# DESCENT™

# INSTRUCTION MANUAL

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I woke to absolute darkness and the taste of blood in my mouth. The mechanic step of my ship's filtration system keeps pace with the slow beat of my heart.

Slowly, past events fall into shape in a jigsaw fashion: a large subterranean processing chamber infested with robotic mutations straight out of some cheap, 21st century horror flick; frenzied flurry of missiles and laser bursts; then, firing my last stn-999, the entire chamber lighting up like it'd been kissed by the sun. The shock wave was enough to knock out me, my ship's electronics, and God knows what else. Mega-missle. It's other nickname is "a bucket of sunshine."

Probing carefully in the pitch dark, I stabilize the ship's emergency power. Faint light from the stirring MFD'S as I run a low-level diagnostic on all essential systems. All systems check in as nominally functional. A few aren't guaranteed past the 24 hour mark. Then again, neither am I.

I initiate a cold restart of the ship's powerplant. An electric whine ascends past my range of hearing as capacitors charge. Then a low-pitched hum permeates the ship as the powerplant fires... and holds steady. I allow myself the luxury of a sigh of relief. Lucky, lucky young merc.

Next order of business: follow up with a short-range scan for any hostiles.

No movements. No energy signatures. Not in the chamber, or a short distance into the adjoining passageways.

I turn on the ship's running lights to run a visual check. The sudden flare of light forces me to squint with a grimace. The ship's covered at random with laser-scoring and other carbonization effects, but the physical damage looks only skin-deep. Good.

I test out the controls with a few, gentle maneuvers. A bit sluggish as I perform a slide to the left. But then again, I usually prefer to dodge to the right.

I take the opportunity to test out the propulsion system by surveying the chamber for any salvageable equipment or energy. No dice. Either these robots didn't have much to liberate when destroyed or it all went up with the last mega-missile.

Using a combination of visual scans and instruments, I search the chamber for any tell-tale seams along the walls. Paydirt. Along a far wall, a hidden recess containing a small cache of homing missiles and shield cells. A God-send. My weapons were almost exhausted, and my shields were even worse. Some day, I'll go over in my mind just how I survived this far; with a bottle of scotch in one hand, and a carton of smokes in the other. I Kill the lights and start plotting a course to the reactor core.

Out of the corner of my eye: movement.

I spin the ship around and hit the floodlights, cursing myself for not having brought the weapons systems up earlier. Nothing. No energy signatures or movement, and nothing revealed by further scans. Do these robotic goblins have ghosts? It's probably just nerves. I conclude the most important thing at the moment is to spark the mine's reactor and get out of "Dodge."

From my position there are three possible routes to the reactor: one littered with hulking robots; the other defines the perfect ambush; but the third, while longer, holds the best hope for a stealthy ingress. I pick the latter route hoping that the mine maps and intelligence surveys PTMC provided me with are mostly accurate. Mostly.

I drop the nose over sharply and dive into an adjoining tunnel.

I make it all the way to the heavily shielded reactor chamber door without incident. So far, so good. Red piping and radiation symbology abounds in the faint light.. Savoring one last, deep breath,   I trigger the chamber door.

A volley of missiles, tracking and closing in on me. No time. no warning. I take the hit right on the chin. How did they know I was here?

So much for my shields. Down to 5 percent. Any damage I take from now will be a kill. I use a half-second to re-orient the ship, then another to snatch a glimpse of the chamber beyond.

The reactor chamber is huge. Simply huge. About four hundred meters from the doorway, in the geometric center, squats the reactor core on a giant pillar.   Four of those missile-launching-red-hulks hover around, tending the core.

I firewall the throttle.

At full burner I rocket straight towards the core and a fresh volley of missiles stream towards me. I unload everything I've got: Quads, missiles;  If I had a kitchen sink mounted on a hard point I'd be tossing that too.

Jinking and Sliding ferociously saves me from their missiles and plasma bursts as I hurtle to the center.  I guess fortune favors the bold... or the stupid.

Out of missiles. I relentlessly keep the laser stream going.

I close to 75 meters.

The missiles I fired finally reach the reactor and start pounding the quarks out of it.

I close to thirty meters.

The reactor erupts violently and goes into its death-throes. Count-down to reactor meltdown starts just as the hulks fire another salvo at me. Time to end my mad dash at the core.

Frantically dropping proximity bomblets, I execute a tight pull out into a vertical climb, then pitch back into an inverted trajectory straight toward the chamber door. Classic Immelman.

Over the rumbling of the dying core and enraged hulks, I hear the distinct cracks of proximity bombs detonating.

I make it past the chamber door without a scratch. None of the missiles launched at me avoided the bomblets. I know this because I'm still breathing.

The countdown keeps droning on the emergency bandwidth. Forty seconds left before complete meltdown and detonation. It will take me thirty to get to the exit from here if I don't encounter any robots. It doesn't matter. I either have enough time to get to the exit safely, or I've got the rest of my life.

Ten seconds of racing recklessly towards the exit. Five more-- and I stop so sharply my safety restraints gouge into my shoulders and abdomen.

There in the tunnel lay what may prove to be my life insurance: an unused auxiliary cloaking unit. It would take twenty-five seconds for a full installation and self-test of the cloak-- ten without the test.

I maneuver into position for a pick-up and auto-install, punch the over-ride for the self-test, and fly on. If I needed the cloak, it would either work or I'd die. That simple.

Rounding a turn, the exit came into view. Flanking it were two of those red hulks and a vulcan-toting robotic fury. I slip past without sound or sight-—just the appropriate hand gesture and a smile.

I enter the exit tunnel at time zero. The preprogrammed auto-pilot takes control and kicks the engines up to one-hundred and twenty percent. Everything in the tunnel starts burning an incandescent white just as the shaking begins. I squinch my eyes tightly and start apologizing to God for the past twenty-odd years.

Just when I think I'm losing my vision and sanity, I shoot out of the tunnel like a bat-out-of-hell.

My sight slowly returns to normal, revealing bright stars set in a gorgeous, celestial panorama. I call up an image of the mine on one of the MFD's. It's com-

pletely gutted and dumping something toxic into the micro-atmosphere. I breath a sigh of relief for the millionth time-- or is it the trillionth? I double-check the ship's systems, then give a call to my employers for my rendezvous point.

"Valhalla Tower, this is Fiddler One, requesting rendezvous coordinates. Waypoint Alpha Zero Bravo terminated. Please confirm coded."

After a few minutes, the confirmation comes warbling in on an encoded channel. It looks like it'll take a couple of hours to make the rendezvous. Plenty of time for sleep.

Thoughts drift back in that in-between stage of lucidity and slumber.

The night before the first drop, long after everyone had gone off-shift. I walked into the hangar harboring my ship. Old habit. Always do a private check of the ship before a mission drop.

Thought I'd be alone, but then a sharp metallic sound spun me around fast. Leaning back against an engine nacelle stood a shadowed figure. He lit a cigarette with one of those classic metal lighters from over a century ago. His face aglow from the flame, I recognized him. Upon inhaling the smoke, he took on a thoughtful expression, as if he were contemplating writing a doctoral thesis on the puff he'd just had.

"What do you want, Scrub?", I asked, already losing patience. Didn't remember his real name, he mostly went  by his call-sign. No answer from him. I pressed on:

"I understand you turned this job down before I even heard about it. Why?", still no answer from him. This wasn't the time to play head-games with one of my more eccentric--and annoying--competitors for work in the Terran Sector. I'd give him one more chance:

"You're just like the PTMC, Scrub, bringing warmth to the outer planets. Now, what do you want?", I asked for the final time.

"To pay my final respects," came the reply.

That was it. I turned around and headed for the exit corridor. It's  bad enough I've lost jobs in the past to this guy, I didn't need to put up with his idiot sense of humor. His gravelly voice made me stop after several steps. Despite the distance, and the low hum of multiple generators and equipment, I distinctly heard him as he spoke to my back.

"This ain't like any other job, Pliskin. Take great care, or yours will be the deepest grave in history..."

# SYSTEM REQUIREMENTS

Descent requires any PowerMacintosh computer with a CD-ROM drive and 7000K free memory. 4000K of this free memory must be "physical RAM", as opposed to "virtual memory." We recommend the fastest Power Macintosh available with 8000K free memory while virtual memory is off.

# INSTALLING DESCENT

1. Double-click on the "Install Descent" icon and follow the instructions in the installation program to install the game to your hard disk.

2. Double-click the "Descent" icon on your hard disk to begin.

You'll need to leave the "Descent" CD-ROM in your CD-ROM drive each time you play, since Descent uses CD audio for the game's music.

# STARTING DESCENT

1. Double-click on the "Descent" icon to begin play.

2. If this is the first time you've started Descent, you'll be asked to "Enter your pilot name." Enter a name and then press Enter. You're then asked to choose an input device. Use your mouse (or up and down arrow keys on your keyboard) to move the highlight and then click (or press Enter) to select the highlighted option.

3. The Main menu contains a list of options you can choose from. To start a new game, select New Game, then choose Starting level and Skill level. Each time you start a new game you're given an opportunity to meet with a representative from the Post Terran Mining Corporation and get the background on your mission. If you know your mission and want to bypass this meeting, press Esc to go to your vehicle, or click the mouse button (or press the SPACEBAR) to move quickly through the briefing.

**NEW GAME**            Allows player to start a new game.

**LOAD GAME**           Player Resumes from Saved Game. Game
                        can be saved during play at any time.

**MULTIPLAYER**         Takes player to a menu where he can
                        choose to start or join a multiplayer
                        network, modem, or serial game.

**OPTIONS**             Takes player to the options screen.

**CHANGE PILOTS**       Player can change pilot name.

**VIEW DEMO**           Allows player to view their Recorded Demos.

**HIGH SCORES**         Takes player to high score screen. Player
                        can review high scores, time taken, and
                        other vital statistics.

**CREDITS**             Displays the credits of the Descent
                        development team.

**QUIT**                Exit the game.

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## SOUND/MUSIC CONTROLS

**FX VOLUME**    Adjusts sound effects volume.

**MUSIC VOLUME**    Adjusts music volume.

**MASTER VOLUME**    Adjusts overall volume

**REVERSE STEREO**    Reverses left and right channel of the stereo sound effects in Descent.

**SHUFFLE PLAY**    Shuffle through the Descent level songs.

**BRIGHTNESS**    Adjusts the Brightness level of the game.

**CONTROLS**    Takes player to controls configuration screen.

**DETAIL LEVELS**    Allows player to adjust detail level. Lowering your detail level is highly recommended if you are using a slower computer.

**CALIBRATE JOYSTICK**    Calibrates the joystick controller for the game.

**JOYSTICK/MOUSE SENSITIVITY**    Adjusts the turning rate of your ship.

**PIXEL DOUBLE**    Toggles between high and low resolution during game play

**SHIP AUTO-LEVELING**    Turns the Auto-Leveling feature ON/OFF.
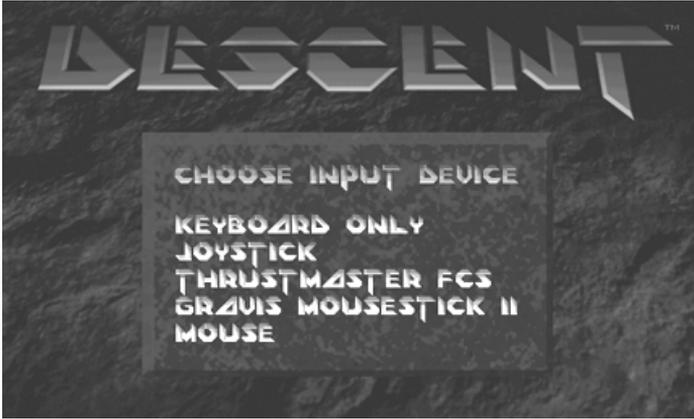
Here the player can adjust the fundamentals of their input device. All changes are saved in your pilot file for future use. The controls can also be adjusted during game play.



To change any of the keys, simply move the highlight with the arrow keys to the function you wish to change, press ENTER, then hit the new key you wish this function to be. For axis entries, press ENTER, then move the new joystick axis.

# KEYLIST

## GAME OPTION KEYS

| Esc | **Abort game** |
| F1 | or ⌘ 1 **Help screen** |
| F2 | or ⌘ 2 **Options** |

⌘-S **Save**

⌘-O **Load**     **You may Save or Load at any time during the game.**

F3 or ⌘ 3 Pg Dn **Toggle between multiplayer HUD displays**

F8 or ⌘ 8 **Send typed message (multiplayer only)**

F9-F12 **Taunt macros (multiplayer only)**

Shift-F9 **Define F9-F12 taunt macros (multiplayer only)**

⌘-P **Pause game (not in multiplayer)**

+ = / − **Change window size**

Print Screen or ⌘ shift 3 **Save screen shot. All screen shots are saved in PICT format.**

F3 **Cockpit on/off**

F4 **Calibrate joystick**

F5 **Record own demo**

## AUTOMAP

Tab **Automap**
**(hold & release or tap on/off)**

• **To rotate the Map, use the ship's turning keys**

• **To move the Map, use the ship's sliding keys**

• **To move in and out of the Map, use the forward/reverse keys**

• **To show more or less of the Map, use the + or - keys**

# DEFAULT CONTROLS

**The following assignments can all be modified in the Options/Controls menus.**

## JOYSTICK

DIVE

BUTTON 1: FIRE PRIMARY

TURN LEFT

TURN RIGHT

BUTTON 2: FIRE SECONDARY

CLIMB
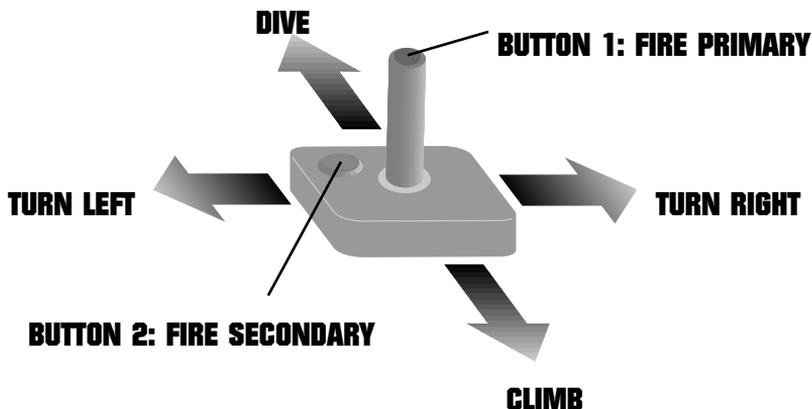
### JOYSTICK
ENTER CHANGES, CTRL+D DELETES, CTRL+R RESETS DEFAULTS, ESC EXITS

AXES

| | AXIS | INVERT? | | AXIS | INVERT? |
|---|---|---|---|---|---|
| PITCH U/D | Y1 | N | SLIDE L/R | | N |
| TURN L/R | X1 | N | SLIDE U/D | | N |
| | | | BANK L/R | | N |
| | | | THROTTLE | | N |

### KEYBOARD
ENTER CHANGES, ^D DELETES, ^R RESETS DEFAULTS, ESC EXITS

| | ─OR─ | | | ─OR─ | |
|---|---|---|---|---|---|
| PITCH FORWARD | ↑ | PAD8 | FIRE PRIMARY | LCTRL | RCTRL |
| PITCH BACKWARD | ↓ | PAD2 | FIRE SECONDARY | SPC | |
| TURN LEFT | ← | PAD4 | FIRE FLARE | F | |
| TURN RIGHT | → | PAD6 | DROP BOMB | B | |
| SLIDE ON | LALT | | REAR VIEW | R | |
| SLIDE LEFT | | PAD1 | AUTOMAP | TAB | |
| SLIDE RIGHT | | PAD3 | ACCELERATE | A | |
| SLIDE UP | | PAD- | REVERSE | Z | |
| SLIDE DOWN | | PAD+ | | | |
| BANK ON | | | CRUISE FASTER | | |
| BANK LEFT | Q | PAD7 | CRUISE SLOWER | | |
| BANK RIGHT | E | PAD9 | CRUISE OFF | | |

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# KEYBOARD

These settings are defaults, and can be changed.

## FLIGHT:
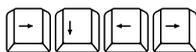
→ ↓ ← → **or keypad**  **Ship rotation**

A  **Forward**

Z  **Reverse**

Q  **Bank left**

E  **Bank right**

1 End  **Slide left**

3 Pg Dn  **Slide right**

-  **Slide up**

+ =  **Slide down**

R  **Rear view**
**(hold & release or tap on/off)**

## WEAPONS

Ctrl  **Fire primary**
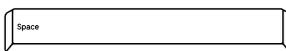
Space  **Fire secondary**

B  **Drop proximity bomb**

F  **Flare**

### Select primary

1 End  **Lasers**

@ 2  **Vulcan cannon**

# 3  **Spreadfire cannon**

$ 4  **Plasma cannon**

% 5  **Fusion cannon**

### Select secondary

^ 6  **Concussion missile**

& 7  **Homing missile**

* 8  **Proximity bomb**

( 9  **Smart missile**

) 0  **Mega missile**

### Quit/Load/Save

⌘ ⌘ Q  **Quit the game and go directly to the finder**

⌘ ⌘ O  **Load a saved game from within an on-going solo game**

⌘ ⌘ S  **Save the on-going solo game**

## CD Music Player Keys

⌘ E **Eject the current CD from the CD-ROM**

⌘ M **Mount an audio CD that has been put into the CD-ROM drive.**

**Audio CD's must be mounted before they can be played from within Descent.**
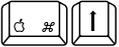
⌘ ↑ **Start an audo CD at track one, from within Descent**

⌘ ↓ **Stop playing an audio CD**

⌘ → **Skip one track forward**

⌘ ← **Skip one track backward**

### OTHER CONTROL DEVICES

**Descent fully supports the following:**

**Mouse**

**Joystick (one or two)**

**Thrustmaster FCS**

**Thrustmaster WCS & FLCS**

**CH Flightstick Pro**

**Gravis GamePad**

**NOTE: These devices may be selected and customized under the Options/Controls menu**

# THRUSTMASTER

### THRUSTMASTER FCS & WCS



Reverse
Forward
HAT - Slide Controls
Roll left
Roll right
Fire Secondary
Taunt Macro 3
Fire Primary
Taunt Macro 2
Fire Flare
Taunt Macro 1
Drop Bomb
Rear View

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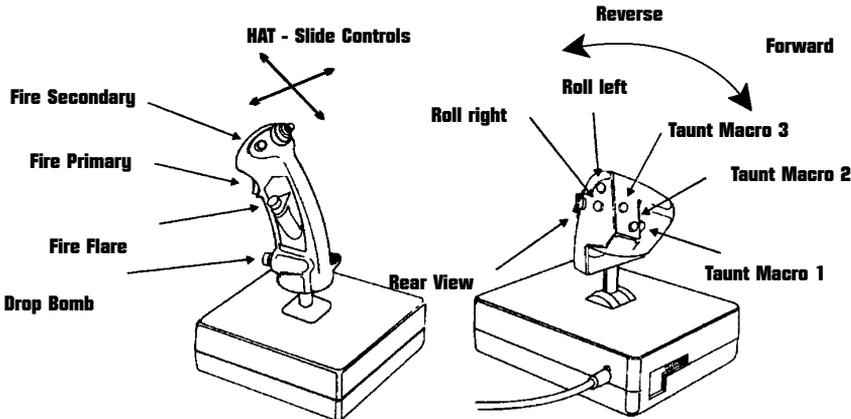
## COCKPIT VIEW

To toggle the view of your cockpit on or off, press F3. When the cockpit view is off, it's replaced by a status panel across the bottom of the screen. To get full screen view simply hit the + key at this point; the – key can reduce the window size to increase game speed.



## REAR VIEW

To look out the rear of your ship, press R. If you hold down the R key you will temporarily look out the rear; when you release R you will return to the front view. If you want to switch indefinitely to the rear view, quickly tap R.

## RECHARGING

At specific sites within every mine there are energy centers that will boost your ship's energy level. Although these centers will only boost your ship's energy level up to 100, it is possible to achieve a maximum level of 200 by collecting 'energy packets' that are scattered throughout the mines. These energy centers have distinct gold walls with a sparkling energy field between them. See "Mine Centers" section.

## EXHAUSTING A WEAPON

If you exhaust a weapon, it automatically selects the next best weapon.

## YOUR SHIP AS A WEAPON

The objects in Descent are "physical" objects; you can ram into something with your ship and possibly cause a response. For example, most doors can be rammed open or shot at to open, while hostage doors must actually be fired upon until destroyed. You can conceivably ram something repeatedly to destroy it - if this happens to be a fighting method you've been reduced to, best of luck!

The Automap keeps track of places you've been. As you move through new territory, your progress is drawn in by the Automap. To access the Automap, press the Tab key. To close the Automap, press Esc or Tab.
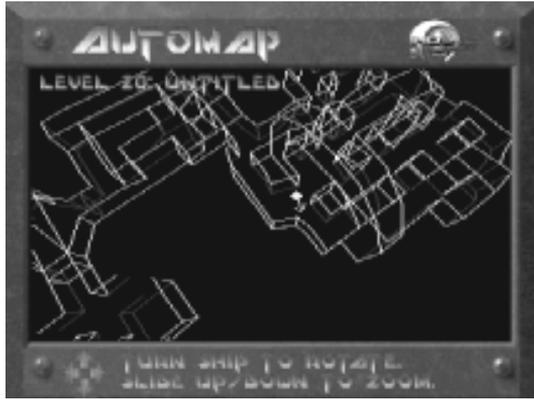


- **The center object is your ship. Other green objects are hostages.**
- **The purple object is the mine's entrance.**
- **The red, yellow and blue walls are the locked doors. These doors require the use of corresponding color-coded access keys for passage.**
- **Yellow areas are refueling stations.**
- **The Red area is the Reactor.**
- **In Team Anarchy and Cooperative Modes, your teammates appear as colored objects with directional arrows.**

# ROBOTS

There are many robots in the mines of the PTMC. Unfortunately the invading force has also created variations of these that are deadly.



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**DESCENT™**
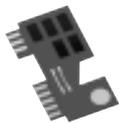
**Access Keys** - These access keys give you access to the different security levels of the mines. They are color-coded to the doors they open.

**Energy Boost** - This will give your energy banks a boost, up to 200 units max. (Energy Centers can deliver recharge up to 100 units.)

**Shield Boost** - This will give your ship's shields a kick. By getting shield powerups, you can get your shields up to a maximum of 200 units.

**Cloaking Device** - Gives your ship cloaking ability for a limited time.

**Invulnerability** - Makes your ship invulnerable for a short time.

**Extra Life** - Gives you a bonus life.

**Laser** - Laser cannons have four power levels. The laser powerup will give you the next available level.

**Quad Laser** - This powerup will modify your existing laser system to fire four bolts instead of the standard two.

**Vulcan Cannon** - This weapon rapidly fires explosive-tipped shells.

**Vulcan Ammo** - This gives you more ammunition for the Vulcan Cannon.

**Spreadfire Cannon** - This fires a spread of energy at your target.

**Plasma Cannon** - Fires bursts of supercharged plasma.

**Fusion Cannon** - Fires destructive blasts of energy directly from the ship's fusion reactor. Holding down the Fire key will continue to charge the Fusion cannon until you release it. Doing this can double the damage, but can also damage your ship if you hold it too long.

**Concussion Missiles** - All-purpose dumbfire rockets. Come singly or in packs of four.

**Homing Missiles** - Same size warhead as Concussion Missiles, these are equipped with a tracking device that can follow a target around most turns. Come singly or in packs of four.
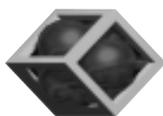
**Proximity Bombs** - These bombs are dropped behind your ship, waiting to explode when something gets near. Can be armed as a secondary weapon, or dropped directly by hitting the default key "B".

**Smart Missile** - When this missile detonates, it sends tracking bomblets of heated plasma after the surrounding targets.

**Mega Missile** - Stand back when you fire this earthshaker.

# DOORS

There are a variety of doors that can be found in the PTMC mines.  Most can be opened by either bumping into them or shooting them. There are some though, that can only be opened if you have the appropriate access key. Others can only be opened if certain actions are performed or the Reactor is set to self destruct (i.e. the emergency exit).  Hostage doors take several hits to destroy, and there are also doors that are hidden.



# RESUPPLYING WEAPONS

Throughout the mines are caches of missiles and vulcan ammo that you can pick up to restock your supply.

**Energy Center** - Designed for "on the fly" replenishing of robot's power cells, it will also recharge your own. (up to 100 units).



**Robot Generator** - Automated centers that determine a mine's needs and assemble robots from surrounding minerals and metals. Very dangerous.



**Main Reactor** - The power generator of the whole mine. Usually in a secluded place away from day-to-day mine mishaps.

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# HEADS UP DISPLAY

™

D E S C E N T
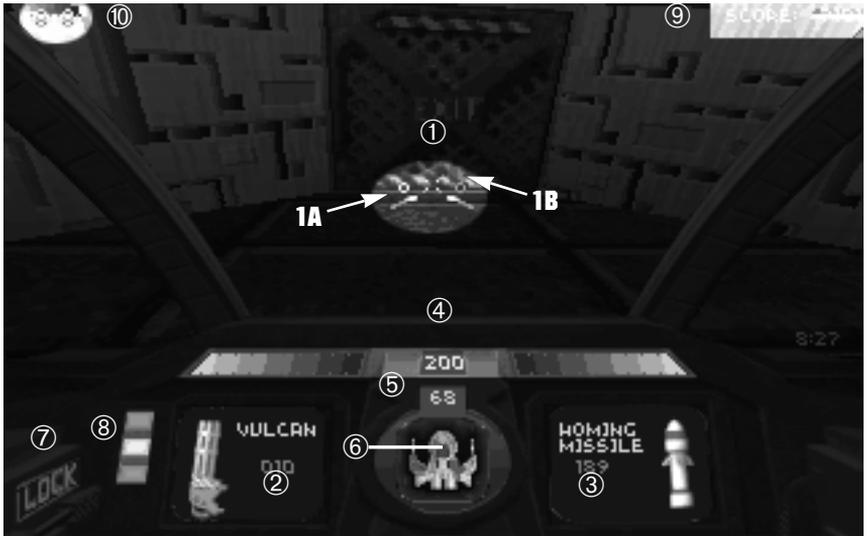


1) **Aiming Reticle**
 1A **Primary weapons arming status**
 1B **Secondary weapons arming status**

2) **Primary weapons display**

3) **Secondary weapons display**

4) **Weapons energy status bar**

5) **Shield energy status indicator**

6) **Ship status indicator**

7) **Enemy missile lock alarm**

8) **Access key indicator**

9) **Current score**

10) **Ships remaining**

■ Material Defender this is PTMC Security One.

■ Prepare for descent insertion Level 1.

**PTMC Security One, please give flight systems configuration and mission briefing before descent insertion.**

■ You weren't given a mission briefing?

**No, PTMC Security One.**

■ How many missions have you flown, son?

**Thirty seven... simulated.**

■ Great... why me?  I always get the nubies.  No offense, son.

**None taken, sir.**

■ You don't have to call me sir, my name's Russ.  What's your handle?

**Nitron, sir... I mean Russ.**

■ Relax. Now, about your configuration, what does your control panel look like?

**I have a series of key pads in front of me.  All of my simulators had a flight stick in them, Russ.**

■ O.K. You're flying an older model PyroGX.  Don't worry, they pack as much punch as the new ones.  I flew one for 20 years.

**Wow...**

■ This will be easy to use.  See the key pad in front of you with the arrow? That is your main controller. It's just like a flight stick, the up-arrow pushes your nose down and the down-arrow pulls your nose up.  The left and right arrows bank left and right.

**That seems simple enough.**

■ Yep, it is.  Now do you see the "Q" and "E" keys?  They roll you counter-clockwise and clockwise.  That will help you get re-oriented if you get flipped upside down.

**OK... but what are the keys one through zero for, across the top?**

■ That's your weapons ordinance selection. The first five are for arming your guns.  Your lasers are number one.  These are the primary guns for the Syssyx. Beyond that you can pick up additional weapons in other locations: number two is the Vulcan cannon, three is the spreadfire cannon, four is the plasma cannon, and five is the fusion cannon.

### What are six through zero for?

■ Those are your long-range ordinance. your missiles. The Syssyx comes armed standard with dumbfire concussion missiles - number six. Additional missiles the ship can pick up include number seven, homing missiles (if you get them); eight, proximity bombs; nine, smart missiles; and ten, mega missiles (good old earth-shakers).

### Frag! These can carry a lot of ordinance.

■ Darn straight they can. One thing. If you pick up what the ship's system considers a higher level weapon, it will automatically switch to it. That can be troublesome at times.

### Great... now how do I move this baby around?

■ You see the A and Z keys in front of you? Those are your forward and reverse. A accelerates forward and Z moves you in reverse.

### Interesting... now what do TAB, R, B and F do for me?

■ TAB brings up your automap. The ship's computer records where you are and where you've been. Rely on this, not the corp map I'm going to show you later. The bots have been busy reworking the mines to suit their needs, whatever that may be. When you have this map up, use the arrow keys to swing it around and the A and Z key to zoom in and out.

### I assume that the ship doesn't move when I do that.

■ Right. Now R gives you your rear view. B deploys proximity bombs without switching your missile ordinance. This can come in handy, but be careful if something is shooting at you when you deploy the bomb; it will blow if it is hit and if it is close, the blast can really hurt your ship. Finally, F deploys laser flares. These will stick to a wall and last about a minute. They provide excellent illumination in a dark mine shaft.

### Roger that. The Syssyx seems pretty easy to fly.

■ That's why I flew one 20 years, son. Now here is a look at Lunar Base 1.

■ Point 1 - That is where descent insertion will place you.

■ Point 2 - Security door to reactor room. This requires a red security pass.

■ Point 3 - This is where some PTMC miners are being held by the bots. We don't know why they're being held, but you should make an effort to pick them up. The company has a lot of time and money invested in training them for their jobs-blowing them up with the reactor isn't going to score points with the suits upstairs.

■ **Point 4** - These are a pair of undocumented passages in the regular min-
ing maps.  Security puts these in for emergency situations.  The entrance
points are on the ceiling.  Shoot them or bump them and they will open up.
This leads to Point 5.
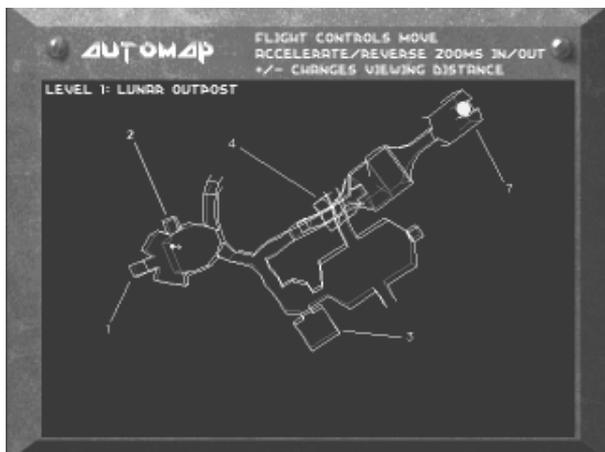


■Point 5 - As I said, the folks in security stash contingency equipment in
case of emergencies.  Up here you will find some Vulcan cannon ammo and
a four-pack of homing missiles.

■ **Point 6** - This is a refueling center.  You should always locate these in
any mine.  They will recharge the capacitors for your energy weapons,
including lasers.

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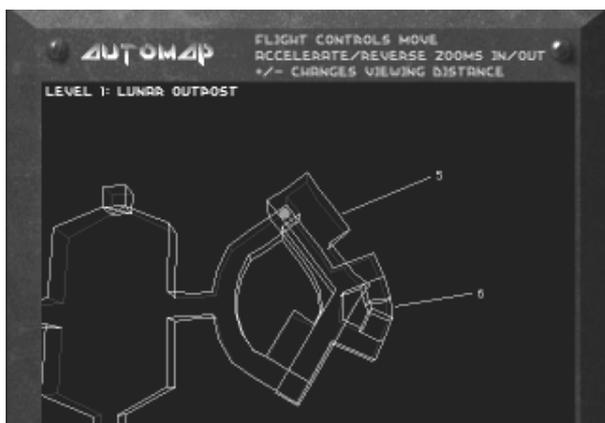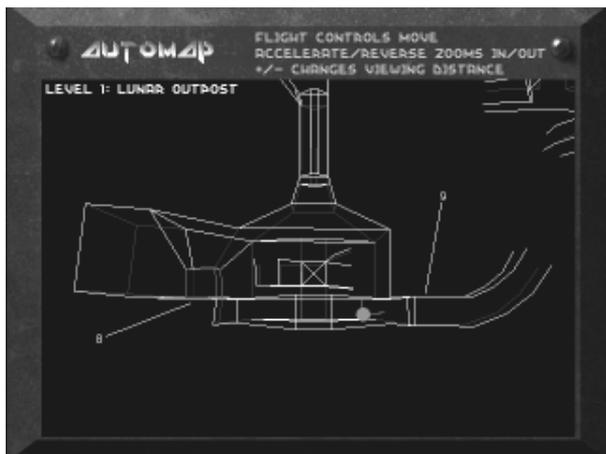
■ **Point 7 - This is where intelligence currently places the pass card for the security door at Point 2.**

■ **Point 8 - This is the reactor.  It takes about 10 shots to set it to blow. When it goes you'll have between 30 and 45 seconds to get out.  One warning: the bots have set the reactor security measures to shoot at any corporate equipment, including your ship.**

■ **Point 9 - This is the emergency exit.  It will only open after the reactor starts its self-destruct cycle.  When the countdown starts, this is the only way to the surface.  If you don't make it, you, your ship, and any miners you rescue will be blown to atoms.  A note of caution: this one is easy to find, others will be harder.  I've seen more men die because they don't find this before setting off a reactor.  So you should really find the exit before setting the reactor to go.**

**Got it, Russ.  This will be a cake-walk.**

■ **Don't get so cocky, son.  That's what the last Material Defender said.**

**What happened to him?**

He didn't come back.

**Oh...**

■ **Good luck, Nitron.  Kick the drek out of those bots and may the... oh, never mind, your're too young to remember.**

■ **Get ready for Descent insertion level 1!**

## RECORDING A DEMO

Descent has a fully integrated demo recording and playback system that lets you keep a permanent record of blasting your friends to pieces. This recording will work in single or multiplayer games.

Press F5 anywhere in the game to start recording; press F5 again to stop the recording. When you stop a recording, you'll be prompted to enter a file name.

If you press Esc at this dialog box, the demo will not be saved.



SAVE DEMO AS:

## VIEWING A DEMO

To view a recorded demo, choose View Demo from the Descent Main menu. Highlight a demo from the Select Demo list and then press Enter or click a controller button to open that file. To delete a file, highlight the file and then press Command + "D".



SELECT DEMO
<CTRL-D> DELETES
CONFRONT.DEM
SPEED.DEM
ZIPDEMO.DEM

During playback, the following keys are available:

| Key | Action | | Key | Action |
|-----|--------|---|-----|--------|
| ↑ | Play | Shift + ← | Fast reverse |
| ↓ | Stop | Shift + → | Fast forward |
| ← | Single frame reverse | Ctrl + ← | Go to start of demo |
| → | Single frame forward | Ctrl + → | Go to end of demo |

The demos will record advancement from one level to the next; however, the escape sequences will be skipped in playback.

Demo files are saved in the Demos folder in the Descent folder and have the file name extension of .DEM. Demo (.DEM) files may be freely distributed.

# CAPTURING SCREENS

You can capture (take a "snapshot") of any screen in Descent by pressing the Print Screen key (or Command/Shift/3) while at that screen. Each screen you capture is saved as a .PICT file in the Descent folder. When you press the Print Screen key, your computer's hard drive light will flicker momentarily to indicate that it's working to capture the screen. You will see a file window open up prompting you to select the destination and name of the screenshot.

To view a captured screen, exit Descent. Then doubleclick on the PICT file you wish to view. The screenshot can be viewed through any graphic program that reads PICT file information.

Detail levels may be individually adjusted by selecting Options (from either the Main Menu screen or hitting F2 (or Command 2) while playing a game), and then selecting Detail Levels. Custom settings can be made by choosing "Custom."



**Object Complexity:** This affects the number of polygons used by objects like robots, player ships, and other 3D objects. Lower values will increase speed, but simplify the shape of many objects.

**Object Detail:** This determines at what distance an object changes from flatshaded to texture-mapped details. Setting this slider to a lower value will cause robots to be flat-shaded much closer.

**Wall Detail:** This option determines at what distance walls appear flat-shaded vs. texture-mapped. It also affects the accuracy vs. speed of the texture mapper. If you notice textures "sliding" or "jumping" a little in the distance, this slider is set too low.

**Wall Render Depth:** This will change the maximum distance you can see. Lower values will increase the speed of Descent, but will cause flat-colored "walls" to appear in long hallways. These boundaries do not affect weapons or other objects, only your visuals.

**Amount of Debris:** Changing this slider will determine how much debris is made when objects explode. Setting this to a lower value will make for fewer pieces in heavy combat.

**Sound Channels:** In addition to visuals, sound can have a minor effect on the speed of your game as well. This slider will change the maximum number of sounds that can be played at once.

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# NETWORK PLAY

## NETWORK REQUIREMENTS

Descent supports a network of two to eight PowerMacs connected through EtherTalk, or up three PowerMacs connected through Localtalk.

Descent can also connect to other PowerMacs using MacIPX or play against PCs across a Novell network by using MacIPX. To play a MacIPX game, make sure the MacIPX control panel is enabled and that the appropriate MacIPX extensions were installed at the time of launch.

## SETTING UP A GAME

Descent supports up to 4 simultaneous network games on a single zone.

To prepare for network play, select Multiplayer from the Main menu.



One of the players must select Start An IPX Game or Start An Appletalk Game from the Multiplayer menu in order to select the parameters for the game.

**Mission**       This lets you choose which mission file to use.

**Description**   The description is the name that other people will see in
                  their Join A Network Game menu.

**Level**         This can be any valid level for the mission you have loaded.
                  Play will begin on the level selected and can continue to the
                  other levels as play progresses.

GAME SETUP

DESCRIPTION:
SPANAIRD'S GAME_
LEVEL: (1-27, S1-S3)
1
MODE:
◉ ANARCHY
○ TEAM ANARCHY
○ ROBO-ANARCHY
○ COOPERATIVE
OPTIONS:
☐ CLOSED GAME
☐ SHOW ALL PLAYERS ON AUTOMAP
DIFFICULTY:
REACTOR LIFE: 0 MIN

COPYRIGHT (C) 1994, 1995 PARALLAX SOFTWARE CORPORATION
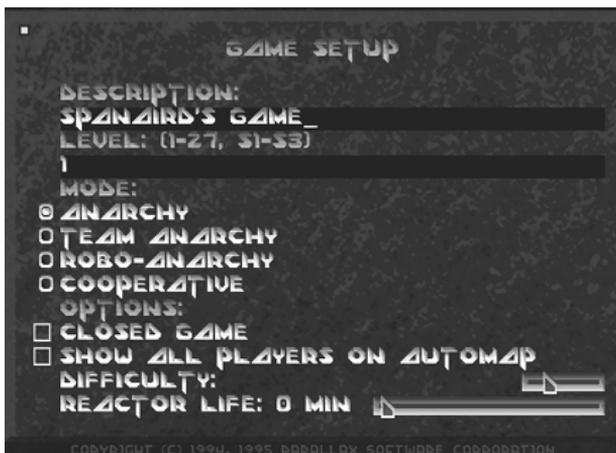
**Mode**   Mode determines what type of game will be played:

- **Anarchy is a player-only battle to the death, where the goal is to accumulate the most kills by killing up to 7 other players through MacIPX or EtherTalk, or 2 other players through LocalTalk.**

- **Team Anarchy is the same as Anarchy, but in teams. The next screen you see is the Team Selection screen. Team names can be modified in the text boxes. To move a player to the other team, highlight his or her name and then press Enter. Team 1 ships are blue while Team 2 ships are red. Press Esc to accept the teams and start the game. This can be played with a maximum of 7 other players through MacIPX, EtherTalk or 2 other players through LocalTalk.**

- **Anarchy With Robots is the same as Anarchy, only there will be robots in the game trying to kill any player they find. The goal is still to score kills by killing your fellow players. This can be played with a maximum of 4 players through MacIPX or EtherTalk and 2 players through Local-Talk.**

- **Cooperative Mode lets you team up with the other players to destroy all the robots in the mine and complete the level. The goal is to get the highest score by killing robots, rescuing the hostages and escaping the mine after destroying the level Reactor. This can be played with a maximum of 4 players through MacIPX or EtherTalk and 2 players through LocalTalk.**

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**Closed Game**   This determines whether or not other players will be allowed into your game after it begins. If the Option box is checked, only players that were chosen for play at the start of the game are allowed in. Note: In a closed game, the starting players are still allowed to leave Descent and rejoin at any time.

**Difficulty**   This determines several factors, from robot awareness and deadliness, to time for mine destruction countdowns. The farther the slider is to the right, the tougher the game will be.

Once the parameters are chosen, the person starting the net game presses Return. This brings up a screen where the person who started the game can select the players. As each network player selects your game from the Join *A Network Game* screen, their names appear in the list. By default all players who want to join are selected; you can deselect a player by using the Spacebar to clear the check-box next to his or her name. Once you've selected the players you want for the game, press Enter to start the action.

## JOINING A NETGAME

To join a netgame, select Multiplayer from the Descent Main menu and then select "Join Appletalk" or "Join IPX." This brings up a menu of currently active network games on that socket. Below each game is listed the current level number of the game, the number of people playing, and game status. Game status can be one of the following:

• **Forming -** The person starting the game is still at the player selection screen. There is still time to join in before the game starts.

• **Open -** The game is in progress but you can still join in because either the game is not closed, or you were previously connected to the game and can rejoin.

• **Closed -** The game was either started as a closed game so you can't join, or else there is already the maximum number of players in the game.

• **Between Levels -** The players in this game are rushing for the escape tunnel. You cannot join a game that is between levels. If the game is between levels, you can wait at the Join *A Network Game* menu until the game mode changes to open.

If you leave a netgame for whatever reason, you can usually join in later and resume your game. Although you lose accumulated items, you will retain your ship color and kill count unless you have been gone long enough for someone new to have taken your spot. Make sure you rejoin from the same computer and use the same pilot name so the game can identify you as an existing player.

The person who started the game is also free to leave and rejoin the game at will; there are no special restrictions for this person other than setting the initial parameters for the game.

## NETWORK TROUBLESHOOTING

If you try to select "Start An IPX Game" or "Join An IPX Game" but get an error message saying your IPX drivers are not loaded properly, make sure you have the MacIPX extensions in your Extensions Folder, and that the MacIPX Control Panel is enabled.

If you are trying to join an EtherTalk game, but do not see the game in question on the Searching For Active Games menu, quit the program and make sure your Appletalk network setting is set to EtherTalk. If the same problem occurs while trying to join a LocalTalk game, quit the program and make sure your AppleTalk network setting is set to LocalTalk.

### NETWORK PLAY RULES

Some special rules apply to Multiplayer Descent games:

- When you fire a secondary weapon in a multiplayer game, a new powerup of that type is created at random somewhere in the mine (this keeps the total number of secondary weapons in the game constant). If you see a weapon suddenly appear in front of your ship, consider yourself lucky! Replacement powerups are also created when the effects of an Invulnerability or Cloak powerup wear off. Concussion missiles are the only secondary weapon not replaced. This replenishment does not occur in cooperative games.

- When you bring up menus in multiplayer games, the action does not stop as it does in single player games. While you're viewing a menu, your ship remains vulnerable to attack by other players. It's a good idea to find a quiet spot to hide in if you need to examine the Automap

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or reconfigure your controls. If you are attacked while in a menu or if the reactor is about to explode, the menu will automatically abort so you can deal with the problem.

• After you finish a level there may be a waiting period while other players are trying to escape from the mine. No player is allowed to enter the next mine until all players have completed the current mine; this keeps players from gaining an unfair advantage of finding powerups in the new level. If you escape early in the countdown sequence, there may be up to a 60-second wait for other players to finish, plus time for them to fly through the escape tunnel and view the kill list. If you don't want to wait around for the other players to finish, you can leave the netgame by pressing Esc at this screen.

• Weapon powerups are single-use only in network games. This means if there is only one Fusion cannon in the mine and someone else has taken it, the only way to get it is to kill the person currently carrying it. When you kill another player, the weapons they are carrying are ejected as powerups for you to take.

## DESCENT MODEM/SERIAL SUPPORT

### STARTING A GAME

All of the serial/modem options are available by selecting Multiplayer from Descent's Main menu, and then selecting the Modem/Serial Game option.

### SERIAL GAME PLAY

To begin a serial Descent game between two Macintosh computers via a serial data link, first make sure that the following extensions have been loaded at the time of launch: the Apple Modem Tool and the Serial Tool extensions (both provided at the time of installation).

Next, make sure that the serial cable has been plugged into one of the serial ports. (NOTE: If you are connected to a LocalTalk Network, use the Modem port for your serial connection and turn AppleTalk off from within the Chooser desk accessory.)

Launch Descent and now proceed to the Multiplayer sub-menu to start or join a Serial based game.

Here you can confirm or reset the serial settings that you and your opponent have agreed upon. The connection method must be set to the Serial Tool and the Current Port setting must be set to the correct port. (For most configurations, the standard default should be sufficient.)

On the following screen, select 'Initiate Connection' to host a game or select 'Listen for Connection' to join a serial game. Once selected, the next screen will indicate that a link has been established. Here, you can select to begin a game or send your opponent a brief message.
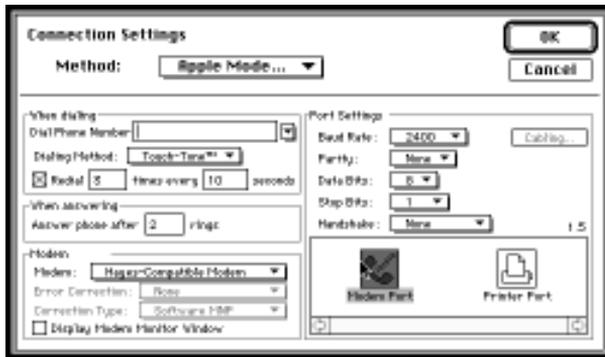
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## MODEM GAME PLAY

To begin a modem based Descent game, first make sure that the following extensions have been loaded at the time of launch: the Apple Modem Tool & the Serial Tool extensions (both provided at the time of installation).

Next, make sure that an appropriate speed modem has been connected to one of the two serial ports on your Macintosh.

Launch Descent and proceed to the Multiplayer sub-menu to start or join a Modem game. Here you can confirm or reset the modem settings that you and your opponent have agreed upon. Enter the phone number of your opponent and select the method of connection by means of the Apple Modem Tool. Confirm the current port and the port settings. (For most configurations, the standard default should be sufficient.)

On the following screen, select 'Initiate Connection' to host a game or select 'Listen for Connection' to join a modem game. Once selected, the next screen will indicate that a link has been established. Here, you can select to begin a game or send your opponent a brief message.

**Regardless of your computer configuration, you should have no trouble running Descent. Just in case you do have some issues, here are some tips.**

## GENERAL PROBLEMS

**Q: Descent runs slowly on my machine, especially in large battles. What can I do?**

**A:** Try putting your detail level on a lower setting. Also try using F3 and +/- to change the size of the game window. Also, lowering the number of available sound channels through the Options/Detail/Custom menus can help significantly in large battles.

**Q: Why do the walls in my game seem to jump around in the distance? Why do I get a colored wall in the middle of my tunnels?**

**A:** This can happen when the Detail Level is set below the highest setting.

**Q: Why does the introduction music stop when I reach the Main menu?**

**A:** You probably have your Music Volume slider set too low in the Options menu. All Options settings are stored in your preference file; when the game identifies your pilot name, it lowers the volume to a level you may have customized.

**Q: Why doesn't my joystick respond to the game?**

**A:** Be sure you have the Joystick selected in the Options/Controls menu, and make sure the joystick is calibrated. Set Joystick through it's control panel or application.

**Q: Hey! Why did some of my powerups disappear?**

**A:** Certain powerups will remove themselves from the game if they have been around four or five minutes. This only happens to Concussion missiles, Energy powerups and Shield powerups dropped by a dead player.

## MODEM/SERIAL PROBLEMS

**Q: Why does my game freeze during a modem/serial game and give me the message "Waiting for opponent"?**

**A:** This screen will appear if you've died in or escaped from an exploding mine. If the other player is still flying there can be up to a 60 second delay. However, if your game sits at this screen much longer, chances are something is wrong. Likely culprits: opponent is having technical difficulties,

interference with unshielded serial cables, loose cables, baud rate set incorreclty, or uncorrected errors in the modem transmission.

**Q: Why are my modem games a lot slower than my normal one-player games?**

**A:** Try setting up your modem connection at a higher level baud rate. The higher the baud rate for a modem game, the faster the game play.

**DESCENT**
**by Parallax Software**

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If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

**MacPlay,** 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at **(714) 553-3530.**

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

### Hintline

Although hints are not available for this game, hints are available for other MacPlay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be  in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day.  All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

**Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet.
Telnet to bbs.interplay.com. This is a free service.

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a $15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**GEnie:** We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

**PRODIGY**® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

**Internet:** You can E-mail MacPlay's customer service department with any questions at all at the Internet address macplay@interplay.com. Please also visit MacPlay's World Wide Web site at http://www.macplay.com.

## MACPLAY LIMITED 90-DAY WARRANTY

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### Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check, (2) a brief statement describing the defect, and (3) your return address.If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and $5.00 to:

WARRANTY REPLACEMENTS
MacPlay 17922 Fitch Ave., Irvine, CA 92714

### System Upgrades

MacPlay has a system upgrade policy. At any time after purchasing any MacPlay CD-ROM product, you may send us your original CD and a check for $25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change).

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# WORLD WIDE WEB

"Welcome to the MacPlay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!"

Brian Fargo

# HOW TO GET THERE

**MacPlay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.**

**The site features our demos, upgrades, product information and ordering information.**

**From your Internet account, point your favorite browser to:**

# http://www.macplay.com