SEGA PC DISC – NOTES ON USE

HEALTH ISSUES

Use this software in a well-lit room, staying a good distance away from the monitor or TV screen to not overtax your eyes. Take breaks of 10 to 20 minutes every hour, and do not play when you are tired or short on sleep. Prolonged use or playing too close to the monitor or television screen may cause a decline in visual acuity.

In rare instances, stimulation from strong light or flashing when staring at a monitor or television screen can cause temporary muscular convulsions or loss of consciousness for some people. If you experience any of these symptoms, consult a doctor before playing this game. If you experience any dizziness, nausea, or motion-sickness while playing this game, stop the game immediately. Consult a doctor when any discomfort continues.

PRODUCT CARE

Handle the game discs with care to prevent scratches or dirt on either side of the discs. Do not bend the discs or enlarge their centre holes.

Clean the discs with a soft cloth, such as a lens cleaning cloth. Wipe lightly, moving in a radial pattern outward from the centre hole towards the edge.
Never clean the discs with paint thinner, benzene, or other harsh chemicals.

Do not write or attach labels to either side of the discs.

Store the discs in their original case after playing. Do not store the discs in a hot or humid location.

SPACE SIEGE™ game discs contain software for use on a personal computer. Please do not play the discs on an ordinary CD player, as this may damage the headphones or speakers.

Thank you for purchasing *Space Siege*™. Please note that this software is designed for use on a personal computer. Be sure to read this instruction booklet thoroughly before you start playing.

CONTENTS

Installing the Game

Insert the *Space Siege* DVD into the DVD-ROM drive, and then follow the on-screen instructions. If Setup does not begin automatically, follow these steps on Microsoft Windows XP.

1. Left-click Start and then left-click Control Panel.

2. Left-click Add or Remove Programs.

3. Left-click Add a Program.

4. In the Add of Remove Programs dialog box, left-click the CD or Floppy button and then follow the on-screen instructions to install the game.

Starting a New Game

Left-click Start, point to All Programs, point to SEGA, point to Gas Powered Games, point to *Space Siege* and then left-click *Space Siege*.

Starting a Single player Game

Left-click SINGLE PLAYER then left-click NEW GAME.

Starting a Multiplayer Game

For information on playing with other players across the Internet or a local area network (LAN), see Multiplayer on Page 14.

To move your character, left-click a location on the screen.

To rotate the camera, move the cursor to the edge of the screen, hold down mouse 3 whilst moving the mouse or use the arrow keys on your keyboard (hotkeys: **A** or **D**).

To zoom the camera in or out, rotate the mouse wheel (hotkeys: **W** or **S**).

Game Screen

1: Upgrade Parts	6: Primary Weapon	11: Abilities
2: Targeting Cursor	7: Alternate Weapon Slot	12: Skills
3: Seth's Health	8: Seth's Action Bar	13: Character Page
4: Seth's Energy	9: Health Packs	14: Mission Log
5: Enemy Health	10: Parts Counter	15: Map

These HUD elements are not displayed when HR-V is not active:

16: HR-V Hot Bar	17: HR-V's Health	18: HR-V's Targeting Cursor

To attack an enemy, right-click and hold over an enemy, or right-click repeatedly.

To change weapons, either left-click the weapon slot and select a new weapon from the menu or hit the TAB button to switch between two currently selected weapons, if available.

To use one of your abilities, simply press the corresponding hotkey button on the keyboard.

To use a Health Pack, left-click on the Health Pack on the right side of the screen (hotkey: **H**).

To open a door or container, left-click it.

To view an item's name, place the cursor over it.

To pick up all nearby parts and items, left-click the parts button on the right side of the screen (hotkey: **Z**). To pick up an individual item, left-click it.

Story

You are aboard the Armstrong, one of the enormous colony ships that fled Earth during the alien Kerak invasion, and you're humanity's last hope. The Kerak's merciless attack wiped out Earth and all other evacuating ships. Before the Armstrong could speed away, the Kerak launched an attack pod full of brutal warriors that attached to the Armstrong's hull.

As the game begins you are thrust into the middle of the Kerak attack, as they are trying to disable the Armstrong's engines so humanity cannot escape again. Realising what the aliens are trying to do, the Armstrong's primary AI (PILOT) orders the Allied Security Force (ASF) to defend the engine room until the engines can fire. You are combat engineer Seth Walker and the fate of humanity is in your hands.

Combat

When you're ready to battle, whether in close-range melee combat or shooting from a safe distance, place your cursor over an enemy. The cursor will turn red when you place it over an enemy you can attack. Next, right-click on your enemy to fight and hold down the mouse button until your target is defeated.

You cannot harm your friends and allies. The cursor will remain green if you place it over a friendly target.

Saving Humanity

Whether you choose the path of pure humanity or cybernetic enhancement you've got to keep Seth alive. Follow these tips and you will be on your way to saving yourself and the human race.

Watch your Health level (the red bar to the left side of the screen).
If you're wounded and your Health is completely depleted, you will die. When your Health reaches a critical level the meter will begin flashing and you will hear a warning sound that you are near death. Use any available Health Packs (hotkey: **H**) or find an Aid Station to restore full Health.

Watch your Energy level (the blue bar to the right side of the screen).
With the exception of grenades, traps and drones, all of Seth's and HR-V's abilities require various amounts of Energy to use. If you run out of Energy you won't be able to use any of these abilities but fear not, you gain a set amount of Energy with each enemy you attack.

Know where you're headed. Use the **map** and **level markers,** and pay attention to where the elevators are located on multi-level maps as well.

Use HR-V to even the odds. Whether you want to send HR-V in to pull the enemy into your well-placed traps, or let him run in and take the early waves of attacks, be sure to maximize your HR-V unit to turn the tables in your favour.

Game Controls

Mouse Actions Interface

COMMAND	MOUSE BUTTON / ACTION
MOVEMENT	
Move Hero to Destination	Left click on valid destination.
WORLD INTERACTION	
Use Interactive Object (containers, doors, lifts, etc.)	Left click on object in world.
GROUND ITEMS	
Pick Up	Left click on item.
Pick Up Multiple Items	The Z key picks up all items around Seth in a set radius.
CHARACTER PANEL	
Toggle Weapons	Left click on weapon toggle arrow.
Select New Weapon	Left click on weapon to change; Left click on new weapon in pop up menu.
CHARACTER WINDOWS	
Open Abilities/Skills/Character/ Mission Log/Map page.	Left click on the appropriate button on the bottom right hand side of the screen.
Purchasing Skills	Left click on skill icon.
Install Cybernetic Upgrade	Click on the cybernetic component from cybernetics list that you wish to install. **You must be at a CyberInstallation unit.**
Set an Ability to an Action Bar Button	Click and drag Ability from Ability Window to Action Bar.
COMBAT	
Focus on Enemy (Target Enemy)	Right-click on enemy.
Keep Focus on Targeted Enemy.	Continue to hold right-click on a targeted enemy.
POWERS	
Activate an Ability	Press corresponding hotkey.
Target an Ability	Abilities are automatically directed as the current target. Thrown objects such as grenades and traps will be thrown towards the cursor.

Keyboard Interface - Hotkeys

| COMMAND	HOTKEY
PARTY CONTROLS	
Activate Character Ability 1	1
Activate Character Ability 2	2
Activate Character Ability 3	3
Activate Character Ability 4	4
Activate Character Ability 5	5
Activate Character Ability 6	6
Activate Character Ability 7	7
Activate Character Ability 8	8
Activate Character Ability 9	9
Activate Character Ability 10	0
Activate Robot Ability 1	F1
Activate Robot Ability 2	F2
Activate Robot Ability 3	F3
Activate Robot Ability 4	F4
Activate Robot Ability 5	F5
Activate Robot Ability 6	F6
Activate Robot Ability 7	F7
Activate Robot Ability 8	F8
Activate Robot Ability 9	F9
VIEW CONTROLS	
Camera: Rotate Left	A
Camera: Rotate Right	D
Camera: Free Rotate	Mouse 3
Camera: Zoom In	W or Mouse Wheel Up
Camera: Zoom Out	D or Mouse Wheel Down

Upgrades and Customisation

Customise Your Abilities

Access the Abilities screen in-game from the buttons on the bottom right of the screen or by pressing the hotkey '**T**'. From here you can view all of Seth's unlocked abilities as well as the abilities unlocked for HR-V. Highlight an ability to get more information on it. To add abilities to your row of hotkeys, simply left-click and drag the ability down to the hotkey of your choice (note that if you drag abilities over an existing hotkey it will overwrite the previous ability). Whenever Seth unlocks a new ability, the Ability button will flash to indicate that there are new abilities to use.

Skill Tree
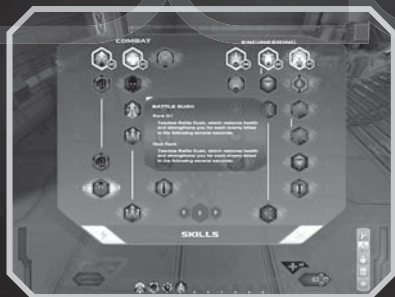
Access the Skills screen in-game using the buttons on the bottom right of the screen or by pressing the hotkey '**K**'. As you play through the game you will earn "Skill Points" that you can use to customise Seth in the Combat or Engineering development path. Certain skills will require you to spend a certain amount of Skill Points in the respective development path or that you have a prerequisite skill before they can be selected. Other skills will require Seth to either have a specific cybernetic upgrade installed or a high enough Humanity Level. Hold the mouse over a skill to get more information on it and left-click to spend a Skill Point on that talent. Whenever Seth receives new Skill Points, the Skills button will flash to indicate that there are new Skill Points to spend.

Workbenches

Seth can upgrade his Weapons, Armour, HR-V and create additional Devices (e.g. Health Packs, grenades, etc.) by selecting a Workbench from any of the Aid Station. Workbenches do not appear during the prologue level.

Customise Weapons and Armour

To upgrade your weapons, armour, devices or HR-V unit, select the item you want to upgrade and then click on the upgrade you want to apply. Each upgrade has a parts cost listed that increases with each level of upgrade (represented by the unfilled bubbles).

Cybernetic Enhancements

Throughout the game Seth will find a number of cybernetic pieces that he can use to upgrade himself. To install a cybernetic enhancement Seth must use a **CyberInstallation Unit.** Once Seth has a Cybernetic Enhancement and he has found a **CyberInstallation Unit,** left-click it to equip your cybernetics.

Highlight a cybernetic enhancement with the cursor to get a description of the upgrade. Left-click to install the enhancement, and bring up the humanity meter. This confirmation box will also display Seth's new Humanity Level after the cybernetic enhancement is installed. **Beware, the more cybernetics you install the lower your Humanity Level will go.** Cybernetic enhancements are permanent installations and cannot be reversed. Certain skills can only be selected if Seth has the proper cybernetic enhancement installed. Conversely some skills can only be selected if Seth's Humanity Level is above a certain percentage, so choose wisely!
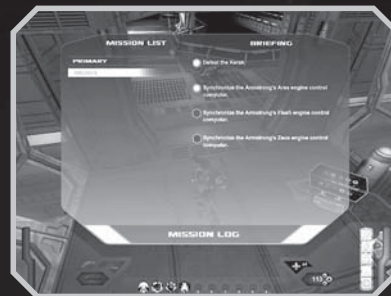
As Seth plays through the main story, the primary mission objectives will update as he completes the missions that guide him around the Armstrong. There will also be times when Seth receives secondary missions and they will also appear on this screen. To see a list of all the current missions, click the Mission Log button on the right-hand side of the screen (hotkey: **L**). Whenever Seth receives a new mission, the Mission Log button will flash to indicate that the list has been updated.

Getting Around the Armstrong

Map Screen
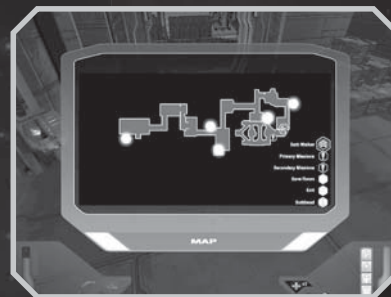
To access the map of the current level click the Map button on the right-hand side of the screen (hotkey: **M**). Icons show Seth's current location, Save Room locations, Bulkhead exits, as well as the locations of Primary Mission and Secondary Mission objectives.
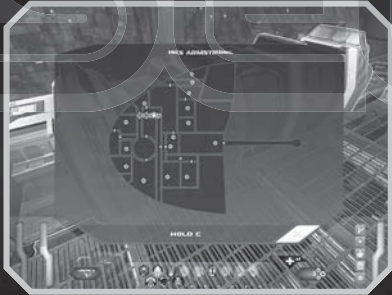
Level Markers

To further help Seth navigate the Armstrong be sure to follow the Level Markers that appear throughout the ship. Simply move the cursor over a Level Marker to find a location and follow the arrow.

Transports

The main way to navigate zones aboard the Armstrong is through the bulkhead doors that connect rooms. In addition to bulkhead navigation there is an on-ship transportation system with various stops in key locations (Note that some routes will not be open until you've completed certain tasks). Simply click a destination to travel there.

Dying

If Seth should fall to the enemy attack he will be re-spawned at the nearest Save Room. Seth will retain all the parts that he had when he died but if there was a HR-V unit with Seth it will not be retained.

Auto Save

Whenever Seth accesses a Health Module in a Save Room the game automatically saves to the auto save slot. This auto save slot is constantly updated with Seth's most recent progress. If you want to make a save that is tied to a specific level or location and won't be automatically overwritten, you must create a manual save (see below).

Creating a Manual Save

1. At any time during gameplay, press ESC. The game will pause and you'll be taken to the game menu.

2. Left-click on SAVE GAME, the SAVE GAME screen appears.

3. Left-click on an empty save slot and then left-click the SAVE GAME button on the bottom right of the screen. If you like you can overwrite a Save File by selecting the save slot you want to overwrite at this step; be careful though, overwriting a Save File will permanently delete the old Save File.

4. A dialog box will appear asking you to name the new saved game, type a name and left-click on the SAVE button.

Loading a Saved Game

1. From the Main Menu, left-click on SINGLE PLAYER and then left-click on LOAD GAME.

2. A list of all the saved games will appear. Left-click on a Save File to see a screenshot and the name of the level the Save File is from, along with the date and time of the save file.

3. Left-click on the file you want to load and then left-click the LOAD GAME button.

Multiplayer

Space Siege offers a co-op multiplayer campaign with unique missions over the Internet. As you play through the levels and upgrade your gear you can replay missions at a higher difficulty for the ultimate challenge!

Starting a Local LAN Game

1. Left-click **MULTIPLAYER**, then left-click **LAN**.

2. Type in a character name in the CHARACTER NAME box and then left-click CREATE.

3. Left click the PLAYER NAME box and then type a player name.

4. Click **CONTINUE.**

Space Siege Lobby

In the lobby you can chat with others online and look for an available game. You can host your own game or join another player's game.

If you want to host a game, left click HOST GAME.
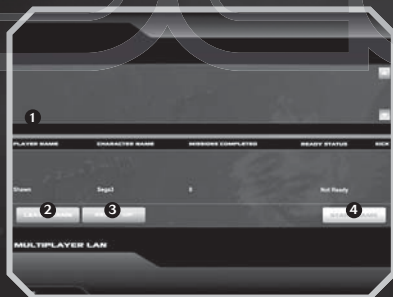
1: Chat text entry

2: Leave Game button

3: Ready Up button

4: Start Game button

If you're ready to get started, left-click the READY UP button, or if you want to leave this game, left-click the **LEAVE GAME** button.

When all players have joined your game or if you want to play solo, left-click the **START GAME** button; this option is only available to the hosting player.

To join a game, click the name of the game you want to join and click Join a game.

Playing Over The Internet Through GPGnet

GPGnet *(http://gpgnet.gaspowered.com)* is a free online multiplayer service that is automatically installed when you install *Space Siege*. GPGnet lets you play *Space Siege* multiplayer with players from around the world, save a friends list, and much more. To get started:

1. Highlight or hover over **MULITPLAYER,** then left-click **GPGnet**. Click on the following dialogue box to close Space Siege and launch GPGNet.

2. Click **Create a new account**. Follow the instructions to set up your account.

3. Select *Space Siege* as your game of choice and log in.

Starting a GPGnet Multiplayer Game

1: Select Character button

2: Ready Circle

Click the **Host Custom Game** button in the button bar at the bottom of the GPGnet window to get started. Enter a game name and password (should you choose to password-protect your game). You then enter your game's staging area, and your game will appear in the game list when players click the **Join Custom Game** button. In the staging area, you can configure the game's settings and chat with other players before you get started.

All players must select a player and confirm they are ready before the host can launch the game. To configure your character, click the Select Character button next to your name in the staging area and choose a character from the list. Click the **Create New Character** button and enter a character name to create a new hero.

To confirm you are ready, click the **Ready Circle** next to your name, which is red if you are not ready, and green if you are. When all players are ready, the host can press the Launch button to start the game.

Chat and Private Messages

Besides handling matchmaking, GPGnet lets users chat with one another and even create their own private chat rooms. To join chat, simply click the **Chat** button. You can send IM-style private messages to any other player by right-clicking on their name and choosing **Send Private Message**. Private messages are opened in a separate window, allowing you and the recipient to chat privately.

Friends and Clans

GPGnet lets all players keep a friends list that helps you keep track of buddies and see when they are online. All players can also create their own clan and invite others to join their clan. Clans have several benefits, including their own persistent chat room open to clan members only.

From the Main Menu highlight the OPTIONS button to see the four option submenus: VIDEO, AUDIO, GAME and CONTROLS. Left-click any of the submenus to customise the game to your PC. A more detailed description of each submenu appears below:

Controls

This screen shows you all of the available controls and hotkeys in the game. You can select the HERO controls (hotkeys for Seth and HR-V), the CAMERA hotkeys, the MENU hotkeys and the MISC hotkeys tab.

Game Options

From this screen you can adjust the camera sensitivity, mouse sensitivity, and whether to use screen edge tracking or not (which will rotate the camera when you move the mouse cursor to the extreme left or right edges of the screen). You can also left-click the RESTORE DEFAULTS button to reset the game options back to the original settings.

Audio Options

From this screen you can adjust the various volume settings for the different types of audio in game. You can also left-click the **RESTORE DEFAULTS** button to reset the audio volumes back to their original levels.

Video Options

From this screen you can adjust the various video settings of the game. This includes Screen Resolution, Fullscreen (setting this to OFF will run the game in a window), as well as the various detail settings for Texture, Shadow, Model and Lighting Detail. If the game isn't running very well on your machine try lowering some of the detail settings to improve performance. Once you have changed the settings to your liking left-click the **APPLY CHANGES** button, a dialogue box will appear asking if you want to keep the new video settings. You can also left-click the **RESTORE DEFAULTS** button to reset the game options back to the original settings.

Characters

Seth Walker – the reluctant hero, a member of the Allied Security Force with a passion for robotics.

HR-V – (pronounced Harvey) aka Hodgins Robotic Unit Model Five. Seth comes across this unit on the ship and is able to upgrade it to serve as his combat assistant.

Gina Reynolds - Communications Officer, ISCS Armstrong. Gina helps Seth navigate through the ship.

Dr. Edward DeSoto - Cybernetic surgeon, Johns Hopkins (Ph.D.) Medical Center. The opinionated doctor will install Seth's cybernetic upgrades as they are unlocked in the game.

Jake Henderson - Sergeant, Allied Defense Force (former squad mate of Seth's).

Frank Murphy - Mechanic, ISCS Armstrong. Frank is an expert on the inner workings of the Armstrong and will provide invaluable advice on navigating the ship and other insider tips.

PILOT – the Navigational AI for the ISCS Armstrong. The main AI that Seth and the crew interact with on the ship.

Warranty

PRODUCT SUPPORT

Please check www.sega-europe.com for details of product support in your region.

Register online at **www.sega-europe.com** for exclusive news, competitions, email updates and more.

AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE

Space Siege uses some of the most advanced rendering techniques available today for special effects and to achieve real-time performance for a great game playing experience.

The game was largely developed and tested on NVIDIA GeForce 6 Series, 7 Series and 8 Series graphics cards. And the intended experience can be more fully realized on NVIDIA GeForce 8 Series graphics hardware. On a GeForce 8600 or better you will be able to turn on all of the special effects features at higher resolutions in the game.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

| VIOLENCE | BAD LANGUAGE | FEAR | SEXUAL CONTENT | DRUGS | DISCRIMINATION |

For further information visit http://www.pegi.info

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+