
RELOADED™
Gremlin INTERACTIVE
CD ROM
DOS VERSION
Interplay™
BY GAMERS. FOR GAMERS.™
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB


RELOADED
TM
INSTRUCTION MANUAL

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# SYSTEM REQUIREMENTS

IBM PC compatible Pentium 60 or faster, 16 Mb RAM, DOS 5.0 or later. Double speed CD-ROM drive or higher, Hard drive installation required. VGA graphics card (SVGA supported for VESA compatible cards). Supports Sound Blaster (Pro, 16, AWE32) and 100% compatibles. Input: keyboard and joystick.

# INSTALLATION

## Installing From DOS

Insert the Reloaded CD-ROM into your CD-ROM drive.

Select the correct drive letter that your CD-ROM drive uses e.g. D:

Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus, each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the Cursor keys. 'Return' selects an option.

When you have installed the game and chosen your Sound Effects and Music cards, select Exit to Save the configuration from the menu. Your choices will be saved and used every time you play the game.

# PLAYING RELOADED

Even though you execute the game from your hard drive, the game is played from CD-ROM. You must keep the CD-ROM in the drive at all times while playing RELOADED.

## Running Reloaded From DOS

Make sure that the Reloaded CD-ROM is placed in your CD-ROM drive.

At the DOS Prompt, select the directory that you have installed Reloaded into; (e.g. CD\RELOADED and type RELOADED at the prompt.)

## Installing And Running Reloaded From Win® 95

Reloaded will run from a PC running Microsoft Windows® 95. Install by double clicking on the INSTALL icon. Then follow the on-screen options.

To run the game concurrently with Windows® 95 simply click the icon called RELOADED.EXE. As this runs the game with Windows® 95 running in the background, it is a good idea to have as few applications running as possible.

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Some datasets provided by Viewpoint Datalabs International, Inc., 625 South State Street, Orem, Utah 84058 (1-800-DATASET).

# The Plot

F.U.B., as we all know, made a daring and surprising escape at the end of the original game. His brain pod fled the scene and plowed across the galaxy at light speed. Finally, it chanced across a planet, heating up as it fell into the midst of a desert commune, populated by around 1000 striving, starving artists.

F.U.B.'s brain pod crashed into the hot sand, drawing the attention of one Manuel Auto, a strapping, chiselled bronzed god of a bloke. Manuel mistook the brain pod for an interesting molten comet. He emptied the contents of his recycled wine onto the steaming mass to try and cool it down. As darkness drew in, Manuel decided to climb inside his trophy and bunk down for the night. F.U.B. was steaming at this point; he'd had a very boring trip and did not appreciate this at all. F.U.B. vowed that as soon as he found himself a new consciousness receptacle he would take this tanned sort on a world tour of pain.

It turned out to be an eventful night. Manuel awoke suddenly and did not feel himself at all. A plan was at the forefront of his mind, a terrible plan, artistic yes, creative yes, but still terrible. It was something that he would never have thought of ordinarily. Also, let it be known that he no longer wished to be known as Manuel Auto, but C.H.E.B. (Charming Handsome Erudite Bastard).

Everyone who populated this Desert commune awoke to discover all of their meager savings and grants were missing. If they had looked closer, they would also have discovered that a page listing all of the Black listed Plastic Surgeons in that sector had also gone missing. This could only mean one thing–C.H.E.B.!

C.H.E.B. planed to wreak havoc using his matter manipulation powers and the dark raving wastes of this unbalanced mind, to transform whole planets into 'Works of Art and Genius'. C.H.E.B. could piss an awful lot of people off with his unique taste in decor–people from all over the quadrant, from idiots to psychopaths.

## Character Assassinations

**Mamma** - Our favorite mother-less son is back in new garb, a pastel blue romper suit and cute panda slippers. No one really knows any more than before about this enigmatic walking baby faced leviathan, except that he seems a little happier. A friendly hug or back slap from this pea brained giant can dramatically rearrange a skeleton.

**Bounca** - The galaxy's "fickist" doorman is back; this time he is wearing a suit and hair style which just dare you to laugh. He has honed his anti-social attitude even further, so it now encompasses every living thing, whether it crawls, swims, walks or flies. A shiny new weapon now sits in Bounca's grip, the aptly named "Tri-me" triple barreled shotgun. It has a formidable spread pattern, making its bite far worse than its bark.

**Magpie** - Sister Magpie is a roving Cyber Nun from an ancient and threatened nunnery. While collecting funds for a new roof, she malfunctioned due to a couple of undesirables putting a bullet through the back of her armored wimple, before making off with the takings. Sister Magpie had herself one MOTHER (superior) of a gun fitted after this episode, using it on anyone who crosses her path.

**The Consumer** - Her teeth have been enhanced so they can shear through bone with a single bite. Rocket pods have also been fitted to her shoulders and are set on a neural hair trigger. Consequently, The Consumer has to concentrate hard NOT to make them go off. There is one advantage to them though; with their unique Agent l'orange explosive, the meat that they blow up is cooked, bite sized and has a delicate orangey taste.

**Cap'n Hands** - The Captain is still about as approachable as a starving grizzly. His universal hatred's further fanned by the fact that his body is ruined. This occurred when he broke out of a Prison Transport Craft, believing it was just a few meters off the floor. When in fact, it was just going out of orbit and Cap plummeted towards the fragile crust of planet AFRAY-BEN-2, into it's still molten core.

**Butch** - At first glance, Butch appears to be fully "Pam-ed" up, wearing beach attire due to his last daring, legendary escape. He managed to swim almost 3000 miles from his island prison, ending up at a popular tourist resort. He buried a lifeguard up to her neck in sand (head first) and made off with her costume. I think you will agree that Butch too has a curvy body, though some of his curves are in places which make your food rise.

# MENU SCREEN CONTROLS

To select items from the Menu screens, use the Cursor keys Up or Down to highlight options or move sliders, and Left or Right to increase or decrease the amount of lives, continues or volume levels. Press the Space bar to select where necessary. Some screens may not have an EXIT option. In this case, press the ESC key to return to the previous screen.

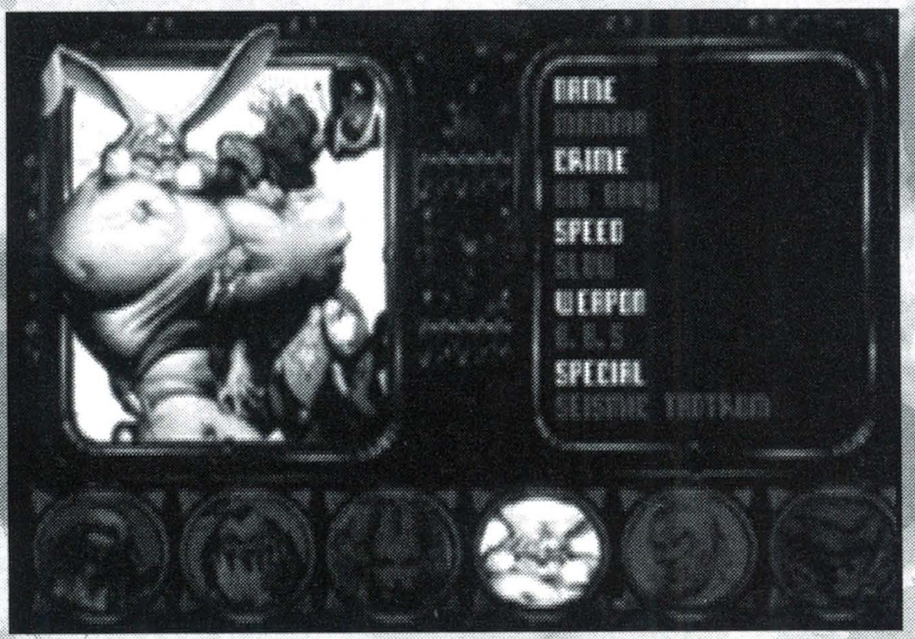



## Main Menu Screen

After the game has loaded, the Main Menu screen will be displayed. Four options are available for you to select from, 1P Game, 2P Game, Load Game and Options.

### 1P GAME AND 2P GAME

1P or 2P Game modes effectively Start the game, taking you into further screens where you are required to select a character.

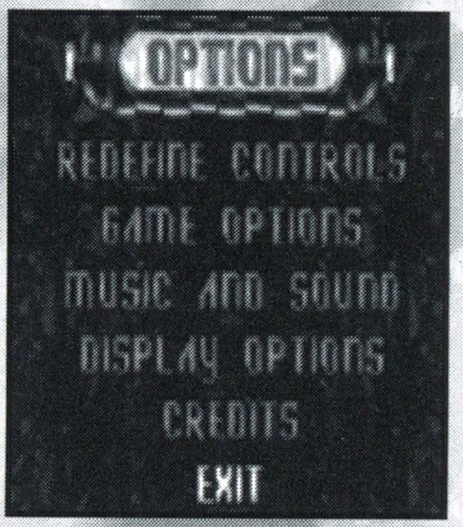


## LOAD GAME

To Load a game you have saved previously, highlight and select the required saved file to Load. All the settings will be Loaded. For example, 1P/2P Game, your Character choice, and the Level reached etc. The Loaded game will automatically start from the beginning of the level.

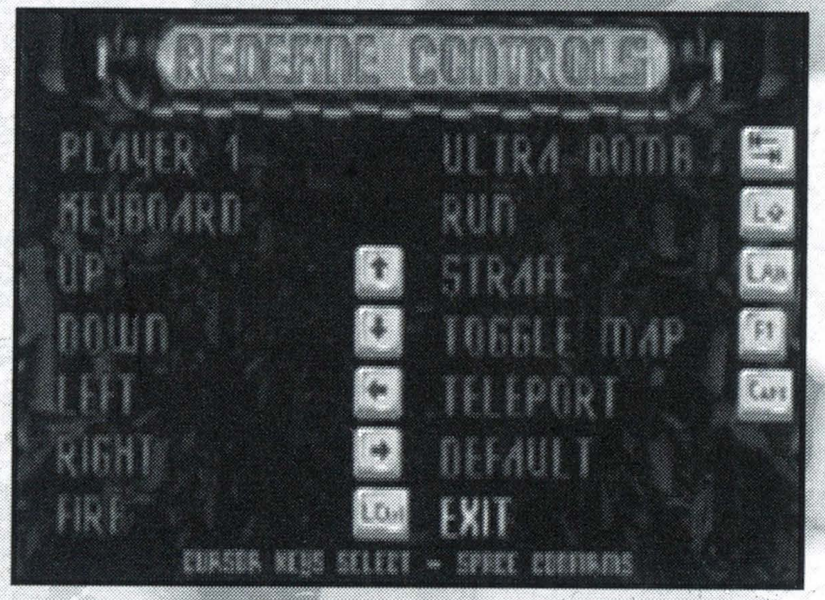
## OPTIONS SCREEN

Before you start playing Reloaded, you should highlight and select the Options menu bar, from the Main Menu. This menu screen allows you to configure your game options to suit your personal taste.




## REDEFINE CONTROLS

To change the default settings for Player One, simply highlight the required key, and press the Space bar. Then, press the key you want the operation to change to on the Keyboard. If any of the default keys are changed and you want to change them back, select the Default option to return all the settings. To change Player Two's default settings repeat the process for Player One, having Player Two selected. If a key has already been chosen, you must select another one.



Both players cannot use the same keys. To toggle between joystick and keyboard, simply highlight and select the control method on the screen. To configure your joystick, select this option and follow the on-screen prompt messages. Select Exit to confirm and load any changes.

## GAME OPTIONS




**Lives** - You should not be allowed to own a computer game if you need to set the Lives any higher than three, but up to five may be selected.

**Continues** - If you're having trouble progressing, select more Continues with this option. Up to five Continues may be selected.

**Difficulty** - Use this option to select one of three difficulty levels; the Ballet shoe for easy, the Trainer for medium and the Hob-Nail boot for the hardest difficulty level.

**Friendly Fire** - He Loves me, He loves me not, select the Pansy for Friendly Fire, this is the easiest aggression option. When you're playing a 2P Game, this will allow you to shoot at the other player without killing or injuring them. The Boxing Glove packs a punch; after lots of hits, the victim will die, losing a life. The Skull option means only one thing - truck loads of death. Either player can kill or be killed by the other player in the game. Death will rear it's ugly head faster than if you were using the Boxing Glove option.

## MUSIC AND SOUND




**SFX** - Use the Cursor keys Left or Right to increase or decrease the volume of the Sound Effects.

**Music** - Use the Cursor keys Left or Right to increase or decrease the volume of the Background Music.

**Music Type** - Use the Cursor keys Left or Right to select between Sampled or CD. If your CD is connected directly to Soundcard, select the CD option. This will take the music straight from the game CD. If it's not connected directly, select the Sampled option. This will load the music onto your Hard Drive and play it from there.

**CD Track** - Use the Cursor keys Left or Right to select the way the music is to be used in game. Your choices are Official, Random, or you can choose your favorite track from the track selection. This will be repeated on a loop while playing the game.

## DISPLAY OPTIONS

Highlight and select to change your screen resolution and palette used.

**Resolution** - Use the Cursor keys Left or Right to toggle between 320x200 or 640x480 screen resolution.

**Color** - Use the Cursor keys Left or Right to toggle between 256 colors or High definition color. (High color is only available using 640x480 resolution).

**Test Display Mode** - Highlight and select this to test your selections. A message will be displayed if there are any problems and alterations can be made while playing Reloaded (see In-Game menu).

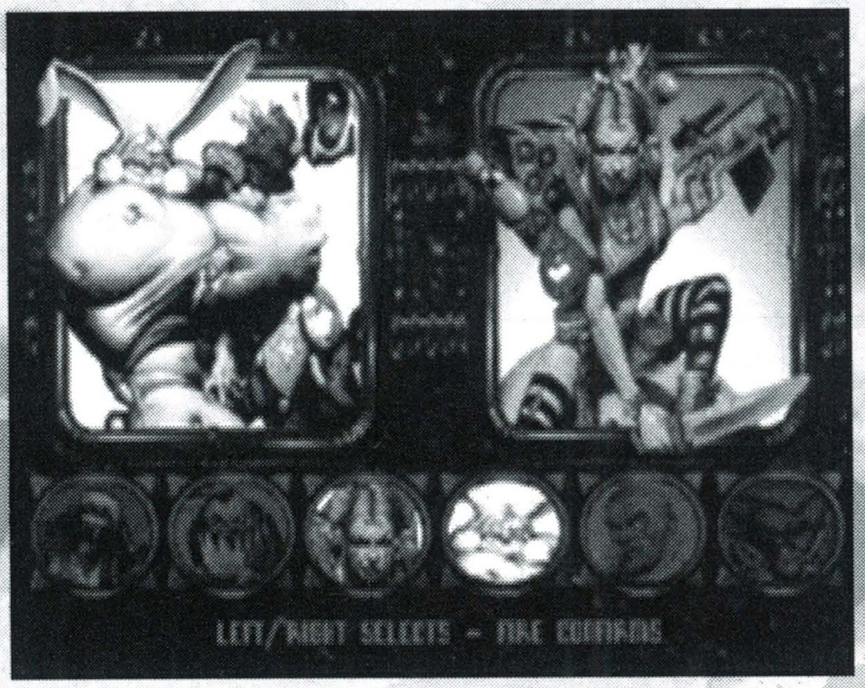
**CREDITS**

Highlight and select to see who created the Game.



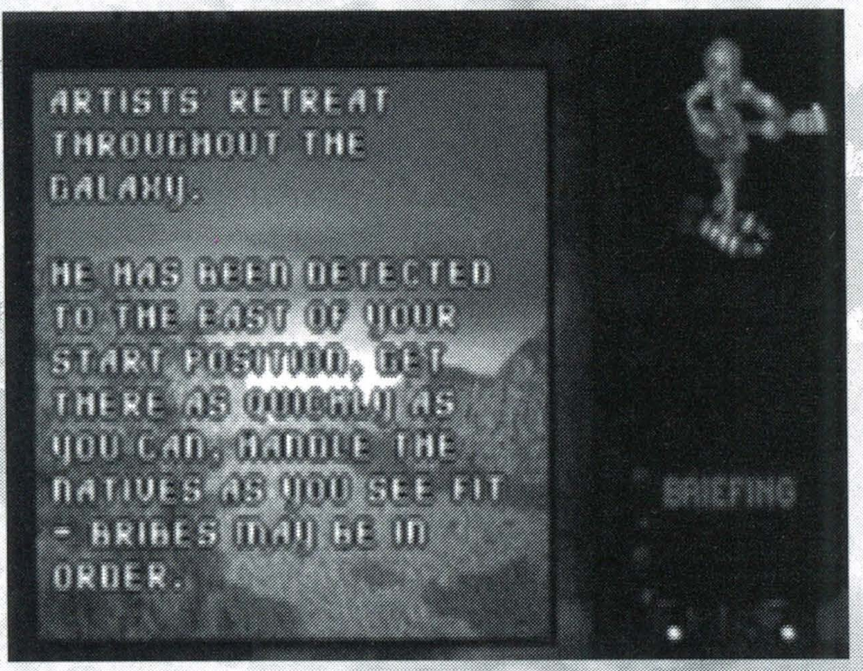
## Select a Character

After configuring your game options, highlight and select either the 1P or 2P Game mode. You will be presented with the Character Selection screen. Player One's character choice is displayed on the left of the screen, Player Two's on the right. Both players cannot play the same character, so be ruthless. It's first come first served! The game will automatically load after all players have confirmed their character selections.



**Game Play** - "It's good to talk," but not particularly in this game, so let your gun do the talking. If something wants to talk to you it will, before falling to it's knees and pleading for it's life to be spared. If it doesn't talk, kill it anyway.

**Objectives** - Before each new level begins you will be briefed on what you have to achieve to complete the level and proceed. Read this carefully, and watch out for the pictorial clues, or you could end up perishing. To speed up the text in the briefing, press the Down Cursor key. This speeds up the text. To skip the briefing and load the level, press the ESC key.




## CHARACTER CONTROL

Controlling your character couldn't be easier, the default controls for getting around are as follows:

**Player 1 (Keyboard)**

| | |
|---|---|
| **Cursor keys** | moves your character Left, Right, Forwards, Backwards and at 45 degree angles around the levels. |
| **Left Ctrl** | Fire |

| | |
|---|---|
| **TAB** | **Ultra Bomb** |
| **Left Shift + Cursor keys** | **Run** |
| **Left Alt + Cursor keys** | **Strafe Left or Right** |
| **F1** | **Toggle Status/Map Display** |
| **CAPS** | **Player 1, Partner Teleport (2P Game only). Will Teleport your player into the vicinity of the other human player in the game. Use this to catch up with the other player if you feel you are drifting too far away.** |

**Player 2 (Keyboard)**

| | |
|---|---|
| **Numeric Keypad Cursors** | **Moves your character Left, Right, Forwards, Backwards and at 45 degree angles around the levels.** |
| **Numeric Keypad 0** | **Fire** |
| **Numeric Keypad Del** | **Ultra Bomb** |
| **Numeric Keypad Enter + Numeric Keypad Cursors** | **Run** |
| **Numeric Keypad 5 + Numeric Keypad Cursors** | **Strafe Left or Right** |
| **F2** | **Toggle Status/Map Display** |

| | |
|---|---|
| **Numeric Keypad Minus (-)** | Player 1, Partner Teleport (2P Game only). See Player 1 (Keyboard). |

## GENERAL KEYBOARD CONTROLS

| | |
|---|---|
| **Pg UP** | Zoom Out |
| **Pg DOWN** | Zoom In |
| **+ / - key** | Increases/Reduces size of screen |
| **F10** | Selects between 320x200 or 640x480 |
| **F11** | Selects between low or high |
| **Shift + / - key** | Gamma Correction |
| **ESC** | Pause Game/In-game menu |

**Joystick Defaults (1 & 2 Player)**

| | |
|---|---|
| **Joystick shaft** | moves the character Left, Right, Forwards, Backwards and at 45 degree angles around the levels. |

Fire, Run, Ultra Bomb, Strafe, Toggle Map and Partner Teleport - Use Player One and/or Player Two's default keys with joystick control. Defaults can be changed, see Redefine Controls.

Only two buttons on any joystick can be configured.

# STATUS AND MAP DISPLAY

**Map** - Use the map to find your way around C.H.E.B.'s reconditioned hell.

**Status Display** - This displays vital information on your current status:

**Health Status and Lives:** Once this has depleted, you are dead and lose a life. Lives are indicated at the end of the Health Status bar.

**Ammunition:** Try to keep your weapon well stocked with ammo. This is your only protection from C.H.E.B. and his faithful followers. If you find yourself with minimum ammo, just RUN!

**Ultra Bombs:** Each small lightning flash represents one Ultra Bomb. Each character has a special style in ultra bombs to create maximum devastation.

## KEY CARDS

To complete some of the levels, you must first collect four colored Key Cards. Each opens doors of a corresponding color revealing Enemies, Power Ups etc. In addition to the four colored Key Cards, there is also a White Key Card. In one of the levels, this will act as a pass key that will open doors of all colors on the level.

## PICK UPS

There are various types of Pick Ups to collect on many of the levels, some of the more common types are as follows:

**Power Up** - A weapon power up will increase the firepower of your gun.

**Ammunition** - With the basic gun, your ammo stock will never deplete. But if you've obtained a Weapon Power Up, your ammo stock will be used. Pick up Ammo clips to keep your gun powered up to the max. If you deplete your ammo stock, your gun will turn back into a basic gun.

**Health** - A Medikit will replenish your health to maximum. Try not to waste these; if you have only used up 10% of your health, then a Medikit will only replenish your health by 10%. Your rating can never be higher than 100%.

**Ultra Bombs** - You only have three of these to start off with. When you use one, anything in close vicinity will die a horrible death.

# IN GAME COMPONENTS

The following are just a few of the in-game components you will have to deal with:

**Boulders** - To move objects like boulders, simply walk or run behind them to push the object in the direction you want it to go. Be careful; you don't know what might be lurking underneath them!

**Sprinklers** - Some of the levels will require you to activate sprinklers. To operate these, simply walk up to the sprinkler arch. When a click is heard, the sprinklers will be activated, and cool an area enough to walk on.

**Teleporters** - Many of the levels include remote platforms and sections you need to access. To use a Teleporter, walk over a Teleport pad; doing so will cause your character to materialize safely in another part of the level. Some of the Teleporters send you to a location with return Teleporters, others will not.

**Lifts** - Lifts are a good means of accessing higher platforms on a level. To use a lift, simply walk onto the lift. It moves perpetually up and down. So time it well.

**Conveyers** - These can be found on some levels, and are as wide as a normal corridor. The direction of the conveyer belt will be obvious to you once you step on one. Transport and Buckets of molten gold are suspended on chains above the moving surface; these buckets can be a real pain in the arse. You will not incur any damage by travelling on a conveyer, unless you collide with one of these molten buckets.

**Grinder Cogs** - Large nasty cogs lurk in apertures in the floor. Some of these are fixed, others rise up above the surface, spinning continually. Move your character around these carefully, as anything that comes in contact with these will surely die.

# MISSION BREAKDOWN SCREEN

After successfully completing a level, you will be presented with the Mission Breakdown screen. You get points, percentages and even a prediction of your future career prospects.

**Body Count** - Total number of bodies you have taken out.

**Accuracy** - How accurate you are with your weapon.

**Efficiency** - A rating of how fast the level has been completed.

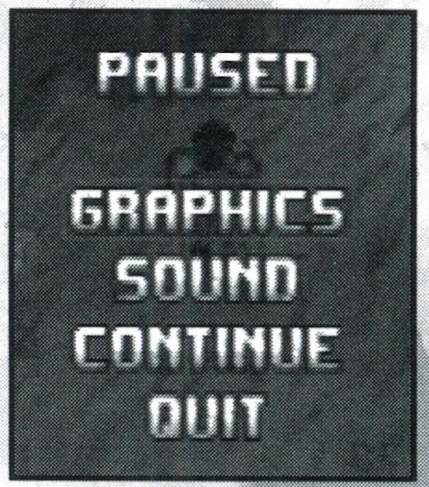
**Prospects** - A measure of your skill on all the other categories, the end result will determine your predicted job prospects for the future.

The Mission Breakdown screen also displays the options to Save Game or Continue through the levels. When Continue has been selected, you will progress to the next level. See Save Game.

## Save Game

To save your progress, choose Save Game after completing a level. The save area allocated is split into twelve slots where you can record your progress. Highlight and select an empty save slot. Each slot records the number of players, character(s), and level reached. If there's no empty save slots, you must chose one to overwrite. A message asking if you're sure will appear; press Y or N to make your choice. Saved files can be deleted or copied. The saved file will be called RELOADED.sav.

# In Game Menu




To access the In Game Menu screen, press the ESC key on the keyboard. This will effectively pause the game until the game is CONTINUED.

**Graphics** - Within this menu, you can adjust the Screen Resolution and Color Mode. Highlight and select Main Menu to confirm your selections.

**Sound** - Use this option to alter the Music and FX volume levels. Use the Cursor keys Left or Right to increase or decrease the values.

**Continue** - This will Continue the game currently being played.

**Quit** - This will Quit the game currently being played. A warning message will appear; select Yes to Quit or No to continue. If Yes is selected, you will return to the Main Menu screen.

# CREDITS

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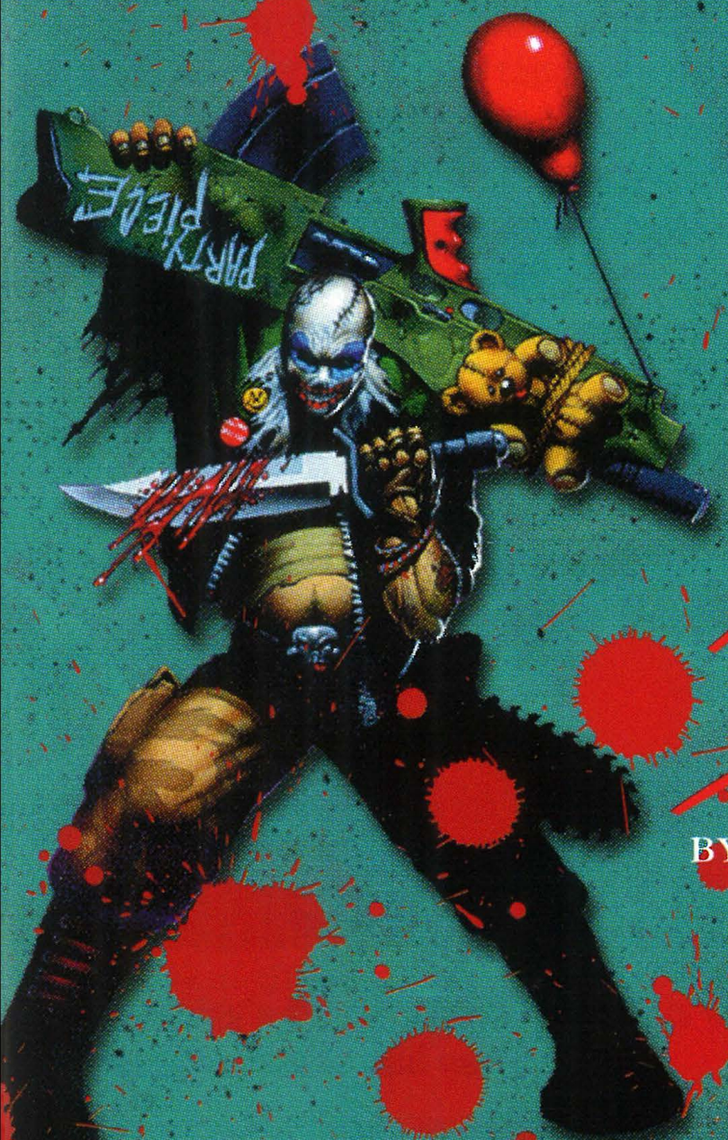
**In loving memory of Bernie Stolar**

ZOOM
PLATFORM MEDIA

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