
BLaM
machinehead
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machinehead
CORE
EIDOS

CD-ROM Loading Instructions

From DOS

Refer to the ‘Readme’ file on the game CD for DOS loading instructions.

FROM WINDOWS '95

Refer to the ‘Readme; file on the game Cd for Windows loading instructions.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

INTRODUCTION

By the year 2020 Nano-Technology has outmoded all other forms of manufacture on the planet. Humans program miniature machines on production lines, releasing them into floatation tanks, where they build onto themselves, eventually creating whatever the particular company requires.
Anything from Human tissue to electronic components, all from one tiny molecule.
Callam 'SLUG' Violdreer, employee of the vast Senclair Corporation, programmes micro machines with their tasks. The futuristic equivalent of putting caps on tooth paste tubes. Not that Callam would recognise the irony in that. He never cleaned his teeth.
Unfortunately, due to Callam's less than enviable social position (he has less friends than a mouldy potato). He began to hatch a dribblingly pathetic plan, rather disappointingly and depressingly accidentally, concluding in the termination of the majority of Human life on the planet.
Abusing his position in the most spectacular fashion, Callam began to inject himself with DIY Micro Machines in an attempt to reform his unthinkable physique.
Callam hardly noticed as the machines fingerprinted his DNA and began to evacuate in an airborne fashion from every available orifice. Callam was used to releasing bad smells. But not geometrically expanding smells that destroyed everything on the planet within 48 hours that did not match his DNA code.
After much consideration and stealing of food, Callam realised he had accidentally become a God. With a chin full of cake instead of the time-honoured white beard.
Ten years on and Callam had evolved into something larger and stupendously more dangerous than 'Slug' Violdreer. He was the Machinehead Core. The Nano-virus had built onto him. And into him. He animated whatever popped into his engorged head, creating abortions that were never meant to be, galloping and rolling across the plains.
But the scientists lay in wait underground, developing an anti-virus. One such scientist, Kimberley Stride and her perverted assistant, Orville McArdle, had virtually completed their self-guiding missile system.
Callam knew they were there. He knew what they were doing. But he did not care. Even though he was the Machinehead, God of his New World, his memory banks would always return to chips, or fondant fancies.
He could not think like that.
He was the Machinehead Core.
He could murder a Savaloy.



MAIN MENU



Up/down highlights choice.

Selects current highlighted choice.

Starts a new game.

Options to load in previously saved game via a Password system. Please follow on-screen prompts.

Select Options to take you to the Options Menu.

ESC

Will return you to the previous Menu until you arrive back at the Title screen.

START GAME

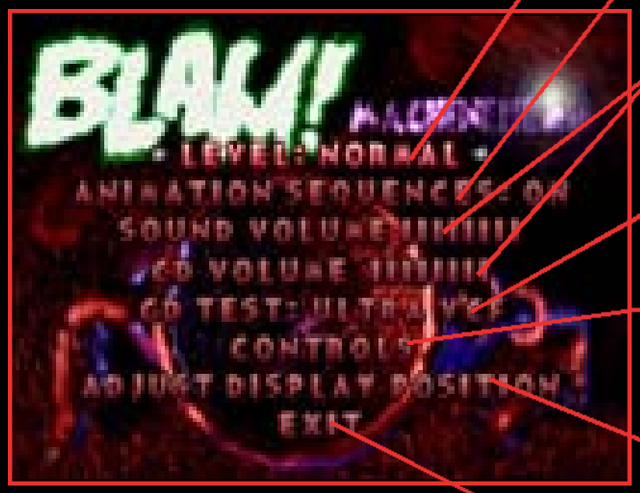


START GAME

Upon starting a new game, you will be presented with your first MISSION BRIEFING.

After each four levels, you will be beamed through into a new domain. The story will unfold through FMV sequences and you will be presented with the MISSION BRIEFING pertaining to that domain.

OPTIONS menu



Difficulty Toggle through how mental you are

Animation Sequences Turn on / off in-game FMV

Sound Volume / CD Volume Alter in-game sound levels

CD Test Select audio track to test

Controls Select to bring up this Configuration Menu screen

Adjust Display Position Not applicable for PC Version

Exit Return to Main Menu

To bypass FMV or mission briefings, press ESC

NB: The closest Orville has ever been to normal social interaction is being helped out **of a swimming pool whilst drowning. But listen carefully to his inane banter, for tips and strate**gies emerge as jewels from a dung heap.

IN GAME

1 Computer Display

Displays weapons and Ammo as they are collected. Also displays inforation pertaining to level.

2 Tractable Sensor

All weapons will fire to the centre of the circle. Homing weapons will lock on to any target entering the full circle, 'locked' enemies will display a highlighted triangle, in much the same fashion as a 'kick me' sticker stuck on their foreheads.

3 Energy Readout

You are strapped unceremoniously to a cruise missile. Cruise missiles are developed to detonate upon impact, rendering large habitable areas uninhabitable, with a sideline in glow in the dark corpses.

Obviously, diligence should be of the utmost to avoid unwanted thermonuclear antics.

Avoid enemy projectiles, avoid large drops, if your energy drops below 20% you will activate the...

4 Bomb Timer

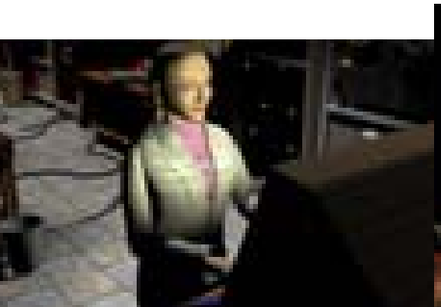
Upon the Bomb Timer activating, the only way to prevent being vaporised before countdown reaches zero is to supplement your Power Bar .

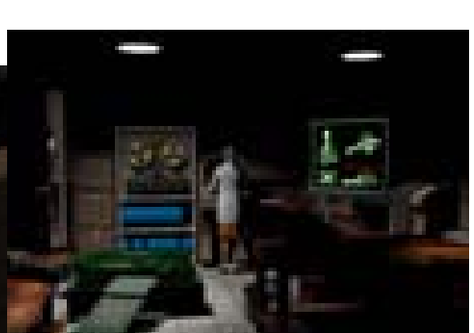
Enemies contain energy, as do specific map areas. The clock starts tickin', dispense a kickin' the clock will stop upon energy restoration, and will slowly increase to full time.

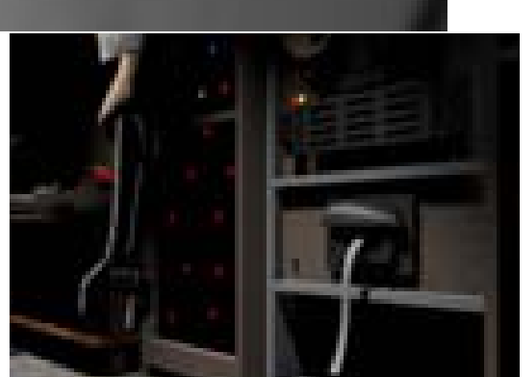
5 Virtual Cockpit

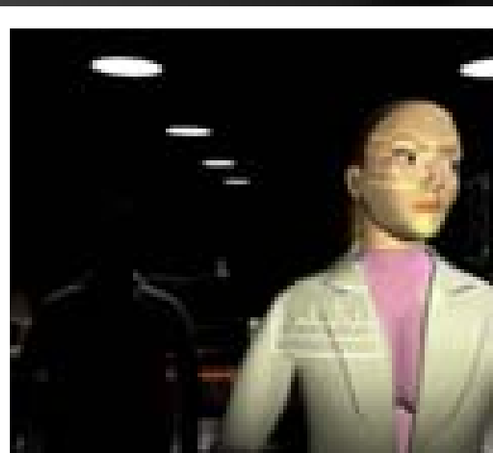
The tip of your missile, surrounded by your ever present chain guns, available for party bookings.

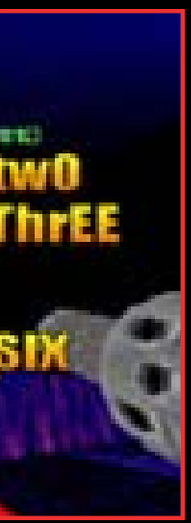












6 Unreality Keys Collected
Reads from 1 <top> to 5 <bottom>.

Concealed on landscape.

7 Real W orld Keys Collected
Reads as above.

Concealed on landscape.

8 Overhead Map
Gives a plan view of the surrounding area. Tractable objects are depicted by white dots, enemy projectiles in red/yellow.

NB: “Little Billy was transfixed by the mesmerising bullets flying across the map display. Then he was hit by them.” Unwise.

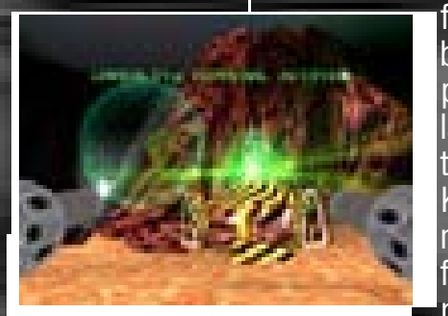
Unreality keys depicted in green.

Reality keys depicted in red.

Objectives flash rainbow coloured concentric circles.

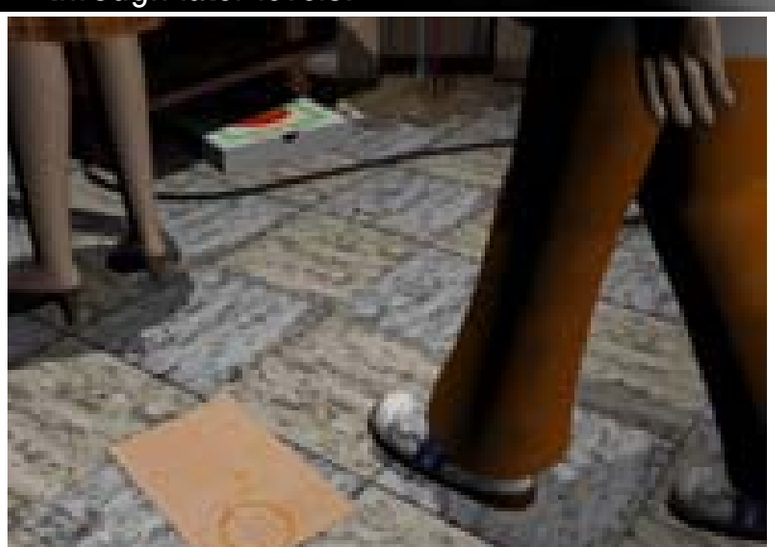
Unreality Terminals are depicted in blue

9 Weapon/Ammo Display
Shows currently selected secondary weapon with its ammunition. Only loaded weapons can be toggled. Specific ammunition becomes apparent through later levels.



UNREALITY INSERT
In an attempt to hinder your progress through the infested areas, the Machinehead has trapped important segments of the landscape in an ‘Unreality zone’. To access and repair these features Unreality Keys can be used at corresponding numbered terminals (above). To pull these trapped landscape segments back through into their rightful place in reality, for example if a broken bridge blocks your progress through the latter stages of a level, the correct Unreality Key may pull the missing segment back from unreality into reality, hence repairing the bridge and allowing you access to the new area. Depending on your position , landscape changes may be visible as you access the terminals.



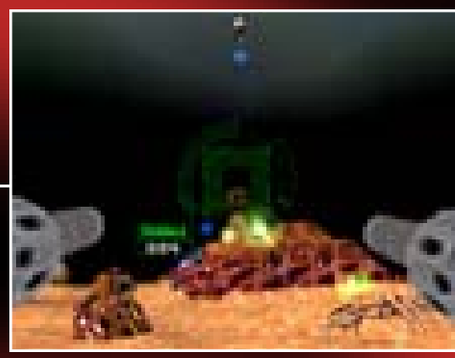




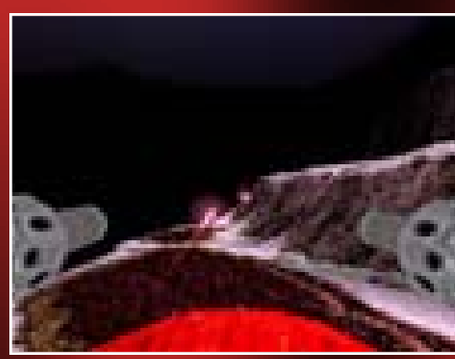
MISSION

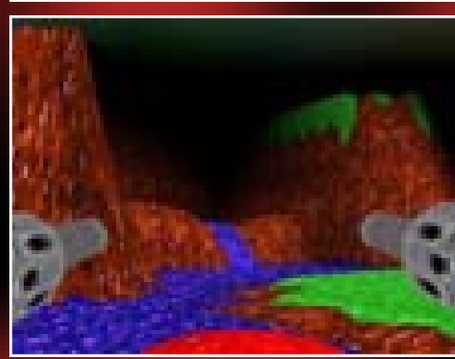
AREA ONE Mission One
Destroy spider cocoons, blocking electricity pylons to re-activate train hanger doors and release fuel carriage. **MISSION TWO** Escort train across level, re-routing to avoid Machinehead train mutagens. **MISSION THREE** Escort the train across the Ruined City to the bunker, repairing tracks through Unreality keys. **MISSION FOUR** Find the Teleport Chamber and defeat the expansively pain inducing Arachna-King.

AREA TWO Mission One
Locate the entrance to the first termite hill.**Mission Two** Attempt to put the willies up the termites in their own home. Locate the cyber key to cross the breeding ground. **Mission Three** Swathe through hordes of undesirables in the second mound to enter the… **Sub-Chamber** Inept and probably incontinent Agent lurks within. Find him, find his Teleporter. Be wary of over zealous guards.

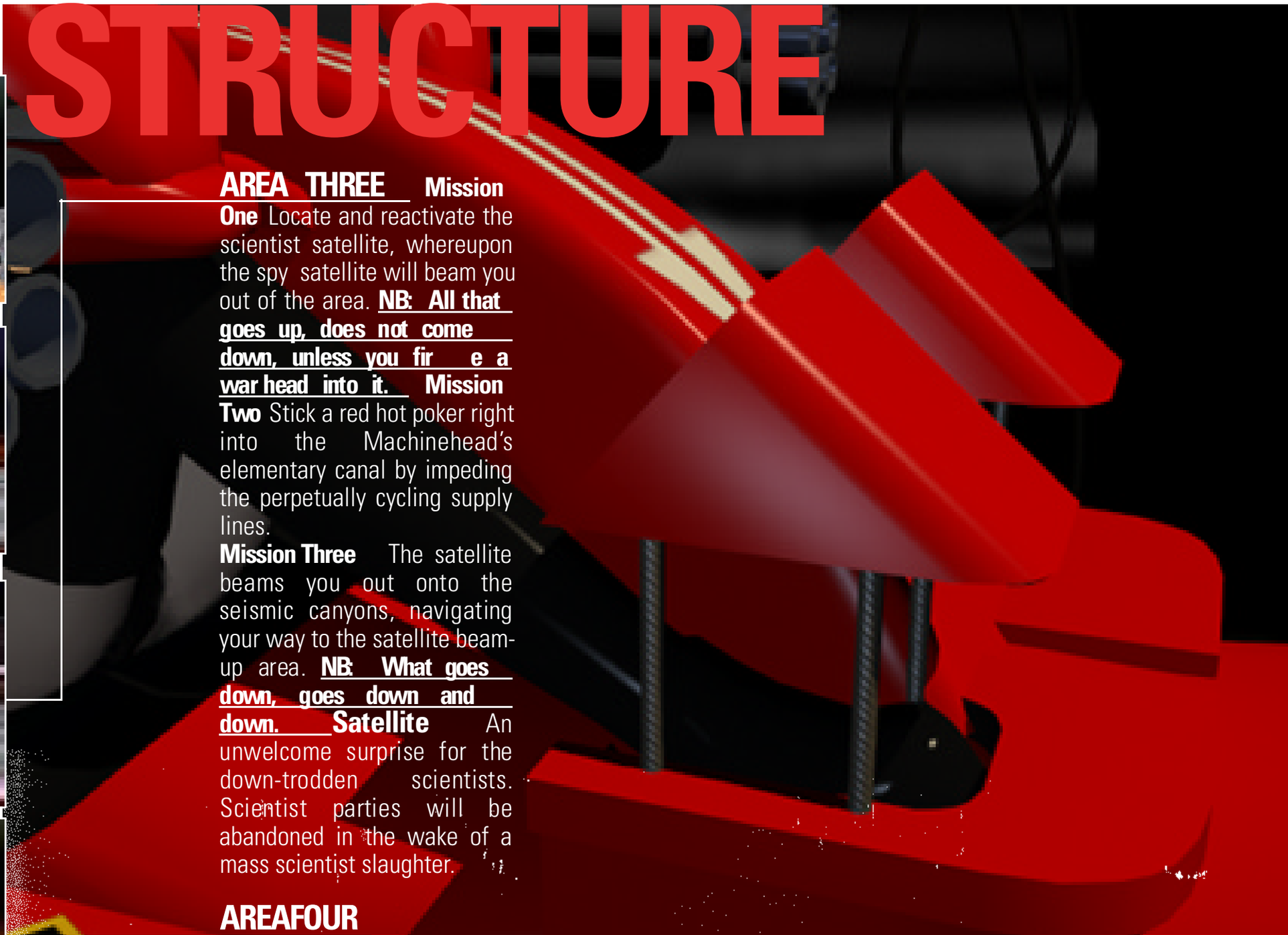








STRUCTURE



AREA THREE

Mission One Locate and reactivate the scientist satellite, whereupon the spy satellite will beam you out of the area. **NB: All that goes up, does not come down, unless you fir e a war head into it.** **Mission Two** Stick a red hot poker right into the Machinehead's elementary canal by impeding the perpetually cycling supply lines.

Mission Three The satellite beams you out onto the seismic canyons, navigating your way to the satellite beam-up area. **NB: What goes down, goes down and down.** **Satellite** An unwelcome surprise for the down-trodden scientists. Scientist parties will be abandoned in the wake of a mass scientist slaughter.

AREAFOUR

The calm before the storm.

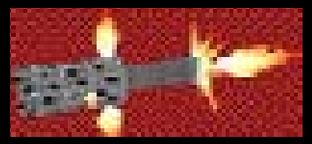
Not dissimilar to being shown your favourite present ever and then being punched in the face before you can get to it. Repeatedly.

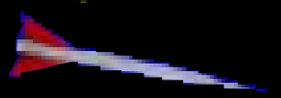
Little or no information available.

CONTROLS

S	Look Up
W	Look Down
L / R Cursors	Rotate Left / Right
U / D Cursors	Accelerate / Reverse
Space Bar	Fire Primary Weapon
Ctrl	Fire Secondary Weapon
P	Pause / Unpause
< / >	Slide Left / Right
F1	No on-screen cockpit or map
F2	Full Cockpit
F3	Full screen map
F4	Virtual Cockpit
F5	Sky detail on / off
F12	In-game quit to Title Screen

Directly select your secondary weapon by using the number keys as shown opposite.












Mouse

You may carry out certain movements using your mouse, you do not have to select this method as your mouse is permanently connected and will assume control as soon as it is used, the controls you mouse may perform are:

Push Forward	Look Down	**Move Left**	Rotates Left
Pull Backward	Look Up	**Right Button**	Fire Secondary Weapon
Move Right	Rotate Right	**Left Button**	Fire Primary Weapon

The remaining functions must be carried out using the keyboard.

WEAPON CHARGES/POWER UPS/KEYS

Chain Gun: The Chain Gun is your primary weapon.

Unlimited ammunition. Low hit ratio.

All secondary weapons available from landscape, enemies.

Flame Thrower: Watch enemy obscenities hop around like hot tarts in a toaster.

Missile: Creative use of this non-homing weapon can result in mass hospitalisation.

Homing: Like a sociapath muscle builder in a pub, swaggers drunkenly out of his chute, selects its target complacently and hammers it relentlessly.

Photon: Discharges rapid pulses into enemies, resulting in egg in microwave scenario.

Grenade: Limited area photon explosive device, which says 'I can obliterate large areas if pointed in the right direction!' If you do, it will.

Disruptor: High level photon explosion. An enemy writes: 'A brief tingling feeling was followed by my body splitting like a ripe melon.' Mr T. Mite, the mound.

IO-Storm: The enemy after life will be a ticket only gig after this little baby blows its lid.

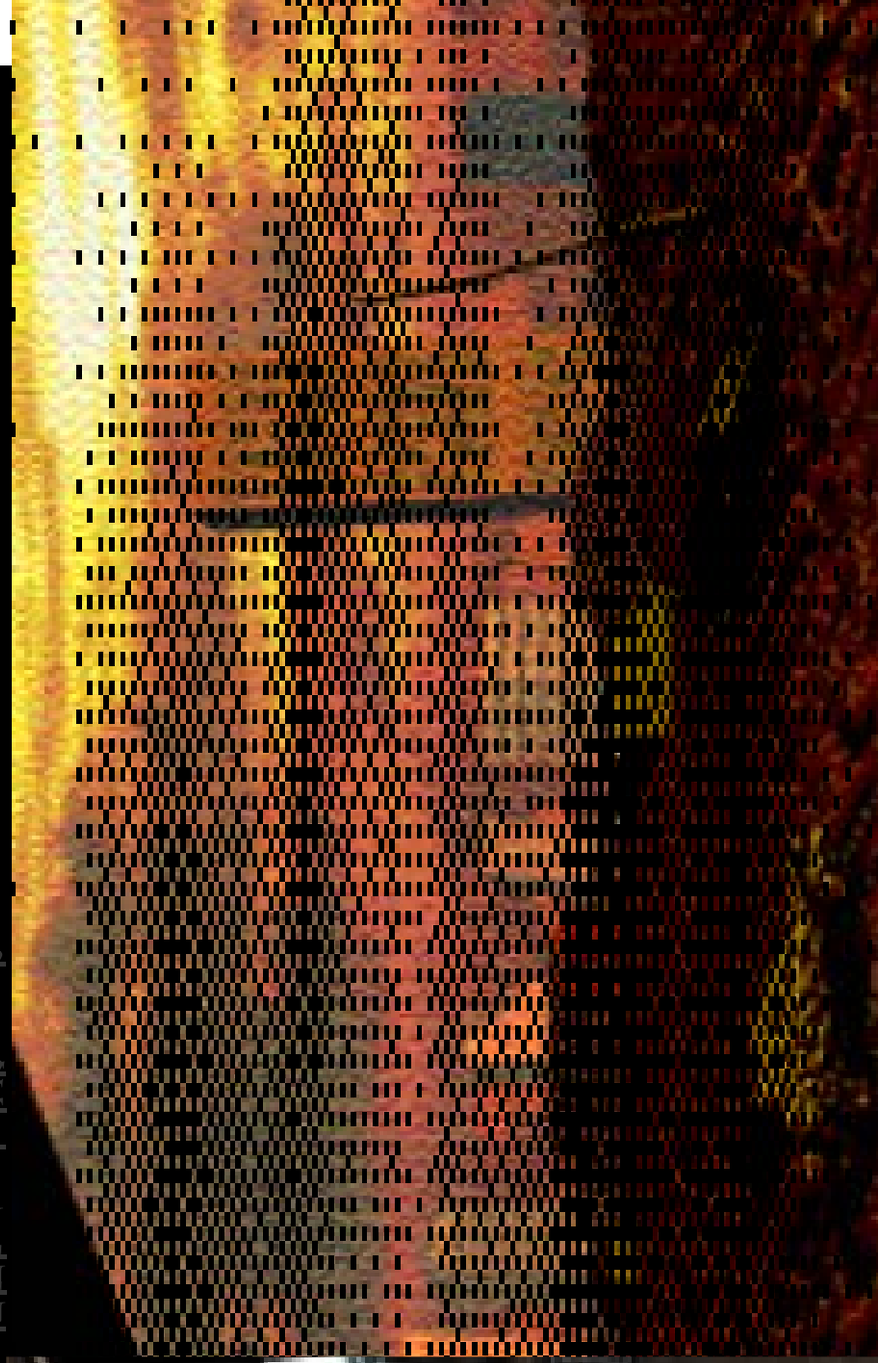
Energy Cell: Recharges 50% power. Handy in crucial 'stop the clock' moments.

Available from landscape, enemies and other good outlets.

A smaller (12.5%) version of the above is also available.

Unreality Keys (1-5): Allows you to 'rescue' a segment of the real world captured in un-reality.

Real Key (1-5): Corresponds to doors/man-made landscape features.





CREDITS

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TECHNICAL SUPPORT

Our technical support lines are open from 10.00am - 1.00pm and 2.00pm - 5.00pm Mon - Fri.
Please make sure you have all relevent information at hand on the problem with the product, and a breakdown of your system and operating system.

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Note;

Only return products if you are told to by a member of out technical support staff. For any last minute technical technical information refer to the ‘Readme’ file on the game CD.