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                    10/96 **P/N 3321**

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PLEASE DON'T MAKE ILLEGAL COPIES OF THIS SOFTWARE

SYSTEM REQUIREMENTS

Minimum: An IBM® or 100% compatible 486 or better computer with 4 Mb RAM, a VGA graphics card, 24 Mb free space (disk version) or 40 Mb free space (CD version) on a hard disk drive, and a CD-ROM drive (CD version only).

Recommended: A 486 DX2/66 or better computer with 8 Mb RAM, VGA local bus video, joystick or mouse, and a sound card.

INSTALLATION

To play *Terminal Velocity*, you must first install the game. The program's installation utility will place all of the necessary files on your hard drive. To install the game, follow these simple instructions.

1. Before installation, make backup copies of the original floppy disks and store them in a safe place. Use the backups to install.
2. Place the CD into the appropriate drive. Type the letter of the drive followed by a colon and press the ENTER key.
   Example: D:<ENTER>.
3. Type INSTALL and press the ENTER key.
4. Follow the instructions in the installation program.
5. After installation is complete, type SETUP and press ENTER to configure your sound and music.
6. Once the sound setup is complete, select the "Save and Launch *Terminal Velocity*" option from the setup program to play the game. To run the game from the DOS prompt, type TV and press ENTER.

Note: Due to the size of *Terminal Velocity's* TVI files (the animated cinematics), it is best to install only the game files to the hard drive, leaving the TVI files on the CD for the program to access from the CD-ROM drive, so the program can play the cinematics. Please refer to the TVHELP file for a more in-depth explanation.

TERMINAL VELOCITY STORY

2704 A.D.

Earth, representing the Sol system, heads a council called the Alliance of Space-Faring Alien Races, or ASFAR. A treaty has been signed by all member systems to insure peaceful conduct between species. To protect members from external attacks, the Sol system has provided Perimeter Defense Computers (PDCs) to the inhabited planets of each system. The PDCs are linked through Tachyonet, so their defensive strategies may be conducted in concert.

Peace has reigned for seventy years.

On September 2nd, 2704, armadas from all the other member systems descended on the Earth like locusts. They destroyed crucial installations and laid waste to eleven major cities, killing millions of people and bringing the Earth to its knees.

You are a pilot in the Ares Squadron, flying the fastest, most dangerous crafts ever made. Currently, you're in the TV-202, a fighter few can handle. Given that the previous model, the TV-101, has chalked up more dead pilots than any other craft in history, many consider you lucky to be alive.

The remains of Sol's defenses have assembled a small fleet to investigate the attack and take out the source of each alien onslaught.

Once your fleet arrives at the first system, you open your orders and find out that it is actually the Perimeter Defense Computers that have assembled these fleets and attacked Earth. Something is controlling the PDCs. You must find out who or what is behind it all, and terminate them with extreme prejudice. Good luck, pilot. You're out-gunned, out-manned, and strapped into a flying coffin. But just think how good "Saved the Known Galaxy" will look on a resume´...

MAIN MENU

Terminal Velocity is a high-speed space combat game without all the cumbersome controls of a flight simulator. After setting up the game and launching *Terminal Velocity*, the Main Menu will appear. From the Main Menu, you can play a new game, restore a previously saved game, and configure the game to the way you prefer. To access each selection, use the arrow keys to highlight your option and press the ENTER key. At any time, you may press the ESC key to move back to the previous menu.

PLAY GAME

Select this option to start a new game. (See page 6 under the "Play Game" section for more detailed information on how to start a game.)

Main Menu

Options Menu

OPTIONS

Under the Options Menu, there are six selections:

SOUND
Configure the sound effects and digital music to the way you prefer.
GRAPHICS
Configure the game resolution and the quality of all graphics.
CONTROLS
You can choose what input devices you would like to use, and reconfigure them to what you prefer.
LEVEL BRIEFINGS: On/Off
CINEMATICS: On/Off
DEMOS: On/Off

INSTRUCTIONS

Detailed game help and tactical information is provided with this option.

SCORES/CREDITS

The greatest pilots receive their due! And so do the game's developers.

ORDERING INFO

These screens list game versions with prices, and list 3D Realms' many online support areas and our Official Home BBS, Software Creations.

QUIT

You abandon your campaign and return to DOS.

PLAY GAME

With this option you can launch a new game or restore a saved game.

NEW GAME

After choosing the New Game option, you must make your way through three different game option screens:

Select Mission — choose from three different missions. Each mission has three different planets, each with a unique objective.

Difficulty Level — choose from four difficulty levels.

Login Screen — Enter in your pilot name and call sign.

After selecting these options, a summary of the story will be displayed, followed by a briefing of your current mission.

RESTORE GAME **(Press F3 during game play)**

You can resume a previously saved game with this option. When restoring a game, select the game you wish to continue, and then press the ENTER key.

SAVE GAME **(Press F2 during game play)**

You can save your game almost anywhere in a level. Select a saved game slot, type in a name or description of the game to be saved, and press the ENTER key.

Note: The only place that you cannot save a game is in the tunnels.

MISSION BRIEFING AND OBJECTIVE

Earth's Intelligence has gone to extremes in order to gather the needed tactical information for each mission. The information on each mission is shown on the TV-202's briefing screen, which displays a visual of the target planet, the mission objective, each enemy ship, and all targets.

Along with the visual display on the briefing screen, a detailed text description is given of the planet's history, each *known* enemy ship, all targets, and your current mission objective.

Warning: All information may not be listed. There *will* be surprises along the way.

Tactical Information

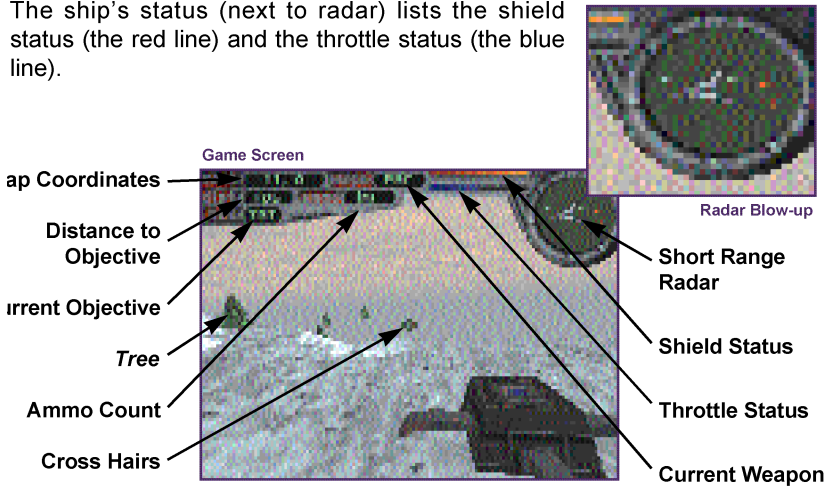**Planet and Mission Briefing**

Monitor

Mission text description

THE COCKPIT (Press "C" during game play to remove)

There are three parts to the cockpit layout. The tactical information display (left of screen) lists your map sector coordinates (SECT), current weapon (WEPN), distance to objective (DIST), amount of ammo for current weapon (AMMO), and the current navigational objective (NAV).

The next area of the cockpit (right of screen) is the short range radar display. The radar will display objects which are very close to you. The directional indicator, when pointing upward, will lead you to your next target.

The ship's status (next to radar) lists the shield status (the red line) and the throttle status (the blue line).

Radar Blow-up

Game Screen

ap Coordinates

Distance to Objective

ırrent Objective

Tree

Ammo Count

Cross Hairs

Short Range Radar

Shield Status

Throttle Status

Current Weapon

Pressing the BACKSPACE key will display a more detailed description of your current weapon and current objective along with your next objective. The objectives are:

TGT-Targets to be destroyed   **CHK** - Proceed to checkpoint
TUN - Enter a tunnel   **DUN** - Departure unit to exit a level
XIT - Exit from a tunnel   **BOS** - Destroy Basic Objective Structure

When you are heading directly towards your current objective, a small red triangle will appear on the short range radar to let you know that you are on course.

The short range radar display is one of the most useful parts of the cockpit. It shows you what important items are currently around you. It will display all air/ground targets, tunnel entrances, and any powerups you have left behind. The colored targets on your radar are defined as follows:

Yellow Blips - Tunnel Entrances   **Orange Blips** - Air Targets
Green Blips - Ground Targets   **Pulsing Blue Blips** - Powerups

Targets change from a "+" when they are above you to a "-" when they are below you. The long range radar can be turned on/off using the TAB key. By doing so, the short range radar will be de-activated, and the long range radar will be superimposed on top of the current screen display.

WEAPONS AND POWERUPS

In *Terminal Velocity,* there are 7 unique types of weapons (designed for mass destruction) and 5 types of powerups (designed for self preservation).

Plasma - PAC (Press "1" to select.)
The oh-so-deadly Plasma Assault Cannon comes standard on the TV-202. **Ammo:** Infinite.

Ion-Burst - ION (Press "2" to select.)
The Ion-Burst cannon shoots out charged energy spheres in a wide spread. **Ammo:** 100 units.

Lasers - RTL (Press "3" to select.)
With a Rapid Targeting Laser, both your accuracy and fire power increase. **Ammo:** Infinite.

Missiles - MAM (Press "4" to select.)
These Manually-Aimed Missiles pack quite a punch, so be sure that you are right on target. **Ammo:** 40 units.

Guided Missiles - SAD (Press "5" to select.)
Guided missiles Seek-And-Destroy any unfortunate targets that happen to cross your path. **Ammo:** 20 units.

Super Missiles - SWT (Press "6" to select.)
Shock Wave Torpedoes rain destruction from above upon unsuspecting targets. **Ammo:** 20 units.

Smart Bomb - DAM (Press "7" to select.)
This Discrete Annihilation Missile will obliterate everything within a limited radius. **Ammo:** 1 unit.

Afterburner - FLY (Press "ALT" to use.)
This will blast you through any area at *terminal* speeds. **Fuel:** 120 units.

Shield
Shield Restore powerups are used to restore the TV-202's shields to full strength.

Power Core (Increases shields by 10 percent.)
Power Core powerups are left behind from some ships after being destroyed.

Invincibility
This powerup temporarily boosts the ship's shields, repelling any attack. Duration 30 seconds.

Invisibility
This powerup temporarily boosts the ship's shields and adds invisibility as well. Duration 30 seconds.

The weapons or powerups will often appear after bunkers are destroyed. To pick up any of these items, just fly the TV-202 into them.

Certain weapons such as the PAC, ION, and RTL can be increased from their base power. The second time you pick up a powerup, the weapon has twice the power with 100 extra shots. The third time gives you four times the powerup and 200 shots of ammo.

POWERUP

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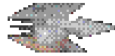
PLANETS

With eight planets, one asteroid, and an alien ship to explore, *Terminal Velocity* offers over 400,000 square miles of terrain.

TEI TENGA
Loc.Ross 154, 2nd O.B.
Dist.   9.56 LY from Earth
Mission: Destroy the Thundercraft.

MOON DAGGER
Loc.   Wolf 359
Dist.   7.80 LY from Earth
Mission: Destroy the Gravitational Re-Orientation Base.

ERIGONE
Loc.Epsilon Eri
Dist.   10.6 LY from Earth
Mission: Destroy the Thorium Core.

OSITSHO
Loc.   Sirius, 2nd O.B.
Dist.   8.58 LY from Earth
Mission: Destroy the Magma Dragon.

CRYTHANIA
Loc.61 Cygnus
Dist.   11.3 LY from Earth
Mission: Destroy the Hellhawk warship.

CENTAURI 111
Loc. Alpha Centauri, 3rd O.B.
Dist.   4.37 LY from Earth
Mission: Destroy the
C-Nome Factory.

PROXIMA SEVEN
Loc. Proxima Centauri, 1st O.B.
Dist. 4.2 LY from Earth
Mission: Locate and destroy
the super computer of the XI.

EARTH   ★

CERES ASTEROID
Loc.   Sol System Asteroid Belt
Dist.   Unknown
Mission: Destroy the Ion Pulse
Motivator and keep Ceres from
crashing into the Earth.

YMIR
Loc. Barnard's Star
Dist.   5.97 LY from Earth
Mission: Destroy prototype laser,
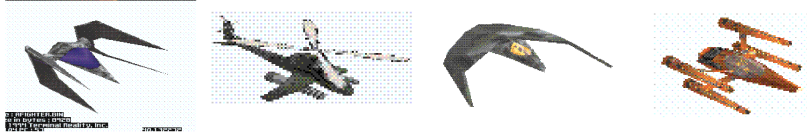code named GUNNAR.

UNKNOWN BODY
Loc. Proxima Centauri, 4th
O.B.
Dist. 4.2 LY from Earth
Mission: Explore and find out
what has taken over and
metamorphosized this planet.

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TYPES OF ENEMIES AND TARGETS

In *Terminal Velocity*, there are four different types of targets to destroy: air, mobile ground, immobile ground, and bosses.

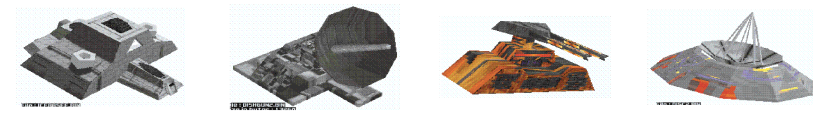## AIR (Each planet has different enemies.)

MOBILE GROUND   BOSSES

I M M O B I L E

Note: Many other targets not shown.

MODEM/NETWORK PLAY (COMM-BAT)™

Play Comm-bat™ three ways in *Terminal Velocity*: serial, modem, or network. To run any of these games, type SETUP at the DOS prompt.

STARTING SERIAL PLAY™

For serial Comm-bat™, simply connect two computers with a null modem cable. The cable plugs into one of the COM ports on the back of the computer. You must choose the correct COM port for your computer under "Comm Setup/Setup COM Port." If you have a mouse plugged in, the COM port is usually 2. That's the default when you first run the game.

Next, select Serial Game on both computers. If everything is hooked up right, the computers will talk to each other.

STARTING MODEM PLAY ™

Modem play is probably the most popular Comm-bat™ choice, yet the most complex to set up. Run SETUP and select "Comm Setup/Setup Modem" to change modem-specific settings. Run TVHELP.EXE for more specific information.

You can enter numbers into the Phone Number List under "Modem Game." Enter the person's name, then their phone number. Press ENTER on the choice you want, then choose Launch TV. The person on the other end should choose Wait for Call, then Launch TV. If everything is set up correctly,

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you will connect over the phone lines. If you have trouble, run TVHELP.EXE for more detailed information.

STARTING NETWORK COMM-BAT™

Terminal Velocity works with any IPX compatible network. Run SETUP and select "Network Game." Everyone must choose the correct number of players, then Launch TV. If you aren't all joining the game, it is possible one of you has changed their socket number in "Comm Setup/Setup Network." For more detailed information, run TVHELP.EXE.

Sometimes you will get the message "A Network Player is playing a game on the same socket." If you didn't get it running the first time, make sure everyone gets out of the game, then re-run the game.

COMM-BAT™ CHOICES

One of the players will be chosen as "Master." The Master chooses the game type, either Dogfight or Team Dogfight. In Team Dogfight, what ship you choose determines what team you are on. There are two teams, the Arctic Team and the Canyon Team. You can destroy your teammates as easily as your enemies, so be careful.

The Master also chooses what planet to play on. In this version, there are six planets. Each planet has different terrain with unique placement of weapons and powerups.

Everyone must choose their ship, then enter in their name and call sign. Once everyone gets in the game, press SPACEBAR and you'll be playing! You get points for shooting down your enemy, and lose points if you kill yourself (by running into the terrain). Press "S" to see the player scores and stats during a network game.

Play continues until the Master quits the game. By pressing ESC, players can jump out to the menu to change settings, then jump back in. If the Master presses ESC and quits the game, the game is over and the stats screen will be displayed.

REMOTE RIDICULE™

RemoteRidicule™ is used to taunt your opponents during game play. There are three methods you can use: preset messages, typed-in messages, and RemoteRidicule™ sound effects.

Preset messages are defined in the SETUP program by selecting "Comm Setup/Setup Macros." You can send these by pressing SHIFT and a function key (F1 through F10) at the same time. By pressing "T", you can type in any message you want. Press the ENTER key to send it.

RemoteRidicule™ sounds are triggered by pressing F1 through F10. The sounds are named TRI1.WAV through TRI10.WAV. You can replace these WAV's with your own, but they must be 8-bit, digitized at 11khz, mono, and no larger than 64k in size.

HINTS

If you need help, check out this section. But we warn you—these hints might spoil some of the fun!

- Avoid doing hard 180° backspins. These will result in unwanted colli sions with enemy ships.
- Use your afterburner to fly between targets and checkpoints quickly. But be careful not to use all of your fuel, because you may need it in a pinch later.
- One disadvantage of the afterburner is that you cannot fire your current weapon while using it.
    - The bunkers always contain some type of powerup or weapon.
    - Use the long range radar (TAB) to locate secret tunnels (yellow blips), they often contain powerups in them.
- You can tell if you are hurting a boss if you see pieces fly off it.
    - Some bosses require that you destroy a shield generator before attacking them directly. Some bosses can only be hit in one area. For instance, the first boss on Ymir can only be hit on the very bottom section, after you destroy the generators.
- You can re-enter tunnels to collect powerups as often as you like.
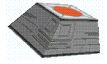
CHEAT CODES

Are you having a little trouble? Here's some help in the form of a cheat. Type any of the following to receive help:

TRISHLD - Restores shields to 100%   **MANIACS -** 1000 units of Afterburner

CONTROLLING THE ACTION

You can play *Terminal Velocity* by using a joystick, mouse, GamePad™, or the keyboard. The following outlines the player input actions and the functions they control:

MOUSE

Button 1	Fires the selected weapon
Button 2	Activates Afterburner

JOYSTICK

Movement	Turn, climb, and descend
Button 1	Fires the selected weapon
Button 2	Activates Afterburner
Throttle	Throttle up and down
Hat	Look around

GAMEPAD

Movement	Turn, climb, and descend
Button 1	Fires the selected weapon
Button 2	Activates Afterburner
Button 3	Throttle Up
Button 4	Throttle Down

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KEYBOARD

Up Arrow	Steer downward
Down Arrow	Steer upward
Left Arrow	Steer left
Right Arrow	Steer right
Spacebar	Fires the selected weapon
Tab	Long range radar display on/off
C	Cockpit display on/off
Alt	Activates afterburner
A	Throttle up
Z	Throttle down
P/Pause	Pause game
B	Toggle chase view
+,-	Resize the screen
X	Toggle cross hair on/off
#'s 1-7	Weapons selection
Home	Roll left
Page Up	Roll right
Backspace	Mission and weapons status

KEYBOARD

ESC	Escape back to Menus
F1	Help
F2	Save game
F3	Restore game
F4	Take a PCX screen shot
F5	Mute the sound
F6	Quick save
F7	Crazy Sandwich key
F8	End game
F9	Quick load
F10	Quit to DOS

Comm-bat™ Options for Modem and Network play

F1-F10	RemoteRidicule™ using preset sounds
Shift + F1-F10	Send pre-defined Macro Messages
T	Type a message to everyone
L	Display last message received
S	See everyone's statistics/KillCount
Enter	Cycle through list of targets to track
Backspace	Show the current target

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1. Contact 3D Realms Customer Support Department at **(214) 278-5655** and request a Return Authorization Number (RA#). Customer Support may be reached between the hours of 8:00 a.m. to 6:00 p.m., Monday through Friday. Items without an RA# will be returned to the sender without consideration.

2. Package the original product media, a photocopy of your dated purchase receipt, and your name and address in protective packaging. If requesting a non-warranty replacement, also include a check or money order in the amount of $12.00 ($13.00 for Canada and Mexico; $15.00 for all other countries). Only funds which are payable in U.S. dollars and drawn against a U.S. bank will be accepted.

3. Clearly print the RA# on the outside of the packaging and return by certified mail or by other suitable means of postage prepaid shipping in which tracking is possible to: *Terminal Velocity* Replacement, **3D Realms Entertainment, P.O. Box 496419, Garland, TX 75049**.

DO YOU REQUIRE FURTHER TECHNI-CAL ASSISTANCE?

As a registered user of *Terminal Velocity,* you are welcome to contact our Technical Support and Hints Department for any assistance required. Technical support and hints may be received by calling **(214) 278-5655**, Monday through Friday, between 8:00 a.m. and 6:00 p.m., Central Standard Time. Or fax us at **(214) 278-4670**, 24 hours a day. If you prefer to write, send correspondence to:

3D Realms Entertainment
Technical Support / Game Hints Department
P.O. Box 496419
Garland, TX 75049-6389

To assist us in providing you with faster service, please have your registration number ready and be at your computer system when you make the call. Written inquires should include your registration number, system type and accessories, and printed copies of your CONFIG.SYS and AUTOEXEC.BAT files.

Please do not call the 800 number for technical support or game hints, as this information will not be provided on this line.

There is a file included with the *Terminal Velocity* game disks and CD which contains detailed technical support information. This file is named TVHELP.EXE. If you are having difficulty running *Terminal Velocity* once it has been installed, please consult this file before you call 3D Realms Entertainment. The file contains solutions to the most commonly encountered problems of our customers.

THANKS FROM 3D REALMS!

All of us at 3D Realms Entertainment would like to express our sincere appreciation for your purchase of this software package. Much time and effort goes into the development of our software, and your support ensures that we can continue to offer quality software entertainment.

WHERE TO FIND US ONLINE

Software Creations BBS
Conference 4
Send email to "3D Realms"

Internet/WEB Site
http://www.swcbbs.com
Send email to "3d.realms@3drealms.com"

America Online
Keyword "3D Realms"
Send email to "Realms999"

CompuServe
Keyword "Go Realms" (Coming Summer 1995)
Keyword "Go Action"

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3D Realms Entertainment: Reality is our game.

Technical Support

WizardWorks Technical Support is available to help you resolve any problems you may encounter that are not addressed in this quick start guide or the on-line help system.

Phone   612-559-5301
Technicians are available to answer your call Monday through Friday between 9 A.M. and 6 P.M. Central Time, holidays excluded.

FAX   612-577-0631
You can FAX a description of the problem to our Technical Support department. Be sure to include all the particulars (type of computer, memory configuration, sound card, etc.) as well as the exact wording of any error messages you encountered.

BBS   612-559-6197
WizardWorks offers a technical support BBS that is available 7 days a week, 24 hours a day. Set your modem to 8-N-1. The BBS is available at speeds up to 28.8KBPS.

E-mail   support@wizworks.com
Be sure to include all the particulars (type of computer, memory configuration, sound card, etc.) as well as the exact wording of any error messages you encountered.

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