

DESCENT™ II

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SYSTEM REQUIREMENTS

Requires:

Descent II requires any Power Macintosh computer with a CD-ROM drive and 10700K free memory. Some of this memory can be virtual memory. We recommend the fastest Power Macintosh available with 16000K free memory while virtual memory is off.

Supports:

Descent II offers direct support of these devices: ThrustMaster FCS, WCS, and Rudder Pedals, CH Products Flight Stick Pro and Throttle, Gravis Firebird and MouseStick II.

Descent II has generic support for most other Macintosh control devices.

INSTALLING DESCENT™ II

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

Installer will give you the choice of several install options. These options are:

- **SMALL** - Copies only a bare minimum to your hard drive. There will be longer delays starting Descent II and between levels using this install.
- **LARGE** - Copies all game-related data to the hard drive, leaving the cinematics on the CD. This is the recommended level of installation.



RUNNING DESCENT™ II

Double-click on the “Descent II” icon in the Descent II folder on your hard disk to begin.

You will need to have the “Descent II” CD-ROM in your CD-ROM drive each time you play, since Descent II requires the CD-ROM at the time of launch.

At this point Descent II will bring up a “Descent II Configuration” box. This box allows you to configure Descent II in these ways:

ALWAYS USE 11KHz SOUNDS: This option allows you to decide if Descent II will use 11KHz sounds or 22KHz sounds. You might try using the 11KHz sounds if you are having performance problems.

DISABLE SOUND EFFECTS: This option allows you to turn off all sound effects in Descent II.

DISABLE MIDI MUSIC: This option allows you to turn off the MIDI music in Descent II.

ALLOW RESOLUTION SWITCHING: This option allows Descent II to automatically switch the resolution of the game monitor to 640X480. When Descent II is done it will switch back to the original resolution. This will also enable the CHANGE RESOLUTIONS menu in the OPTIONS screen, which allows Descent II to be played full screen at higher resolutions.

DO NOT DISPLAY THIS DIALOG BOX ON NEXT START-UP: This option allows you to bypass this dialog box when you launch Descent II in the future. If you need to make changes to this dialog box after you have disabled it, hold down the Option key when you launch Descent II.

CHOOSE GAME MONITOR: This option will be active only if you have multiple monitors connected to your Macintosh.



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CONFIGURATION

If you have any questions regarding any of the options on the "Descent II Configuration" dialog box, the square on the lower left of the dialog box will have helpful text when you drag your mouse cursor over any one of the options.

When you have configured Descent II to your satisfaction, click on the "OK" button to begin play.

Descent II will start and play the introductory movie. The movie gives background information on the events following the conclusion of Descent 1: First Strike.

NOTE: If the intro movie appears "jerky" or the sound skips, consult the Troubleshooting section near the back of this manual for help.

STARTING DESCENT II:

If this is the first time you've started Descent II, you'll be asked to enter your pilot name. Enter a name and press <RETURN>. This name is used to save your settings and to identify yourself during multiplayer games.

You will then be asked to choose an input device. Use your mouse (or the up and down arrow keys on your keyboard) to move the highlight and then press <RETURN> to select the highlighted option.

You will now be at Descent II's Main Menu.

To jump right into the game, press <RETURN> to select New Game and choose a skill level (Trainee is recommended for first-time players). After a short movie you will be given a briefing from PTMC and find yourself in Level 1.

MOVIES AND MUSIC

Descent II offers full-motion cinematic cut scenes with driving digital soundtracks. If you experience playback problems during these movies, consult the Troubleshooting section near the back of this manual.



CONFIGURATION

Descent II also has redbook music tracks, featuring original tracks from Ogre (of Skinny Puppy), Type O Negative, and other artists. The redbook songs are essentially regular audio CD tracks stored on your Descent II disc, and can be played with any CD player.

Descent II uses redbook audio for level music. If you have the Descent II CD in the drive and can't hear any level music, look at your sound control panel to be sure that you have specified that your internal CD-ROM drive is a sound input. If you have an external drive, your drive might have RCA jacks on the back of the drive that you might be able to hook to your Macintosh. If you can, choose external audio source for the sound input. If your external CD-ROM drive doesn't have jacks or your Macintosh doesn't have jacks, hook up headphones or external speakers to the headphone jack on the front of the external CD-ROM drive. If you have an internal drive, and have specified that the drive is a sound input and you still aren't getting sound, be sure that the cable (on the inside of your Macintosh) is connected to your motherboard. Refer to your Macintosh documentation for more information.

If you have difficulties getting the redbook tracks to play during Descent II, contact MacPlay Technical Support (714-553-3530).

MENUS

Use the mouse (or arrow keys) to move around menus in Descent II. Unless otherwise noted, hitting <ESC> will accept the current menu's settings and return to the previous one. Some menus contain checkboxes and radio-type buttons that can be toggled by clicking the mouse button or hitting <SPACEBAR>. Slider-type items are changed using the mouse (or left and right arrow).

When in the game, you can hit <F1> to bring up a list of keyboard commands. Hitting <F2> from the game will bring up the Game Options menu. Certain menus have special control keys; see the descriptions of those menus for more information.



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THE MAIN MENU



The Main menu offers the following choices:

NEW GAME

Starts a new game of Descent II. You may begin on any level you have reached in previous games.

LOAD GAME

Resume a previously saved game. Saved games are specific to your pilot file, so be sure the proper pilot is selected.

OPTIONS

Takes you to the Options Menu (see Options Menu section).

CHANGE PILOTS

Allows you to change the current pilot or create a new one. All control configurations and saved games are stored in your pilot file.

VIEW DEMO

Lets you play a recorded demo file.

HIGH SCORES

See Descent II high scores.

CREDITS

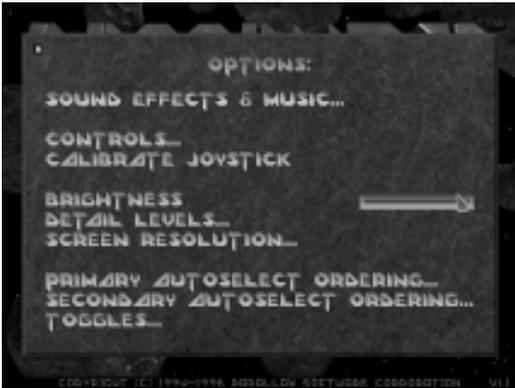
See the list of people who created Descent II.

QUIT

This will return you to the Finder.



OPTIONS MENU



The Options menu offers the following choices:

SOUND EFFECTS & MUSIC

Allows you to customize the sound effects and music settings as well as the volume (see Sound Effects & Music Menu section).

CONTROLS

Takes you to the Controls Menu.

CALIBRATE JOYSTICK

If your joystick drifts, you probably need to calibrate it. This is available in the game by hitting <SHIFT>+<F7>. (Not all devices will need calibration: for more information see the joystick section of the manual.)

BRIGHTNESS

If you have trouble seeing details on your game screen, try adjusting this slider, because some monitors are darker than others. This will not affect the movie playback.

DETAIL LEVELS

Allows you to adjust the Detail Levels of Descent II (see Detail Level Menu section).

SCREEN RESOLUTION

Allows you to change the screen resolution used. (Only available if Allow Resolution Switching is enabled).



OPTIONS MENU

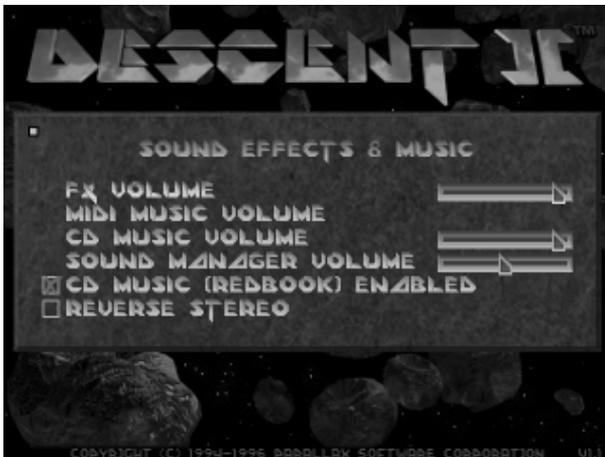
PRIMARY/SECONDARY AUTOSELECT ORDERING

These menus allow you to choose the “preferences” of your Weapon Autoselection. When you pick up a weapon in the game, it will be autoselected if it appears higher on the list than the weapon you are currently using. Weapons appearing below the “Never Autoselect” line will not be autoselected, and must be manually selected. To move the position of an item in the list, use the arrow keys to select that item, then hold down <SHIFT> and use the arrow keys to move the item. Release <SHIFT> when the item is in the desired position.

TOGGLES

This menu contains several toggle options for Descent II. (See the Toggles Menu section of the manual).

SOUND EFFECTS & MUSIC MENU



FX VOLUME

Changes the volume of sound effects.

MIDI MUSIC VOLUME

Changes volume of music played using MIDI sequences.

SOUND EFFECTS & MUSIC MENU

CD MUSIC VOLUME

Changes CD volume of music played directly off the Descent II CD. (Only available if CD music is enabled.)

SOUND MANAGER VOLUME

Changes the over-all volume setting of the game.

CD MUSIC (REDBOOK) ENABLED

Enables or disables the CD music tracks.

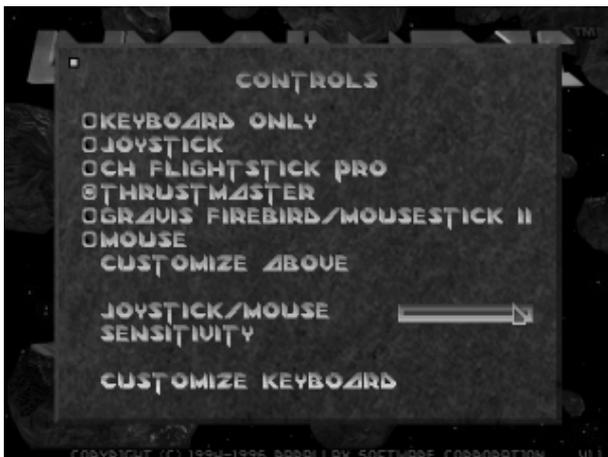
REVERSE STEREO

Allows you to reverse the stereo sound channels. This is sometimes necessary for earphones, speakers, or extension cables that are wired incorrectly.

CONTROLS MENU

Use this menu to select and configure your input device.

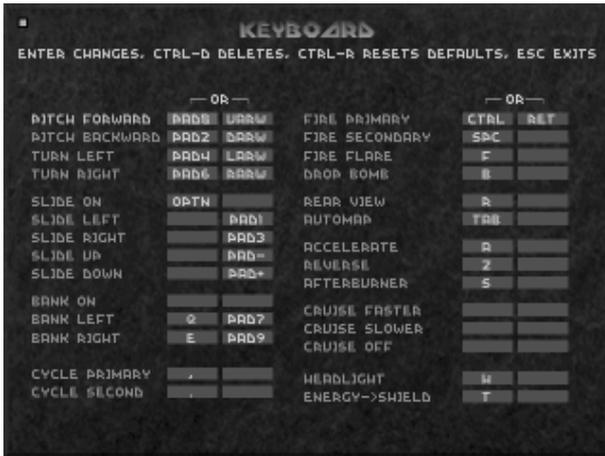
Supported devices are keyboard, mouse, and joystick. Various enhanced joysticks have their own items. All changes are saved to your player file for future use.



JOYSTICK/MOUSE SENSITIVITY

This will allow you to adjust how much your ship will react to the movements of your joystick or mouse.

CONTROLS MENU



Select the device you plan to use with your cursor and click the mouse button (or use the up and down arrow keys and press <SPACE>). After choosing your device, you can select the Customize Above option to change the function of the various buttons and other controls on that device. Note that your keyboard will always be available. To reassign key functionality, choose the Customize Keyboard option.

To change an entry in the Customize Above or Customize Keyboard menus, select the function you want to change with your mouse (or use the arrow keys and press <RETURN>). Then press the key or button you want to assign to that function. For axis entries, select which axis you wish to change, then move your joystick along the new axis. (For some devices you may need to use the appropriate Control Panel in conjunction with the Customize Keyboard and Customize Above menus. Please refer to the Joystick section of the manual for additional information.)

DETAIL LEVEL MENU

Select one of the five detail level settings. Higher settings will give better graphics quality, and lower settings will speed up the game. You may also choose the Custom Settings option. There are six different settings you can adjust in the Custom Details menu.



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 flat-shaded 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 versus speed of the texture mapper. A low setting here can cause walls to become jittery and/or warped.

WALL RENDER DEPTH

This will change the maximum distance you can see. Lower values will increase the speed of Descent II, but will cause

DETAIL LEVEL MENU

flat-colored “walls” to appear in long hallways. These boundaries do not affect weapons or their objects, only your visuals.

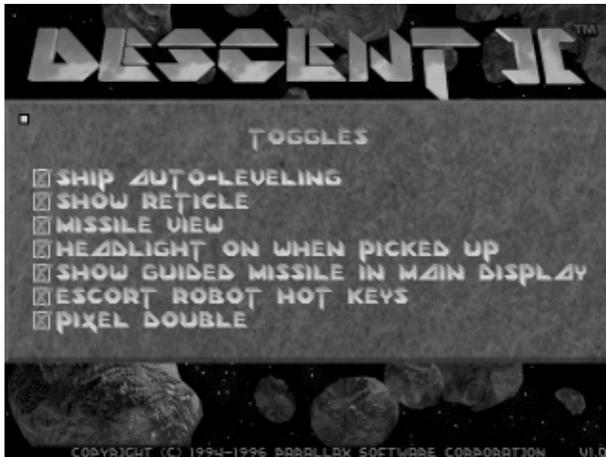
AMOUNT OF DEBRIS

Changing this slider will determine how much debris is made when robots explode. Setting this to a low value will make fewer pieces in heavy combat, which may speed up the game.

SOUND CHANNEL

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. These checkbox items control various game settings.

TOGGLES MENU



SHIP AUTOLEVELING:

If this is on, your PyroGX ship will attempt to align itself with the curvature of the mine tunnels. This is useful for first-time Descent II players, but may be turned off once you're accustomed to full 3D flight.



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SHOW RETICLE

Allows you to turn the targeting reticle display on or off.

MISSILE VIEW

When enabled, this will show a “missile cam” view in your secondary weapons display. When a missile is not in the air, the weapons display will work normally. This option is enabled by default, but can be disabled for a small increase in game speed.

HEADLIGHT ON WHEN PICKED UP

When this option is checked, your headlight will default to ON when the powerup is picked up. You may then turn it on or off manually.

SHOW GUIDED MISSILE IN MAIN DISPLAY

If enabled, this will show the guided missile view in the main display (showing your ship’s view in the small window). If disabled, the guided missile view will show in a small window.

ESCORT ROBOT HOT KEYS

When this is turned on, you may command the Guide-Bot using the <SHIFT>+<1> through <SHIFT>+<0> hot keys instead of selecting a command from the Guide-Bot menu.

PIXEL DOUBLING

With pixel doubling ON, you will be able to play at a lower resolution in order to maximize your game speed. During game play, <⌘>+<D> will toggle pixel doubling on and off.

KEYS

This section describes keys that are active during game play. You can use the \mathbb{C} key plus a number key instead of any "function key" – for instance, \mathbb{C} +2 and the F2 key do the same thing.

For information of key usage in menus, see above.



Quit game



Load saved game

or



Help screen



Options



Pauses the game in single-player game. In multiplayer games, this will display a game info screen

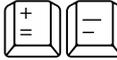
or



Toggle cockpit on/off



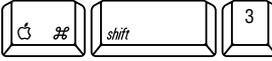
Drop marker



Change window size



Record demo



Save screen shot (saved in PICT format)

or



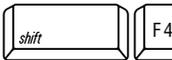
Calibrate joystick



Toggle pixel-doubled graphics on and off



Save game

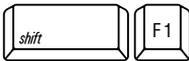


Bring up Guide-Bot Command Menu

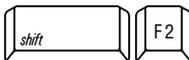
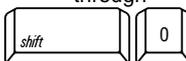
or



Guide-Bot hot keys



Cycle left camera view window



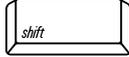
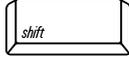
Cycle right camera view window



Rename Guide-Bot



The following keys are active only during multiplayer games:

-  Allow player to join restricted game
-  Toggle between multiplayer HUD displays
-  Send message
-  through  Toggle display of player names on HUD
-  Send Taunt macros
-  through  Change player name display on HUD
-   through  Define F9-F12
-   through   Drop flag (in Capture The Flag games only)
-   or   Select team for new player

The following keys can be reassigned in the Options: Control menu. The default keys are shown here:

Flying controls:

  OR   Turn left, right

  OR   Rotate up, down

 Slide on

  Slide left/right

  Slide up/down

 Accelerate



KEYS



Reverse



OR



Bank left



OR



Bank right

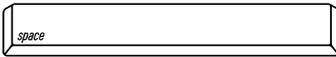


Afterburner (with Power-up)

Weapons:



Fire primary



Fire secondary



Drop proximity bomb/smart mine



Fire flare



Drop currently selected primary weapon



Drop currently selected secondary weapon



Cycle primary/ secondary weapons

Weapon Selection:

Each selection key will switch between the two weapons assigned to that key. Descent II will remember which of the two weapons you last selected, and will return to that one when you return to that entry.

<u>Key</u>	<u>Weapon 1</u>	<u>Weapon 2</u>
1	Laser	Super Laser (used as laser levels 5 & 6)
2	Vulcan Cannon	Gauss Cannon
3	Spreadfire Cannon	Helix Cannon
4	Plasma Cannon	Phoenix Cannon
5	Fusion Cannon	Omega Cannon
6	Concussion Missile	Flash Missile
7	Homing Missile	Guided Missile
8	Proximity Bomb	Smart Mine
9	Smart Missile	Mercury Missile
0	Mega Missile	EarthShaker Missile
[,]	Cycle primary weapon	
[.]	Cycle secondary weapon	

NOTE: The two cycle keys will select the next available weapon of that type. The order of the list can be changed under the new Options: Autoselect Ordering menus.



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Other Keys:



Select rear view



Transfer energy to shields – only works if the player's ship has more than 100 energy units



Toggle headlight on/off, if player has the Headlight powerups

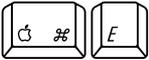


Automap

Automap Controls:

- To rotate the Map, use the ship's turning keys.
- To move the Map, use the ship's sliding keys.
- To zoom in and out of the Map, use the forward/reverse keys.
- To show more or less of the Map, use + or - keys.
- To reset the default Map view, use the primary weapon firing key.
- 1-9 selects marker.
- <CTRL>+<D> deletes selected marker.

CD Music Player Keys:



Eject current CD from CD-ROM.



Mount an audio CD that has been put into the CD-ROM drive. Audio CDs must be mounted before they can be played from within Descent II.



Start an audio CD at track 1, from within Descent II.



Stop playing audio CD.



Skip one track forward.



Skip one track backward.

PLAYING DESCENT™ II

The following is a description of features and gameplay options in Descent II.

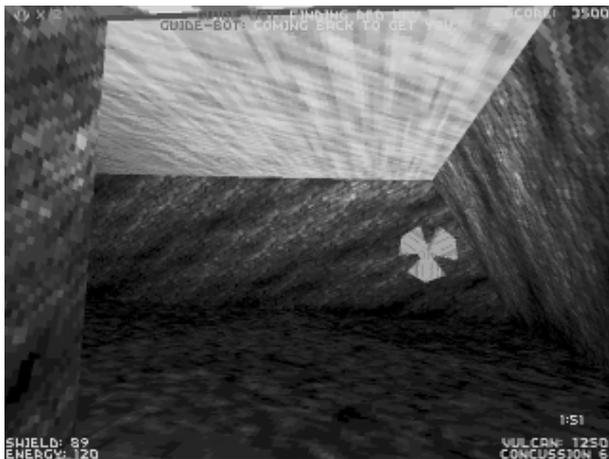
When you play Descent II, you find yourself thrown into alien worlds populated by deranged robots determined to destroy you. It is your mission to fight through the robot hordes to each mine's Main Reactor. Destroying this reactor and escaping is your primary mission!

In the following you'll find brief descriptions of the robots, weapons, powerups, obstacles and other challenges you'll encounter on the way.

Robots

The mines in Descent II are populated with a dizzying array of robots, nearly all bent on destroying you. They will use a variety of weapons and defenses against you, and use them with varying amounts of intelligence. Some will charge you directly; others will hide or attempt rear attacks. Some robots will carry weapons you can use, and will drop these when you destroy them, as well as other powerups. Some will even steal your weapons from you!

The Guide-Bot



New to Descent II is the Guide-Bot. He's an automated scout robot that has been smuggled into the mines to help you. He's small, blue, and can be found on all of the regular levels, though not on the secret levels. He's usually imprisoned in a little cell near the entrance of each mine. You can choose to free him by blasting open the door to his cell and use his help, or leave him be (you will not be penalized).

Once the Guide-Bot has been released, you can bring up his command menu by hitting <SHIFT>+<F4>.



The following Guide-Bot commands are available:

0. Find Next Goal
1. Find Energy Powerup
2. Find Energy Center
3. Find Shield Powerup
4. Find any Powerup
5. Find a Robot
6. Find a Hostage
7. Stay away from me
8. Find my Powerups (Powerups you dropped after dying)
9. Find the Exit
- T. Suppress messages

All of the numbered commands can also be issued during play by pressing the shifted number of the command. For example, <SHIFT>+<1> for “Find Energy Powerup.”

<SHIFT>+<0> will direct the Guide-Bot to the next task you must complete to finish the level. That may be finding a key, finding the reactor, or escaping the mine.

Choosing “Suppress Messages” prevents the Guide-Bot’s messages from appearing on your HUD. When messages are off, this menu item changes to “Enable Messages,” which can be selected to turn messages back on. There are no shortcut keys for the Suppress/Enable Messages commands.

Once you issue a command, the Guide-Bot will attempt to follow it until another is issued, or you have achieved the goal. If you issue no commands, the Guide-Bot will first find the keys needed to complete the level, then the reactor, then the exit.

The Guide-Bot will do his best to find his next goal, but he may not be able to if he needs to get through a locked or hidden door. Once you have opened the door, the Guide-Bot will continue on his default or assigned task.

Although the Guide-Bot is small and fast, he will die if exposed to enough combat.

If you fall far behind the Guide-Bot, he will come back looking for you. He will not open secret or restricted access doors to attain a goal, but will do so in order to find you.

You may see a camera view from the Guide-Bot's point-of-view by using the <SHIFT>+<F1> and <SHIFT>+<F2> keys to select the left and right windows. Each time you press these keys, you select a different view. Press the key until you see the Guide-Bot's view.

You may give the Guide-Bot a name by pressing <OPTION>+<SHIFT>+<F4> in the game. You will be prompted to enter a name which will be used to identify the Guide-Bot's HUD messages.

Weapons

Your PyroGX is equipped with Primary and Secondary weapon systems. There are 10 weapons of each type. When you are first inserted into Level 1, you are equipped with Laser Cannons and Concussion Missiles. As you explore the mines, you will find more powerful weapons and powerups to use. See the Powerups section for a complete description of each weapon.

Most Primary weapons require energy to use. The Vulcan and Gauss Cannons use ammo that can be found throughout the mines. Secondary weapons are typically missiles found in packs of one or four.

If your currently selected Primary or Secondary weapon is depleted of energy or ammo, your next available weapon will be Autoselected. The priorities of this weapon selection can be changed in the Options: Autoselect Ordering menus.

Weapons are selected using the 1 through 0 keys. Pressing a



selection key will select one of the two weapons assigned to that key. Pressing the key again will select the other weapon. Descent II will remember which of the two weapons you last selected, and will return to that one when you return to that entry.

<u>Key</u>	<u>Weapon 1</u>	<u>Weapon 2</u>
1	Laser	SuperLaser (used as laser levels 5 & 6)
2	Vulcan Cannon	Gauss Cannon
3	Spreadfire Cannon	Helix Cannon
4	Plasma Cannon	Phoenix Cannon
5	Fusion Cannon	Omega Cannon
6	Concussion Missile	Flash Missile
7	Homing Missile	Guided Missile
8	Proximity Bomb	Smart Mine
9	Smart Missile	Mercury Missile
0	Mega Missile	EarthShaker Missile
[,]	Cycle primary weapon	
[.]	Cycle secondary weapon	

It is possible to drop either a primary or secondary weapon that is currently selected. This can be useful when in a cooperative or team multiplayer game, so that your comrade can pick up a weapon he needs but doesn't have. In single-player games, you can drop weapons in strategic locations such as the start of a level, so you'll know where to find them when you need them. It's a good idea to stash some weapons in case you die so you won't have to go virtually unarmed to retrieve your weapons.

Use <SHIFT>+<F5> to drop your currently-selected primary weapon, or <SHIFT>+<F6> to drop your currently-selected secondary weapon.

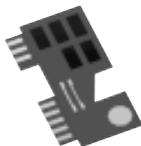


Powerups

There are objects throughout the mines you can pick up that give you new weapons, enhance your ship's capabilities, or replenish your energy or shields.

ACCESS KEYS

These 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 recharge your ship back to its original 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

Cloaks your ship for a limited time. When cloaked, it is hard for robots and other players to see you, and weapons that track (such as the Homing missile) will not be able to lock onto you. Cloaking wears off after 30 seconds.



INVULNERABILITY

Makes your ship invulnerable for 30 seconds.



EXTRA LIFE

Gives you a bonus life.



AMMO RACK

Doubles the holding capacity of all secondary weapons as well as Gauss/Vulcan ammo.



AFTERBURNER

This gives your ship turbo-boosted thrusters. Afterburners operate from a separate energy reserve that charges itself from your normal energy banks. When the afterburner key is held down, your ship moves at twice its normal speed, until the key is released or the afterburner charge is exhausted. When the key is released, the afterburner energy will recharge. The default Afterburner key is <S>; it can be reassigned under the Controls menu.



HEADLIGHT

Helps illuminate nearby mine walls. Also makes your ship more visible to surrounding robots (and players!). The default key to turn your headlight on and off is <H>. When you pick up the headlight, it will be on or off depending on the setting in the Options:Toggles menu. NOTE: When ON, your headlight will drain energy from your main energy reserve. The headlight will not operate if you have less than 10 units of energy.



ENERGY-TO-SHIELD CONVERTER

Allows you to divert energy over 100 to your ship's shields. Hold down the Transfer key (default is <T>) to activate. Every shield unit costs 2 energy units to convert.



FULL MAP

This will allow you to see the entire mine on your auto-map. The unexplored areas will show up as blue sections. As you delve further into the mine, the areas you explore will turn white. This will help you find all the secret areas of the mine.



PLAYING DESCENT™ II

LASER

Laser cannons have six total power levels. The laser powerup will give you the next available level up to level 4.



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 ammunition for the Vulcan & Gauss Cannons.



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. Capable of punching through large crowds of robots before running out of power.



SUPER LASER

These beauties will boost your laser above level 4, up to the maximum of 6. The first one you find will raise your laser to level 5. The second will put you up to 6.



PLAYING DESCENT™ II

GAUSS CANNON

Similar to the Vulcan, this weapon fires more massive and devastating bursts of ammo, but at a slower rate. Uses the same ammo as the Vulcan cannon.



HELIX CANNON

The newest model of the Spreadfire line, this spews destruction over an even wider area.



PHOENIX CANNON

A turbo-charged version of the Plasma cannon, the energy bursts from the Phoenix will ricochet off walls.



OMEGA CANNON

Casts an ultimately powerful beam of energy at your target.



CONCUSSION MISSILES

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



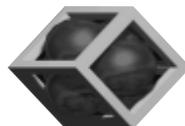
HOMING MISSILES

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 launched behind your ship, waiting to explode when something gets near. Can be armed as a secondary weapon, or dropped directly with Drop Bomb key (by default).



TM



PLAYING DESCENT™ II

SMART MISSILE

When this missile detonates, it sends bomblets of heated plasma after the surrounding targets.



MEGA MISSILES

Keep out of the range of this missile's massive blast.



FLASH MISSILES

These missiles are armed with a warhead that emits a blinding light upon impact. Any robot or other player's ship within its blast radius will be temporarily blinded by a bright white flash.



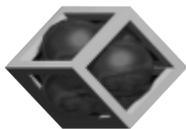
GUIDED MISSILES

These missiles are guided by the pilot (using normal flying controls) until detonated or until the fire key is pressed again. At that point, they become normal homing missiles.



SMART MINES

More sophisticated versions of the Proximity bombs and are gold in color. When detonated, these spew forth globules of energy that track nearby targets. Can be armed as a secondary weapon, or dropped directly with Drop Bomb key (by default). Cannot harm the player or robot who drops them.



MERCURY MISSILE

Fast missiles that quickly blast your target to pieces.

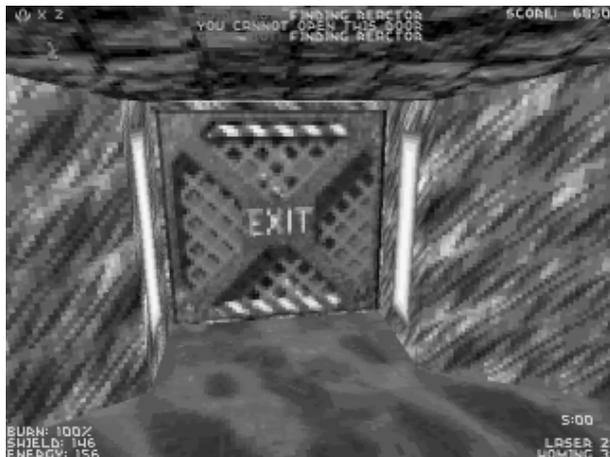


EARTHSHAKER MISSILE

The ultimate in mine-rocking destruction, the Earthshaker creates a huge explosion and sends deadly projectiles at nearby enemies. Treat with respect.



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 (e.g. the emergency exit). Hostage doors must be destroyed by repeat fire. Some doors are hidden. Certain other doors and secret doors can only be opened by destroying a control panel. These control panels are located throughout the tunnels along specific walls. When opened, some doors will remain open, while others will close again after a few seconds. Some doors will only open once.

Control Panels



Glowing control panels can be found throughout the mines in Descent II. These control panels can be destroyed to trigger various events. For example, some control panels may deactivate force fields, remove walls, open doors, or even release hostile robots. Successful completion of some of the mines may depend upon destroying the appropriate control panel.

Main Reactor

The Reactor is the power generator of the whole mine. It's usually located in a secluded place away from day-to-day mine mishaps. When the reactor is severely damaged, it will initiate a sequence ending in the destruction of the entire mine. At this point, the emergency exit door for the level will open, and you have a limited amount of time to find the exit and leave the mine.

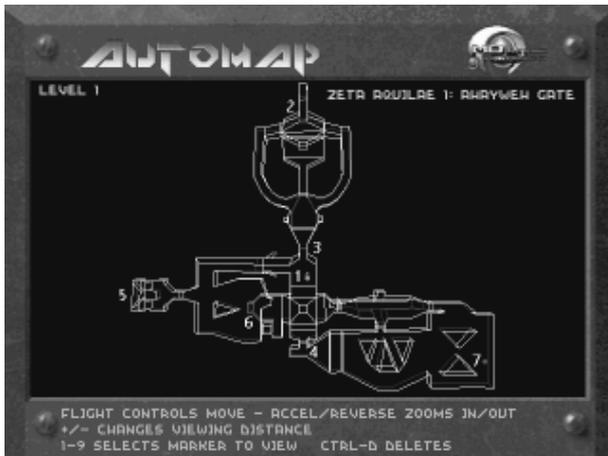


Hostages

On some mines you will find blue-uniformed humans who have been imprisoned by the robots. By blasting through their prison doors, you can rescue them from certain death. Bonus points are awarded at the end of each level based on how many hostages you saved. Once you've picked up the hostages, be sure to leave the mine alive. If your ship is destroyed, any hostages on board will die as well!



The Automap



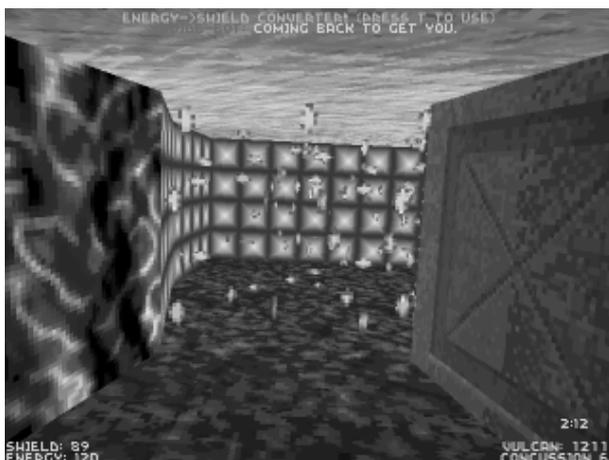
The Automap keeps track of places you've been. As you move through new territory, your progress is drawn in by the Automap. To access the Automap, press the Tab key. To close the Automap, press <ESC> or <TAB>.

- 1) The center object is your ship. Other green objects are hostages.
- 2) The red area is the Reactor.
- 3) The red, yellow and blue walls are locked doors. These doors require the use of corresponding colorcoded access keys for passage.
- 4) Green walls are unlocked doors.
- 5) Yellow areas are energy centers.
- 6) The purple segment is the mine's entrance. Robot Materialization centers are also drawn in Purple.
- 7) Glowing red circles are markers you have dropped. Use 1-9 keys to select markers.

If you have acquired the Full Map powerup, you will see the entire map, including areas you have not yet explored. The unexplored areas appear in blue.

See Controls section above for movement controls in the Automap screen.

Energy Centers



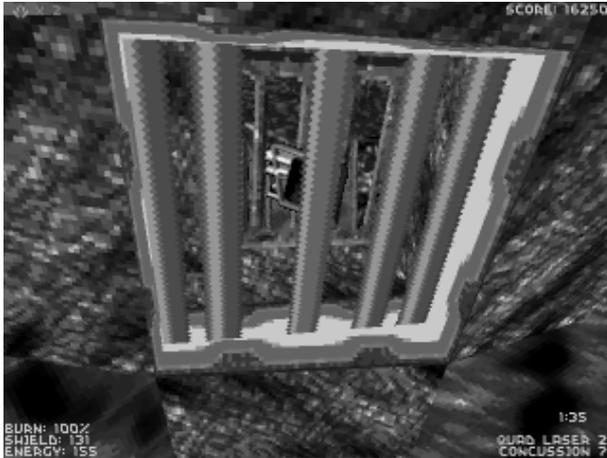
At specific sites within every mine there are energy centers designed for “on the fly” replenishing of a robot’s power cells that will boost your ship’s energy level. Although these centers will only boost your energy level up to 100 units, it is possible to achieve a maximum level of 200 units by collecting energy packets that are scattered throughout the mines. These energy centers have distinct gold walls with an energy field between them.

Force Fields

Force Fields are energy beams used to block access to parts of the mine. They will repel and damage your ship upon contact,

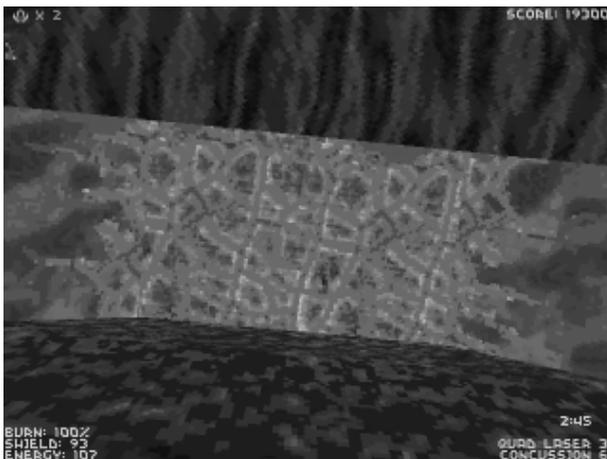
PLAYING DESCENT™ II

and reflect energy weapons. They have been placed in the mine to guard keys or powerups. Try to find an alternate path to your goal, or locate a control panel that will deactivate the force field.



Robot Generators

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



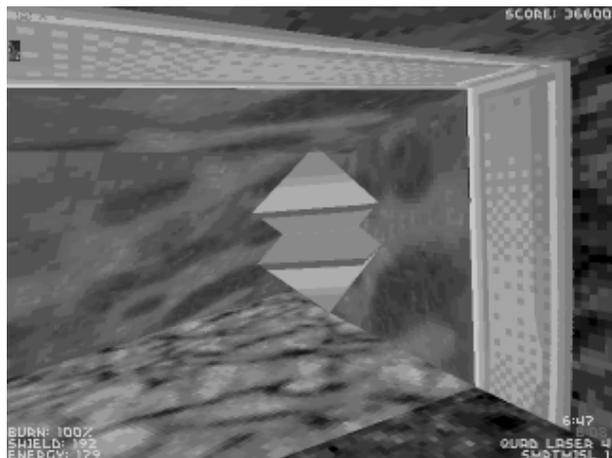
Markers

To aid you in your exploration and mapping of each mine in Descent II, it is possible to drop markers. Once you have chosen an appropriate location to drop a marker, press the F4 key. You will be prompted to enter a brief line of text to be associated with this marker. Hit <RETURN> when done with your message. Whenever you (or another player) flies over a marker, that marker's message will be displayed on your HUD. In single-player games, you may drop up to nine markers.

In multiplayer games, each player may drop up to two markers.

Markers will appear on the Automap screen as a red dot with the marker number inside. You can see the text for a marker by using 1-9 keys to select a marker. The text for that marker will be displayed on the screen. To delete the selected marker, press <CONTROL>+<D>.

In multiplayer games, you can use the <SHIFT>+<F1> and <SHIFT>+<F2> keys to select camera views from your markers. Marker cameras are not available in single-player games.



Score

Accumulating enough points will grant you extra lives. Points are awarded for destroying robots, escaping a mine with hostages, and finishing the game with lives to spare. An end-of-level Skill Bonus is awarded for playing on Hotshot skill level or above. Your score determines where you place (if at all) on the High Scores screen when your game is over.

Secret Levels

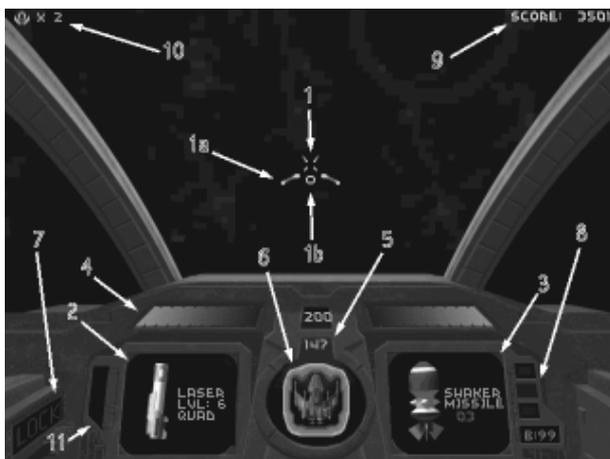
These levels, accessible only by teleporters hidden in the mines, are storehouses for weapons and ship accessories. Although they are usually not heavily defended, they are full of traps and are designed to prevent entrance into the largest caches of weapons. Multiplayer games cannot be played on secret levels.

Exit from a secret level is also via teleporter. You may exit at any time even if the level has not been destroyed. Unlike normal levels, secret levels may be visited repeatedly, even if you die there. However, once the reactor on a secret level has been destroyed, you cannot return.

Secret levels do not conform to the rules of normal levels. Be prepared for anything to happen. You can not save your game or load a previously saved game while on a secret level.



Cockpit and HUD Displays



- 1) Aiming Reticle
 - 1A) Primary weapons arming status
 - 1B) Secondary weapons arming status
- 2) Primary weapons display. Also shows ammo for Vulcan and Gauss cannons, and Omega cannon charge (0-100%)
- 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
- 11) Afterburner energy indicator

Missile Views

Whenever you fire a missile in Descent II, a camera view from that missile will be displayed in the right window on your cockpit or status bar, or overlaying the main display in full-screen mode. You can disable missile views in the Options/Toggles menu.

Camera Windows

The two cockpit windows that normally show your Primary and Secondary weapons can be used to display additional camera views. Use <SHIFT>+<F1> and <SHIFT>+<F2> to cycle the view in the left and right windows, respectively. The available camera views in single-player games are Rear View and Guide-Bot view. In multiplayer games, the choices are Rear View, Teammate View, and Marker View(s).

Cockpit View

Use <F3> to toggle between full cockpit and status bar modes. (Note that the cockpit and status bar are not available in some screen resolutions.) When in Status Bar mode, you can also use the +/- keys to increase and decrease the size of your window. In the largest window size, the status bar is not available. Smaller window sizes will provide faster graphics updates.

Rear View

To look out the rear of your ship, press <R> (you can change this key in the Controls menu). If you hold down <R> you will see a rear view until the key is released. To switch indefinitely to the rear view, quickly tap <R>. The rear view can also be displayed using the <SHIFT>+<F1>/<F2> camera view windows.



DEMOS & SCREENSHOTS

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Sorry, DESCENT 1 demos are incompatible with DESCENT II playback.

Descent II has a fully integrated demo recording and playback system. This recording will work in single or multiplayer games, so you can have a permanent record of blasting your friends to pieces.

Hitting <F5> in the game will turn on recording. Hitting it again will turn it off and prompt you for a file name. If you press <ESC> from the file name box, the demo will NOT be saved. The demos will record the advance from one level to the next; however, the escape sequences will be skipped in playback.

Demo files are saved in the Demos folder within the Descent II folder, and have the file name extension “.DEM.” Of course, Descent .DEM files may be distributed freely.

NOTE: Descent .DEM files can become quite large on disk. This is especially true when recording heavy combat. Make sure you have adequate disk space before recording. If you have less than 500K free on disk, you won't be allowed to record a demo.

To view a recorded demo, choose View Demo from the Descent II menu. During playback, the following keys are available:

[up arrow]	Play
[down arrow]	Stop
[left arrow]	Single-frame reverse
[right arrow]	Single-frame forward
[SHIFT + left arrow]	Fast reverse
[SHIFT + right arrow]	Fast forward
[CONTROL + left arrow]	Go to start of a demo
[CONTROL + right arrow]	Go to end of a demo

Certain gauges and other items won't display accurately in demo playback in order to minimize the space needed for demo files.



DEMOS & SCREENSHOTS

Screenshots can be taken by hitting <⌘>+<SHIFT>+<3> (or the PRINT SCREEN/F13 key). Once you take a screenshot, a standard Apple save dialog box will come up asking you where to save the screenshot and what to name the screenshot.

Screenshot pictures are saved in PICT format. You can view these screenshots using Simple Text.

JOYSTICKS & CONTROLLERS

ThrustMaster:

There are several things to note about the direct support of ThrustMaster products. You must be using the ThrustWare™ 2.0 driver or later in conjunction with the ThrustWare application. (Do a 'Get Info' on the driver and the application to check the version.)

When you create a new pilot choose 'ThrustMaster' as your control device or for an existing pilot go to the Controls menu, within the Options menu, to change your control device. Once you have selected ThrustMaster, you can select 'Customize Above' in the Controls menu to configure the actions for the buttons and axis of the ThrustMaster devices.

Use the mouse (or the arrow keys and the return key) to select an action you want a button press to produce; now press a button on the ThrustMaster. The button number will appear in the area that you have selected. This button is now configured for that new action. (You can configure the axis in the same way.)



For Advanced Users

With this version of the ThrustWare driver and application, there is one special feature of interest that can affect the way the driver behaves with Descent II. Most applications which use ThrustMaster devices use a strokes set to define key presses for buttons (and sometimes axis movements). Since Descent II has the ability to directly read the buttons and axis, a strokes set is not necessarily needed. However, a player may want to define keypresses for buttons above and beyond what Descent II provides in the configuration menus. If this is the case, the user must do the following:

In the ThrustWare application, there is a hidden menu option that will inhibit the direct interface that Descent II uses to read the buttons and axis. This inhibition is important because if a user has defined certain actions for buttons through the Descent II configuration menu and then defines key actions for those same buttons, it is likely that pressing that button during the game will produce two results with a single button press. Therefore, if a user wants to assign keys to the buttons instead of directly configuring the device from within the game, they should use the 'Direct Interface Inhibition' dialog box in the ThrustWare applications.

IMPORTANT: Be sure that you are working with a Descent II strokes set and not working with the default set. Doing so may cause other applications to start behaving erratically.

When you launch the ThrustWare application, there is a blank gray box just to the right of the sound setting and to the left of the hat switch setting. Clicking on this blank area will bring up the Direct Interface Inhibition dialog box. The user should then click on the Switches checkbox to inhibit direct reporting of buttons to Descent II. Once this box is checked, the user may then define key press actions for buttons. Once done, any configuration that was done within Descent II for the ThrustMaster is now superseded by the key actions defined in

JOYSTICK & CONTROLLERS

the strokes set. (If this box were to remain unchecked, and key presses were defined for buttons, the user could see multiple actions inside of Descent II for a single button pressed: the action defined in the Descent II configuration menu and the action defined in the strokes set.)

The user should never inhibit direct reading of the axis since Descent II can still directly read the axis even if the switches and buttons are directly inhibited. Also, when using the Direct Interface Inhibition feature on the buttons, you should still choose ThrustMaster as your control device since it is likely that you will want the axis directly read. (In the unlikely event that you want to use key actions for the axis, the appropriate axis checkbox(es) in the Direct Interface Inhibition dialog box should be checked.)

CH Products

Descent II directly supports CH products like the Flightstick Pro and Pro Throttle. When you create a new pilot choose 'CH Flightstick Pro' as your control device or for an existing pilot go to the Controls menu, within the Options menu, to change your control device.

Once 'CH Flightstick Pro' has been selected as your control device for Descent II, you can directly configure that device (and any other attached CH device, such as the Pro Throttle) through the Customize Above menu within the Controls menu in a manner that is similar to customizing the keyboard.

One thing to note about this type of customization. Button and switch numbers are essentially arbitrary. That is to say, when you are defining a game action for a button on a CH stick or throttle, an arbitrary button number or hat number will appear in the customization screen. There is no real way to correlate those buttons numbers with the buttons on the stick or throttle. You will have to remember which buttons have been assigned to what actions.



For Advanced Users

If you wish to configure a CH product above and beyond what Descent II will allow, you can use the control panels supplied on the Descent II CD to do so, but there are several things to watch for:

- 1) If you use key emulation for the buttons, then you must use mouse emulation for the stick, and key emulation for any other attached device such as the throttle or the rudders. This limitation is in the drivers for those devices, and not a limitation of Descent II.
- 2) You must choose the 'Joystick' option in Descent II's Controls menu for Descent II to be able to read any key press actions. The reason is this: When the CH Flightstick Pro is chosen, Descent II opens the CH drivers in a special mode that will allow it to read all buttons and axis directly. Once the driver is opened in this mode, the driver will NOT report key events for button presses or axis movement. If the driver is NOT opened in this mode, Descent II will receive no direct information from the driver and must rely totally on key (and mouse) emulation for buttons and axis. This behavior is the way that the new CH drivers are designed.

Gravis Firebird/MouseStick II

Descent II offers direct support for the Gravis Firebird or MouseStick II. When you create a new pilot choose 'Gravis Firebird/MouseStick II' as your control device or for an existing pilot go to the Controls menu, within the Options menu, to change your control device. From there, you may choose 'Customize Above' to directly assign stick buttons and axis to game functions similar to the manner in which you customize your keyboard.

FIREBIRD

When using the Firebird with Descent II, Descent II will override any existing settings for this stick. If you wish to program the Firebird using the Firebird application then you should select the 'Joystick'

JOYSTICK & CONTROLLERS

option in the Controls menu. Descent II provides direct support for all of the Firebird buttons and axis except for the Trim axis.

MOUSESTICK II

When using the MouseStick II, you must be sure that there is not an active stick set prior to launching Descent II. If there is any stick set active when Descent II launches, you may see strange behavior during gameplay. The reason is that Descent II cannot override any stick settings that are currently active for the MouseStick II. To ensure that there are no settings active when launching Descent II, go to the MouseStick II control panel, and turn off any active stick sets which may affect Descent II. See the MouseStick II manual for more details.

Both the Firebird and MouseStick II require calibration. When selecting one of these two control types, Descent II will take you through the steps needed to calibrate either of these sticks. You may occasionally need to recalibrate the stick due to drift. You can do this by either pressing <SHIFT>+<F7> during gameplay or by choosing 'Calibrate Joystick' from the Options menu.

Other Joysticks

When you create a new pilot choose 'Joystick' as your control device or for an existing pilot go to the Controls menu, within the Options menu, to change your control device. To configure your joystick, you must use the control panel for the stick from within the Finder to assign key presses to buttons on the stick.

Joystick Calibration

For ThrustMaster and CH sticks, you should ensure that the device has been properly calibrated through the appropriate application or control panel. You will not be required to calibrate those devices within Descent II. For the Gravis Firebird & MouseStick II or any other joysticks, you can choose 'Calibrate Joystick' within the 'Options' menu, or use <SHIFT>+<F7> during gameplay to recalibrate your joystick.

Be sure to see the README for any last minute information regarding the use of joysticks and other input devices for Descent II.



MULTIPLAYER GAMES

Special Keys

There are several keys that perform special functions in Multiplayer games:

ACCEPT PLAYER ENTRY (F6): Available only in Restricted games. When a new player attempts to join, one in-game player is given a message and the option of hitting <F6> to accept him/her into the game. If no acceptance is made in eight seconds, the new player is denied.

CHOOSE NEW PLAYER TEAM (OPTION+1/OPTION+2): When a new player attempts to join a Capture-The-Flag or Team Anarchy game, one in-game player is asked to choose which team the new player will be on. Press <OPTION>+<1> to choose Team 1, or <OPTION>+<2> to choose Team 2. If no key is pressed in eight seconds, the new player is not allowed into the game.

TEAMMATE ID DISPLAY (OPTION+F6): Available in Network Team and Cooperative games only. If enabled, this will show a teammate's name if he is in your sights. If the "Show all players on HUD" option was set when the game was started, all players (not just teammates) will be displayed. Hitting <OPTION>+<F6> will turn this on/off.

KILL LIST DISPLAY (F7): This toggles the Multiplayer Kill List on/off. In Network Team games, this alternates the display between Player Kills, Team Kills, Efficiency Scores, and the no-kill display. The efficiency score is defined as $KILLS / (KILLS + DEATHS)$. Therefore, a player with 5 kills and 0 deaths would have a perfect 100% Efficiency Score. Someone with 5 kills and 5 deaths would have a 50% Efficiency Score.

SEND MESSAGE (F8): Lets you type a message to other player(s). You may address a message to a specific player or players by starting the message with a name followed by a colon. For example, sending the message "ST:My hat is red!" will send the message "My hat is red!" to any players with "ST" as their name (or the first two characters of their name).



MULTIPLAYER GAMES

This would include the players STEVE or STACY. If no name is given, the message will be sent to everyone. If no match can be found for a given name, the message will not be sent.

In Team Anarchy, addressing messages to "1:" or "2:" will send them only to members of Team 1 and Team 2, respectively.

You may substitute a player's name in a message by using the \$ character. Any occurrences of the \$ in a message will be replaced by the name of the player receiving the message. For example, if you are playing against Scrub and Spaniard and send the message "Hey, \$, the truth is out there!", the message will appear on Scrub's screen as "Hey, Scrub, the truth is out there!" and on Spaniard's screen as "Hey, Spaniard, the truth is out there!"

TAUNT MACROS (F9-F12): These keys send one of four predefined messages with one keypress. By using <SHIFT>, you can define or re-define what <F9> through <F12> will send. For example, hitting <SHIFT>+<F10> will let you change the message sent when <F10> is pressed. Message addressing using ":" is available in macros as well (see above). Taunt Macros are stored in your pilot file for future games.

MARKER CAMERAS (F4): In multiplayer games, markers can be used as surveillance cameras. After dropping a marker in a multiplayer game, use <SHIFT>+<F1> or <SHIFT>+<F2> to select a camera view from your marker. Marker cameras may be disallowed in the Start Netgame/More Options menu.

DROP FLAG (OPTION+0): In Capture-The-Flag games, you can drop the flag (if you have it) by pressing <OPTION>+<0>.

SAVING COOP NET GAMES (⌘+S/OPTION+F2): At any point during a cooperative net game, any of the participating players are able to save the game. This option is only available for cooperative net games, and all the same players are required to restart the saved net game. To restart a saved cooperative net game, first start a new cooperative net game



MULTIPLAYER GAMES

with all the players from the saved game. At this point any of the players can press <⌘>+<O> or <OPTION>+<F3> to open the saved game.

MULTIPLAYER GAME INFO (PAUSE or ⌘+P): Pressing PAUSE in a multiplayer game will bring up an information window describing various properties about the netgame, such as game mode, packet loss, and who is currently master of this game. Press <ESC> to leave this window.

Note: You will still be vulnerable to attack while you are viewing this window.

Special Rules/Features

Some special rules and features apply to Multiplayer Descent II games.

- **Multiplayer handicapping.** If someone wishes to handicap themselves, they may use <F8> to send the following message: "handicap:xxx" where xxx is a number from 10-100. From that point on, the player who sent the message will have xxx shields when they reappear after dying. When a player changes his/her handicap, a message is sent to everyone to announce it.
- **When players are killed, they drop their weapons and powerups!** This also means that if there is only one Spreadfire Cannon placed in a level, only one player can have it at a time. If you want a certain weapon, you may have to beat it out of someone!
- **When you fire secondary weapons in a multiplayer game, a new powerup of that type is created randomly somewhere in the mine.** This keeps the number of weapons in the game constant. If you see a weapon suddenly appear in front of your ship, consider yourself lucky! Cloak/Invulnerability replacements are created when these effects wear off a player. Concussion Missiles do not replace themselves.



TM



- Bringing up a menu in Multiplayer Descent II does NOT stop the action. Your ship is still vulnerable to attack. If you need to spend time in a menu, find a place to hide. If you're attacked while in a menu, the game will automatically return you to the game so you can defend yourself. It will also return you from menus if the reactor is about to explode.
- When you leave a multiplayer game, your powerups are dropped before your ship disappears.

Descent Modem/Serial Support

STARTING A MODEM OR SERIAL GAME

All modem & serial options are made available by selecting the 'Multiplayer' option from the Descent main menu and then by selecting the 'Modem/Serial Game' option.

NOTE: If you experience any problems, see the README or troubleshooting section of the manual for tips and solutions, or call MacPlay Technical Support.

SERIAL GAME PLAY

To begin a serial Descent II 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 two serial ports, either serial port will do.

(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.)



MULTIPLAYER GAMES

Launch Descent II and now proceed to the 'Multiplayer' menu, select the 'Modem/Serial Game' option to start or join a serial-based game. Here you can confirm or reset the settings that you and your opponent have agreed upon. The connections method must be set to the 'Serial Tool' and the 'Current Port' setting must be set to the correct port that the cable is attached to. (For most configurations, the standard default settings should be sufficient.)

On the following screen, one player must select 'Initiate Connection' while the other player selects 'Listen for Connection'. 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. Also the host of the serial game can make any changes to the game settings from the 'Game Setup' menu.

Mac vs PC Serial Games

Descent II has the capability of supporting serial game play between Macintosh computers and PC compatible computers. First make sure that the following extensions have been loaded on the Macintosh at the time of launch: the Apple Modem Tool and the Serial Tool extensions (both provided at the time of installation).

Next, the appropriate serial cable must be attached between each computer; either serial port on the Macintosh should be sufficient.

The remainder of the steps required to host or join a serial game between a Macintosh and PC compatible computer are the same as those required to establish a game between two Macintosh computers. Please read the above section entitled 'Serial Game Play' for additional information.

If either of the two machines fail to achieve a link, check that the serial connection parameters are identical on both



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computers and that the proper serial cable has been connected correctly.

Modem Game Play

To begin a modem-based Descent II 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. Either port should be sufficient.

Launch Descent II and proceed to the 'Multiplayer' menu, select the 'Modem/Serial Game' option to start or join a modem game. Here you can confirm or reset the modem settings that you and your opponent have agreed upon. Select the method of connection by means of the Apple Modem Tool and enter the phone number of your opponent. 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. Also the host of the modem game can make any changes to the game settings from the 'Serial Game Setup' menu.

Phone Book

A small phone book is available from the standard Apple 'Connection Settings' screen which stores the names and phone numbers of your more frequent opponents.

To add, import, or edit this phone book, go to the 'Connection Settings' screen and select the pull-down option 'Modify this menu' from the 'When Dialing' section.



Network Games

Network Requirements

Descent II is designed to run on networks using AppleTalk or the IPX protocol; up to eight PowerMacs can be connected EtherTalk, or up to three PowerMacs can be connected through LocalTalk. Descent II can also connect to other PowerMacs or play against PCs across a Novell network using MacIPX.

To run AppleTalk games, be sure that AppleTalk is enabled in the 'Chooser.' To run IPX games, be sure that the IPX control panels and extension have been placed into your Mac's control panels and extensions folders prior to start up of your computer. The IPX control panels and extension can be installed from the Descent II CD.

Netgame Setup

On an IPX network, Descent II supports up to 12 simultaneous network games on a single socket. If you need to run more than 12 games on a single LAN, you can switch sockets with the "Page up" or "Page down" key.

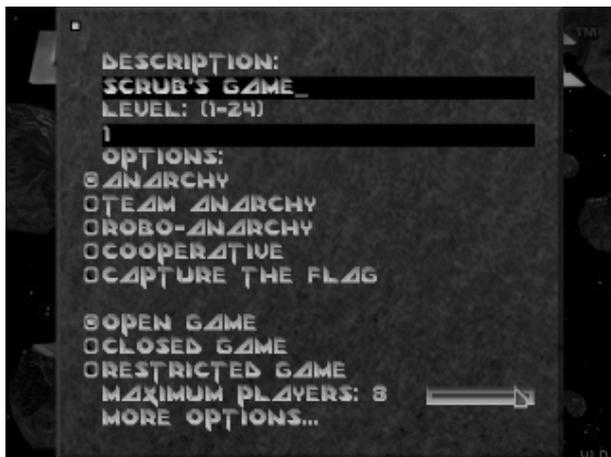
Starting a Netgame

One person playing must select Start Netgame from the Multiplayer menu. The player must choose which mission to conduct the netgame on – all players must have the chosen mission files. Once the mission is chosen, a list of netgame options appear. The starting parameters are explained on the following pages.



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Start Netgame Menu



DESCRIPTION

The name of the game, literally. This is the name other people will see when they are choosing a game to join.

LEVEL

The level the game will start on. Play may progress to other levels during the game.

MODE

Determines type of game to be played. You must choose one of the following:

ANARCHY

A players-only free-for-all battle to the death. The goal is to accumulate the most kills.

TEAM ANARCHY

Same as Anarchy, but with teams.

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ROBO-ANARCHY

Same as Anarchy, but with robots thrown in. The goal is still to kill other player opponents; however, the robots have their own agenda. Robots are also a good source of powerups.

COOPERATIVE

Players vs. the robots. Save humanity!

CAPTURE-THE-FLAG:

This is a variant of the Team Anarchy game. When teams are selected and the game has begun, each team's objective will be to capture the opponent team's flag (located somewhere in the mine and colored to match the opposing team's color). Once a flag is captured, the players must bring it back to their team's "base." These bases appear somewhere in the level, identified by the team's color. So the Blue team tries to capture the red flag and bring it to the blue goal. If a flag-carrying player is destroyed, the flag will be dropped. When a "goal" is made, that team member will receive 5 kill points, and the flag will be regenerated randomly somewhere on the level. A player carrying a flag can use <OPTION>+<0> to drop that flag.

You must choose one of the following to determine if people will be allowed to join your game in progress.

OPEN GAME

Open games allow any new players to join the game in progress.

CLOSED GAME

Determines whether or not new players will be allowed to join once the game has started. If you have checked the Closed Game box, only the starting players will be in the game. Note that even in Closed games, the starting players are allowed to leave Descent II and rejoin at any time.



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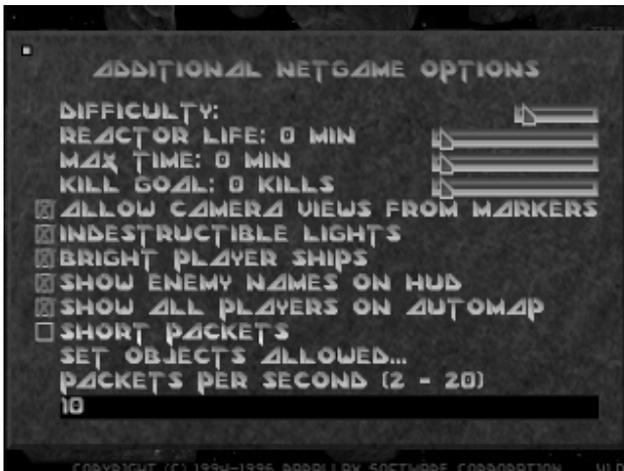
RESTRICTED GAME

This new Descent II mode operates the same as Open games with one change. When a new player attempts to join a Restricted game, one of the current players will be sent a message, giving him/her the option of hitting <F6> to accept that player. If the acceptance isn't given within eight seconds, the player is denied entry. Denied players may attempt to join as often as they wish.

MAXIMUM PLAYERS

This slider allows you to limit the maximum number of players allowed in the game, with a maximum of eight. Cooperative Mode only allows four players max. (For LocalTalk netgames, the number of players is limited to three, except for Coop mode, which is limited to two. This restriction is in place due to the small network bandwidth available on a LocalTalk network.)

More Options Menu



This menu contains advanced options for multiplayer games. You do not need to change any of these items if you do not wish to.

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DIFFICULTY

This determines many factors from robot awareness and deadliness to time for mine destruction countdowns. If the slider is to the left the game will be easier; to the right, it will be harder.

REACTOR LIFE

Determines how long, in minutes, the reactor will be invulnerable. Until this time limit has expired, no one may destroy the reactor to advance to the next level.

MAX TIME

Determines the time, in minutes, how long play in each level will be allowed. At the end of this time period, the reactor will detonate itself and advance the level.

KILL GOAL

Determines how many kills to allow before advancing the level. Once a player has achieved this number of kills on a level, the reactor will detonate and advance the level. The player that reached the kill goal will have his shields boosted to 200.

ALLOW CAMERA VIEWS FROM MARKERS

This toggle will enable/disable the players' ability to use the <SHIFT>+<F1>/<F2> camera views from markers he/she has placed.

INDESTRUCTIBLE LIGHTS

Prevents players from blowing lights out.

BRIGHT PLAYER SHIPS

When enabled, this will make the players' ships brighter and easier to see in dark corridors.

SHOW ALL PLAYERS ON AUTOMAP

Self-explanatory.

SHOW ALL PLAYER NAMES ON HUD

With this enabled, all player names will be drawn on the HUD display (regardless of teams) when their ships come into view.



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SHORT PACKETS

Reduces the size of the “packets” transmitted over the network during a net game. This will improve performance on a heavily-trafficked network, but will cause player ships to turn less smoothly.

SET OBJECTS ALLOWED

This screen allows the person starting the game to disallow any Descent II weapons and objects. Disallowed objects will be replaced with shield powerups.

PACKETS per SECOND

This will change the maximum number of player position packets each machine sends per second during the game. If your netgame appears slow or suffers from problems related to lost packets (players jump around, hits not registering, removable walls not disappearing) lowering this number may help. You can raise this number (to a maximum of 20) if all players are on the same subnet and you desire a smoother game. The default value is 10.

When you've set all the parameters for your game, press <RETURN> from the Start Netgame menu.

The next screen allows you to select players for your game. As each player selects your game from the Join Game screen, his/her name will appear on your list. By default, all players wishing to join will be selected, but you can deselect them by pressing the spacebar on their checkbox (or by clicking the checkbox with the mouse.) Press <ENTER> to start the action. Up to 12 players will be shown on this menu. You may select up to eight for an Anarchy game and up to four for a Coop game. (LocalTalk games are still limited to three players for Anarchy games and two players for Coop games.)

Team Selection

If you've chosen a Team or Capture-The-Flag game, the next screen will be Team Selection. Team names can be modified in the text boxes. Pressing <RETURN> on a player's name will move him/her to the other team. Team 1 ships will be colored BLUE and Team 2 ships will be RED. Once the teams are organized to your liking, highlight ACCEPT and press <RETURN> or click on it with your mouse.



NOTE: Once the game has started, the master of the game, and only the master, may switch a player's team by hitting F8 and typing "move: <player>", where "player" is the name of the player that should be moved to the other team.

Joining a Netgame



Choose Join Netgame from the Multiplayer menu. The next screen will show you all active netgames on that IPX Socket and/or zone. Below each game is listed the current level number, number of people playing, and game status.

NOTE: Games may be running on non-default IPX Sockets and/or AppleTalk zones.

Netgame status will be one of the following:

FORMING

Game is in player-selection phase. Anyone may attempt to join a forming netgame.

OPEN

This means the game is in progress, and you may join at any time.

CLOSED

The game is playing, but closed to new players.



RESTRICT

The game is Restricted. When a player attempts to join the game, one player already in the game will be given the choice of accepting the new player or not.

FULL

The game has reached its maximum number of players. To join, you must wait for someone to leave it.

BETWEEN

The game is in progress, but the players are rushing for the escape tunnel. If you wait for the level to advance, it will change to JOIN and you can then hop in. Closed netgames will show this message.

Rejoining a Netgame

If you leave a netgame for any reason, you may rejoin the ongoing game when you're ready. Although you lose accumulated items, you will retain your ship color and kill count unless you've been gone long enough for someone new to have taken your spot. Make sure you rejoin from the same computer using the same pilot name so the game knows you as a previously-joined player. If enough new players have joined since you left, it's possible your kill count will have been discarded.

MEASURING NETWORK PERFORMANCE (PING)

While in a multiplayer game, it is possible to measure the time it takes information to be sent between yourself and another player. By pressing <F8> and typing "ping:<PLAYER>", where <PLAYER> is the name of another player, the game sends a message to that player's computer and measures how long it takes that message to get there and return (in milliseconds). This time will be displayed on your HUD. On a LAN, you should expect times below 100 ms.



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Regardless of configuration, you should have no trouble running Descent II. But in the unlikely case you do have problems, consult this section. Also consult the README file for up-to-date questions and answers.

ANARCHY SUMMARIES



At the end of each level in an Anarchy game, an Anarchy Summary screen will come up. This shows a kill matrix of who killed who and how many times. In the rightmost column you'll see the Total kills and Efficiency Score. The Efficiency Score is defined as $KILLS/(KILLS+DEATHS)$. Therefore, a player with 5 kills and 0 deaths would have a perfect 100% Efficiency Score. Someone with 5 kills and 5 deaths would have a 50% Efficiency.





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General Problems

Q. The intro movie jerks around and the sound stutters. What's wrong?

A. All the movies in Descent II were designed to play adequately off of a 2X CD-ROM drive on low-end PowerMacs. The most likely cause of a jerky movie and stuttering sound is that virtual memory may be on. When virtual memory is on, memory paging occurs to make room for movie playback, causing jerky playback and stuttering sound. Turn off virtual memory if possible.

Q. Why don't I hear any music during the levels?

A. Descent II uses redbook audio for level music. If you have the Descent II CD in the drive and can't hear any level music, look at your sound control panel to be sure that you have specified that your internal CD-ROM drive is a sound input. If you have an external drive, your drive might have RCA jacks on the back on the drive that you might be able to hook to your Macintosh. If you can, choose external audio source for the sound input. If your external CD-ROM drive doesn't have jacks or your Macintosh doesn't have jacks, hook up headphones or external speakers to the headphone jack on the front of the external CD-ROM drive. If you have an internal drive, and have specified that the drive is a sound input and you still aren't getting sound, be sure that the cable (on the inside of your Macintosh) is connected to your motherboard. Refer to your Macintosh documentation for more information.





Q. Descent II doesn't seem to have some of the cool sound effects it used to. For example, my flares make laser-firing sounds.

A. If you allocate less memory to Descent II than the preferred size (see the Info box on Descent II), then this might happen. With less than the maximum memory available, Descent II will 'recycle' sound effects to save memory. Increasing the partition size to the maximum will ensure that all sound effects get loaded.

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

A. Try one or more of the following:

- Use <F3> and +/- to shrink your 3D window size
- Lower detail levels
- Remove secondary views
- Ensure that you are running in pixel doubled mode

Q. Modem games are much slower than normal one-player games.

A. Try using a higher baud rate when connecting with your opponent. The new PCI-based PPC's might also be able to benefit from a Serial DMA patch from Apple that fixes some serial DMA bugs in older OS versions. Update to 7.5.3 or apply the serial DMA patch on the Descent II CD.

Q. I'm having trouble getting Descent II to recognize my Thrustmaster stick (and throttle).

A. Be sure that you have selected Thrustmaster as your control in the 'Controls' menu. Also, check the direct inhibition setting in the Thrustmaster control panel; that might be preventing Descent II from directly reading the buttons. (See the Joystick section). Also,





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be sure that you are using the correct version of the Thrustmaster driver and control panel.

Q. I'm having trouble getting Descent II to recognize my Flightstick Pro.

A. Check to see that you have selected CH Flightstick Pro in the 'Controls' menu in Descent II. Make sure that you are using the version of the control panel provided on the Descent II CD (or a more recent version).

Q. I have a CH Pro Throttle and a non-CH Products joystick. What do I do to get Descent II to directly read both input devices?

A. Descent II will not be able to directly read both sticks at once. When working with two different types of devices, we recommend that you use the control panels for each device and choose the 'Joystick' control under the 'Controls' menu.

Q. Strange things are happening in my LocalTalk games. What's up with that?

A. While Descent II requires little bandwidth for network games, slow networks such as LocalTalk will have problems with a larger numbers of players. Set your packets per second to 8 or less and use short packets. (See the Network Options section.)





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Q: I am having strange behavior during gameplay when using my Mousestick II. For instance, when I push one of the buttons, it fires both a flare and drops a bomb. I directly configured the button on the stick to fire flares. What gives?

A: When using a Mousestick II with Descent II, you cannot have any other Mousestick sets active when Descent II launches, otherwise you might see bizarre behavior like what is mentioned above. Turn off any stick settings for Descent II before launching Descent II and this problem should go away.



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ED & FRAN
FIONA & EMILY

SPECIAL AGENT DANA SCULLY
AL PALACE



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CUSTOMER SUPPORT

CUSTOMER SERVICE

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:

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. (Excluding toll charges.)

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press COMMAND-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 GAMB PUB 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 GAMB PUB. 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 reach MacPlay by sending Internet E-mail to support@macplay.com. Many MacPlay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.macplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

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). The charge for this service is \$1.25 for the first minute and \$.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.



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LIMITED WARRANTY

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Warranty Replacements
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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

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