



S T U D I O 3 D O

PHOENIX 3



3DO, Studio 3DO, the 3DO logos and Phoenix 3 are trademarks and/or registered trademarks of The 3DO Company. All other trademarks or registered trademarks are the properties of their respective owners. © 1995 The 3DO Company. All rights reserved.



PHOENIX

GAME SET-UP	.3
ATTENTION!	.4
GAME CONTROLS	.5
Control Pad	.5
FlightStick Pro	.9
MAIN MENU	.11
Game Choices	.11
New Game Options	.11
Load Game Options	.12
PAUSE MENU	.12
Options	.13
Star System	.14
Status	.15
Damage	.16
PLANETSIDE	.17
Information Displays	.17
ABOARD SHIP	.18
Spaceship Controls and Heads-Up Display	.18
The Star Map	.22
CREDITS	.23

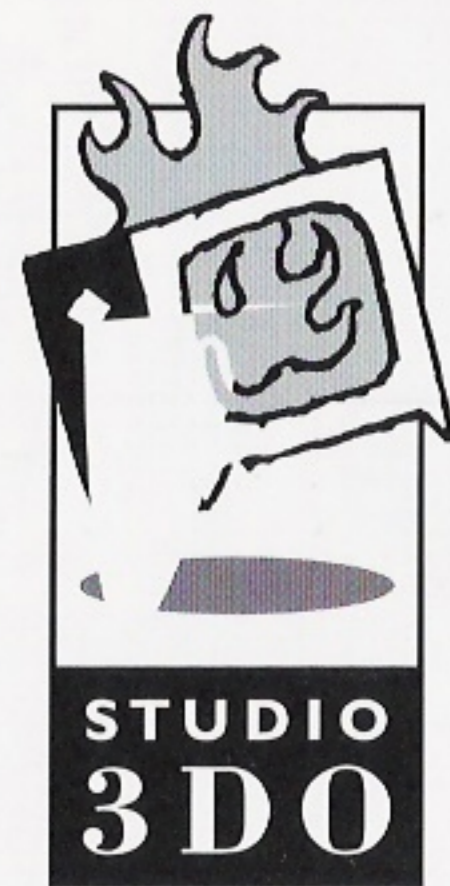
Before Using Your 3DO® System

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

GAME SET-UP

- 1** Check to see that the Control Pad is connected to the Control Port on the front of the system. If it isn't, plug in the Control Pad.
- 2** Turn ON the power switch on your 3DO system. The READY light indicates that the unit is on.
- 3** Press the OPEN/CLOSE button and insert your Phoenix 3 CD with the label facing up in the disc tray. Press OPEN/CLOSE again to close the tray. If you have a top-loading 3DO system, open the pop-up lid, and insert the CD with the label facing up, and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear, turn the system off and repeat the process from step 1.



PLANETSIDE

D-Pad: Move left and right, climb, and crouch.

A Button: Jump.

B Button: Fire weapon.

C Button: Throw grenade.

D-Pad Up: Operate wall panel or open elevator.

Left-Shift Button + D-Pad Left/Right: Run.

Right-Shift Button: Switch weapons.

Play/Pause Button: Bring up Options Menu.

X (Stop) Button: Skip video.

SPACESHIP

D-Pad: Turn left/right and pitch up/down.

A Button + D-Pad Left/Right: Roll left/right.

A Button + D-Pad Up: Scan target.

B Button: Fire weapon.

C Button: Select weapon from those available.

Left-Shift Button: Reduce throttle. Decelerate ship.

Right-Shift Button: Increase throttle. Accelerate ship.

Left + Right-Shift Button: Match target speed. (Target must be moving.)

X (Stop) Button: Target closest radar contact.

X + Left/Right-Shift Button: Cycle through radar contacts.

Play/Pause Button: Pause and display Pause Menu.

STAR CHART

Left/Right-Shift Button: Cycle through menus.

A, B, C Button: Jump to highlighted star system.

D-Pad Up/Down: Zoom in and out.

X + Left/Right-Shift Button: Cycle through star systems.

Play/Pause Button: Resume game.

SOLAR SYSTEM DISPLAY

Left/Right-Shift Button: Cycle through menus.

C Button: Switch view mode between Panning and Top Down.

D-Pad Up/Down: Zoom in and out.

X + Left/Right-Shift Button: Cycle through radar contacts.

Play/Pause Button: Resume game.

OPTIONS MENU

Left/Right-Shift Button: Cycle through menus.

D-Pad Up/Down: Select option.

D-Pad Right/Left: Change option value.

A, B, C-Button: Activate menu option.

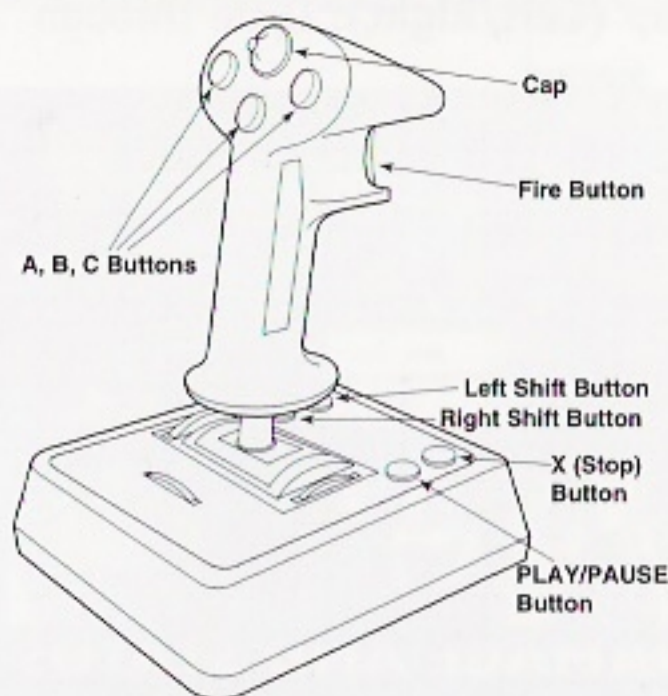
Play/Pause Button: Resume game.

DAMAGE AND STATUS MENUS

Left/Right-Shift Button: Cycle through menus.

Play/Pause Button: Resume game.

FlightStick Pro



STAR CHART

Cap (Left/Right): Cycle through menus.

A, B, C, Fire Button: Jump to highlighted star system.

Cap (Up/Down): Zoom in and out.

Left/Right-Shift Button: Cycle through star systems.

Play/Pause Button: Resume game.

SPACESHIP

X Axis: Turn left/right.

Y Axis: Pitch up/down.

Fire: Fire weapon.

A Button: Match target speed. (Target must be moving.)

B Button: Target closest radar contact.

C Button: Select weapon from those available.

Left/Right-Shift Button: Cycle through radar contacts.

Cap (Left/Right): Roll left/right.

Cap (Up/Down): Increase/decrease throttle. Accelerate/decelerate ship.

X (Stop) Button: Scan target.

Play/Pause Button: Pause and display Menu.

SOLAR SYSTEM DISPLAY

Cap (Left/Right): Cycle through menus.

C Button: Switch view mode between Panning and Top Down.

Cap (Up/Down): Zoom in and out.

Left/Right-Shift Button: Cycle through radar contacts.

Play/Pause Button: Resume game.

OPTIONS MENU

Cap (Left/Right): Cycle through menus.

X Axis: Change option value.

Y Axis: Select option.

A, B, C, Fire Button: Activate menu option.

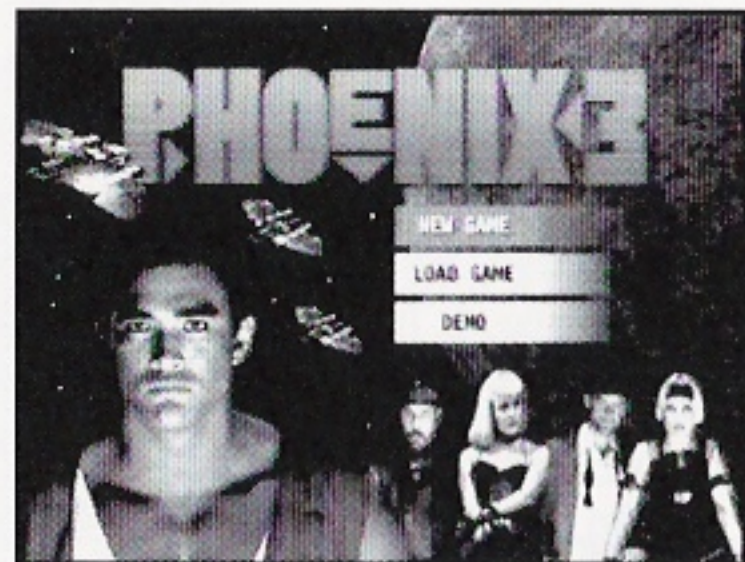
Play/Pause Button: Resume game.

DAMAGE AND STATUS MENUS

Cap (Left/Right): Cycle through menus.

Play/Pause Button: Resume game.

MAIN MENU



Game Choices

The **Main Menu** screen lets you start a new game, load a saved game or view the credits.

Press the **D-Pad Up/Down** to scroll through the choices and press the **A Button** to select one. Use **New Game** to start a game beginning with the opening cinematic sequence. **Load Game** lets you restore a game already in progress. **DEMO** plays video clips from the game followed by game credits.

New Game Options

When you select **New Game**, a list of options appears. Scroll through the options with the **D-Pad Up/Down** and change option values with the **D-Pad Left/Right**.

SAVE TO:

Save the new game to one of five positions.

DIFFICULTY:

Set the difficulty level to Easy, Normal or Hard.

CINEMA:

Toggle cinematic sequences on or off.

SOUND:

Set the sound to play only sound effects (SFX), only music, or sound effects and music.

Press the **X (Stop) Button** to return to the Main Menu and the **Play/Pause Button** to launch a new game.

Load Game Options

When you select **Load Game**, a list appears with up to five saved game positions. Use the **D-Pad Up/Down** to scroll through the games and press the **Play/Pause Button** to restore a saved game. Press the **X (Stop) Button** to return to the Main Menu.

PAUSE MENU

When piloting your spaceship *Three*, press the **Play/Pause Button** to bring up the Main Menu. There are four sub-menus: Options, System, Status, and Damage. (A fifth sub-menu, the Star Chart, appears after you get rid of all enemy ships in a system and allows you to go to other star systems.)

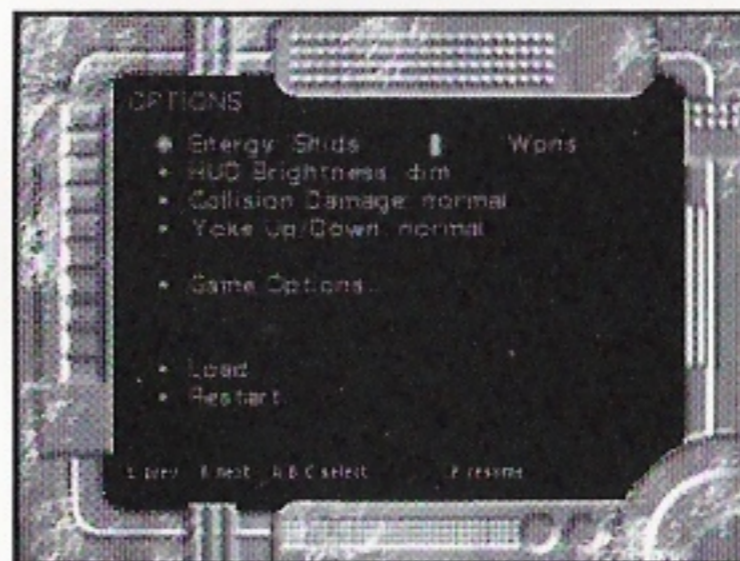
Press the **Left-Shift Button** to go to the Previous sub-menu and the **Right-Shift Button** to go to the Next sub-menu. Press the **A, B** or **C Button** to select an option. Press the **Play/Pause Button** to return to play.

Options

This menu lets you configure the controls for flying *Three*. You can also set game options and load a saved game or restart the current game. Press the **D-Pad Up/Down** to scroll through the choices and the **D-Pad Left/Right** to change option values.

ENERGY: Changes the balance of *Three's* current energy output to the shields (Shlds) and weapons (Wpns).

HUD BRIGHTNESS: Toggles the brightness of *Three's* heads-up display to Dim, Bright or Sight Only.



COLLISION DAMAGE: Sets the amount of damage *Three* suffers during collisions to Soft or Normal.

YOKE Up/Down: Toggles the flight controls to Normal or Reverse.

GAME OPTIONS: Changes the game settings to suit your preferences.

- **Sound FX Volume:** Controls the loudness of the special effects.
- **Music Volume:** Controls the loudness of the music.
- **Cinema:** Toggles cinematic sequences on or off.
- **Sound FX Test:** Tries out all the sound effects.
- **Sensitivity:** Sets FlightStick Pro sensitivity for slow, medium and fast turning.
- **Use:** Accepts the current settings.

LOAD: Bring up the Load Game menu.

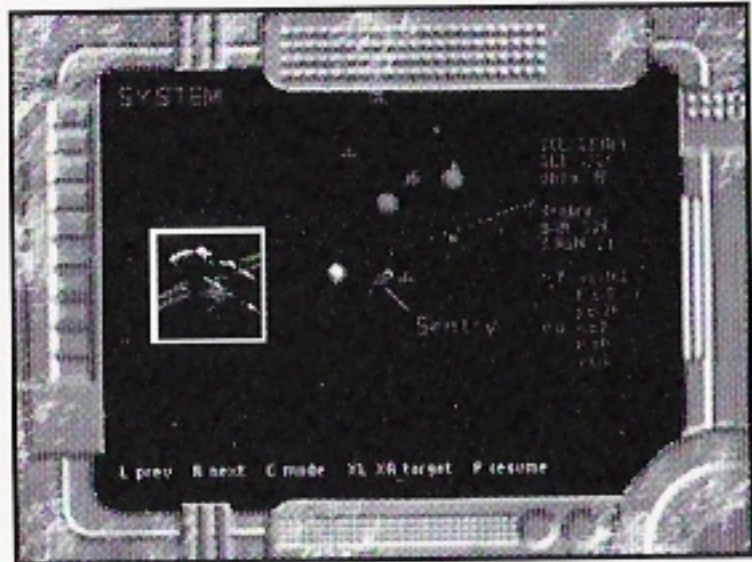
RESTART: Start a new game.

Star System

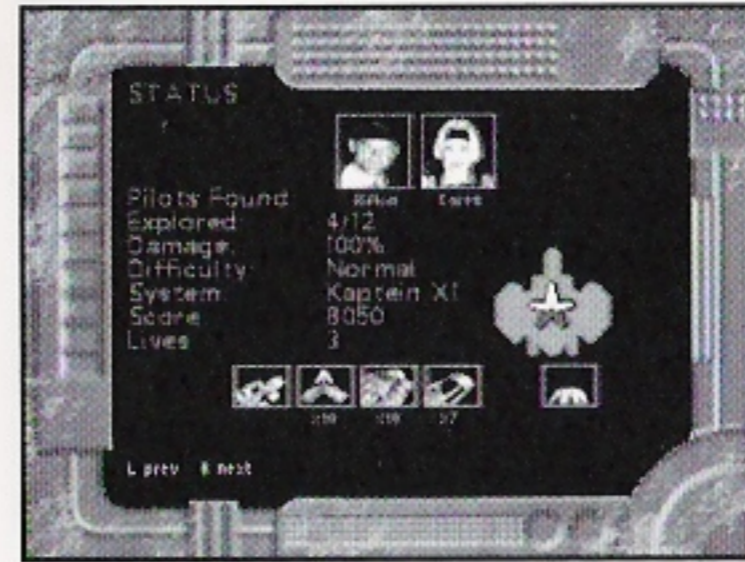
This is a map of the star system you occupy. Your ship appears as a green diamond as do allied ships. Planets are blue spheres. Enemy ships are red. UFOs are gray. Power-ups are purple.

Press the **D-Pad Down** to zoom out and the **D-Pad Up** to zoom in. Press the **C Button** to change mode between two- and three-dimensional.

Information about the system and enemy ships is constantly updated on *Three's* monitor.



Status



This screen shows how well you are doing so far in the game. It also lets you check at a glance the status of your allies' ships. This menu contains the following information:

Pilots Found: Number of ally pilots you have recruited.

Explored: Number of star systems explored.

Damage: The amount of damage *Three* and your allies' spaceships currently have. 100% means the ship is undamaged.

Difficulty: Current difficulty level of the game.

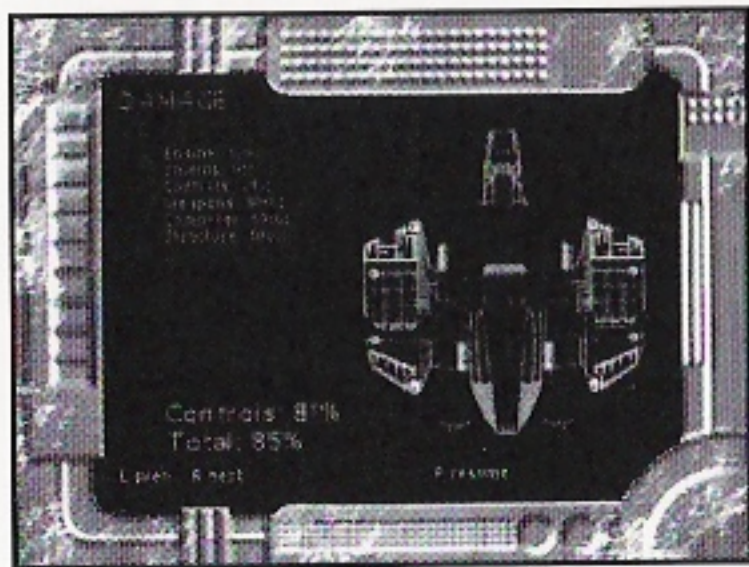
System: Name of the star system you currently occupy.

Score: Current score in the game.

Lives: Number of remaining lives.

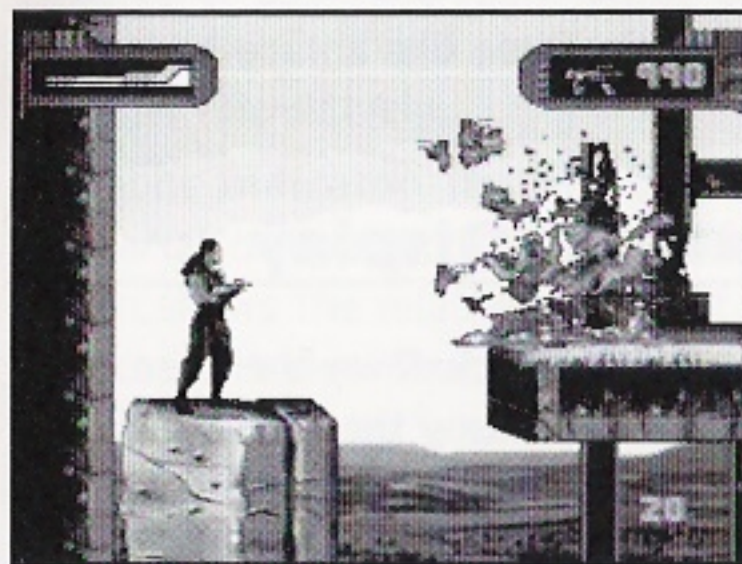
The REPAIRING light appears when *Three* is undergoing repairs, once a Repairs technology module has been acquired. The boxes at the bottom center of the screen display weapons.

Damage



This screen shows where damage has been inflicted on Three. Three is composed of six modules: Structure, Engine, Weapons, Shields, Controls, and Computer. If a module is at 100%, it is functioning at full strength. If a module is at 0%, it is functioning poorly. Damage is shown for each module and for the ship as a whole.

PLANETSIDE



During your adventures, you will occasionally have to go down to planets. Press **D-Pad** Left/Right to move back and forth across the screen. Hold the **Left-Shift Button** and use the **D-Pad** Left/Right to run. Press **D-Pad** Up to climb a ladder and **D-Pad** Down to crouch. Pick up objects on the playfield by moving over them. When you are on a ladder, you can scroll around the immediate area by holding the **Left-Shift Button** and using the **D-Pad**.

Press the **A Button** to jump, the **B Button** to fire your weapon, and the **C Button** to throw a grenade. Press the **Right-Shift Button** to change weapons. To operate wall panels, press **D-Pad** Up.

Information Displays

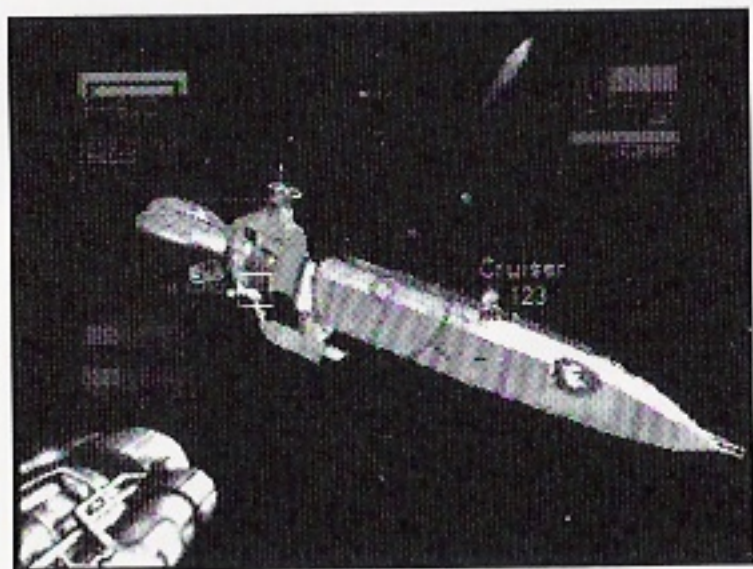
The **Health Display** is at the upper left-hand corner of the planetside screen. As you take damage, the bar goes from green to yellow to red. Your character dies when the bar reaches zero. You initially have three chances (five in easy mode) to get through all the maps in each planetside visit.

The **Weapon Display** is at the upper right-hand corner of the planetside screen. It shows a picture of the weapon you currently carry and the number of ammunition rounds. If you run out of ammunition, you can still use your laser gun which slowly recharges.

ABOARD SHIP

You will have to scour the far reaches of space to gather what you need to defeat the Gral invaders. You will have to pilot your spaceship *Three* like an ace because the aliens are everywhere.

Spaceship Controls and Head-Up Display



You view space through the Heads-Up Display (HUD). At a glance you can see how your shields and weapons are holding up and how fast you are traveling. You can change the brightness of the HUD display by pressing the **Play/Pause Button** to bring up the Options menu.

Your job is to track down the alien invaders and destroy them. They, of course, will be doing their best to blow you away.

Shields Indicator: The rectangular arc at the upper left-hand of the screen shows the current status of your shields. It goes from green (charged) to red (depleted) as *Three* takes hits. The shields are reduced by hits from enemy weapons and by colliding with something. The shields regain strength over time, and the rate at which they are recharged depends on the energy and throttle settings. You set the level of shield energy through the Options Menu. The smaller rectangle in the arc indicates *Three's* damage. It goes from green (healthy) to red (badly damaged).

Enemy Shield Indicator: The rectangular arc and inner rectangle below *Three's* shield indicator show the current target's shield status and damage, respectively.

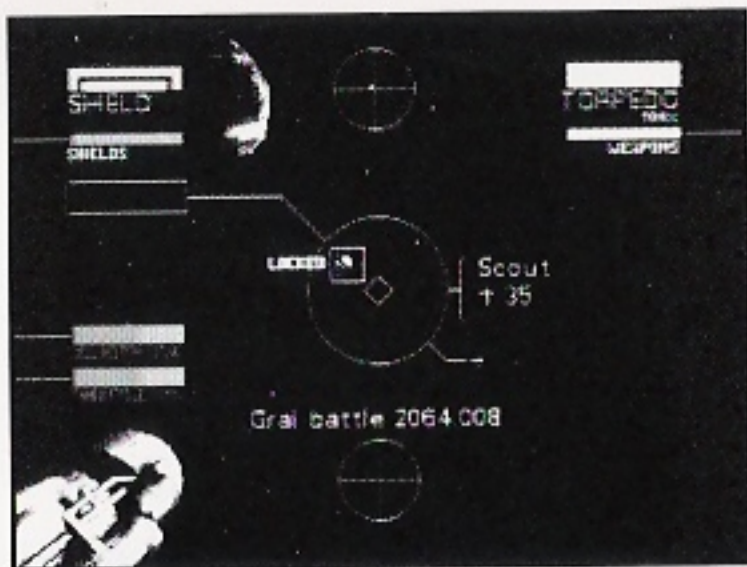
Weapons Indicator: The horizontal red bar at the upper right-hand of the screen shows the relative charge of your weapon batteries. The bar shrinks to the right as energy is used for weapons. If the bar shrinks completely, you are out of energy to fire the weapon and must wait for it to recharge. You set the level of weapons energy through the Option Menu.

Velocity and Throttle Indicators: The two horizontal blue bars (lower left-hand of the screen) represent your current velocity through space and your throttle setting. As you increase throttle, the throttle indicator increases to the right; because of inertia, it takes time to accelerate. When the two bars are in line, *Three* is cruising at a constant speed. If you decrease throttle, the velocity again takes a few seconds

to come back in line as the retro rockets decelerate the ship. If the engines are damaged, the velocity is unable to align with the throttle and stabilizes to the left of the throttle indicator.

Pressing the **D-Pad Left/Right** turns your ship to left/right and **Up/Down** changes the pitch up/down. Press the **D-Pad Left/Right** and **A Button** at the same time to roll left/right. Press the **Right-Shift Button** to increase the throttle, accelerating your ship, and the **Left-Shift Button** to decrease the throttle, slowing your ship down.

You can try to match the speed of the current target alien ship by pressing the **Right-Shift** and **Left-Shift Buttons** at the same time.



Targeting: The Heads-Up Display (HUD) has three important elements to aid you in tracking targets and using the weapon systems. They are the central *diamond*, the tracking *box*, and the deflection *cross*.

The central diamond shows where the ship is pointing and where unguided armaments will converge. The box shows where the current target is in space. If the target is not within field of view, the box is replaced with a direction arrow in the center of the screen. The arrow shows the direction to the target.

The cross helps you "lead" an enemy when using unguided weapons such as blasters. It shows where the target will be by the time your blaster bolts reach him.

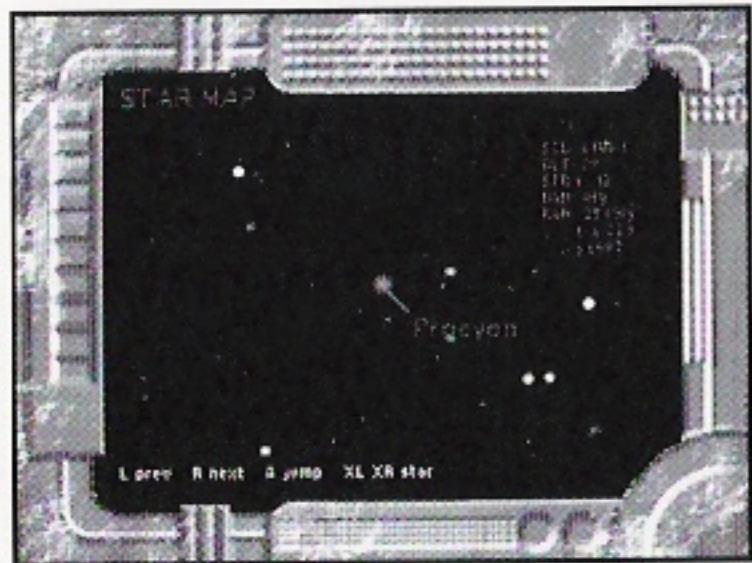
Press the **B Button** to fire your weapon and the **C Button** to change weapons.

Radar Displays: The radar displays are the circles at the top and bottom of the HUD. The circle at the top shows all contacts in front of your ship and the lower circle shows all contacts behind your ship. For example, a contact in the center of the upper radar display is directly in front of your ship.

The color of the radar dot indicates the type of contact. A bright white dot is your current target. Other enemies are red and friendly vessels are green. Debris and enemy blaster bolts are gray. Missiles and mines are blinking yellow. Power-ups are purple. Planets are blue. The colors correspond to those of the icons appearing on the Solar System Display.

To the left of the radar is the **Autopilot** light that comes on when the on-board computer takes control of the ship when you get too close to planets. To the right of the radar is the **UFO Approach** light that comes on when an unknown object is first detected by your radar.

The Star Map



You use this chart to go to new star systems. It becomes available once you clear a system of all enemy spacecraft.

Press the **D-Pad** Up/Down to zoom in and out of the chart. Hold down the **X (Stop) Button** and then press the **Right/Left-Shift Buttons** to cycle through the star systems. Press the **A Button** to go to the currently highlighted star system.

CREDITS

GRAY MATTER DEVELOPMENT TEAM

Producer: **Rob Anderson**

Assistant Producer: **Derek Tam**

Art Director: **Dave Duncan**

Artwork: **Simon Paul, Grant Corless**

Project Leader: **Brady Sheppard**

Programmers: **Brady Sheppard,
Jim Koornneef, Stefan Posthuma**

Tools Development: **Michael Robb,
Alan Penford**

Director of Visual Effects: **Nick Gray**

3D Modeling and Animation:
Sean Sullivan, Doug Masters

Image Processors: **Dennis Mohr,
Lisa Knight**

Live Action Producer:
Jonathan Freedman

Design: **Gray Matter Development Team**

Video Production: **Gray Matter Live
Action Production Crew**

3DO CREDITS

Producer: **Richard Shane**

Assistant Producer: **Michael Jablonn**

Lead Tester: **Joe McCloud**

Testers: **Greg Eichner, Thom Chumley,
David Fruin, Alvin Muolic, Kevin
O'Hara, Daryl Allison, Casey Grimm,
James Koponen**

Manual: **Michael Moore**

Special Thanks: **Scott Walker,
Jesse Stirling**

Studio 3DO Customer Service

Contact our Customer Service Center

Monday through Friday,
9:00 am - 5:00 pm PST by calling
1-415-261-3454

Or you can write us at:

The 3DO Company
Customer Service
600 Galveston Drive
Redwood City, CA 94063-4746

Or send e-mail to:

customer-service@3do.com

And for more information on all our products please be sure to visit our official page on the World Wide Web at:

<http://www.3do.com>

If you're a subscriber to America Online, be sure to visit our forum by entering keyword "3DO."

END USER NOTICE

END USER NOTICE: THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, THE 3DO COMPANY WILL NOT BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.