

Cyclones™



R U L E B O O K



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Starting the Game

Before you play the game, install it on your computer system. Refer to the data card for specific installation and startup instructions.

Selecting

To operate the game, you must select options, icons, and items. To select something, either highlight it or move the cursor over it, then press either the right mouse button or Enter. When options and icons are shaded or "grayed out," you cannot select them at that time.

Pre-game Choices

Before play begins, the Option Screen provides the following choices:

TUTORIAL
LOAD
DIFFICULTY
QUIT
SETTINGS
NEW GAME
CONFIGURE

TUTORIAL runs a short demonstration on how to play the game. LOAD allows you to continue a game you had previously saved. DIFFICULTY allows you to choose an easy, medium, or hard difficulty setting for your game. QUIT exits the game and returns to the DOS prompt. SETTINGS allows you to adjust the volume, reconfigure your audio card setup, adjust the screen size, and toggle flat textures on or off. NEW GAME permits you to go back to the beginning and start a new game. CONFIGURE allows you to customize some keyboard commands.

INTRODUCTION

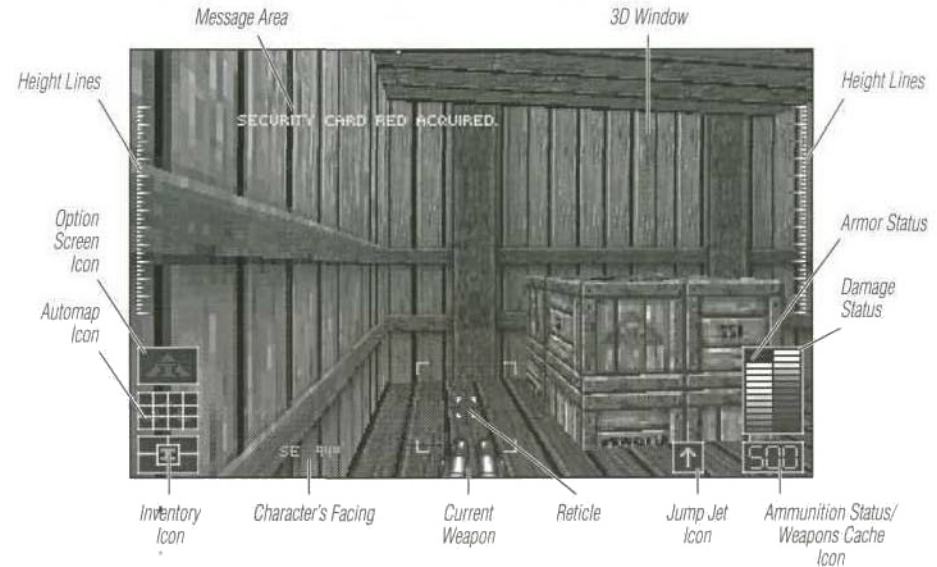
This manual provides detailed information on play mechanics and background material. Use it for reference. To begin play quickly, follow the instructions on the data card.

THE README FILE

There is a file called "README.TXT" in your game directory. This file contains any last-minute changes that could not be addressed in this manual or on the data card. Please check this file for significant information.

THE GAME

CYCLONES is a single character point-of-view action game set in a hypothetical near future. You view the game through your character's eyes. You control an enhanced human warrior designed to defeat small groups of invading, extra-terrestrial forces. Ultimately, your character must penetrate and destroy the alien command center.



Screen Layout

You see the world through your character's eyes, and his readied weapon appears at the bottom center of the screen. Three rectangular icons appear in the bottom left corner of the screen. The top icon activates the Option Screen. The middle icon activates the automap. The bottom icon activates the Inventory.

A box and two graphs appear on the bottom right side of the screen. The box shows the ammunition status of the readied weapon and serves to access the weapons cache. The green graph shows your current armor status. The blue graph shows your current damage status.

At the bottom of the screen, to the left of your weapon, your character's current facing appears as a compass heading and in degrees (North = 0 degrees). A Jump Jet icon appears to the right of the weapon.

In the center of the screen is the game cursor, the reticle. In the center of the reticle are cross hairs. Your on-board tactical computer may provide information by changing the color of the cross hairs as follows:

orange = over enemy unit
purple = over door
green = over useful item.

On both sides of the screen are a series of height lines. These show the relative altitude of your character.

Playing the Game

The game is played as a number of Missions. Prior to each Mission you are briefed on what to expect and assigned one or more objectives.

Note: the following explanations assume the default setting for the keyboard. If you use the CONFIGURE option to customize your keyboard, it will operate as per your customization.

Controls

Move your character with either the numeric keypad or by holding down the right mouse button while moving the mouse.

Move the reticle with either the mouse, the cursor keys, or the keyboard (the **A**, **W**, **S**, and **D** keys are the default setting).

Right-click or use the Enter key to open doors or get useful items. *Note: when the cross hairs are near the edges of the screen, the outer corner reticle brackets disappear and the inner brackets become purple. When this occurs, right-clicking or pressing the Enter key does not pick up items or open doors. It selects icons and other options.*

To attack, press (or hold down for auto fire) the left mouse button or space bar. Attacks are always aimed at the center of the cross hairs.

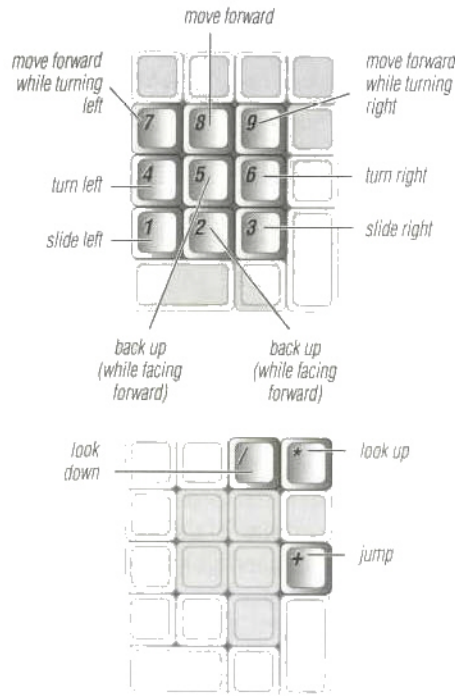
To jump, select the Jump Jet Icon or press the **+** key.

Character Movement

Move your character with either the mouse or the keyboard.

Keyboard

Use the numeric keypad located at the right of your keyboard. These keys work as follows.



To make your character move faster (run), hold down the Shift key during movement.

*Note: If you are used to moving characters with the cursor keys, the **4**, **5**, **6**, and **8** keys are in the same relative position and move the character in exactly the same way.*

Mouse

To move with the mouse, hold down the right mouse button while moving the mouse. This option may not be selected while the reticle is close to the edges of the screen (outer, corner brackets have disappeared). *Note: when using the mouse to move the character, it cannot be used to move the reticle.*

When using the mouse to move the character, a small "+" appears in the center of the reticle. When this "+" is moved outside the inner reticle brackets, an arrow appears showing the direction of movement. The further the "+" moves from the reticle center, the faster the character moves. Movement ceases while the "+" is within the inner reticle brackets.

Use the mouse to move the cursor to the top of the screen and "push" against the top edge of the screen to make the character look up. Push against the bottom edge to make the character look down. Push the cursor to either side of the screen to turn the character in place. This can be used to have the character turn in place without right-clicking.

Movement directions are as follows:

- BOTTOM LEFT OF RETICLE = SLIDE LEFT
- BOTTOM CENTER OF RETICLE = BACK UP WHILE FACING FORWARD
- BOTTOM RIGHT OF RETICLE = SLIDE RIGHT
- CENTER LEFT OF RETICLE = TURN LEFT
- CENTER OF RETICLE = NO MOVEMENT
- CENTER RIGHT OF RETICLE = TURN RIGHT
- TOP LEFT OF RETICLE = MOVE FORWARD WHILE TURNING LEFT
- TOP CENTER OF RETICLE = MOVE FORWARD
- TOP RIGHT OF RETICLE = MOVE FORWARD WHILE TURNING RIGHT
- JUMP JET ICON = JUMP

Note: for movement purposes, you may consider the reticle as containing a nine-square grid (3x3). This is the same type of grid used for the keypad movement. Movement directions are the same as the keypad, except that the center position (5 on the keypad) causes no movement.

Reticle and Cursor Movement

We refer to the game cursor as the reticle. It has four parts: the outer corner brackets which define its size and which disappear when you move it near the edge of the screen (enter icon selection territory); the cross hairs which are used to aim and which change color to provide information when they are over certain targets; the inner brackets which define the center of the reticle for mouse movement, become purple when you near the edge of the screen, and become a small, purple box when the Inventory is open; and the movement cursor, a small "+", which appears when you move your character with the mouse.

The reticle may be moved with either the mouse or keyboard as follows.

Keyboard

Move the reticle with the cursor keys. The reticle moves in the direction shown by the arrows on these keys. If you have a nine-key, cursor keypad, pressing the blank center key acts the same as pressing the left mouse button or the space bar (it attacks).

The **A**, **S**, **D**, and **W** keys may also be used to move the reticle. These keys were chosen because they have the same configuration as the standard four cursor keys and they move the reticle in the same manner: **A** moves the reticle left, **S** moves

the reticle down, **D** moves the reticle right, and **W** moves the reticle up. These keys are provided for those who want to use the keyboard exclusively and are using the keypad for movement. *Note: using the keypad for character movement and the cursor keys for reticle movement is only practical if you have very small hands.*

Mouse

Moving the mouse moves the reticle. *Exception: moving the mouse moves the character instead of the reticle while the right mouse button is pressed.*

Using the Cross Hairs

To Attack

Center the cross hairs on the target and press the left mouse button or the space bar. To fire a weapon as rapidly as possible, hold down the left mouse button or the space bar.

If your targeting computer is functioning properly (it may be damaged as a result of combat, or electronically jammed), the cross hairs turn orange when their center is over a target. This does not necessarily mean that the target is within your effective range. As a general rule, the closer you are to your target, the more likely that you attack efficiently. Some weapons, such as your battle glove, have a very short attack range.

Note: rule of thumb — if you have sustained enough damage to eliminate all of your armor, your on-board computer has probably been damaged as well.

To Open /Close Doors

Place the center of the cross hairs over the door. If your on-board computer is functioning correctly, the cross hairs turn purple. Press the right mouse button or the Enter key to open the door.

You have to be relatively close to a door to open it. If you attempt to open a door from too far away, you receive an "out of range" message.

Your on-board computer has sensors and other abilities which greatly exceed those of your character's eyes. Use it to scout for concealed doors by moving the cross hairs across walls, etc. If the cross hairs turn purple, you have found a door.

To close an opened door, find the edge of the door (cross hairs should be purple), and select it.

To Get Things

There are a number of things you will want your character to pick up in the course of the game. These include, but are not limited to, weapons, armor, and ammunition. When the cross hairs turn green, their center is over something you may want to get.

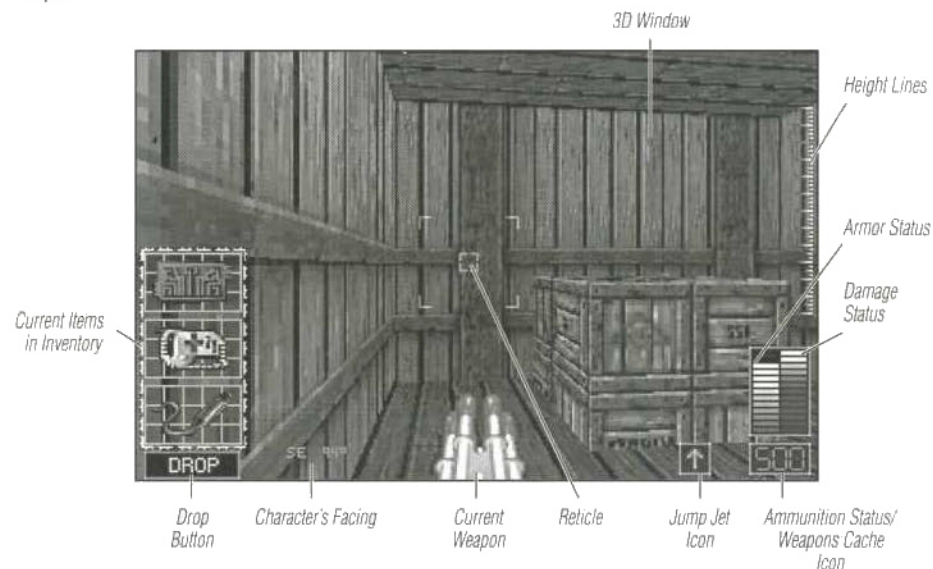
To get something, select it while the cross hairs are green. Your character must be relatively close to an item to get it. If you try to get an item while your character is too far away, you receive an "out of range" message.

There are four broad categories of things which your character can get: items, weapons, armor, and ammunition.

When your character gets an item, it goes into his inventory. When he gets a weapon, it goes into his weapons cache. When he gets armor, he immediately puts it on. When he gets ammunition, it goes into his ammunition cache.

There are limits on how much your character can carry. If he cannot carry something, a message tells you so. If he finds a supply of ammunition, and he cannot carry all of it, the remainder stays where you leave it. This permits you to return and resupply at a later time.

INVENTORY



Items you pick up in the game are placed in your Inventory. To view your Inventory, either select the Inventory Icon (bottom left of the screen) or press the **I** key. The normal icons on the left side of the screen are replaced with your inventory items and a purple square appears around the center of the cross hairs.

To close the Inventory and return to the normal screen display, either right-click within the 3-D window or press the **I** key.

To use any item in Inventory, first open your Inventory, then select the item. The Inventory remains open until you close it.

There are four types of inventory items: instant use items, activated items, readied items and keys. *Note: when you exit an area, your on-board computer may purge your Inventory of unneeded items.*

Instant Use Items

When you select the item, it is used. When its last charge is used, it disappears from your inventory.

Activated Items

When you select the item, its background turns yellow and the item turns on. It remains on until you turn it off or it runs out of power.

To turn an item off, access the inventory and select that item.

You may have more than one activated item "on" at a time.

Readied Items

When you select the item, its background turns red. If you select a previously readied item (that item's background is already red), this unreadies it (its background turns green). You may only have one item readied at a time.

Readied items are to be used on or by something. Example: the ship won't fly because its power supply has been removed. Get the power supply (put it in your inventory) and go to the ship's engine room. Ready the power supply and select the engine.

The first time you right-click or press the Enter key after you ready an item, that item should be used. Any time an item is readied, right-clicking or pressing the Enter key unreadies that item, whether or not it is used. *Note: when an item is readied, closing the Inventory unreadies that item.*

Keys

You need certain items to open some doors. These items are generically called keys.

If you attempt to open something and you don't have the correct key, you receive an "access denied" or similar message. If you have the correct key, the door opens with an "access guaranteed" message.

When you exit an area, your on-board computer purges your inventory of any unneeded keys.

Special Items

Some items use up fuel or charges when they are selected. If an item's fuel or charges cannot be replenished, it disappears from your inventory. If replenishment is possible, these items' icons are grayed out until they are replenished.

Jump Jet

When you get the jump jet, its icon appears on the left of the screen, just above the Option Screen Icon. Use the Jump Jet Icon or the J key to toggle your jump jet on and off. The Jump Jet Icon is red when the jump jet is on.

Pressing the + key or selecting the Jump Jet Icon causes a normal jump if the character is on the ground or other surface. To get the character off the ground, hold down the + key, or the right mouse button, or the Enter key while selecting the Jump Jet Icon. This causes the character to use the jump jets to get off the ground. Once off the ground, pressing the + key or selecting the Jump Jet Icon thrusts the character upwards.

While the jump jets are on, they constantly use fuel. Additional fuel is used for each thrust. When the jump jets are turned off, or when fuel is exhausted, your character lands. Certain types of landings may damage the character.

Demo Pack

Select a demo pack. It is placed at your character's feet. The Demo Pack Icon appears on the right of the screen, just above the graphs, whenever a demo pack has been placed.

Selecting the Demo Pack Icon detonates all demo packs your character has placed

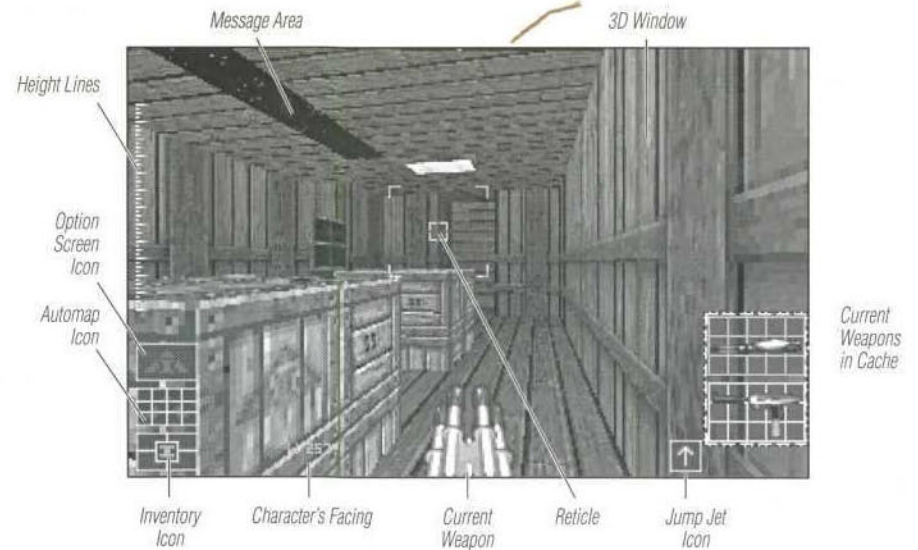
on a level. If your character is near a demo pack when it detonates, he is seriously or fatally injured. Because demo packs are initially placed at the character's feet, be sure to move the character before selecting the Demo Pack Icon.

Dropping Items

When the inventory opens, the DROP button appears at the bottom left of the screen. To drop an item, right-click on this button. The reticle is replaced by an orange, down arrow. Move this arrow over the item you want to drop and select it.

The item drops and the reticle returns.

WEAPONS



Your character may use a number of weapons. He may only use one weapon at a time. The character is equipped with a special, close combat weapon — his battle

glove. This is an armored, clawed gauntlet on his right hand. If the character's weapon runs out of ammunition, his battle glove automatically readies.

As the character goes through the game, he acquires more weapons. These are placed in his weapons cache. To access this cache, select the button at the bottom right of the screen or press the **C** key. This button also contains the ammunition count for the current weapon.

Selecting this button replaces the graph on the right of the screen with the character's weapons. The currently readied weapon has a red background. The other weapons have a green background. *Exception: the glove does not appear in the weapons cache.*

To ready a weapon, select it. Its background turns red, the weapons cache is replaced by the ammunition button, damage and armor graphs. The character

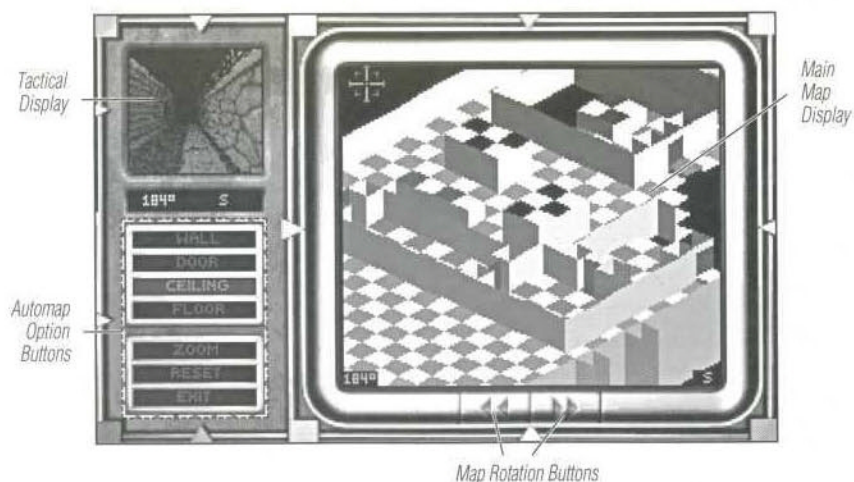
may only have one weapon ready at a time. Readying one weapon unreads any other readied weapon.

To unready a readied weapon, select it. This automatically readies the glove. Readying any other weapon unreads the glove.

Each weapon has its own ammunition supply (excluding the glove). The amount of ammunition for each weapon appears adjacent to it when the weapons cache is accessed. The available ammunition for the readied weapon appears in the button on the bottom right of the screen during normal play.

To quick ready a weapon, without first opening the weapons cache, use the F1–F9 hot keys.

AUTOMAP



AUTOMAP

To get to the automap, select the Automap Icon (center icon on the bottom left of the screen) or press the **M** key.

While the automap is displayed, play freezes. Selecting the automap accesses the topographical section of the character's on-board computer. This provides the following information.

Main Map Display

This occupies approximately 75% of the screen. It provides a computerized representation of the area around the character. When you first enter the automap, the character's position is shown by a yellow square with an arrow above that shows the character's facing.

The character's field of view is shown by a cone emanating from the character's position. This cone does not show where the character's actual vision is blocked by obstacles such as walls.

Only terrain the character has actually seen or identified with his sensors appears on the automap. In this display walls appear as blue, doors as dark red, enemy units as bright red squares, and different elevations of floors or ground as different shades of green.

The character's current facing appears in the bottom corners of this display in both degrees and as a compass heading. The north side of the map is indicated by the letter "N".

To move the display, use either the numeric keypad, or place the cross hairs in the display and hold down the left mouse button or space bar while moving the mouse

or using the cursor keys. Pressing the ***** key on the keypad moves the display up. Pressing the **/** key moves it down.

When you first enter the automap, the top left of the screen displays what your character sees. To get this same type of view for different points in the main map display, select the desired location in the main display. To change the "facing" for this view, hold down the right mouse button or the Enter key and move the mouse, or use the cursor keys to move the field of view cone.

Map Rotations

There are two buttons just below the main map display which may be used to rotate it. Selecting the button on the left rotates the display left. Selecting the button on the right rotates the display right.

Tactical Display

The window at the top left of the automap contains the tactical display. When the automap is entered, this display shows what the character is seeing in the game.

To view the world as the character sees it, select a spot in the main map display. Each time you do this, the tactical display changes to show what the character would see if he were standing on the spot you select.

The facing for this display is shown by the compass heading and degrees in the box below the tactical display. The initial default is the character's current facing. To change this, hold down the right mouse button or the Enter key while moving the mouse or using the cursor keys to rotate the field of view cone. Whenever a new location is selected, the initial facing is whatever the previous facing was.

Option Buttons

Option buttons are on the left of the screen, below the tactical display.

Wall Button

This button toggles between solid walls and wire frame walls.

In instances where your character or his enemies are partially or entirely obscured by walls, use this toggle to find them.

Door Button

This button toggles between solid doors, and an empty space where doors would otherwise be.

Ceiling Button

This button toggles between solid ceiling and no ceiling graphics. The default for this button is off. Removing the ceiling permits you to see what is inside buildings.

Floor Button

This button toggles between solid floor/ground, and wire frame floor/ground.

Zoom Button

This button zooms the main map display in or out.

To zoom in (make larger), use the left mouse button or space bar when the cross hairs are over this button. To zoom out (make smaller), select this button.

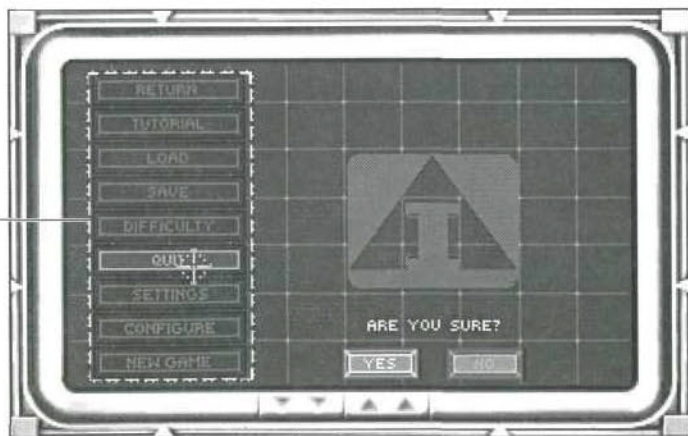
Reset Button

Selecting this button centers the map on the character and resets it to its default zoom and rotation.

Exit

Selecting this button exits the automap and returns you to the normal game screen where game play is immediately resumed.

OPTION SCREEN



OPTION SCREEN

To bring up the Option Screen, select the Option Screen Icon (top icon at the bottom left of the screen) or press the **O** key. You are also sent to the Option Screen before you begin a game play session.

When the Option Screen first appears, the instructions "Select an Option" are displayed.

Option Buttons

There are nine option buttons:

- RETURN
- TUTORIAL
- LOAD
- SAVE
- DIFFICULTY
- QUIT
- SETTINGS
- CONFIGURE
- NEW GAME

Return Button

Selecting this button returns you to a game in progress. It only functions if you entered the Option Screen from a game in progress.

Tutorial Button

Select this button to run the tutorial. The tutorial is a non-interactive program. It shows a recorded example of game play with an explanation of game play mechanics.

Load Button

This button is only active when you have previously saved a game.

To load a saved game, select the LOAD button. Your most recent save appears to the right. Use the arrows at the bottom of the screen to cycle through your saves. Each save displays a snapshot of what your character saw at the time the save was made, the mission description, what your computer recorded as the date and time of the save, and any text you entered to describe your save.

To load the currently displayed saved game, select YES. To exit the load process, select NO.

Save Button

This button is only active when you voluntarily enter the Option Screen from a game in progress (if your character is killed, you are automatically placed in the Option Screen, but you can't save a game).

To save a game, select the SAVE button. There are a limited number of saved games you may have at any one time. If there are any empty slots, one of these appears when you select the SAVE option. Otherwise, your oldest save appears.

When SAVE is selected, the Save Screen appears. You may cycle through the slots by selecting the arrows at the bottom of the screen. At the top right of the screen is a picture box.

Empty Slot

If the slot is empty, the picture box is also empty. Below this box is text describing your current mission. Below this are the YES and NO buttons. If you want to save into this slot, select YES. Otherwise, either use the arrows to cycle through other slots or select NO. If you select NO, you exit the save process and return to the normal Option Screen.

If you select YES, "Enter Game Description Above" appears near the bottom of the screen. Enter a short description of the game you are saving (something that will help you remember what was happening at the time you saved), and press the Enter key.

Your game is saved and you are returned to the normal Option Screen.

Full Slot

If the slot is full, the snapshot displays what your character saw at the time the save was made. Below this box is text describing the Mission for the saved game. Below this are the time and date you made this save (whatever was in your computer memory at the time you saved), and below this is the description you entered at the time you made the save.

If you want to save into this slot (eliminate this save and replace it with a save for your current game), select YES. Otherwise, either use the arrows to cycle

through other slots or select NO. If you select NO, you exit the save process and return to the normal Option Screen.

If you select YES, "Enter Game Description Above" appears near the bottom of the screen. Enter a short description of the game you are saving (something that will help you remember what was happening at the time you saved), and press the Enter key.

Your game is saved and you are returned to the normal Option Screen.

Difficulty Button

Selecting this button allows you to choose from three different levels of difficulty:

EASY
MEDIUM
HARD

Medium is the default setting.

You may change the difficulty setting while a game is in progress, but if you do, you are returned to the beginning of the current game level with your character (and his equipment, etc.) in the state they were in when that level was first entered.

In general, Easy has less enemies, weaker enemies, and more useful items than Medium.

Hard has more enemies, stronger enemies, and fewer useful items than Medium.

Quit Button

Selecting this button exits you to the DOS prompt. This exit occurs without saving the current game.

Settings Button

Select this button to bring up the following options.

Audio Setup

This button allows you to reconfigure your sound card(s). This is normally done only if you add or otherwise change sound boards after installing the game.

Music

A slider permits music volume adjustment.

Sound

A slider permits sound volume adjustment.

Flat Detail

A toggle permits you to toggle flat (floor & ceiling) textures on and off. Turning detail off causes the game to run faster.

Screen Size

This button permits you to select from six different screen sizes. The smaller the screen size, the faster the game runs.

Configure Button

Select this button to reconfigure your keyboard. A menu of all game commands and the keys which activate them appears. Use the up and down arrows at the bottom of the screen to scroll through them.

To make a change, select a function and then press the key you want to use to call that function in the game. If that key is not currently in use, it appears next to the function and the change is made. If that key is currently in use, you are asked if you want to use that key for the new function, instead of its current function. If you choose YES, the change is made and that key may no longer be used for its previous function.

There are limitations on the customization. No more than two keys may be used in combination to call a function. Each key may only call one function. Some keys cannot be reassigned. You receive a "Key Not Available" message if you attempt to use a key which cannot be reassigned.

New Game Button

Selecting this button places you at the very beginning of the game. If you are currently playing a game and select this option prior to saving your current game, you cannot return to that game (but you could call up a saved game).

DEFAULT KEYBOARD

Permanent

- F1 = power glove
- F2 = gauss pistol
- F3 = chaingun
- F4 = alien pistol
- F5 = alien rifle
- F6 = grenade launcher
- F7 = twin lasers
- F8 = missile launcher
- F9 = plasma accelerator
- F10 = toggle flats on/off
- F11 = resize screen smaller
- F12 = resize screen larger
- Esc = go back one screen,
or go back to play screen

Keypad

- 1 = slide left
- 2 = back up (facing forward)
- 3 = slide right
- 4 = turn left
- 5 = back up (facing forward)
- 6 = turn right
- 7 = move forward while turning left
- 8 = move forward
- 9 = move forward while turning right

Changeable

- I = inventory
- O = option screen
- M = automap
- C = weapons cache
- P = detonate demo packs
- * = look up
- / = look down
- + = jump
- A = move cursor right
- S = move cursor down
- D = move cursor left
- W = move cursor up
- J = toggle jump jet on/off
- Space bar = left-click
- Enter = right-click
- Shift = run

Cursor Keys

Move the cursor in the direction of the arrows.

CLASSIFIED

INTELLIGENCE BRIEFING

Background

By the close of the 20th Century, earth was in turmoil. Expanding human population, deforestation, pollution, and war threatened all life on the planet. Well-intentioned efforts to control population growth, protect endangered species, and curb pollution were swept away by a torrent of desperate need.

Economies collapsed, countries collapsed, ecosystems collapsed. Famine, disease, war, genocide – people died by the millions. Early efforts to aid devastated areas were overwhelmed by immense and seemingly endless need. Wealthy and powerful nations tired of the never-ending demands for assistance. Despair over an inability to solve seemingly insoluble problems led to policies of containment. Needy areas were quarantined. The helpless were left to help themselves.

National security, self defense, survival of the fittest – all provided justification for an underlying principle. Might was Right. The powerful took whatever they could get. The weak suffered and died. Even so, the underlying problems were too endemic to control. The devastation spread.

"The world will end January 1, 2000!" These and other doomsday prophecies caught the popular imagination. Innumerable cults formed, their followers seeking solace or guidance in a world seemingly insane and on the edge of its own destruction.

Reports of increased UFO sightings and abductions filled the popular media. The sophisticated attributed these to journalistic sensationalism and

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evidence of mass hysteria. Some groups predicted extra-terrestrials would appear and solve all earth's problems. Others claimed extra-terrestrials would appear and make earth's current problems seem like a picnic. Given earth's actual, current problems, warnings of destruction by "little green men" received very little attention.

A number of "E.T. Phobics" joined to create the Advanced Ideas Corporation (A.I.). Partially funded by the U.S. military, the corporation began operating in secret laboratories as the millennium came to a close. A.I. followed up all UFO sightings. It interviewed and examined abductees. Its prime mission was to find physical evidence of extra-terrestrial activity.

In 2010, that mission was fulfilled when A.I. researchers found a downed alien scout ship. Jubilation over the discovery was short-lived. Three days later, the aliens attacked. The attack began with surgical strikes against earth's satellite and missile-control centers. Earth's military fought blind and uncoordinated against vastly superior technology directed by a single intelligence.

The aliens systematically conquered and destroyed earth's human population. Humanity fought back. Some alien advances were stopped. Some attacks were beaten back, but overall, humans and humanity were being exterminated.

A.I. had a secondary mission. It was to prepare a weapon that could be used to defeat an alien invasion. At the time the aliens attacked, A.I. had almost completed work on a prototype of a weapon it dubbed the "HAVOC Unit." With the invasion, the prototype was quickly completed and thrown at the invaders.

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HAVOC Unit

The HAVOC Unit begins with a specially trained U.S. soldier who volunteers for a secret mission "of vital importance to his country's security." In A.I. laboratories, he receives cybernetic enhancements in the forms of built-in weaponry, computer guidance, body armor, mechanically assisted muscles, and implanted electrical devices. An unfortunate side effect of the enhancements is that the HAVOC Unit suffers an almost complete memory loss during the process.

In the approximately one week between the discovery of the downed alien scout ship and the HAVOC Unit's first mission against the invaders, A.I. scientists frantically attempted to incorporate bits of alien technology into HAVOC's design. The success of this endeavor is unknown. The scientists hope the HAVOC Unit will be able to tap into alien energy sources, use alien weapons, and even bypass certain alien security devices.

The HAVOC Unit alone cannot defeat the invaders. There are too many of them and they are too powerful. Given the rate of alien conquest, more HAVOC Units cannot be created before earth falls. Intelligence is convinced that the invaders are controlled by a single entity. HAVOC's overall assignment is to find this commanding entity, penetrate its defenses, and destroy it. Intelligence believes this will create total confusion in the attacking forces and permit their defeat by conventional earth armies.

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Opposing Forces

Due to the loss of satellite, communication, and other intelligence sources, little is known about the alien invaders. The following is primarily based on analysis of destroyed alien troops and equipment recovered from various battlefields. No living alien troops or operating equipment have been recovered. This analysis, therefore, contains much that is theoretical and speculative.

The invaders are of extra-terrestrial origin. Some creatures and materials used by the invaders did not originate on earth. Certain creatures are of earth origin, but were combat-enhanced through alien technology.

The invaders must have space travel capabilities. Intelligence believes that the invading force's controller is orbiting earth in a command ship. The rare earth victories are attributed to random interruptions in communications from the controller.

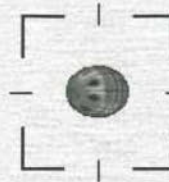
Shuttle and attack craft, believed to have been launched from a mother ship, have been observed. Intelligence believes the invaders have constructed one or more staging areas on earth. There is speculation that there is some type of direct access from these staging areas to a mother ship.

To date, earth forces have retrieved remains of three different types of attackers: drone attack machines, alien animals, and modified humans called CyClones. There may be others.

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Attack Machines

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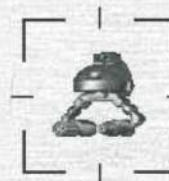
Gun Ball

These are beachball-sized flying devices which carry automatic weaponry. Their means of propulsion is a mystery, and seems to involve some sort of anti-gravity device. In all known instances, the gun balls approach to within approximately 10 yards of their target and begin firing.



Trackbot

These are heavily armored tracked vehicles. Their overall size is about that of a refrigerator. They are slightly larger at the tracked base and slightly smaller at the top. Above the tracks is a robot of roughly human shape. The robot "arms" end in claws which can spin at high speed and do great damage. Mounted above the "head" are twin laser cannons. The body is capable of rotating 360 degrees.



Flybot

The following is based on reported sightings only. No remains have been recovered. Flybots are armored flying craft. They are in the shape of a dome approximately 6 feet in diameter at the base. Beneath the base are suspended two heavy weapons: one mini-gun and one laser cannon.


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Alien Monsters

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The aliens use a number of non-earth creatures as attack animals. Analysis indicates these creatures have different planets of origin. Current theory holds that the aliens have conquered a number of planets. When they find a species of sufficient destructive abilities, they adopt these creatures into their attack forces. Genetic evidence indicates the creatures are biologically engineered to make them more destructive.

Pitbull




These are dog-like creatures approximately the size of a standard earth pony. They attack with a crushing bite that is able to penetrate light cruiser armor. They have a thick skin which cannot be penetrated by small arms fire.

Ape



These creatures are approximately 5 feet tall and almost as broad. They attack with tooth and claw. There are reliable reports of them ripping lightly armored craft apart.

Wasp



There are reports of flying, man-sized creatures which attack with a powerful venom. No remains have been recovered for analysis.

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CyClones


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The most disturbing of the attack creatures are the CyClones. Examination of CyClone remains revealed these creatures were cloned from human tissue samples, genetically engineered, and then cybernetically enhanced. These cybernetic clones are generally referred to as CyClones and comprise the main contingent of the invasion force.

Current theory holds the aliens first collect tissue samples from a planet they are about to invade. Taking advantage of native fauna's proven survival in the target environment, tissue samples are collected and modified to create the perfect biological destruction device for that planet.


The following CyClones have been identified.

Berserker



This is a massively powerful humanoid with a smashing physical attack. The berserkers charge a target, get as close as possible, and pound the life out of it. They are believed to possess subhuman intelligence.

Grunt



These are the mainstay of the CyClone forces. They are the size of a large human male and equipped with an armored suit and a variety of weapons. Grunts have been reported carrying everything from projectile weapons to plasma guns. Like the rest of the invading forces, their actions are believed to be dictated by a commanding intelligence.

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NCO



A small number of these are attached to all known CyClone forces. They appear to be capable of limited independent action. They are reported to possess superior unarmed fighting abilities. They are often found to carry specialized equipment.

Officer



No officer remains have been recovered. There have been numerous reports of a faster moving, more lightly armored CyClone type which appears to direct the actions of the more common groups. Nothing more is known.

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Aliens

No intelligent alien creatures have been sighted. Current theory holds that an alien race is behind the invasion. We believe the intelligent aliens stay in the mother ship or ships and, possibly, in earth staging areas. Based on what we have observed of the invaders' equipment and tactics, we believe there are at least four types of aliens.

We believe it most likely that each alien type is highly specialized to perform a specific task.

Worker



We believe the aliens possess a worker class. This class would do all manual labor, both heavy and delicate. It is likely the worker has developed specialized limbs or organs to assist with this.

Scientist



The aliens have created technical devices which are far beyond the abilities of our current technology. We believe a scientist class exists. This class must be extremely intelligent and may possess mental abilities beyond anything in earth experience.

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Warriors



All invading troops we have encountered have been of the enhanced creature type. The aliens clearly prefer to have others do their fighting for them. However, the aliens must have, at some time in the past, drawn upon their own for warriors. We believe a warrior caste exists. It is possible these warriors are more deadly than any of the surrogate forces we have yet encountered.

Commander



As previously stated, we believe the alien forces are guided by a single, all-directing commander. There is no agreement as to the probable form or capabilities of this commander.

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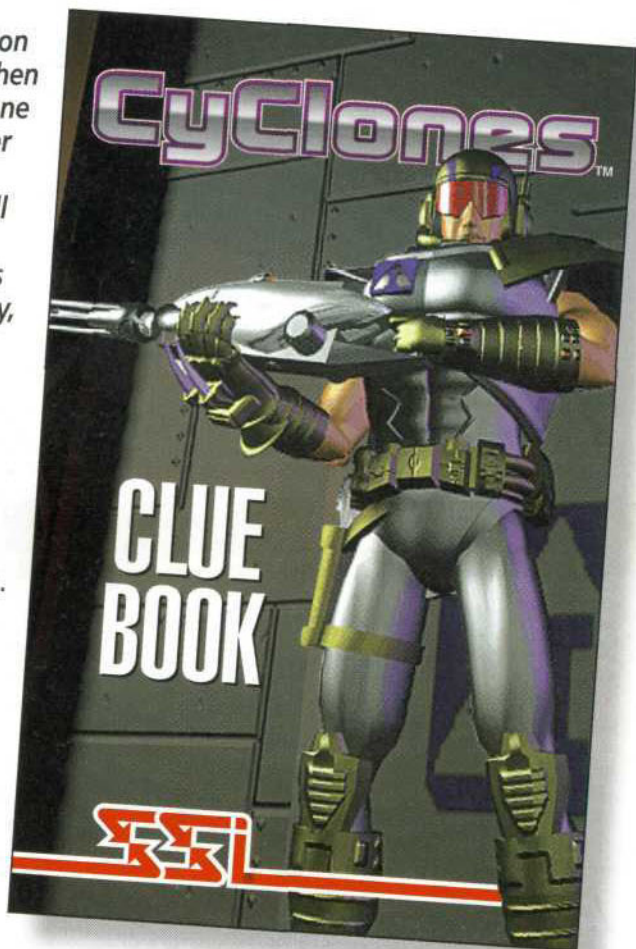
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