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*Extensive Manual Contained on CD-ROM



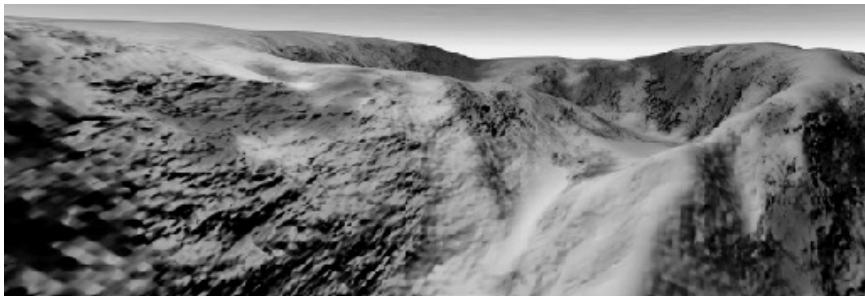
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GETTING STARTED



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SYSTEM REQUIREMENTS

Shattered Steel will run on an IBM 486 66 Mhz (or 100% compatible) with at least 8 megabytes of RAM. At least 16 megabytes of RAM is required for 16bit audio. A single-spin CD-ROM is required to load the game and play the CD music. A minimum of 25 megs of hard drive space is required. SoundBlaster or 100% compatible

Shattered Steel does not require a sound card for the game to function; however, one is highly recommended to enhance your gaming experience. :

Shattered Steel supports a variety of cards for midi music; the current list includes:

MPU-401, Roland Sound Canvas, MT-32, Soundblaster, Soundblaster Pro, Soundblaster 16, Soundblaster AWE32, Ensoniq Soundscape, Microsoft Sound System, Pro Audio Spectrum 16, Gravis Ultrasound, Gravis Ultrasound Max, ESS Audiodrive and Roland Rap-10. (Please note that this list is subject to change).

A mouse (100% Microsoft compatible) is required to play the game. A variety of controllers are supported but not required; supported controllers include: Flightstick, Flightstick Pro, Thrustmaster, Gravis Phoenix and Firebird, Logitech Wingman and Wingman Extreme, and Microsoft Sidewinder.

(Please note that this list is subject to change)

Shattered Steel will work effectively in either DOS (version 5.0 or higher) or Windows 95.

If you choose to run Shattered Steel under Windows 95 we recommend that you set up a shortcut that will allow for optimal performance. If you are having difficulty running the program through Windows 95, we recommend that you restart the computer in MS-DOS mode.

Network play requires an IPX protocol on each computer to play a multiplayer network game.

Modem play requires a Hayes compatible modem for a two-player, head-to-head game. Serial link-up requires a null modem cable to play a two player, head-to-head game.

Shattered Steel requires a video card with at least 1 Meg of RAM and on-board VESA 1.2 BIOS.

WARNING!

If your computer does not have a valid VESA 1.2 BIOS driver Shattered Steel will not function correctly and will exit from the program. Upon exiting you will receive a message that explains the reason for the program's halt; the message will also explain how to solve the VESA BIOS problem. Most computers should have no difficulty running Shattered Steel without extra software drivers.

INSTALLATION REQUIREMENTS

Shattered Steel allows for three different sizes of installation:

Option 1 - **Small Installation:** Leaves the screens, mission files and movies on the CD-ROM. The drawback of this installation will be slow loading of the GUIs, Missions and movies.

Option 2 - **Medium Installation:** Leaves the mission files and movies on the CD-ROM. The disadvantage of this installation will be slow loading of the Missions and the movies.

Option 3 - **Large Installation:** Leaves the movies on the CD-ROM. This installation will be slower in the loading of movies.

INSTALLATION PROCEDURE

To install Shattered Steel using DOS:

1. First place the CD-ROM in the CD-ROM Drive.
2. At the DOS command prompt change the active drive to that of the CD-ROM. For example, at the C:\> prompt enter D: (if D is the drive letter of your CD-ROM drive. Refer to your DOS manuals if you have difficulties with this procedure).
3. At the DOS prompt, with the drive of the CD-ROM as the current root drive, type "INSTALL" and press [Enter].
4. Follow the instructions that come up during the installation procedure to correctly set up Shattered Steel.
5. Shattered Steel will install into a default directory called C:\>Interplay\Ssteel. If you wish to change this directory, follow the instructions present on the screen.

To install Shattered Steel using Windows:

1. First place the CD-ROM in the CD-ROM Drive.
2. This product will auto-run, creating its own folder.
3. To run the game, double click on the Shattered Steel icon created by the auto-run program.

ON DISK MANUAL

The complete manual for Shattered Steel is contained on this CD-ROM.

To Access The Manual in DOS:

From your CD-ROM drive prompt, type MANUAL and press [ENTER] (e.g. D:MANUAL).

To Access The Manual In Windows:

Windows 3.1 (Step 1)

Start Windows. In Program Manager, under File, select Run and enter [CD-ROM drive letter]:ACROREAD (e.g. D:ACROREAD), hit ok.

Windows 95 (Step 1)

Start Windows 95

Open the Start Menu, select Run..and enter [CD-ROM drive letter]:ACROREAD (e.g. D:ACROREAD)

Windows 95 (Step 2)

Follow the on-screen prompts to install the manual reader to your hard drive. After the product is fully installed, run the reader software. From the reader select OPEN. The manual is contained in the root direcgorty of the CD-ROM. The manual filename is SSTEEL.PDF.

WARNING!

Shattered Steel is not a native Windows application and thus functions best in true DOS modes. Special consideration has been given to ensure that Shattered Steel is fully Windows compatible but this does not guarantee optimal functioning.

PLAYING THE GAME

You are now ready to play the game. Make sure that the CD-ROM is in the CD-ROM drive.

To start the game in DOS type in the command, "SSTEEL" at the DOS prompt while in the main Shattered Steel directory and hit [Enter]. This will start the program.

To start the game in Windows either hit the [PLAY] button on the Autorun screen or open the Shattered Steel folder and click on the Shattered Steel icon.

CHANGING YOUR DEFAULT SETTINGS

If at some time you find that you wish to change your sound card settings you can do this from either the DOS command prompt or from Windows. To do this, either type “SETUP” followed by [Enter] at the DOS prompt or execute the file named “SETUP” from the Shattered Steel root directory. Follow the instructions in the setup program to make the changes.

INTRODUCTION TO THE HYDRA IV BASE

Shattered Steel begins on Starbase Hydra IV. You are an interplanetary mercenary who pilots Planet Runners. You are free to wander in the dark halls of the Starbase as you prepare your Runner for planetary insertion.

A GENERAL PIECE OF ADVICE

Throughout the Graphical User Interfaces if you are having trouble exiting a screen you can simply press [Esc] (the escape key) and you will exit the screen. You should not generally have difficulty finding the various hot areas needed for moving from place to place; simply move your cursor around the screen and you will receive a text prompt when you have found an “active” area. This manual will discuss all documented active areas.

STARTING THE GAME



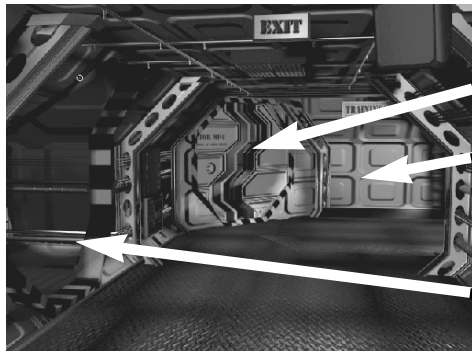
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YOU BEGIN OUTSIDE THE SPACEPORT

At the start of the game you are standing outside the door to the Spaceport. Below is a picture that details where you can proceed from here.



A door straight ahead of you leads to the multiplayer combat arenas.

The hallway to the distant right leads to the training area where the default controls can be reviewed.

The hallway to your left launches you on the single-player campaign.

There are two important panels on the wall of this section. They are the Options panel and the Graphics & Realism panel. These can also be accessed through the main holograph screen.

THE OPTIONS PANEL

The Options Panel allows you to choose sound options, change controllers and access the extremely important Control Configuration Screen which lets the player customize the exact keys and controllers he or she wishes to use.

The top section of the Options Panel are the Sound Options. Most of the choices are self-explanatory; the basic premise is that turning on an option will require more memory or processing power. If you find that your machine is running slowly you may want to turn off some of these sound options to improve the game's speed.

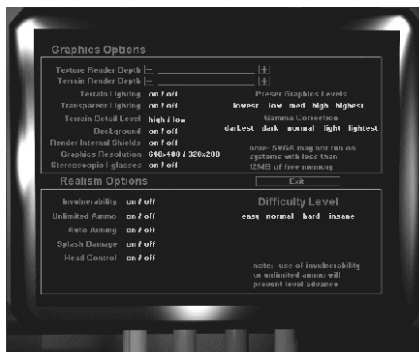
The middle section are the sound and music volume level choices. We recommend that you don't run either the sound or music volume at maximum as this has a tendency to over-drive sound cards and speakers and decrease sound quality.

The lower section of the options panel are the controller options. In this section you can choose among the main types of controllers; see the README.TXT file in the Shattered Steel game directory for an up-to-date list of supported controllers.

Once you have chosen a control system we advise that you custom-configure your controls; hit the Customize Controls button to see the detailed controller screen. Once in the customization screen, use the mouse cursor to select a command to change; selecting a slot will clear the previous command present. All you have to do at this point is enter in the key you want to use and it will be automatically replaced. Once you are finished, click on the exit button and you will return to the options screen.

THE GRAPHICS & REALISM PANEL

The Graphics & Realism panel allows the player to customize the lighting, texturing and graphics realism to allow for good gameplay no matter what speed of machine you wish to play *Shattered Steel*. Initially we recommend setting the graphics detail using the Lowest to Highest settings rather than altering things like “terrain render depth.” Once you have become familiar with *Shattered Steel* you may likely want to change the individual category settings.



In addition to the graphics and detail settings it is on this panel that you can do Gamma correction (which allows you change the darkness level of the screen for monitors with settings too dark to see the game well), change graphics resolution and set up game realism options.

The game options include turning on Unlimited Ammo (you won't run out of ammo) and Invulnerability (you can't be hurt). If you turn on these settings and complete a mission you will not be advanced; you will only advance in the storyline if you play the missions legitimately without using Invulnerability and Unlimited Ammunition.

Splash Damage is damage that occurs from the explosion of a building, other planet runner or alien. If Splash Damage is set on and you are standing close to something that explodes you will take damage; look on the bright side, if an enemy is standing next to something - say a big fat tank of gas - it will take damage as well.

START A SINGLE-PLAYER CAMPAIGN

By stepping through this archway you will launch into a single-player campaign game. See Chapter 3.0 of the online manual: [Playing A Single-Player Game](#) for more information on playing the single-player campaign.

MULTIPLAYER GAME

Stepping through this door will start the log-in procedure for a multiplayer game. See [Section 5.0 of the online manual: Playing A Multiplayer Game](#) for more information on multiplayer games.

TROUBLESHOOTING

Frequently Asked Questions:

Q. My screens are really dark, I can barely see anything. What can I do?

A. Access the Graphics & Realism Panel and change the toggle under the Gamma Correction section. You have five choices from Lightest to Darkest; choose the one which looks the best on your system.

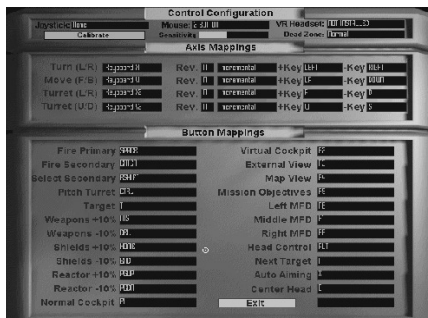
Q. I have a Pentium 75 Mhz with 16 Megs of RAM. I am running the game in High Res (640x480) mode and the game is really slow. What should I do?

A. You have two choices - both require you to first access the Graphics & Realism panel. Your first option is to decrease the level of graphic detail. Do this in individual categories or use the Lowest to Highest designation. Your second option is to change to Low Res (320x200) mode. We consider a Pentium 75 Mhz to sit at the break point between machines that are able to maintain good gameplay in High Res mode. Fast machines such as Pentium 120 Mhz and above are quite capable of maintaining good frame rates while machines like 486 DX-2 66 Mhz are incapable of running smoothly in High Res mode.

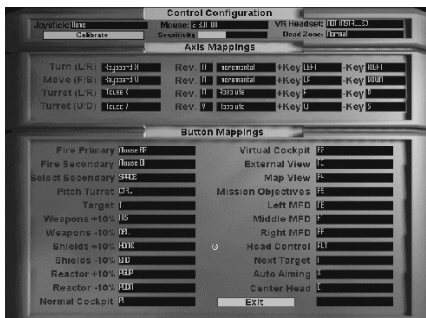
PATCHES AND UPDATES

Patches and updates will be found online at Interplay's website at www.interplay.com and BioWare's website at www.bioware.com. Additionally, these sites will contain information about new Shattered Steel products and related games.

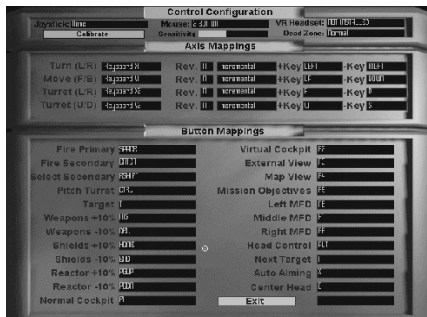
DEFAULT CONTROL CONFIGURATIONS



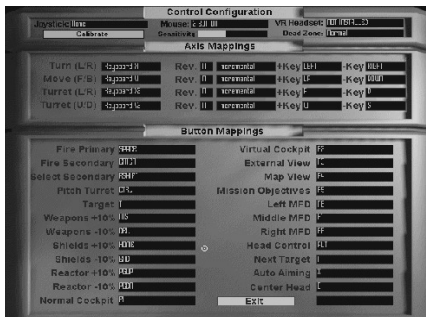
exclusively keyboard control setup



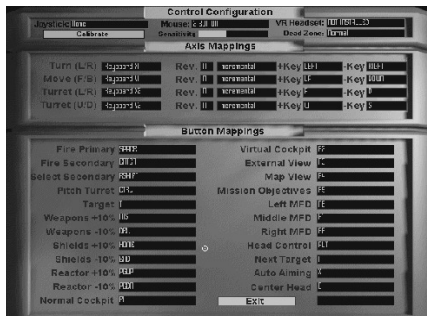
combined keyboard and mouse control



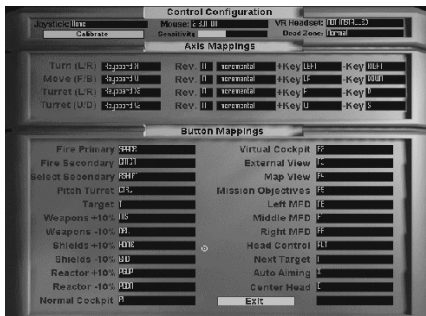
Flightstick™ Pro joystick.



Gravis™ Phoenix™ and Firebird™ joysticks



generic, 2 axis joystick



Thrustmaster™ and Wingman Extreme™ Joysticks.

CREDITS

Interplay Productions

Executive Producer • Alan Pavlish
Producer • Feargus Urquhart
Associate Producer • Michael Stragey
3D Art Director • Robert Nesler
Concept Art • Tony Postma
Game Design • BioWare and Feargus Urquhart

Audio Department

Game Score • Brian Luzziotti • Mark Morgan • Cinematic Score • Albert Lloyd Olson • Cinematic SFX • Charles Deenen • David Farmer of EFX • Game SFX • Gregory Allen • Larry Peacock • Charles Deenen • Voices • H. Richard Greene • Mari Devon • Jim Ward • Jack Angel • Merrill Ward • Joey Camen • Greg Berg • Ron Hale • Todd Stanton • S. Scott Bullock • Carlos Alazraqui • Marsha Clark • Roberta Farkas • Directed • Charlie Adler • VO Studio • Marc Graue Studios (Burbank) • VO/ADR co-ordination • Chris Borders • Voice Mastering • Craig Duman • Voice editing • Sergio Bustamante II • Doug Rappaport • Voice FX • Charles Deenen • Sergio Bustamante II • Audio assistance • Cheryl Posner • Audio Director • Charles Deenen

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BioWare

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Dr. Ray Muzyka • CFO and Joint-CEO
Dr. Augustine Yip • COO and Joint-CEO

Project Team

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Lead Programmer • Denis 'Mr. Positive' Papp • Program Design • Trent 'Problem' Oster • Denis Papp • Graphics Programming • Stan 'the MAN' Melax • Denis Papp • Cameron 'Doggan Face' Tofer • Brent Oster • Utility Programming • Cameron Tofer • Trent Oster • Rob 'secret agent boy' MacKay • Greg Zeschuk • Brent Oster • Don 'The Crimper' Yakielashuk • Interface Programming • Denis Papp • Rob MacKay • Creature Programming • Cameron Tofer • Denis Papp • Rob MacKay • Brent Oster • Hardware Programming • Trent Oster • Denis Papp • Brent Oster • Stan Melax • Sound Programming • Trent Oster • Denis Papp • Scott 'Young Boris' Greig • Multi-player Programming • Denis Papp • Programming Guru and Advisor • Scott Greig

Art

Lead 3D Artist • Trent Oster • 3D Art • Dave 'Sloppy Guy' Hibbeln • Cass 'Sausage Boy' Scott • Greg Zeschuk • Lead 2D Artist • Mike 'Svelty' Sass • 2D Art • Marcia 'Marsha' Olsen • Russell 'Whitey' Rice • Jon 'is this for the shareware?' Liu • Clay 'no way, you guys are so cool' Weishaar • Steve 'graffiti boy' Valette • Rob 'I wish I could dunk' Sawchuk • Concept Art • Mike Sass • John 'King of Couth' Gallagher • Dave Hibbeln • Dean 'Macgyver' Andersen • Creature Design • Cass Scott • Webb 'pizza repair man' Anderson • Mike Sass • Jon Liu • Allan 'slob ++' Theriault • Creature Animation • Greg Zeschuk • Dave Hibbeln

Design

Mission Design • John 'Bishop' Winski • Patrick J. 'Jonah Jameson' Winski • Greg Zeschuk • Also General Swell Artist • Dan 'Superman' Walker Writing • Ray 'Zuke' Muzyka • Augustine 'ook' Yip • Greg Zeschuk • John Winski • Manual Writing • Greg Zeschuk • Ray Muzyka • Augustine Yip • Dialogue • Greg Zeschuk • Ray 'pocket full o'RAM' Muzyka • Augustine Yip • John Winski • Testing • Ben 'Gomba' Smeadstead • Graeme 'Squishy Retrieval System' Jahns • Scott 'Cookie' Dakus • James 'Squid Lips' Ohlen • Jeremy 'Sizzlean' Melchior

A Special Thanks to Brent Oster for original graphics engine design.

BioWare acknowledges the contribution of Pyrotek Game Studios in the initial development of Shattered Steel.

INTERPLAY'S WORLD WIDE WEB SITE

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

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

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

Once again, welcome.

Brian Fargo

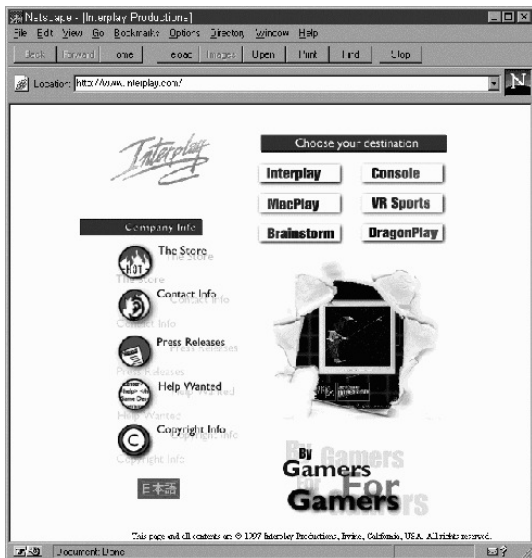
HOW TO GET THERE

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

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

From your Internet account, point your favorite browser to:

<http://www.interplay.com>



Customer Support

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

Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

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

Hintline

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

If you have a modem, you can reach us at the following:

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

America Online: You can E-mail Interplay Customer Support at IPTECH.

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GOGAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Internet: You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.

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If the compact disc or floppy disk(s) is found defective within 90 days of original purchase, Interplay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its factory service center of the product, postage paid, with proof of the date of purchase. This warranty is limited to the compact disc or floppy disk(s) containing the software program originally provided by Interplay and is not applicable to normal wear and tear. This shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. Interplay disclaims all responsibility for incidental or consequential damages.

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Lifetime Warranty

If the compact disc or floppy disk(s) should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you need to enclose the original defective compact disc or floppy disk(s) in protective packaging accompanied by: (1) a \$5.00 check or money order, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678.

If your compact disc is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

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