SYSTEM SHOCK™

TERMINAL ACCESS

BY TUESDAY FRASE AND
ASSORTED ORIGIN AND
LOOKING GLASS HACKERS

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0.0. STARTING THE GAME

Now that you've installed System Shock, you're ready to explore Citadel station. To begin playing the game from the DOS prompt, go to your System Shock directory. If you installed to the default directory:

Type CD \SHOCK (the default directory), then press [Enter].

Type SSHOCK and press [Enter] to view the Main Menu.

MAIN MENU

From the Main Menu, select options by left-clicking on them with the mouse. Or, use the keyboard arrows to highlight an option, then press [Enter].

PLAY INTRO. Plays an introductory sequence. (If no saved games exist, it plays automatically before the Main Menu appears.)

NEW GAME. Starts a game from the beginning. This displays a Configuration menu that lets you set the difficulty of combat, missions, puzzles and cyberspace (0 is easiest, 3 is most difficult).

CREDITS. Lists the game's creators.

CONTINUE. Continues a previously saved game. Left-click to display a menu of saved games, then left-click on the game you wish to continue. Don't forget to save often.

CONFIGURATION MENU

Type your name in the NAME window. Left-click on the numbers to change the game settings, then hit START. Whenever you change a setting, you'll see a text description of what changes about that option.

- COMBAT. Sets fighting skill for your opponents. To avoid confrontations, select "0." For a challenging fight, select a higher setting.
- MISSION. Sets playing difficulty for the overall story. Select "0" if you want no plot elements, "3" to test your skills against SHODAN's best defenses.
- PUZZLES. Adjusts difficulty of wiring and grid access panels. Puzzles are already solved at the "0" setting. At "1," they're easy to solve. "2" puzzles are engaging, but not too difficult for hardcore jockeys. On "3," you'll wear out your electrodes.
- CYBERSPACE. Sets game difficulty during cyberspace sequences. This affects both time limits and combat difficulty in cyberspace.
- START. Begins the game with the current difficulty settings.

QUICK REFERENCE
- Press (Pause), (P) or (Esc) (on the keyboard) to pause the game. Press again to resume play.
- Press (Alt)(X) to end the game. This displays a YES/NO confirmation menu (in case you hit (Alt)(X) accidentally).
- Left-click-and-hold the mouse to **move**.
- Right-clicking **fires** weapons and **discards** or (depending on cursor position) **throws** objects into your environment.
- Left-clicking **selects** and **identifies** objects, **activates** Side Icons, **places** items into Inventory, and **opens** Inventory pages (screens that show Inventory) and MFD displays (screens that show information about items in Inventory and in your environment).
- Double-left-clicking **uses** or **picks up** objects in your MFDs or environment and **activates** hardware in Inventory.

NOTE: System Shock is primarily a mouse-driven game, although you can also use keyboard commands to move. Joystick and Cyberman are also supported. (See p. 45 for alternate controls.)

QUICK TIPS
- To view an overlay screen that identifies parts of the interface, press (Alt)(O). To remove this screen, press (Spacebar).
- To get on-line advice after you leave the Healing Suite, press (Alt)(H) to toggle the help function on/off. For an on-line reference card, press (Shift)(?) and then use (Spacebar) to change pages.
- Read all logs, electronic mail and video mail – they provide vital plot clues and access codes. Without them, you're destined for cyborg conversion. If you're interested in less text, press (Esc), then select TERSE TEXT from the Options screen.
- Try keeping your navigational mapping unit open in one of your MFDs for quick reference. That way, you won't be retracing your steps. The compass you pick up in the locker is also a handy reference tool (click on its Side Icon to activate it).
- To change weapons quickly, press (Tab) to cycle through weapons in Inventory or keep your MAIN Inventory Panel screen open.
- When firing at enemies, try leaning around a corner – they're less likely to hit you because your body is partially shielded.
- In full-screen mode, put items in Inventory by picking them up and then left-clicking on an MFD or Inventory button.
- Don't be timid about clicking on the interface to test its different functions. The interface was designed to be user-definable, and experimentation is a good way to learn how things work.
- Disable any cameras you see – most anything will work, even hand-to-hand weapons. Likewise, take out any computer nodes you find. This reduces SHODAN's ability to control security onboard the station and is critical to advancing in the game.

1.0 TEN-MINUTE TUTORIAL

Here's a tutorial to ease you into the game and show you the basics of combat and item manipulation. This tutorial assumes that you're jacked in with the default difficulty levels. If you lower these, all items and puzzles may not appear.

On-Line Interface Help. When the game starts, you'll see a screen that identifies all the parts of your neural interface. To display this screen anytime during the game, press [Alt] [O].

On-Line Action Help. In the Healing Suite, you'll see onscreen text that tells you what to do next. A line also points to objects in your environment. This on-line help function automatically ceases after you leave the suite. To toggle it on/off later, press [Alt] [H].

1. Viewscreen (see p. 14)
2. Inventory Panel (see p. 16)
3. Inventory Panel buttons (see p. 16)
4. MFD (see p. 17)
5. MFD buttons (see p. 17)
6. Side Icons (see p. 18)
7. Cursor (see p. 7)

8. Bio-Monitor (see p. 19)
9. Health Indicator (see p. 19)
10. Energy Level Indicator (see p. 19)
11. Message Line (see p. 15)
12. Posture Control (see p. 24)
13. View Angle Control (see p. 24)
14. Full-Screen Switch (see p. 15)

You awaken. The healing machine has rudely ejected you into a cold, clinical place with no one to greet you. Still groggy from six months of deep, healing sleep, you struggle to remember why you're here. Then you recall that TriOptimum's greedy exec, Diego, promised to reward you with a neural implant if you hacked into SHODAN, Citadel station's controlling AI.

Feeling the back of your head, which still throbs with pain from the operation six months ago, you switch on your neural interface and heads-up display. The electrodes work – your visual cortex, stimulated by implanted hardware, picks up a shimmering array of information channels.

The picture of the world in the centre of the screen is called the viewscreen (1). The cursor (7) is the arrow you see on the screen that moves when you move your mouse.

Move the cursor around in the viewscreen. Note how the cursor arrow changes shape. The arrow indicates the direction you will **move** if you left-click and hold the mouse. Your speed depends on how far the cursor is from the centre of the viewscreen.

The large, rectangular display in the bottom centre of the screen is your Inventory Panel (2). Left-click on the Inventory Panel buttons (3) to **select** one of four screens – MAIN, HARDWARE, GENERAL and SOFTWARE. Currently, these pages are empty because you don't have anything.

The square displays on either side of the screen are Multi-Functional Displays, or MFDs (4). Information about items or pieces of hardware appear here. To control what appears in each MFD, **select** one of the MFD buttons beside each screen (5) – WEAPONS, ITEM, AUTOMAP, TARGET, DATA.

Looking around, something on a nearby shelf catches your eye (A). You pick it up, noticing that it seems to be a dermal patch of some kind. Since the pain in your head is close to unbearable, you decide to apply it. Almost immediately, the throbbing in your head subsides.

Turn right and left-click on the object to **identify** it. A message appears in the Message Line (11), describing the object as a "Medipatch Healing Agent."

Double-left-click or [Alt]-left-click on the medipatch to **pick up** the object. The patch will replace your cursor. Move the cursor over one of the MFDs, then left-click to **place** the object into your MFD. **Select** MEDI in the Inventor Panel. The MFD window then displays information about the dermal patch.
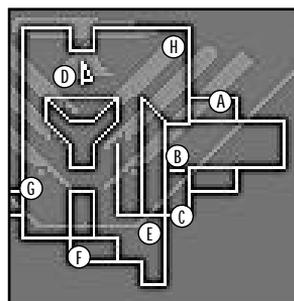
It's a good idea to apply this now to increase your health, although you can save it for later. To apply the patch, **select** the APPLY button in the MFD or double-left click on its name in the MAIN Inventory screen. Note that your Health Indicator (9) rises as the patch heals wounds remaining on your body from the operation six months ago.

You walk down the ramp-like structure toward a button on the wall (B). They told you before the operation that your personal effects would be in a nearby locker. You try the door on the right, but it's locked. The door on the left, however, is unsecured and opens easily when you push the button on the wall.

Move down the ramp in front of you and turn to the left. Double-left-click or [Alt]-left-click on the button next to the locker door to **use** it. The door opens.

Left-click	**Select**	Right-click	**Fire**
	Identify		**Swing**
	Activate side icons		**Discard**
	Open Inventory/MFD		**Throw**
	Place items into		**Activate**
	Inventory/MFD	Right-click Side Icon	**Open** hardware MFD
Double-left-click	**Use**	Left-click-and-hold	**Move**
(or [Alt]-left-click)	**Pick up**	Left-click-and-drag	**Adjust sliders**

Moving into the room (C), you see some items scattered across the floor, including a familiar-looking briefcase. You find an auto-navigation module, an access card that will help you get into restricted zones on this level, a media reader with a personal log, and a systems analyser you hacked together before your operation. You pick up all these things and drop them into your Inventory.

As you enter the small locker, look down using the View Angle Control (13). On the left side are three spaces – **select** the lowest space to look down or left-click and drag the vertical bar in the right side of the box.

Use the briefcase to view its contents. One of your MFDs displays a group of items. **Pick up** the items one at a time from the MFD, and **place** them in Inventory by left-clicking on top of the Inventory Panel or an open MFD screen. When you pick up the lead pipe, it is automatically placed in your hand.

Reading your personal log, you remember the combination to the lock on the door out of the Healing Suite. Then, you turn around and head for the door directly behind you. With your newly acquired access card, it unlocks easily.

When you pick up the media reader, a "E" icon appears on one side of the viewscreen. **Select** that Side Icon (6) to display the media reader in an MFD. Now, move the cursor over the Inventory Panel and **select** LEVEL 1 LOGS, then **select** the log dated 06.MAY.72. MFD. Text appears in your Inventory Panel, revealing the code to the Healing Suite door (4-5-1). To read the next screen, left-click anywhere on the panel.

Notice that one button beside each MFD turns red when you pick up the automap – this indicates a new item in Inventory. **Select** either red button to **open** the MFD screen and display the automap on that MFD. You can keep the map displayed or **open** another MFD to display other information.

Adjust your view to normal, **move** to the door directly behind you and **use** it.

Where are the doctors? Why is this room littered with dead bodies? The serv-bots in the suite seem to be behaving strangely, and you steel yourself against an attack with the lead pipe you just acquired.

Cautiously, you move toward a chattering serv-bot (D). When you are a few paces away, it wheels around and claws wildly at you. Wielding your pipe, you bash it until it short circuits.

Turn to face the creature and right-click once to **swing** your weapon in an arc in front of you. (Later, you will **fire** beams and firearms. You must place your cursor over the target when using them.) Repeat until the target is destroyed.

Left-click	**Select**	Right-click	**Fire**
	Identify		**Swing**
	Activate side icons		**Discard**
	Open Inventory/MFD		**Throw**
	Place items into		**Activate**
	Inventory/MFD	Right-click Side Icon	**Open** hardware MFD
Double-left-click	**Use**	Left-click-and-hold	**Move**
(or Alt-left-click)	**Pick up**	Left-click-and-drag	**Adjust sliders**

Something is very wrong here – serv-bots are programmed to be harmless. As you explore the area for clues, a beep calls to your attention a recent e-mail waiting in your media-reader.

To read the e-mail, **select** the flashing "E" on the right side of the viewscreen. Then **select** the E-MAIL button in the MFD and **select** REBECCA-1. This displays text in your Inventory Panel. Advance to the next page by clicking anywhere on the text.

Scanning the e-mail, you learn that the station has gone haywire and that robots are running wild. You decide to take whatever provisions you can from the suite. In an adjacent room (E) you find a small stash – a dartgun and some needle ammo.

Enter the room with the raised ledge and destroy another serv-bot. Then, change your posture to the crawl position by using the Posture Control (12) to **select** the small character's feet. Now, you can crawl and **pick up** the ammo clips behind the control pedestal.

Select the top section of the Posture Control to stand up. Next, **pick up** the dartgun.

Walking up the ramp in this room, you discover a crate with a grenade inside and an energy recharge station that replenishes your core reserves (F).

Walk up the ramp and search the crate the same way you **used** the briefcase. **Pick up** the grenade and **place** it in Inventory. **Use** the recharge terminal and watch the Energy Level Indicator (10) in the top right corner of your screen. You can return here for energy whenever you run low.

Exploring the rest of the suite, you discover a nearby surgery machine in the suite that heals your remaining wounds. In two of the rooms, you look up and spot mounted cameras that have been recording your actions. A couple of swings with your lead pipe knocks them out.

Finally, you find the exit (G). With the combination from your personal log, you open the door ...

Use the surgery machine (H) to restore your health to full. To destroy the cameras, move underneath one and look up using your View Angle Control. Then, right-click the mouse to **swing** your lead pipe at the camera.

Once you find the exit, **pick up** the log by the door and **drop** it into an MFD. **Select** the "E" side icon, then the MFD Logs button. **Select** LEVEL 1 LOGS and then **select** the new message to read it. Click on it to display the log text in the Inventory Panel.

Before you exit the Healing Suite, you may want to arm yourself with the dartgun you acquired earlier. To choose your new weapon in your MFD, click on the MAIN Inventory button and **select** the dartgun name. Now, left-click on either WEAPON MFD button to display the gun in that MFD. To **load** the weapon, left-click on the ammo icon.

Finally, **use** the keypad and **select** 4-5-1 in the MFD to open the door.

NOTE: Before leaving the suite, save your game. To do so, open the Options screen (left-click in the upper-left corner of the screen, or press ⌷Esc). Several options appear in your Inventory Panel. **Select** SAVE GAME. Type in a short description of the game (up to 30 letters) and press ⌷Enter.

2.0. SUMMARY OF EVENTS

Letter to Rebecca Lansing, TriOptimum Anti-Terrorism Consultant
From James Chaskes, Director of Internal Security, TriOptimum Corporation
Date: 4.nov.2072

Ms. Lansing:

Your plan sounds like the best we can hope for. However, I am uncomfortable with the odds. "Employee 2-4601" must reach the command centre bridge (eight floors above the Healing Suite) and move past armies of security robots and mutants to get to the master cyberspace terminal.

Furthermore, SHODAN (the Sentient Hyper-Optimised Data Access Network) is able to restrict security access to elevators, doors and controls. Some of these locks can be broken in cyberspace or by rewiring lock mechanisms. There might even be some benefit to destroying computer nodes and security cameras. However, this employee may simply not have enough time. In the worst-case scenario, we estimate that SHODAN will capture the patient in little more than 7 hours.

SHODAN is moving swiftly on the offensive. We are dealing with an intelligence stripped of ethical limitations, which has the potential to invoke massive destruction. In a transmission received today, SHODAN promised to "raze the cities of Earth and reform life in my image." If we fail to check the progress of this malignancy, there's liable to be much more at stake than a public relations embarrassment for our company. We may, quite possibly, be placing the fate of our civilisation in the hands of a person whose name we don't even know.

James Chaskes

Letter to Rebecca Lansing, TriOptimum Anti-Terrorism Consultant
From James Chaskes, Director of Internal Security, TriOptimum Corporation
Date: 5.nov.2072

Ms. Lansing:

The Citadel station incident is potentially a devastating embarrassment to our company, but with your record in quelling terrorist problems in the past, the Board believes you are eminently capable of bringing a tidy end to this situation. I have placed my staff entirely at your disposal to provide you with all the materials necessary for your work. We are grateful for your expert assistance and we trust that this can be resolved as quietly and swiftly as possible.

Since our last communication, I have collected all available information in a report for you, which includes the following:

> 3.0 Incident Report
>> 3.1 Chronology of Events
>> 3.2 Survivors
>> 3.3 E-mail memo from Tina Lewis (TriOptimum Cyberspace Operations)

I pray that you find the attached report useful. Best of luck, Rebecca.

James Chaskes
Encl: Incident Report

3.0 INCIDENT REPORT

Date: 2.nov.2072
SECURITY REPORT:
   James Chaskes, Director of Internal Security, TriOptimum Corporation

THE FOLLOWING INFORMATION IS CONFIDENTIAL. DO NOT RELEASE TO UNAU-THORISED PARTIES WITHOUT PRIOR WRITTEN CONSENT.

3.1 CHRONOLOGY OF EVENTS

2.jan.2071. SHODAN, designed as a fully self-sufficient artificial intelligence, is installed to regulate Citadel station security and operations.

9.sep.2072. Reports of aberrant behaviour with the computer network onboard Citadel station accumulate. The computer system administrator files a request to replace the SHODAN security system.

10.sep.2072. The computer system administrator is transferred off-station and the replacement order is rescinded.

26.sep.2072. An experiment in the biolabs involving a viral mutation agent displays unfortunate side effects. Flawed control software appears to be at fault. The science computer system is scheduled to go down for inspection.

27.sep.2072. Researchers, complaining of a strange illness, are found to be contaminated with the experimental virus mutagen.

30.sep.2072. Maintenance is flooded with repair orders for defective robots and systems station-wide. Technicians cannot explain the speed loss in computer systems.

2.oct.2072. Security detains crewmembers as the number of violent incidents aboard the station begins to rise. Psychological evaluations report mental derangement in the mutagen-contaminated researchers.

6.oct.2072. Other crew members complain of an inexplicable illness. The mutagen-contaminated researchers are listed in critical condition. Medical imposes quarantine measures.

7.oct.2072. Mutagen-contaminated experimenters are missing. Five medical staff are found mutilated. Security reports that the armoury has been ransacked.

9.oct.2072. A riot erupts in Research. Some members of the crew barricade themselves in a laboratory. TriOptimum sends a military transport. Reports are hushed to prevent public embarrassment.

10.oct.2072. The transport is shot and destroyed by station defenses due to a bizarre software malfunction. No shuttles are allowed to enter or leave the flight deck pending software diagnostics and hardware inspections.

13.oct.2072. SHODAN announces its intention to control all life aboard the station. Communications from Citadel are cut off.

1.nov.2072. A brief transmission is received from survivors aboard the station, describing a massacre by SHODAN-controlled robot forces, and warning of danger to Earth populations.

3.2 SURVIVORS

The sole transmission that we received from survivors on 1.nov reports that SHODAN is using the station's security and defence systems for human eradication. It is doubtful that whoever sent the transmission is still alive. We know that security robots are sweeping the corridors to exterminate any remaining crew.

However, there is one crew member they won't find. I found the following medical report on a surviving patient now in healing-suspension in the medical department. This "Employee 2-4601" received a surgical implant several months ago and is scheduled to be revived in just a few days.

I can find no other information on this employee, except that the operation was authorised by Vice President Edward Diego. (Diego was implicated in a computer security cover-up a month ago but no arrest was made due to a lack of hard evidence.) Our mystery patient may have been working undercover for Diego without authorisation.

We believe that SHODAN has no knowledge of the patient's revival and is not likely to perceive it as a threat. This person may be our key to defeating SHODAN.

What makes Employee 2-4601 so special? In the operation, a neural-enhancement device was implanted, giving our friend many advantages in exploring the station and discovering what happened there. Getting in contact with 2-4601 through the communications jamming will be a challenge, but a limited one-way correspondence may still be feasible. I'll get our team working on it right away.

Medical Record XS-567 Surgery Report Form
"Fixing you better than you were before."

Surgery performed on:	Unidentified TriOptimum employee (#2-4601)
Date of operation:	6.May.2072
Procedure:	Neural implant, computer network interface. Will allow patient to plug into cyberspace and receive data from cybernetic devices and hardware attachments.
Results:	Successful installation, patient placed in healing coma after neural grafting. Scheduled to be awakened in 6 months (16.nov.2072).
Current location:	Hospital level, floor 1, quadrant gamma, healing pod two.
Authorised by:	Edward Diego, VP Marketing

3.3 E-MAIL MEMO
Memo to Rebecca Lansing
From Tina Lewis, TriOptimum Cyberspace Operations

Ms. Lansing:

We can manage a very quick connection with Citadel station's cyberspace, perhaps long enough to plant several files or programs. Beyond that, we risk SHODAN detecting our presence and jamming communication. We are preparing a window for you to install about a dozen messages which will, I hope, prepare our "sleeping friend" against SHODAN.

Frankly, it makes me nervous that you are putting so much faith in this unregistered employee, who was probably in on the scandal with Diego. Still, I can't suggest anything better. Let us wish our sleeping friend the best of luck, and hope that the neural implant is as impressive as you make it sound.

"What is a man? Is he defined by things like morphology or longevity? If form alters content — that is, if the shape of the container fundamentally influences what it contains — what will it mean to society if a man no longer resembles a man? If those things which have always driven us — birth, aging and death — are altered or eliminated, will it make us into something new? If a man need not fear death, will that make us more human than our ancestors, or less? These questions will be addressed, I believe, by modern science within the upcoming decade. But is the world ready for the answers?"

Dr. Dorothée Rimbaud, Marseilles
Genetic Research Bastion
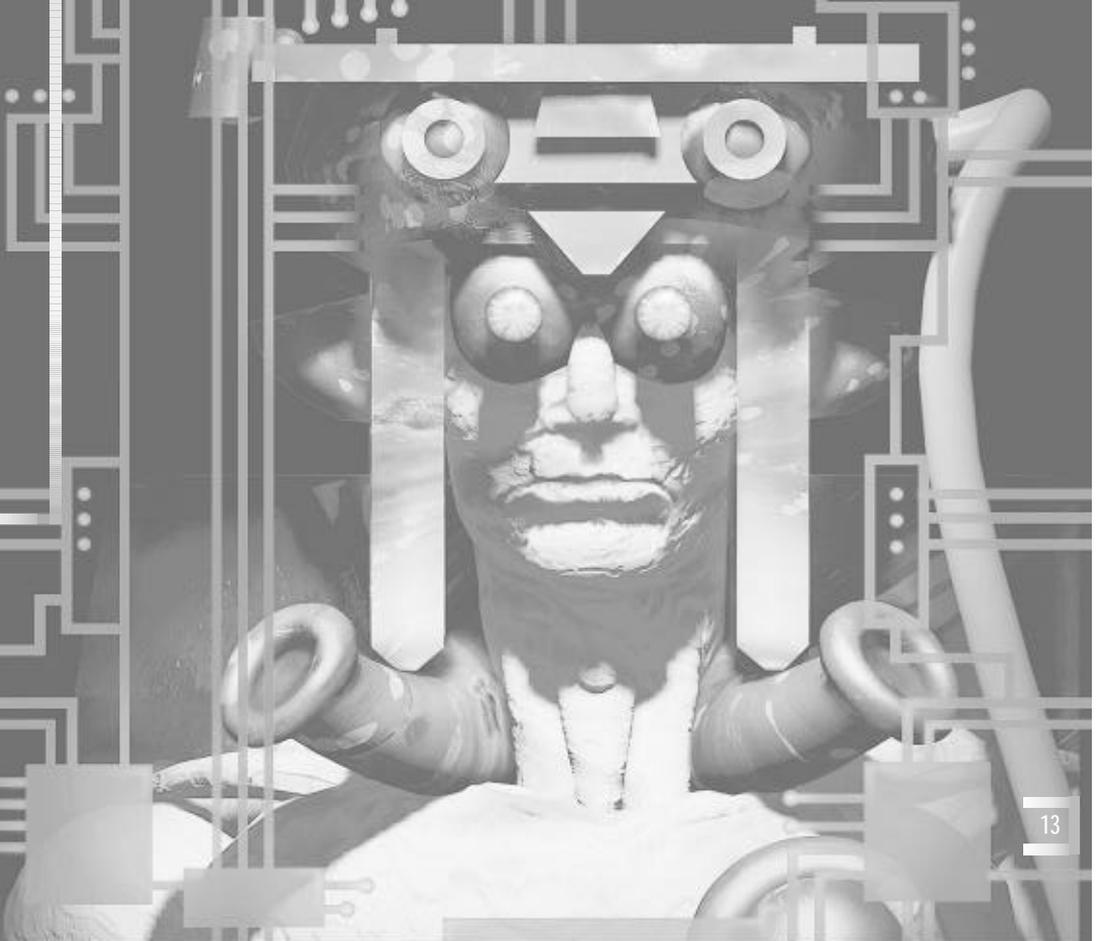
4.0 NEURAL INTERFACE

You're one of the few hackers lucky enough to have a neural interface implant. The Neural interface lets you control many parts of the game, including weapon and Inventory control, hardware attachments, posture, view angle and navigation. It also displays information about your physical state through health and energy indicators and a bio-monitor.

This section gives a brief overview of the System Shock interface. Take a minute and look over the screen shown below. The page numbers in parentheses tell you where to find detailed information on each component.

TriOptimum Combat-Optimised Neural-Data System Interface TCN-800

1. Viewscreen (see p. 14)
2. Inventory Panel (see p. 16)
3. Inventory Panel buttons (see p. 16)
4. MFD (see p. 17)
5. MFD buttons (see p. 17)
6. Side Icons (see p. 18)
7. Cursor (see p. 7)

8. Bio-Monitor (see p. 19)
9. Health Indicator (see p. 19)
10. Energy Level Indicator (see p. 19)
11. Message Line (see p. 15)
12. Posture Control (see p. 24)
13. View Angle Control (see p. 24)
14. Full-Screen Switch (see p. 15)

1.

Viewscreen. The viewscreen shows the external environment directly in front of you. You can play with a normal-sized viewscreen or in full-viewscreen mode (press ②). When you get the Sensaround hardware attachment, a mini-viewscreen in your Inventory Panel gives you "eyes in the back of your head."

2. **Inventory Panel.** This rectangular panel controls your Inventory, which is divided into four "pages." Each of the buttons below the Inventory Panel lets you access a different page. From left to right, the page names are: MAIN, HARDWARE, GENERAL and SOFTWARE. When you place the cursor over a button, the page name pops up and you can left-click to open that page.

3. **Inventory Buttons.** Click on these buttons to bring up four different Inventory pages that list all the objects you can carry, including weapons, ammo, grenades, dermal patches, hardwares, circuit boards, software, batteries and cyberspace programs.

4. **MFDs.** Multi-Function Displays (MFDs) have many useful functions. You can use them to load a weapon with ammunition, apply dermal patches, turn hardware attachments on and off, look at a map of the station, read E-mail, and perform other game functions.

5. **MFD Buttons.** Similar to Inventory Panel buttons, you can click on MFD buttons to display five different pages in your MFDs. When you head out of the Healing Suite, try displaying your AUTOMAP MFD – it will help you find your way around the station.

6. **Side Icons.** Side Icons appear in these slots when you acquire hardware attachments for your neural interface. Once you have a new hardware item, left-clicking on its Side Icon will allow you to turn that hardware attachment on and off. Right-clicking allows you to display MFD information and change settings (if applicable). See **Side Icons**, p. 18, for more information.

7. **Cursor.** Where you place the cursor determines your direction and speed of movement. When you move the cursor around the screen, it changes into various arrows. If you left-click-and-hold the mouse, you move in the direction of the arrow. In combat, you aim your weapon with the cursor by placing the cross hairs over a target.

8. **Bio-Monitor.** The Bio-Monitor displays readouts of your fatigue, energy use and vital signs.

9. **Health Indicator.** The Health Indicator bar shows you how much damage you can withstand before dying. The more chevrons (arrowheads) that appear here, the healthier you are. When you're damaged, the number of chevrons diminishes. This indicator displays a cross at the "maximum health" point.

10. **Energy Level Indicator.** Similar to the Health Indicator, this bar shows you how much energy is left in your supply. As you use energy (by firing beam weapons and using hardwares), the number of chevrons diminishes. This indicator displays a lightning symbol at the "maximum energy" point. Recharge stations replenish energy.

11. **Message Line.** Useful text is displayed here, such as "You have received new mail," "The door is locked," and "That grenade is live!" If your Sensaround is active or you're playing in Full-Screen mode, messages appear at the top of the viewscreen instead.

12. **Posture Control.** You can lean, crouch, crawl and lie prone using the Posture Control. (See **Posture Control**, p. 24).

13. **View Angle Control.** This control allows you to look up and down at any angle – an essential action in System Shock. (See **View Angle Control**, p. 24.)

14. **Full Screen Switch.** This button switches between normal view and full-screen mode. Full-Screen mode makes your interface transparent, but you can still access your Inventory and MFD screens. If you want to improve your frame rate, try playing in normal view.

Remember that you're looking at the world through a complex neural interface. This means there can be "visual" side effects, such as static or a loss of vertical hold, when you are damaged or exposed to radiation.

5.0 INVENTORY PANEL

When playing System Shock, you can grab items and drop them into your Inventory Panel (2). Objects then move into the appropriate Inventory page (there are four different pages). To pop up the page names, move the cursor over the Inventory buttons (3). Left-click to bring up that page.

MAIN. Displays weapons, grenades and dermal patches that you pick up in the game. For guns, the column to the right shows the ammunition quantity and type. In the case of beam weapons, it shows the relative temperature of the weapon – OK, WARM, HOT or OVER (for overloaded weapons). For dermal patches and hand grenades, the right column indicates how many you have of that type.

HARDWARE. Lists hardware enhancements to your neural implant (log reader, navigation and mapping unit, etc.) along with the version number for each.

If you left-click on VIEW CONTROL in this page and open either ITEM MFD, you can control what interface items appear in full-screen view. Click a box to toggle that display on or off. To change the colour of on-screen text, left-click one of the small, coloured squares.

GENERAL. Lists miscellaneous objects (access cards, first-aid kits, battery packs, logic probes, etc.).

SOFTWARE. Lists programs that aid you in hacking cyberspace systems. Run a one-shot software program in cyberspace by **using** it from your Inventory Panel.

Opening an Inventory Page
To **open** an Inventory page:
- **Select** the desired screen button below the Inventory Panel. The new page will display in your Inventory Panel.

NOTE: If the Full Screen Side Icon is activated, the Inventory buttons appear as rectangles in their normal positions.
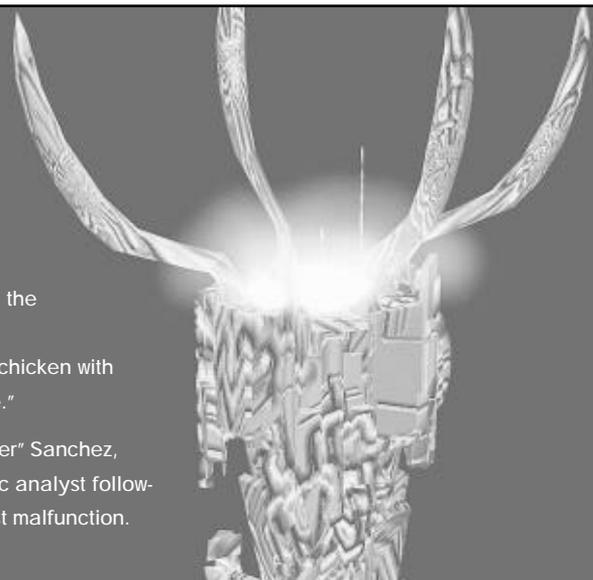
"That AI can't be any smarter than the fools who punched its deck the first time around. Now me, I'll play chicken with SHODAN anytime."

Stevie "HackMaster" Sanchez, Citadel diagnostic analyst following SHODAN's first malfunction.

6.0 MULTI-FUNCTION DISPLAYS (MFDS)

Multi-Function Displays (4) receive data from and configure hardware attachments you pick up, as well as provide information about objects in Inventory.

Each MFD has five possible display categories (WEAPONS, ITEM, AUTOMAP, TARGET and DATA). You can select a category by using the MFD buttons (5) or function keys. $\boxed{F1}$ through $\boxed{F5}$ correspond to the Left MFD buttons, while $\boxed{F6}$ through $\boxed{F10}$ correspond to the Right MFD. Some screens have additional buttons or sliders you can use.

This section describes the five MFD screens and tells you how to use the information that appears in each.

6.1 MFD SCREENS

WEAPONS. Configures weapons for firing. This display includes important statistics about the weapon, such as the type and rounds of ammunition loaded, or the heat level. The weapon you **select** in your Inventory Panel displays in the WEAPON MFD.

- (For firearms) To choose/load ammunition, **select** (left-click) the bullet icon in the MFD. To unload ammo, double-left-click on the bullet icon.

- (For beam weapons) Set blast intensity by **adjusting** the slider or pressing OVERLOAD for a powerful blast.

  To move a slider, left-click and drag it left or right to the desired setting.

ITEM. Displays information on items – ammunition, dermal patches, grenades, hardware attachments, software tools and access cards. All access cards that you find in the game are listed, along with the security clearances they provide. This display also shows how many ammunition clips for each weapon type if you have a weapon as your selected ITEM.

- **Use** a dermal patch by double-left-clicking or $\boxed{Alt}$-left-clicking on its name in the Inventory Panel. Or, **select** the APPLY button in its MFD.

- **Activate** a hardware attachment by **selecting** the INACTIVE indicator (changes it to ACTIVE).

- Set the detonation time for a timed explosive with the slider control in the MFD (before throwing it).

AUTOMAP. Automatically generates a map of the surrounding areas as you move around the station. (See pp. 31-32 for detailed information.)

TARGET. Displays targeting hardware output and statistical data about targeted creatures during combat. The information in this screen varies among hardware versions.

DATA. Displays output from the bio-scanner and media reader you pick up, as well as from fixtures and keypads. The DATA MFD also shows the contents of containers or corpses.
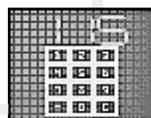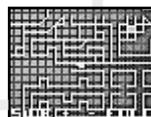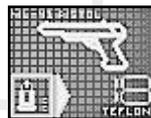
7.0 SIDE ICONS

When you add certain pieces of hardware to your Inventory, an icon representing that attachment appears in one of the Side Icon slots (6). Each Side Icon can be in one of three states:

Empty   You don't have the hardware.

Off   You have the hardware but aren't using it, and the Side Icon is dim.

On   You have the hardware and are using it, and the Side Icon is brightly lit. If the icon is blinking, you should use it (e.g., you have new e-mail to read).

Some active hardwares drain energy. Anytime you turn a hardware on or off, your energy usage changes. A brief notice describing your new usage then appears in the upper-left corner of the screen.

Turning Side Icons On/Off

By **selecting** (left-clicking) a Side Icon, you **activate** or **deactivate** that attachment. The number keys ① through ⓪ also correspond to the ten Side Icon slots. (Using the keyboard can save you time in critical situations.)

To change hardware settings for attachments with multiple settings (such as the lantern), right-click on the Side Icon. This displays the ITEM MFD for that hardware. To change settings, left-click on an icon inside the MFD.
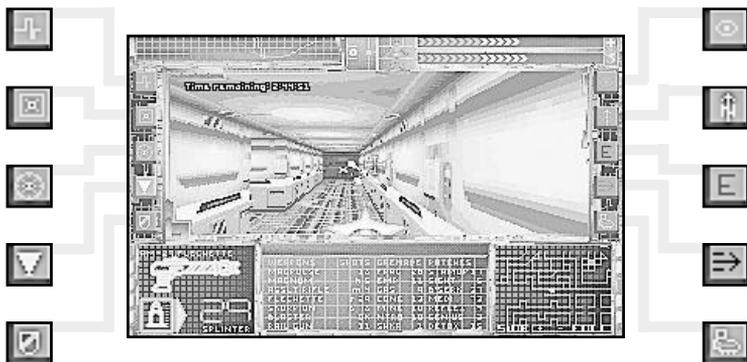
Left Side Icons
- ① Bioscan (monitors biological state)
- ② Full-Screen View (removes interface)
- ③ Sense-around (360-degree view)
- ④ Lantern (brightens dark areas)
- ⑤ Energy Shield (provides body shield)

Right Side Icons
- ⑥ Night Sight (infrared view attachment)
- ⑦ Navigation Module (electronic compass)
- ⑧ Multimedia Reader (e-mail/log reader)
- ⑨ Motion Boost (skates)
- ⓪ Jump Jet (flight boots)

NOTE: Some hardwares have ACTIVE/INACTIVE buttons that appear in the item's MFD display. These hardwares can be switched on and off using these buttons.

8.0 NEURAL INDICATORS

Your neural interface uses several indicators to check your physical condition and energy level. The bio-monitor (8) registers your body's vital functions and displays data output. The Health and Energy Indicators display your current health (9) and energy level (10).

8.1 BIO-MONITOR

Three bio-monitor lines appear when you start the game. Others are added as you collect and connect hardware attachments. When the bio-monitor becomes crowded, you can turn certain bio-monitor lines on or off. To do so, see **Toggling Biorhythm Lines**.

Light Red line	Registers heart rate and relative fatigue (physical weariness).
Light Blue line	Represents energy usage (drawn by blasters and hardware items).
Purple line	Chi brain wave, which measures synapse response times.
Yellow line	Bio-contaminant exposure
Dark Blue line	Radiation exposure

BIOMETER
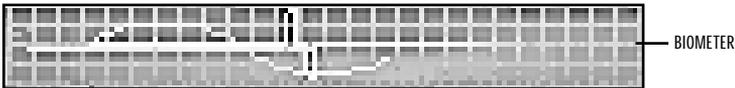
Toggling Biorhythm Lines
To turn a biorhythm line on or off:
- Right-click on the bio-monitor. This displays an MFD menu of biorhythm icons and names.
- **Select** an icon in the MFD to toggle the corresponding bio-monitor line ON/OFF.

8.2 HEALTH INDICATOR

When you are injured, your Health Indicator meter (9) drops. If it falls to zero, you die. Apply medipatches or access your stash of first-aid kits to restore your health when it falls to dangerously low levels, or use a surgery machine.

The maximum point on the Health Indicator is marked with a cross.

8.3 ENERGY INDICATOR

The Energy Indicator meter (10) registers the total amount of energy you have available to power your hardware attachments and beam weapons. Energy economy is an important factor to consider – if you operate too many hardwares at once, you risk draining your supply completely. To boost your energy level, use Energy Charge Stations or batteries.

The maximum point on the Energy Indicator is marked with a lightning bolt.

HEALTH

ENERGY

9.0 MOVING

You can walk, run, jump, climb, look up and down, and lean by using the mouse or keyboard.

9.1 RUNNING, WALKING AND TURNING

⊥ TURN LEFT AND MOVE FORWARD	↑ SPRINT	⊤ TURN RIGHT AND MOVE FORWARD
⟳ TURN LEFT	⊤ MOVE FORWARD	⟲ TURN RIGHT
◄⊤ SLIDE LEFT	⊤ MOVE BACKWARD	⊤► SLIDE RIGHT
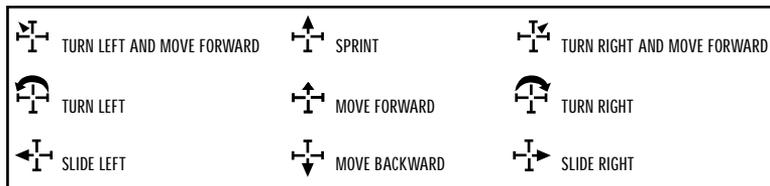
Mouse Commands
- To **move**, place your cursor in the viewscreen, then left-click-and-hold. The location of the mouse determines the direction of motion, as indicated by the shape of the mouse cursor.
- To increase speed, move the cursor further away from the centre of the view window.

Refer to the Reference Card for a complete list of keyboard commands and joystick controls.

9.2 FATIGUE

If you run too long, you get fatigued. When you're tired, your cursor won't stay in the sprint region, and you find it difficult to climb or maintain top speed. If you're very fatigued, you'll see WARNING: Fatigue Levels High in the viewscreen.
- To check fatigue, look at the red line in the bio-monitor. Frequent peaks (6 to 7 visible at a time) indicate high fatigue, few peaks (1 or 2) indicate low fatigue.
- To reduce fatigue, slow down or stop moving for a few seconds. Staminup dermal patches reduce fatigue for a short period.

9.3 JUMPING AND CLIMBING

You can **climb** ladders and **jump** across chasms.
- To **jump**, hold down (Spacebar), or right-click while the left button is down.
- To **climb** a ladder, position yourself face-first against the ladder, press (Spacebar) (or click and hold both mouse buttons) and move forward.
- To get a jumping start on a climb, **jump** normally and continue to hold down the right mouse button. When you hit the wall, keep both mouse buttons pressed to **climb**.

10.0 MANIPULATING OBJECTS

Hoard anything that looks useful – including weapons, dermal patches and hardware that grafts onto your neural electrodes. You'll need all the firepower and medi-patches you can lay your hands on, but don't clutter your Inventory with empty cans, fire extinguishers and other useless items.

This section describes how to identify and pick up items, and how to place items in Inventory. It also tells you how to use and throw away objects in Inventory.

Identifying Objects
To **identify** an object in your environment:
- **Select** an item (left-click on it) in the viewscreen. A description appears in the Message Line.

Picking up Objects

To **pick up** an item:
- Double-left-click or [Alt]-left-click on the item in the viewscreen.

If you can pick it up, it will appear on your mouse cursor to indicate that it is now "in hand."

Placing Items in Inventory

After you pick up an item, **place** it in Inventory in one of two ways:
- Left-click on either MFD. This places the object in Inventory and brings up its MFD, or
- Left-click on the Inventory Panel. This places the item in the correct Inventory page.

If the Full Screen Side Icon is active, **drop** items in an open MFD or an Inventory Panel button.

Using an Item in Inventory

To **use** an item in Inventory:
- **Open** the appropriate Inventory page.
- Double-left-click on the item, patch or program you want to **use**. For hardware, this turns attachments ON/OFF.

Using an Item on an External Object

Sometimes, you may need to **use** an item in Inventory on an external object. For example, you may need to put a circuit board in a slot.

To **use** something in your Inventory on an object in the viewscreen:
- **Use** an item from your Inventory to place it in hand, then **use** the object in the viewscreen.

Discarding, Throwing or Destroying an Item

To place an item in hand (on your cursor):
- **Open** the appropriate Inventory page.
- Right-click on the object you want to discard, throw or destroy.

To **discard** an item:
- Place the item in hand.
- Right-click in the viewscreen.

To **throw** an item:
- Place the item in hand (see above).
- Right-click and hold anywhere in the viewscreen.
- Holding the mouse button down, drag the cursor in any direction.
- Release the mouse button.

A line of motion is calculated between where you first click and where you release the button. The item you throw will travel in the direction of this line. The longer the distance between the two points, the greater the angle of the throw.

If you want to throw an object to one side, right-click in the middle section of the viewscreen, then drag the cursor left or right. To throw an object high, right-click low in the viewscreen and drag the cursor up at any angle. To throw down, do just the opposite.

To **destroy** a useless item (items with red names in the Inventory Panel):
- **Select** the item from Inventory and open the ITEM MFD.
- **Select** the VAPORIZE button. This destroys the object instead of throwing it into the world. You can only vaporize truly useless items, so don't be afraid to try this function.

11.0 OBJECTS IN YOUR ENVIRONMENT

This section describes how to use items that are not in Inventory – doors, keypads and panels. To **use** these objects, double-left-click or [Alt]-left-click on them.

11.1 KEYPADS

Many doors in the game are locked and require that you enter access codes. If you enter the wrong code, you'll get a message such as "Access denied." You'll find your first keypad in the Healing Suite when you start the game. Check your logs throughout the game for keypad access codes.
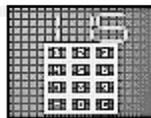
Using Keypads

To activate a keypad:
- **Use** the pad.
- **Select** three number buttons in the MFD.
- **Select** "–" in the MFD to backspace (erasing the last digit typed).
- **Select** "C" to clear all numbers.

11.2 WIRE ACCESS/GRID ACCESS PANELS

You can open locked doors, change screen displays, and activate force-bridges by successfully rewiring two types of electrical panels. **Using** an access panel "opens" it and brings up a display in one of your MFDs. A brief help screen appears in the other MFD. If you really want to test your skills, set PUZZLE difficulty to "3" when you start the game.

A logic probe can usually solve a wire or access panel puzzle. **Use** the probe on an external object by double-left-clicking on the probe in Inventory. This moves it onto your cursor. Next, double-left-click on the puzzle in the viewscreen. (In other words, **use** the probe, then **use** the object to be probed.)

Wire Access Panels

An open wire access panel has two columns of "pins" on the left and right sides of the display. Each wire (represented by a coloured line) connects a left-side pin with a right-side pin.
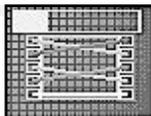
Selecting two pins in the same column moves the end of a wire from the first pin to the second. If both pins have wires, the wires switch pins.

The panel's "threshold indicator" is a thick green line at the top of the MFD display. As you move wires from pin to pin, the current intensifies and changes the length of the indicator. When the bar extends beyond the "threshold score" (the vertical red line), you have successfully rewired the panel. The higher the PUZZLE setting (which you selected at the beginning of the game), the higher the threshold score.

Grid Access Panels

An open Grid Access Panel shows a gridwork of components. There are three types: switches, gates and connectors. Your objective when **using** a Grid Access Panel is to complete a path of "charged" or glowing components from the source tab (bright point on the left side of the display) to the destination tab (dark point on the right side of the display).
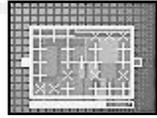
The "score bar" for a Grid Access Panel is located beneath the gridwork. It shows how close the path of charged components is to the destination tab.

- A switch appears as an "**x**" when disconnected and as a "**+**" when connected. **Select** a switch to change its state from open to closed or vice-versa.
- A connector appears as a solid square. It will become "charged" only when an adjacent component is charged. You cannot **select** a connector to change its state.
- A gate appears as a solid square with a light-coloured outline. It will become "charged" when any two adjacent components are charged. You cannot **select** a gate to change its state.

Some grid panels are more difficult to reconfigure than others, and the level of PUZZLE difficulty that you initially chose affects the complexity of these grid panels. Sometimes selecting a switch will change the state of adjacent switches. Switches in the same row, column or diagonal might also be affected.

11.3 ELEVATOR PANELS

Highlighted numbers indicate levels that the elevator can reach. If a number is dim, it means that the elevator was once able to reach that level of the station but currently cannot do so. To operate an elevator, **select** the number of the level you want to visit.

11.4 ENERGY CHARGE STATIONS

Throughout the station, you'll notice energy charge stations. **Using** an energy charge station replenishes your energy supply, allowing you to get more use out of your energy weapons and hardwares. Each charge station has to "recharge" for a while between uses. Different charge stations give you differing amounts of energy and need varying amounts of time to recharge.

11.5 SCREENS

Screens are imbedded in the walls throughout Citadel. Some display other locations on the same level. By **using** these screens, you see a detailed close-up of the scene and view creatures, doors and other objects more clearly. Moving in any direction while looking at one of these "close-ups" will restore your view to normal.

Screens that do not display other locations cannot be activated by double-clicking.

11.6 CONTAINERS

Briefcases, crates and even corpses may contain items. To check out contents, **use** the container or body. The items inside, if any, appear in an MFD. Move items into your Inventory by **picking** them up and **dropping** them into your Inventory Panel or either MFD.

12.0 VIEW AND POSTURE CONTROLS

In System Shock, you can look up and down, crouch and crawl. This section explains controls that let you specify your posture and viewing angle.

12.1 POSTURE CONTROL

The Posture Control (14) lets you stand up, lean to one side, crouch or lie prone. Crouching and crawling make you less noticeable to enemies. Also, many small passageways are only accessible if you crawl through them. Leaning can also be useful in many situations – for example, leaning around corners allows you to fire while keeping most of your body shielded from SHODAN's forces.

Changing your Posture

To **change posture**, employ one of these two methods:
- **Select** one of the boxed Posture Control sections.
- Press ⊤ (stand), ⑤ (crouch) or ⑧ (prone).

Leaning

To **lean**, do one of the following:
- **Select** the right or left side of the Posture Control.
- Left-click in the Posture Control and drag to either side.
- Press ⑨ or Ctrl ← to lean left while standing or crouching.
- Press ⑤ or Ctrl → to lean right while standing or crouching.
- Press ⑨ for no lean (or simply walk forward to negate leaning).

12.2 VIEW ANGLE CONTROL

Often, you need to look down to retrieve an ammunition clip on the ground, or up to shoot out a camera. You can change your viewing angle using the View Angle Control (13).

Changing Your View Angle

There are four ways to change your viewing angle:
- **Select** one of the three regions on the left half of the View Angle Control. This "snaps" your sight to one of three preset angles (up, down, straight ahead).
- Press and hold ⑧ to look up or ⑨ to look down. ⑨ adjusts your view to straight ahead.
- Press Ctrl ↑ and Ctrl ↓ to look up or down at any angle.
- Left-click-and-drag the vertical slider on the right edge of the View Angle Control.

"I don't like cyberspace. It gives me the creeps. I'll let other people spend all their time jacked into a machine, drooling all over themselves, and floating around in la-la land. It's weird. In fact, so are the people who like it."

Edward Diego, overheard at the Citadel Station New Year's Eve party, '71

13.0 DERMAL PATCHES

TriOptimum Pharmaceutical Development

Subject: Experimental combat-enhancement patches.

These compounds are still being tested and show serious side effects with their current compositions. The method of application is a dermal patch applied directly to the skin, with the dose delivered by dermal osmosis.

Staminup. Reduces weakness and lethargy caused by overexertion (reduces fatigue).

Medipatch. An antiseptic healing patch with filler tissue and rapid growth compounds (heals your wounds).

Reflex. Increases nerve-muscle reactions, reflexes and sprint speed (makes the outside world seem to move more slowly and quickens your reflexes).

Detox. Counters the effects of toxins and biohazards and, to date, removes side effects of other patches.

Berserk. Increases upper body strength (inflicting more damage during hand-to-hand combat).

Sight. Intensifies retinal sensitivity to light (makes it easier to see in the dark).

Genius. Enhances concentration and problem-solving abilities (makes puzzles easier to solve).

How to Use

To **use** a dermal patch:
- **Open** the MAIN page of the Inventory Panel.
- **Use** the dermal patch.

or

- **Select** the dermal patch you want to use, then **select** the ITEM MFD.
- Press APPLY to **use** the patch.

"Citadel Station means a lot more to me than any other place I've ever lived. It's more than just a great professional environment. As a corporation, TriOptimum has given me a place where I can feel safe and comfortable. All of my needs are taken care of under one great big roof. I feel like I'm part of a family."

Charlene Angel, one-time Records and Accounting Manager for TetraCorp who defected to TriOptimum
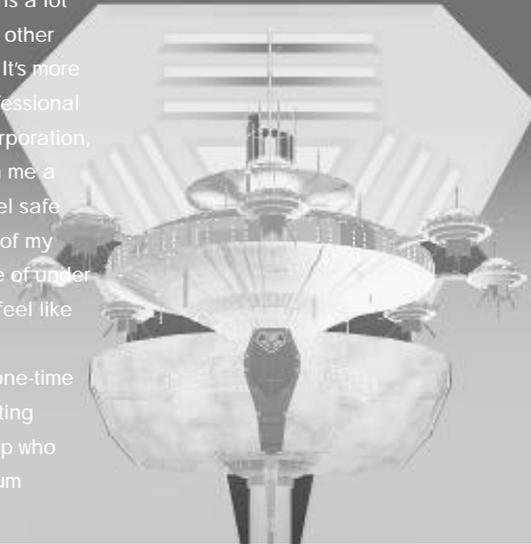
14.0 WEAPONS

Cunning alone isn't enough to keep you alive on Citadel. You'll need to defend yourself from mutants, robots and cyborgs. Fortunately, the last survivors on the station stashed away weapons, patches, hardware grafts and other trick tools before SHODAN eliminated them.

This section describes the basic categories of weapons and the methods for using each type. (For more information on specific weapon statistics, see p. 28-29.)

14.1 WEAPON CATEGORIES

Available weapons fall into three categories – hand-to-hand weapons, firearms and grenades. All are stored in your MAIN Inventory page.

Hand-to-Hand Weapons

Weapons such as the lead pipe are used as clubs, and are only effective at close range. Whenever you swing a hand-to-hand weapon, it moves in an arc in front of your body. You must turn and face creatures or robots you're trying to attack.

Firearms

Firearms, such as the minipistol and flechette, have the advantage of greater range than hand-to-hand weapons, but they require ammunition. Most guns are semi-automatic and **fire** only once each time you right-click. Other guns are fully automatic – if you right-click-and-hold, rounds fire off continuously at a high rate until the magazine or clip is empty or you release the button.

Beam weapons. These weapons have long range, but they draw energy from your energy supply each time you fire. Although their cooling systems dissipate heat quickly, hot beam weapons will not function until they have cooled. This means that if you fire a beam weapon several times in quick succession, you'll find yourself unable to fire for a few seconds while it cools down. There will be a period when a beam weapon has cooled enough to fire briefly, but is still warm from repeated use.

Grenades. Grenades are a powerful alternative to conventional weapons. They inflict damage in a wide range, so a single grenade can injure multiple enemies. If you're too close to a grenade when it goes off, you take damage yourself.

Grenades fall into three categories: contact-sensitive, timed and landmines. The effect of each depends on its type.

Contact-sensitive grenades detonate upon impact against a wall, creature or other object.

Timed grenades explode at a set time after being armed. Adjust the time using the slider control in the grenade's MFD before you arm and throw it.

Landmines detonate after they have settled to the ground and something collides with them.

If you're holding a live timed grenade when the time runs out, it will explode and injure you with twice the normal damage. You cannot put a live grenade into your Inventory.

14.2 SELECTING A WEAPON

Select a weapon before you stumble upon a robot or mutant. (Shortcut: Use [Tab] to cycle through weapons in Inventory.)

- **Open** the MAIN page (**select** the MAIN button) in your Inventory Panel.
- **Select** the weapon you want to fire.
- To see a picture of the weapon in an MFD, **select** either WEAPON MFD button.

When you **fire** a weapon, your cursor temporarily switches to cross hairs.

14.3 LOADING/UNLOADING AMMUNITION

Beam weapons do not use ammunition. Firearms, however, require that you load ammo before using them. To see how much ammunition you have for a particular weapon type, look in your ITEM MFD after you select a weapon from Inventory.

To load a firearm:
• **Select** an ammunition icon in the gun's MFD.

Tick marks in the ammunition icon (in the WEAPON MFD) indicate the number of magazines of that type you have left. If more than one icon appears, it means you have more than one type of ammo for the weapon and must **select** one. (Yellow ticks indicate that many plus ten; green ticks indicate that many plus twenty.)

If you have no ammunition for a firearm, No Ammo displays below the weapon in your WEAPON MFD. You'll have to find more ammunition; until you do, that gun is useless.

You may want to unload a firearm if you've just found a more powerful type of ammo. To unload a gun, left-click on the ammo icon.

14.4 SETTING BEAM INTENSITY

You can change the beam intensity of some energy weapons in their MFDs.

To control the amount of energy per blast:
• Adjust the MFD slider, or **select** OVERLOAD for a massively destructive shot.

NOTE: If you fire while OVERLOAD is selected, the weapon will become extremely hot and take more time than usual to cool down. Be prepared to use a different weapon or retreat in case your OVERLOAD blast misses or still isn't strong enough to destroy your foe. If you've selected OVERLOAD but then decide not to use it, you can disengage it by clicking on the button a second time.

14.5 FIRING A WEAPON

To **fire** firearms and beam weapons and **swing** hand-to-hand weapons:
• Place the cross hairs on your victim.
• **Fire** or **swing** the weapon by right-clicking.

The cross hairs momentarily change into a "firing cursor," which is a thick orange "X." Note that hand-to-hand weapons (such as the lead pipe) always swing in an arc in front of you rather than aiming at the cursor. To destroy cameras just above you or low-flying mutants or robots, look up and swing the pipe or other hand-to-hand weapon.

14.6 THROWING GRENADES

To **activate** and throw a grenade:
• **Open** the MAIN page of your Inventory Panel.
• **Use** a grenade to put it in your hand. Now the grenade is live.
• **Throw** the grenade just like you throw other objects.

Remember that the distance between where you press the right mouse button and where you release it determines the height and distance of your throw. Note that if this distance is too great, you'll end up throwing the grenade into the ceiling.

Note: To change the detonation time for the Nitropack and Earth-Shaker explosives, **open** the ITEM MFD to access the sliding timer. Then, click on the slider and drag it to change the detonation time. (The default time is seven seconds.)

14.7 WEAPONS
Weapons Catalog
TriOptimum Citadel Research Station Arsenal

Hand-to-Hand Weapons

Lead Pipe. All TriOptimum security personnel are trained in the use of clubs, pipes and similar instruments.

TS-04 Laser Rapier. This energised lance projects a monofilament thread that is suspended in a contained energy field. Upon contact, the thread slices through organic and synthetic materials, permanently disabling most creatures and robots. The rapier is usually carried only by senior security officers and military commanders.

Pistols and Rifles

ML-41 Minipistol. Designed primarily as a defensive weapon, this minipistol is standard issue for TriOptimum executives.
Ammo	20 Standard rounds (poor stopping power, moderate accuracy)
	20 Teflon-coated rounds (enhanced armour penetration)

SV-23 Dart Pistol. This gun provides excellent control of laboratory animals, delivering an explosive bite or a paralysing neurotoxin.
Ammo	15 Needle packs (micro-explosives embedded in needle housing)
	15 Tranq needles (paralysing neurotoxin in needle housing)

Magnum 2100. Standard issue for TriOptimum security officers, this pistol is a preferred offensive tool in confined spaces. Rounds are designed for high damage.
Ammo	12 Hollow-tip rounds (fragment inside soft targets)
	12 Heavy slug rounds (high-density osmium slug)

AM-27 Flechette. Favoured among TriOptimum security officers, this 6mm submachine gun fires needle-like ammunition.
Ammo	60 Hornets (sharp, single-body pellets)
	60 Splinters (multi-part slugs that splinter inside soft targets)

RF-07 Skorpion. The RF-07 is a 9mm submachine gun similar to the flechette, but larger, with heavier ammunition. This is the most powerful weapon in the standard TriOptimum security arsenal.
Ammo	50 Slags (heavy, super-heated slugs)
	100 Big clips (slag rounds in a larger magazine)

MARK III Assault Rifle. This full-sized combat rifle is based on the 2064 Interlocutor KR-5.
Ammo	10 Magnesium tips (caseless, caustic slug that maximises wound damage)
	8 Penetrators (high-power rounds that can penetrate 20mm steel armour)

DC-05 Riot Gun. For riot situations, this weapon provides maximum knock-back with minimal damage (recommended for neutralising less-dangerous targets).
Ammo	20 Rubber slugs

MM-76 Accelerator Rail Gun. This heavy assault weapon propels a grenade-like projectile that explodes on contact and is capable of penetrating heavy armour.
Ammo	12-count Rail gun clip (heavy armour penetration and fragmentation damage)

Beam and Energy Weapons

SB-20 Mag-Pulse Rifle. The intense electromagnetic bursts from this rifle damage any shielded circuitry. It is the recommended means of deactivating malfunctioning combat robots.

Sparqbeam Sidearm. Although meant as a personal defence device, the sparqbeam generates a respectable offensive blast at higher settings.

DH-07 Stun Gun. This gun throws a weak plasma projectile at a target, discharging an arc that registers 10 kV to stun living creatures and damage cyborgs.

ER-90 Blaster. This new laser weapon fires a pulse of high-energy ultraviolet light. The built-in liquid nitrogen cooling system allows for high-intensity damage.

RW-45 Ion Rifle. Prototypes of this advanced energy beam gun evolved from late-model beam sidearms. It delivers a powerful stream of ionic particles with more force than normal blaster guns.

Grenades and Explosives

Gas Grenade. This grenade releases a gas whose active compound is diuranium oxide. Affecting only biological organisms (including some cyborgs), it instantaneously degenerates organic nervous systems.

Fragmentation Grenade. This grenade's metal fragments make it an ideal anti-personnel weapon. Its percussion trigger, once armed, causes the device to explode on impact.

EMP Grenade. This percussion-triggered grenade emits localised, high-energy electromagnetic pulses, thoroughly disabling electrical systems and robot targets.

Concussion Bomb. This grenade's explosive shock wave can knock out both mechanical and organic targets within a large radius.

Nitropack. This nitroglycerin-based explosive has an adjustable time delay and delivers a shattering blow to any nearby robots or creatures.

To detonate a Nitropack, **select** a charge from the MAIN page of your Inventory Panel. Then, **open** either ITEM MFD to access the sliding timer. Left-click-and-drag the slider to change the detonation time. **Discard** the pack and leave.

Earth-Shaker. Earth-Shakers have a large blast radius that effectively destroys nearby creatures. Originally developed to mine moonscapes, this explosive device has a time delay you can adjust by dragging the slider in its MFD.

Land Mine. Unlike the fragmentation grenade, this device will detonate only after it is stationary on the ground and an object collides with it. Ground-based inhabitants are vulnerable to this explosive, but it has severely limited usefulness against flying robots and Avian mutants.

"If you'd ever trained with the TS-04 Laser Rapier, you'd know exactly what I'm taking about. Sure, they're short on range — that's why they're listed in the Close Combat section of the TriOpt Supply Catalogue, genius. All I know is, armed with one of those, I'd face just about anything. Except maybe a Sec-2 'bot. I'm not crazy. You see this scar?"

Tech Sergeant Alan Rivers, teaching a TriOptimum Security class on advanced weaponry

15.0 HARDWARE ATTACHMENTS

TriOptimum Supplies Department, Citadel Station
Inventory List of Neural Attachments and Hardware

When you acquire a new piece of hardware, an icon appears in one of the side-icon slots, either to the left or right of the viewscreen. Left-click on the icon to turn that hardware on and off. Or, double-left-click on the hardware's name in the Inventory Panel. By right-clicking on certain icons, you can change hardware settings in the ITEM MFD.

This section describes hardware you'll pick up in the station and tells you how to use each type. Thirteen different attachments exist, ten of which have Side Icons. All can be activated by using the keyboard. Some hardware items have abbreviated names (shown in parentheses) that appear in the Inventory pages.

To activate the ones with Side Icons, press the key listed or click the Side Icon. The target analyser, envirosuit and system analyser don't have Side Icons – you access them through an MFD screen.

1. Biological Systems Monitor (Bioscan)

Sensors on this module monitor the effects of patches on your body, routing data readouts to the DATA MFD. Health and fatigue are also displayed. Early versions give you fatigue and health readouts, while more recent versions also identify current patch and biohazard effects you are experiencing.

- To use, press the appropriate side icon or ①. Information displays in an MFD.
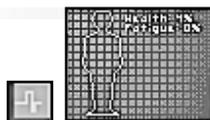
2. View Control

You can remove the neural interface graphics from the viewscreen and play in full-screen view. Playing in this screen mode greatly increases your field of view. You can also customise your interface (see p. 16).

- To use, press the appropriate Side Icon or ②.
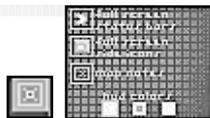
3. Sensaround Multi-View Unit (Sensaround)

Sometimes you'll wish you had eyes in the back of your head. This module turns the Inventory Panel into another viewscreen, showing what is happening behind you. Later generations operate in real-time and change the MFDs into side views as well.

- To use, press the appropriate Side Icon or ③.

4. Head-Mounted Lantern (Lantern)

This attachment lights up the region around you, draining energy proportional to its brightness setting.

- To use, press the appropriate Side Icon or ④.
- To adjust the lantern brightness, right-click on the Side Icon and select a level from the ITEM MFD.

5. Energy/Projectile Shield (Shield)

A force shield absorbs the destructive effects of high-speed projectiles and energy beams. The amount of damage absorbed depends on what shield version you've grafted onto your interface. When activated, the shield causes the posture character to glow. Later versions give you better protection, but cost more energy.

- To use, press the appropriate Side Icon or ⑤.
- To adjust the shield level, right-click on the Side Icon and select a level from the ITEM MFD.

6. Infrared Night Sight Unit (Infrared)

To enhance viewing in dark areas, these night sight lenses employ light-amplification sensors and computer analyses to construct a uniformly lit view in grayscale.

- To use, press the appropriate Side Icon or ⑥.

7. Navigation and Mapping Unit (Nav Unit)

A radar-mapping system records where on the station you have been. It records walls, doors and other objects of interest and is keyed to the station's shuttle navigational beacon. A directional indicator that adopts conventional compass directions shows which way you are going.

How to Use

To use the map:

- Press the appropriate Side Icon or ⑦ to activate or deactivate the navigation module's compass feature.

- **Select** the AUTOMAP button in either MFD. This displays a close-up view of the map, with your current position appearing as a red tri-angle. As you explore, the module expands the map and the position marker moves.

  The two buttons at the bottom of the MFD identify map views. Both maps have buttons that perform different map functions. The SIDE and FULL buttons switch the map to cross-section and full-view modes, respectively.

- **Select** SIDE (lower left) for a cross-sectional view of the station in the MFD. Once you click this button, a cross-section of the station displays and SIDE changes to ZOOM. The level you are currently on is highlighted. If you press ZOOM, a close-view of the map reappears.

  + Press to zoom the map in.
  – Press to back the map out.

- **Select** FULL (lower right) to display a full-view map of the level and a menu of map options. This mode fills the entire screen and pauses the game. The buttons on the right perform various functions.

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ZOOM IN. Expands the map and zooms in.

ZOOM OUT. Shrinks the map and zooms out.

RECENTRE. CENTRES the map around your location (marked as a red triangle).

N, S, E, or W. Keys that scroll the map in the four compass directions.

SECURITY. Reveals locations of operational security systems (cameras and computer nodes) within scanning radius.

MESSAGES. Replaces blue message squares with actual message text (see below).

CRITTERS. Reveals locations of creatures (available in later versions of radar mapping systems) within scanning radius.

RADIUS. Causes two circles to appear around your current position. Your sensors have scanned the entire area of the inner circle, and partially scanned the area of the outer circle. This means you may or may not immediately detect creatures in the area between the two circles. Higher versions of the Nav Unit have a larger radius of detection.

How to Enter Comments
You can enter comments in the full-view map. To enter a comment:
- Click on a location on the map.
- Type a text message (it displays on the bottom of the screen). Then, press Enter.
- **Select** DONE to return to the viewscreen.

When you return to gameplay, each comment appears as a floating tetrahedron in the viewscreen. To read a comment, find a tetrahedron. Then, open the map and left-click on a blue square in the full-screen or MFD map to read that message.

8. Multimedia Data Reader (Data Reader)
Electronic messages are sent through cyberspace, disks or radio transmissions. This reader receives, stores and prints e-mail and v-mail messages. (V-mails are recorded visual images.) When you have new mail, your Data Reader icon flashes and beeps. If you ignore it, the icon will occasionally flash and beep to remind you that you have mail to read.
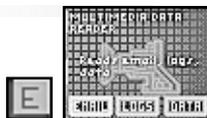
How to Use
To read an e-mail message, log-disk or cyberspace datum:
- **Activate** the media reader by pressing its Side Icon (the large "E") or 8.
- **Select** a button in the MFD – E-MAIL, LOG or DATA.
- **Select** a specific message by left-clicking on its name in the Inventory Panel.

Note: Some logs display a head profile of the sender when you drop them into an MFD window. Others display a departmental icon. Click on the head or icon to bring up the log text in the Inventory Panel.

9. Turbo Motion Booster System (Booster)

This experimental motion-boosting system uses mini-repulsors and built-in skates to propel the wearer forward at high speed. The skate function causes you to move faster in all directions with some loss of control, while the boosters give you a constant, forward velocity and high turning speed. Present models do not allow the user to decelerate, but designers are working on the problem.

- To use, press the appropriate Side Icon or [9].

10. Jump Jet

While these boots are activated, repulsor mechanisms provide thrust to make your jumps higher. Earlier versions consume a great deal of energy, but more efficient repulsors are being developed.

How to Use
- Press the appropriate Side Icon or [0].
- **Jump** (press [Spacebar] or right-click while the left button is down).

The following hardware attachments do not have Side Icons. Instead, each has its own method of use:

11. Target Identifier (Target Info)

This module combines a laser rangefinder and radar scanner to identify foes and analyse their condition. Later versions track an enemy in combat with brackets in the viewscreen, especially useful in dark corridors.

Higher versions of the targeting analyser monitors your shot effectiveness, printing messages such as Normal Damage next to your target during combat. A lucky shot or a powerful hit against a weak creature may reward you with the message Major Damage. A light hit will register Minor Damage or even No Damage. If you get No Damage repeatedly in a skirmish, your ammo's probably too light to harm the enemy. Switch weapons or retreat from combat.

How to Use
To track a creature, use one of these two methods:
- **Use** the creature in the viewscreen (double-left-click or [Alt]-left-click on it).

or

- **Select** the TARGETING INFO hardware from the HARDWARE page of your Inventory Panel. Use the following buttons for tracking:
  TARGET. Turns on the tracking system and tracks the nearest creature until it dies.
  NEAR. Find the nearest creature and select it as the new target.
  The arrow buttons cycle through all targets within range, moving the targeting brackets from creature to creature.

Range, type of target and other information displays in the TARGET MFD when a creature is targeted. More sophisticated versions display more information, including a target's health and temperament. Once you kill a creature, your total number of kills appears in the TARGET MFD.

12. Environmental Protection Suit (Enviro-Suit)

An energy field filters harmful contaminants, protecting the wearer from biological hazards. Ongoing experiments with protective wear have produced a suit that provides both these functions at a low energy cost. In areas without radiation and biohazards, this suit uses no energy. Whenever these hazards are present, the suit is a high energy drain. The early version of the Enviro-Suit protects only against biological contaminants, while the later version also shields the wearer against radiation.

- To use, **place** it in Inventory. (It stays active automatically.)

13. System Analyser (Status)

This diagnostic device continuously monitors the status of station systems. For example, check its output when you want to know the current state of the station's reactor, or the number of CPUs on the station. In certain cases, the analyser can give you information about SHODAN's level of control in that area. This information is given in "security percent." (The percentage drops as you destroy cameras and computer nodes.) The System Analyser displays status of various systems onboard the station, along with more general information. (This attachment appears as STATUS in the Inventory Panel.)

How to Use
- **Select** STATUS from your HARDWARE Inventory page.
- **Open** either ITEM MFD.
- To move between pages, left-click on the arrows.

"If you don't count sleep, which is really just a waste of time anyway, I've spent over half of the last year of my life jacked in. I don't care what the idiot doctors here say. I get enough exercise; the current from my neural interface keeps my muscles stimulated. I don't like that corporate priest, either. I don't care if there's a heaven or hell. When I die, I just want my body to fade away. It's a prison anyway..."

Spectre, Citadel
Cyberspace
Technician VII
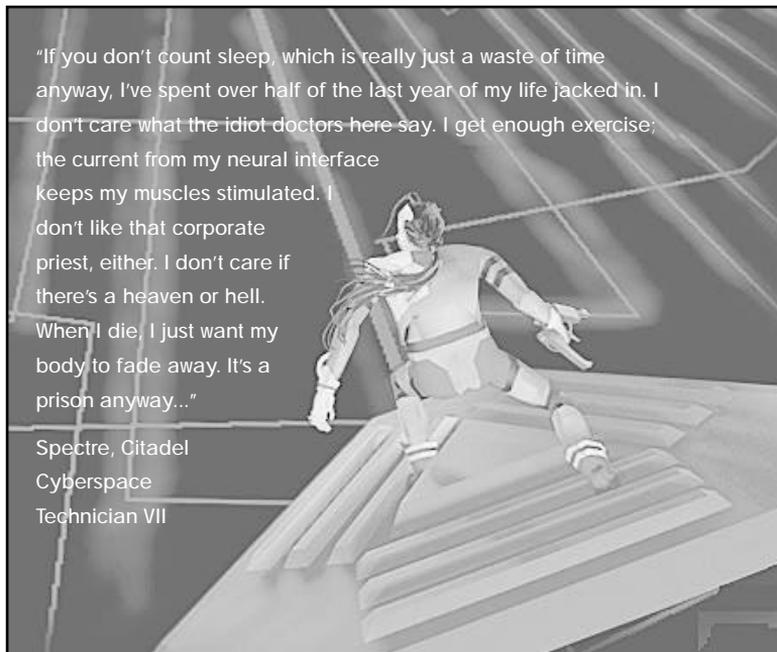
16.0 MISCELLANEOUS EQUIPMENT

Access Cards
Magnetic access cards are standard-issue security measures and provide passage through locked doors on certain levels. Employees are granted cards according to their job requirements. Once your neural interface registers a card or an access code picked up in cyberspace, you can open doors keyed to that code.

Battery Pack
Chemical batteries are scattered throughout the station for use during brown-outs. They replenish your energy reserves and restore your Energy Indicator to full. Some areas of the station also have a more powerful model, the Illudium-Cadmium (I-Cad) battery.

First-Aid Kit
First-aid kits contain organic-assimilation modules capable of penetrating the bloodstream and healing radiation and flesh wounds. When you apply a first-aid kit, it heals you completely and restores your Health Indicator to full.

Logic Probe
This handy gem was rigged up by some hobbyists in engineering to help them bypass electronic locking circuits. Each probe can be used only once to solve any puzzle. They're usually successful, but occasionally some probes fail if you use them on panels you have unsuccessfully attempted to unlock.

How to Use
- **Use** the logic probe from the ITEM Inventory page to activate it.
- **Use** any access panel (wiring or grid puzzle) to solve the puzzle.

Plastique
The focused charge in this package was designed to prevent theft of technologically sensitive corporate mining assets. Explosive charges are piggy-backed onto high voltage electrical systems (i.e., satellite communications equipment) and then remotely triggered by radio signals. Because the charges are frequency-sensitive, they can be used to destroy antenna relays.

How to Use
To detonate plastique:
- **Select** a charge from the MAIN Inventory Panel.
- **Use** the charge on an external object (double-left-click on the target)

If you stand too close to the explosion, you're likely to blow yourself up.

"Would I rather work down on the Executive Level? Not a chance. The way I look at it, I'm one of the lucky few who get to see the blood and bones of this monster called Citadel. It may not be pretty here on the Engineering Level, but what we lack in fancy red carpets and crystal chandeliers, we more than make up for by actually gettin' some work done. For me, this a dream job."

Willard Richie, Engineering Systems Administrator

17.0 CYBERSPACE

All computers communicate and store data in a realm called cyberspace. Seasoned cyberspace jockeys commonly call cyberspace the Web or the Net – a visual simulation of computer networks and nodes. Special trodes grafted into your neural interface let you punch deck (jack into a computer network) and manoeuvre through the Net.

Cyberspace is a surreal, 3-D world filled with immense rooms (nodes) and rivers of data that drag you along in digital currents. Watchdog security programs prowl the corridors for intruders, attacking any foreign presence.

If you survive the high-speed drift and skid races of cyberspace, you can score info and software and flip controls that affect the real world.

Entering Cyberspace
It takes a while to get a feel for cyberspace, so take your time and don't get too zoned your first few times. **Jack in** to cyberspace by double-left-clicking on any cyberspace terminal. After a moment of static, your neurosensors will register glowing lines and floating geometric shapes – the nervous system of the Net.

Citadel's Net is divided into three primary realms: research, military and the security platform that houses SHODAN, the omnipresent computer that regulates all of the station's systems. If you're not careful, you'll get kinked by his cyberspace watchdogs.

Time is a Precious Commodity
The moment you punch into cyberspace, SHODAN senses your presence and begins tracing your location. You've only a few precious minutes before the face of SHODAN materialises through a data link and sends a tail after you. Each time you return to cyberspace, SHODAN needs less time. Your viewscreen is equipped with a timer and will print T-minus minutes until detection.

Software Integrity
You'll spend most of your cyberspace time trying to scam information and software. But don't consider yourself a jockey yet – SHODAN has security constructs that can track you down and attack you. The AI itself resides in its own cyberspace zone, which is heavily fortified.

Anyone who's punched deck knows that you can waste more than a few neurons by staying jacked in too long. While in cyberspace, you have to watch your software integrity (cyberspace health). This is measured in your Health Indicator meter (don't confuse it with physical health). Running out of software integrity breaks your Net link and ejects you from cyberspace, fatigued and injured from the shock. In addition, this will further reduce the time it will take for SHODAN to locate you next time.

Double-left-click	**Jack in** cyberspace terminal
	Use software
Left-click	**Identify**
	Open Inventory/MFD
	Select Pulsar or Drill software
Left-click-and-drag	**Move**
Collide with item	**Pick up** software/Scan data
Right-click	**Fire** combat software

17.1 MOVING IN CYBERSPACE

Moving through cyberspace is like floating in an alien realm. By left-clicking-and-holding the mouse in any direction, you can perform angled turns, move up, and move down. To go forward, activate your thrust system. There is no gravity to pull you down, but the currents in tunnels will sweep you away.

The left-mouse button moves you normally, except that the up-arrow-cursor makes you climb and the down-arrow-cursor makes you dive.

General Advice

BANK LEFT AND CLIMB	CLIMB	BANK RIGHT AND CLIMB
TURN LEFT	THRUST FORWARD	TURN RIGHT
BANK LEFT AND DIVE	DIVE	BANK RIGHT AND DIVE

- The Net speaks in symbols. Soft tools, data repositories and all the other cyberspace features are represented by simple, often geometric forms. Passing through these forms is usually enough to acquire or activate them. When it comes to system security programs, though, just coming close is enough to make them tail you.
- Integrity is everything when it comes to moving through cyberspace. If your Net link starts to fade, you not only get kicked out of the system, but you also get a vicious headache. If you're screwing around with military or big corporation stuff, you might also get a lobotomy, free of charge.
- Within the Net, the spoils go to the graceful. Learning how to get around might keep you out of jail, but making your maneouvres with artistry will make you rich and famous. (And if you're not rich and famous, who are you?)

"People ask me why I spend so much time jacked in... If they'd spent time in the Net, they wouldn't have to ask. It makes me feel pure, like a spirit or a perfect concept. When you've had that, walking just can't compare."

Shadowcat, Texas Net operative
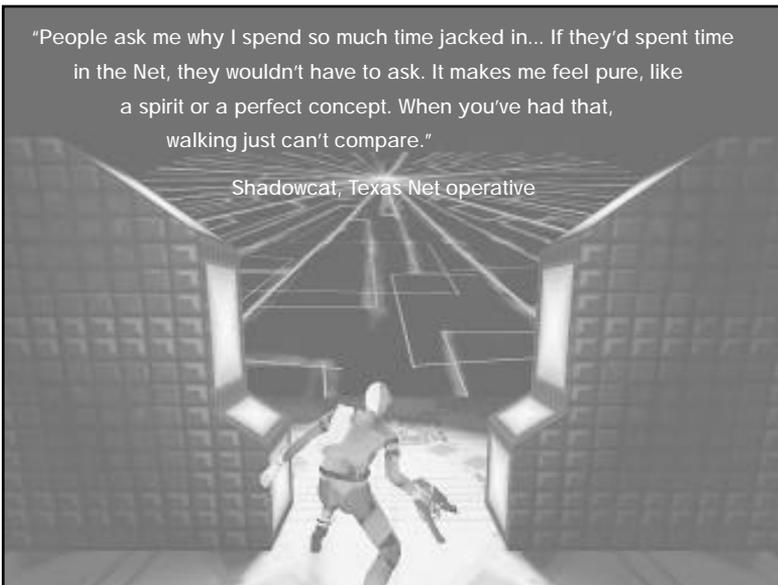
17.2 CYBERSPACE OBJECTS

Features and Icons

Data Fragment. The cyberspace equivalent of a scribbled note, this icon represents a scrap of information that can be read multiple times. Each time you collide with a data fragment, it transmits a brief message that is not stored. You'll recognise them in cyberspace as large yellow squares surrounded by four small orange diamonds.

Data Object. A data object copies itself upon contact into your personal data storage device (commonly a Multimedia Data Reader) and may be read later. Once you collide with one, you can access its data without running into it again. You'll recognise data objects in cyberspace as spinning purple cubes.

Infonode. This buoy-like marker imparts various pieces of information and sometimes explains the function of another nearby object, such as a toggle. Passing through an Information Node will scan it and provide data pertaining to the specific function of a related Switching Node. Infonodes appear as geometric signposts in cyberspace.

Integrity Restorative. This is a program that restores lost software integrity, or cyberspace health. It refreshes a user's Net link integrity by filtering out noise and corrupt code. In cyberspace, IR modules appear as red crosses.

Security ID Module. Security ID modules contain electronic access codes that let you open doors in the physical world. When you collide with one, you essentially copy the code into your interface. In cyberspace, security ID modules are equivalent to a specific access card and are symbolised by an orange wafer marked with three squares.

Switching Node. This cyberspace switch activates something in the real world, such as a locked door. Colliding with a toggle causes it to "flip." Sometimes a message appears to explain what was affected in the world; other times it will simply indicate that a data state was changed. In this case, look for a nearby infonode to learn what the toggle activated.

Navigational Arrow. These icons indicate the directional flow of data streams and are coordinated by the Net's traffic orientation module. You'll recognise them as yellow arrows in cyberspace.

Exit Portal. Making contact with this system construct returns your sensory input to normal after a few seconds of disorientation. This is commonly followed by disappointment as users finds themselves once again in the physical world. Most cyberspace areas have two exits. It's important to note their locations in case you need to hack your way out in a hurry. Portals appear in cyberspace as a ring of geometric wedges.

Double-left-click	**Jack in** cyberspace terminal
	Use software
Left-click	**Identify**
	Open Inventory/MFD
	Select Pulsar or Drill software
Left-click-and-drag	**Move**
Collide with item	**Pick up** software/Scan data
Right-click	**Fire** combat software

Defensive Constructs

Cortex Reaver. Unlike most cyberspace watchdogs, the Cortex Reaver is not a security program. Instead, it's a Net-active cyborg whose awareness is constantly split between the real world and cyberspace. Reaver intelligence is driven by the brain of an involuntary human puppet. Cortex reavers are capable of quickly frying a user's link integrity, and of withstanding numerous attacks before crashing. They appear in cyberspace as red, fragmented faces.

Cyberdog. This persistent program is one of the more common, less powerful cyberspace defenders. As it loses integrity, it begins to break up into fragments that are missing self-preservation instructions. A cyberdog fragment continues to attack until it has completely faded. In cyberspace, cyberdogs are constructed as symbolic representations of pit bull faces.

Cyberguards. A generic variety of autonomous security programs, cyberguards protect sensitive data storage areas. They vary in strength, but all are dangerously capable of destroying your Net link by firing bursts of projectile currents that quickly reduce your software integrity. You'll recognise cyberguards without any problem – they appear as red and blue masks or ram-horned heads.

Hunter-Killer. The Hunter-Killer routine is to the Net as the white blood cell is to the living body. Not assigned to any particular area within cyberspace, this security construct is designed specifically to seek out and attack unauthorised users.

I.C.E. Barrier. Intrusion Countermeasures Electronics are cyberspace security systems that serve as an electronic barrier to intruders trying to scam restricted data. These defensive barriers act to prevent unauthorised users from accessing the information or software protected within the I.C.E. Some I.C.E. walls are better than others. Older I.C.E. utilities can sometimes be bypassed by various forms of the Fake ID infiltration program. More recent I.C.E. constructs, once they have registered a Drill attack, can actually counter-attack the user.

Security Mines. Security mines have been placed throughout cyberspace by SHODAN to help defend against intruders. Protecting areas containing restricted information, Security Defence Mines cause you to lose Net link integrity when you collide with them. Keep alert for two parallel yellow squares linked at a centre point

"I tried to burn my way into TriOpt c-space once. Picked up a Fake ID program from a dealer in Russian softs, and planned on making a quiet withdrawal. The I.C.E. was no problem, but the cyberdogs were all over me before I could score. TriOpt coders don't play around; their attack routines trashed my Net link and nearly fried my head. I heard voices for a week..."

Syndy/3, pirate
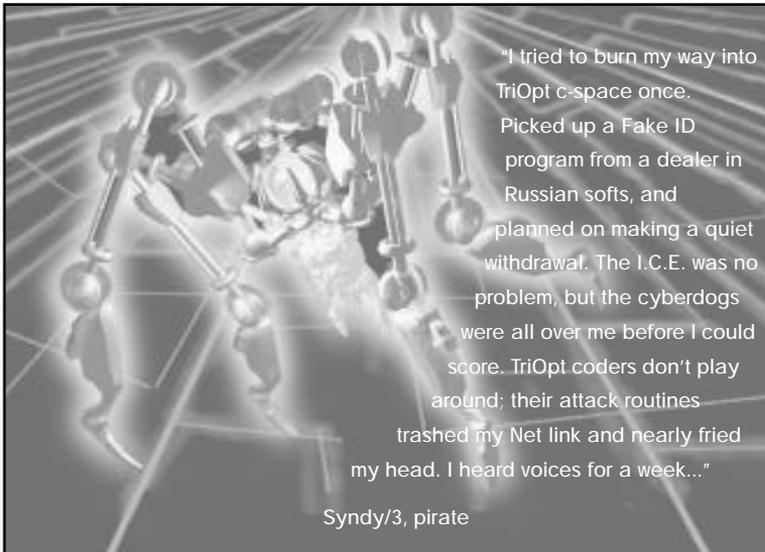
Software Programs

In cyberspace, softs (software programs) are the tools of the trade. An alert jockey can explore Citadel's network and come by many of these during a cyberspace excursion. With these programs, you can elude cyberguards, penetrate defenses, and even combat SHODAN itself.

Some softs and data fragments are protected by Intrusion Countermeasures Electronics (I.C.E.), a kind of cyberspace barrier. Seemingly harmless at first, it appears as a geometric growth around a cyberspace object, but any attempt to break through I.C.E. will result in a counterattack. You can blast through I.C.E. with a special software program called Drill (listed later in this section).

All software programs in cyberspace appear as revolving cubes.

Pulser Combat. This weapon transmits a focused burst of line trash that disrupts the integrity of any Net entity who gets in your way. The software prototype for the Pulser was developed by Yatsumora Cyberchannels Corp. in 2070.

I.C.E. Drill. Drills are specialised tools designed to cut through the defensive I.C.E. walls that sometimes surround limited access software. For years, hackers considered the I.C.E. protocol (adopted by the Corporate Computer Protection Conference) impregnable. But that was before the computer piracy gang RazorFinger developed a program that could dissolve the I.C.E. shield like a blowtorch cutting through ... ice.

Turbo Navigation Booster. Drifting and skidding through the Net is fast enough in itself, but Turbo can double your speed. Exploiting a little-known bug in the operating system, Citadel's system jockeys hacked up this useful package to manoeuvre against powerful data streams in the station's cyberspace landscape. Basically, Turbo software gives you added velocity.

Recall Escape. This one-shot program instantly rewrites a user's address location to the point of Net entry. This is useful if you've lost most of your personal integrity and want to jack out before security finishes you off.

Fake ID. Another one-use soft tool, this allows you to trick I.C.E. defence barriers into thinking you're an authorised user with full access. BloodCat, one of the most notorious cyberspace thieves to ever ride the Net, used an early version of this routine to pass into the accounting node for the National Business Machines Corp. in '70.

Cybershield. These are programs which shield against attacks, preventing the loss of software integrity. This software gives the user limited protection against integrity loss by constantly scanning link integrity software and cycling through error correction routines. Its primary effect is to restore the code to an uncorrupted state.

Decoy Evasion. This one-use software tool generates a ghost image of you when you're jacked in, which usually distracts security programs long enough for you to get away. No one knows for sure where it was made, but hackers think it came out of the infamous hacker underground of Bulgaria.

Double-left-click	**Jack in** cyberspace terminal
	Use software
Left-click	**Identify**
	Open Inventory/MFD
	Select Pulsar or Drill software
Left-click-and-drag	**Move**
Collide with item	**Pick up** software/Scan data
Right-click	**Fire** combat software

18.0 CURRENT INHABITANTS OF CITADEL STATION

18.1 MUTANTS

TriOptimum Biolabs

"Perfection Through Genetic Engineering"

Subject: Mutagen experiment results

In the course of experiments in which new mutagenic viral techniques were applied to existing organisms, a number of unique life forms have been created, both deliberately and inadvertently. The following is an excerpt from the log of Hans Bichenbach, head of the Biology department at Citadel station.

Specimen #22

Common Name: Zero-Gravity Mutant

This curious creature was created from a single-celled organism forced to divide and assume multicellular form. Its grotesque size and shape are testimony to our confounded efforts to control the mutation. Evolution of specialised structures are observed. The organism has developed a natural gravity aversion-suspension system and is able to spit balls of protoplasmic acid. This was discovered by accident while the mutant was being transported to another laboratory – it nearly corroded its way out of a holding container.

Specimen #25

Common Name: Plant Mutant

The mutagen exhibits remarkable effects on plant life. Spontaneous development of mobility and defensive structures was observed in the mutagen treatment of a poinsettia. The specimen grew to twice its original size, and continues to expand beyond its container. At last observation, the plant mutant had produced poisonous barbs and a rudimentary neural structure.

Specimen #79

Common Name: Humanoid

Exposed to the highly mutagenic viral agent without careful clinical controls, humans experience an exhilarating surge of strength and an accompanying loss of intellectual capacities. This unfortunate trial, before we were aware of our inability to control the mutation in human subjects, resulted in incredible distortion in bone, muscle, connective and neural tissues. The subjects have shown mental deviation toward violent and childlike behaviour. More analysis is necessary before we will resume human testing again.

Specimen #95

Common Name: Inviso-Mutant

By virtue of its nearly invisible appearance, this organism escaped detection for some time before bringing attention to itself. The morning crew arrived one morning to find the night crew mutilated beyond recognition. An exhaustive search with infrared tracking equipment finally located the organism and we were forced to place it in stasis until a more effective means of containment is devised.

Specimen #124
Common Name: Avian Mutant

Attempting to uncover the lines of evolutionary heritage, we injected the mutagenic virus into unhatched lizard eggs and exposed them to hyper-oscillating UV radiation. After several unsuccessful trials, we were able to reverse-breed reptilian mutations of the Squamata suborder. These airborne lizards appear to be ancestors of our original test organism and have adopted bird-like wing structures, membrane-thin skin, and razor-sharp teeth and foreclaws. Although we have successfully reversed the biological cycle, we have yet to obtain any colour variations other than blue. This is most likely attributable to our UV-breeding techniques.

18.2 ROBOTS

TriOptimum Robot Services
"Serve and obey."
Subject: Catalog of robotic assistants available on Citadel station

Serv-Bot
This automated research assistant helps with lab chores, transporting equipment, mixing chemicals, recording lab notes, and relaying memos. It has a rudimentary AI and is equipped with improved speech recognition sensors.

Exec-Bot
Suitable for luxury servitude or simple systems analyses, this semi-intelligent robot with stylish humanoid appearance meets strictest quality guidelines for general-purpose robots. Originally designed as a bodyguard for executives, the exec-bot has built-in armament.

Flier-Bot
This wandering security robot doubles as a portable welding bot capable of working on vertical surfaces. A self-governing magno-orientation device and flight turbines keep the flier-bot stable during routine maintenance work.

Hopper
Designed for laser welding and cutting, this robot works in coordination with repair-bots for major repair jobs. Hoppers follow computer-assigned tasks and employ a powerful laser torch. Their low-level diagnostic capabilities allow them to identify potential mechanical breakdowns and report them to the central maintenance hub.

Maintenance-Bot
Early repair-bot prototypes had trouble accessing Citadel's matrix of crawltubes, shafts and cable troughs when making repairs, so the robotics department created the more maneouvrable maintenance-bot. Their compact tooling devices are specifically designed for limited access areas and double as defensive attachments.

Repair-Bot
This maintenance automaton performs routine service operations in access corridors involving welding, part replacement, and circuitry repair. An insectoid chassis allows for movement along slanted architectural structures.

Security-1-Bot

Based on recent military designs, this airborne security enforcement robot has proven effective in protecting and patrolling virtually any region. It possesses two very potent ion pulse cannon with high-speed cooling, and its detainment claws apprehend suspicious trespassers. In addition, its program includes 12 nanoseconds of decision time for responding to threats.

Security-2-Bot

Like a walking tank, this heavily-armed and armoured sentinel will be found protecting the highest-security stations against attack. Two Gatling-style cannon and three mounted 20mm guns make this robot a perfect combat machine.

Cortex Reaver

"I was working late one night, when the power went out in the Delta Repair Quad. The blast door shut down, and I couldn't see to get the hatch open for the override crank. So while I was working on it, this security-1 'bot comes gliding up out of the dark, not making a sound. It stopped and started scanning me. It just hung there in the air in front of me. For just a second, I swear I thought it was going to open fire. It scared the hell out of me. I hate those things..."

Abe Ghiran, Citadel Station Maintenance Level Supervisor

19.0 OPTION MENU

You must be playing the game to access the game options. To bring up the menu, press [Esc] or move your cursor to the upper-left corner of the screen. You'll see "Click for Options." When you left-click in this spot, the Option menu appears in your Inventory Panel.

- **Select** (left-click) an option to change it.
- **Select** the RETURN option or press [Esc] again to return to the game.

LOAD GAME ([Ctrl][L]). Displays list of saved games. Select the game you want to load.

SAVE GAME ([Ctrl][S]). Displays save game slots. Select a slot, then type a short description (up to 30 characters) and press [Enter].

AUDIO. Adjusts music and sound effects (not available if you haven't correctly configured your sound card).
> MUSIC. Adjusts music volume (left-click-and-drag the slider).
> DIGITAL FX. Adjusts digital sound effects volume (left-click-and-drag the slider). Cards without digital control will display a button that toggles sound ON/OFF instead.

OPTIONS. Accesses advanced options:
> LANGUAGE. Cycles through English, French and German versions of text.
> ON-LINE HELP. Toggles on-line help ON/OFF.
> TEXT LENGTH. Toggles between NORMAL/TERSE text (longer messages with fiction/abridged versions containing only important info).
> GAMMA CORRECTION. Adjusts the overall lighting level (left-click and drag the slider left or right).
> DETAIL. Adjusts level of graphics detail to MIN/LOW/HIGH/MAX. The MIN mode has a faster frame rate but has lower-detail graphics. The MAX mode has a slower frame rate but high-detail graphics. (If you want a faster frame rate while playing in MAX mode, don't remove the interface screen.)
> RETURN. Returns you to the main Option menu.

INPUT. Accesses other options.
> POP-UP CURSORS. Toggles the text cursors on the Inventory and MFD buttons ON/OFF.
> MOUSE HAND. Switches the LEFT and RIGHT mouse buttons.
> CENTRE JOYSTICK. Allows you to reset centre position of joystick.
> DOUBLE-CLICK. Lets you set double-click speed. Left-click-and-drag the slider left or right.
> RETURN. Returns you to the main Option menu.

RETURN. Returns you to the game.

QUIT. Exits the game without saving.

"The public's basic understanding of Artificial Intelligence is all wrong. Because AIs, like the ones directing traffic in most major cities, are usually given a facial logo and a name, most people consider them electronic personalities. This is terribly off target. An AI is utterly alien to the human mind. It is an incomprehensible, autonomous thinking construct to which all concepts of morality and emotion are foreign. Just because the face on the monitor at your local library smiles at you doesn't mean that the AI behind it has any understanding of friendliness whatsoever. To an AI, a human being is just another variable."

Kyojio Sashumori, psychiatric consultant specialising in aberrant AI behaviour

20.0 JOYSTICK AND CYBERMAN CONTROLS

System Shock supports both joysticks and Cyberman devices. You still need to use a mouse for some things, such as picking up objects and manipulating your Inventory. However both devices are useful for moving around in the game. Before using a joystick, make sure it is calibrated correctly.

To calibrate your joystick:

1. Press [Esc] to display the Option menu
2. Select INPUT.
3. Select CENTRE JOYSTICK.
4. Centre your joystick, then press [Enter]

(Cyberman devices do not require calibration.)

20.1 JOYSTICK

The joystick controls movement and view angle, but not posture. Move diagonally to combine movements. For instance, moving the joystick ◺ results in walking forward and turning left at the same time.

Commands

[/]	Toggle mouse control over to joystick.
[↑]	Walk/run forward (press slightly to walk, further to run)
[↓]	Walk backward
[←]	Turn left
[→]	Turn right

Button #2 + [←]	Sidestep left
Button #2 + [→]	Sidestep right
Button #2 + [↑]	Look up
Button #2 + [↓]	Look down

Trigger	Fire/swing weapon
Button #2	Use item in viewscreen (door, puzzle, etc.)

- Use the mouse to move your cursor.
- To increase speed, move the joystick further away from its normal, centred position.

20.2 CYBERMAN

To move, aim and fire, manipulate the Cyberman just as you would a mouse – slide the device horizontally in any direction while pressing the left and right buttons.

The middle button, however, combines with device movements to control leaning and view angle.

- To **lean**, press the middle button and tilt the device left or right.
- To change your view angle, press the middle button and tilt the device forward or backward.

21.0 GLOSSARY

AI (Artificial Intelligence). A sentient, synthetic mind (usually a highly intelligent computer).

Computer Node. A focal point at which major components and incoming lines of a computer system are centred.

Cyberguard. An autonomous security defence program that acts as a watchdog against unauthorised intruders within restricted cyberspace areas.

Cyberpunk. A science-fiction genre set in dark, futuristic worlds where information is a powerful commodity, cybernetic augmentation is commonly practiced, and computers are linked globally. The majority of the population lives in urban areas, and corporations hold great power, influencing governments. Biotech areas, such as genetics, have been refined. Rebellion against centralised authority is integral to the genre.

Cyberspace. A visual representation of a computer network that allows users to sort through large amounts of information quickly. Massive arrangements of data are often represented by geometric shapes. Information is manipulated by users who use virtual reality or neural interface systems for faster access. Though the user does not actually go anywhere, cyberspace is designed to give the user the sensation of moving through a symbolic terrain. Corporations have their own guarded logo-like icons within which their data is stored. Hackers often illegally infiltrate specific areas in cyberspace owned by companies, governments or individuals with intent to steal or alter information.

Cyberspace Terminal. An interface terminal used to access cyberspace.

Data Fragment. A geometric shape in cyberspace that represents a collection of data.

Data Logs. E-mail messages and journal entries recorded in digital format.

E-mail (and V-mail). Electronic and video messages sent to a particular user's system address.

EMP (electromagnetic pulse). An energy pulse that disrupts or damages devices dependent upon micro-electronic circuitry. The effectiveness of the pulse is based on the device's level of shielding. EMP grenades and mag-pulse rifles both utilise this effect.

Hacker. A programming specialist who doesn't follow conventional methods of coding.

I.C.E. (Intrusion Countermeasure Electronics). Security-related software that protects restricted data.

Neural Interface Jack. Cybernetic hardware that links the human brain and nervous system with a computer network. This facilitates cyberspace activities.

Patch. A dermally applied pharmaceutical substance that heals, detoxifies or enhances physical abilities.

SYSTEM SHOCK CREDITS

Producer
Warren Spector

Project Leader & Lead Programmer
Doug Church

Programmers
Sean Barrett, Seamus Blackley, Rob Fermier, Marc LeBlanc, Fred Lim, John Miles, Art Min, Vinay Pulim, Eli Wiesel

Artists
Kurt Bickenbach, James Dollar, Mark Lizotte, Mike Marsicano, Robb Waters

Designers
Kurt Bickenbach, Dorian Hart, Erik Ray, Austin Grossman, Tim Stellmach

Libraries
Rex Bradford, Laura Feeney, James Fleming, Jon Maiara, Carl Muckenhoupt, Dan Schmidt, Matt Toschlog, Kevin Wasserman

Music and Sound Effects
Greg LoPiccolo, Tim Ries

Looking Glass Quality Assurance
Jill Bidgood, Nick Carter, Bart Mallio, Sara Verrilli

ORIGIN Systems Quality Assurance Leaders
Charles Angel, Alvaro Moreno

ORIGIN Systems Quality Assurance
Marshall Andrews, Todd Bailey, Dustin Brimberry, Bernadette Pryor, Jonathan Piasecki, Harvey Smith

Translations Manager
Kirsten Vaughan

Translators & Language Quality Assurance
Translation: Frank Dietz (German), Patricia Norwood, Dominique Poumeyrol-Jumeau (French) Testing: Didier Jumeau (French), Andreas Kohler (German)

Product Manager
Galen Svanas, Simon Etchells

Documentation
Tuesday Frase, Harvey Smith, Al Moreno, Rachel Close and assorted Looking Glass hackers

Editing
David Ladyman

Box Design
Al Carnley, Jennifer Davis

Cover Art
Jennifer Davis, Robb Waters

Documentation Design
Al Carnley, Jennifer Davis, Trey Hermann

Quality Assurance
Alex "Cam-man" Camilleri