This button leaves Speech Bubbles displayed until you dismiss them by clicking a mouse button.

Any Speech Bubbles waiting to be displayed will not appear until you click a mouse button.

Select this option if the OFF option removes Speech Bubbles too quickly for you to read them comfortably, or if you prefer to dismiss Speech Bubbles individually.

Credits

VISUAL SCIENCES

PROGRAMMING

Russell Kay
Richard Swinfen
David Cowan
Stuart Capewell
Mark Green
Paul Hodge
Mathew Hendry
Christopher Harrison
Scott Neill

ADDITIONAL ARTWORK

Mark Ireland
Geoff Gunning
Gregor Maltman

ADDITIONAL SOUND

Barrie Gunning
Debi Behr

PRODUCER

Richard Biltcliffe

PSYGNOSIS

PROGRAMMING

Oli Wright
Tree
Craig Grounsell
Matthew Gabriel
Colin Burges
Paul Frewin
John Gibson

ART

Lloyd Sutton
Paul Houlders
Carl Dalton
Murti Schofield
Paul Higgins
Beverley Bright
Alistair McNally
Geoff Clowes
Chris Brown
Jerry Oldrieve

Tracey Clarke
Christian Furr
Colin Dempsey
James Robinson

MUSIC AND EFFECTS

Rik Ede

PRODUCTION

Julian Hicks
Kenny Everett
Ian Metcalfe
Sarah Harris

CREATIVE DESIGN

Wayne Parsons
Pompeii Studios

QA DEPARTMENT

Kevin Turner
Dean Ashley
Jeff Bird
Mark Inman
Paul Tweedle
Robert Sutton
Anthony Cross
Craig Stevenson

TRAINED ASSASSIN

Craig Duddle

MARKETING

Sue Campbell
Mark Blewitt

MANUAL

Huw Thomas
Ian Metcalfe

WINDOWS HELP FILE

Cad Delworth
The Manual Works

PSYGNOSIS

This button lets the game remove Speech Bubbles automatically at a pre-set speed.

Select this option if you can read Speech Bubbles comfortably at the pre-set speed, and if you don't want to dismiss each Speech Bubble manually.

NOTE: Even if OFF is selected, clicking a mouse button will dismiss a Speech Bubble.
You can use this feature to dismiss a Speech Bubble before its pre-set display time is up.

The Story So Far...
Extract from Garrit Sherova's Personal Log

On the verges of stable space the universe continues to form, rolling out to fill the void like a liquid. A thin black frozen liquid, carrying on its tides the promise of new worlds and the possibility for minds which, in aeons to come, may think as we think. And yet out here, where *nothing should* exist, beyond the faint hopes of potential, we found Xexor.

There had been sceptics and I had been among them. But now---as I truly see it with my own eyes---even **I** must consider that this tiny 'A' type star could truly be our last, brightest hope; and that despite all our efforts to understand the universe, there **are** still phenomena which defy expectation.

The mystery of Xexor's existence had been a short lived debate. Xexor is here, it is bright, it is healthy, and (according to all stellar surveillance reports) it is teeming with the Kenyon fields which have become the Hegemony's main power resource since the depletion of all other fuels. In a matter of mere decades, scientists had stopped asking each other why the star was here, and had begun asking instead how best to mine this most valuable and sought after energy.

To this end, the Council of the Collective enlisted their most brilliant minds and the massive deep space corporation, InStar, to design and construct the most ambitious corona raking station to date. The result was the ICARUS, the largest self-regulating craft ever launched into space, and my present destination.

The reports failed to shed much light on the details of my mission. It seems the crew of the ICARUS are threatened by the risk of some kind of radiation contamination. An illness which attacks the memory and accelerates cell decay. According to the report, this effect is believed to be occurring as a direct result of the station's handling of Kenyon cultures far in excess of any previously encountered magnitude.

The Icarus is raking deeper than any station has ever been able to mine before. And it's uncovering things we haven't even begun to comprehend...

Control Menu

The **Sentient** Control Menu is shown below.   Click on a hotspot for more information about an option.

NOTE: The control keys shown below are the **default** control keys.
Click on the key list in the graphic below to find out how to change these keys.

Using the Control Menu

Use the **cursor movement** keys to move the highlight, then press the **Enter** key to select the highlighted option.

More Control Functions

| This Control...	Also Does This...
LEFT	Previous Menu Item
RIGHT	Next Menu Item
OK/TALK	Select
ACCESS/OPEN	Skip single movie
INVENTORY	Previous Menu
CANCEL	Skip entire movie sequence, Cancel Menu choice
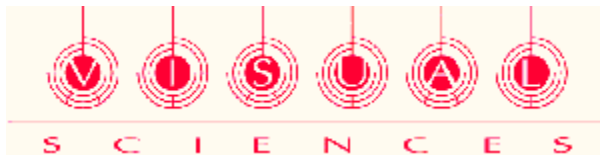
Installing SENTIENT

When the Sentient disc is inserted, the game will install automatically. Should the autorun not work, follow the instructions below to install the game.

1. From Windows 95 **Start Bar**, Select **Run**.

2. Type   **x:\setup**, where **x** is the drive letter of your CD-ROM
    (for example, **d:\setup**)

3. Click on **OK**.

4. When the Windows Setup program starts, you will be given the choice of
    » playing Sentient directly from the CD,
    » installing Sentient to your hard drive, or
    » installing the Microsoft Direct X drivers.
    If you do not have them installed already, or are unsure, please **install the Direct X drivers first**.

Installation Options

The following installation options are available.   Each requires a different amount of hard disk space, as shown below.

Minimum	Installs only the Sentient game program.
	Requires roughly **2Mb** of disk space.
Medium	Installs the Sentient game program
	and all data files required to run Sentient.
	Requires roughly **160Mb** of disk space.
Maximum	Installs everything (including the movies).
	Requires roughly **410Mb** of disk space.
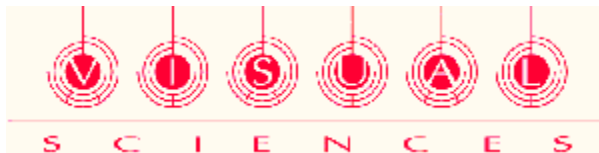
Main Menu

The **Sentient** Main Menu is shown below.

Click on a hotspot for more information.

Using the Main Menu

Use the **cursor movement** keys to move the highlight, then press the **Enter** key to select the highlighted option.

Option	What It Does
START GAME	Begins a new game
LOAD/SAVE GAME	Displays the **LOAD/SAVE GAME** menu
AUDIO	Displays the **AUDIO** menu
CONTROL	Displays the **CONTROL** menu
DIFFICULTY	Displays the **DIFFICULTY** menu
EXIT	Quits the Sentient game program

Communications

'Of course, a contract like this is a great honour... One could hardly hope to conceal the fact that companies are made or broken as a result of transactions like this one.'
Spokesperson, on behalf of the InStar Aureole-Raking Corporation.

'So they send these ships off into space, looking for new deposits of ores and fuels... But did anyone ever stop to think that we wouldn't need to look for new deposits of anything if corporations like InStar stopped wasting all our ores by building space stations and then using all our fuel to fire them into space?'
Tamalarine Hue (spokesperson for the NHSPOF), addressing a rally of millions only moments before his assassination.

'Fellows in hope... I give you InStar Corporation's (Aureole-Raking) Urania Station... The ICARUS. May she be blessed, as may all those who sail in her.'
Corporate Promotional Tape, played during formal unveiling of the ICARUS station.

'We have isolated strains of previously unidentified motions in all areas of the CoronaSpread. Potentially very unstable... Early research led to the release of some sort of energy which attacks the nervous system. Please advise...'
Captain D. Luvey, ICARUS station.

'We can't tell you what we've found. All we know is that we have something here... We can't pass up the opportunity to explore new avenues, especially with things the way they are now.'
Hastily issued press statement on behalf of Our Beloved New Hegemony.

'ICARUS. Continue research. Be advised, we have dispatched a team of specialists to assist with problem caused by radiation.'
Message from New Hegemony to ICARUS Station, beamed live across the media webs of six systems - viewed by billions.

'ICARUS. Continue with present agenda. Be advised, you are to be hindered. We want to know more about radiation. Do not fail us.'
Message beamed at ICARUS, specific destination and origin unknown... intercepted by the NHSPOF. Later confiscated.

'When they have worn all of their earth away, then and only then, shall they truly turn to their skies...'

The ICARUS Crew

Recruited from throughout the Hegemony, the crew of the ICARUS are all talented experts within their field.

The loyalty of some of the crew, however, is not as clear cut. There are rumours of what amounts to mutiny among the crew; this may bear some examination.

Below is a list of heads of departments, beginning with the Captain.
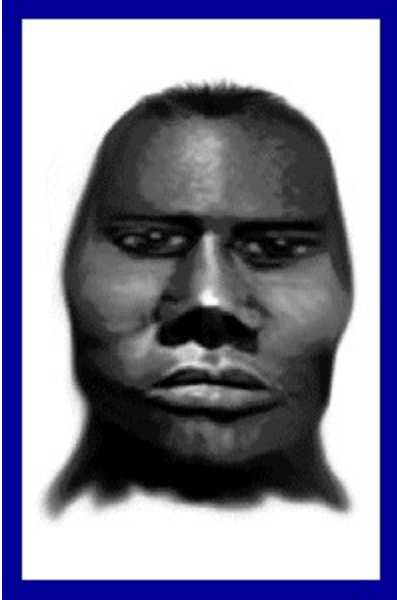
CAPTAIN
DOMAR LUVEY, PC17792
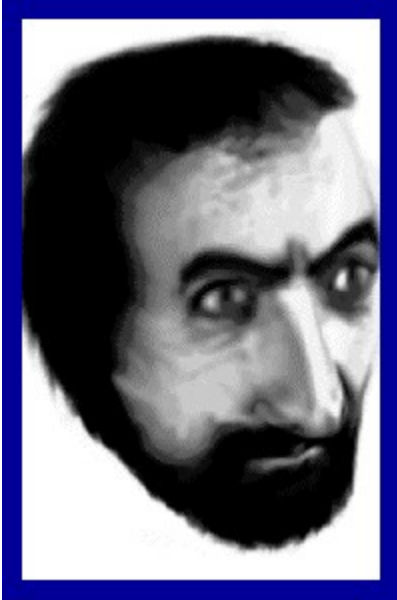
Responsible for the day-to-day operation of Icarus Mining Station.

Full authority for command decisions.

Reports directly to Algin Giss, Bureau of Acquisition.

Married to Dr. Dania Luvey.

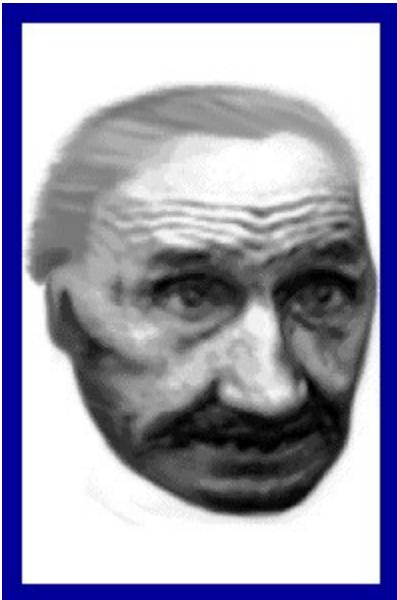**HEAD OF SECURITY**
RAMIN JURELL, PCF98951

Responsible for the safety and welfare of all reporting personnel.

> Also responsible as Executive Officer for the base operations when on duty and as a result of Senior Officer becoming incapacitated.

> Reports directly to Captain Domar Luvey.

CHIEF SCIENCE OFFICER
HOLMAN AZIRRA, PCF45234

Responsible for:

» the administration of the science team

» the collection and analysis of atomic particles for use in government operation

» research and development of new energy sources.

CHIEF MEDICAL OFFICER
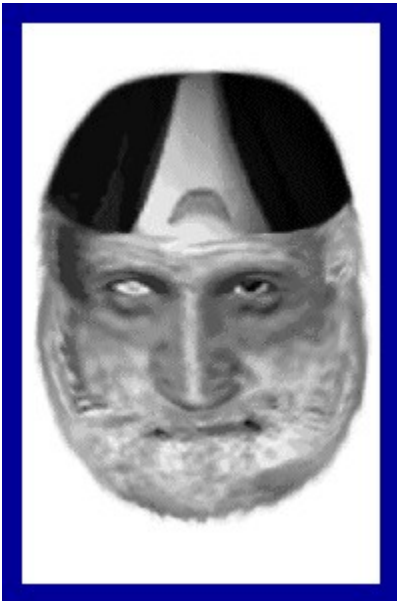
DANIA LUVEY, PCF22131

Responsible for the physical well being of the Icarus crew, and as such, has final approval of all medications and treatments prescribed by the medical team.

Other areas of responsibility include medical research and experimentation.

Married to Captain Domar Luvey.

CHIEF ENGINEER
MASON GARRILAC, PCF11076

Responsible for the smooth operation of the Icarus Base machinery and mining equipment.

His administrative duties include:

» the management of citizen resources

» equipment repair and maintenance

» construction of new technology for use by Hegemony Authorised Agents.

The above are Heads of Departments on duty when you arrive. It is expected that you will have completed your mission within one Watch.

The Universe Now

The following are extracts from the Hegemonic Encyclopaedia (volume IV) that may be pertinent to your mission.

52.7 AE (After Exodus).
New Hegemony

Founded soon after the Exodus, the New Hegemony is truly a marvel of vision and purpose. Dutifully maintained by the Imperial Senate, the Hegemony prospers and flourishes as it spreads across the Seven Systems rekindling the glory of the Torindine Empire.

1007.2 AE
Senatorial Council On Alternative Resources Founded

A committee chosen by the Citizen Selection Board to seek out new forms of energy to harness for the good of the Collective. Chaired by Grand Senator Tamorin Aidin-Edgell, the council is involved in several projects throughout the Hegemony, and is the primary employer of engineers in the Frontier.

1032.6 AE
Kenyons

Kenyons are sub-atomic particles found only in active stars. Only theoretical before Dr. Azirra's work on the ICARUS Sun Station and once thought impossible, Kenyons are believed to be the most powerful energy source in the universe.

The ICARUS
(InStar Corporation Aureole-Raking U-class Station)

The ICARUS was created from the shell of a LARZAFF CLASS military space station. Its ability to operate in hostile environments made it ideal for the purpose of mining KENYONS (see Hegemonic Encyclopaedia volume IV).

The modifications to ICARUS include the enhancement to the propulsion units that help to maintain a close orbit around the sun Xexor. Also there is an increased radiation shield and additional thermal environmental controls that enable the two hundred or so personnel to operate effectively.

The Magnetic Ionisation Field is situated at the lower level of ICARUS, and its 60 cone pulls the charged particles into a stream that is collected and stored in the latest TimeStop© containment unit.

The collection field is dependent upon the platform remaining steady at all times and its efficiency is radically reduced by fluctuations in power supply, velocity, and orbital continuity.

All control keys in Sentient can be re-defined.

To re-define a key:

1. Use the **cursor keys** to move the highlight to the key you want to change.
2. Press **Enter** to change the key. The key definition line will rotate
3. Press **the key you want to use** for the control.

NOTE: If you redefine the basic **movement** or **cancel** keys, remember you will have to use these new keys to move around menus and options screens.

Difficulty Menu

The **Sentient** Difficulty Menu is shown below.

Using the Difficulty Menu

Use the **up and down cursor movement** keys to move the highlight, then
use the **left and right cursor movement** keys to move the slider setting.

| Difficulty Setting	What It Does
DISEASE SPREAD	Makes the radiation disease spread more slowly or more quickly
RESPECT FOR PLAYER	Makes the ICARUS crew more friendly or more hostile to you
SHIP SIMULATOR	Makes the ICARUS easier or harder to handle

Inventory
Objects You're Carrying

NOTE: This description assumes the default control keys.

Press the **I** key to display the Inventory.   The Inventory contains all the objects you're carrying.
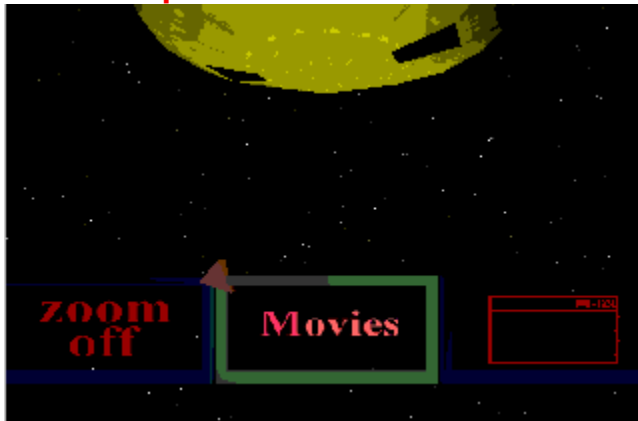
An example Inventory list is shown below.
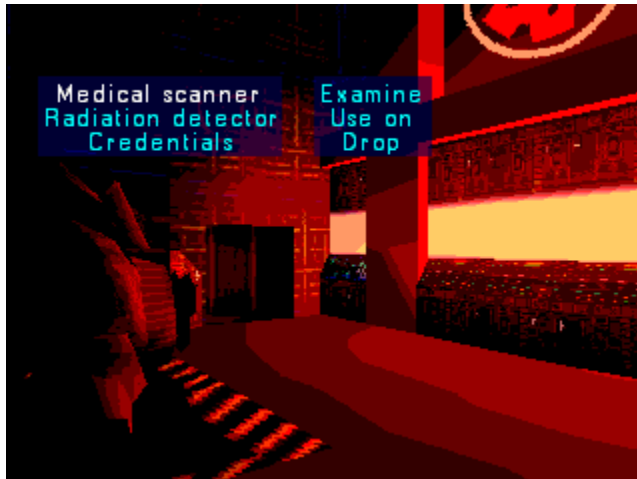
Use the **cursor movement** keys to choose an object from the list, then press the **Enter** key to display a list of actions.

In the action list, use the **cursor movement** keys to choose and action, then press the **Enter** key to perform that action.

In-Game Options

This Menu contains options to switch full screen mode (Zoom) off and on, and to switch movies off and on.   You use it exactly like the Main Menu.

Audio Menu

The **Sentient** Audio Menu is shown below.

Using the Audio Menu

Use the **up and down cursor movement** keys to move the highlight, then use the **left and right cursor movement** keys to move the slider setting.

Load/Save Game Menu

The **Sentient** Load/Save Game Menu is shown below.

Click on a hotspot for more information.

Using the Load/Save Game Menu

Use the **cursor movement** keys to move the highlight, then press the **Enter** key to select the highlighted option.

Always select the slot using the arrow buttons **before** using the Load Game and Save Game buttons.

NOTE: Buttons marked with a red Û cannot be selected.

This button Loads the previously saved game highlighted in the list.

This button Saves the current game in the slot highlighted in the list.

This button moves the list highlight up one slot..

This button moves the list highlight down one slot..

The saved game list.   Up to ten positions may be saved.

Select the item you want in this list **before** using the Load Game and Save Game buttons.

Overview
Game Basics

Sentient is a first-person perspective adventure. You play **Garrit Sherova**.   You are in control of Garrit Sherova from the moment the intro. sequences end and the game begins, and you see what Garrit sees.

NOTE: This description assumes the default control keys.

Garrit can be manoeuvred forwards, backwards, left, and right with the **cursor movement** keys.

While on the move, the amount of turn is gentle which lends a fluid, realistic feel to his walk.
When Garrit is stationary, the **cursor movement** keys can be used for quick turns on the spot.

Use the **Page Up** and **Page Down** keys to look up and down.

The Cursor
Examining and Using Objects

NOTE: This description assumes the default control keys.

Press the **C** key to display the Cursor.   You use the Cursor to work with objects.

Use the **cursor movement** keys to move the Cursor.

You will soon notice that anything of interest on the screen is outlined by a green box when the Cursor passes over it.   When the green box is on screen, press the **Enter** key to display the Object Menu.   The Object Menu tells you what the object is, and what actions you can take.

Use the **cursor movement** keys to move the highlight and construct an action, then press the **Enter** key to perform that action.

Inventory
Objects You're Carrying

NOTE: This description assumes the default control keys.

Press the **I** key to display the Inventory.   The Inventory contains all the objects you're carrying. Any object you **pick up** is added to the Inventory.

An example Inventory list is shown below.

Use the **cursor movement** keys to choose an object from the list, then press the **Enter** key to display a list of actions.

In the action list, use the **cursor movement** keys to choose and action, then press the **Enter** key to perform that action.
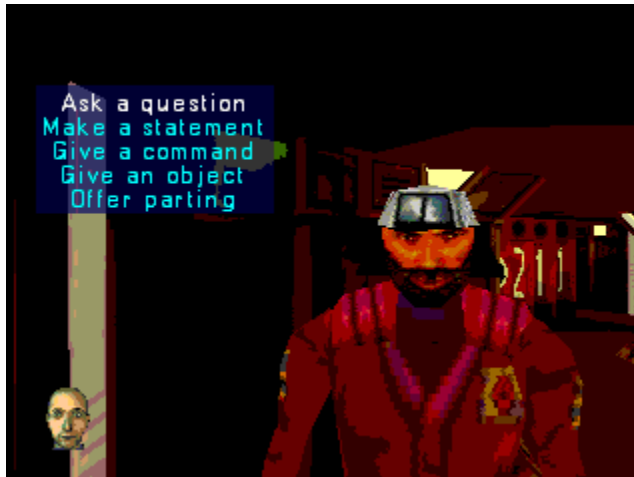
Talking to Other Characters

NOTE: This description assumes the default control keys.

You can talk with every character in the game.   In fact, you **must do so**, or you'll never find out how to complete the game!

When you are standing near a crew member, you can start a conversation by pressing the **Enter** key.   This displays the **Text Menu**.

Like the Inventory, the Text Menu has multiple choices.

Use the **cursor movement** keys to move the highlight and construct a sentence.   You will find that depending on your choices, the Text Menu can extend several levels deep.

Moods

You can choose the **mood** (or tone of voice) in which Garrit speaks by using the **H** (happier) and **S** (sadder/angrier) keys.   Garrit's mood is indicated by the small picture of him at the bottom left of the screen.

How Decks and Rooms Are Numbered

The ICARUS has four decks: **Geodome**, **Auxillary**, **Research**, and **Engineering**.

The decks are divided into **octants** (slices of a pie) and **rings** (like the rings around the planet Saturn).

Each ring, octant, and room is numbered.
The three digits in the number are the ring, octant, and room, in that order.
In order to navigate the corridors and rooms successfully, you must learn this system.

Pillars

The pillars at the intersections each have 8 numbers on them.

To read these numbers properly, you need to be standing straight in front of them (see diagram).

From here, you can see two room numbers separated by the deck symbol/icon.

These are the room numbers you can find down the corridors to your left and right, and the deck you are currently on.

As well as numbers, you will also find Symbols, which appear instead of a room number.
These symbols indicate:
» Teleports
» Dead Ends
» Intersections
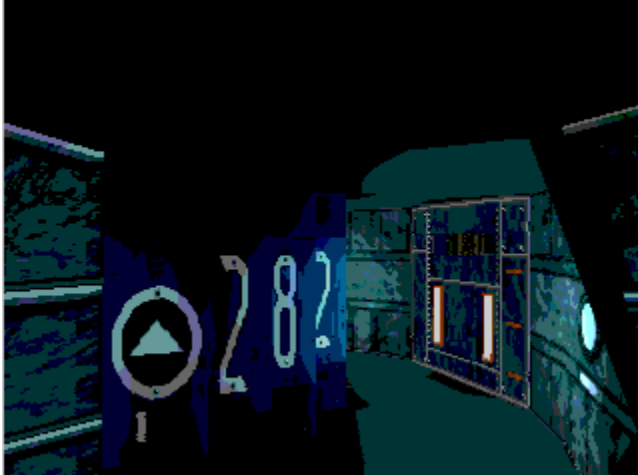
Outside each room there is a half pillar which shows what is to your left and right and, as you approach the room, shows you the room's number.

SUZIE Screens
The ICARUS Computer

You will find various Suzie screens dotted about the station which can be accessed to give you information on:
» crew members
» station plans, and
» the state of machinery aboard the station.

They can also provide access to the Hegemonic Encyclopaedia.

Using a SUZIE Screen

Stand in front of the Screen and press the **space** key.   This will display the SUZIE Main Menu shown above.

Use the **cursor movement** keys to move the highlight, then press the **Enter** key to select the highlighted option.

SUZIE Main Menu Options

This Option...	Does This...
DATABASE ACCESS	Displays crew, technology, and history information
ICARUS MACHINES	Displays the status of the ship's machinery
STATION PLANS	Displays the plans of the ICARUS in holographic form
POWER PRIORITY	Allows you to prioritise ship power

Disease Spread

easy ———————————— hard

Respect for Player

easy ———————————— hard

Ship Simulator

easy ———————————— hard

Database Access
The ICARUS Encyclopaedia
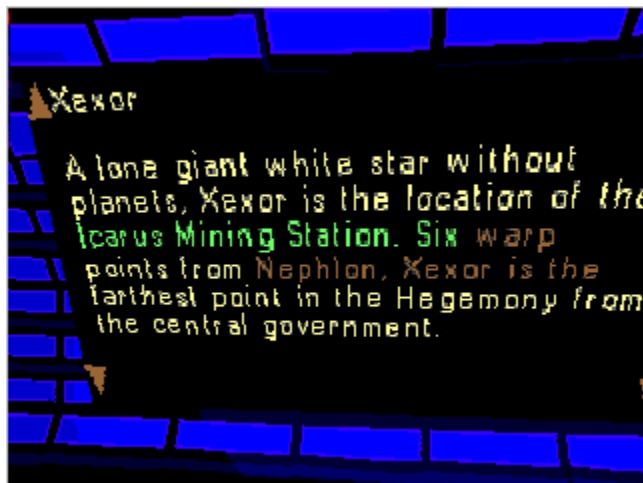
Use Database Access to display information on:
» crew members
» machines
» history
» Hegemonic Encyclopaedia entries.

Database Access Control Keys

This Key...	Does This...
cursor movement	Moves the highlight
Enter	Confirms choices, follows highlighted jumps
l	Display previous page
Esc	Quit Database Access

Disease Spread
easy hard

Respect for Player
easy hard

Ship Simulator
easy hard

Station Plans
Holographic Blueprints

Station Plans Control Keys

| This Key...	Does This...
cursor movement	Moves the highlight, moves around selected room
Enter	Confirms choices, turns map so you are facing it
l	Display deck list
Esc	Quit Station Plans

ICARUS Machines
Maintenance

The Icarus is a fully functioning, self-regulating space station.   The machines and other systems on the ship perform their functions along with the crew members.   Things break down, lose power, short circuit etc. and are repaired.

As the game progresses and your standing among the crew grows, you can monitor the ship's workings and, should you choose to do so, take part in its maintenance.   Good work will mean the ship will remain in a stable orbit, bad work may cause the orbit to decay rapidly.

However, should you choose to have no input into the workings of the station it will manage itself.
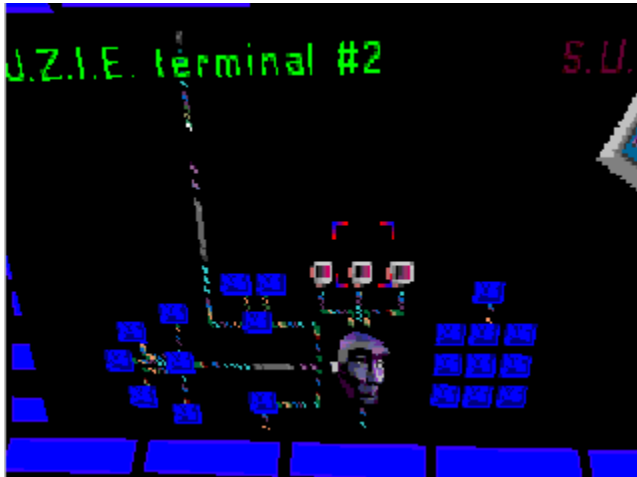
The boxes are machines, the colour signifies their condition:

BLUE   fully working

RED   not working

BROWN working, but cannot   be used because another machine
in the line is broken

The lines between the machines indicate the network of inter-machine dependency.

ICARUS Machines Control Keys

This Key...	Does This...
cursor movement	Moves the highlight
Enter	Confirms choices
Esc	Quit ICARUS Machines

Disease Spread
easy   hard

Respect for Player
easy   hard

Ship Simulator
easy   hard

Disease Spread
easy   hard

Respect for Player
easy   hard

Ship Simulator
easy   hard

Power Priority

All the machines on board the ICARUS gain their power from the central energy grid.

Again, as your standing among the crew increases, you can prioritise these.

For instance, should you wish to ensure that the thrusters are the last things to be affected by a power shortage, you can move them to the top of the priority list.

However, should you choose to have no input into the workings of the station it will manage itself.
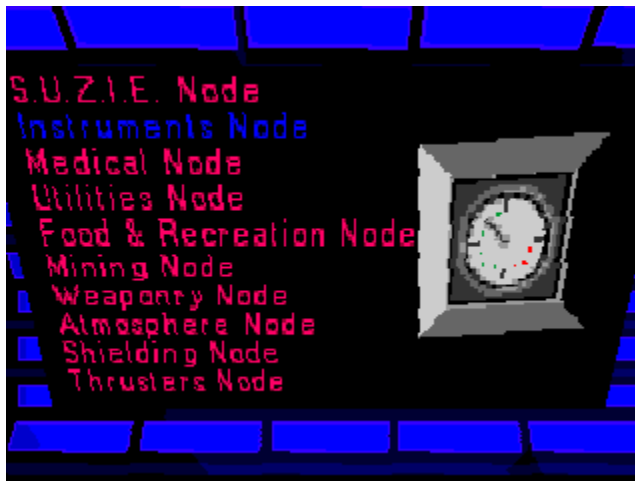
Power Priority Control Keys

This Key...	Does This...
cursor movement	Moves the highlight, moves item (with **Enter** held down)
Enter	Hold down to 'drag' an item up or down the list
Esc	Quit Power Priority

Disease Spread
easy hard

Respect for Player
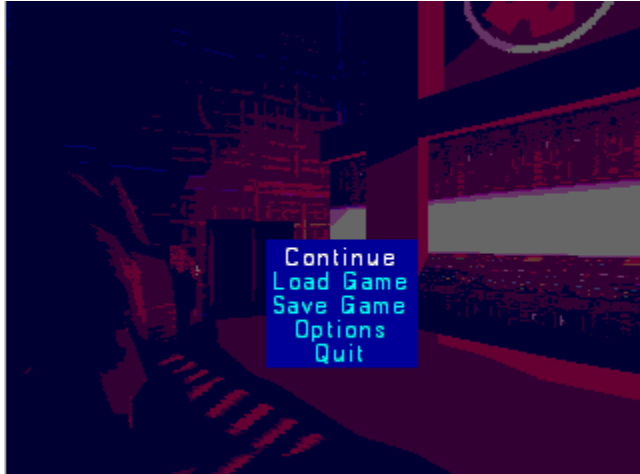easy hard

Ship Simulator
easy hard

In-Game (Pause) Menu

NOTE: This description assumes the default control keys.

While the game is paused (press the **P** key), press the **Enter** key to display the In-Game Menu.

Using the In-Game Menu

Use the **cursor movement** keys to move the highlight, then press the **Enter** key to select the highlighted option.

Option	What It Does
CONTINUE	Resume the current game
LOAD GAME	Displays the **LOAD GAME** menu
SAVE GAME	Displays the **SAVE GAME** menu
OPTIONS	Displays the options menu
QUIT	Quits the Sentient game program

Disease Spread

easy | | | | | | | | | hard

Respect for Player

easy | | | | | | | | | hard

Ship Simulator

easy | | | | | | | | | hard

Problem Solving
Some Common Questions Answered

Below are some common problems that you may come across while playing Sentient. The answers should provide you with the information necessary to get yourself out of trouble.

WHAT DO I DO IF I DIDN'T QUITE GET THE MESSAGE FROM A NON- PLAYER CHARACTER?

If you follow him and ASK A QUESTION then WHAT SHOULD I DO NOW? he will give you a brief summary of what you should do next.

Or you may choose to use the SAY AGAIN option from this list.

HOW DO I FIND A SPECIFIC NON-PLAYER CHARACTER?

You should ask another non-player character WHERE DO I FIND and then the name of the non-player character you want to find.   He will tell you to the best of his knowledge where to find your non-player character.   You can also ask the non-player character to lead you to the non-player character you need to see.

I'VE BEEN TOLD TO GO TO THE ASTRONOMY LAB, HOW DO I FIND OUT WHERE IT IS?

There are two ways of finding your way to specific rooms quickly.

You can either ask an non-player character where the room is, or you can GIVE A COMMAND and the non-player character will lead you to it.

I'VE SAVED A GAME AND CAN'T REMEMBER WHAT I DID LAST OR WHAT I'M SUPPOSED TO DO NOW?

Use a notebook and pencil to keep track of information you receive during the game because you will be receiving information all the time.

SENTIENT

Welcome to the **Sentient** Demo!

The main categories in this Help file are shown below.

[Installing SENTIENT](#)
[Introduction](#)
[Game Menus](#)
[Playing SENTIENT](#)
[Aboard the ICARUS](#)
[Miscellaneous](#)

[Credits](#)