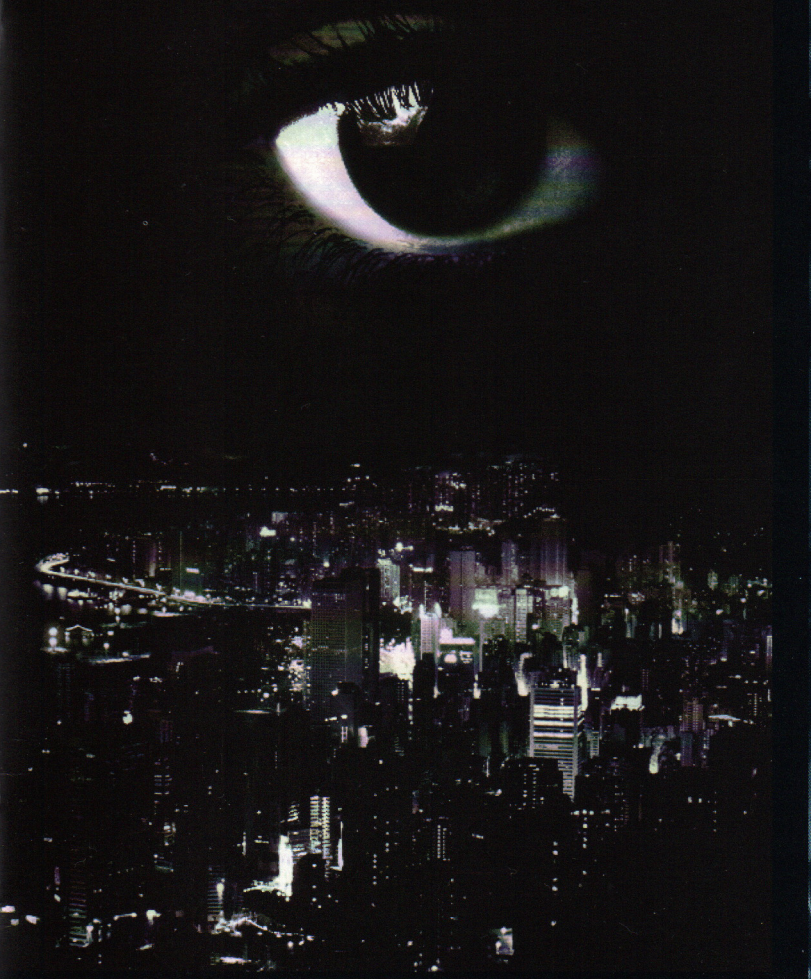
AMIGA CD32

CYBER•TECH

INCORPORATED



EURO OPERATIVE DATA. CLASSIFICATION CODED RED.

ENGLISH TRANSMISSION TO FOLLOW... ■

COSM



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MICROCOSM

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The Year 2051...

Planet Bodor The Bator System...

The Scene... ■

The barely visible sunlight once again begins to leak through the smog and noxious gasses signalling the start of a new day on Bodor.

The population of the planet, the fourth from the sun in the Bator system, rises once more to face the oppressive corporate rule. With eighty two percent of the population living upon two percent of the landmass, disease, poverty and crime is rife.

The rest of the planet is uninhabitable, not due to its condition but for what lies below it, the untold riches which are mined by the Corporations. For the select few the world provides a suitable backdrop to their incessant dark dealings, a place from which they can escape to neighbouring planets when necessary. For the general masses the world provides a hellish life, with little protection from the hazardous gasses that contaminate a large percentage of the population. There is no guarantee of work, or for that matter life, away from the ruling tyrants.

In the midst of this oppression two Corporations dominate in the battle to achieve premier status in the business world : 'Corp 1'. The bitter raging corporate war between Cybertech Inc. and Axiom had long been at the centre of public awareness. Cybertech did not want the war, they were merely players. Their major crime was being 'Corp 1'.

For Axiom's part, although no evidence had been brought forward to substantiate the claim, it was publicly known that they held Cybertech responsible for the death of their former President. Ever since this time, Argen Stark, President of Axiom, was desperate to find a way of regaining 'Corp 1' status, and he would attempt this by any means necessary. The declining fortunes of Axiom were becoming dangerously apparent, as the positive trend of Cybertech's empire continued to escalate.

Little did Stark know that the ideal opportunity was about to present itself, utilising microscopic technology as opposed to the aggressive large scale ventures he had previously considered.

Story Line...

Chapters I - IV

Chapter 1... ■

Argen Stark stared blankly out of his office window over the sprawling metropolis that lay before him, only half listening to his so-called right-hand man's latest scheme. On the other side of the city, barely visible through the smog he could just make out the silhouette of the enormous Cybertech building. As if woken from a dream, the full impact of Karver's words hit home, his mind raced over the staggering possibilities that lay before him.

It was a powerful concept. Risky? Very. But the profit potential if it came off was limitless.

"Sir, if we merely killed him they would only 'elect' another president to lead Cybertech. Just think what we could achieve if we actually took control of Korsby. He would be our puppet."

Korsby had created a business dictatorship since becoming President Elect of Cybertech Inc. It had taken him only seven years to raise Cybertech to the position it currently enjoyed; the man was regarded in all corporate circles as a genius. His policies and ruthless control of Cybertech had made it nearly impossible for other Corps to compete. Business had not been good.

"Sir, you could control Cybertech as well as Axiom. Your power would be incalculable. "

"Karver, I'm interested! What's your plan?"

Karver smiled. He loved it when the boss liked one of his ideas. Not only did being appreciated by the great Mr Stark massage his ego, but more often than not the gratuities that accompanied praise enabled him to afford his extravagant lifestyle. He strode across the office to the door, Stark waved his hand over the discretely illuminated unlock sign beside his enormous oaken desk. The door swished open and Karver beckoned through it to a diminutive figure silhouetted against the entrance.

"Allow me to introduce Dr. Knowles."

A small man, slightly balding and with a pale complexion, stepped through the doorway to stand beside Karver. He seemed lost in Stark's cavernous office.

The door swished shut and Stark's hand passed over lock.
"Doctor," greeted Stark. He recognised the Doctor immediately as Cybertech's most prestigious employee, responsible for the development of all of their major projects. A university graduate, he joined Cybertech as soon as he qualified, hand picked by Korsby.

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

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

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

Quickly replacing his hand behind his back, the Doctor answered: "I have been experimenting in a miniaturisation project, Sir."

"Miniaturisation? A subject still very much in the early stages of development I believe."

"Perhaps that was so a few months ago, Mr Stark, but it's not the case now. . . "

"Continue, Doctor."

Knowles obliged. "Incredible though it may seem, I have at my disposal the technology, to get you inside a living human body. From this point we could actually take control of that body by entering the brain. For the past year, I have been working on Cybertech's most advanced programme yet called MICRO, Military Internal Cruise and Recon Operatives. The secret of miniaturisation."

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

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

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

The Doctor paused for effect before continuing:

"I have built certain devices which, when miniaturised, can be injected into Korsby's body where some - I call them VO Capsules - will seek out given targets. Most importantly, one device in particular is targeted for his brain. The device is called Grey M, an intelligent droid which, when miniaturised and injected into a body finds the nerve centre, and attaches itself to it. Once attached GreyM is able to intercept the pulses from the brain and substitute them for different ones. In this way we could inject GreyM into Korsby and control him, by remote, from anywhere on the plant via my Brain Implant Receiving and Translation console - BIRT.

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

Silence filled the massive office.

Stark stared at Knowles. He made the doctor feel very uncomfortable, even though he was confident that if Axiom didn't want his idea then Starr Commodities or Pan-Bodor probably would.

Stark gestured for Karver to come close. Karver jumped to it.

After a few moments of inaudible conversation and a number of curt glances at Knowles, Karver returned to his position beside the Doctor. Knowles threw him a quizzical look to which Karver replied with a nod towards Stark. The doctor's attention returned to Axiom's President.

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

"I'll do my best."

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

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

"How much will this venture cost me?"

"Shall we say $10,000,000 up to and including the point at which you can fully take control of Korsby yourself."

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

"The body does have very good defence mechanisms: it fights against invasion by unknown organisms. It can distinguish between what belongs in the body ('self') and what does not ('non-self'), and reacts against any cells that are not recognised. What we have to do is deceive the body into thinking my devices are 'self'."

"Continue."

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

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

The Doctor noted Stark's assumption that the project was already in his possession, but could say nothing. "If, and it's a very big if, things should go wrong they are there simply as a fail safe. That is, if we can't have him then no-one can."

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

"Well, Mr Stark, there is another element, which I was just coming to."

"And that is... ?".

"My miniaturisation project is fairly innovative, and I believe I'm further ahead in this field than anyone else."

"This is true Sir." added Karver, "That's why he's here."

"Continue, Doctor... "

"I cannot guarantee that no-one else has this ability. If another factor did indeed have this technology, they could discover what we were doing and approach Cybertech with their findings. We could then find ourselves with company in Korsby's body. This other factor may itself attempt to take control of Korsby using my..., your devices. Of course any tampering with GreyM will result in activation of the VO Capsules, whose specific function is to release designer viruses to attack and infect vital organs.."

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

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

"Knowles. If Cybertech were to find out what we're doing wouldn't they dispense with Korsby, realising he was our... puppet?"

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

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

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

The Doctor, sensing that things weren't quite going his way, realised this was the moment to state the ultimate objective. "Sir, whoever takes control of Korsby will himself be connected to BIRT, which enables messages to be dealt with at the speed of thought. Any delay that might occur will be negligible."

"And does that require the manipulator to be implanted with a similar GreyM device?"

"No sir, control would be via a highly sophisticated helmet, equipped with brain-sensing electrodes."

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

Karver cleared his throat, Knowles jumped. "Sir, in three days' time, Korsby is being admitted to hospital to have a tissue regeneration operation. We can arrange for Dr Knowles to carry out the surgery, in fact he is already pencilled in to perform the operation. Once inside Korsby, with all the devices in place, we will have complete control of the president of Cybertech. Even if we only have time to make one or two decisions or to sign a few documents before we are discovered it could be sufficient to bring about the fall of the Cybertech dynasty. A few hours as head of the Corp could be invaluable to Axiom. The opportunity is too good to miss."

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

Stark went back behind his desk, he glanced at his data console for a few moments then sat back in his voluptuous chair, it reclined slightly. He stared at Karver, then at the Doctor. "Gentlemen, I have made my decision. Proceed. However there must be no way I can be connected with this venture. Doctor, bring me more details tomorrow at 11."

Stark unlocked the office door and turned his attention to a data wafer on his desk.

Obviously dismissed, Karver and Knowles left to finalise their plans...

Chapter 2... ■

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

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

> **10:30. Theatre 12**. Tissue Regeneration.
> Medical Team:
> *Senior Surgeon :* Dr R. Knowles,
> *Assistant Surgeon:* Dr A. Wood,
> *Anaesthetist:* F. Clerkson,
> *CRN:* A Lopez, *Auxiliary CRN:* N. Slater.

Slater's usual pace through the hospital corridor's was a run. He made it to theatre three minutes late.

Lopez was not impressed, but then she never was.

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

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

Dr Knowles entered. "Good Morning everyone."

"Good morning doctor." chorused the staff.

"Shall we begin?" asked Knowles

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

The prep table on which Korsby was lying carried him into the tubular operating module. The table slid back out leaving Korsby suspended amid the latest in medical technology. Money talks.

The human role in modern medicine was mostly reduced to monitoring machines and activating the auxiliary systems.

The operation lasted less than a minute and proceeded without complication. Korsby's anaesthetised body was soon lying back on the prep table waiting to be returned to his suite. A call was made to the porters and the medical team disappeared into the vast complex of squeaky-clean corridors to go about their other business of the day.

Slater was about to enter the hospital's cafeteria when he realised he'd left his theatre cap behind. To be found in theatre without the proper attire was a dismissable offence, and knowing he had another op to attend this morning, it had to be retrieved.

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

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

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

"Perfect... these devices will begin their function as soon as they enter the bloodstream." Knowles turned to one of his aids. "GreyM please..." He returned his attention to the patient.

"OK, all the devices are in place," said Knowles.

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

Chapter 3... ■

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

He told Lopez about seeing Dr Knowles and his two accomplices with Korsby after the op. He said he knew Knowles was a well respected and dedicated man and that there was probably nothing at all to worry about. Lopez just nodded with dull acknowledgement.

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

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

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

Lopez sat at her desk and tapped into her personal data station. After a short while a breakdown of Dr. Knowles' career appeared on the screen in front of her. The terrible implications struck her immediately and she dashed out of the room, heading for the lift.

As the lift reached the forty second floor its fluid motion was brought to a silent stop.

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

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

After a short delay the lift accepted Lopez's security clearance and continued up the remaining four floors.

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

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

Before Ferguson's secretary could finish her sentence Lopez reached over the desk and pressed the door buzzer allowing her into the vast office which James Ferguson usually described as home.

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

"James, I think we have a problem."

The doors to the office slammed shut.

Chapter 4... ■

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

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

"That's right. Even as we speak whatever is floating around Korsby's body could be doing goodness knows what to him. We have to get those intruders out. That is why I suggest we activate MICRO."

MICRO (Military Internal Cruise and Recon Operatives) wasn't supposed to be revealed until much later in the year. A technical breakthrough such as MICRO would give Cybertech the edge over all of its competitors and assure its continued status as 'Corp 1'.

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

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

"Yes, Steve. But we have to do it without Knowles or whoever he's working for knowing about it. We must get Korsby's body into the MICRO labs and prepare our own devices for injection."

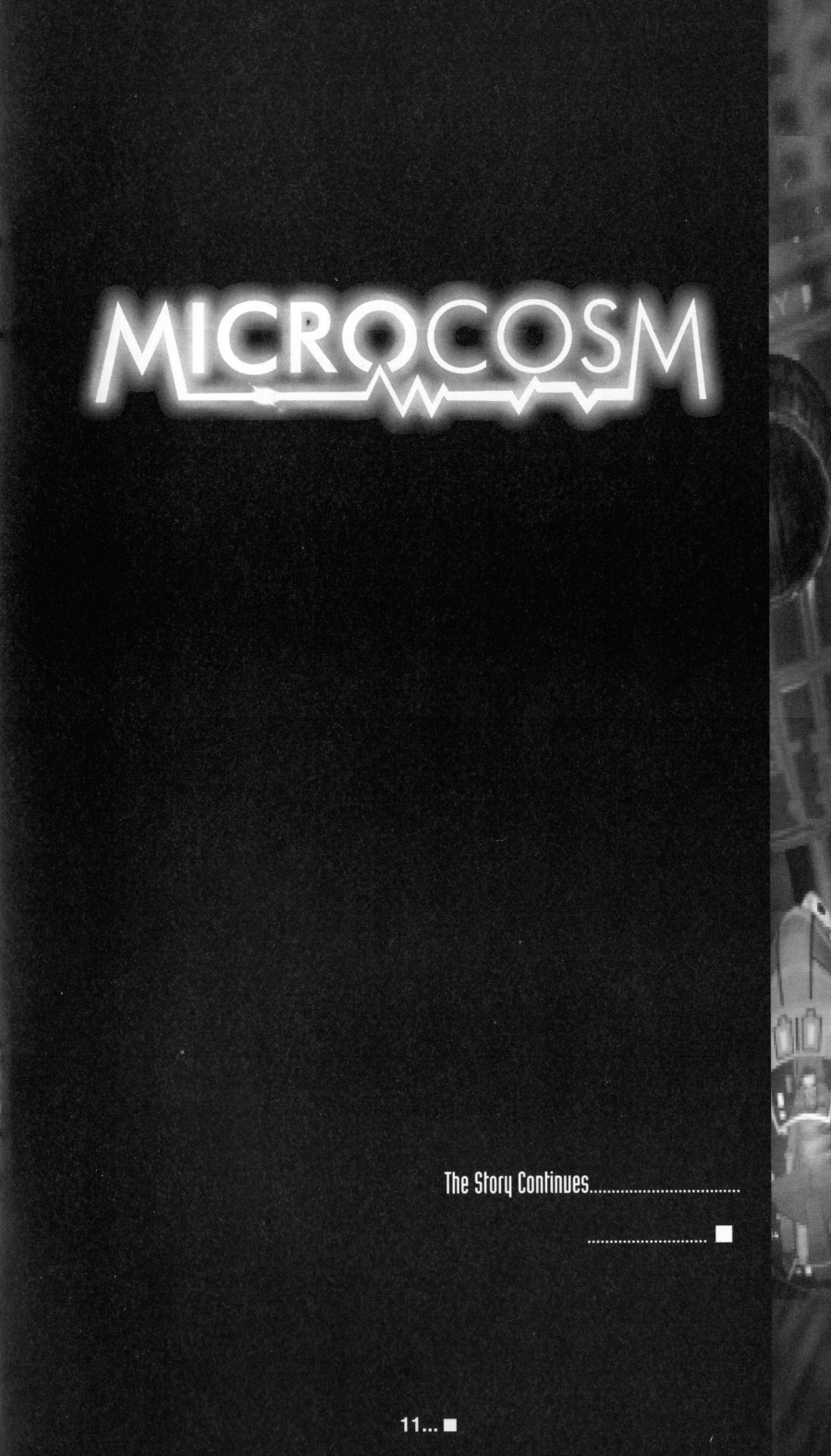
"How long have we got?"

"About twenty five minutes."

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

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

Before Ferguson had finished, Steve Grange had already ordered transport to take them to the Medical Wing...


MICROCOSM
The Story Continues.....
.....

Playing Microcosm...
Starting Up

Taking Care of your CD... ■

1. Do not bend it, crush it or submerge it in liquids.
2. Do not leave it in direct sunlight or near a radiator or other sources of heat.
3. Be sure to take an occasional recess during extended play to rest yourself
4. KEEP YOUR CD CLEAN. Always hold by the edges and keep it in its case when not in use. Clean it with a lint-free, soft, dry cloth, wiping in straight lines from centre to edge. Never use solvents or abrasive cleaners.

Loading Instructions... ■

1. Setup your *CD32* in accordance with the instruction manual supplied with the system.
2. Insert joypad 1 into the first port on your *CD32*.
3. Follow your system directions to open the CD drive and insert the CD onto the bed of the drive , ensuring the printed side faces upwards.
4. Close the driver door and the game will now load up automatically. When the Microcosm logo appears the game is loaded press the **Red button** and the intro sequence will now begin. If you want to skip the sequence press the **Red button** again.
on how to manually configure the game to use your sound hardware.

DANGER
FIRE
CONTROL

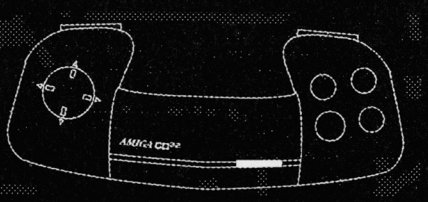
Mission Briefing...

The following section is a detailed guide to your mission

Game Objectives... ■

- To stop the virus infection within *Korsby*
- To destroy the *VO Capsules*
- To locate and remove the unit that is controlling *Korsby's* actions. . . . **Grey M.**

Controls... ■



Top left action button - VIEW MAP
This superimposes a map of your path through the level onto the action - but be warned although the screen dims the game is NOT PAUSED! You can still die so use sparingly. The cross at the centre of the map indicates the location of the Waystation.

Top right Action button - SELECT WEAPONS
Pushing this button selects a new weapon (if available). When a weapon runs out of energy your ship's computer will automatically select the next most powerful armament at your disposal.

Start Button - PAUSE GAME

Green button - SMART BOMB
This kills all objects on screen, barring yourself.

Red button - FIRE WEAPONS

The Levels... ■

Within the body there are five levels which represent sections of Korsby's body. These are:

The Cephalic Vein
The Brian (left hemisphere)
The Femur Bone
The Carotid Artery
The Brain (right hemisphere)

The following information is a detailed synopsis of these levels and their importance to the human body.A thousand miles of blood vessels keep a constant flow of blood coursing through the human body.

The Cephalic Vein... ■

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

The *cephalic vein* resides in either arm of the human body.

This initial section, whilst still challenging to all but the most experienced players, consists of a learning phase that will allow the player easy access into the game.

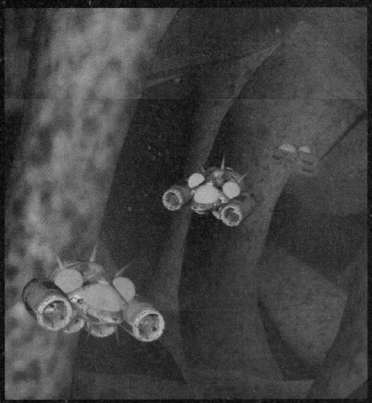
- Based in the left arm
- Utilises the submersible as vehicle

The Femur Bone... ■

The *femur* is the anatomical name for the thigh bone - the largest, strongest and heaviest bone in the body. At the top of its shaft, its smooth and rounded surface snugly articulates with a socket in the outside of the hip bone.

This section features various enemies and will allow you to fine tune your combat skills in a demanding environment.

- Based in the left leg
- Utilises the submersible as vehicle
- Fairly complex fibrous structure



The Carotid Artery... ■

The *carotid artery* is a large blood vessel in the neck that supplies blood to the brain.

Arteries are thick-walled and elastic tubes created by a complex sandwich of yellow elastic fibres covering a filling of muscle. This elastic design helps to absorb the tremendous pressure wave created by each heartbeat so that by the time the blood reaches the tiny fragile capillaries it is oozing rather than spurting.

This section features the use of a laser in a chase along the veins in pursuit of two rogue capsules. The basic outline is:

- Based in the bodies neck
- Utilises the Hunter Killer as vehicle
- Fast winding veins
- Two destroy capsule sequences

The Brain... ■

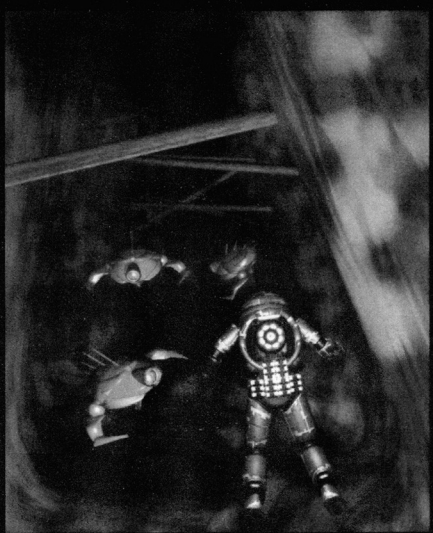
The Human Brain is the organ that sets humans apart from the rest of the animal kingdom. It gives us the ability to reason, to communicate with others, to learn and to remember.

It is split into two largely symmetric anatomical structures- the left and right cerebral hemispheres. Each hemisphere is capable of processing and storing information on its own, independent of the other half-brain, The left hemisphere is normally dominant for language functions. The right hemisphere, on the other hand, seems to be better equipped for handling spatial and other nonverbal relations, including abstract thought.

It is our understanding that AXIOM will first try and penetrate Korsby's communication functions in the left hemisphere to ensure that its invasion is not disclosed by Korsby himself. Its ultimate aim is total control of all Korsby's mental functions - even his dreams - by subverting the right hemisphere with the Grey M...

The brain's right hemisphere can only be entered when all other sections are complete.

- Utilises the pressure suit as a vehicle
- Two destroy spacesuit sequences
- Find and disable Grey M



17... ■

Waystations... ■

Implanted within most of the infected structures are pressurised vessels called *waystations*. These are self contained "space-stations" which the player can dock with and enter. *Waystations* are used for replenishing oxygen and power levels and moving very rapidly to other areas of the body via Portals.

As you speed through a structure, the on-board computer will notify you as the craft approaches the entrance to a waystation. By manoeuvring the vehicle towards the waystation, the on board computer will begin the docking sequence with the waystation.

The *waystation* itself is a high tech vessel consisting of a docking port and three or four rooms. Once docked with the *waystation*, the craft will receive oxygen and power replenishment while the player explores the *waystation* from a first person perspective as he walks through the corridors and into rooms.

Portals... ■

Portals provide the player with access to the other levels, or areas of the body. Once you have docked with the *portal* you can walk to the airlock where you will be shot at high speed along a connecting tube to the next selected area of the body.

The *portals* have been implanted specifically for this purpose and therefore have no other use within the game. As the *Portal* is the route for closing on and, hopefully, defeating the enemy, you should not be surprised if you find it guarded at some point.



The Vehicles...

Throughout the game you will use a variety of powerful vehicles which will allow you to enter and travel around the different systems.

The vehicles used are :

SPOOK *Series 4 Submersible*

Hunter Killer *RS-18*

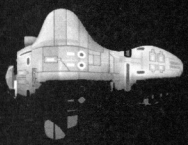
S2-21 **Pressure Suit**

Spook Series 4... ■



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





Origin :	Cybertech Incorporated
Type :	Rescue Submersible
Displacement :	Surfaced 110 tons, Submerged 160 tons
Dimensions :	24 x 10.5 x 8ft
Drive :	S-421 Caterpillar
Maximum Diving depth :	600ft
Armament :	Two laser cannons, 4 by 4 impulse
Crew :	One
No. in Class :	Seven *in service*
Constructed :	2042 to 2049.

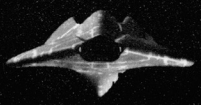
Within the game... ■

Within the game the *Spook series 4* is the major vehicle used in travel, although it is not quick enough to catch and destroy capsules. The player will use the submersible in :

Section 1 - **The Cephalic Vein**
Section 3 - **The Femur**

Hunter Killer RS-18... ■

The *Hunter Killer* was brought into service in 2045. Designed as a one man chase craft, its main use, like the series 4, is as an attachment to the larger craft in the fleet, the series 1 and series 2. Due to its size it is capable of higher speeds than any other model in the fleet and carries enough firepower to destroy a ship over twenty times its size.







Origin :	Cybertech Incorporated
Type :	Manned-missile Submersible
Displacement :	Surfaced 102 tons, Submerged 148 tons
Dimensions :	24 x 8 x 6.5ft
Drive :	S-422 Caterpillar
Maximum Diving depth :	548ft
Armament :	Twin cannons, 16 by 16 high-impulse
Crew :	One
No. in Class :	Twelve *in service*
Constructed :	2045 to present day.

Within the game... ■

Within the game the *Hunter Killer* is used where speed and immense destructive powers are necessary; this is especially useful when chasing capsules. The player will use the submersible in :

Section 4 - Chase along the **carotid artery**.

S2-21 Pressure Suit...

The *S2-21* has long been in use for mining below the waters on Bodor. The suit is generally used by marines for repair work on rigs and carries welding equipment as well as a small laser. It has recently been surpassed by the *S2-27* its successor which can be used in space as well as underwater.

Origin :	Cybertech Incorporated
Type :	Manned Pressure Suit
Dimensions :	Variable
Drive :	*ST-12* Single jet propulsion system
Maximum diving depth :	400ft
Armament :	Single laser, 3 by 3 impulse Additional welding equipment
No. in Class :	Over 17,000 *in service*
Constructed	2039 to present day

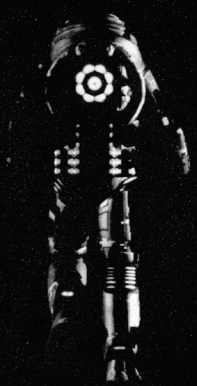
Within the game...

Within the game the *Pressure suit* is used in only the final area where all other craft are too large to enter. The suit is used only in :

Section 2 - **The brain** (Left Hemisphere)
Section 5 - **The brain** (Right Hemisphere)









Background Detail...

This is a small section detailing the background detail behind the world in which *Microcosm* is set, and the team that brought it to life.

The Bator System

THE SUN

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

Diameter:	1,401,000 km
Rotation period (in Bodor timescale):	26.2 days
Surface temperature:	6,000oC/10,000oF

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

CALLHINOR

First planet from the sun

Mean distance from the sun:	98,744 km
Diameter:	6,987 km
Rotation period (in Bodor timescale):	0.76 days
Main constituents:	rocky
Atmosphere:	nitrogen, oxygen

Volcanic: experiments are currently taking place on Callhinor in an effort to harness and utilise the power of her volcanoes and seismic action.

EGONIAGA

Second planet from the sun

Mean distance from the sun:	110,786 km
Diameter:	4,876 km
Rotation period (in Bodor timescale):	0.84 days
Main constituents:	rocky
Atmosphere:	carbon dioxide

Desert: although some mining takes place on Egoniaga, she is best known for her ever-growing penal institutions.

QUIGGIN

Third planet from the sun

Mean distance from the sun:	121,533 km
Diameter:	12,104 km
Rotation period (in Bodor timescale):	0.89 days
Main constituents:	ferrous, rocky
Atmosphere:	nitrogen, oxygen

Forest: Quiggin is being raped for her trees and minerals,although small areas are kept sacrosanct by Corporations for holidaying workers.

HEALEY-KAE
Fourth planet from the sun

Mean distance from the sun:	151,221 km
Diameter:	6,983 km
Rotation period (in Bodor timescale):	1.88 days
Main constituents:	water, rocky
Atmosphere:	nitrogen,oxygen

88% Water: More and more interest is being taken in what lurks beneath the waves of Healey-Kae.Corporations are investing, inventing and experimenting in underwater technology.Seen by most Corps to be the future.

BODOR
Fifth planet from the sun

Mean distance from the sun:	148,000 km
Diameter:	13,123 km
Rotation period:	24 hr 1 min 1.2 sec (1 day)
Main constituents:	rocky, ferrous
Atmosphere:	nitrogen, oxygen

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

OUIDA
Sixth planet from the sun

Mean distance from the sun:	160,145 km
Diameter:	142,897 km
Rotation period (in Bodor timescale):	11.9 days
Main constituents:	rocky
Atmosphere:	hydrogen, helium

Dead: Inhospitable planet. Workers are rumoured to be paid four times the going rate to mine here.Ouida has not yet been fully explored.

KALUM KOLL
Seventh planet from the sun

Mean distance from the sun:	1,056,137 km
Diameter:	2,700 km
Rotation period (in Bodor timescale):	29.50 days
Main constituents:	ice,rocky
Atmosphere:	methane

Frozen: Riches lie beneath the ice flows, man is here...
Kalum Koll holds many secrets, some its own, others kept by the Corporations. Rumours of a penal colony existing somewhere on its frozen wastes are rife.

Moons

BODORETTE
Orbits Bodor, itself earthlike and hence colonised.

REATHE
Orbits Quiggin, forests not as dense as on her mother planet but life is abundant. Reathe is rich in minerals.

MEKITE
Orbits Callhinor. She supports no indigenous life but is presently very rich in minerals.

The Credits

Programming	Pete Marshall Richard Weekes Stewart Sargaison Russell Bartley
Artists	Jim McMorrow Nikki Bridgeman Wayne Kennedy
In-Game Music by	Kevin Collier
Testing	Richard Hewison Anthony Bray
Producer and Project Manager	Mike Simpson

FM Towns version:

The Artists

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3-D Animation	Garvan Corbett Nicky Carus-Westcott Paul Franklin
2-D Animation	John Harris Colin Dempsey

The Programmers

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FM-Towns Programmers	Mike Anthony Kenny Everett Andrew Toone
FM-Towns Support Programmer	Simon Moore
CD-ROM Development Programmers	David Worrall Paul Frewin Dominic Mallinson Stuart Sargasson Chris Wylie
Music Composed, Produced and Performed by	Rick Wakeman
Published by	Edward Kassner Music Co Ltd.
In game Music and SFX composed and produced by	Kevin Collier

Quality Assurance

Head of Evaluation	Greg Duddle
Evaluators	Tony Parkes Nick Burcombe Mike Ellis

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Story	Nik Wild
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Manual Text	Richard Browne Richard Biltcliffe David Worrall
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Third Party Liaison	Ian Grieve
Guardian Design	Nick Burcombe Tony Parkes Jim Bowers
Storyboard	Richard Browne Neal Sutton John Harris
Without Whom . . .	Jonathan Ellis
Project Co-ordinator **Project Manager**	Graham Stafford John White
Designed and Produced by	Richard Browne
Director of CD-ROM Development	Ian Hetherington

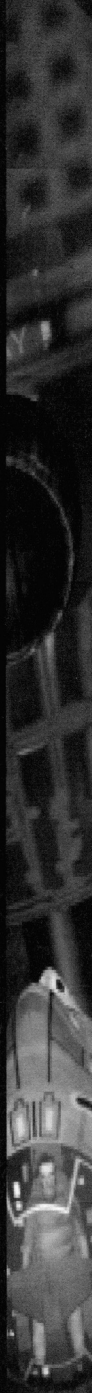
Epilepsie Warning... ■

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

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

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself when linking the cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10 - 15 minutes per hour while playing video games.



Mission Complete

Mission Complete.

End Transmission... ■





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MICRO