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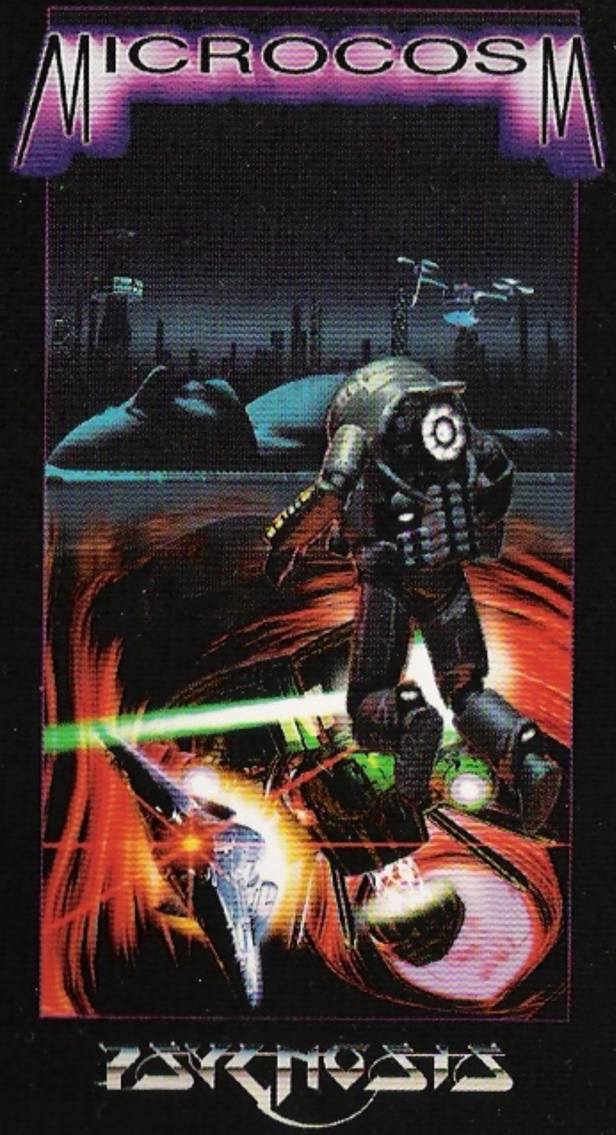


CONTENTS

SCENARIO

In the year 2051, planet Bodor is a dark and forbidding place...

FOREWORD:

A single sickly yellow ray of sunlight struggles to pierce its way through the thick smog and noxious clouds, signaling the start of a new day on Bodor.

The population of the planet, the fourth from the sun in the Bator system, rises once again to face the oppressive corporate rule. With eighty-two percent of the population living on a mere two percent of the land-mass, disease, poverty and crime are a way of life.

The rest of the planet is uninhabitable, not due to natural causes, but for what lies below it, the untold riches which are mined by the Corporations. The Corporations take what they need from the planet, leaving toxic and barren wastelands behind. The few areas which haven't been mined yet are fiercely guarded, both against invasion from other Corporations, and from unwelcome settlers.

For a select few, the dark and polluted planet provides an appropriate backdrop for their dark dealings, a place from which their wealth allows escape to neighboring planets whenever necessary. For the general masses, Bodor provides a hellish life, with little protection from the toxic atmosphere. In the cities, life is hard. The vast majority of the population live in barely habitable buildings, where disease spreads like wildfire. These circumstances, and the fact that poverty is a way of life for most people, makes armed assaults and robberies commonplace.

Away from the cities and away

from the Corporations' tyrannical rule, there is no work to be found, no food to eat, only polluted water to drink, and absolutely no protection from the harsh radiation of the sun and atmosphere. This, coupled with the hostility of the corporations towards trespassers on 'Corporate-owned' land, almost guarantees that life away from the cities is certain death.

In the midst of this oppression, two Corporations dominate the battle to achieve premier status in the business world, to become the company commonly known as **Corp 1.** The raging corporate war between Cybertech, Inc. and Axiom had long been at the center of public awareness. Cybertech did not want the war, they were merely players. Their only crime was being **Corp 1.**

Although no evidence had been brought forward to substantiate the claim, it was publicly known that Axiom held Cybertech responsible for the death of their former President. Ever since that time, Argen Stark, the new president of Axiom, has been desperate to find a way of regaining **Corp 1** status for his company, and he is willing to take any measures necessary to accomplish this goal. The declining fortunes of Axiom were becoming dangerously apparent, as Cybertech's huge empire continued to grow at an alarming rate.

Little did Stark know that the ideal opportunity was about to present itself. A devious scheme to wrest control of Cybertech was about to appear in Stark's office. In one sweeping motion, Stark would be able to bring Cybertech to its knees,

and bring Axiom back into the dim limelight of being **Corp 1.**

CHAPTER I

Argen Stark stared blankly out of his office window over the sprawling metropolis that lay before him, only half listening to his so-called right-hand man's latest scheme. The yellowish-brown pallor of the sky, combined with soot-streaked buildings painted a picture of a city in despair. On the other side of the city, barely visible through the smog, Stark could just make out the silhouette of the enormous Cybertech building, like a demon in the mist. Stark would give anything, take any risk, to control that demon.

Suddenly, Stark's mind raced as the full impact of Karver's words hit home. Karver's devious proposal would, if it succeeded, give Stark the edge he needed to put Axiom back at the top where it belonged: as **Corp 1.**

It was an idea which made Stark's heart pound. Risky? Very. But the potential advantage, if the scheme succeeded was limitless.

"Sir, if we merely killed him they would only 'elect' another president to lead Cybertech. Just think what we could achieve if we actually took control of Korsby. He would be our puppet, and Cybertech would be ours to do as we — excuse me — you please!"

Korsby had created a business dictatorship since becoming President Elect of Cybertech, Inc. Under his direction, it had taken only seven years to

elevate Cybertech from **Corp 75** to the position it currently enjoyed; the man was regarded in all Corporate circles as a genius. His policies and ruthless control of Cybertech had turned the Corporation into a lean research and development war machine. Korsby's brilliant business sense had made it nearly impossible for other Corps to compete. Business had not been good for Axiom, nor for any of the other competing Corps.

"Sir, you would have total control of Cybertech as well as Axiom. Your power would be incalculable. "

"Ok, Karver, you have my attention. What's your proposal?"

Karver smiled. He loved it when the boss liked one of his ideas. Not only did being appreciated by the great Argen Stark massage his ego, but Stark's praise was often accompanied by generous compensation packages. These huge monetary rewards allowed Karver to live an enormously extravagant lifestyle.

Karver strode across the office to the door, and Stark waved his hand over the discretely illuminated unlock sign beside his enormous oaken desk. The door swished open and Karver beckoned through it to a diminutive figure silhouetted against the darkness in the hallway.

"Allow me to introduce Dr. Knowles."

A small man, slightly balding and with a pale complexion, stepped through the doorway to

stand beside Karver. He seemed lost in Stark's cavernous office.

The door swished shut and Stark's hand passed over lock.

"Doctor," greeted Stark. He recognized the Doctor immediately as one of Cybertech's most prestigious employees, responsible for the development of all of their major projects. A university graduate, he joined Cybertech as soon as he had graduated, hand picked by Korsby.

Knowles approached Stark's desk and only when he'd reached its highly polished edge did he notice the two large gentlemen standing either side of the President of Axiom.

"It's a honor to meet you, Mr. Stark." The Doctor held out his hand in the hope of a formal handshake from the President.

"I know it is, Doctor". Stark ignored the hand. "Now, what can you do for me?"

Quickly replacing his hand behind his back, the Doctor answered: "I have been perfecting the science of miniaturization, Sir."

"Miniaturization?" Stark laughed a hollow laugh. "A subject still very much in the early stages of development I believe."

"Perhaps that was so a few months ago, Mr. Stark, but it's not the case now. My research has made tremendous progress in the last few weeks. It's now at the point where it may be useful to someone such as yourself..."

"Continue, Doctor."

Knowles obliged. "Incredible though it may seem, I have at my disposal the technology to get you inside a living human body. Not literally, of course, but we can place an entire platoon of military devices and a roomful of computer equipment within a space no larger than a few cubic millimeters. From this point we could actually take control of that body by entering the brain. For the past year, I have been working on Cybertech's most advanced program yet called MICRO, Military Internal Cruise and Recon Operatives. The secret of miniaturization."

Stark's face turned gray at the thought. Axiom had spent billions researching miniaturization, and had finally lay the project to rest last year, the conclusion being that it was impossible.

"I can tell from the look on your face, and from what I have heard from certain sources, that Axiom has tried and failed in this objective. Not only have I succeeded, but I have extended my research further to come up with a, shall we say, 'inventive' use for it."

"To be more precise," Karver interjected, "We could enter a certain Mr. Korsby's mind."

The Doctor paused for effect before continuing.

"I have built certain devices which, when miniaturized, can be injected into Korsby's body where some - I call them VO Capsules - will seek out certain targets. Most importantly, one device in particular is targeted for his brain. This special device is called Grey M, an intelligent droid which, when

miniaturized and injected into a body, finds the nerve center, and attaches itself to it. Once attached, Grey M is able to intercept the pulses from the brain and replace them with different ones. In this way, we could inject Grey M into Korsby and control him, by remote, from anywhere on the plant via my Brain Implant Receiving and Translation console, BIRT for short.

"Grey M will allow us to receive impulses from Korsby's body and either act on them or ignore them, as we choose. We'll also be able to intercept commands from his brain and decide whether to let them pass - if they're standard bodily functions such as breathing, blinking and so on - or replace them with our own instructions. We, or rather you, sir, will have complete control of the man, and neither he nor his subordinates will suspect a thing."

Silence filled the massive office.

Stark stared at Knowles. He made the doctor feel very uncomfortable, even though Knowles was confident that if Axiom didn't want his idea then Starr Commodities or Pan-Bodor probably would. Of course, since Axiom was Corp 2, they were in a position to pay a great deal more money than some of the smaller companies.

Stark gestured for Karver to come close. Karver reacted immediately by skirting the desk to stand beside Stark.

After a few moments of inaudible conversation and a number of curt glances at

Knowles, Karver returned to his position beside the Doctor. Knowles threw him a quizzical look to which Karver replied with a gesture towards Stark. The doctor's attention returned to Axiom's President.

"I see one or two potential problems with your ideas, Doctor. Perhaps you would care to put my mind at rest by answering a few questions."

"I assure you that everything has been worked out to the smallest detail," Knowles replied, somewhat nervously.

"Doctor, what is it that has motivated you, as one of Cybertech's chief research scientists, to present such a proposal to me?"

"Over six years ago, I started work at Cybertech and became the Chief Research Scientist working with and under Korsby. I was second in line and highly respected for my work, both in the past and present. All that has changed. For the past two years, as the company has grown, I've found myself being pushed further and further out, to the point where I now feel my only role is as a scientific consultant. Korsby has pushed me sideways to 'allow' me to concentrate on my other role as Cybertech's foremost surgeon." For an instant, Knowles' face hardened, hinting at the resentment he felt at being treated this way.

"How much will this venture cost me?"

"Ten million dollars. Five million up front, and five million due after you take control of Korsby yourself."

Stark didn't flinch. Instead he asked: "Will Korsby's body react to your devices? The human body naturally objects to invasion by alien bodies."

"The body does have very good defense mechanisms: it fights against invasion by unknown organisms. It can distinguish between what belongs in the body and what does not, and reacts against any cells that are not recognized. Part of my research has been to deceive the body into thinking my devices are a part of itself, a technology which I'm personally very pleased about."

"Continue."

"To achieve this we use immunosuppressive drugs. These, combined with the closely matching 'tissue types' of man and machine should do the trick. I already have Korsby's DNA on file."

"If we send Grey M straight to the brain, why do we need my devices to target other organs in Korsby's body?"

The Doctor noted Stark's assumption that the project was already in his possession, but he decided to let it slide. "If things should go wrong, they are there simply as a fail safe. That is, if we can't have him then no-one can."

"Why couldn't we just self-destruct Grey M? Surely that would be sufficient to destroy Korsby."

"Well, Mr. Stark, there are more reasons for the additional devices."

"And that is...?".

"My miniaturization project is very innovative, and I know that I'm further ahead in this field than anyone else."

"This is absolutely true, Mr. Stark." injected Karver, "That's why he's here."

"Continue, Doctor... "

"But, I cannot guarantee that nobody else has this technology. My entire research group, of course, has access to my technology. If another factor did indeed have this technology, they could discover what we were doing and approach Cybertech with their findings. We could then find ourselves having company in Korsby's body. This other factor may itself attempt to take control of Korsby using my...err, your devices. Of course any tampering with Grey M will result in activation of the VO Capsules, whose specific function is to release designer viruses to attack and infect vital organs."

"You're telling me that my devices are to be placed specifically to discourage an 'outside' attempt to prevent our control of Korsby?"

"Not exactly, as they will have certain other functions to perform. However their main task is as a deterrent. Cybertech has never had such a powerful leader as Korsby, they'll do almost anything to keep him alive. Should another factor enter the body, Grey M will inform us right away and the assailant will soon become aware of the magnitude of the task ahead of him."

"Knowles, if Cybertech were to find out what we're doing

wouldn't they dispense with Korsby, realizing he was our... puppet?"

"Mr. Stark, they might discover we were inside Korsby, but they wouldn't know why. They would logically suspect us of merely attempting to kill Korsby, not of actually controlling him. Negotiations for his life would probably take place, during which time we would still have control of Korsby and Cybertech."

Stark got up from behind his desk and gave brief instructions to one of his guards to obtain a security profile on Knowles. The guard walked to the door, and Stark unlocked it for him. The guard disappeared, accompanied by the sound of the door swishing shut.

From close up, Stark was an overwhelming man. He oozed power... and knew it. His very presence unnerved Knowles. "Surely, they would notice a difference in Korsby's mannerisms. It must take some time to intercept messages from the brain, translate them, decide what action is to be taken and then send instructions back."

The Doctor, sensing that Stark was very close to deciding in his favor, realized this was the moment to reveal his crowning achievement. "Sir, whoever takes control of Korsby will himself be connected to BIRT, which enables messages to be dealt with at the speed of thought. Any delay that might occur would be negligible."

"And does that require the controller to be implanted with a similar Grey M device?"

"No Sir, the control interface would be through a highly sophisticated helmet, equipped with brain-sensing electrodes."

Stark frowned, "I'm still not convinced. There are too many unknown elements."

Karver cleared his throat to begin speaking, startling the already jumpy Dr. Knowles. "Sir, in three days' time, Korsby is being admitted to hospital to have a tissue regeneration operation. We can arrange for Dr. Knowles to carry out the surgery. Dr. Knowles will then have the opportunity to plant the miniaturized devices for us. Once inside Korsby, the devices will establish themselves in the proper areas in the body within minutes. With all the devices in place, we will have complete control of the president of Cybertech. Even if we only have time to make one or two decisions or to sign a few documents before we are discovered, it could be sufficient to bring about the fall of the Cybertech dynasty. A few hours as head of the Corp could be invaluable to Axiom. The opportunity is too good to miss."

A faint beep from Stark's desk interrupted the ensuing silence.

Stark went back behind his desk and glanced at his data console for a few moments. He then sat back in his voluminous chair, reclining it slightly. He stared at Karver, then at the Doctor. "Gentlemen, I have made my decision. Proceed. Obviously, this mission is to be kept absolutely top secret. There must be no way I can be connected with this venture. If you fail, expect absolutely no

support from me. Doctor, I expect an update tomorrow at 11."

Stark opened the office door with a curt wave, and turned his attention to his data console.

Dismissed, Karver and Knowles left Stark's cavernous office to finalize their plans...

CHAPTER II

Slater had been stuck as a Corporation Registered Nurse at Cybertech's Corporate Medical Wing for just over five years. His lack of promotion was not so much due to his lack of ability, but more to his general disinterest. However, he was quite happy with his lot in life, or at least that's what he kept telling himself.

Late for duty as usual, he was still trying to get his arm into the sleeve of his sterile overall as he read through the duty roster. What thrilling encounters were in store for him today?

10:30. Theater 12.
Tissue Regeneration.
Medical Team:
Senior Surgeon:
Dr. R. Knowles
Assistant Surgeon:
Dr. A. Wood
Anesthetist:
F. Clerkson
CRN:
A. Lopez
Auxiliary CRN:
N. Slater

Slater's usual pace through the hospital corridors was a flat out run. He made it to theater three minutes late, with his sterile overall flapping behind him.

Lopez was not impressed, but then she never was.

"If Dr. Knowles had arrived in theater before you, Slater, this would have been your last appearance here."

One good thing about arriving late was that the patient was prepared for surgery and all the equipment had already been checked. "Great," thought Slater, "Nothing to do now but stand around and look interested."

Dr. Knowles entered. "Good Morning everyone."

"Good morning, Doctor." chorused the staff.

"Shall we begin?" asked Knowles

"Begin??" thought Slater. "Begin what? All we do is watch machines and computers do all the work."

The prep table upon which Korsby was lying levitated, and carried him into the tubular operating module. The table slid back out with a whisper, leaving Korsby suspended amid the latest in medical technology. No expense was spared for Cybertech's operating theater. The human role in modern medicine was mostly reduced to monitoring machines and activating the auxiliary systems in the rare event of some sort of computer or machine failure.

The operation lasted less than a minute and proceeded without complication. Korsby's anaesthetized body was soon lying back on the prep table waiting to be returned to his private hospital suite. The call went out to the porters, and the medical team disappeared into

the vast complex of squeaky-clean corridors to go about their other business of the day.

Slater was about to enter the hospital's cafeteria when he realized he'd left his theater cap behind. To be found in theater without the proper attire was a dismissable offense, and Slater had another op to attend this morning. No problem, he'd just go back and retrieve it.

He returned to theater to find Knowles and two other men bending over the patient. Stopping by the doors, Slater watched, puzzled. They seem to be injecting Korsby with something. Slater watched, fascinated, as the mystery crew were using one of the old-fashioned syringes. Easing the theater's swing doors closed, Slater left a small gap through which to survey the proceedings.

"These will lie dormant until we take manual control and guide them to their respective targets. Now, give me the capsules." The doctor was handed another syringe, which he carefully emptied into Korsby's arm.

Slater became concerned. Korsby should be in his suite by now, recuperating. Once an operation had been successfully completed, there should be no reason for the surgeon to return to the patient unless there were serious complications. And even then, a similar team of medics should be in attendance. The two men with Knowles didn't look or behave like part of a medical team - in fact, Slater didn't recognize either of them.

"Perfect... these devices will begin their function as soon as

they enter the bloodstream." Knowles turned to one of his aides. "Grey M please..." After receiving yet another syringe, he returned his attention to the patient.

"OK, all the devices have been injected," said Knowles.

The three men straightened but Slater was gone before they turned to leave.

CHAPTER III

Concerned by what he'd just witnessed but not sure what it all meant, Slater propped himself up against the smooth corridor wall and began to digest what he had seen. Whatever they were doing, it was not in Korsby's best interests, of that he was sure. He felt compelled to report what he had seen to his immediate superior, Ann Lopez.

After finding Lopez in her office, he told Lopez about seeing Dr. Knowles and his two accomplices in the operating theater. Lopez just nodded with dull acknowledgment.

It wasn't until Slater mentioned the syringe that Lopez stopped filing papers and turned to face him. This was sounding more serious. Dr. Knowles was up to something — Lopez was quite sure of that — but what?

"Thank you Slater, I will see that the hierarchy is noted of your observations."

Slater turned to the door with a smug grin on his face, maybe he would get somewhere in Cybertech after all.

Lopez sat at her desk and

tapped into her personal data console. After a short while, a breakdown of Dr. Knowles' career appeared on the screen in front of her. The terrible implications struck her immediately and she dashed out of the room, heading for the elevator. As she approached the elevator control console, she called out for an elevator.

The elevator responded quickly, and accelerated to top speed as it headed for the forty-second floor. Its fluid motion slid smoothly to a stop as its doors opened to admit Lopez.

"Please state identification, your Corporate code, which floor you are visiting and who you are visiting." The SL-A1 lift was one of Cybertech's more successful inventions.

"Lopez, A., A21-427-821-3911, Floor 46, Ferguson, J"

Instantaneously, the console in the wall of the elevator verbally acknowledged Lopez's security clearance and continued up the remaining four floors.

Lopez burst into Ferguson's reception area. James Ferguson was Vice President of Cybertech, a very wealthy and powerful man, and the director of the entire forty-sixth floor, the control center of Cybertech's Scientific Research Division.

"I'm sorry Miss Lopez but Mr. Ferguson is in a meeting, you'll have to wait. Please take a seat. Can I get you a..."

Before Ferguson's secretary could finish her sentence, Lopez reached over the desk and pressed the door buzzer,

allowing her into the vast office which James Ferguson usually called home.

"Miss Lopez! What a pleasant surprise, if an untimely one."

"James, I think we have a problem."

The doors to the office slammed shut.

CHAPTER IV

Ferguson burst out of his office and into the express elevator. Within seconds, he had reached the fiftieth floor, the Penthouse office, home to Korsby and his partner Steve Grange. Steve Grange was the typical playboy - although he had partially funded Cybertech's meteoric rise, he took no part in the development of the company, only a financial interest and a seat on the board. Ferguson entered Steve's office, sat down and explained the situation in as calm a manner as he could.

"James, you're telling me that not more than twenty minutes ago Dr. Knowles injected our president with... an assassin?"

"We're not absolutely positive what the injection contained. It seems unlikely that Knowles would inject Korsby with an assassin. More likely is the possibility that Knowles has injected Korsby some sort of miniaturized invader, programmed to do goodness knows what. We have to get those intruders out. That is why I suggest we activate MICRO."

MICRO (Military Internal Cruise and Recon Operatives)

was absolutely Top Secret. Only the highest ranking members of Cybertech's executive staff knew of its existence. The project was not scheduled for public knowledge until much later in the year. A technical breakthrough such as MICRO would give Cybertech the edge over all of its competitors and assure its continued status as **Corp 1** for many years to come.

"I think it's fairly obvious that Dr. Knowles is using our own technology to threaten Korsby."

Grange stared out over the city from his penthouse office. He turned to face James. "Can we attempt to pursue the assassin?"

"Yes, Steve. But we have to do it without Knowles or whoever he's working for knowing about it, or else there will be immediately retaliation. Of course, the worst case scenario is that Korsby will be killed by these intruders. We must get Korsby's body into the MICRO labs and prepare our own devices for injection to hopefully thwart whatever is going on in his body!"

"How long have we got?"

"About twenty-five minutes."

"Is that enough time to properly prepare the implants?"

James Ferguson looked at Steve with intense concern. "It will have to, we have no alternatives."

Before Ferguson had finished, Grange was already on his data console, ordering express transport to take them to the Medical Wing...

INITIALIZATION SEQUENCE

There is no greater mistake
than facing an enemy unprepared...

HANDLING YOUR MICROCOSM DISK:

1. Hold the Microcosm disk only by its edges, or with one finger inserted through the center and your thumb on the edge. Avoid touching the disk's surface.

2. Do not bend it, crush it or submerge it in liquids.

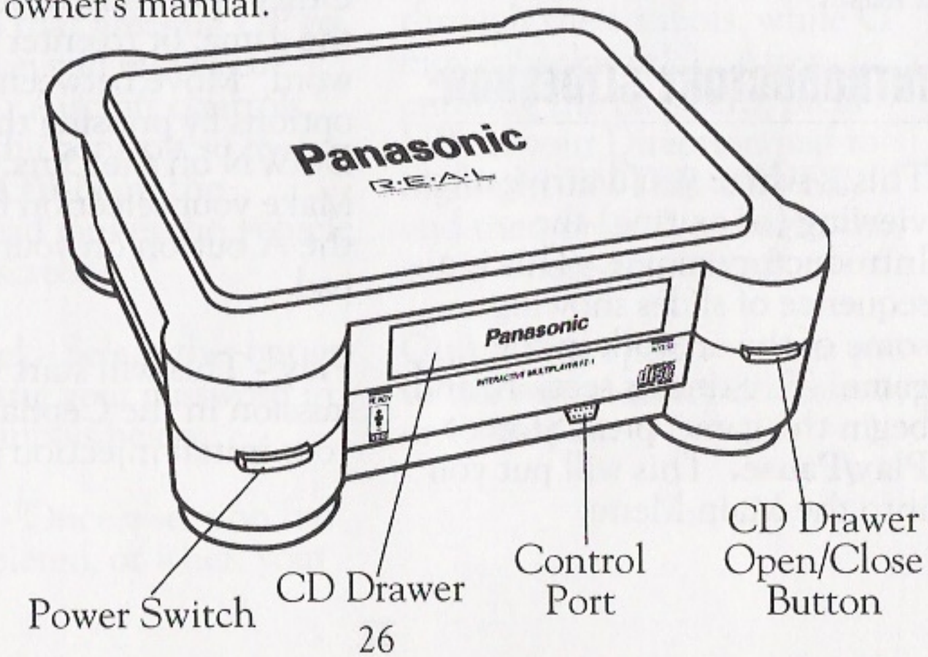
3. Do not leave it in direct sunlight or near any sources of heat, such as on top of a television or monitor.

4. Keep the disk within its protective case when not in use.

5. If your CD should become soiled, clean it with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents, or abrasive cleaners. Keep your CD clean!

STARTING MICROCOSM:

1. Set up your 3DO Interactive Multiplayer System, following the steps in the owner's manual.
2. Plug your controller into the Control Port.
3. Use the Power Switch to turn the unit ON.
4. Open the CD Drawer or CD Tray according to the steps in the owner's manual.
5. Place the Microcosm CD into the CD Drawer or Tray, label side up.
6. Close the CD Drawer or Tray, according to the steps in the owner's manual.
7. Within a few moments, you should see the Microcosm logo.
8. After a minute or two of disk access, you should see the introductory movie begin.



INTRODUCTORY MOVIE:

This is the first animation you'll see after Microcosm finishes initializing your 3DO Interactive Multiplayer. This sequence chronicles the events leading up to your mission within Korsby's body.

You may exit this section at any time by pressing **Stop** or **Play/ Pause.**

INTRODUCTORY SLIDESHOW:

This is where you'll arrive after viewing (or exiting) the Introductory movie. This is a sequence of slides showing some of the artwork in the game. To exit this section, and begin the game, press **Stop** or **Play/Pause.** This will put you into the Main Menu.

MAIN MENU:

This is where you'll arrive after viewing (or exiting) the Introductory Slideshow. This is also the screen you'll see if you press Stop during gameplay. You have several options at this menu. You may move among the options by pressing the **UP** and **DOWN** on the Direction Pad.

Other options here are to Start the game, or to enter a Password. Move between the two options by pressing the UP and DOWN on the Direction Pad. Make your selection by pressing the A button on your control pad.

Play - This will start your mission in the Cephalic Vein, at your initial injection point.

Music On - This option allows you to toggle the Music on and off.

Sound On - Pressing **A** while this option is highlighted allows you to turn the Sound Effects on and off.

Normal - Selecting this option allows you to select between Normal and Aircraft controls. Normal controls configure the controls so that pressing **UP** on the direction pad moves the vehicle up. Aircraft controls configure the controls so that pressing **DOWN** on the direction pad moves the vehicle up on the screen.

Enter Level - Select this option after entering your password in the four symbols below.

Password - Once a section has been completed, or when your game ends, a password will be displayed which should be written down. The password, which consists of symbols, should then be entered, using this option, to return to that section at a later date. Input passwords by highlighting each symbol by pressling **LEFT** and **RIGHT** on your direction pad, and then pressing the **A** and **C** buttons to change the password symbols. (**A** moves forward through the symbols, while **C** moves backwards). After entering the password, press **UP** on your Direction pad to highlight **ENTER LEVEL,** and then press **A** to begin the game where you left off.

Quit - This option returns you to the Introductory Slideshow, or Gameplay.

MISSION BRIEFING

The war for the Free Will of Tiron Korsby begins now...

MISSION OBJECTIVES

You play the part of an elite Cybertech agent. Your objectives are simple:

To clear the body of the 'alien' invasion

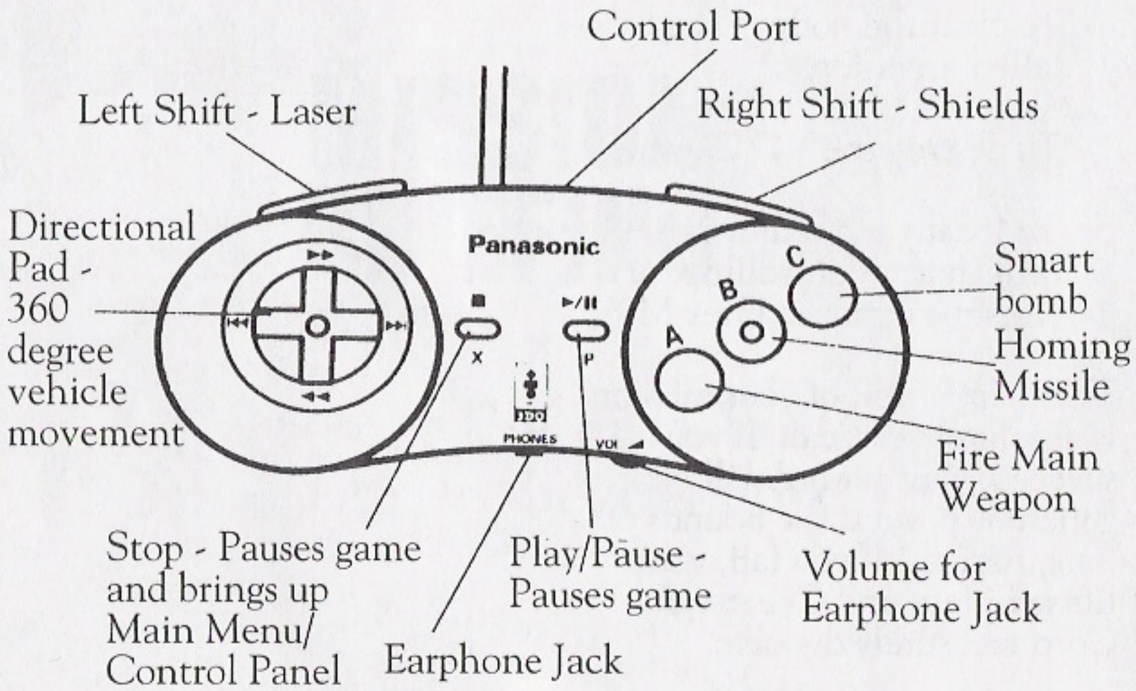
To destroy the VO Capsules

To locate and remove the unit that is controlling Korsby's actions: Grey M.

The completion of your mission is absolutely critical. If you succeed, your reward will be generous beyond the bounds of imagination. If you fail, your life is forfeit, and Cybertech Corp will surely dissolve.

CONTROL INTERFACE

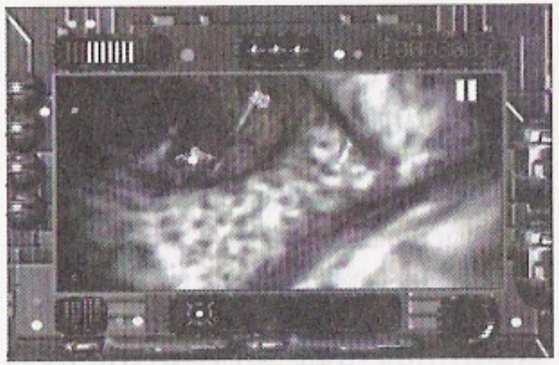
Below is a diagram of a 3DO Control Pad.



THE GAME SCREEN

While on this mission, you will be piloting several different types of vehicles with a wide range of armaments. In addition, you'll be confronted by a huge array of different enemies. Some you should destroy, some you should simply avoid. As a general rule, try to destroy anything which is obviously artificial or mechanical, while preserving anything which is native to Korsby's body (i.e. red or white blood cells). Beware: shooting too many blood cells seriously shortens Korsby's life expectancy!

On the game screen, there are several features which will allow you to make full use of your vehicle's capabilities and access all necessary status information.



LIVES:
The LIVES indicator in the top right-hand-corner of the game screen displays just how many ships remain before you fail your mission.

ENERGY BAR:
In the top, left-hand corner of the screen, an energy status bar is displayed. When the vehicle is hit, the energy bar shortens. When the bar reaches the red critical zone, you will hear a warning tone. When the bar reaches zero, the vehicle is destroyed.

WEAPONS UPGRADES:

Throughout the game, bonuses and weapons upgrades will home in on you, placed there by Knowles for use by his miniaturized war machines. These appear as small objects surrounded by transparent spinning cubes, and usually fly out from in front of you. Grab these items quickly, as they will soon recognize that you're not their intended user, and leave as quickly as they came.

When you pick these items up, the appropriate weapon increase is displayed in the bar along the bottom of the screen. If it is a general weapon power-up (such as double-fire), this will become your default weapon. If it is an unusual weapon (such as a laser), this will appear in the bar along the bottom of the screen, and dim as it is used. These special weapons may be accessed using the other keys on the control pad (see the section entitled **Control Interface** for further details.

Refer to the vehicle description section of this manual for weapon's descriptions.

THE MISSION

The mission encompassese 3 regions which must be cleared in Korsby's body. These are:

The Cephalic Vein

The Superior Vena Cava

The Brain

The following information is a detailed synopsis of these levels and their importance within the human body (and, to Korsby's continued well-being).

THE CEPHALIC VEIN

A thousand miles of blood vessels keep a constant flow of blood coursing through the human body.

The veins themselves are bound by walls which are thin and slack. This is necessary because by the time blood reaches the majority of the body's veins, the blood has lost most of the pressure created by the heart. By the time it reaches the veins, it is a dark reddish-blue color, having lost most of the oxygen it was carrying. At any one time, the vascular system contains about seventy-five percent of the body's blood.

A cephalic vein resides in both arms of the human body.

This initial section has a fairly sparse distribution of Knowles' mechanical agents. Thus, while still challenging to all but the most experienced agents, this section may be considered a training phase that will allow the agent to get him or herself accustomed to the controls.

Outline:	
Theater:	Left arm
Vehicle:	Pod
Special Notes:	Light Enemy Infiltration

THE SUPERIOR VENA CAVA - THE HEART

The superior vena cava is the larger of the two major veins that carry deoxygenated blood to the right hand atrium of the heart.

The superior vena cava carries blood from the arms and the head. The inferior vena cava carries blood from the lower body.

The heart is the main element in the circulatory system, acting as a large pump and forcing the blood through the arteries and veins in a never-ending circulation of the body. It is basically a large and complex collection of muscles which contract in a regular manner according to the demands being made by the body.

This section contains a wide selection of enemies and will allow the agent to hone his or her combat skills in a demanding environment.

Outline:	
Theater:	Chest cavity
Vehicle:	Pod
Special Notes:	High-Speed maneuvering down winding veins

THE BRAIN

The human brain sets humans apart from the rest of the animal kingdom. It gives us the ability to reason, to communicate with others, to learn and to remember.

The brain is the body's central processor which controls every thought and most movement. Information from all parts of the body is carried by sensory nerves to the brain, where it is integrated with direct input from external senses.

The adult brain weighs about three pounds, has a highly wrinkled appearance, and contains some ten billion nerve cells.

Grey M is located within this area. This final region can only be entered when all other sections are complete, to prevent Grey M from becoming aware of the agent's actions, and taking retaliatory measures.

Outline:	
Theater:	The head
Vehicle:	Pressure Suit
Special Notes:	Find and disable Grey M

PORTALS

In order to expedite the mission, Cybertech's scientists have implanted Portals within Korsby's body. Once docked with a portal, an agent will automatically be transferred to the Airlock, where he or she will be transported at high speed along a connection tube to the specified area of the body.

The portals have been implanted specifically for this purpose, and therefore have no other use within the mission. During the agent's miniaturization process, Cybertech scientists have noted that some of Knowles' mechanical agents have detected the portals, and have taken up station around them. The agent should not be surprised to encounter resistance at some portals.

GUARDIANS

In addition, Knowles has implanted relatively large robotic guardians to stand post before the portals. Each one of these has only a small vulnerable area. Our agents have determined that most of these vulnerable areas are indicated by a small spot of light. The sound of your weapon making impact on a vulnerable area will be significantly different from a miss. In addition, you will receive visible feedback: vulnerable areas will yield larger explosions than ineffective weapon contacts.

In addition, our agents have been able to find out a few details on the first guardian you will encounter after the cephalic vein. Apparently, this guardian is equipped with a weapons port mounted on a mobile platform This port is the only vulnerable point on the guardian. Focus your fire on the mobile sphere, while avoiding the guardian's projectiles.

VEHICLE TECHNICAL DETAILS

An armada of war machines that will fit on a pin...

THE VEHICLES

Throughout the mission the agent will be provided with the most appropriate vehicle for the region he or she is currently in. The appropriate vehicle will be provided when you arrive at your target Portal.

The vehicles used are:

SPOOK Series 4 POD

Hunter Killer RS-18

S2-21 Pressure Suit

All of these vehicles are standard Cybertech-issue vehicles which have been miniaturized for this mission. Please be aware that because of time limitations, the Cybertech staff has not had time to fully investigate the effects which this process may have on large-scale machinery.

SPOOK SERIES 4 POD

The Spook Series 4 POD is a one-man craft originally brought into service in 2042. Designed as a rescue craft, its main use is as an attachment to the larger craft in the fleet, the Series 1 and Series 2, both nuclear powered submarines.

Origin :	Cybertech Incorporated
Type :	Rescue Pod
Displacement :	Surfaced 110 tons, Submerged 160 tons
Dimensions :	24' x 10.5' x 8'
Drive :	S-421 Caterpillar
Maximum Diving depth :	600'
Armament :	Two laser cannons, 4 by 4 impulse
Crew :	One
Number in Class :	Seven in service
Constructed :	2042 to 2049.

During this mission, the Spook Series 4 POD is the major vehicle used in travel. The craft is not quick enough to capture the capsules. The agent will use the Pod in the Cephalic Vein

HUNTER KILLER RS-18

The Hunter Killer was brought into service in 2045 and was designed as a one-man chase craft. Due to its diminutive size it is capable of higher speeds than any other model in the fleet and carries enough firepower to destroy a ship over twenty times its size.

Origin :	Cybertech Incorporated
Type :	Manned-missile Submersible
Displacement :	Surfaced 102 tons, Submerged 148 tons
Dimensions :	24' x 8' x 6.5'
Drive :	S-422 Cater pillar Maximum
Diving depth :	548'
Armament :	Twin cannons, 16 by 16 high-impulse
Crew :	One
Number in Class :	Twelve in service
Constructed :	2045 to present day.

During this mission, the Hunter Killer is used where speed and destructive powers are necessary, when chasing the capsules. The agent will use the submersible in the Superior Vena Cava.

S2-21 PRESSURE SUIT

The S2-21 has long been in use for mining below the waters on Bodor. The suit is generally used by Marines for repair work on rigs and carries welding equipment as well as a small laser. It has recently been replaced by the S2-27 (its successor) which can be used in space as well as underwater. Unfortunately, no S2-27s were available for this mission.

Origin :	Cybertech Incorporated
Type :	Manned Pressure Suit
Dimensions :	Variable
Drive :	ST-12 Single jet propulsion system
Maximum diving depth :	400'
Armament :	Single laser, 3 by 3 impulse Additional welding equipment
Number in Class :	Over 17,000 in service
Constructed :	2039 to present day.

During this mission, the Pressure Suit is used in only the final area where all other craft are too large to enter. The Suit appears in the brain

WEAPONS UPGRADES AND BONUSES

Weapons upgrades can found in each region, left there for use by Dr. Knowles' microscopic marauders. Limited information is available on each type. Careful experimentation is necessary to determine each type's effects and duration.

Be careful when picking up upgrades, however, as a weapon upgrade instantly becomes your active weapon. For instance, if you have triple fire, and pick up a double fire, your firepower will actually be reduced.

BACKGROUND DETAIL

Information on the solar system, and the family of planets...

THE SUN consists mainly of hydrogen and helium and, much like Earth's own sun, produces energy by nuclear fusion.

Diameter:	1,401,000 km
Rotation period (in Bodor timescale):	26.2 days Surface
Temperature:	6,000°C/ 10,000°F

Notes: Some exploratory droids have been dispatched to the sun, but none have yet returned...

PLANETS

CALLHINOR is the planet nearest the sun

Mean distance from the sun:	58,744,000 km
Diameter:	6,987 km
Rotation period (in Bodor time scale):	0.76 days Surface
Description:	Rocky
Atmosphere:	Minute Quantities of N2, and O2

Notes: Callhinor is extremely volcanic. Experiments are currently taking place on Callhinor in an effort to harness and utilize the power of her volcanoes and seismic action.

EGONIAGA is the second planet from the sun

Mean distance from the sun:	96,786,000 km
Diameter:	4,876 km
Rotation period (in Bodor timescale):	0.84 days
Surface Description:	Rocky
Atmosphere:	Primarily CO_2

Notes: Egoniaga is covered with desert. Water is an extremely scarce resource, residing primarily underground and locked up in polar ice. Although some mining takes place on Egoniaga, she is best known for her ever-growing penal institutions.

QUIGGIN is the third planet from the sun

Mean distance from the sun:	121,533,000 km
Diameter:	12,104 km
Rotation period (in Bodor timescale):	0.89 days
Surface Description	Rocky with large concenrations of Iron
Atmosphere:	Primarily N_2 and O_2

Notes: Quiggin is an extremely green planet, being covered primarily by forest and jungle. The Corporations are taking advantage of this, and pillaging Quiggin for trees and minerals. However, small areas are kept sacrosanct by Corporations for those who are wealthy enough to afford a vacation here.

BODOR is the fourth planet from the sun

Mean distance from the sun: 148,000,000 km
Diameter: 13,123 km
Rotation period: 24 hours, 1 minute, 1.2 seconds (1 day)
Surface Description: Rocky with large concentrations of Iron
Atmosphere: N_2 and O_2

Notes: Earth-like in both size and atmosphere. A few thousand years behind earth's evolution and although plant and animal life abound (some of which is very strange). The only humanoid life-forms are the colonizers.

HEALEY-KAE is the fifth planet from the sun

Mean distance from the sun: 200,221,000 km
Diameter: 6,983 km
Rotation period (in Bodor timescale): 1.88 days
Surface Description: Water, with Rocky outcroppings
Atmosphere: N_2 and O_2

Notes: Eighty-eight percent of Healey-Kae's surface is covered with water. More and more interest is being taken in what lurks beneath the waves. Corporations are investing, inventing and experimenting in underwater technology. Most Corps see this planet as either the resource of the future, or Man's next massive colonization target.

OUIDA is the sixth planet from the sun

Mean distance from the sun:	560,856,000 km
Diameter:	142,897 km
Rotation period (in Bodor timescale):	11.9 days
Surface Description:	Rocky
Atmosphere:	Hydrogen, Helium

Notes: Ouida is a cold, dead planet. The atmosphere will not sustain life, making human existence here very tenuous. Workers are rumored to be paid four times the going rate to mine here. Much of Ouida remains unexplored.

KALUM KOLL is the seventh planet from the sun

Mean distance from the sun:	1,056,137,000 km
Diameter:	2,700 km
Rotation period (in Bodor timescale):	29.50 days
Surface Description:	Rocky, various frozen substances
Atmosphere:	Liquid CH4

Notes: Frozen riches lie beneath the ice floes. Kalum Koll holds many secrets, some its own, others kept by the Corporations. Rumors of a penal colony existing somewhere on its frozen wastes abound.

MOONS

BODORETTE
Orbits Bodor, itself somewhat Earthlike. Its hospitable environments supports several colonies.

REATHE
Orbits Quiggin, but its forests are not as dense as on her mother planet, due to temperature variations. Life is abundant. Reathe is rich in minerals.

MEKITE
Orbits Callhinor. No indigenous life exists here, but Mekite is very rich in minerals.

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