mode

Status Displays

Weapons & Pickups

Energy weapons

Projectile weapons

Missiles

Other

Grenades

Other Pickups

2-player Mode

The Charva

Game Options

Video Options

Audio Options

Control Options

Player Controls

Credits

Other Information

## **EPILEPSY WARNING**

**Please read this section before using this game, or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such People may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms; dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY stop use and consult your doctor.

### **Precautions to Take During Use**

Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as your control devices allow.

Preferably play the game on a small screen.

Avoid playing if you have not had much sleep.

Make sure that the room in which you are playing is well lit

Rest for at least 10 to 15 minutes per hour when playing a video game.

## **INSTALLING AND RUNNING "EXPENDABLE"**

To install and run Expendable from Windows 95 or 98:

1. Insert the Expendable CD into your first CD ROM drive. If you have several CD-ROM drives this will be the one with the lowest drive letter.
2. The Expendable CD should automatically start, presenting you with the Installation Menu.
3. If your machine does not display the Installation Menu after a few seconds, it is unlikely that your CD-ROM drive supports AutoPlay, or this feature has been previously disabled. If this is the case, you will be able to access the Installation Menu via Windows Explorer. To start Explorer, right click on the Start button on the task bar, then select Explore. In Explorer, locate your CD ROM drive letter in the left-hand window and then click the label. In the right-hand window, double-click on the ESETUP icon. The Installation Menu should now appear.
4. From this menu you can choose icons to Run, Install or Uninstall the game or Exit the installer. Select the Install icon and follow the onscreen prompts that will guide you through the remainder of the installation process.
5. When the game has been installed, click on the Expendable icon in the Expendable directory to run the game or alternatively run Expendable from the directory you installed it to in the Programs menu (accessed by clicking on the Start icon in the bottom left of the Windows desktop screen).

## **GAME SETUP**

Every time Expendable is run you can choose to play the game, or adjust the setup options to suit your graphics and audio card.

### **VIDEO CARD OPTIONS**

You can choose what screen resolution and colour depth you wish to run the game in. The setup program will show all the screen modes that the driver reports as available, however these may not all suit your monitor capabilities or graphics card memory size.

Select the boxes on the left to enable an option.

#### **USE HARDWARE TEXTURE COMPRESSION**

If your card supports S3TC or DXTC, this lets it use compressed textures which use the memory on your graphics card more efficiently. Set this option for the Savage 3D chipset from S3.

#### **USE LOW-RESOLUTION MOVIES**

If you get stuttering on playback of the ingame video movies, select this option to use a lower resolution version.

#### **USE VERTICAL SYNC**

This option forces the card to wait until the end of displaying one game frame before starting to draw the next. This will speed up performance on some chipsets and slow it down on others.

#### **USE TRIPLE BUFFERING**

All cards can draw to one frame whilst displaying another (double-buffering)-, setting this option will allow the card to start drawing onto a third frame whilst waiting to start displaying the second. On some systems this will smooth the graphics performance. This is usually used with vertical sync enabled. Do not select this option for 3dFX Voodoo1 or Voodoo2 based cards.

#### **USE HARDWARE ANTIALIASING**

Best used in lower resolutions using a card with a TV output.

#### **USE STENCIL BUFFERING IF AVAILABLE**

This option is a more accurate way of displaying the projected shadows.

### **AUDIO CARD OPTIONS**

When you start Expendable for the first time, the game will automatically configure itself to use normal 2D sound with no hardware acceleration. If your sound card is capable of playing 3D accelerated sound, you can select the option which conforms to your card's

supported sound API. Do not worry if the wrong option is accidentally chosen, as the game will recognise this and continue to use 2D sound.

### **DISABLE SOUND**

In the event that you experience sound card related problems, we have included a Disable Sound option. This will often allow you or our support personnel to isolate the cause of the problem or conflict.

### **USE MORE AUDIO STREAMING MEMORY**

Finally, we have included an option which will provide improved audio quality within the game. Expendable normally uses approximately 2Mb of RAM to stream the background music tracks within the game, but selecting this option will double the amount of memory allocated to this function and provide a richer aural experience. We recommend that you only use this option on fast PC's which have at least 64Mb RAM.

## **SCENARIO**

AD 2463.

For the last 500 years, among the bleak and barren worlds that exist in deep space, mankind has expanded its horizons. The most suitable planets and moons near Earth have been terraformed, turning the once-inhospitable wastelands into habitable places.

Deeper and deeper into the universe mankind spread itself, until only a mere handful of humans would or could survive the journey. These distant worlds became industrial powerhouses colonized by few human beings. Although they had to forego the comforts of home, they still managed to scratch out a living in the newly- fertile lands.

For all he knew, man was alone in the vastness of space, until they came...  
The Charva.

They breathed the air that man had created and found it good. From the edges of the known galaxy they tore their way from planet to planet towards Earth using the newly-oxygenated worlds like so many stepping stones across a giant pond. Mankind's greatest achievement may yet have become the means of its destruction.

...

The mothercraft slips silently through space, lighting up the faint dust clouds that envelop its inelegant metal hulk. A small world beginning to resemble a very young earth rotates gently below; another once-frigid planet turned life-supporting environment. A few months ago its population numbered over 300 colonists, now all of them are dead, and no-one knows who or what else is down there.

The ship is a mothership in more ways than one- for it contains the seeds for hundreds of soldiers grown in tanks within its steel belly. These "Expendables" represent the cream of the human warrior gene pool, pure killing machines with no emotion or interest other than the thrill of the hunt, and the glory of the kill.

It is your job to guide them into battle.

## **OVERVIEW**

You are given control of a squad of Expendable units, dropped in one by one to battle for the human settlements which have been overrun by the Charva.

You start close to home, on the front line of the Charva invasion, and make your way across the galaxy through colonies which have been in the hands of the enemy for longer and longer, until you reach the enemy homeworld.

## **STARTING THE GAME**

When the game loads, it will present you with a list of choices. In all of the menu option screens you use the up and down cursor keys to change which option is selected and the current fire key (or right cursor) to change the option setting. Pressing the Esc key allows you to step back through the menu levels.

## **ARCADE GAME**

Start the game

## **OPTIONS**

This allows the player to setup the game controls, and configure video and sound options.

## **CREDITS**

Lists the names of those involved in bringing this game to you.

## **EXIT TO WINDOWS**

Quits the game.



## **ARCADE GAME**

Select "Arcade Game" from the main menu, A menu appears with options to:

### **NEW GAME**

This starts a game at the skill level shown below.

### **LOAD GAME**

This allows you to load up a saved game and continue playing. When you select this option another screen appears showing the games you have saved, for each one it details the game status- level reached, skill level setting, and credits remaining.

Choose the game you wish to continue and press the key you have defined as FIRE to load it.

### **SKILL LEVEL**

This allows you to select between Beginner, Normal, or Expert skill levels. The skill level controls the strength of the opposition you will meet throughout the game, number of credits available, and how much help the game will give you as you play.

### **BACK**

Returns you to the previous menu screen

When the game starts, press the key you have defined as FIRE to launch your player into the world. A second player can also join in at this point (see below).

Your Expendable units have a limited amount of time to complete each level before the planet is bombarded from your mothership. This counter shows the time remaining before bombardment. Collecting the timer pickups in the level, or achieving certain objectives increases the time remaining before the weapon is unleashed. If your units fail and the timer hits zero the Armageddon weapon is deployed to clear any enemies remaining in the area behind you. Unfortunately its' blast is fatal to you- after all you are regarded as Expendable!

At the end of each level a display appears giving you your mission statistics. A game save screen then appears allowing you to save your current position in the game. Select the slot you wish to overwrite and press the fire key. If you don't wish to save then select CONTINUE at the bottom of the screen.

You start the game with a number of "credits" rather like money in an arcade machine. When you run out of lives during a level that is the end of that game, but if you still have any credits remaining you have 10 seconds to press fire if you wish to continue. When you run out of credits the game is over.

## **STATUS DISPLAYS**

Each player has his own status area. Player 1's appears to the left, Player 2's to the right.



### **ENERGY**

A display at the top of the screen shows your Expendable unit's health as an energy bar with your soldier's face on it. As your health decreases it turns into a skull. The blue numbers beneath show your health as a percentage, turning red as your energy level becomes critical.

### **LIVES**

The number of Expendable units you have remaining, represented by an "Expendable" X symbols and a number below the energy display. When they are exhausted it's the end of that game. Watch for extra life pickups as you play.

### **SCORE**

The current score is shown in white numerals along the top

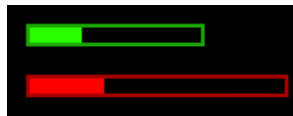
### **WEAPON SLOTS**

These icons show which weapons occupy your three weapons slots, and how much ammunition remains for each one. When the ammo count for a weapon is low it turns red. The pulse rifle has unlimited ammo, represented by the infinity sign.

### **GRENADES**

This shows how many, and what types of grenades you have. When the number is low it turns red.

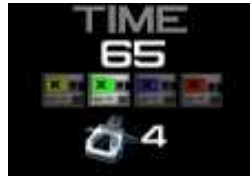
When a player throws a grenade, a green bar appears at the bottom of his side of the screen to show how hard he is about to throw it. A perfect throw requires great timing.



When a player damages an enemy a red bar appears at the bottom of his side of the screen to show the energy level of the enemy he is currently attacking. The greater the strength of the enemy, the longer the bar. These don't appear at all for very low strength enemies.

When you meet an end-of-level guardian its energy is displayed on a large yellow bar at the bottom of the screen.

In the central area, there are spaces to display various items that are shared between the players.



## **TIME**

Shows the mission time remaining before bombardment from the mothership. As the time becomes critical it goes red. A warning sound counts down the last 30 seconds.

## **PASSCARDS**

This shows which colours of passcard the players hold. They appear solid when you are holding that passcard.

## **CRYOKEYS**

This shows how many deactivation keys remain.

## **WEAPONS AND PICKUPS**

Each soldier starts the mission solely equipped with a pulse rifle and infinite ammo for it. You upgrade your weapons by collecting pickups scattered around the levels, or dropped by enemies as you kill them.

You have three slots to hold the weapons. When you collect a weapon you are not already carrying, it will be stored in a vacant slot and that slot will be selected as your current weapon. If you are already carrying the weapon, it will be upgraded to the next power level. You can change your current weapon between those you hold using the "Weapon Select" key defined from the options screen.

In the event of there being no free slots for a newly-collected weapon to occupy, it will replace your currently selected weapon.

As you use a weapon it's power level drops until it is exhausted- at which point that slot reverts back to your basic weapon, the pulse rifle.

When a pickup has been dropped by an enemy, it only remains for a short amount of time. You have to collect it before it expires and disappears.

When an object is taking damage, it will flash and a red power bar will be displayed in the bottom left of the screen, which decreases until the enemy is destroyed. Some enemies are invulnerable to certain weapons. When they are hit by a weapon they are protected against, you can see the green shielding protecting them.

### **PULSE CANNON**

Standard issue weapon, with infinite ammo. It auto repeats, but you can get a faster rate of fire when needed by rapidly pressing and releasing the "fire" button. When a special weapon runs out you return to this as your default weapon.

## **ENERGY WEAPONS**



### **SPREAD PULSE CANNON**

A more advanced version of your basic weapon, as it is upgraded you get a wider and more powerful spread of pulses.

### **PORTABLE PARTICLE ACCELERATOR (PPA)**

Powerful beam weapon which cuts through enemy armour. Powering up increases its range and destructive power.





## PROJECTILE WEAPONS



### SHOTGUN

Powerful, but crude, this fires a blast which is deadly up close, but becomes rapidly less effective if the target is further away. There is only one power level of this weapon.

### VULCAN CANNON

This is a high-speed minigun, which has awesome destructive power but uses up the weapon energy very quickly. Use it in short bursts. There is only one power level of this weapon.



### PHANTASM

Adapted from alien technology. It skips over the surface towards the best target it can find in the direction you are pointing.

## MISSILES

### SPYRA MISSILES

Intelligent homing missiles that seek out the best target in the direction your soldier is firing. They are notable for the distinctive ribbon-like trails they leave. Upgrades give more missiles simultaneously with each shot, each of which will attempt to lock onto the same target.



### MULTIPLE WARHEAD ROCKETS

Rockets equipped with tiny multiple warheads that divide up in mid air as they fly to their target, producing a wall of destruction. The number and power of rockets launched increases as they are powered up.

### HEATSEEKING MISSILES

Missiles streak out, homing towards your target. A very useful surface-to-air weapon. The firing rate and number of missiles launched increases with each power up.

