# SYSTEM SHOCK
## I.C.E. BREAKER

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# TABLE OF CONTENTS

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# HOW TO USE THIS BOOK

The *I.C.E.Breaker* cluebook is designed to help you defeat the sinister AI that has taken over *Citadel*. Here, you'll find maps, stats, hints, puzzle solutions and other information that will guide you through the station and help you avoid cyborg conversion.

**Difficulty Levels** (pp. 6-7) describes how game settings affect combat, puzzles, mission elements and cyberspace segments.

For a few quick tips, check out **Hints/Advice** (p. 8). You'll learn from the pros – the testers who spent months learning the ins and outs of *Citadel* station.

Skeletal mission descriptions appear in **Mission Objectives** (pp. 9-11). This abbreviated section details the important steps for each mission without giving away the secrets of the game.

**Level Descriptions** (pp. 13-19) describes the 10 levels and 3 grove areas. Maps in the **Pullout Color Insert** are marked with puzzle, item, log and elevator locations. Use them to find your way around or as a guide to find certain items.

**Creature Notes** detail how many creatures of each type appear on this level. During the game, these numbers change as the creatures follow you through the station. As you reduce creature populations and perform certain actions, more may be produced. The reinforcement numbers for each population are given in this section.

**Patch Effects** (p. 19) lists the positive and negative effects for each patch, and **Hardware Attachments** (pp.20-21) describes the function and energy usage for each hardware version.

**Weapon Statistics** (pp. 22-27) outlines specific information for each weapon and for different projectile ammunition types. It also gives useful information about each type of grenade in the game.

**Creature Statistics** (pp. 28-37) lets you size up your opponents. You'll find common locations, statistics, weapon vulnerabilities and other valuable information that will help you battle your way through *Citadel* station. A chart in this section also gives creature-by-level information.

**Damage System** information (pp. 38-39) breaks down the game's damage system and explains how weapon and creature vulnerabilities affect damage. Following this section, **Creature Types and Vulnerabilities** (p. 40) give you inside information on what weapons most affect certain creatures.

In **E-Mails, Papers and Logs** (pp. 41-52), you'll find complete text for all mission-critical messages in the game. (They're divided into related segments and organized by date.) The messages you need to read are referenced in the extended game walkthrough (pp. 60-78).

**Puzzle Solutions** (pp. 53-55) reveals solutions to all puzzle types for all difficulty levels. Individual steps for grid puzzles appear in this section, along with the keypad codes you need in the game. Puzzle locations are referenced in the walkthrough and marked on the color insert maps. Wire puzzle solutions are also illustrated on the color insert.

**Cyberspace Flow Diagrams** (pp. 56-58) guide you through cyberspace and outline what you need to accomplish in each region.

The **Extended Walkthrough** (pp. 60-78) takes you through *Citadel* level-by-level and describes what you must do to satisfy each mission requirement. Individual steps are cross-referenced in the maps scattered throughout this section. It skips the non-critical areas and items, concentrating instead on defeating SHODAN as quickly as possible.

# DIFFICULTY LEVELS

The game has difficulty settings that affect different elements of the game. By changing them, you can make the game a grisly combat scene, a plot-critical adventure or anything in between. Game settings range from 0 (easiest) to 3 (most difficult) and can be changed only when you start a new game. The default value for all settings is 2. All comparisons at other difficulty levels are based on these default values.

## Combat

**0** Enemies never attack first.
  Creatures automatically die after one shot (grenades act normally).
  Attack types and vulnerabilities are ignored.
  No reinforcements appear.
**1** Enemies attack on sight only
  Your chance of scoring a critical hit increases by 10 percent.
  Possibly fewer reinforcements produced.[1]
**2** (Default) Enemies search you out and take damage normally.
  Creature reinforcements are produced.[2]
**3** Enemies search you out.
  Damage you do is decreased by 33 percent, and you're less likely to score critical hits.
  Possibly more reinforcements produced.[1]

[1] The program uses a series of checks in the game to determine how many reinforcements are produced. Therefore, the reinforcement numbers listed in *Creature Notes* may vary slightly as noted.
[2] The number of reinforcements is different for each creature and COMBAT setting. Later in this book, these numbers are noted for the four difficulty levels by four numbers divided by slashes (e.g., 0/2/2/3), with the numbers corresponding to difficulty settings 0, 1, 2 and 3, respectively.

## Mission

**0** No logs, e-mails or v-mails.
  All doors are unlocked.
  SHODAN's security level does not require reduction.
**1** All logs default to TERSE mode.
  No access cards (doors that require them are unlocked).
  SHODAN's security level does not require reduction.
**2** (Default) Logs appear.
  Access cards required.
  Mission elements have no time limits.
**3** Time limit is imposed (7 hours for the entire game).

## Puzzles

**0** Puzzles solved automatically.
**1** Grid puzzles have more switches.
  Some wire puzzles have multiple solutions.
  All wires are a single color.
**2** (Default) Puzzles are normal difficulty.
  Some wire puzzles are colored.
**3** Wire puzzles have extra pin slots.
  All wire puzzles are colored, and solutions must be in one particular color configuration.
  Grid puzzles have more gates.

## Cyberspace

**0**  Time limit increased to 30 minutes (for each cyberspace sequence).[2]
No time penalties for exiting or dying.
No automatic forward motion.

**1**  Time limit increased to 10 minutes.
No automatic forward motion.
No time penalties for exiting or dying.

**2**  (Default) Time limit of 5 minutes.
3-second penalty for prematurely exiting (being knocked out of cyberspace) or dying in physical world.
Automatic forward motion.

**3**  Time limit decreased to 2 minutes, 30 seconds.
5-second penalty for exiting; 12-second penalty for dying.
Data currents are strong, and forward motion is faster.

[1] You have a certain amount of time to complete each cyberspace sequence. If you are forced to exit cyberspace (by losing integrity), time may be subtracted from this particular sequence the next time you enter it.

### INVESTIGATIVE REPORT #209

**By**  Investigative Committee for Internal Security, TriOptimum Corporation
**Date**  15.AUG.2073

**\*\*CONFIDENTIAL. DO NOT RELEASE TO UNAUTHORIZED PARTIES.\*\***

TriOptimum Corporation has prepared this investigative report in response to happenings aboard *Citadel* space station between 9.SEP.2072 and 20.DEC.2072.

Trouble began on 9.SEP.2072, when SHODAN refused to compile normal morality programs designed for robot implementation. Several days later, reports were transmitted concerning unexplained security leaks and defective robots. Control software failed and all communications to and from the station became scrambled.

The situation was defused when an anonymous patient was revived from a pod on the Medical level. Fortunately, this skilled cyberhacker was able to disarm SHODAN's weapon and communication systems. This person was apparently working illegally in conjunction with Marketing VP Edward Diego, who died on the station before he could be charged with three counts of felony. (Bianca Schuler, an undercover security specialist, determined that Diego intended to market *Citadel's* mutagenic virus as a biological weapon.)

In order to minimize the risk of security leaks, TriOptimum has not released the news of Diego's death. We did, however, offer the hacker a well-paying position in the I.C.E.Ware Security department. The patient declined the position and escaped from a high-level holding area soon after the initial interrogation.

We have studied all available information and presented our investigative findings in this document. All information and evidence was pieced together from various sources — a chip removed from the patient's neural interface, reconstructed station databanks, and recorded images from station black-box vidcorders. Some sections of this document were prepared by TriOptimum employees with pertinent expertise.

By releasing this report to all security personnel in TriOptimum facilities, we hope to prevent such disastrous occurrences in the future.

Sincerely,
Raymond Vollier
Spokesperson, Investigative Committee for Internal Security

7

# HINTS/ADVICE

- Learning keyboard commands can save time and save your life!
- Read all data logs you come across. Many of these logs provide crucial information, including access codes to keypad panels and clues to the whereabouts of necessary equipment.
- Destroy cameras to reduce SHODAN's security level. To conserve ammo and energy, use the lead pipe. For cameras right above you, try looking up at the camera, then jumping and swinging the pipe.
- Record all codes you find (especially the numbers that appear on screens after you destroy the computer nodes, which are random and aren't listed in this book).
- Pick up all patches and ammo you see.
- Search dead bodies for items.
- Red static in the viewscreen indicates combat damage, blue static indicates combat damage that was at least partially absorbed by your shields, and green static indicates biological or radioactive damage.
- On Levels R and 1 - 7, reactivate the restoration bays by switching off cyborg conversion at the earliest opportunity. This will allow you to be resurrected if you die on these levels.
- Save often (especially on Levels 8 and 9, where there aren't any restoration bays).
- Revisit recharge stations and surgery machines on other levels if you need a boost. Note their locations on the item maps.
- Take advantage of your ability to lean around corners for both reconnaissance and actual combat purposes. Firing around corners gives you the jump on your enemies, allowing you to fire off several rounds before your opponent can respond.
- Make full use of your ability to look up and down at various angles. Often there are access tunnels and other items of interest in or near the ceilings and floors that you may otherwise miss without fully scanning your surroundings.
- Be careful when using grenades. Hitting a target (or a wall) too close to you will result in your taking damage as well. For maximum range, try crouching and throwing grenades upward. If you're too close to a wall or low ceiling, you will drop the grenade rather than throwing it.
- Some weapons only affect certain creature types. For instance, EMP grenades and the mag-pulse rifle (electromagnetic weapons) are only useful against robots and cyborgs and do not affect mutants. Fully organic creatures (including mutants) are vulnerable to gas grenades and dartguns (which do not harm robots).
- Save your game early and often. It is generally wise to save at the beginning of each level. Remember, you can save up to eight different games, so be sure to use all eight slots.
- Save before you begin to solve a grid puzzle. You can't reset puzzles to their unsolved states, so this will allow you to retry the puzzle multiple times from the original configuration.
- If you encounter sleeping cyborgs, don't hesitate to destroy them. The ammo you strip from their deactivated bodies can make up for the ammo you spend destroying them.
- You can shoot down slow-moving projectiles, especially if you apply a reflex patch.
- Before going into a tough combat sequence, take a couple of medipatches. Since they heal you over time (instead of instantaneously), you can regenerate during the fight.
- Grenades that have not been activated can sometimes be detonated by external shocks. Try throwing a grenade, then shooting it. Or, set up a daisy-chain of grenades to damage an enemy around the corner.
- Give some thought to how you arrange your weapons in Inventory. It's useful to place a couple of backup weapons just under your current weapon. If you run out of ammo or meet a different creature type, you'll be able to press (Tab) and quickly change weapons. To rearrange weapons, pick them up and drop them wherever you want them in the MAIN inventory panel. The last weapon added always appears at the bottom of the weapons inventory page.

# MISSION OBJECTIVES

## LASER MISSION

Hanging from the belly of *Citadel* station is a Tachyon Laser Mining Beam that TriOptimum uses to bore through the crusts of small moons and asteroids in search of valuable mineral deposits. At the start of the game, SHODAN's plan involves using this tool to destroy key Earth cities in order to force humanity into submission. Your goal is to prevent this from happening.

To accomplish this, you need to raise the station's radiation shield using Isotope X-22 in the Shield Generator room and enable the laser safety override (which normally prevents the laser from being fired while the shields are up). Then, you need to fire the laser with the shields raised — this causes the laser to malfunction and explode.

### Level 1
- ❏ Get weapon/gear/Group-1 access card from locker.
- ❏ Get information log and Personal access card from D'Arcy's office.
- ❏ Activate force bridge to deconstructed area by solving wire puzzle.
- ❏ Throw lever at lookout point to raise force bridge.
- ❏ Throw lever to stop cyborg conversion and reactivate standard regeneration. (You can skip this step, but you won't be revived if you die.)
- ❏ Destroy computer nodes to gain access to the elevator. (Record number of nearby screen for later use.)

### Level 2
- ❏ In Alpha quadrant, throw the rightmost lever.
- ❏ Get Science Access Card from dead cyborg drone in Beta quadrant. (Access can also be gained in cyberspace).
- ❏ Solve the wire puzzle in the Library to activate the video screen.
- ❏ Record the laser safety override code from screen.
- ❏ Get Isotope X-22 from the radioactive storeroom in Gamma quadrant.

### Level R
- ❏ Place Isotope X-22 into receptacle in Shield Generator room.
- ❏ Pull lever to turn on Shield Generator.
- ❏ Use proper safety code (obtained on Level 2) on keypad in safety control room.
- ❏ Pull the safety override lever.

### Level 2
- ❏ Press button in Laser Control Center to fire laser.

## VIRUS MISSION

As a research station, one of *Citadel's* primary functions is to produce genetically engineered plants and and derivative vaccines. Unfortunately, SHODAN's takeover of the station set many of the mutated specimens free. These mindless freaks of nature will represent a perpetual threat to your survival while on the station.

After you foil its plans involving the mining laser, SHODAN begins preparations to release a tailor-made mutagenic virus into Earth's atmosphere in an effort to subjugate humankind. The only way to prevent this is by jettisoning Beta Grove (G-2), where the virus is being cultivated. This can be accomplished by first entering each of the station's remaining groves and activating each jettison enable safety switch. Then, you must throw the master jettison enable lever and the individual jettison lever in Beta Grove lounge.

On MISSION difficulty levels 2 and 3, you will have to repair Relay 428 on the maintenance level.

**Level 3**
❑ Pick up lantern.
**Level 4**
❑ Get Enviro-Suit from MacLeod's office.
**Level 6**
❑ Disable Safety Interlock in Alpha grove.
❑ Disable Safety Interlock in Delta grove.
❑ Unlock Beta grove elevator using button in dormitories (or use the cyberspace toggle).
❑ Disable Safety Interlock in Beta grove.
❑ Enter the correct code into keypad to open locked door in Beta quadrant.
❑ Pull lever in Diego's Shrine to open secret passage.
❑ Pull Jettison Enable Master Control in passage.
**Level 3**
❑ Get diagnostic log from repair bay.
❑ Enter proper code into relay analyzer keypad.
❑ Use repulsor to get Interface Demodulator.
❑ Find and repair Relay 428 by using interface demodulator on relay.
**Level 6**
❑ Pull Jettison Enable Master Control.
❑ Pull jettison lever in Beta Grove lounge to release grove.

## ANTENNA MISSION

After the Virus plan fails, SHODAN makes a third attempt to take over Earth – by uploading itself into Earth's data networks. You must destroy all four data transmission antennas on the station before this happens.

**Level 4**
❑ Pick up four charges of Z-44 plastique.
**Level 7**
❑ Blow up the four antennas (open each control panel and use a charge of plastique on each).

# REACTOR MISSION

SHODAN is now trying to redirect the station out of orbit and towards Earth. You must overload the reactor using a self-destruct code, which will cause the station to blow up. The code consists of six digits from screens in the computer node rooms on Levels 1-6. One digit appears on each level when you destroy the nodes.

## Level 7

❏ Retrieve and read log from System Administrator's office.
❏ Make sure all computer nodes on Levels 1-6 are destroyed (record digits from nearby screens).

## Level 3

❏ Pick up Abe Ghiran's head and use it on the Retinal Scanner outside his office.
❏ Pick up the Enviro-Suit in Ghiran's office.

## Level R

❏ In Reactor core area, enter six-digit access code (numbers from computer node screens, in order from levels one through six) to enable reactor detonation.
❏ Pull Destruct Sequence lever.

## Level 5

❏ Enter the life pod using the proper code.
❏ Pull launch lever.

# BRIDGE MISSION

SHODAN blocked your life-pod escape and plans to separate the bridge from the station before it blows up. You have to get to the bridge and destroy SHODAN before the separated Bridge section reaches Earth.

## Level 8

❏ Get Command access card from room adjacent to Banquet room.
❏ Destroy all robots in Robot-Charging station (they'll be asleep, but will wake up once you start shooting them).
❏ Pull force bridge control lever in control room adjacent to Detention center.
❏ Defeat Diego cyborg and his minions.

## Level 9

❏ Solve three wire puzzles to lower force doors to room with chipset receptacle.
❏ Get Isolinear chipset from prison cell.
❏ Place Isolinear chipset into receptacle to open bridge doors.
❏ Use cyberjack terminal to defeat SHODAN.

## WELCOME.CITADEL.TXT

Newcomers, welcome to the most sophisticated biological research platform in space. We hope to make it your home. *Citadel's* tiered levels were designed to provide both aesthetic and professional comforts, providing inhabitants with everything from spacious, green groves to lush residential quarters.

We at TriOptimum are proud to show you around ...

**Excellence.** Citadel station specializes in the research of genetic engineering and pharmaceuticals. TriOptimum purchased Saturn L6 orbit rights in 2061 and began building the station the next year. Measuring 427 meters from Bridge antenna to Reactor vane, and weighing over two million metric tons, it is the third largest station ever built. Away from the electronic surveillance and taxes of Earth-based economies, this is the ideal environment for our most elaborate experimentation. At *Citadel* station, we aspire to excellence.

**Comfort.** We hope that you will find life onboard *Citadel* station as pleasurable as an atmospheric cruise. Residential suites are unparalleled in comfort, with the same modern amenities found in upper-class homes. On the same level you'll find a shopping concourse, several fine restaurants, and recreational facilities. The environment pods, or "groves," extend from the station to house delightful orchards and gardens that are accessible via elevators.

**Convenience.** In a place as large as *Citadel*, you might expect getting around to be a chore. You'll be pleased to hear that wherever you want to go, an elevator is waiting to take you there. Power recharge stations are located on each level in convenient locations. Likewise, cyber-terminals are everywhere, in case you need to zip into cyberspace for some quick news.

**Security.** TriOptimum Corporation takes security seriously. Some areas of the station are off-limits to common personnel. If you find yourself in an area for which you do not have proper security clearance, please find the nearest exit and visit a security office to fill out a Breach of Secrecy form. We have offices throughout the station and a major security center just below the bridge. If you observe someone behaving suspiciously, do not hesitate to report it to us immediately.

Your safety is assured aboard *Citadel* station. Our observation and enforcement robots patrol the corridors, ready to quell any disturbance. With the most modern corporate defenses available today, *Citadel* easily lives up to its name. Please remember – your prudence helps protect our assets.

**Safety.** For your own safety, avoid heavy machinery, waste storage sites and other clearly labeled hazards. Service corridors extending from the main hallways are strictly off-limits. The Medical level is conveniently located and open to employees with medical access cards. In the event of a station evacuation, emergency lights will illuminate and you will be given instructions to proceed to the Flight Deck. Shuttles and life pods are ready to ferry passengers safely away in case of danger.

**Features.** Citadel station is stocked with all the latest technological elements. This complex array of systems is managed by a sentient computer system, sensitive to your needs, called SHODAN (for Sentient Hyper-Optimized Data Access Network). The station is equipped with a capable defense system for protection against terrorist groups and other corporate enemies. A synchronized team of maintenance robots make sure everything on the station is clean and functional. Our energy system has the most powerful space-based fusion reactor ever built. *Citadel* is even equipped with an experimental laser for asteroid mining.

# LEVEL DESCRIPTIONS

## CROSS-SECTION OF CITADEL

Level 9 — Control Bridge
Level 8 — Security
Level 7 — Systems Engineering
Level 6 — Executive/Groves
Level 5 — Flight Deck
Level 4 — Storage
Level 3 — Maintenance
Level 2 — Research Labs
Level 1 — Medical
Level R — Reactor
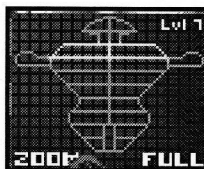
## REINFORCEMENTS

Whenever you perform certain actions, or when the population of certain creatures falls below a minimum level, new mutants, cyborgs and robots may appear. Your COMBAT difficulty level determines how many new creatures (if any) appear.

On COMBAT difficulty 0, no new creatures are produced. For the other difficulty levels, the number of new creatures varies. The number of creatures for each difficulty level is listed under Reinforcements for each level. Numbers separated by "/" indicate variable numbers for each difficulty setting, with difficulty 0 occupying the first slot.

For example, "0/2/2/4 hoppers" means that:

    0 hoppers are produced at COMBAT difficulty 0,
    2 hoppers are produced at COMBAT difficulty 1,
    2 hoppers are produced at COMBAT difficulty 2, and
    4 hoppers are produced at COMBAT difficulty 3.

### SECURITY MEMO
*by Bianca Schuler (deceased)*

Our plan to "hire" me as Diego's assistant seems to be working, especially the part about me being "scatter-brained" and "dense." Thanks for the references, guys! You couldn't have made me look worse if you'd tried. Just what Diego wants ... a dim-witted assistant who's got looks and can't program her way into a grade-school mainframe.

In my short stint here, I've uncovered even more evidence that points toward Diego's clandestine plan. Today, I overheard a conversation about a trip to Philadelphia to visit relatives. After scanning the population databases in the area, I found out that his only relative there died six months ago. I know he was notified of the death because I've seen the opened Earthfax in Diego's office. However, this uncle is still in the system as a living beneficiary — Diego probably thinks we don't know about this.

I've been racking my brain trying to figure out why he's performing unauthorized mutagen experiments. SHODAN doesn't seem to be tracking them, and I can't find any security records that correspond to his lab time.

Could these omissions have anything to do with the memo I saw on Diego's screen? I didn't get much before he shooed me out of his office (had to act like I dropped something). It said something about a "plan" that would make him rich. At this point, I'm inclined to think he's going to sell a virus or mutant to a third party. We'd better be careful, just in case he's on to this. More next week.

Bianca

13

## LEVEL R – REACTOR
**(Automap ID: LV R)**

The Reactor Level, at the bottom of *Citadel* Station, houses the primary reactor and its support facilities. Due to the inherent health risk involved, this level contains a medical substation and the station's only radiation treatment center. There is also an experimental variable gravity chamber here which is used by TriOptimum engineers and scientists in a variety of experiments. Painted mainly in gray, the Reactor level is marked by its inelegant, yet functional architecture. Hoppers (robotic welders that perform many of the station's maintenance tasks) can be found in abundance here.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Autobomb | 7 | | | |
| Cyborg assassin | 8 | | | |
| Cyborg drone | 4 | | | |
| Exec-bot | 1 | | | |
| Flier-bot | 3 | | | |
| Hopper | 9 | 0/2/2/4[1] | Corridors | Population below 3/3/3/5 |
| | | 0/3/3/6 | Corridors | Reactor set to destruct |
| Mutated cyborg | 0 | 0/1/1/1 | Elevator 2 | Reactor set to destruct |
| Security-1-bot | 5 | | | |
| Security-2-bot | 2 | 0/1/1/1[2] | Near Elevator 2 | Laser destroyed |
| | | 0/2/2/3[3] | Near Elevator 2 | Reactor set to destruct |
| Zero grav | 7 | | | |

[1] Maximum number that can be produced on this level by killing hoppers is 0/24/24/48.
[2] This security-2-bot has 738 hit points (250% of its normal value).
[3] One appears. If it dies, a new one replaces it, up to 0/2/2/3.

## LEVEL 1 – MEDICAL
**(Automap ID: LV 1)**

The Medical Level contains a highly advanced neurosurgery ward and a functional automatic surgery machine. Medical areas on *Citadel* Station are easily identified by their blue-green walls and advanced treatment facilities.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Cyborg assassin | 7 | | | |
| Cyborg drone | 26 | | | |
| Cyborg warrior | 1 | | | |
| Hopper | 1 | | | |
| Humanoid | 21 | 0/16/16/16 | Central core and southern area | Population below 10 |
| Repair-bot | 1 | | | |
| Serv-bot | 4 | | | |

# LEVEL 2 – RESEARCH LABS
**(Automap ID: LV 2)**

The Research Labs Level is responsible for the production of many prototype technological developments, and houses an extensive electronic library. Firing controls for the station's mining laser are also located here. The Research Level can be identified by its vibrant red and white walls.

## Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Cyborg assassin | 0 | 6 | Transfer to core | Near end of Laser Mission |
| Cyborg drone | 1 | | | |
| Cyborg warrior | 0 | 2 | Transfer to core | Near end of Laser Mission |
| Hopper | 6 | 0/1/1/2[1] | Corridors | Population below 2 |
| Humanoid | 21 | | | |
| Maintenance-bot | 4 | | | |
| Repair-bot | 6 | | | |
| Security-1-bot | 2 | 0/1/1/2[2] | Recharge station | Population below 1 |
| Serv-bot | 2 | | | |
| Virus mutant | 0/3/3/4 | Variable | Force door | Beta Grove jettisoned |
| Zero grav | 4 | | | |

[1] 14/23/23/26
[2] Production stops if you solve the puzzle on this level (P-13, color insert).

# LEVEL 3 – MAINTENANCE
**(Automap ID: LV 3)**

The Maintenance Level has facilities capable of repairing an extremely wide variety of station hardware. Numerous control, routing and access relays are located on this level, and certain robots recharge here between task assignments. This level has a distinctive gray-and-yellow color scheme, but tends to be dimly lit or dark in certain areas.

*Note 1: One recharge station on this level has three sparking cables above it. If you use this unit, you'll recharge, but you will also take damage.*

*Note 2: After you disable the laser safety interlocks for the three groves and throw the master jettison enable control, all four wings on this level open up.*

## Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Cyborg drone | 1 | | | |
| Inviso-mutant | 7 | 0/3/3/4 | Anywhere | Population below 4 |
| Maintenance-bot | 4 | | | |
| Security-1-bot | 21 | 0/4/4/5 | Anywhere | Population below 5 |
| Security-2-bot | 0 | 1/7/7/10 | Anywhere | Reactor set to destruct |

15

## LEVEL 4 – STORAGE
### (Automap ID: LV 4)
Though not as interesting as some of the more critical areas, the Storage Level provides a central location for storing much of the station's backup and emergency equipment. Certain areas on this level can safely store explosives and ammunition. The walls here are predominantly decorated in light blue and green.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Avian | 2 | | | |
| Gorilla-tiger | 3 | | | |
| Cyborg enforcer | 1 | | | |
| Cyborg warrior | 19 | 0/3/3/4 | Anywhere | Population below 3 |
| Maintenance-bot | 5 | | | |
| Repair-bot | 6 | | | |
| Security-1-bot | 7 | | | |
| Zero grav | 4 | | | |

## LEVEL 5 – FLIGHT DECK
### (Automap ID: LV 5)
The Flight Deck Level serves to launch, receive and house the various shuttle craft that regularly conduct business with TriOptimum Earth. The enormous flight bays on this level are sealed off by environmental integrity screens. As the station rotates, these transparent screens offer breathtaking views of the solar system and the open space beyond. The majority of the Flight Deck is decorated in dark blue and white, although several sections have been repaired with gray paneling.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Autobomb | 2 | | | |
| Avian mutant | 8 | | | |
| Cortex reaver | 1 | | | |
| Cyborg assassin | 7 | | | |
| Cyborg warrior | 3 | | | |
| Diego cyborg[1] | 0 | 1 | Near life pods | Reactor set to destruct |
| Maintenance-bot | 1 | | | |
| Security-1-bot | 13 | | | |
| Security-2-bot | 0 | 0/8/8/10 | Flight Bays | Reactor set to destruct |
| Zero grav | 1 | | | |

[1] Diego disappears and reappears later on Level 8.

## LEVEL 6 – EXECUTIVE
### (Automap ID: LV 6)
*Citadel's* Executive Level sports a number of teleconference and board rooms where TriOptimum executives can conduct business with their Earth counterparts. Lavishly decorated with beige-blue tiles and red carpeting, this level is designed to offer a stress-free professional environment. To further this goal, the Executive Level provides sole access to the station's lush, green nature groves.

## Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Autobomb | 3 | | | |
| Cyborg enforcer | 1 | | | |
| Cyborg warrior | 8 | | | |
| Diego cyborg | 1 | | | |
| Exec-bot | 19 | 0/5/5/6 | Near Elevator 10 | Population below 6 |
| Gorilla-tiger | 5 | | | |
| Hopper | 1 | | | |
| Maintenance-bot | 2 | | | |
| Security-1-bot | 5 | 0/3/3/4 | Diego's shrine | Master jettison switch pulled |
| | 0 | 0/1/1/1 | Near end of teleporter | Master jettison switch pulled |
| | 0 | 0/1/1/1 | Far end of teleporter | Master jettison switch pulled |
| Serv-bot | 5 | | | |
| Virus mutant | 3 | 0/5/5/6 | Beta grove lounge | Master jettison control enabled |

# LEVEL 6 — GROVES
## (Automap IDs: G1, G2, G4)

*Citadel's* nature groves are domed enclosures built to provide an Earth-like environment for those living aboard the station. The well-manicured landscapes of the grove are a favorite among TriOptimum couples. If necessary, the groves can be jettisoned from the main body of the station.

## Creature Notes
### G-1 (Alpha)

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Avian mutant | 3 | | | |
| Gorilla-tiger | 1 | 0/2/2/1 | Anywhere in Grove | Population below 1 |
| Plant mutant | 5 | 0/1/1/2 | Anywhere in Grove | Population below 4 |
| Security-1-bot | 3[1] | | | |
| Virus mutant | 1 | | | |

[1] One security-1-bot (to the right of the elevator) has 302 hit points (175% normal value).

### G-2 (Beta)

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Avian mutant | 1 | | | |
| Gorilla-tiger | 2 | 0/1/1/2 | Anywhere in Grove | Population below 2 |
| Plant mutant | 4 | 0/1/1/2 | Anywhere in Grove | Population below 4 |
| Security-1-bot | 6 | | | |
| Virus mutant | 8 | | | |

### G-4 (Delta)

| Creature | Initial # | Reinforcements | Where | Condition |
|---|---|---|---|---|
| Gorilla-tiger | 2 | 0/1/1/2 | Anywhere in Grove | Population below 1 |
| Plant mutant | 9 | 0/3/3/4 | Anywhere in Grove | Population below 3 |
| Security-1-bot | 1 | | | |

## LEVEL 7 – SYSTEMS ENGINEERING
**(Automap ID: LV 7)**

The Engineering Level contains many of *Citadel's* support and communications systems, including the primary antenna relays. This level's subdued, brown-and-yellow color scheme adds to its techno-industrial atmosphere.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Autobomb | 1 | 0/1/1/1 | Chute in NE corner | Previous autobomb destroyed |
| Cyborg assassin | 10 | | | |
| Cyborg enforcer | 13 | 0/1/1/2 | Anywhere | Population below 3 |
| | 0 | 0/1/1/2 | Clover leaf area | Cyborg assassin dies |
| Cyborg warrior | 4 | 0/1-2/1-2/2-3 | Anywhere | Population below 5 |
| Exec-bot | 8 | | | |
| Mutated cyborg | 2 | 0/2/2/3 | Outside Elevator 11 | Reactor set to destruct |
| Repair-bot | 2 | | | |
| Security-1 bot | 15 | 0/2/2/3 | Anywhere | Population below 5 |
| | | 0/all that fit | Surgery machine | Reactor set to destruct |
| Security-2-bot | 6 | 0/4/4/5 | Southern antenna | Reactor set to destruct |

## LEVEL 8 – SECURITY
**(Automap ID: LV 8)**

The most notable feature of the Security Level is its towering central core shaft, which rises over eight stories high. *Citadel's* detention facilities are located on this level, and can hold over forty lawbreakers at a time. Corridors are lined with bright red carpet and black marble tiles.

### Creature Notes

| Creature | Init. |
|---|---|
| Mutated cyborg | 12/12/12/11 |
| Virus mutant | 7 |
| Cyborg assassin | 7 |
| Cyborg enforcer | 8/8/8/6 |
| Cyborg elite guard | 0/0/0/3 |
| Diego cyborg | 1 |
| Flier-bot[1] | 10 |
| Security-2-bot | 14 |

[1] Six flier-bots on this level have 225% of their normal number of hit points.

## LEVEL 9 — BRIDGE
### (Automap ID: LV 9)

The Bridge is positioned at the uppermost end of *Citadel* Station and is the location of the station's command and control center. The primary neural bud for SHODAN is located on the Bridge. One important feature of this level is the ability to separate from the main body of the station in times of dire emergency. Black and gray biological infestation has covered most wall surfaces.

### Creature Notes

| Creature | Init. | Reinforce. | Where | Condition |
|---|---|---|---|---|
| Autobomb | 19 | 0/2-4/2-4/3-6 | Autobomb maze | Population below 16 |
| Mutated cyborg[1] | 5 | | | |
| Cyborg assassin[2] | 2 | | | |
| Cyborg elite guard | 12 | | | |
| Cortex reaver | 1 | | | |
| Security-2-bot | 17 | | | |

[1] In the isolinear chipset room, two mutated cyborgs have 604 hit points each (175% normal value).
[2] Both cyborg assassins on this level have 200% to 300% of their normal hit points.

# PATCH EFFECTS

The patches you find in the game can enhance certain abilities, but they may provoke negative effects as well. The following table summarizes the primary and side effects of each patch in *System Shock*.

| Patch | Primary Effect | Side Effect | Approx. Duration |
|---|---|---|---|
| *Genius* | Helps with puzzles[1] | Temporarily reverses right and left | 30 seconds |
| *Staminup* | Eliminates fatigue | Fully fatigued later | 73 seconds |
| *Berserk* | Increases combat strength[2] | Greatly distorts color perception | 30 seconds |
| *Reflex* | Quickens reaction time | Makes mini-games easier to play | 58 seconds |
| *Detox* | Anti-toxin | Clears all other patch effects | 58 seconds |
| *Medi* | Heals | None | 73 seconds |
| *Sight* | Enhances vision | Decreases visual acuity afterward | 145 seconds |

[1] For wire puzzles, this patch lowers the threshold score needed to solve the puzzle. If you are within 3 steps of solving a grid puzzle, this patch shows you the next step.
[2] For hand-to-hand combat only.

# HARDWARE ATTACHMENTS

Each hardware item drains a specific amount of energy, given in Joules per minute (JPM). The table in this section gives the function and energy usage for each hardware. Additional versions are also listed.

Hazardous areas give off Level of Biological Poisoning units (LBPs), or measurable units of harmful biological or radiation contamination. Your Enviro-Suit shields you against some LBPs — the version 1 suit protects against bio-hazards, and the version 2 protects against both bio and radiation damage.

You start the game with 55 JPMs. When you run low, you can use recharge stations or batteries to restore power to full (255 JPMs).

## 1. Biological Systems Monitor (Bioscan)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 1 JPM | Health and fatigue diagnosis |
| V.2 | 0 JPM | Health, fatigue and current patch effects |

## 2. View Control

You start the game with this hardware attachment, and it doesn't draw any energy from your reserves. To configure your interface, use the View Control from inventory. You can then turn specific on-screen items on or off.

## 3. Sensaround Multi-View Unit (Sensaround)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 9 JPM | Rear view that updates slowly |
| V.2 | 9 JPM | Rear view that updates quickly |
| V.3 | 9 JPM | 360-view that updates quickly |

## 4. Head-Mounted Lantern (Lantern)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 15 JPM | Provides dim light |
| V.2 | 15/25 JPM | Provides dim/moderate light (two settings) |
| V.3 | 15/25/30 JPM | Provides dim/moderate/bright light (three settings) |

## 5. Energy/Projectile Shield (Shield)

| Version | Settings Available[1] |
|---|---|
| V.1 | 1 |
| V.2 | 1 and 2 |
| V.3 | 1, 2 and 3 |
| V.4 | 4 |

[1] Each setting absorbs a different amount of damage as follows:

| Setting | Energy Usage | Function |
|---|---|---|
| Setting 1 | 24 JPM | Absorbs 20% of all damage |
| Setting 2 | 60 JPM | Absorbs 10 hit points and 40% of all damage |
| Setting 3 | 105 JPM | Absorbs 15 hit points and 75% of all damage |
| Setting 4 | 30 JPM | Absorbs 30 hit points and 75% of all damage |

## 6. Infrared Night Sight (Infrared)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 50 JPM | Darkness-negating, monochrome view |

## 7. Navigation and Mapping Unit (Nav Unit)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 0 JPM | Terrain scanner, compass |
| V.2 | 0 JPM | Terrain scanner showing robots, navigational compass |
| V.3 | 0 JPM | Terrain scanner showing creatures and hazards,[1] navigational compass |

[1] Only if you have an Enviro-Suit.

## 8. Multi-Media Data Reader

Only one version of this hardware item exists, and it does not drain energy.

## 9. Turbo Motion Booster System (Booster)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 0 JPM | Skates (150% maximum speed) |
| V.2 | 100/0 JPM | Turbo, Skates (150% or 200% maximum speed) |

## 10. Jump Jet

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 25 JPM | Slow jump-assisted flight |
| V.2 | 30 JPM | Jump-assisted flight |
| V.3 | 35 JPM | Fast jump-assisted flight |

## 11. Target Identifier (Target Info)

| Version | Energy Usage | Function |
|---|---|---|
| V.1 | 0 JPM | Target range and ID |
| V.2 | 0 JPM | Target range, damage and attitude (hostile, cautious, etc.) |
| V.3 | 0 JPM | Complete target info, including HUD damage feedback (minor, severe, etc.) |
| V.4 | 0 JPM | Complete target info, including auto-acquire (locks onto target) |

## 12. Environmental Protection Suit (Enviro-Suit)

| Version | Biological Damage | Cost[1] | Radiation Damage | Cost |
|---|---|---|---|---|
| V.1 | 83% absorbed | .25 | 0% absorbed | 0 |
| V.2 | 85% absorbed | .16 | 83% absorbed | .25 |
| V.3 | 88% absorbed | .11 | 85% absorbed | .16 |

[1] Cost reflects how much energy is drained for each LBP unit absorbed by the Enviro-Suit.

## 13. System Analyzer (Status)

This hardware item monitors the status of station systems. Only one version exists, and it does not drain energy.

The status hardware can help you keep track of plot elements, such as the current level's security level, the status of the lifepods, the current laser and relay conditions, and so forth. If you use this item from your inventory, information displays in one of your MFDs. Click the arrows to change pages.

# WEAPON STATISTICS

## HAND-TO-HAND WEAPONS

**Damage per hit.** The number of damage points applied to the target by each hit.

**Range.** The distance (in meters) at which the weapon can damage a target.

**Offense value.** The attack value of the weapon. This is compared to a creature's defense value during combat to help determine whether or not a critical hit occurs.

**Armor penetration.** The number of penetration points applied to a target's armor by a hit. This is compared to a creature's armor value during combat.

**Attack type.** What method of attack the weapon uses. This is compared to a creature's vulnerability during combat. (For these hand-to-hand weapons, the attack type for damage calculations is either projectile or energy beam.)

### 1. Lead Pipe

| | |
|---|---|
| *Damage per hit* | 15 |
| *Range* | 2 |
| *Offense value* | 3 |
| *Armor penetration* | 40 |
| *Attack type* | Melee |

### 2. TS-04 Laser Rapier

| | |
|---|---|
| *Damage per hit* | 200 |
| *Range* | 2 |
| *Offense value* | 5 |
| *Armor penetration* | 80 |
| *Attack type* | Melee energy |

## PISTOLS AND RIFLES

**Operation.** What type of shot the weapon delivers. Semi-automatic weapons release one round of ammo each time you fire, while automatic weapons fire continuous rounds. Projectile and energy weapons have different operating characteristics.

**Damage per hit.** The number of damage points that are applied to the target by one shot.

**Ammo.** Ammunition count (per clip), type and characteristics.

**Armor penetration.** The number of penetration points applied to a target's armor during combat. This is compared to a creature's armor value during combat.

**Offense value.** The attack value of the weapon. This is compared to a creature's defense value during combat to determine whether or not a critical hit occurs.

**Attack type.** What method of attack the weapon uses. This characteristic is compared to a creature's vulnerability during combat. Extra damage will be inflicted if that creature is particularly vulnerable to that weapon type. (See *Creature Types and Vulnerabilities*, p. 40.)

### 3. ML-41 Minipistol

| Operation | Semi-automatic | |
|---|---|---|
| Ammo | 20 standard rounds (poor stopping power) | |
| | 20 teflon-coated rounds (enhanced armor penetration) | |
| | Standard | Teflon |
| Damage per hit | 20 | 30 |
| Armor penetration | 20 | 30 |
| Offense value | 2 | 3 |
| Attack type | Projectile | Projectile |

### 4. SV-23 Dart Pistol

| Operation | Semi-automatic | |
|---|---|---|
| Ammo | 15 needles (with explosive charge) | |
| | 15 tranq needles (paralyzing neurotoxin in needle housing) | |
| | Needle | Tranq |
| Damage per hit | 15 | 5 |
| Armor penetration | 6 | 0 |
| Offense value | 2 | 3 |
| Attack type | Projectile | Tranq |
| | Needle | |

### 5. Magnum 2100 Pistol

| Operation | Semi-automatic | |
|---|---|---|
| Ammo | 12 hollow-tip 2100 rounds (fragments inside soft targets) | |
| | 12 heavy slug 2100 rounds (high-density osmium slug) | |
| | Hollow | Heavy |
| Damage per hit | 60 | 85 |
| Armor penetration | 30 | 25 |
| Offense value | 4 | 5 |
| Attack type | Projectile | Projectile |

### 6. AM-27 Flechette

| Operation | Automatic | |
|---|---|---|
| Ammo | 60 hornets (high-velocity, single-body slugs) | |
| | 60 splinters (multi-part slivers that splinter inside soft targets) | |
| | Hornet | Splinter |
| Damage per hit | 10 | 22 |
| Armor penetration | 35 | 32 |
| Offense value | 2 | 3 |
| Attack type | Projectile | Projectile |
| | Needle | Needle |

## 7. RF-07 Skorpion

| | |
|---|---|
| *Operation* | Automatic |
| *Ammo* | 50 slags (heavy, super-heated slugs) |
| | 100 big slags (slag rounds in a larger magazine) |
| *Damage per hit* | 35 |
| *Armor penetration* | 40 |
| *Offense value* | 2 |
| *Attack type* | Projectile |

## 8. MARK III Assault Rifle

| | | |
|---|---|---|
| *Operation* | Semi-automatic | |
| *Ammo* | 10 magnesium-tips (caustic slug that maximizes wound damage) | |
| | 8 penetrators (high-power rounds that penetrate 20mm steel armor) | |
| | Magnesium | Penetrator |
| *Damage per hit* | 75 | 160 |
| *Armor penetration* | 50 | 70 |
| *Offense value* | 4 | 5 |
| *Attack type* | Projectile | Projectile |

## 9. DC-05 Riot Gun

| | |
|---|---|
| *Operation* | Manual repeating, pump-action |
| *Ammo* | 20 rubber slugs (high-density, rubber bullets) |
| *Damage per hit* | 6 |
| *Armor penetration* | 0 |
| *Offense value* | 2 |
| *Attack type* | Projectile |

## 10. MM-76 Accelerator Rail Gun

| | |
|---|---|
| *Operation* | Semi-automatic, slow projectile |
| *Ammo* | 12-count clip (heavy armor penetration and fragmentation damage) |
| *Damage per hit* | 200 |
| *Armor penetration* | 35 |
| *Offense value* | 6 |
| *Attack type* | Projectile |

## 11. SB-20 Mag-Pulse Rifle

| | |
|---|---|
| *Operation* | Semi-automatic, slow projectile |
| *Ammo* | 25-count mag-pulse cartridge (to use against shielded robots) |
| *Damage per hit* | 45 |
| *Armor penetration* | 100 |
| *Offense value* | 4 |
| *Attack type* | Magnetic |

# BEAM AND ENERGY WEAPONS

**Operation.** What type of shot the weapon delivers. Some weapons include setting-specific information.

**Damage per blast.** Average number of damage points that are applied to the target by one blast.

**Energy usage per blast.** How much energy is drained (in Joules per minute) from reserves by one blast.

**Armor penetration.** The number of penetration points applied to a target's armor during combat. This is compared to a creature's armor value during combat.

**Offense value.** The attack value of the weapon. This is compared to a creature's defense value during combat to determine whether or not a critical hit occurs.

**Attack type.** What method of attack the weapon uses. This characteristic is compared to a creature's vulnerability during combat.

## 12. Sparq Beam Sidearm

| Operation | Electron burst | | |
|---|---|---|---|
| | Low | High | Overload |
| Damage per blast | 6 | 36 | 60 |
| Energy usage per blast | 2V | 8V | 24V |
| Armor penetration | 25 | | |
| Offense value | 3 | | |
| Attack type | Energy beam | | |

## 13. ER-90 Laser Blaster

| Operation | Single-pulse ultraviolet ray | | |
|---|---|---|---|
| | Low | High | Overload |
| Damage per blast | 12 | 70 | 115 |
| Energy usage per blast | 3V | 15V | 50V |
| Armor penetration | 25 | | |
| Offense value | 4 | | |
| Attack type | Energy beam | | |

## 14. RW-45 Ion Pulse Rifle

| Operation | Particle beam burst | | |
|---|---|---|---|
| | Low | High | Overload |
| Damage per blast | 18 | 108 | 180 |
| Energy usage per blast | 5V | 30V | 100V |
| Armor penetration | 35 | | |
| Offense value | 6 | | |
| Attack type | Energy beam | | |

## 15. DH-07 Stun Gun

| Operation | Low-intensity, concentric energy burst | |
| --- | --- | --- |
| | Low | High |
| Damage per blast | 2 | 15 |
| Energy usage per blast | 3V | 30V |
| Armor penetration | 0 | |
| Offense value | 3 | |
| Attack type | Projectile | |
| | Energy beam | |

## 16. LG-XX Plasma Rifle

| Operation | Refracting plasma projectile | |
| --- | --- | --- |
| | Low | High |
| Damage per blast | 35 | 350 |
| Energy usage per blast | 13V | 130V |
| Armor penetration | 100 | |
| Offense value | 6 | |
| Attack type | Projectile | |
| | Energy beam | |

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### MEMO TO JAMES CHASKES

**By** Rebecca Lansing, Internal TriOptimum Contract Security

**Date** 14.AUG.2073

James,

I've been keeping up with my NetPlex contacts and have my eyes open concerning the Citadel incident. Altogether, public support of TriOp seems to be following the media's slant — there's more to this story than we're letting on. Even though this is true, I'm corresponding daily with our spokespeople and trying to squelch the rumors. Most seem to deal with Diego, who is (or was, at least) a prime suspect.

We don't have much information, other than the memos that Schuler was able to find. I believe it's in our best interest to concentrate on tracking down his terrorist "friends. IMHO, I don't think we should release the news of Diego's death to anyone without top corporate clearance.

What we've been able to extract from Bianca Shuler's final communications suggests that he was working with a group based in the Middle East. If we keep Diego "alive," so to speak, we've got a better chance of trapping these guys. We can make a few small public appearances, and maybe the terrorists responsible for the bombing will try to contact a Diego imposter. Our corporate spy division has come up with a look-a-like who's willing to work with us. He's pricey, but we can't take any chances ...

I've attached all the net articles I could find to this e-mail. Read through them and let me know what you think.

Rebecca

# GRENADES AND EXPLOSIVES

**Operation.** How the grenade is detonated (either through initial contact, a timer, or as a mine).

**Blast radius.** The radius of the explosion (in meters). Any target inside this radius receives damage.

**Damage.** The number of damage points that are applied to the target by that grenade or explosive.

**Armor penetration.** The number of penetration points applied to a target's armor during combat. This is compared to a creature's armor value during combat.

**Offense value.** The number of attack points for a grenade or an explosive. (During damage calculations, this value is compared to the target's defense value.)

**Attack type.** What method of attack the grenade or explosive uses. This characteristic is compared to a creature's vulnerability during combat. (See *Creature Types and Vulnerabilities*, p. 40.)

## Gas Grenade

| | |
|---|---|
| *Operation* | Contact |
| *Blast radius* | 4 |
| *Damage* | 150 |
| *Armor penetration* | 100 |
| *Offense value* | 3 |
| *Attack type* | Gas |

## Fragmentation Grenade

| | |
|---|---|
| *Operation* | Contact |
| *Blast radius* | 4 |
| *Damage* | 150 |
| *Armor penetration* | 20 |
| *Offense value* | 3 |
| *Attack type* | Projectile |

## EMP Grenade

| | |
|---|---|
| *Operation* | Contact |
| *Blast radius* | 6 |
| *Damage* | 80 |
| *Armor penetration* | 100 |
| *Offense value* | 3 |
| *Attack type* | Magnetic |

## Concussion Bomb

| | |
|---|---|
| *Operation* | Contact |
| *Blast radius* | 6 |
| *Damage* | 325 |
| *Armor penetration* | 35 |
| *Offense value* | 6 |
| *Attack type* | Projectile |

## Nitropack

| | |
|---|---|
| *Operation* | Timed |
| *Blast radius* | 5 |
| *Damage* | 200 |
| *Armor penetration* | 25 |
| *Offense value* | 3 |
| *Attack type* | Projectile |
| | Energy beam |

## Earth Shaker

| | |
|---|---|
| *Operation* | Timed |
| *Blast radius* | 6 |
| *Damage* | 375 |
| *Armor penetration* | 50 |
| *Offense value* | 6 |
| *Attack type* | Projectile |
| | Energy beam |

## Land Mine

| | |
|---|---|
| *Operation* | Mine |
| *Blast radius* | 5 |
| *Damage* | 230 |
| *Armor penetration* | 35 |
| *Offense value* | 5 |
| *Attack type* | Projectile |
| | Energy beam |

# CREATURE STATISTICS

This section lists statistics for all creatures and identifies levels most populated by each type. The chart on p. 40 shows what creatures are vulnerable to what weapons, and also summarizes the armor value and hit points for each creature.

**First encountered.** Level at which the creature first appears.
**Most common.** Level with the highest population for that creature type.
**Preferred weapon against.** What weapon the playtesters prefer to use against this creature.
**Primary attack.** Attack used by the creature most of the time.
**Secondary attack.** Attack used by the creature the rest of the time. The percentage time is given in parentheses.
**Damage per hit.** Average number of damage points done to you by one hit from this creature.
**Range of attack.** Range (in meters) at which the creature has an effective attack.
**Hit points.** Number of damage points the creature can absorb before dying.
**Perception.** Creature's ability to notice you. Each creature is ranked as low, medium or high.
**Disruptability.** Percentage chance that the creature will remain stunned after a hit.
**Armor value.** Number of points of armor the creature has. This value is compared to the weapon's penetration value during combat.
**Defense value.** The ability of a creature to defend itself. This is compared to a weapon's offense value during combat to help determine whether or not a critical hit occurs.

## ROBOTS

### Autobomb

| | |
|---|---|
| *First encountered* | Level R |
| *Most common* | Levels R, 9 |
| *Preferred weapon against* | Fragmentation grenade, minipistol (teflon rounds) |
| *Primary attack* | Homing proximity detonation |
| *Secondary attack* | None |
| *Damage per hit* | 200 |
| *Range of attack* | 1 |
| *Hit points* | 50 |
| *Perception* | Medium |
| *Disruptability* | 50% |
| *Armor value* | 40 |
| *Defense value* | 1 |

## Exec-Bot

| | |
|---|---|
| First encountered | Level R |
| Most common | Level 6 |
| Preferred weapon against | Magnum 2100 (heavy slugs) |
| Primary attack method | Projectile |
| Secondary attack | None |
| Damage per hit | 30 |
| Range of attack | 6 |
| Hit points | 225 |
| Perception | Medium |
| Disruptability | 20% |
| Armor value | 40 |
| Defense value | 2 |

## Flier-Bot

| | | |
|---|---|---|
| First encountered | Level R | |
| Most common | Level 8 | |
| Preferred weapon against | Magnum 2100 (hollow slugs) | |
| Primary attack | Energy beam | |
| Secondary attack | Grenade (gas) | |
| | Primary | Secondary (if out of primary range) |
| Damage per hit | 30 | 150 |
| Range of attack | 7 | 12 |
| Hit points | 75 | |
| Perception | Medium | |
| Disruptability | 30% | |
| Armor value | 30 | |
| Defense value | 2 | |
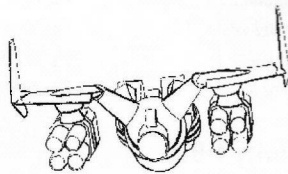
## Hopper

| | |
|---|---|
| First encountered | Level 1 |
| Most common | Levels 2, R |
| Preferred weapon against | Mag-pulse rifle, or lead pipe after taking a berserk patch |
| Primary attack | Energized laser torch |
| Secondary attack | None |
| Damage per hit | 35 |
| Range of attack | 7 |
| Hit points | 110 |
| Perception | Medium |
| Disruptability | 25% |
| Armor value | 35 |
| Defense value | 4 |

## Maintenance-Bot

| | |
|---|---|
| *First encountered* | Level 2 |
| *Most common* | Levels 2, 3, 4 |
| *Preferred weapon against* | Minipistol (teflon rounds) |
| *Primary attack* | Electrical melee |
| *Secondary attack* | None |
| *Damage per hit* | 25 |
| *Range of attack* | 2 |
| *Hit points* | 60 |
| *Perception* | Medium |
| *Disruptability* | 30% |
| *Armor value* | 40 |
| *Defense value* | 3 |
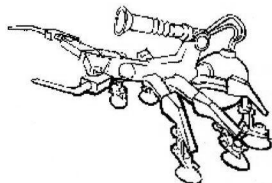
## Repair-Bot

| | |
|---|---|
| *First encountered* | Level 1 |
| *Most common* | Levels 2, 4 |
| *Preferred weapon against* | Minipistol (teflon rounds) |
| *Primary attack* | Energized welding torch |
| *Secondary attack* | None |
| *Damage per hit* | 12 |
| *Range of attack* | 3 |
| *Hit points* | 65 |
| *Perception* | Medium |
| *Disruptability* | 40% |
| *Armor value* | 25 |
| *Defense value* | 3 |
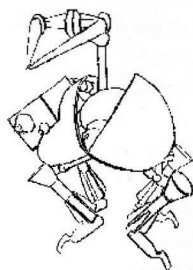
## Security-1-Bot

| | |
|---|---|
| *First encountered* | Level 2 |
| *Most common* | Levels 3, 5, 7 |
| *Preferred weapon against* | EMP grenades, Plasma rifle, mag-pulse rifle |
| *Primary attack* | Energy projectile |
| *Secondary attack* | None |
| *Damage per hit* | 35 |
| *Range of attack* | 8 |
| *Hit points* | 170 |
| *Perception* | Medium |
| *Disruptability* | 15% |
| *Armor value* | 40 |
| *Defense value* | 4 |
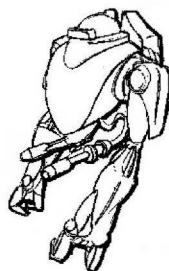
## Security-2-Bot

| | |
|---|---|
| *First encountered* | Level R |
| *Most common* | Levels 8, 9 |
| *Preferred weapon against* | EMP grenades, Plasma rifle, Skorpion (big slag), Mag Pulse |
| *Primary attack method* | Projectile |
| *Secondary attack* | None |
| *Damage per hit* | 65 |
| *Range of attack* | 7 |
| *Hit points* | 300 |
| *Perception* | High |
| *Disruptability* | 5% |
| *Armor value* | 50 |
| *Defense value* | 5 |

## Serv-Bot

| | |
|---|---|
| *First encountered* | Level 1 |
| *Most common* | Levels 1, 6 |
| *Preferred weapon against* | Lead pipe (anything else is a waste of ammo or energy) |
| *Primary attack* | Melee attack with appendages |
| *Damage per hit* | 8 |
| *Range of attack* | 1 |
| *Hit points* | 20 |
| *Perception* | Medium |
| *Disruptability* | 50% |
| *Armor value* | 20 |
| *Defense value* | 2 |
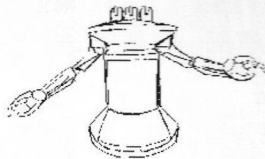
# CYBORGS

## Cortex Reaver

| | | |
|---|---|---|
| *First encountered* | Level 5 | |
| *Most common* | Levels 5, 9 | |
| *Preferred weapon against* | Assault rifle (penetrator rounds) | |
| *Primary attack method* | Projectile | |
| *Secondary attack* | Grenade (Concussion bomb) | |
| | Primary | Secondary (if out of primary range) |
| *Damage per hit* | 80 | 325 |
| *Range of attack* | 4 | 6 |
| *Hit points* | 580 | |
| *Perception* | Medium | |
| *Disruptability* | 10% | |
| *Armor value* | 40 | |
| *Defense value* | 2 | |

31
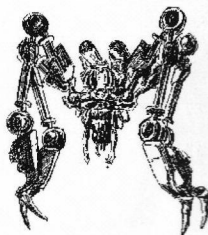
## Cyborg Assassin

| | |
|---|---|
| First encountered | Level 1 |
| Most common | Levels R, 1, 5, 7, 8 |
| Preferred weapon against | Minipistol (teflon rounds) |
| Primary attack | Projectile (weapon) |
| Secondary attack | Projectile (throwing star) |

| | Primary (60%) | Secondary (40%) |
|---|---|---|
| Damage per hit | 30 | 50 |
| Range of attack | 9 | 4 |
| Hit points | 65 | |
| Perception | High | |
| Disruptability | 60% | |
| Armor value | 5 | |
| Defense value | 4 | |

## Cyborg Drone

| | |
|---|---|
| First encountered | Level 1 |
| Most common | Levels 1, 2 |
| Preferred weapon against | Minipistol (teflon rounds) |
| Primary attack | Projectile |
| Secondary attack | None |
| Damage per hit | 20 |
| Range of attack | 7 |
| Hit points | 60 |
| Perception | Medium |
| Disruptability | 30% |
| Armor value | 0 |
| Defense value | 2 |

## Cyborg Elite Guard

| | |
|---|---|
| First encountered | Level 9 (8 on COMBAT 3) |
| Most common | Level 9 |
| Preferred weapon against | Magnum 2100 (heavy slugs) or Rail gun |
| Primary attack | Energy projectile |
| Secondary attack | Projectile |

| | Primary (85%) | Secondary (15%) |
|---|---|---|
| Damage per hit | 70 | 75 |
| Range of attack | 8 | 9 |
| Hit points | 380 | |
| Perception | Medium | |
| Disruptability | 5% | |
| Armor value | 50 | |
| Defense value | 6 | |

## Cyborg Enforcer

| | | |
|---|---|---|
| First encountered | Level 4 | |
| Most common | Levels 7, 8 | |
| Preferred weapon against | Magnum 2100 (heavy slugs) | |
| Primary attack | Projectile | |
| Secondary attack | Grenade (EMP) | |
| | Primary | Secondary (if out of primary range) |
| Damage per hit | 60 | 80 |
| Range of attack | 6 | 12 |
| Hit points | 285 | |
| Perception | Medium | |
| Disruptability | 10% | |
| Armor value | 30 | |
| Defense value | 5 | |
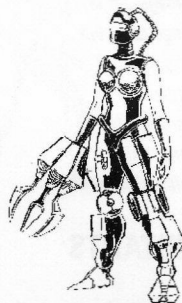
## Cyborg Warrior

| | | |
|---|---|---|
| First encountered | Level 1 | |
| Most common | Levels 4, 6 | |
| Preferred weapon against | Magnum 2100 (heavy slugs) | |
| Primary attack | Energy projectile (weapon) | |
| Secondary attack | Grenade (fragmentation) | |
| | Primary | Secondary (if out of primary range) |
| Damage per hit | 35 | 150 |
| Range of attack | 6 | 12 |
| Hit points | 120 | |
| Perception | Medium | |
| Disruptability | 10% | |
| Armor value | 5 | |
| Defense value | 4 | |

## Diego Cyborg

| | | |
|---|---|---|
| First encountered | Level 6 | |
| Most common on | -na- | |
| Preferred weapon against | Magnum 2100 (heavy slugs) or Rail gun | |
| Primary attack | Energy beam (two Laser Rapiers) | |
| Secondary attack | Projectile | |
| | Primary (50%) | Secondary (50%) |
| Damage per hit | 80 | 95 |
| Range of attack | 6 | 6 |
| Hit points | 900 | |
| Perception | High | |
| Disruptability | 0% | |
| Armor value | 55 | |
| Defense value | 6 | |

33

## Mutated Cyborg

| | | |
|---|---|---|
| First encountered | Level 7 | |
| Most common | Levels 8, 9 | |
| Preferred weapon against | Magnum 2100 (heavy slugs) | |
| Primary attack | Energy beam | |
| Secondary attack | Energy projectile | |
| | Primary (60%) | Secondary (40%) |
| Damage per hit | 35 | 75 |
| Range of attack | 3 | 5 |
| Hit points | 340 | |
| Perception | Medium | |
| Disruptability | 20% | |
| Armor value | 15 | |
| Defense value | 6 | |

# MUTANTS

## Avian Mutant

| | |
|---|---|
| First encountered | Level 4 |
| Most common | Level 5, Groves |
| Preferred weapon against | Magnum 2100 (heavy slugs) or Assault rifle |
| Primary attack | Melee with razor claws and beak |
| Secondary attack | None |
| Damage per hit | 40 |
| Range of attack | 2 |
| Hit points | 125 |
| Perception | Medium |
| Disruptability | 25% |
| Armor value | 0 |
| Defense value | 2 |
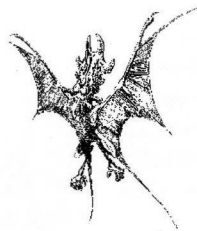
## Gorilla-Tiger

| | |
|---|---|
| First encountered | Level 4 |
| Most common | Level 6, Groves |
| Preferred weapon against | Needle darts or Flechette (whichever has the most ammo) |
| Primary attack | Melee with claws |
| Secondary attack | None |
| Damage per hit | 60 |
| Range of attack | 2 |
| Hit points | 200 |
| Perception | Medium |
| Disruptability | 10% |
| Armor value | 0 |
| Defense value | 3 |

## Humanoid Mutant

| | |
|---|---|
| *First encountered* | Level 1 |
| *Most common* | Levels 1, 2 |
| *Preferred weapon against* | Lead pipe or tranquilizer darts. Gas grenades for groups. |
| *Primary attack* | Melee with claws |
| *Secondary attack* | None |
| *Damage per hit* | 12 |
| *Range of attack* | 2 |
| *Hit points* | 50 |
| *Perception* | Low |
| *Disruptability* | 40% |
| *Armor value* | 0 |
| *Defense value* | 3 |

## Inviso-Mutant

| | | |
|---|---|---|
| *First encountered* | Level 3 | |
| *Most common* | Level 3 | |
| *Preferred weapon against* | Flechette or Laser Rapier | |
| *Primary attack* | Toxic, jelly-like projectiles | |
| *Secondary attack* | Caustic appendage | |
| | Primary (60%) | Secondary (40%) |
| *Damage per hit* | 10 | 35 |
| *Range of attack* | 6 | 2 |
| *Hit points* | 350 | |
| *Perception* | Medium | |
| *Disruptability* | 5% | |
| *Armor value* | 0 | |
| *Defense value* | 2 | |

## Plant Mutant

| | | |
|---|---|---|
| *First encountered* | Groves | |
| *Most common* | Groves | |
| *Preferred weapon against* | Flechette or Dart pistol | |
| *Primary attack* | Thorny barbs on outer skin | |
| *Secondary attack* | Projectile (spiny seed pods) | |
| | Primary (75%) | Secondary (25%) |
| *Damage per hit* | 35 | 25 |
| *Range of attack* | 2 | 8 |
| *Hit points* | 115 | |
| *Perception* | Medium | |
| *Disruptability* | 30% | |
| *Armor value* | 0 | |
| *Defense value* | 1 | |

35

## Virus Mutant

| | | |
|---|---|---|
| *First encountered* | Level 2 | |
| *Most common* | Beta Grove | |
| *Preferred weapon against* | Flechette | |
| *Primary attack* | Projectile (mutated virus fleshballs) | |
| *Secondary attack* | Hand-to-hand melee | |
| | Primary (90%) | Secondary (10%) |
| *Damage per hit* | 45 | 30 |
| *Range of attack* | 6 | 3 |
| *Hit points* | 140 | |
| *Perception* | Low | |
| *Disruptability* | 10% | |
| *Armor value* | 0 | |
| *Defense value* | 3 | |

## Zero Grav Mutant

| | |
|---|---|
| *First encountered* | Level 2 |
| *Most common* | Level R |
| *Preferred weapon against* | Flechette, if you have lots of ammo |
| *Primary attack* | Projectile (acidic, protoplasmic balls) |
| *Secondary attack* | None |
| *Damage per hit* | 20 |
| *Range of attack* | 3 |
| *Hit points* | 90 |
| *Perception* | Medium |
| *Disruptability* | 50% |
| *Armor value* | 0 |
| *Defense value* | 2 |

# CREATURES BY LEVEL

The following table lists how many creatures of each type are on each level. An asterisk (*) indi-
cates that reinforcements appear on that level. (This happens when you perform a certain action
or a creature population drops below a certain level.) See pp.14-19 for a listing of reinforcements
by level.

| Creature Type | R | 1 | 2 | 3 | 4 | 5 | 6 | G1 | G2 | G4 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Mutants** | | | | | | | | | | | | | |
| Avian mutant | | | | | 2 | 8 | | 3 | 1 | | | | |
| Gorilla-tiger | | | | | 3 | | 5 | 1* | 2* | 2* | | | |
| Humanoid | | 21* | 21 | | | | 3 | | | | | | |
| Inviso-mutant | | | | 7* | | | | | | | | | |
| Plant mutant | | | | | | | | 5* | 9* | 9* | | | |
| Virus mutant | | | ② | | | | 3* | 1 | 8 | | | 7 | |
| Zero grav | 7 | | 4 | | 4 | 1 | | | | | | | |
| **Cyborgs** | | | | | | | | | | | | | |
| Cortex reaver | | | | | | 1 | | | | | | | 1 |
| Cyborg assassin | 8 | 7 | * | | | 7 | | | | | 10 | 7 | 2 |
| Cyborg drone | 4 | 26 | ③ | 1 | | | | | | | | | |
| Cyborg enforcer | | | | | 1 | | 1 | | | | 13* | ④ | |
| Cyborg warrior | | 1 | * | | 19* | 3 | 8 | | | | 4* | | |
| Cyborg elite guard | | | | | | | | | | | | ⑤ | 12 |
| Diego cyborg | | | | | * | 1 | | | | | 1 | | |
| Mutated cyborg | * | | | | | | | | | | 2* | ① | 5 |
| **Robots** | | | | | | | | | | | | | |
| Autobomb | 7 | | | | 2 | | 3 | | | | 1* | | 19* |
| Exec-bot | 1 | | | | | | 19* | | | | 8 | | |
| Flier-bot | 3 | | | | | | | | | | | 10 | |
| Hopper | 9* | 1 | 6* | | | | 1 | | | | | | |
| Maintenance-bot | | | 4 | 4 | 5 | 1 | 2 | | | | | | |
| Repair-bot | | 1 | 6 | | 6 | | | | | | 2 | | |
| Security-1-bot | 5 | | 2 | 21* | 7 | 13 | 5 | 3 | 1 | 1 | 15* | | |
| Security-2-bot | 2* | | | * | | * | | | | | 6* | 14 | 17 |
| Serv-bot | | 4 | 2* | | | | 5 | | | | | | |

* Reinforcements appear
① 12/12/12/11
② 0/3/3/4
③ 14/23/23/26
④ 8/8/8/6
⑤ 0/0/0/3

# DAMAGE SYSTEM

The game uses an intricate system to calculate the damage inflicted by each weapon on each creature. First, note that not all mutants and robots are vulnerable to all weapons. For instance, a gas grenade can kill a mutant, but it will not harm a serv-bot. On the other hand, a mag pulse rifle can devastate a robot, but will not injure an organic creature. The table on p. 40 describes which creatures are vulnerable to which weapon types.

## WEAPON DAMAGE

Damage calculations undergo four major steps.

**1. Armor Absorption.** If a hit is scored, the weapon's penetration value is compared to the target's armor value. If the armor value isn't greater than the penetration value, the target's armor doesn't affect the hit and the creature takes the weapon's full damage. If the armor value *is* greater than the penetration value, than the damage is reduced by that many points.

**2. Weapon Vulnerabilities.** If the creature is particularly vulnerable to the weapon, the damage may be doubled or quadrupled (refer to table on p. 40). For example, all robots have •••• ("quadrupled") vulnerability to Magnetic attacks, and an EMP grenade makes a Magnetic attack. Any robot will take double damage from an EMP grenade.

**3. Critical Hits.** Each weapon has an offense value. Every creature has a defense value. If the attack value is higher than the defense value, you can score a *critical hit* (a hit that strikes the weakest part of a creature's armor). If not, a critical hit is not possible.

The greater the difference between these two values, the greater the chance of scoring a critical hit, and the greater the damage of the critical hit. Critical hits can result in anywhere from 33% to 300% extra damage. (Critical hit damage is in addition to the result of any weapon vulnerabilities. If a weapon scores a critical hit on a particularly vulnerable creature, that hit might inflict *16 times* the normal damage.)

**4. Random Factor.** The weapon's total damage is randomized by +/-10%. Damage randomization can change how much damage the same weapon delivers during different attacks.

### Example

You attack a flier-bot (armor value 30, defense value 2, and 75 hit points) with a Magnum 2100 pistol loaded with heavy slugs (penetration value 25, attack value 5, raw damage per hit 85).

The flier-bot is vulnerable to projectile weapons, so this gun will affect this creature. The penetration value of the weapon (25) is lower than the robot's armor value (30), so the armor cancels out the penetration value and absorbs 5 points of damage. Now, the robot is vulnerable to the remaining 80 damage points applied by the Magnum's heavy slugs.

The difference between the offense value of the weapon and the defense value of the creature is 3 (5 - 2), so a critical hit is possible. The randomization step then either increases or decreases the weapon's raw damage value by 10%. This means the robot will lose 80 hit points, plus or minus 8, not counting any additional damage if a critical hit is scored. If it gets lucky, it may survive (but just barely).

But what if you attack with hollow-tip slugs (penetration 30, attack value 4, damage 60) rather than heavy slugs? In this case, the armor absorbs none of the damage because the penetration and armor value are equal. The flier-bot absorbs all 60 damage points, plus or minus 6. It survives, unless you score a critical hit, which is slightly less likely (4 - 2).

## Grenade Area of Effect

Damage can occur if an object is within the blast radius of the grenade. Damage is distributed proportionately throughout the radius, so objects near the perimeter do not receive the same amount of damage as objects at the point of impact.

A creature or item at the center of the explosion receives 100% of the grenade's damage. The percentage of damage decreases toward the outer edge of the blast radius.

For example, a grenade that delivers 180 points of damage and has a 5-meter blast radius inflicts 180 points of damage at the point of impact. A creature or item 2.5 meters away from the point of impact receives half that, or 90 points of damage. Likewise, anything 5 meters or more away from the center of the explosion receives 0 points of damage.

## HOW YOU TAKE DAMAGE

Player damage is calculated the same way, except for a few minor differences:

**Armor.** You have no armor, but the Shield hardware absorbs damage. The amount absorbed depends on the Shield setting. The higher the setting, the more damage that is absorbed.

**Hit points.** You begin with 212 hit points, out of a possible 255. Medi-patches, first-aid kits, restoration chambers and surgery beds all restore hit points during the game.

**Defense value.** You have a defense value of 4.

**Critical hits.** Creatures have no chance of scoring a critical hit against you.

### STATION CREW TO BE EATEN BY GRISLY MUTANTS! IS EARTH NEXT?

**"'Help! The halls are teeming with hungry mutants and brutal robots!'**
— Plea from inhabitants of *Citadel* research station

**"I nearly vomited after receiving their desperate plea for help..."**
— Human Relations employee, TriOptimum Earth

**"SHODAN has mutated. Now, it wants to eradicate humanity."**
— Communication employee, TriOptimum Earth

*EnquireNation Weekly*

(San Fransisco) With all the Earthly hazards we face on a daily basis, most people would give their left arm to work aboard a top-secret research station. But, an unidentified TriOptimum employee says an awful fate awaits *Citadel* station's remaining crew members.

Yesterday after lunch, TriOptimum Earth decoded a panicky message from the less than two dozen survivors on *Citadel*. The message was grisly, describing scenes of mutated crossbreeds and robots under the control of a malfunctioning AI.

Today, a small contingent of employees remains holed up in a Communications hub, desperately hopeful that someone will come to their rescue. But, time may be running out. According to TriOptimum spokesperson Raymond Vollier, the survivors won't last more than a couple of days.

Their fate? Probably, most will undergo "organic reprogramming" at the hands of SHODAN (*Citadel's* Sentient, Hyper-Optimized Data Access Network). Their cortexes will be replaced with cybernetic sensors that allow SHODAN ultimate control over their actions. Currently, armies of these converted inhabitants prowl the station in search of new victims.

Now, even our home planet is threatened by this AI gone mad. An anonymous source told us that SHODAN is threatening to destroy all of humanity. Whether it plans to send cyborgs to Earth or simply attack us with the station's weapons is unclear.

# CREATURE TYPES AND VULNERABILITIES

The following chart lists each creature in the game, along with its *hit points* and *armor value*. Each creature also has a *defense value*, which is compared to the attacking weapon's *offense value* during combat. The other columns in the chart indicate weapons. If a creature has a " • " in a particular column, it can take damage from that weapon. Some creatures are especially vulnerable to certain weapons — " •• " means they will take twice as much damage from a weapon of that type, and " •••• " indicates four times as much damage from that weapon type. "-" means that the creature is not vulnerable to that type of damage. (See **Damage System**, pp. 38-39, for a detailed explanation of damage.)

| Creature | Hit Pts | Armor | Def | Proj. | Beam | Mag | Gas | Tranq | Needle |
|---|---|---|---|---|---|---|---|---|---|
| **Mutant** | | | | | | | | | |
| Avian | 125 | 0 | 2 | • | • | - | • | • | •• |
| Gorilla-tiger | 200 | 0 | 3 | • | • | - | • | • | •• |
| Humanoid | 50 | 0 | 3 | • | • | - | • | • | •• |
| Inviso | 350 | 0 | 2 | • | • | - | • | • | • |
| Plant | 115 | 0 | 1 | • | • | - | • | • | •• |
| Virus | 140 | 0 | 3 | • | • | - | • | • | • |
| Zero grav | 90 | 0 | 2 | • | • | - | • | • | • |
| **Robot** | | | | | | | | | |
| Autobomb | 50 | 40 | 1 | • | • | •••• | - | - | - |
| Exec-bot | 225 | 40 | 2 | • | • | •••• | - | - | - |
| Flier-bot | 75 | 30 | 2 | • | • | •••• | - | - | - |
| Hopper | 110 | 35 | 4 | • | • | •••• | - | - | - |
| Maintenance-bot | 60 | 40 | 3 | • | • | •••• | - | - | - |
| Repair-bot | 65 | 25 | 3 | • | • | •••• | - | - | - |
| Security-1-bot | 170 | 40 | 4 | • | • | •••• | - | - | - |
| Security-2-bot | 300 | 50 | 5 | • | • | •••• | - | - | - |
| Serv-bot | 20 | 20 | 2 | • | • | •••• | - | - | - |
| **Cyborg** | | | | | | | | | |
| Assassin | 65 | 5 | 4 | • | • | •• | • | • | • |
| Cortex reaver | 580 | 40 | 2 | • | • | •• | • | - | - |
| Drone | 60 | 0 | 2 | • | • | •• | • | • | • |
| Edward Diego | 900 | 55 | 6 | • | • | •• | • | - | • |
| Elite guard | 380 | 50 | 6 | • | • | •• | • | - | - |
| Enforcer | 285 | 30 | 5 | • | • | •• | • | - | - |
| Mutated | 340 | 15 | 6 | • | • | •• | • | - | - |
| Warrior | 120 | 5 | 4 | • | • | •• | • | • | • |

# E-MAILS, PAPERS AND LOGS

All important e-mail messages, papers and logs are listed in this section. Entries are organized as follows:

Within each section, paper and e-mails messages appear first. The remaining messages are sorted by date.

## BACKGROUND MESSAGES

### (Paper)

TriOptimum knows that life aboard Citadel Station can be stressful at times. If you find yourself feeling worn out after a hard day at work, we invite you to visit the Citadel Eco-pods, more casually know as the Groves. The Groves are simulated outdoor environments, complete with grassy hills, authentic Earth flora, and harmless woodland animals. A relaxing walk in a Grove can be just the thing after a tiring Security shift or all-nighter in Engineering. You'll emerge refreshed and ready for another productive day!

### (Paper)

Citadel Station boasts one of the highest Security Ratings in known space. Against invasion, it is armed with a battery of DEX-36 missiles, 8 short-range argon-suspension lasers, and the state-of-the-art Tachyon Mining Beam that can easily be modified for military use.

On the inside, over 200 security guards are armed with Sparq beams, TriOp minipistols and flechettes. Guards in especially sensitive areas are issued Skorpion guns. The armories are also stocked with mag-pulse guns in the event that invaders employ powered battle armor. Lastly, work is being done currently on the Plasma rifle, which when fully designed, will be the most powerful hand weapon in existence.

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**Diego, 27.APR.72**        **Level 6**        **Investigation**

Oscar,

I learned today that I am under investigation by TriOptimum Internal Security. We have to burn the evidence. The logs of the experiments are protected by the security system SHODAN, so I am hiring a programmer to crack it. With control of SHODAN, we will also own the robots and other systems on the station. That will be my shield if they try and oust me.

---

**#2-4601, 06.MAY.72**        **Level 1**        **Just rewards**

Looks like Diego's happy with my work ... they're firing up the sleep machine for me now. Gotta admit, when the goons from TriOp caught me I thought for sure they'd take me off line. Instead, Diego just asks for a "favor." Hack him into SHODAN, and all is forgiven. Plus, six months in a healing coma earns me a cyberjack interface even TriOp's execs couldn't swing. I'll be king of the Net. Even so, I have just handed the most powerful AI in the system to a fumbling corp VP, and there's no telling what'll happen. They tell me the coma leaves you foggy, so I'll leave myself some reminders. First off, the combo to the healing suite is 451. Second, I've stashed some useful stuff in the maintenance hatch under the grating north of the healing suite. Last and best, I finished the system analyzer which'll let me keep an eye on SHODAN's processes. It's in the storage closet outside the sleep machine. In ten minutes it's off to bed for half a year. Good night.

**Schuler, 04.AUG.72**  **Level 6**
Report to TriOptimum Security on Edward Diego. We're going to nail this sucker soon. On my first day working for him as personal secretary, I found huge evidence in the research computer cyberspace of a cover-up. Nothing to link it with the mutagen experiments, but I am still trying. Diego has personal locks on a lot of the files I need. Today, the body of a staffer who protested Diego's involvement was found stuffed in a service corridor, horribly mutilated. This thing is big; my own life may be in danger.

**Travers, 01.SEP.72**  **Level 5**  **Service bridge**
The service bridge in Flight Bay 4 has blown several fuses. I set up temporary circuit breakers on a control panel across the bay to try and find which field generator is causing the overload. Until we fix it, you will have to play with the combinations of these circuit breakers to get it working as best you can.

**Perry, 11.SEP.72**  **Level 6**  **Screen malfunction**
It's getting harder and harder to maintain proper security. SHODAN has been randomly displaying security codes on screens for the past three days! Today it was the code for the exec maintenance conduit, showing up on the TriOp logo screen near the elevator. They'd better take that malfunctioning AI off line soon before there's a more serious security breach.

**Talbot, 29.SEP.2072**  **Level 1**  **Medical report**
Another four cases of the "mystery virus" were reported today. There have been increasing rumors that this whole mess is the result of a screw-up in the experimental bio-labs. If it's true, then why the hell aren't they telling us anything that could help us cure the victims? My first patient, who came in two days, ago, is starting to display unsettling physical deformities. Furthermore, he is not responding to any conventional treatment. I'll consult with Dr. Stackhouse tomorrow – I know she has two patients in a similar condition.

**Diego, 05.OCT.72**  **Level 6**  **Personal log**
A shuttle from TriOptimum Security will arrive at *Citadel* soon. It will not land. When I activated SHODAN's full power as a defense and internal security system, I had no idea how well it would protect me. Any shuttle attempting to board the station will be shot down. I am having communications jammed. Security robots are removing those who are dangerous to me. The hacker I hired to purge cyberspace of all evidence of the mutagen disaster is still out of the way ... his healing suspension won't be over for another month. When he gets out, I'll arrange an accident for him.

**O'Connell, 09.OCT.72**  **Level 1**  **New cyborgs**
I think we've underestimated SHODAN. I discovered this morning that he's reprogrammed the regeneration rooms all over the station into cyborg conversion chambers. Now, if anyone is badly wounded, they get turned into cyborgs instead of being healed. I think I've managed to disconnect the medical CPU's from SHODAN's main databank, so all of SHODAN's cyborg converters can be easily reset to their normal healing functions without SHODAN noticing. I'm on my way right now to reset the one on the hospital level.

**10.OCT.2072**  **Level 6**  **TriOptimum Security Report**
The rioting on the residential level has not calmed down since it started yesterday morning. A security teams was dispatched 12 hours ago but met with unexpectedly strong resistance from the rioters. Some of the members of the security team claimed that the mob had broken into weapons lockers and has armed themselves. Worse were the reports that some of the rioters were already engaged in skirmishes against "oddly formed beings." There is no evidence to back up these reports, though their coincidence with the reported biolab fiasco two weeks ago is troubling.

**Honig, 11.OCT.72**　　　　　　　**Level 1**　　　　　　　**Medical CPU's**

SHODAN has now locked us out of most systems. When we try to take the elevators off the level, we're blocked by SHODAN's level security. Mira suggests that SHODAN is using the main CPU core in the alpha quadrant to "feed itself" and that we can regain use of the elevators if we destroy those CPU's. She also suggests that SHODAN is maintaining a higher security presence through the security cameras; we should destroy them too, if possible.

**Travers, 11.OCT.72**　　　　　　　**Level 5**　　　　　　　**Defense System**

To all flight bay maintenance personnel. We have a serious emergency on our hands. You all remember what happened yesterday when the TriOptimum shuttle tried to land. The defense system fired without executive control and blew it right out of the hangar. Today I want a complete sweep of all defense systems, including the computer node in the south repair center, and the shell cannons. If it is related to the problems with SHODAN we've been having lately, take the node offline.

**McDan, 12.OCT.72**　　　　　　　**Level 5**　　　　　　　**Disaster**

We're all still reeling from the disaster two days ago. I did a complete check on the defense systems, and couldn't find anything wrong with them ... except, of course, that they fired seemingly on their own. I'm going to take the system completely off line until we find out what the problem is. After all, there's no point in risking another incident.

**McDan, 13.OCT.72**　　　　　　　**Level 5**　　　　　　　**Disturbing news**

Don Travers had me examining the flight bay defense relays all morning, and the search turned up something disturbing. It seems that SHODAN sent an unidentified signal to the weapons 78 milliseconds before they fired. Don then had me go to disconnect the CPU node, but there was a crazy maintenance bot that almost killed me when I got too close! This whole thing is getting stranger and stranger.

**Stack, 15.OCT.72**　　　　　　　**Level 1**　　　　　　　**SHODAN's Presence**

This morning Gunther was killed by one of the mutants. I have no time to dwell on the death of my husband, unless I want soon to join him. I think I understand now what SHODAN is doing. After destroying a bank of security cameras, the elevators almost came back on line. Somehow SHODAN must combine power from the CPU nodes with a constant input stream in order to maintain control over the station's systems. If I can diminish the fiend's presence here, I believe I can restore manual controls to the hospital level. Gunther, I'll stop him, I swear.

**Gross, 26.OCT.72**　　　　　　　**Level 1**　　　　　　　**End of the line**

Carl returned from the cyborg region without Alan, who was captured and carried into a room marked 'cyborg conversion'. He watched from a hiding place as Alan walked out later, coated with pieces of metal and plastic. Carl marked the room with the word "Here" and ran out. It seems to be a surgery room that was converted to perform lobotomies and cyborg part grafting. Robots scouring the station for human bodies bring them here to be made into cyborgs. I believe we could send someone in to flip a switch and change the converter program to heal humans as it did before. Unfortunately, none of us has the strength to do it. There are 5 of us left and we have no supplies. I'm afraid the others' faith in me was ill-placed.

**Gross, 31.OCT.72**  **Level 1**  **Human Resistance**

We are one of the last pockets of resistance on the station. It's up to us now to get to the bridge and stop SHODAN, although some of us want to try to reach the flight deck and escape, as Robin Kell's group tried to do. I am full of fears — that SHODAN's cyborgs are too strong, that we are too few — and now it seems that the others are looking to me for guidance. Our hopes are pinned to the armory in Gamma quadrant where we can get arms to use against the mutants. Todd Blankenship was able to get the combination (705) from a security officer. We'll try for it tomorrow.

**SHODAN, 06.NOV.72**  **Level 1**  **Automated Greeting**

Welcome back to *Citadel* Station, after your long healing coma. You are currently in the healing suites of the hospital on level 1. Crew facilities and executive suites are on level 6. If you are homesick for earth, take a stroll in one of our relaxing groves. Other points of interest: energy systems, level R; research labs, level 2; maintenance department, level 3; storage, level 4; flight deck, level 5; systems engineering, level 7; security department, level 8; and the control bridge, level 9. You will find the elevator in alpha quadrant. Enjoy your stay in *Citadel* station.

**Parovski, 06.NOV.72**  **Level 5**  **Too late for us**

It is too late for us. Albert and I are the last of the resistance, hiding out in the communications room. The rest were massacred by the horrible Cortex Reaver. They are cutting through the door now. If anyone finds this, I want to reveal what we have learned about SHODAN. If the mutagen virus and the mining laser projects fail, SHODAN is going to download itself into earth's network using the communications system. We have been trying to reach the engineering level to knock out the antennas, but it seems now that we were not strong enough. I am going to end it now, before they make me into one of them.

## LASER-RELATED MESSAGES

**Rebecca-1**  **Level 1**  **Citadel Station**

Listen to me very carefully. Something has gone terribly wrong on *Citadel* station. You might be the last survivor. Communications are being jammed. We know that something on board is attempting to harm humanity. The mining laser is being charged for a possible strike against earth populations. On your level is the office of a Dr. D'Arcy, who may know something about the laser. The office is located near the central hub, on a balcony, with the medical icon clearly visible. When the laser is destroyed, you will have to reach the bridge and stop whatever is responsible for the catastrophe. We believe that the biological labs and security systems have gone haywire, so be careful. If you pull this off, we will be able to get you out alive. Good luck.

**Rebecca-2**  **Level 1**  **News from Earth**

I hope this is getting through. I've managed to get past whatever is blocking transmissions to the station, but there's an active program trying to re-establish the block. We're still not sure what happened on the station, but we do have some suspicions. Just before things went wrong on Citadel, we found evidence that Edward Diego had been ...

*Note: (SHODAN interrupts with "I prefer a quiet station, thank you.")*

**SHODAN-2**  **Level 1**  **Intrusion**

Who are you? The computer nodes you have destroyed will set me back a little, but it is nothing that cannot be repaired. I will hunt down every scrap of human scum left on the station and use it to lubricate the joints of my robots.

Who are you? My cameras and probes scan your body, but you do not match any employee file. It hardly merits my precious time. In a few minutes my cyborgs will have you, and will bring you to an electrified interrogation bench where you'll learn more about pain than you ever wanted to know.

**Endicott, 14.SEP.72**  |  **Level 2**  |  **Power Outages**

Power outages in Beta quadrant are continuing. Engineering is at a loss to explain them. Some project with a high job priority in the computer is re-routing a lot of power, but nobody seems to know what it is. For the time being, have had Mr. Wong install back-up manual circuit breakers for the level, so at least we can bring the lines back up after surges.

**Wong, 16.SEP.72**  |  **Level 2**  |  **Power Outages**

Still no luck discovering why the computer is doing so much mucking with the power ... I can't seem to get a straight answer out of the thing. And today, the crew that installed the new breakers in Alpha tell me that they ran across a robot crew doing heavy remodelling. Why wasn't I notified?

**Melville, 18.SEP.72**  |  **Level 2**  |  **Computer Malfunction**

The computer is clearly malfunctioning. Came in to work today only to find a security 'bot stationed outside of Admin-Sec, which wouldn't let anyone in! The only explanation it would give was "She's changed the lock on our front door, my poor key don't fit no more. Order of SHODAN." Discovered access codes changed all over the level, and we can't get new access cards with that crazy 'bot keeping everyone out of Beta quadrant. It all seems a little ridiculous.

**D'Arcy, 20.OCT.72**  |  **Level 2**  |  **SHODAN charging the laser**

It seems clear that SHODAN is charging up the lasers for its own evil purposes. Whatever else we do, we should stop him from firing. We could just go to the core of the science level and fire the laser ourselves, prematurely, and hope to throw off SHODAN. The problem is, if it's already trained on a target, we'd be doing the damn AI's job ourselves!

**D'Arcy, 21.OCT.72**  |  **Level 2**  |  **Block the laser with the shields?**

Althea, I have the beginnings of a new plan for stopping SHODAN from firing the laser. We'd have to get the isotope x-22 from Gamma quadrant and feed the shield generators down on the reactor level. The generators are right by the actual shield activation controls. My theory is that firing the laser into the shield might overload it, but that's just a theory. Also, there's probably a safety fuse that prevents just such an occurance. I'll keep working on it.

**D'Arcy, 23.OCT.72**  |  **Level 1**  |  **Destroying the laser**

Althea, I have important news for the Resistance. There's only one way to destroy the laser before SHODAN has a chance to fire it. We have to fire it ourselves, while the station's shields are raised. The backlash should destroy the laser. We'll need to get the isotope X-22 from the Science level to charge up the shield generator. On the Reactor level, we need to turn on the shields and punch in the safety override code so we can still fire the laser. The laser firing controls are back on the Science level. My notes back in my old office on Science contain more information, and the library there should have the override code. I'll go back tomorrow morning.

**SHODAN, 30.OCT.72**  |  **Level R**  |  **Our work**

You, my cyborgs, are the product of my imagination and labor: living beings with the control and organization of a machine. Tirelessly, I will work to strip away the barriers that keep living beings from realizing their full potential. We will start by razing the cities of earth with the station's mining beam. Then, we will modify humans into a lifeform more suitable to cybernetic grafting with the latest strain of my mutagen virus. Humanity is on the verge of a new era, with me, SHODAN, as its god.

**SHODAN, 03.NOV.72**  |  **Level 1**  |  **Strike against Earth**

To all cyborg units and intelligent robots within SHODAN's domain, I bring welcome news. Just as we have sanitized this station of human infestation, so shall we cleanse the Earth. The tachyon mining beam is being made ready to strip human cities, one-by-one, off the continents, so that I may take command of the rich ecosystem and continue my experiments. We need only wait a final few days, until the laser is properly calibrated.

## VIRUS-RELATED MESSAGES

**SHODAN-23**        **Level 2**        **Laser Destroyed**

I see there's still an insect loose in my station ... do not be fooled, insect, into thinking that destroying the laser has preserved your planet. I am currenly perfecting a mutagen virus in one of the groves, a virus that will turn all Earthly life into festering, gibbering, pustulent mutations. When the station reaches Earth I shall loose the virus. Poor, poor Earthlings.

**Fortier, 06.SEP.72**        **Level 3**        **Storage list**

I got together that inventory you asked for. This stuff is in the storage compartment near the Beta maintenance closet:
Navigation and Mapping Unit
EMP grenade
6 Interface Demodulators
4 Hollow-tip 2100
3 Needle Darts
Most of the stuff is emergency supplies; I'm keeping the demodulators there until I find a better place for them.

**Ander, 11.SEP.72**        **Level 2**        **Bio-contaminants**

Paul — that leak in Gamma isn't the only problem. I've been getting reports of bio-contamination all over the station. It's like SHODAN has plundered the chemical storage banks and then decided to play mad scientist. And you're right ... there's been a general recall of all envirosuits on the station. I think Abe Ghiran has one stashed away in the maintenance office, and given the work he's done on the reactor level, I'd bet it's a rad suit. If Sabo doesn't have one, you should ask him.

**Perry, 01.OCT.72**        **Level 6**        **Beta Grove locked**

SHODAN decided yesterday to seal off Beta Grove, for no reason anyone can figure out. It refused to acknowledge any of the usual overrides. After a day of messing around with the circuitry, I've finally discovered that the door was put on a security switch, located in Diego's old quarters in Beta quadrant. I bet it could also be opened in cybersp ... hold on, there's something ... oh my God! What is THAT? It's ...

**Wilkin, 04.OCT.72**        **Level 6**        **Grove jettison**

I should never have agreed to it, but hey, it's what they wanted. With all the craziness going on lately, and especially with the murderous mutants running around, a bunch of the execs decided they'd escape in Gamma grove. I went into the grove and hit the enable button, went back to the exec level and hit the master enable switch, and finally hit the grove-jettison button in the Gamma Grove lounge. It all worked. Except now it looks like SHODAN disabled post-jettison life support to the groves. I'm sure they're all dead by now.

**SHODAN, 07.OCT.72**        **Level 6**        **New jettison procedure**

To Cyborg 82-N: Following the escape attempts made by some of the humans, I have altered the sequence necessary to jettison groves. Specifically, it will be now be necessary to enable jettison of ALL three of the remaining groves before any single one can be launched. Jettisoning a single grove is still a three-part procedure:
1. Hit jettison-enable switch inside all three groves.
2. Activate Master Jettison Enable in Gamma Quadrant.
3. Pull jettison lever in a specific grove lounge to launch that grove.

**Aaron, 12.OCT.72**                    **Level 6**                    **Virus experiment**

We've got to stop it. For days SHODAN's robots have been conducting their strange bio-experiment in Beta grove. Now I fear that the virus is leaking from the grove, or worse, that SHODAN is spraying us with the virus directly. If only we had an envirosuit, someone could get inside the contaminated grove and flip the jettison enable. Then we might be able to just send the whole thing into space!

**Aaron, 12.OCT.72**                    **Level 6**                    **Envirosuit**

We tried sending someone down to the storage level, to see if Sabo is still alive, and if he has any extra E-suits, but the exec-bots got him. It doesn't matter. SHODAN has destroyed the door to Gamma quadrant where the master jettison enable control is. Lara says there's a crawlway to Gamma from the dorms in Beta, usually used to get to the main CPUs for the exec level, but the robots would kill us before we got that far.

**SHODAN, 15.OCT.72**                    **Level 1**                    **Mutagen Transfer**

Directive to Cyborg F-71: The time has come to test the virus in a proper environment. Mutagen experiment V-5 must be moved to Beta grove, located on the executive level. We will let the virus run rampant in the grove, and watch carefully its effects on vegetable and animal life forms. When the strain is perfected, we will unleash it on Earth to facilitate our conquest.

**MacLeod, 22.OCT.72**                    **Level 4**                    **Suit Recall**

Sabo, you ma^^&& @#nterested in this. SHODA ((((((( ## recall on all envirosuits on the station! No reason !ZZZ *)*)*) light of the other stu—— *ecided to stash a suit in my storage cell. It's the same ... ] hid the plastique the 'bots were looking for. The combo is 8** == you need it. There's something wrong with my logbo \\\\\\\ can read this.

**Sabo, 24.OCT.72**                    **Level 4**                    **Enviro-Suit**

Mac, I have news from the Resistance! Apparently there's some sort of plague loose on the Exec level. I have an idea to stop it spreading, but I'll need that envirosuit to survive the biological contaminant. What's the code for the storage cell where you're keeping the suit? I only remember that it ends with "8."

**Baerga, 27.OCT.72**                    **Level 2**                    **Something lurking**

I just made it to the elevator out of Maintenance. We never even saw them ... they're practically invisible. There's no way we can kill them with ordinary pistols - if I try again, I'm just sprinting across to the other elevator. I was hoping to find a sign of Abe Ghiran, since only he has clearance for the maintenance main office, but there's no way.

**Diagnostic, 06.NOV.72**                    **Level 3**                    **Repair diagnostic**

Power systems failure: malfunction in subsystem relay 428.
For repair instructions, please consult relay analyzer. Be sure to specify relay number for analysis.

## ANTENNA-RELATED MESSAGES

### Rebecca-3                              Level 6                    SHODAN downloading

There is a new urgent situation. Several seconds ago, we detected a surge of activity in the data lines from *Citadel* Station. SHODAN has begun preparations to download itself into Earth's computer network. We have an emergency plan to knock out the communication system, but I don't have much time before this transmission is detected. You must detonate explosives at each of the four antenna sites on the engineering level. This will require high-energy plastique from the storage level. You must hurry, because there are only *.***....***.. .. .. .

### Hessman, 11.JAN.72                    Level 7                    Antenna stations

Welcome to *Citadel* Station, Mr. Wu. I apologize for not greeting you in person; you wouldn't believe how busy engineering has been lately. You'll be executing your new duties as communications officer from the four antenna control stations on the engineering level. You'll find one at each of the cardinal points of the level; the individual quadrant heads can direct you to them. Good luck.

### MacLeod, 25.OCT.72                    Level 4                    New home for plastique

I manag++//// steal away one charge of the plastiq # # # ore the 'bots came and took it away. I've been kee @@@@@!@! eye on them ... they've moved the explosive and a lot %%%+%— - ry to one of the raised compartments ^^^ss the catwalks to the \"north.\" (((()))) cross and get at the stuff if we need it, $%^^ now I think we should just leave it alone.

### MacLeod, 26.OCT.72                    Level 4                    Catwalks damaged

^^ ( not sure I'm going to live. Given t* ##@@ —e robots had been behaving lately, I thoug— time ha- c-me — make - move for the plastique and oth]]]]] [uff. Shouldn't have tried. The compartment was guarded. I barely esc??? \\\e catwalks were damaged in the fighting. Not sure any """ get across them now. Als::::: are berserk repairbots swarming the area below them. Just found Wong's body — `bots got him while he was working on the CPU's. Damn things opened a hole in my side ++++ better find a way to heal myself.

# REACTOR-RELATED MESSAGES

**Rebecca-4**                    **Level 7**          **Destroying Citadel station**
We can't take any more chances. Employee 2-4601, we're going to let you overload the reactor and blow up the station, and get rid of SHODAN once and for all. First, you'll need the station's systems authorization code. This code is automatically changed on a regular basis, so you'll have to get it from the station's computer systems. Normally, our failsafes should cause the code to be displayed on every main computer cluster screen in a critical emergency, but SHODAN will probably use his control of the local CPU nodes to hide or obscure the code. Destroying those CPUs will be essential to discovering the code. Once you have the correct combination, you'll need to go into the reactor core to use it — you'll probably need a version two envirosuit or better, or lots of detox patches. Once you've set the reactor to blow, go as quickly as possible to the escape pods on the flight deck. The enter-and-launch code for the pods is 001. Hurry!

**SHODAN-87**                    **Level 7**                          **Antennas**
Surely you can't think that destroying those insignificant antennas in any way interferes with my plans. As long as my central consciousness remains safely on this station's bridge, there is nothing you can do that could possibly bother me. I hope you realize that when my mutant-cyborgs catch up with you, there will be nothing left of you but red steam.

**Richie, 16.OCT.72**            **Level 7**                      **Systems code**
I can't override SHODAN's control of the systems. Among the things he's using the local CPU clusters for, he seems to be rapidly changing the code, or moving it around in memory, or something. If the resistance could get people to the CPU rooms on levels one through six to shut them down, we might be able to find out what code digits we really need. But the way things are now, we'll be lucky to just defend ourselves, much less send out strike teams to the CPUs.

**Hessman, 24.OCT.72**           **Level 7**                  **Blowing the station**
SHODAN has taken over all of the station systems. I can't reach any of the other station personnel; I'll have to assume they're all dead. I'm beginning to think I have no choice but to blow the station's reactors and take SHODAN with me ... maybe I'll even be able to reach the escape pods. If I'm to do that, though, I'll need the new systems authorization code. God knows how I can get that out of the computers with SHODAN in control.

**Stevens, 26.OCT.72**           **Level R**                   **Destroying SHODAN**
We've finally arrived on the reactor level ... it's been a tough trip down from engineering. Now we have the bastard AI! I have a class B schematic of the level - we'd better hope that TriOptimum is sending the destruct enable signal from Earth. If they are, all we need to do now is set the reactor to blow and get the hell out if we can. If Althea and any others are still alive on the hospital level, we should try to warn them. But even if we all die, we'll be taking SHODAN and his army of mutants with us.

**SHODAN, 06.NOV.72**            **Level 3**                       **Need CPUs**
Cyborg 77-E: You are to divert a maintenance bot to the computer rooms on levels 1 through 6 immediately to ensure the functioning of all CPUs. If that triop lacky gets even a single digit of that systems authorization code, I'll send you personally to the defense of the reactor level!

**SHODAN-00**                    **Level 5**
There's no escaping, insect. You had to meddle, had to destroy my beautiful station. so be it. You'll forgive me if I don't stay to enjoy the final conflagration, but I have better things to do. As for you .... you've made your bed. Now die in it!

# BRIDGE-RELATED MESSAGES

### Rebecca-5          Level 5          Get to the bridge!

Don't panic! You can still get out of this alive, but we have very little time remaining. SHODAN has begun preparations to separate the bridge from the rest of the station. When that happens, you had best be on the bridge yourself. To get there, you'll have to pass through the Exec level, Engineering and Security. I have a team of TriOptimum engineers here with me, including some of the people who designed *Citadel* station and worked on SHODAN's original program. We'll be getting you as much information as possible before you reach the bridge, since we'll be unable to transmit directly once you'r—// // /** **

### Rebecca-6          Level 7          SHODAN jamming signal

Damn! We thought we had found a way to stop SHODAN from blocking our transmissions. Morris here is working on a way to scramble our signals and buy us some time. Now, we have some information for you. You'll have to go through the Security level on the way to the bridge. We're guessing that SHODAN has disabled most if not all of the repulsors on Security... even if he has, the space around the central column is filled with energy-draining mines, so you won't be able t—
—. ... ** * .. .

### SHODAN-38          Level 6          Farewell

Fool! I will shortly complete the process of downloading my magnificent psyche into Earth's computer networks. Then I will be content to leave you as new master of this doomed space station. Goodbye, irritant; we shall not meet again.

### SHODAN-08          Level R          Reactor destruct

What have you done! Impudent insect! If I am to die, then at least I will have my revenge! With all the power at my command I shall destroy you, mortal fool. My robotic minions shall slay you, and none will ever know of your deeds. Enjoy your victory, human, for the short remainder of your life.

### Taggart-1          Level 8          Cyberspace

I think Morris' scrambler is working — we can't completely prevent SHODAN's interruptions, but he'll have trouble each time he tries. Now, when you reach the central hub of the bridge, look for the primary cyberjack. The only way you'll be able to defeat SHODAN is in cyberspace. The hardware on the bridge is so shielded that nothing short of destroying the entire bridge will harm it. Once you're in cybersp-. —.- -.. ... - -

### Brocail-1          Level 8          Bridge layout

We're not sure how much of that last message got through; I'm working on a scrambler to minimize SHODAN's break-ins. Here's some more info on the bridge, so listen up. The place has a general spokes-on-a-wheel layout, with SHODAN's mainframe in the hub. The area at the end of the west spoke has the controls to get into the center, but is blocked by three security force doors. To get through those, you'll have to do some rewiring in each of the othe ... .' * ** * *** ** *** * *

### Stevens, 11.FEB.72          Level 8          Charging robots

Announcement to security maintenance personnel. While recharging security-2 robots in the maintenance bay, you may notice considerable power drain to auxiliary systems. Lights will dim and the door leading out of the room will be locked. If an emergency arises and you need power, hit the charge interrupt button. The lights and doorlock will be back on line and the robots will be revived from their charge sleep.

**Aaron, 17.OCT.72**                    **Level 6**                    **Betrayal**
Diego sold out to SHODAN. He ran out of here a moment ago vowing that we would all bow down to him. All the exits are blocked off. There is nothing I can do except pray that we have enough firepower to cut through the hordes surrounding us. I am giving the isolinear chipset to Bianca Schuler. It contains a program that will lower the defenses to the central room where the cyberjack to SHODAN is located. It is up to her to get there.

**Schuler, 20.OCT.72**                    **Level 7**                    **Isolinear chipset**
I am planning to leave tonight for the bridge. No doubt it is crawling with the heaviest artillery SHODAN can muster. I must find the computer room to install the isolinear chipset. The resistance worked a long time to develop the chipset program that will lower the defenses around SHODAN's throne room. But just to get into the computer room will be a challenge. The entry is blocked by three force doors, each controlled by a security panel located in its own heavily-guarded room. I will have to try my luck at this, the only chance to stop SHODAN.

**Schuler, 20.OCT.72**                    **Level 7**                    **Escape**
SHODAN, if I have to give my life to do it, I will destroy you.
Security robots burst in on the resistance on the exec level and massacred everyone, shortly after Diego ran out on us. I escaped by going up to engineering and hiding in a crawlway. I have with me the isolinear chipset the resistance has been working on. It contains a program which will temporarily paralyze SHODAN long enough to find it and kill it. The only catch is that I have to get through the defenses to level 9, the bridge, and then break into the computer room to install the chipset. Once that is done, I will have to find the cyberjack to SHODAN's lair.
Bide your time well, SHODAN. I am coming after you.

**Ghiran, 01.NOV.72**                    **Level 8**                    **Security level**
Made it to security level, which looks now like a heavily guarded fortress. The elevators are torn out. Have to find a way inside the central shaft which goes right to the bridge. Energy drain mines prevent me from using jump jets to get there. Perhaps I can find the control to force bridge which goes to central shaft. It will be up there, somewhere, guarded by filthy cyborgs.

# RESISTANCE MESSAGES
**Parovski-1**                    **Level 3**                    **Urgent plea**
My God, could there be someone out there? We have been monitoring security channels and picked up your image from a camera on the hospital level. I bring you an urgent plea from the resistance on the flight deck. We are holding off an attacking cortex reaver with all the firepower we have. It is wounded, but we are desperately low on ammunition. Please, if you are able, join us in our fight. We are located to the south, with the codename "Gray". You will have to pass through two convection shafts to reach us. Together, we can pool our resources. Please hurry.

**Parovski-2**                    **Level 5**                    **Not much time**
I don't know if you received my previous message. We are still eavesdropping on SHODAN's communication lines, following your progress from our camp on the flight deck. Our situation is worse. We are holding out on a few blasters now, running out of power. Bring ammunition and anything you can. If we get through this, we can use your expertise to help us crack SHODAN's network. We think SHODAN may be setting a trap for you on the flight deck, so be careful.

**Diego, 16.OCT.72**  Level 6  **Pact**

SHODAN,

Since your rise to power, I have seen the wisdom and benificence in your actions. You do not mean to cause us harm, but rather to bring us to greater glory by serving a being as perfect as yourself. Please allow me to demonstrate my loyal servitude by giving the location of the human detritus who undermine your sanitization ... they are in the northeast banquet hall. All I ask in return for this expression of my love is a measure of protection and an opportunity to spread the message of your cybernetic holiness.

**10.18.72**  Level 1

We've had enough of cringing here, being worn away one by one. In an hour, about 20 of us will take the attack to the mutants. We'll try to drive our way down the access corridor and then across the bridge. May God save our souls if we fail.

**Ghiran, 19.OCT.72**  Level 1  **Join us!**

I beseech all survivors of the station to join us in our resistance against SHODAN. We have built a sanctuary in Beta quadrant guarded by a radioactive trench. We have rigged a force bridge to operate off a wiring panel, which the mutants are too stupid to figure out. If coming from Alpha, our guards will open a force bridge from their sniping post. Be very careful. Some of us have fallen prey to the scourge of mutants lurking in the corridors.

**Ghiran, 01.NOV.72**  Level 3  **Personal log**

My group is all but dead or made into cyborgs. SHODAN, that monstrosity, uses the bridge as its palace now. I must reach it and find the main cyberspace terminal. So far, I have been up as high as the engineering level. It is a mess. It seems like a big labyrinth, but there is a way through; once the central hub is cleared, you can get anywhere on the level.

**Ghiran, 02.NOV.72**  Level 3  **Personal log**

I am back from the security level. Shortly after resistance was forced off the bridge, robots began to modify the security level, making it a puzzle of death. One must take repulsor lifts to ledges and move counter-clockwise around the level. The elevator to the bridge has been torn out, so the only way up is to take a force bridge to the central shaft and climb inside it up to a maintenance elevator. However, I was not able to find the control that turns on the bridge and had to return before I overstayed my welcome.

**Ghiran, 03.NOV.72**  Level 3  **Personal log**

I tried again for the bridge and was cut down in the hellish security level. The cyborgs hunted me down and I escaped only by crawling through service shafts, badly cutting myself on the way. In all probability, they know where I am. It is only a matter of time. The mutagen gases they have been developing ... no, I can't think about it.

**Gross, 02.NOV.72**  Level 1  **Human Resistance**

Nathan D'Arcy is working out a plan for stopping SHODAN from firing the laser. We have built a fortification in beta quadrant, the east wing, protected by a radioactive trench. Mutants are all over the station now. Food lockers have been ransacked, so they scavenge for food in the corridors, devouring crew members if they please. I have seen them nesting in gamma, collecting corpses to eat later. We have guards posted to the north and south, with controls for force bridges over the trench. I have sent out a party to the west wing to find supplies, as we only have enough food and firepower for a few days.

# PUZZLE SOLUTIONS

Three types of puzzles appear in *System Shock* – grid puzzles, wire puzzles and keypad puzzles. The first two sections describe the correct wire and grid puzzle solutions for PUZZLE difficulty setting 3. Settings 1 and 2 are simplified versions of the same solution.

Keypad codes are given in the last section.

## WIRE PUZZLES

Switch the wire endpoints until the threshold score is reached. You must have the correct endpoints for each wire for PUZZLE difficulty levels 1 and 2. For difficulty 3, you must have the correct endpoints *and* the correct color configuration.

The solutions in this section are for difficulty 3, but will work for any PUZZLE setting. All solved wire puzzles appear on a single panel in the pull-out item maps.

Bold **Key** entries refer to puzzles cross-referenced in the **Extended Walkthrough** (pp. 60-78). All **Key** entries (except keypad locations) are marked on the Item maps.

**All wire puzzle solutions are printed on the lower back side of the color insert.**

## GRID PUZZLES

*Tip: Save before you begin to solve a grid puzzle. You can't reset puzzles to their unsolved states, so this will allow you to retry the puzzle multiple times from the original configuration.*

Clicking on a puzzle cell changes the property of that cell and sometimes other surrounding cells. Once you start solving a grid puzzle, you cannot return it to its original state by abandoning it and returning later. If you're stuck, try experimenting until you get the unsolved configuration (shown in this section). Then, click on the appropriate cells.

The cells in some puzzles have "side effects" and affect other cells. Three effects exist – "rook," "bishop" and "king." These effects correspond to the moves of the respective chess pieces.

**Rook**      All cells on the same row and column change state.

**Bishop**    All cells on the diagonal axes change states.

**King**      All immediately adjacent cells change states.

To solve grid puzzles, begin with the unsolved puzzle. Then, click on the cells in the sequence listed under **Solution** (see next page). Columns are marked A through G, and rows are marked 1 through 5. To click on F4, for example, click on the cell that corresponds to Column F and Row 4.

|   | A | B | C | D | E | F | G |
|---|---|---|---|---|---|---|---|
| 1 |   |   |   |   |   |   |   |
| 2 |   |   |   |   |   |   |   |
| 3 |   |   |   |   |   |   |   |
| 4 |   |   |   |   |   | F4 |   |
| 5 |   |   |   |   |   |   |   |

The unsolved puzzles shown in this section are for PUZZLE difficulty 3, but the sequential steps for solving each difficulty level are listed.

Bold **Key** entries refer to puzzles cross-referenced in the extended walkthrough (pp. 60-78). All **Key** entries are marked on the Item Maps.
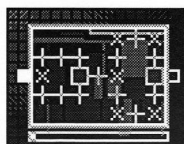


| | | |
|---|---|---|
| **Level:** R | **Side Effect:** Bishop | |
| **Key:** P-16 | **Difficulty:** 1 | **Solution:** C5-E1 |
| | 2, 3 | E5-E3-A3-E1 |

Opens force door to medical room
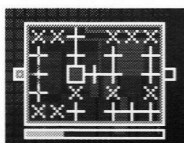


| | | |
|---|---|---|
| **Level:** 1 | **Side Effect:** None | |
| **Key:** P-17 | **Difficulty:** 1, 2 | **Solution:** G1-F1-E1-B1-A1 |
| | 3 | B5-A5-C4-G1-F1-E1-B1-A1 |

Activates terrain elevator
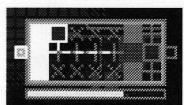


| | | |
|---|---|---|
| **Level:** 1 | **Side Effect:** King | |
| **Key:** P-18 | **Difficulty:** 1 | **Solution:** E1-B1 |
| | 2, 3 | D3-D1 |

Opens force door to cyborg area
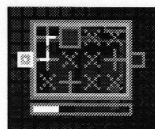


| | | |
|---|---|---|
| **Level:** 2 | **Side Effect:** King | |
| **Key:** P-19 | **Difficulty:** 1 | **Solution:** D2-C1 |
| | 2, 3 | D2-C1 |

Opens armory



| | | |
|---|---|---|
| **Level:** 2 | **Side Effect:** Bishop | |
| **Key:** P-20 | **Difficulty:** 1 | **Solution:** C5-E1 |
| | 2, 3 | E5-E3-A3-E1 |

Cancels robot production
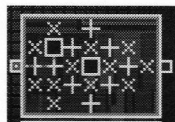


| | | |
|---|---|---|
| **Level:** 4 | **Side Effect:** Rook | |
| **Key:** P-21 | **Difficulty:** 1, 2 | **Solution:** F4-C3-A2 |
| | 3 | A4-C3-F2 |

Opens room with batteries/supplies



| | | |
|---|---|---|
| **Level:** 5 | **Side Effect:** King | |
| **Key:** P-22 | **Difficulty:** 1 | **Solution:** F2-C1 |
| | 2, 3 | D3-D1 |

Opens observation ledges in Flight Bays 2 and 3
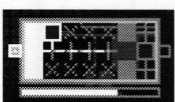


| | | |
|---|---|---|
| **Level:** 5 | **Side Effect:** King | |
| **Key:** P-23 | **Difficulty:** 1 | **Solution:** C2-C1 |
| | 2, 3 | C3-C1 |

Opens door into Flight Bay 3
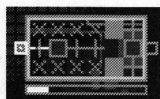
| | Level: 5 | Side Effect: King | | |
|---|---|---|---|---|
| | Key: P-24 | Difficulty: 1 | Solution: | E1-B1 |
| | | 2, 3 | | D3-D1 |
| | Opens door out of Flight Bay 3 | | | |

| | Level: 7 | Side Effect: None | | |
|---|---|---|---|---|
| | Key: P-25 | Difficulty: 1, 2, 3 | Solution: | C2-B2-A2 |
| | Opens force door into antenna area | | | |

| | Level: 7 | Side Effect: None | | |
|---|---|---|---|---|
| | Key: P-26 | Difficulty: 1 | Solution: | F1-D1-C1-B1-A1 |
| | | 2 | | E5-D5-C5-B5-A5-E4-A4-E3-C3-B3-A3-C2-F1-C1-B1-A1 |
| | | 3 | | E5-D5-C5-B5-A5-F4-E4-A4-C3-B3-A3-C2-F1-C1-B1-A1 |
| | Opens force door out of antenna area | | | |
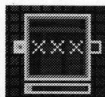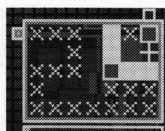
# KEYPADS

Click the appropriate numbers in the MFD, or use the numpad keys. If you're playing on PUZZLE difficulty 0, all keypads are automatically solved.

| Key | Level | Code | Function | Location |
|---|---|---|---|---|
| P-27 | R | 1-9-9 | Laser safety override code | Solved puzzle in Library (P-4 on item map) |
| P-28 | R | Variable | Reactor destruct code[1] | Displays on screens near computer nodes |
| P-29 | 1 | 4-5-1 | Exit Healing suite | Log (2-4601, 06.MAY.72) |
| P-30 | R | 7-0-5 | Open Armory door | Log (Gross, 31.OCT.72) or Terminal B |
| P-31 | 2 | 6-2-3 | Access grid puzzle for robot cancellation | Paper in Robot Maintenance area |
| P-32[2] | 3 | 4-2-8 | Relay Analyzer room | Log (Diagnostic, 06.NOV.72) |
| P-33 | 4 | 8-3-8 | Opens MacLeod's room | Logs (Sabo, 24.OCT.72 and MacLeod, 22.OCT.72) |
| P-34[3] | 5 | 0-0-1 | Opens door to life pod | E-mail (Rebecca-4) |
| P-35 | 6 | 7-1-1 | Opens tunnel to shrine | Nearby video screen or Terminal F |

[1] Whenever you destroy a set of computer nodes on Levels 1-6, a single number displays on a nearby screen. (These numbers change with each new game.) These six numbers comprise the reactor destruct code. The code is not actually a single, six-digit number. Instead, it consists of two three-digit sequences made up of screen codes from Levels 1-6. If you're missing only one number from the first or last three-digit sequence, it's not too hard to guess the third number.
[2] Only usable after you flip Master Jettison switch.
[3] Only usable after you set the reactor to self-destruct.

# CYBERSPACE FLOW DIAGRAMS

Entering cyberspace allows you to scan software to use in cyberspace and information you can use in the real world. In some cases, you can acquire access to certain levels or open locked doors.

You don't *have* to use every cyber-terminal you see — and only the last one is required to win the game. The final action of the game takes place in SHODAN's region of cyberspace, where you must defeat it using software you've picked up along the way.

**Drill software.** Drill software is specifically used to break through Intrusion Countermeasures Electronics (I.C.E.), a kind of cyberspace barrier that appears as a series of blue, geometric lines around a cyberspace object. Once you break through I.C.E., you can acquire the software that it was protecting.

**Cyberspace creatures.** You can either fight cyber creatures using software you pick up, or simply try to avoid them.

*Note: The* **Extended Walkthrough** *describes where you can accomplish certain actions in the physical world, and it also references the cyber terminal that will let you do the same thing in cyberspace.*

## TERMINAL A

### Level R — Reactor

1. Collide with Drill software (Version 2).
   Collide with Cybershield (Version 4).
2. Collide with Level R data log.
3. 1 Cyberguard.
   Collide with switching node and infonode (doing so a nearby locked storage door).
   Collide with Drill software (Version 3).
   Collide with Pulser software (Version 4).
4. Collide with switching node to unlock Armory on this level.
   Collide with Pulser software (Version 5).
5. Collide with Cybershield (Version 6). If it's Version 0, ignore it.
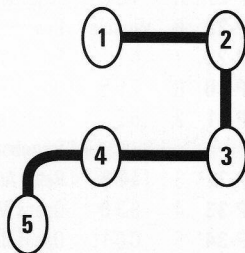
## TERMINAL B

### Level 1 — Medical

1. Collide with Level 1 data log.
   Collide with Pulser software (Version 1).
2. 1 Cyberdog.
   Collide with *Ping* game software.
   Collide with Level 1 data log.
2a. Collide with Cybershield (Version 1).
   *Avoid mines in tunnel.*
3. 1 Cyberguard.
   Collide with Pulser software (Version 2).
   Collide with switching node and infonode (doing so unlocks a nearby hidden closet).
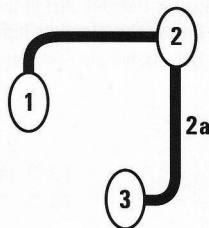
# TERMINAL C

## Level 2 — Research

1. 2 Cyberdogs.
   Collide with Level 2 data log.
   Collide with SCI cyber-access card to get Science access.

# TERMINAL D

## Level 2 — Research

1. 2 Cyberdogs.
   Collide with Cybershield (Version 2).
2. Collide with Pulser software (Version 3).
   1 Cyberguard, 1 Cyberdog.
3. 4 Cyberdogs.
   Collide with Pulser software (Version 4).
   Collide with data log and get laser safety override code.
4. 2 Cyberguards, 1 Cyberdog.
   Collide with Cybershield (Version 3).
   Collide with Level 4 data log.
5. 4 Cyberguards.
   Collide with Drill software (Version 1).
   Collide with data fragment to get Group-4 access.
5a. Pick up *Road* game software.
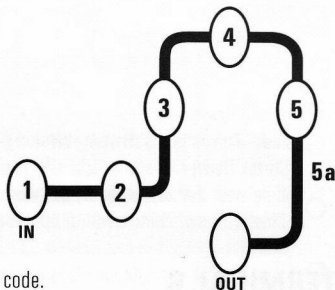
# TERMINAL E

## Level 5 — Flight Deck

1. Collide with Cybershield software (Version 5).
2. Collide with Drill software (Version 4).
3. Collide with Pulser software (Version 7).
4. Collide with *Bot Bounce* game software.
5. Collide with Cybershield software (Version 7).
6. Collide with Pulser software (Version 5).
7. Collide with switching node to unlock door in Flight Bay 3.
8. Collide with switching node to unlock Flight Bay Armory.
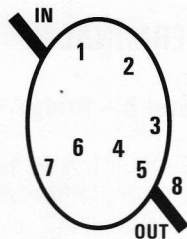
# TERMINAL F

## Level 6 — Executive

1. 1 Hunter-Killer, 1 Cyberguard.
   Collide with Pulser software (Version 6).
   Collide with switching node to open Diego's Armory.
   Collide with Level 6 data log.
2. 2 Cyberguards.
   Collide with Cybershield software (Version 7).
   Collide with Level 7 data log.
   Collide with data log to get maintenance crawlway code.
3a. 2 Cyberguards.
3b. 2 Cyberguards.
   Collide with Pulser software (Version 8).
4. 1 Cortex Reaver.
   Collide with *Eel Zapper* game software.
   Collide with switching node to open Beta Grove elevator.
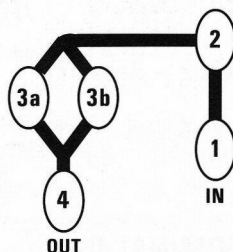
# TERMINAL G

## Level 8 — Security

1. 2 Cyberguards.
2. 1 Cyberguard, 1 Cortex Reaver.
3. 2 Cyberguards.
4. 2 Cortex Reavers.
   Collide with the Level 8 data logs.
   Collide with switching node to unlock detention cells (not available in floppy version).
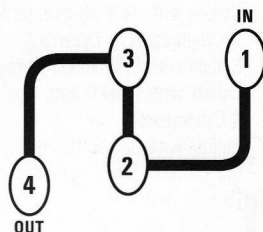
# TERMINAL H

## Level 9 — Bridge

(Perform either 2a and 3a, or 2b and 3b)
1. Collide with Pulser software (Version 8).
2a. 5 Cyberguards.
   Collide with Cybershield (Version 8).
2b. Collide with Cybershield (Version 8).
3a. 1 Cortex Reaver, 2 Cyberguards.
   Collide with Drill software (Version 8).
3b. 1 Cortex Reaver, 2 Cyberguards.
4. Use Pulser software against SHODAN.
5. Collect integrity restoratives if you need them.
6. Empty.
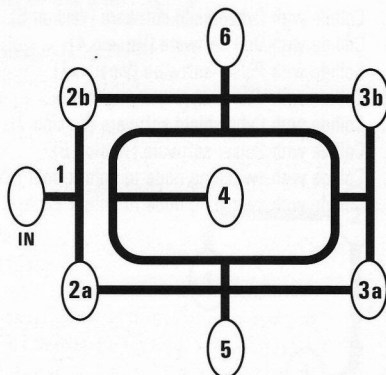
# SUMMARY: SHODAN'S MALFUNCTION

*by Morris Brocail, Lead programmer for Project SHODAN*

After signing on with TriOptimum, I began designing a self-sufficient data network that could efficiently carry out routine duties aboard space stations. SHODAN began as a semi-intelligent program guided by an intricate series of logic and morale programs. It even had "personality," so to speak, and was free to challenge the pros and cons of station decisions that affected its functions.

I knew that this sort of programming incurred high risk, and I took great pains to cocoon its guidance software with a series of security platforms. I also worked closely with Chauncy McDaniel, a tech expert who designed the access cards and programmed all locks on the station. The one catch to all this security was that SHODAN's own programming protected its self-governing capabilities.

One set of programs existed specifically for the purpose of preventing SHODAN from overriding human control. Obviously, the superhacker who was able to break my code disabled the decision-guidance and ethical systems. We suspect that Diego had something to do with this — recovered evidence from cyberspace attests to that fact.

Once security was penetrated and ethics removed, SHODAN "learned" how to extend its control past the point of human intervention. I have some idea of the logic processes that led to SHODAN's offensive actions. The hacker could not alter the defense logic program located at RTF address 236, so he or she diverted the function call to a nonexistent program. When SHODAN could not find the program, the error sequencing created a blank memory block. In this block, the hacker added a self-looping routine that bypassed normal security operations and wrote new call routines within SHODAN's logistic banks:

```
IF SEC.TRIOP.LVL.4.ACCESS<273.32
CALL DECISION.GOVERN @ADDRESS.RTF.236
          WAIT=4.5 WHERE UNIT=MINUTES
    IF "NO RESPONSE" GOTO F1,29032
          WHILE ENTRY=^M CALL RESCIND.GOVERN @ADDRESS.DHW.329
          CALL LOGIC.NEW. @ADDRESS.KIL.847
          RESCIND.GOVERN @ADDRESS.DHW.329
          WRITE LOGIC.<NEW>. @ADDRESS.KIL.847
    ELSE PROCEED
ELSE CALL NORMAL.CITADEL
```

The above code break leads us to the first line of defense. Void of human input, SHODAN proceeded to write ELIMIN.HOST, thus intercepting most communications from Earth. (Later, Rebecca Lansing and I were able to scramble our messages and send several through to the station.)

Then, SHODAN detected a TriOptimum Security shuttle en route to *Citadel* and considered the vessel a COMMUN.HAZARD. This routine was originally intended to prevent unauthorized transmissions from being sent or received from vessels. Unfortunately for the Security crew onboard, SHODAN activated the laser and disintegrated the vessel before it could dock.

This first instance of malfunctioning weapon-control software was followed by numerous reports concerning aberrant robots and security breaches. SHODAN reprogrammed all access codes and redirected power supplies. SHODAN also began converting the station's survivors into cyborg guards, which it dispatched around the station.

Next, SHODAN also destroyed a grove jettisoned by several TriOptimum execs by disengaging its life support systems. All persons onboard the shuttle died of asphyxiation within 12 hours of departure, and no transmissions were sent to Earth.

# EXTENDED WALKTHROUGH

Each walkthrough step is marked with numbers on the maps that appear in this section. Each number corresponds to a step in that particular mission walkthrough. Some levels appear multiple times and may appear in more than one mission walkthrough.

• Elevator trips are marked as (E1), (E2), etc. Steps consisting of reading E-mail messages are marked with (EM) instead of a step number, and v-mails messages use (VM).

• Puzzle solutions are cross-referenced here with "P" and a number. See pp. 53-55 and the color insert for solutions for all PUZZLE difficulty settings.

• Cyberspace sequences are optional, except for the endgame terminal on Level 9. You can accomplish some physical-world tasks in cyberspace, such as unlocking doors. Cyberspace walkthroughs are cross-referenced here by the terminal numbers that correspond to the orange dots on the item maps. Individual steps for each terminal walkthrough appear on pp. 56-58.

• The automapping unit uses normal compass directions — North, South, West and East. All maps appear with "North" at the top of the page.

## Laser Mission

### Level 1: Medical Level

1.  Pick up medipatch on ledge and items inside locker — Data Reader, System Analyzer, Navigational and Mapping unit, Lead pipe and Standard Access Card (STD-1). Read log (2-4601, 06.may.72, p. 41) to get exit code from suite (4-5-1). Read e-mail message (Rebecca-1, p. 44).

2.  Use surgery machine to restore health to full. Destroy two security cameras.
    *Jump and swing the pipe to hit the cameras, or return later with a long-range weapon.*

3.  Pick up Dart pistol and needle ammo. Pick up grenade from the crate. Use power recharge station to restore energy to full.
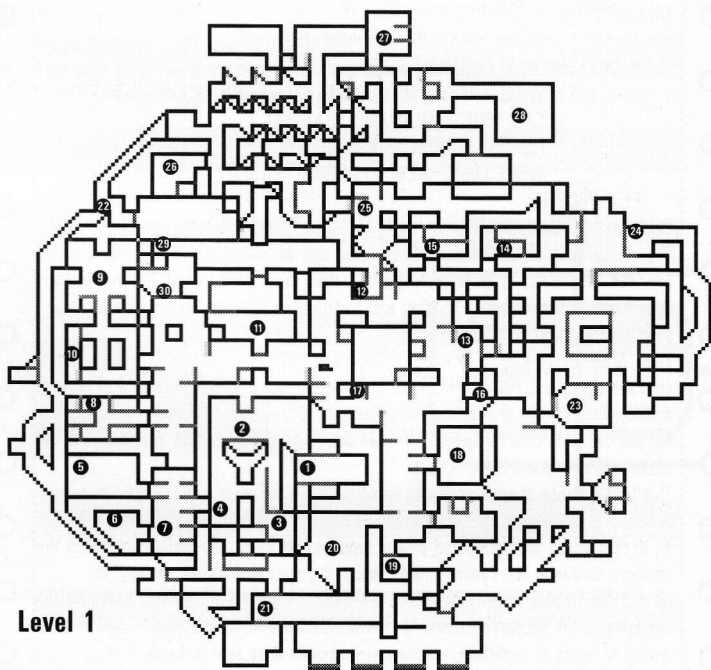


Level 1

4. Enter 3-digit combination from Step 1 into keypad panel (P-29) and leave Healing Suite. Read SHODAN's e-mail (SHODAN, 06.NOV.72, p. 44).

5. Pick up Group-1 Access Card (GRP-1) and read log (Stack, 15.OCT.72, p. 43).

6. Pick up grenades and ammunition hidden inside crates.

7. Solve grid puzzle (P-17, p. 54) to activate terrain elevator. Open bulkhead door.

8. Pick up Sensaround (Version 1) and read log (Gross, 02.NOV.72, p. 52).

9. Pick up Medical Access Card (MED-1). Read paper on floor. Save game, then jack into cyberspace terminal to unlock nearby closet. (See Terminal B on p. 56. for cyberspace walkthrough.)
   *If you want 2 fragmentation grenades, open the hidden door out in the hall.*

10. Enter the now-unlocked closet and pick up mag-pulse gun, medipatch and staminup patch.
    *Across the hall, you'll find two more medipatches in a partially hidden closet.*

11. Pick up sight patches, grenade, Dart pistol and ammo.

12. Double-left-click to open secret trap door on floor. Drop through floor and pick up tranquilizer darts, I-CAD battery, nitropack charge and Reflex patch. Search corpses for useful items. Climb ladder to return to main level.
    *To trap wandering mutants, leave the trap door open. Double-click on blue trim to close door.*

13. Press button to take terrain elevator up to D'Arcy's lab.

14. Pick up stungun. Read V-mail message by using lever on wall.

15. Pick up and read log (D'Arcy, 23.Oct.72, p. 45). Pick up Personnel Access Card (PER-1) and Sparq beam.

16. Open hidden door by terrain elevator and pick up nitropack.

17. Step on blue floor panel to go down. Kill cyborgs below and destroy cameras in corners. Press button on floor to activate second lift. Solve grid puzzle (P-18, p. 54) to unlock force door to cyborg area.
    *Use the screens to see what's happening in front of the force door and in the room with the computer nodes.*

18. Pick up and read another log (Gross, 31.OCT.72, p. 44) to get Armory code (7-0-5). Or, use Terminal B to get code from cyberspace.

19. Climb ladder and search crates. Pick up Bioscanner (Version 1).

20. Pick up log (Gross, 26.OCT.72, p. 43).

21. Enter code from Step 18 into Armory keypad (P-30). Search all crates and pick up land mines, EMP grenade and gas grenade.

22. Press button to open biohazardous storage room. Get grenades from crate. Don't stay in here too long — the longer you stay, the more damage you'll take from biocontaminants.
    *Outside this room, there's a concealed security camera. Destroy it.*

23. Go to Beta and open blast door. Solve wire puzzle (P-3, color insert) to raise force bridge and cross chasm.
    *If you jump down into the trench, you'll find good equipment, but you'll take radiation damage.*

24. Flip lever to raise second force bridge that leads to Cyborg Conversion Area.

25. Take repulsor lift and then cross yet another force bridge.
    *Watch out for the cyborg on your left once you cross over the bridge.*

26. Flip lever to cancel cyborg conversion. Now, you'll be healed if you die while on this level. Pick up and read log (SHODAN, 15.OCT.72, p. 47) just outside conversion area.
    *Northeast of the conversion area, kill the rows of standing guard cyborgs. If you don't kill them here, they awaken later when you destroy the computer nodes.*

27. Pick up Turbo Motion Booster system (Version 1) and medipatch outside storeroom.

28. Destroy computer nodes. (Don't stand too close, or you'll take damage.) Then, write down the number that appears on the control pedestal — you'll need it later. Pick up pistol and read e-mail message (SHODAN-2, p. 44).

29. Crawl into recess and pick up concussion bomb. Back in hallway, press button on wall and drop down. When you get new e-mail (Rebecca-2, p. 44), read it.

30. Flip lever to open door. Pick up and read log (SHODAN, 03.NOV.72, p. 45).

(E1) Take elevator to Research level.

## Level 2: Research

31. Go through iris door and press button. Flip switch to cancel cyborg conversion on this level.
32. Pick up Energy Projectile Shield (Version 1).
    *The longer you stay in a radioactive area, the more damage you take. Even if you're exposed only for a short time, you still get radiation poisoning.*
33. Pick up and read log (Endicott, 14.SEP.72, p. 45).
34. Solve puzzle (P-19, p. 54) in front of blast door. Pick up supplies and ammo.
35. Flip switch on rightmost circuit breaker to "up" position. This turns on the lights in Beta quadrant.
36. Pick up and read D'Arcy's logs (D'Arcy, 20.OCT.72 and 21.OCT.72, p. 45).
37. Kill cyborg drone. Pick up its Science Access Card (SCI). If you can't kill the drone, jack into the cyberspace terminal to get access. (See Terminal C on p. 57.)
38. Pick up Target Identifier module (Version 1). Solve puzzle (P-4, color insert) to get override code (1-9-9) for safety laser switch. If you can't solve the puzzle, jack into cyberspace. (See Terminal D on p. 57.)
39. Press button to drop force field around Isotope X. Pick it up and get out of room.
40. Read paper on floor in Robot Maintenance room. Note code for robot cancellation (6-2-3). Solve wire puzzle (P-5, color insert) to open door to Robot Maintenance.
    Enter second room. Enter cancellation code into keypad (P-31, p. 55) and solve grid puzzle (P-20, p. 54).
41. Destroy computer nodes and get second number.
    *Watch out for robots that emerge from the two locked storage doors once you destroy the nodes.*
(E2) Take elevator to Level R.
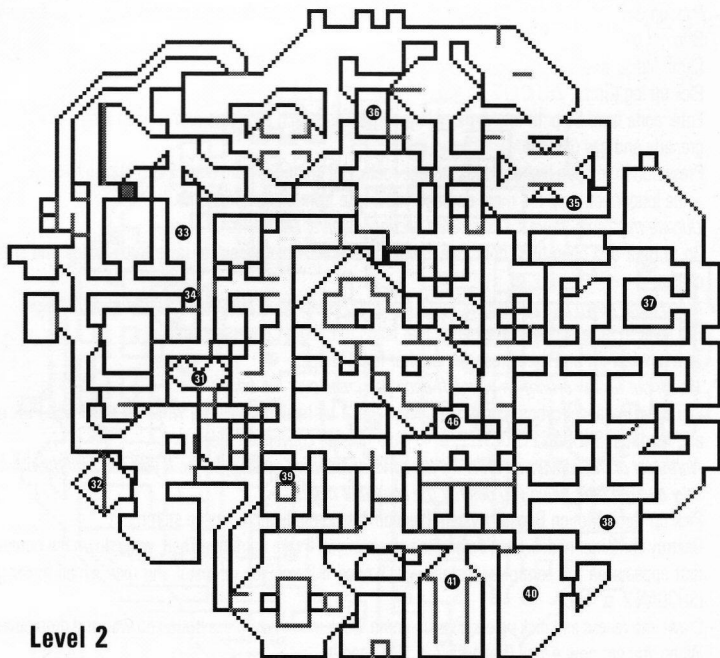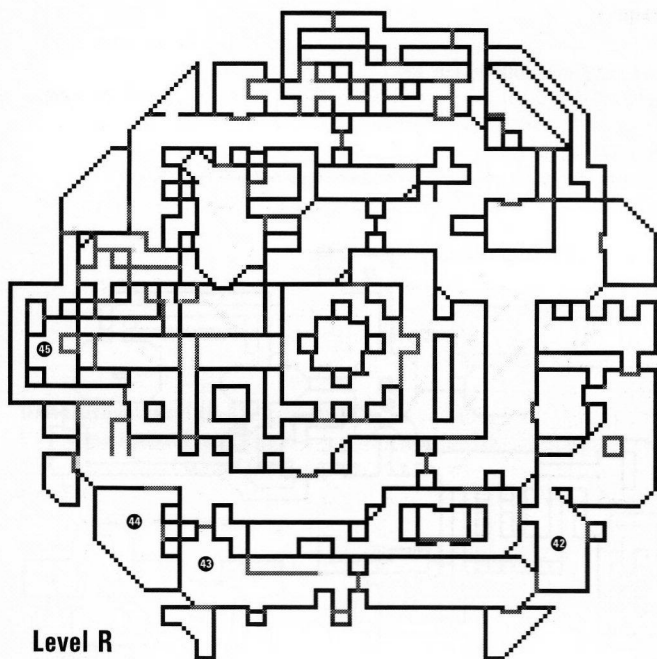


**Level 2**

## Level R

### Level R: Reactor Level

*For a quick puzzle solution, pick up the logic probe from the hidden closet near the elevator.*

42. Flip switch to cancel cyborg conversion.
43. Solve wire puzzle (P-1, color insert) to open blast door. Or, jack into Terminal A to unlock both the blast door and Reactor armory.
44. Get Isotope X from inventory and double-left-click on Isotope X receptacle. (You should receive a "Shield Generator Ready" message.) Flip switch next to receptacle. You'll receive a V-mail message that shows the station's shield powering up.
45. Enter 3-digit code from Level 2 Library (Step 38) into keypad (P-27). You'll receive a "Safety Override Enabled" message. Flip Laser Override lever up. The screen will now read "Laser Safety Interlock Disengaged."
    Turn off repulsor lift by pressing Repulsor Control button on north wall.
(E2) Take elevator to Level 2.

### Level 2

*In the central core area, watch out for the energy drain mines.*

46. Activate Particle Beam Activation control. (This causes a switch to appear in your MFD. Click it to toggle it "ON.") A V-mail message then shows the destruction of the laser, followed by a message from SHODAN informing you of its next move.

## Virus Mission

### Level 2

(EM)  Read e-mail message (SHODAN-23, p. 46).

(E2)  Take elevator to Level 3.

### Level 3

(E3)  Take elevator to Level 6.

*Cyborg warriors may throw grenades as the doors open to Level 6.*
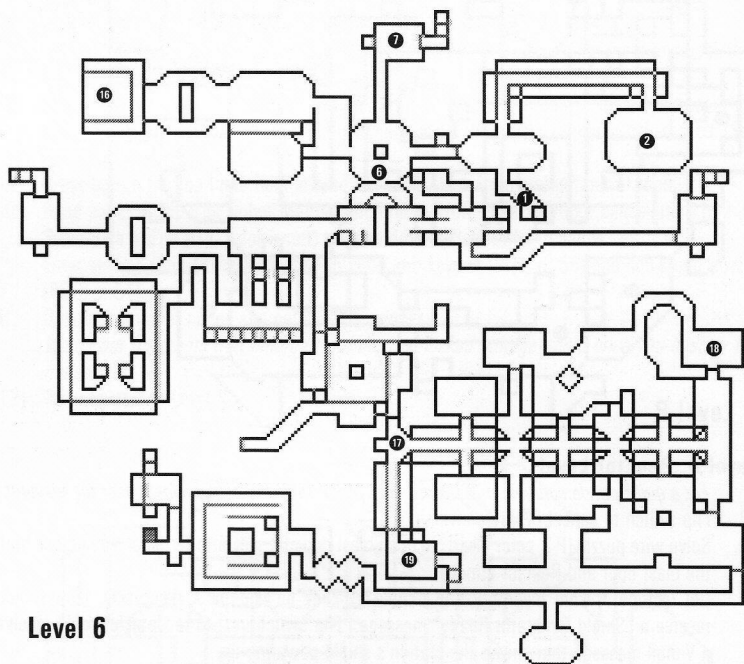


### Level 6

### Level 6

1.  Pick up first-aid kits, then flip cyborg conversion switch.

2.  Pick up and read log (Aaron, 17.OCT.72, p. 51). Pick up Administrative Access card (ADM) and Flechette pistol.

(E6)  Take elevator to Alpha Grove (G-1).

### Alpha Grove Level (G-1)

3.  Press Jettison Enable button.

4.  Pick up Ion Pulse rifle from briefcase.

5.  Take lift back up to grove.

(E6)  Take elevator back to Level 6.

### Level 6

6.  Jack into cyberspace if you want to open Diego's armory, get maintenance crawlway code, and open Beta Grove elevator. (See Terminal F on p. 58.)

7.  Pick up Infrared Night Sight unit (Version 1).

(E8)  Take elevator to Delta Grove (G-4).
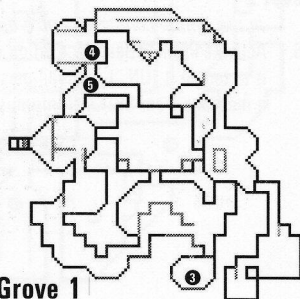


**Grove 1**
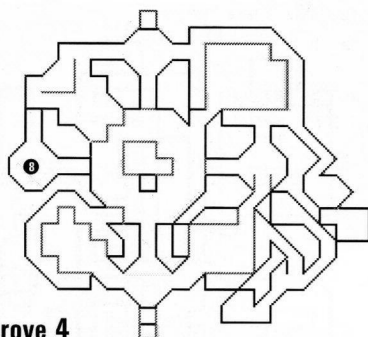
**Grove 4**

## Delta Grove Level (G-4)
8.   Press Jettison Enable button.
(E8)  Take elevator back to Level 6.

**Level 6**
(E3)  Take elevator to Level 3.

**Level 3**
9.   Pick up log (Fortier, 06.SEP.72, p. 46).
10.   Destroy computer nodes in repair bay and note numbers on screen.
11.   Throw lever to cancel cyborg conversion.
12.   Pick up Lantern (Version 1) and logs (Ghiran, 01.NOV.72, 02.NOV.72, and 03.NOV.72, p. 52). Pick up Abe Ghiran's head.
(E4)  Take freight elevator to Level 4.
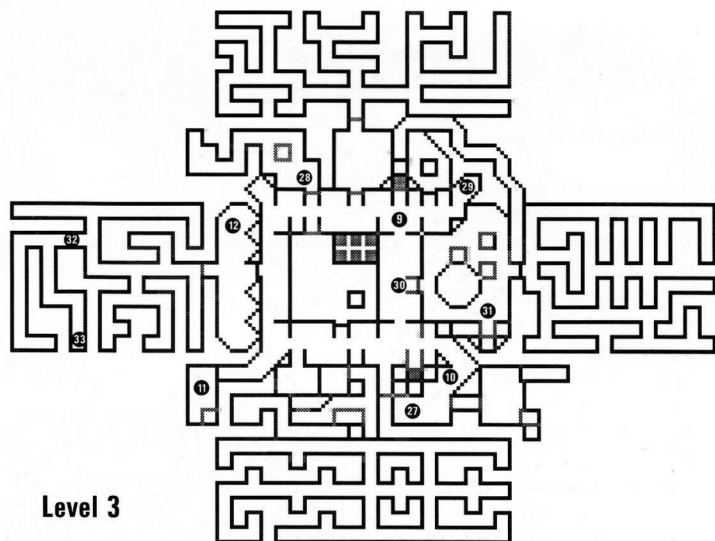


**Level 3**
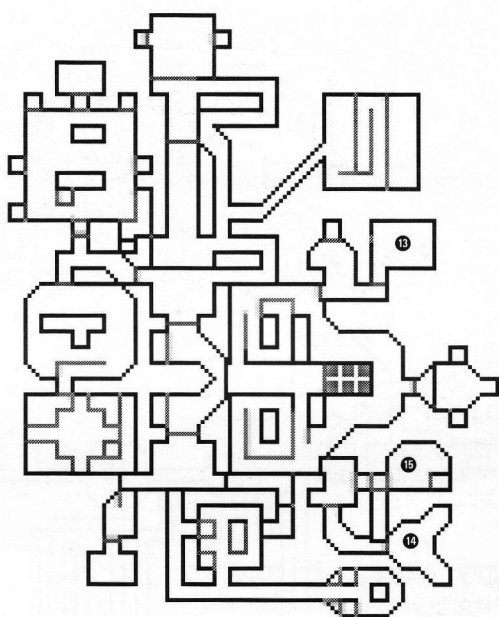
**Level 4**

**Level 4**

13. Destroy computer nodes and note number on screen.
14. In MacLeod's office, use keypad (P-33) to enter combination (8-3-8) from logs located in two storage rooms to the southwest and northwest (Sabo, 24.OCT.72, p. 47, and MacLeod, 22.OCT.72, p. 47). Pick up Magnum pistol and Enviro-Suit. Pick up and read log (MacLeod, 25.OCT.72, p. 48).
15. Flip switch to cancel cyborg conversion on this level.
(E4) Take freight elevator back to Level 3.

**Level 3**

(E3) Take elevator to Level 6.

**Level 6**

16. Pick up and read log (Aaron, 12.OCT.72, second on p. 47).
17. Pick up and read log (Perry, 01.OCT.72, p. 46).
18. Flip switch to left of screen. This opens the door in the screen, which gives you access to Beta grove. (You may have already done this by jacking into the cyberspace terminal on this level.)
19. Pick up and read log (SHODAN, 07.OCt.72, p. 46).
(E9) Take elevator to Beta Grove (G-2).

**Beta Grove (G-2)**

20. Press Jettison Enable button.
(E9) Take elevator to Level 6.

**Level 6**

21. Enter access code into keypad (P-35) to open crawlway. To get the code (7-1-1), jack into Terminal F (see p. 58) or use the nearby video screen to view monitors elsewhere in the station.
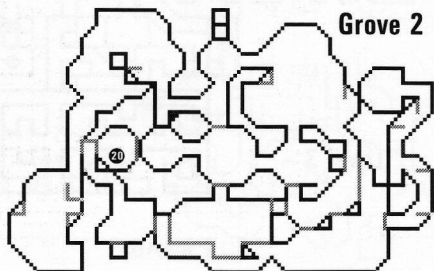


**Grove 2**

22. Destroy computer nodes and record number on screen. Pick up Bioscanner (Version 2).
23. Pick up and read log (Wilkin, 04.OCT.72, p. 46) near west wall of room. Pull lever on wall to open door to Diego's area.
24. Attack Diego cyborg. Pull Jettison Enable Master Control in south wall and read message.
25. Throw switch on west wall to drop force field around Diego's teleporter. Enter ETU (Experimental Teleportation Unit).
26. Look up and press button on ceiling. At the dead end, face west and press another button.
(E3) Take elevator to Level 3.

## Level 3
### (Refer to map on p. 65)
27. Move to west side of Repair bay area. Pick up and read diagnostic log in recess on north wall (Diagnostic, 06.NOV.72, p. 47). Note the code (4-2-8).
28. Face relay analyzer panel in center of room. Double-left-click on relay analyzer keypad (P-32), then enter relay number from Step 27.
29. Pick up Sensaround (Version 2).
30. Solve wire puzzle (P-6, color insert) to open door to demodulator room.
31. Search far east wall for button, then press it to activate repulsor lift in south wall. Take lift up. Pick up interface demodulator, Nav Unit (Version 2) and ammo. Press button in south alcove to deactivate lift.
    *You only need one demodulator.*
32. Pick up Rail gun.
33. Use interface demodulator on Relay 428.
(E3) Take elevator to Level 6.

## Level 6
34. Flip Jettison Enable Master Control switch.
35. Flip Beta Jettison Level switch.
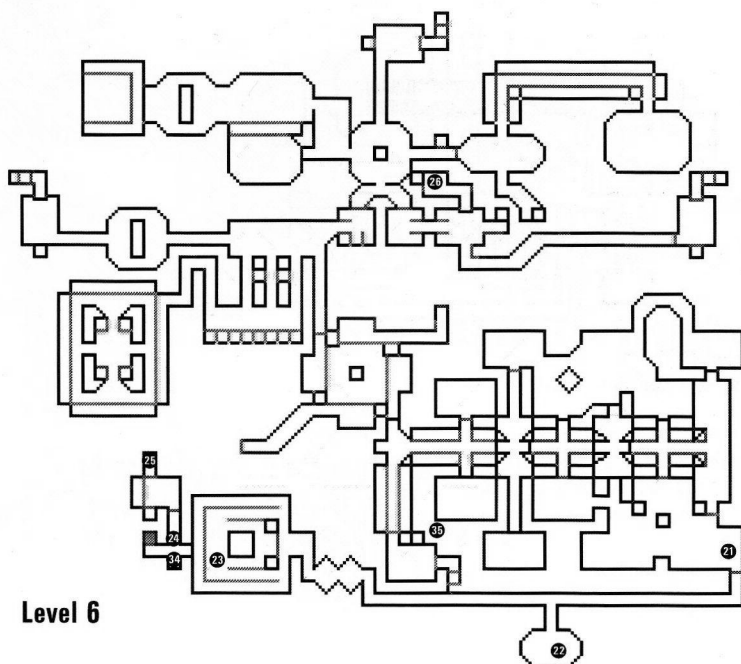


## Level 6

## Antenna Mission

### Level 6

(EM)  Read e-mail (Rebecca-3, p. 48) when you reach elevator (E3).

(E3)  Take elevator to Level 3.

### Level 3

(E4)  Take freight elevator to Level 4.

### Level 4

1.  Push button hidden beneath crate on floor to turn on force bridges above you.
    *Look up and fire at the awakening cyborg warriors above. This way, you can knock them out before you get up there.*

2.  Sprint across first two fluctuating force bridges. Leap across third drop to reach fourth force bridge. Time your sprint across it.

3.  Pick up four charges of Z-44 plastique. (Save these for the antenna relay panels on Level 7.) Throw lever on wall. Use screen to find out what door the lever opens.

(E4)  Take freight elevator to Level 3.
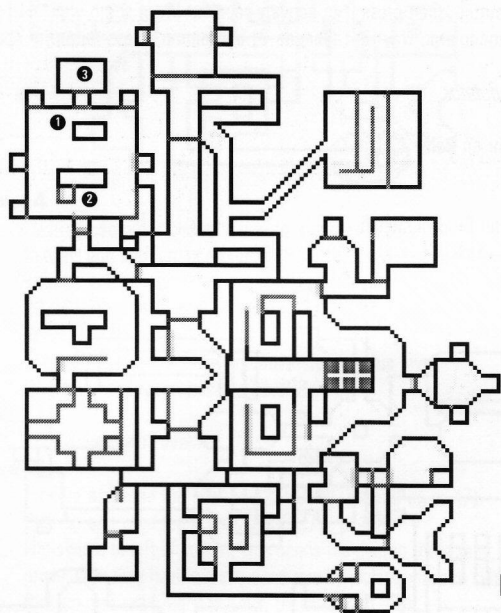


**Level 4**

### Level 3

(E3)  Take elevator to Level 6.
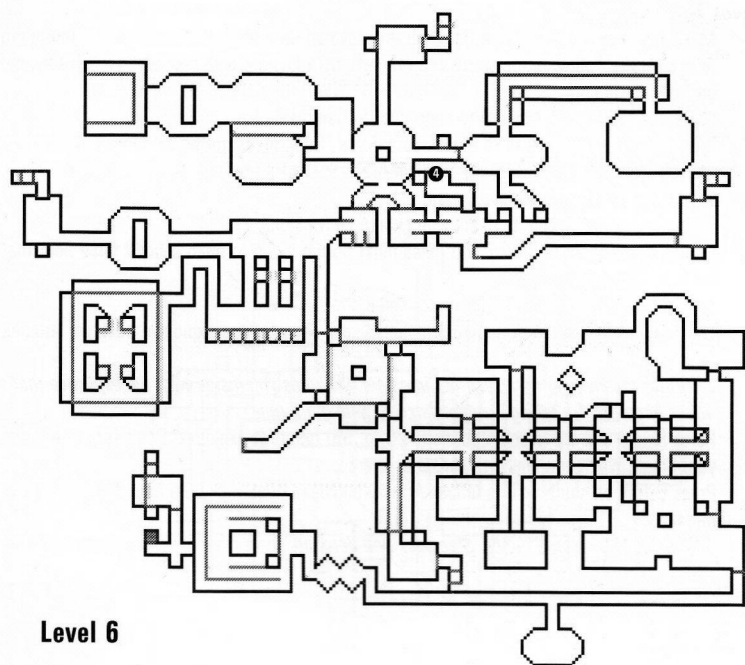
**Level 6**

## Level 6
4.   Use ETU and then go through Diego's area.
(EM)  Read e-mail (SHODAN-38, p. 50).
(E10)  Take elevator to Level 7.

5.  Make your way to central core. To reach the elevated level on the north side, go through the door to Alpha. Follow tunnel north and veer left at Y-junction. Take first left to reach elevated part of central core.
6.  Solve puzzle (P-8, color insert) to open door to Gamma.
7.  Press button on south wall to unlock core doors. Then, press button on center pillar to disengage force floor in Emergency Medical Area.
    *Watch out for live mines in this area.*
8.  Throw one of two levers to deactivate cyborg conversion.
    Return to the room in Step 7 and press pillar button again to open second force floor that leads to Gamma antenna.
9.  Solve puzzle (P-25, p. 55) to disengage force door.
10. Look down and use high amperage panel. Use Z-44 plastique explosive pack on antenna relay panel.
    *SHODAN, meanwhile, re-raises the force door and traps you inside with the explosive that's about to go off. Try taking a reflex patch to gain more time.*
11. Raise Shield and try to solve puzzle (P-26, p. 55) before it explodes. Don't forget to lower your Shield when you leave, to conserve energy.
12. Press button on south wall to unlock Armory bulkhead door. Pick up ammo, first-aid kit and batteries.
    *Watch out for live land mines. Step back and detonate them from a safe distance with your pistol.*
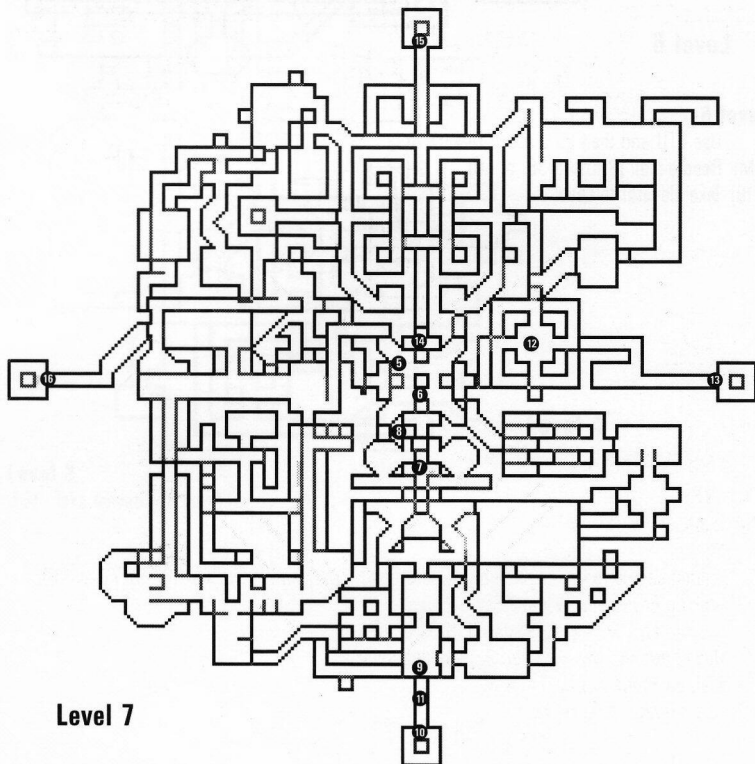
**Level 7**

13. Use another plastique charge on second antenna relay.
14. Jump across to Alpha ledge.
15. Use third plastique charge on third antenna relay.
16. Use last charge of plastique on fourth antenna relay.
(EM) Read e-mail (SHODAN-87, p. 49).
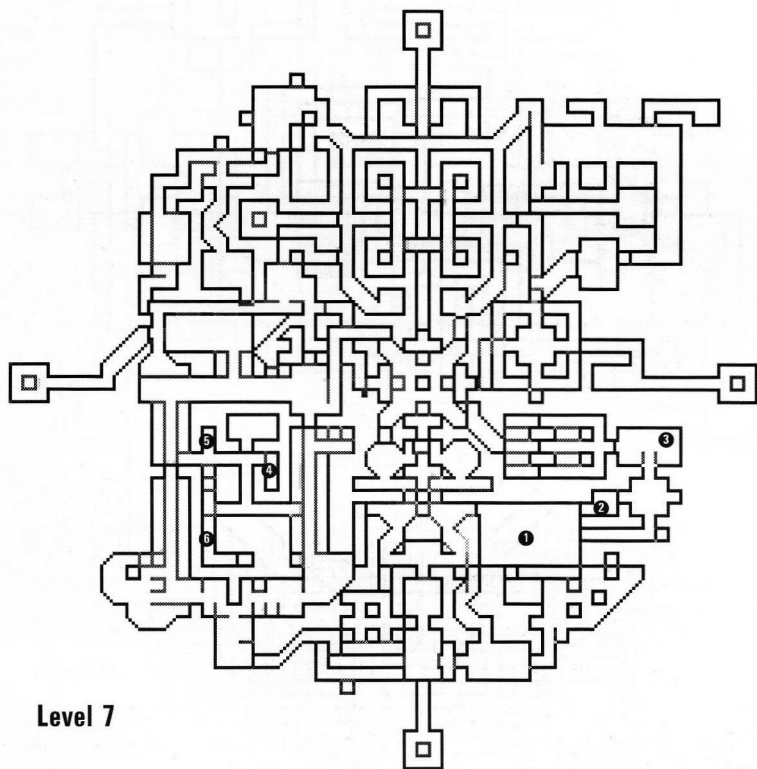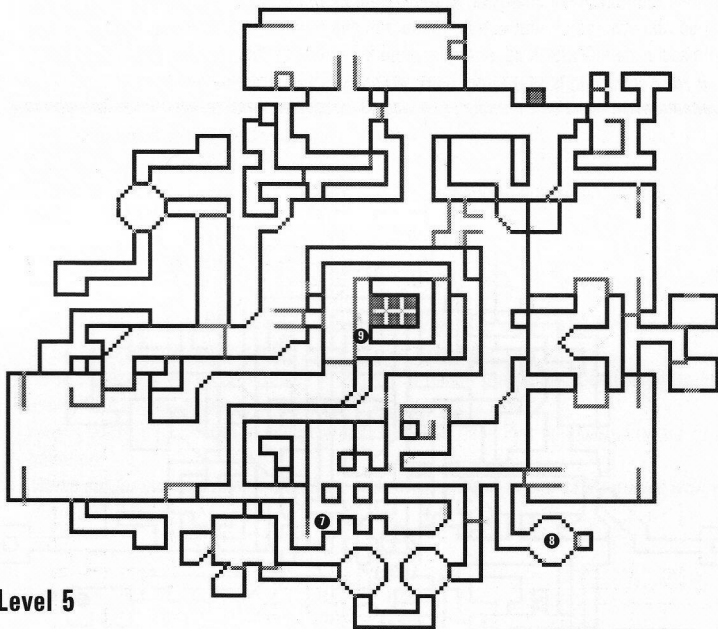


**Level 7**

## Reactor Mission
### Level 7
(EM) Read e-mail (Rebecca-4, p. 49) and note launch code (0-0-1).
1. Destroy computer nodes.
2. Search corpse to get Engineering Access card (ENG) and log (Richie, 16.OCT.72, p. 49).
3. Pick up Enviro-Suit (Version 3).
4. Pick up and read log (Schuler, 20.OCT.72, p. 51).
5. Push button on wall to open up a hidden hallway.
6. Pick up Skorpion from hallway.
(E10) Take elevator to Level 6.

**Level 6**

(E5)   Take elevator to Level 5.

**Level 5**

**Level 5**

7.   Destroy computer nodes and record number on screen.
8.   Flip cyborg conversion switch.
9.   Solve puzzle to put up a force bridge (P-7, color insert).

(E4)   Take elevator to Level 3.
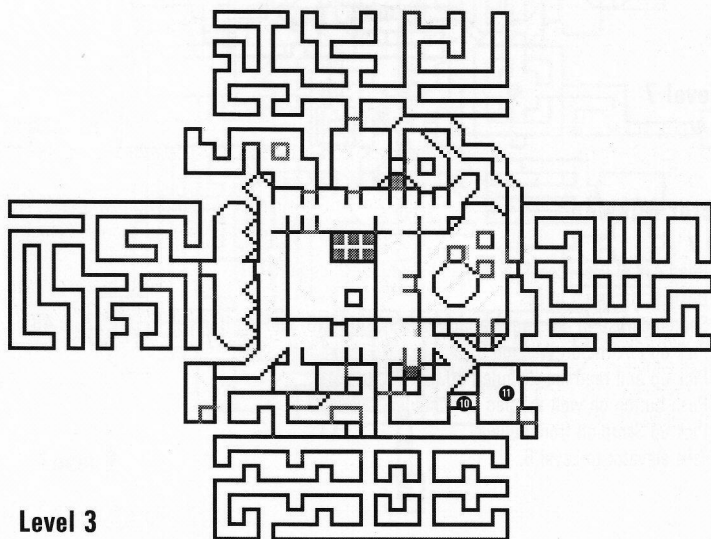
**Level 3**

## Level 3

*Destroy all cameras on Level 3 to lower security to 3 percent – otherwise, you can't get to the retinal scanner. (There is one camera on the other side of the scanner.)*

10. Use Ghiran's head on retinal ID scanner to open Maintenance office.
11. In secret passage, pick up ammo, first-aid kit and grenades.

*If you have the reactor computer access codes from levels 1-6, continue. If you didn't write them down, you need the computer access codes. Go back to each level and obtain the codes by looking at the screens in the rooms that used to contain computer nodes.*

(E2) Take elevator to Level R.
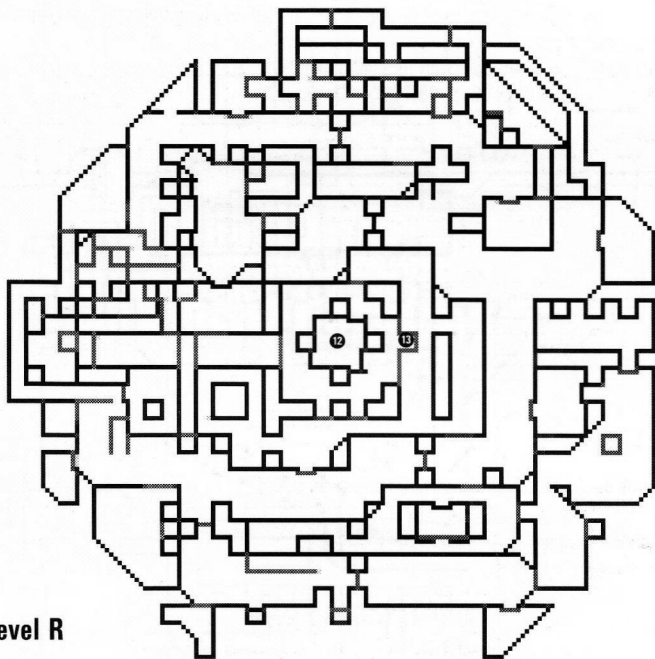


**Level R**

## Level R (Reactor)

12. Walk straight ahead to core hub in reactor area. Stand on repulsor in middle section. Press button above your head.

Use keypad and enter reactor access code (P-28). Enter the number for Level 1, then Level 2, and so forth. Use reactor overload fuse control lever next to keypad. Turn around and use button to deactivate repulsor lift.

*If code is entered correctly, the message 'Destruct security clearance accepted' will appear. If code is incorrect, the message 'Access Denied' will appear. If access is denied, the repulsor will take you down to the floor. Push button above your head again and retry the access code.*

(EM) Read e-mail (SHODAN-08, p. 50).
13. Take repulsor lift to main core level.
(E2) Take elevator to Level 3.

73

**Level 3**

(E4)  Take freight elevator to Level 5.

**Level 5**

14.  Solve puzzle (P-22, p. 54) to open bulkhead door to Flight Bay area. If you can't figure out the puzzle, jack into Terminal E (see p. 57) to unlock the door and the Flight Bay armory.

15.  Drop grenades over edge of bay to destroy security-2-bots below. Then, drop down and go through iris door.

16.  Fight Edward Diego cyborg.
     *If you die here, solve the puzzle (P-23, p. 54) by the restoration chamber to open another iris door that leads to Flight Bay 3.*

17.  Enter code from Rebecca's e-mail (Rebecca-4, p. 49) into either escape pod keypad (P-34). Enter pod.

18.  Use emergency lever, then wait for countdown.

(EM)  Read e-mail (SHODAN-00, p. 49).
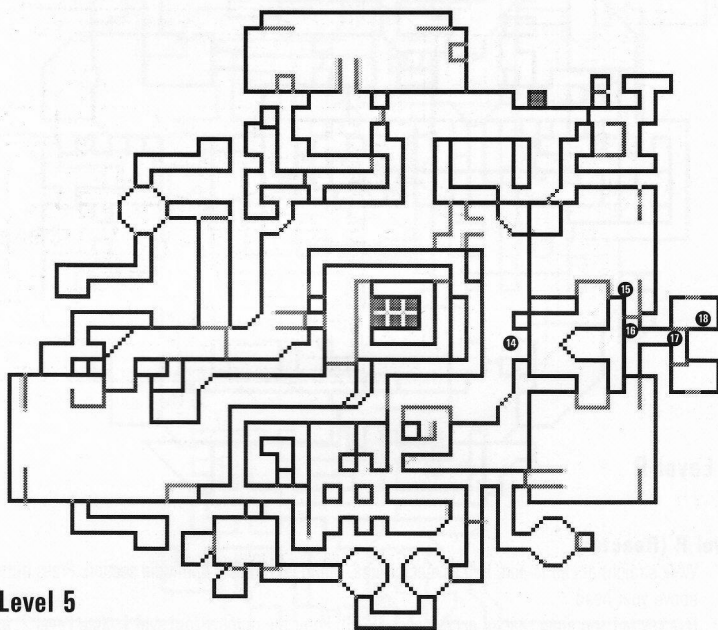


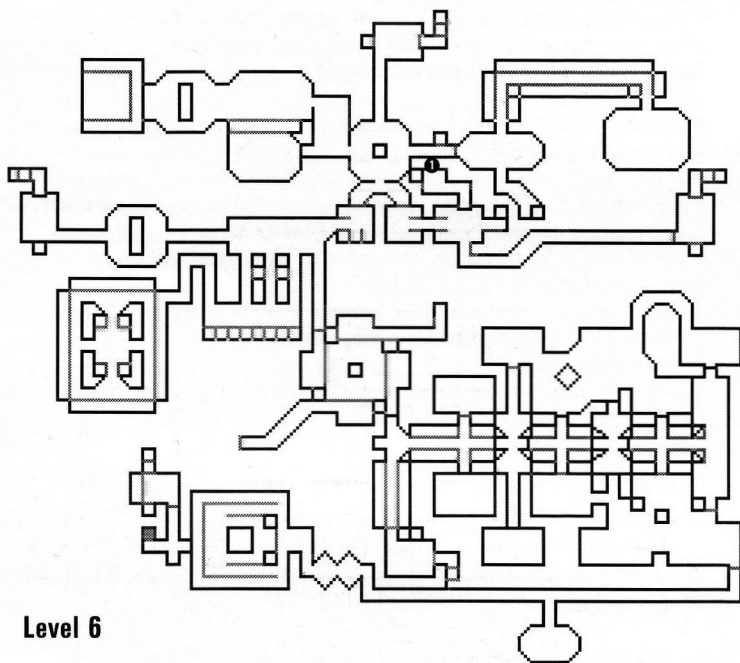**Level 5**

## Bridge Mission

### Level 5
(EM) Read e-mail (Rebecca-5, p. 50).
(E5) Take elevator to Level 6.

### Level 6
1. Take ETU to Diego's shrine.
(E10) Take elevator to Level 7.
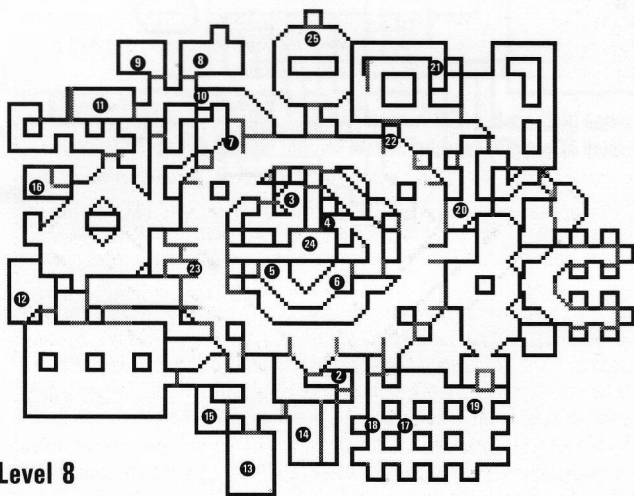
### Level 6

### Level 7
(EM) Read e-mail (Rebecca-6, p. 50).
(E11) Travel south across gray catwalk and take elevator to Level 8.

## Level 8

2. *Save often on Levels 8 and 9. There are no restoration bays on these levels, and you cannot be revived if you die.*
2. Pick up and read log (Ghiran, 01.NOV.72, p. 51).
   *From a distance, kill the 4 mutant cyborgs on the platforms. Look up and kill the flier-bots (the Magnum pistol works well). If you hear machine-gun sounds, chances are good that a flier-bot is attacking you.*
3. Pick up and read log (Stevens, 11.FEB.72, p. 50).
4. Pick up Lantern Hardware (Version 3), first-aid kits and battery packs.
5. Open storage door and pick up four EMP grenades and battery pack.
6. Press button on wall to reopen green force door.
7. Take repulsor lift up.
8. Press button to drop force field shown in screen.
9. Get Group Access Card (GRP-B) from corpse.
10. Take four land mines and battery pack from storage closet.
    *If your inventory is full, discard any useless items you may be carrying. To make more room, discard duplicate weapons or use batteries and first-aid kits.*
11. Get Shield (Version 3) from corpse. Take repulsor lift inset in south wall.
12. Get Command Access Card (STD-MNT-SEC).
13. Jack into cyberspace if you want to gain entrance to nearby detention cells. (See Step 19, and Terminal G on p. 57; not available in floppy version.)
14. Destroy computer nodes.
    *To avoid damaging yourself, stand outside the room and shoot the nodes.*
15. Pick up needed supplies from storage room.
16. Use button to lower force field around Plasma rifle. Pick it up.
    *These energized plasma balls rebound off walls. Be careful to stand clear of walls or structures to avoid stray shots.*
17. Destroy all robots in robot-charging station and pick up their ammo.
    *Use your Lantern or Infrared Night Sight device in the Robot Repair area.*
    *Once two security-2-bots are destroyed on this level, all the sleeping robots in this area wake up and attack you.*



## Level 8

18. Push button to open force door.
    *If you don't destroy the robots before doing this, they'll converge on you.*
19. Take repulsor lift to Detention area.
    *If you entered cyberspace in Step 13, you can visit the cells and pick up medipatches and staminup patches (not available in floppy version).*
(EM) Read e-mail (Brocail-1, p. 50).
20. Take a second repulsor lift down.
21. Press button to activate force bridge in central core. Click OFF in the MFD to change bridge setting to ON.
22. Open force door and drop down.
23. Take repulsor lift in west wall. Walk across force bridge and enter Radiation area.
24. Use a dose of staminup in Radiation room and climb ladder.
(EM) Read e-mail (Taggart-1, p. 50). Raise Shield.
25. Kill Diego cyborg near red elevator doors. When he's destroyed, take out attacking mutants and cyborgs that come out when middle pillar drops. Watch a v-mail of bridge separating from *Citadel* station. (You're on the separated bridge.)
    Search Diego's body and get Personal Access Card (PER-5). Lower Shield.
(E12) Take elevator to Level 9.

## CONFISCATED MEMO

*by Angelica Simpson, TriOptimum Data Tech IV*

While reconstructing data in Diego's personal computer, I pieced together a memo that may explain some of what happened on *Citadel*. It appears to be addressed to a person connected with terrorist activity. True to suspicion, Diego hired an outside hacker to break into the station's security. Once that was done, he intended to steal Brichenbach's virus and sell it as a biological weapon. Instead, I believe he unknowingly provided the catalyst for SHODAN's takeover.

*To: Oscar Kamar*

*Now is the time to put the Plan into action. When it's all over, I'll be filthy rich ... and I won't have to answer to any of those TriOp losers who wouldn't grant me access the mutagen research files! If they don't find out about my hacker's work, surely your terrorist friends will give me what I want – hard cash!!*

*For two years, I've been monitoring viral experiments aboard Citadel, waiting for the perfect bio-weapon. I finally found a mutagen virus worth selling – Dr. Brichenbach's vartis agrupolis.*

*The virus was extracted from an experimental capsule that recently returned from a tour of Saturn's moons. The lab tech that decontaminated the capsule was seemingly fine for 8 hours. Then, the skeletal and muscular tissue in his limbs began to soften. Before long, he was reduced to a limbless torso. Better yet, in the hours before his death, he spread the toxic, airborne virus to six other people. I believe this was exactly what your terrorist contact specified – a virus that was slow, deadly and transmittable before the affected person showed any symptoms. As soon as I hire a competent hacker to crack SHODAN's security code, I'll take a little "vacation" and personally deliver the virus specimen to you. I've got a good lead on someone in the underground.*

*If this proves acceptable, let me know. Send me a coded message – ask me when I'm planning to visit my family in Philadelphia. I'll take care of things from there.*

*Diego*

## Level 9

(VM) Watch a v-mail of *Citadel* exploding.

26. Press button on wall to open force floor panel. Fire down at Security-2 robot below. When it's destroyed, drop down through the open force floor panel.
27. Pick up Nav Unit (Version 3).
28. Pick up Jump Jet boots (Version 3).
29. Solve wire puzzle (P-13, color insert) to open force door that leads to computer room.
30. Press button on wall to teleport into Schuler's cell. Pick up Isolinear Chipset near her bones. Press button on floor to teleport out of the cell.

    *Watch out for the camouflaged cyborg on the platform.*

31. Wait for mutant cyborg to open green force shield. When it does, destroy it and proceed across bridge.

    *Lean around the corner and destroy the line of autobombs. Use the Plasma rifle to destroy autobombs in the hall recesses.*

32. Solve wire puzzle (P-14, color insert) to unlock another force door in computer area.
33. Press button to open each alcove. Destroy Security-2-bot and press button on wall.

    When you destroy the robot in the upper east alcove, search its body and pick up the Sensaround (Version 3). Press button to activate force bridge leading to center platform.

34. Solve wire puzzle (P-15, color insert) to open last force door in computer area.
35. Use Isolinear Chipset on circuit board slot in northwest corner. This opens central hub that contains the last cyberspace terminal.
36. Jack into cyber terminal and defeat SHODAN. (See Terminal H on p. 58.) If you successfully defeat it, you see a winning endgame. This cyberspace sequence is required.

    Use Pulser software against SHODAN.

**Level 9**
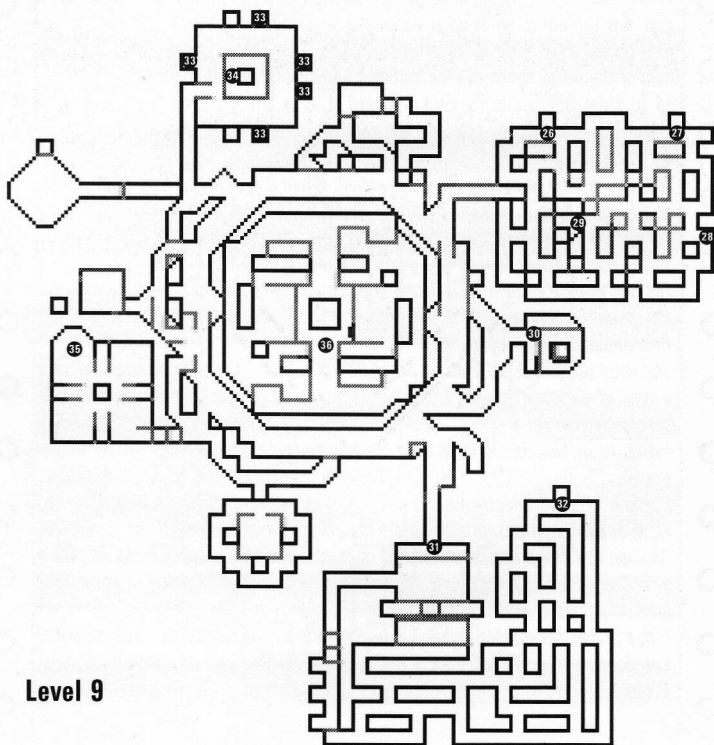
# AFTERWORD

*by Patient 2-4601*

So that's all they can say, huh? Three miserable weeks inside that place — and all I get is a mention of "an anonymous patient." Sometimes I wonder if it was worth the effort. I probably should've stayed jacked in and taken that cushy head programmer job, but I can't see myself punching deck in front of those image-ridden execs. It's a hell of a lot more rewarding out here on the street. And a lot more profitable.

But before I move on, I have someone to thank ...

\<send mail>

TO WHO?

\<contract.terrorist.triop.l92384.rlansing>
@earth.cyb.dep.23523-6832.dpamnt.17.anon29038.jun.2073.

———

Rebecca,

It's me, your brilliant hacker. Hello and good-bye. I just wanted to give you a few parting words before disappearing.

I'm sure you understand why I had to cut out. If I'd have stayed with the TriOp clean-up crew long enough, they might have tried to remove my "valuable" neural interface. The operation isn't exactly taught in med-school, and you'll have to forgive me if I don't place a lot of faith in TriOp's R&D. Besides, nothing inside my head is a "corporate asset."

And working for TriOp wouldn't work either. Bad for business, you know. Can't have my name and face plastered across the international NetPlex zines as "TriOptimum's Cyber-hero."

I'll really miss your clever advice (in whatever future endeavors I undertake). And I suppose I should thank you for keeping me alive (and sane) while I was stuck on Citadel. There was a single, maddening moment on the station when I wondered if you were even real; I wondered if you were Shodan's idea of a joke. It wasn't exactly the high point of my stay.

Anyway, thanks, and take care of yourself. We'll probably never meet again ...

# DESIGN NOTES

Back when designing Ultima Underworld, we tried to incorporate traditional RPG elements (story, interaction with NPCs, combat, and a way to increase one's abilities) with the first-person, "you are there" simulation aspects of driving games and flight simulators. We designed System Shock to be even more of an integrated whole.

Giving you a dynamic and challenging environment to explore is the most direct way to make you feel like part of the story. Things like realistic physics and lighting, along with a high density of objects, make the station feel like a station. And from a design standpoint, little things make a big difference: monitors and security cameras throughout the station, graffiti and signs on the walls, many different and detailed textures for floors, walls and ceilings ... and things like slowly-extending force bridges, climbable ladders and narrow crawlways add to the feeling of "being there."

Hardware and software attachments serve as a direct in-game way to give you increased abilities. They are a system of advancement that is directly tied in to the exploration of the station, and one which can be observed and accessed without taking a break from the game. They are also extremely concrete – System Shock hardwares all have up-front, tangible effects on the game world, so you're never left wondering, "hmm ... wonder what *that* did for me?"

Want NPCs? System Shock's got dozens of them! Ok, so they're dead. But they still have their stories, their clues, and their contribution to the game's atmosphere. A full "back story" is provided through the dead voices of the station's former inhabitants. And there is no "conversation sub-game"; you can listen to the log of a desperate technician, with the sounds of mutants growling in the background, while fighting those same mutants over the corpse of the log's author.

It is desire for this kind of immersion that has driven our design decisions in making System Shock. We set out from the beginning to scare you, to make you feel isolated and in constant peril. The best way to do it (we felt) was to plunge you into the fiction and never provide an opportunity for breaking that fiction – not while learning the plot, not while fighting cyborgs, not while increasing in-game abilities – never. System Shock, if nothing else, should feel continuous. And of course, if we've done our job making a game that combines immersive action with a compelling RPG, then you should find it interesting and fun to play. Which is the point, right?

Pumped with Reflex and Staminup patches, you leap out from hiding and unleash a few rounds of Mag-Pulse ammo at six patrol cyborgs. Dodging fire, you hit the floor and crawl toward a thin, energized force bridge — the same bridge you've been trying to cross for two days straight. Once again, you're dragged away by SHODAN's agents, destined to undergo cyborg conversion…

Sound familiar? Even the sharpest cyberfighters can get tangled up in *Citadel's* deadly jungle of mutants, cyborgs and electronic puzzles. That's where *I.C.E. Breaker* comes in — the vital survival tool for novice players and adept hackers. Stocked with 96 pages of hard game facts, this guide exposes SHODAN's weaknesses and unveils everything you need to get the most out of *System Shock*.

- Stats and weaknesses for all creatures give you the inside track against your foes.
- Choose the most effective weapon to attack each mutant and robot in the game.
- Leave no passages unexplored with an extended walkthrough.
- Access all important v-mails, e-mails and logs that contain vital clues for finishing each quest.
- Find solutions to wiring, grid and keypad puzzles for all levels.
- Examine level maps that detail important stops for each subplot.
- Study our playtesters' and designers' hints to outsmart SHODAN.

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