

# SWFW

3-D



sci-fi

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ENGLISH

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## Scenario



Just enough shadow to creep into docking bay 7-Zero. How many giros have they got here? Ten? Fifteen? More like twenty-five.

Twenty-five machines of war that we could be using against those filthy rebels...

OK, heli pad 9, she already knows my palm print, it's just whether or not this box of tricks will get her flying. Yes, now we're moving...

**INTRUDER ALERT. INTRUDER ALERT.**

Damn, no time to open the bay doors. Arming MultiFire Rockets...

## Machine Specification



### Minimum Requirements

Pentium Processor  
8MB Memory  
CD-ROM Drive  
30 MB Hard Drive space  
Soundcard  
Local Bus Video Card (VGA)  
Keyboard, Mouse, Joystick, Gravis Gamepad, Creative Blaster  
Gamepad  
MS-DOS 5.0

### Recommended Requirements

Pentium 90 Processor  
8MB Memory  
Quad-Speed (4x) CD-ROM Drive  
30-80 MB Hard Drive space (Depending on install options)  
DirectSound supported Soundcard: Aztech, Creative Labs,  
ESS, Mediavision, Microsoft.  
Local Bus Video Card (VGA)  
Keyboard, Mouse or DirectInput compatible Joystick or Gamepad  
Windows95

## Installation



There are two versions of SWIV 3D supplied on this CD-ROM; a MS-DOS version and a Windows95 version.

*Please see the README.TXT file on the CD for any additional instructions not included in this manual.*

### Windows95 Version

Open the SWIV 3D CD-Rom icon, then double-click on the Setup icon to start the installation process.

*SWIV 3D makes use of DirectX technology from Microsoft, so the DirectX libraries will be the first to install. You may have to restart Windows95 before the installation of DirectX is complete. This will only have to be done once.*

To install the SWIV 3D files required by your machine, please follow the instructions in the Setup program. When this has completed, just double-click on the SWIV 3D icon to begin play.

*If you experience problems with the DirectX drivers for your video or sound card, please contact the manufacturer of your hardware who may be able to supply the latest version of the DirectX drivers for your hardware. If you continue to have problems we suggest that you install the DOS version and play the DOS version under Windows95.*

#### **DOS Version**

Insert the CD into your CD-ROM Drive and type D: where 'D' represents the drive letter of your CD-ROM Drive. Press Enter. Type `DOSINST` and press Enter again. Follow the on-screen instructions to select your correct sound card and to copy the SWIV files to your machine.

#### **Video Sequences**

The video sequences in SWIV 3D are designed for a Quad-Speed (4x) CD-ROM Drive. If your CD-ROM Drive doesn't run at this speed, then select the option in the install program to copy the video sequences to your hard-drive.



## Starting the Game



Once the introduction sequence is complete you will be asked to enter a new pilot name, or select an existing one. Type in your name if you are playing for the first time.

Your progress throughout the game is recorded and stored under your pilot name. The **Continue Game** option will let you carry on from where you last stopped. All customised settings, such as key configuration, are also stored under your pilot name.

Once you have finished a level, you can go back using the **Retry Mission** option. This will allow you to try and improve your previous score on any level up to the last one completed.

## Controls



### Keyboard

The default keyboard controls are:-

Arrow/Cursor Keys	rotate left/right, move forwards/backwards
"<" and ">"	strafe left & right
Control Key	strafe on
Space	fire primary weapon
M	fire special weapon
PgUp/PgDown	select up/select down
Keys 1-9	select appropriate special weapon
F1	bring up Setup Menu in-game
Pause Key	pause
Escape Key	abort mission/Exit Menu

### Mouse

You can constrain movements along a mouse axis using the Controller Configuration Menu. This will allow you to control the rotation of your craft, its forward/reverse speed or left/right strafing.

### Joystick

For DOS, the joystick is calibrated within the game.

For Windows95 you must ensure that the joystick drivers are installed and are calibrated with the appropriate calibration utility. The joystick options will not appear within the game if the joystick driver is not present or the joystick is not plugged-in when SWIV 3D is started.

In a similar way to the mouse, you can configure the joystick to control either rotation, movement or strafe.



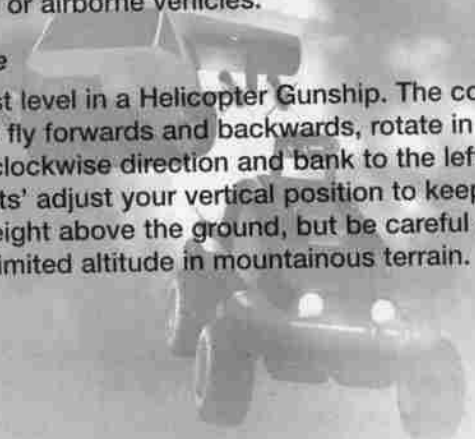
### Vehicles



You will take control of a variety of different vehicles in SWIV 3D. These vary according to the type of mission to be accomplished and the type of environment. On certain levels, change-over bases exist where you can transfer between ground or airborne vehicles.

#### *Temperate Zone*

You start the first level in a Helicopter Gunship. The controls will allow you to fly forwards and backwards, rotate in a clockwise/anti-clockwise direction and bank to the left and right. The 'assists' adjust your vertical position to keep you at a constant height above the ground, but be careful as the Gunship has a limited altitude in mountainous terrain.



In the Temperate Zone you can also use the Buggy. This is driven with similar controls, but the redundant 'strafe' keys are now used as a handbrake. The Buggy will float if driven into water, but will incur damage whilst it remains immersed. The Buggy does not suffer the altitude limits of the Gunship and with a Booster pickup can even become airborne for short periods of time.

### **Antarctic Zone**

The Helicopter Gunship from the Temperate Zone is still available, however the Buggy is replaced by a Skidoo more appropriate to the icy climate.

### **Lunar Zone**

The Buggy returns, but now with some minor alterations for the light gravity.

### **Martian Zone**

Here the Gunship is replaced with a Hovership to due the rarefied atmosphere. The Buggy used in the Lunar Zone is quite at home on Mars. Whilst there is no water on Mars, an unknown liquid has been observed in certain areas.

## **Head Up Display Reference**



An overview of the screen.





### Radar & Compass



The Radar and Compass is located in the top-left corner of the display. The image in the centre is comprised of an aerial display of the surrounding area framed with a marker pointing to North. The outer bevel and white arrow shows the direction to take to reach the next objective.

### Energy Bar



The Energy Bar is located in the top-right corner and is represented by a full grey bar starting at 100% full. As damage occurs, the bar level drops until all energy has been exhausted. Energy pickups will replenish the supply up to the normal maximum of 100%. Mega-Energy pickups can take the Energy Bar up to 200%, indicated by a full white bar.

### Score

The bottom-right number is your current score, which increases with more kills.

### Targeting crosshair

This is comprised of two sections. The outer yellow part will continually target the most threatening enemy or object on screen. The inner red part will only appear when a mission objective is on screen. When the yellow and red parts line up, that objective is then targeted.

### Special Weapons

The icons which appear in the bottom-left corner of the screen represent the special weapons available. The bottom row shows the current special weapon which is selected and ready to fire. Unless otherwise indicated, weapons are available on both ground and airborne vehicles.

### Missiles



Low intelligence Homing Missiles.

### Homing Missiles



A Pair of Homing Missiles fired simultaneously.

### MultiFire



Eight Homing Missiles fired simultaneously

### Cruise Missiles



A highly intelligent Homing Missile.

### MultiTarget



Fires five Homing Missiles in a radial formation.

### Starburst



Aims a barrage of explosions down onto enemy installations and vehicles.

### Mortar Bomb



This bomb is launched ahead of your vehicle, and explodes on impact with a target.

### Smart Bomb



A massive destructive force erupts from your vehicle.

### Napalm



This rocket disperses a rain of fire as it travels into the distance.

### Jump Boost!



This allows a ground vehicle to become airborne for a short time.

If when you fly or drive over a pickup nothing happens then it means your craft is at capacity for that particular resource. This applies to both Health and Missiles of which you can hold a maximum of 100. In addition there is a limit to how much you can PowerUp your Primary gun on each level.

The above list represents just a small portion of the full range of firepower available. On higher levels you'll be able to use some different special weapons.

## History of SWIV



- 1991 SWIV (Spectrum 128K, Commodore64, Amstrad, Amiga, Atari ST, Archimedes)
- 1993 SuperSWIV (SNES)
- 1995 MegaSWIV (MegaDrive)
- 1996 SWIV 3D**  
**The Mother of all Shoot-Em-Ups!**

## Soundtrack



- Track 1 SWIV Game Data  
(Do NOT play this track on an Audio CD-Player)
- Track 2 07:13 Night Flight Thru Babylon (The SWIV Theme)  
*Hallucinogen*
- Track 3 06:45 Snakey Shaker  
*Hallucinogen*
- Track 4 04:59 Heroes & Hell  
*Louie Nicastro*
- Track 5 05:02 Aural Onslaught  
*Louie Nicastro*
- Track 6 04:33 Destroy  
*Paul Zimmer*
- Track 7 04:54 Slow & Sacrificial  
*Louie Nicastro*
- Track 8 04:58 Rush Induction  
*Louie Nicastro*
- Track 9 10:44 Night on the Bare Mountain  
*Mussorgsky*
- Track 10 04:56 Ride of the Valkyries  
*Wagner*

## Technical Support



If you encounter problems with the Windows95 DirectX Drivers, please contact your hardware manufacturer for updated versions.

Please see the README.TXT file for any installation suggestions not mentioned in this manual.

If you need to contact the SCi Technical Support team, please call +44 (0) 1703 631826 or EMAIL to [techsupport@sci.co.uk](mailto:techsupport@sci.co.uk)

Before calling the Technical Support line please ensure you have the following information prepared:-

A description of your problem.

Details of your machine configuration including Processor, Memory, Sound Card, Video Card.

The SCi Web site is at <http://www.sci.co.uk>

## Legal Messages



SWIV and SWIV 3D are Copyright © 1996 SCi (Sales Curve Interactive) Ltd.

Datasets provided by Viewpoint Datalabs International, Inc., 625 South State Street, Orem, Utah 84058 (1-800-DATASET or 1-801-229-3000).



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## The SWIV 3D Team



Lead Programmer

Lead Artist

Object Creation

Level Creation

Additional Programming

Conceptualisation

Sound Effects & Audio

Lead Tester

Producer

James Sharman

Glenn Broadway

Pieter Warmington

Dan Little

Richard Matthias

Bryn Williams

Russ Dunham & Paul Zimmer

Ben Gunstone

John Chasey

## Thanks To

Everyone at SCi Ltd.

