

# evolve



INSTRUCTION BOOKLET



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## HISTORY



In the latter part of the 20th century, man took the first tentative steps into the science of genetics. The small band of pioneering scientists who began to study the nature of DNA could not have imagined how profound their work was to be to the course of human history. What started with the cloning of farmyard animals quickly moved into the manipulation of their genes and the creation of better and more productive forms of livestock. Cows produced more milk and sheep more wool, their ability to fight off disease improved and their numbers and productivity swelled. Crops were engineered to survive in the harshest of conditions with the maximum yields. For the first time in human history famine and disease ceased to claim the lives of untold millions.

It was only a matter of time before man was able to manipulate his own genes in the same way. Free from a world with genetic defects or imperfections humanity began a new era of experimentation where the possibilities were only limited by the imagination. Health, beauty and intelligence reached new levels. For the first time ever the world was at peace.

Inevitably the peace was not to last. With the eradication of famine and disease, the Earth's population grew to unprecedented levels and in a world choked by overcrowding, land became more coveted than ever before. Bitter and devastating wars ensued. The scientist, once responsible for man's brightest hour, now ushered in its darkest. Genetically engineered weaponry rained down unspeakable horrors across the face of the planet and the once swollen population was decimated.

As with all wars, the peacemakers eventually prevailed. The war machines were dismantled and humanity began to rebuild its population. With advances in space travel and the discovery of habitable planets in the local galaxy, the problems of overpopulation soon became nothing more than a distant memory and man was again free to continue his journey of discovery.

# GAME COMPONENTS

## GENOHUNTERS

The Genohunter is the culmination of decades of genetic research. He is able to accomplish in seconds adaptation and mutations that once took scientists generations to achieve. The Genohunter can extract genetic material from any substance he absorbs and manipulate his own DNA to overcome any foe by taking the foe's abilities and turning them to his advantage. He constantly improves himself and gains abilities with every new encounter. He is a valuable ally.

As Mankind reaches into a largely unexplored universe, the Genohunter has become a tool for ships probing the outer reaches of the known galaxy. Ready to be revived from cryo-stasis and put into service at a moment's notice, the Genohunters know that their eternal thirst for combat will be satisfied.

There are four basic types of Genohunter. They are usually deployed in teams of four with one of each type so they can deal with any situation.

## GENOHUNTER TYPES

### Agile:

The Agile Genohunter is highly manoeuvrable so he can dodge enemy attacks while hitting home with his genetic weaponry.

### Speed:

The Speed Genohunter is more vulnerable to heavy punishment than the others but is by far the fastest. He is an excellent scouting unit and can also deliver surprise attacks or divert the enemy in tactical situations.

### Heavy:

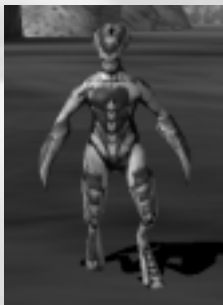
The Heavy Genohunter is slower than the others but is enhanced for raw power and can take much more damage than the others. When engaged in hand-to-hand combat the Heavy Genohunter can always be relied upon to deliver.

### Intel:

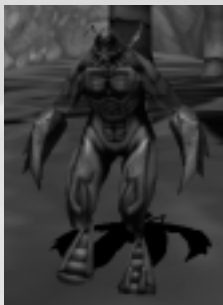
The Intel Genohunter is light, fast and particularly accurate with projectile weaponry.



Agile



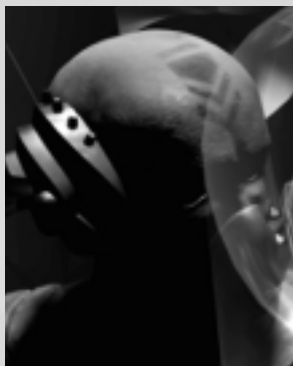
Speed



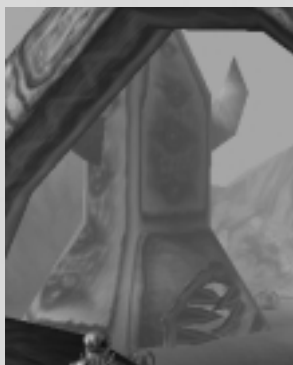
Heavy



Intel



The Evolva



The Parasite

## THE EVOLVA

The Evolva is the name given to the band of elite troops who are the masters of the Genohunters. So called because they hold the key to their unique evolutionary processes, the Evolva are now charged with the job of exploring the outer reaches of the galaxy. You are one of the Evolva.

## THE PARASITE

The enemy. This life form has infected a planet at the edges of the galaxy. So deadly that it threatens all known life, it is able to lie dormant for tens of thousands of years before encountering a host planet. Within hours of landing on a planet its armies of deadly guardians start exterminating all indigenous life, lest it pose a threat to the parasite's one goal - replication. It is imperative you destroy the Parasite before it can spread any further.





Parasite Guardians

## PARASITE GUARDIANS

These are the creatures that the Parasite produces to protect itself. There are many types, all with different strengths and abilities but with only one purpose to their existence - the relentless and vicious slaughter of all life they encounter.

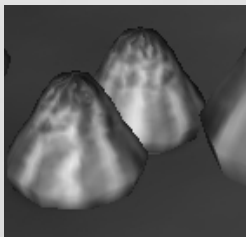
As the parasite grows stronger you will need to overcome increasingly powerful Guardian castes, each with new and more sinister abilities than the last.



Indigenous Creatures

## INDIGENOUS CREATURES

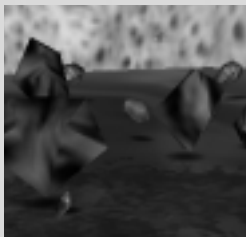
There are a variety of indigenous creatures that live on the infected planet; although they are generally passive they will defend themselves if necessary. The indigenous life is well adapted to the environment and they contain invaluable genes that will help the Genohunters to survive in their world.



Health

## HEALTH

There are many things in the game that can deplete your Genohunters health, such as attacks from enemies, falls and dangerous plants. To regain lost health your Genohunters must consume Food creatures. Health can also be obtained in smaller amounts from the remains of fallen enemies.



Meat

## MEAT

Enemies are turned into meat once they have sustained enough damage, either before or after death. Genohunters absorb these remains automatically when near. These can then be turned into abilities in the Mutator.



Trap Plant

## ENVIRONMENT

The environment contains many natural hazards and boundaries. These will need to be overcome by acquiring the abilities necessary to overcome them. Some may be turned to the Genohunters' advantage to help successfully defeat the parasite.

At times, the parasite may erect barriers to protect itself. Genetic identifiers will need to be located and used to get past some of these barriers.

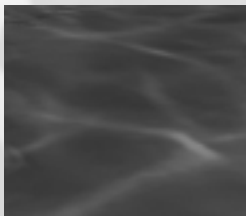
Some examples of the natural hazards and boundaries are provided below:

### Trap Plant:

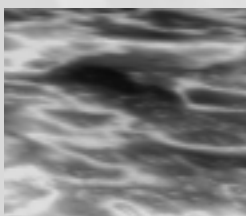
In order to survive the harsh conditions of the planet and in response to the parasite's attack the plant life has developed its own forms of protection. Do not be fooled by their attractive exteriors, some of these plants are as dangerous as the most ferocious creatures. Many of them are virtually indestructible.



Flammable Plants



Water



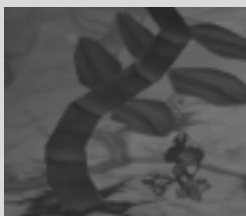
Lava



Sea



Slippery Ground



Trees

### Flammable plants:

Perhaps to repel the giant indigenous herbivores, the gourd-like leaves of this plant are infused with a noxious and highly flammable hydrocarbon. Exercise caution or the pyrotechnics could quickly get out of hand.

### Water:

Water pools offer damage protection from falling, they also have a small affect on movement speed.

### Lava:

Lava is lethal to all creatures. Touching molten lava immediately causes severe burn damage and death.

### Sea:

While the oceans of this planet appear beautiful from orbit, nothing lives in the sea here. The sea is composed of corrosive fluoric acids and contact will prove fatal in a matter of moments, even for a Genohunter.

### Slippery Ground:

Some of the ground on this world has a slippery silicate coating that is created by micro-organisms. It looks like green slime but makes wet ice seem like tar.

### Trees:

Strange fern-like trees are everywhere, with species variants covering all the climactic zones. Their huge curved stems seem to grow with little regard for gravity, which is only made possible by a dense polysilicate core.

### Foliage:

These flimsy plants provide no defence and little cover, but could conceal Parasite Guardians waiting to pounce - stay alert at all times.



Foliage





# HOW TO PLAY

You control a team of four Genohunters on the surface of the planet from the safety of your orbiting space ship. To begin with the Genohunters will be equipped with only their fists but as you progress through the game they will be able to acquire new abilities.

To acquire these new abilities your Genohunters must absorb the remains of fallen enemies. They will do this automatically when the remains are in range. The genes in the remains are automatically extracted and the meat provides essential energy for mutation.

Once enough remains have been absorbed, the option to mutate your Genohunter in the 'Mutator' screen becomes available. Here you get to pick which of the fallen creature's abilities you would like your Genohunters to inherit by selecting appropriate mutations. When you have made this choice the Genohunter will mutate its body to adapt to this newfound ability.

The abilities you can inherit are split into two classes, Attribute Genes and Weapon Genes.

## ATTRIBUTE GENES

These are obtained from Indigenous Creatures. The Indigenous life forms on the planet have adapted through evolution to the environment that they live in so the genes that can be absorbed from these creatures will aid your Genohunters in mastering the environment. Once an attribute has been acquired, it will always be available for mutation.

## WEAPON GENES

These are obtained from the Parasite Guardians who have a variety of offensive weapons to help them protect the Parasite and clear the planet of indigenous life. Once weapons have been inherited, they can be selected at any time with the Genohunters' body mutating appropriately. The Genohunters are only able to use one of these weapons at any time.

Once you have gained a weapon, you will get the option to increase its power once you have absorbed enough new genes. Each time you choose to enhance a particular ability your Genohunters will become more powerful in that area. There are millions of variations in the way your Genohunters can evolve, based on the choices of mutations you make. Whether you create a troop of Genohunters particularly proficient in certain areas or a set of good all-rounders is entirely up to you. You will need to choose wisely which mutations you make if you are to successfully navigate the treacherous terrain and defeat the armies of the Parasite.

## OBJECTIVE

The objective of the game is to save the planet by defeating the Parasite and stopping it spreading through the galaxy. This is done by collecting meat and mutating your Genohunters so they become progressively stronger in order to defeat the armies of the Parasite and ultimately destroy the Parasite itself.

## COMBAT

At the beginning of the game your Genohunters will only be able to engage in hand to hand combat but as the game progresses they will acquire weapons which will allow them to make projectile and other long range attacks. All weapons have a beam-up that allows them to be charged to make a super powerful attack. These beam-ups however use a large amount of Weapon Energy and need time to charge, so you will need to decide when is the best time to use them.

## WEAPON ENERGY

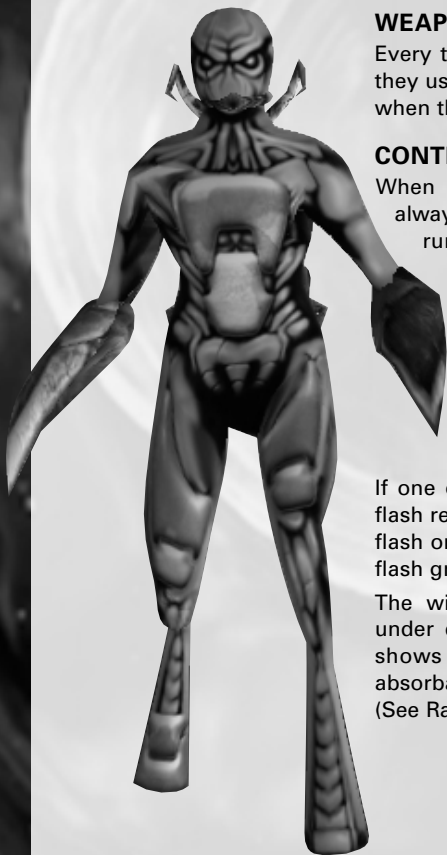
Every time your Genohunters use one of their weapons, they use up its 'Weapon Energy'. This energy will recharge when the weapon is not in use.

## CONTROL SYSTEM

When controlling your team of Genohunters you will always be in direct command of one whilst the others run on their AI or carry out specific commands that you have issued. You can keep track of the Genohunters not under direct control via the windows at the bottom of the screen that show their views of the world (see Team Windows). These windows also carry useful information about each of the Genohunters such as health, weapon energy, amount of mutations available and weapon beam-up status.

If one of your Genohunters is damaged its window will flash red. If it is unable to get to a location its window will flash orange. If it has accepted a go here command it will flash green.

The window that represents the Genohunter currently under direct control is replaced by a radar display that shows the direction of the next objective, nearby absorbable material, north, and your other Genohunters. (See Radar Display)



## **DIRECT CONTROL OF A GENOHUNTER**

### **Movement**

To run around the environment, use the W, A, S and D keys.

To walk around the environment, press control while using W, A, S and D keys.

To look around the environment, use the mouse.

To jump, press the right mouse button.

All of the above keys can be redefined via the Options Screen.

### **Combat**

To use the currently selected weapon, press the left mouse button.

To fire a more powerful 'beamed-up' version of this weapon, hold down shift key to make the beam-up bar charge. Once it is fully charged it will flash. Releasing the shift key will now fire the beamed-up version of the weapon.

To change weapons use the 1 to 0 keys.

You can take direct control of any of your Genohunters at any time with the F1, F2, F3 and F4 keys.

## **GROUP CONTROL**

### **Grouping**

Pressing G will group nearby Genohunters or pressing T will group them all no matter where they are in the level. Once grouped, the Genohunters will follow the Genohunter under direct control and will automatically help out in combat.

To ungroup your Genohunters press H.

### **Issuing Commands**

You can command your Genohunters by accessing the Command Cursor with the Tab key.

The cursor is context sensitive and its function will change depending on what you point it at.

If you point it at;

- The terrain - the command cursor will be green, which means it is ready to issue a go here command.
- A creature - the command cursor will turn red, which means it is ready to issue an attack this creature command.
- Meat, a body or a food creature - the command cursor will turn blue which means it is ready to issue an absorb command.

While the command cursor is visible, pressing one of the F keys (F1, F2, F3, F4) will issue the relevant command to a specific Genohunter. The command cursor will automatically be deselected. If you are issuing a go here command to a grouped Genohunter, it will be removed from the group.

With the command cursor active you can also issue a command to all near Genohunters with the space bar. If you are issuing a go here command to grouped Genohunters, they will be removed from the group.

Alternatively you can press the Q key once to bring up the command cursor and a second time to issue a command to the best choice of Genohunter. This will choose which one of the Genohunters is the most logical to use and send them to fulfill the command.

If the command cursor is visible (you have pressed the Tab key or the Q key) and you do not wish to issue a command, pressing the tab key will remove the command cursor without issuing an instruction to any Genohunter.

## **MISCELLANEOUS**

### **Emailing Genohunters**

It is possible to email Genohunters to others so that they can use them in multiplayer games. To do this you need to mail, as an attachment, their .dna file. This can be found through the desktop shortcut. The shortcut is called: "Evolva Genohunters". Alternatively the default target for the shortcut can be found in "C:\Program Files\Computer Artworks\Evolva\Genohunters".

A .dna file is created every time you do a save game and is given the same name but with the extension .dna. This file contains the team of Genohunters as they were at the point when the game was saved.

If you receive a set of Genohunters in an email you simply need to copy the .dna file in to your Evolva Genohunters shortcut. This team will now appear as an option in the drop down menu 'Default Genohunters' in the Host and Join Multiplayer screens.

### **Quick Load and Save**

If you do not wish to save or load via the Load and Save screens (see Screen) then you can do a Quick Load with the F6 key or a Quick Save with F5 key. This cycles through 3 save games called 'quicksave' 1-3. This allows you to easily go back to an earlier save if you inadvertently save a game with the Genohunters on too low health or with a mutation that you decide you don't want to keep.



# SCREENS



Main Menu Screen

## MAIN MENU

This is the first screen you come to once you have loaded Evolva. You have the following to choose from:

### New Game:

Start a new single player campaign. Selecting this will present you with the Genohunter Screen where you can name and adjust the colours of your new Genohunter team.

### Resume Game:

Selecting this will automatically load the last game you saved.

NB. This option is not available the first time you run Evolva. It only becomes available once a saved game has been created.

### Load Game:

Selecting this will present you with the Load Game Screen.

### Multiplayer:

This takes you to the Multiplayer Screen where you can decide to either Host or Join a game in progress.

### Options:

Selecting this will display the Options Screen where you can adjust the game to suit your needs.

### Quit:

Leave the game.



Options Screen

## OPTIONS SCREEN

This screen presents you with the following options:

### Resolution:

Click on the button to open a drop down menu of resolution options.

### Device:

Click on the button to open a drop down menu of the 3D cards detected on your PC.

### Graphical Detail:

Use the slider to specify the amount of graphical detail in the game. Lowering the detail will reduce the fog distance and the detail on creatures and plants. Increasing the detail will increase the fog distance and detail.

### Intro Movie and Credits:

By default this feature is highlighted and will show the movies when Evolva is started and the Credits when Evolva is exited. Deselect this feature to not show these.

### Gameplay:

Select from Easy, Normal, and Hard.

**Effects Volume:**

Use the slider to control the volume of sounds effects in the game.

**Music Volume:**

Use the slider to control the volume of the in-game musical score.

**Mouse Sensitivity:**

Use the slider to adjust the sensitivity of the mouse.

**Reverse Mouse:**

Highlighting this feature will invert the direction the camera moves as you move the mouse up and down. This feature defaults to reverse mouse and subsequently the option is already highlighted.

**Configure Controls:**

Clicking on this will display the list of in game controls and the key they are currently assigned to. To change a key, click on the keystroke assigned to a control and hit the key you wish to be assigned.



Genohunters Screen

**GENOHUNTERS SCREEN**

When you select New Game this will be the first screen you see. Use this screen to personalise your team of Genohunters. You can choose Colour Scheme, Team Name and Genohunter Names.

**Team Name Box:**

Click in this and type the team name you would like to use.

**Genohunter Window:**

This shows the Genohunter. As you experiment with the colour slider bar you will see him change colour.

**Type:**

Tells you which type of Genohunter this is (see Genohunter Types).

**Name:**

Type the name you would like to give this Genohunter in the entry box below.

**Colour:**

Drag the slider along the bar, and watch the results in the Genohunter Window.



Mission Briefing Screen

**MISSION BRIEFING SCREEN**

This screen shows you the location of the current mission, your briefing and the mission objectives. It also shows the regions that have already been cleared of the Parasite. For a complete view of this alien world, click on the directional arrows to rotate the planet.

**Green regions:**

These have had their missions successfully completed.

**Red region:**

This is the next mission to complete



Main Game Screen

**MAIN GAME SCREEN**

The Main Game Screen shows the Genohunter you are currently controlling and the world ahead of him. You will see a number of other user interface components:

**Team Windows:**

Below the Main Action Screen you will find the Team Windows. These will show the view from the relevant Genohunter if you are not directly controlling them.



Team Windows

**Genohunter Power Bars:**

Around all four Team Windows are colour-bar displays that show the current status of each of your Genohunters.

**Green bar:**

This bar displays your Genohunters health status.

**Blue bar:**

How full the bar is indicates how many mutations are available (up to a maximum of 10). Mutating will deplete the bar and absorbing meat will replenish it. It will flash when a new gene-type has been acquired and is available in the Mutator screen.

**Red bar:**

This bar displays your weapon energy.

**Orange bar:**

This bar displays the beam up progress. When the bar is full and flashing, the beamed up version of the currently selected weapon is ready to fire.

**Pickup Window:**

In the middle of each Team Window is a small circular display. When a Genohunter picks up an item it is displayed here.

If one of your Genohunters is damaged its window will flash red. If it is unable to get to a location its window will flash orange. If it has accepted a go here command it will flash green

**Radar Display:**

The Team Window of the Genohunter you are currently controlling will have the Radar Display. This will show you the direction of the following:

*North:* Signified by the letter 'N'. To help you keep your bearings.

*Objective:* Signified by the letter 'O'. This indicates the direction you should head to reach the next active objective.

*Genohunters:* Signified by the numbers 1-4.

*Absorbable Food or Genes:* Signified by a blue 'A'



Radar Display



Weapon Bar

## WEAPON BAR

Along the bottom of the screen is the Weapon Bar. At the start of the game there are ten blank lozenges. When you acquire a new weapon through using the Mutation screen, it will appear here in its lozenge. You can select any available weapon by hitting the corresponding number key. The selected weapon is indicated on the lozenge by orange brackets. Above each lozenge that has a weapon you will notice an orange pip, this will increase by one pip for every level of upgrade you get for that weapon. You can have a maximum of 5 upgrades per weapon.

## MUTATOR SCREEN



Mutator Screen

- OK
- Go Back
- Main Genohunter Window
- Small Genohunter Windows
- Mutate
- Back Arrow
- Gene Displays

Hitting 'M' in game will bring up the Mutator Screen. The F1, F2, F3 and F4 keys allow you to switch between Genohunters while in this screen.

The Mutator Screen is used to define which abilities your Genohunters will inherit and subsequently how they will mutate. When they have absorbed a new gene type the Mutator bar on the relevant Genohunter Window will start flashing. You can choose to make a mutation in the Mutator Screen or continue to build up genes for a new or better mutation. Remember, the first choice is not always the best!

In single player, the game is paused whilst you are in this screen.

### Main Genohunter Window:

This shows the current state of the Genohunter you wish to mutate.

### Small Genohunter Windows:

These windows are blank until you create two new possible mutations by clicking on the Mutate button. The possible mutations you have created will then appear in these windows. Changes in the gene values of the possible mutations can be seen by moving the mouse over them. You can select a possible mutation by clicking on it. More possible mutations can be created by repeatedly selecting Mutate or you can progressively refine your mutation by selecting a mutation, mutating it, selecting a new possible mutation, mutating it and so forth.



**Mutate Button:**

Click on this to create two new mutation possibilities in the Small Genohunter Windows.

**Back Arrow Button:**

If you are unhappy with the way a series of mutations are progressing, you can hit the Back Arrow to go back to an earlier mutation.

**Gene Displays:**

Along the left you will see a display bar for each gene type you have absorbed. As you progress through mutations the bars go up and down. When a bar has risen enough a new flashing icon will appear for that attribute. This demonstrates that the colour bar has progressed enough to offer you an upgrade. Note that unless you receive this flashing icon your attribute will NOT be upgraded back in the game, even though the bar may appear to be nearly there! Green on the bar indicates an increase in gene distribution with that mutation and red indicates a decrease.

**Tick/OK button:**

Click on this to enable the mutation to occur. You will automatically return to the game.

**Go Back button:**

Click on this to cancel all mutation decisions and return to the game. You will lose the mutation points you've used but you won't lose any meat you've absorbed.



Pause Screen

**PAUSE SCREEN**

Pausing the game (Esc/P) will bring up this menu.

**Continue:**

Click on this to continue the game.

**Options:**

Clicking on this will present you with the Options Screen.

**Save:**

Clicking on this will display the Save Game Screen.

**Load:**

Selecting this will present you with the Load Game Screen.

**Restart Mission:**

Click on this to restart the mission.

**Quit Mission:**

Clicking on this will end the current mission and present you with the Level Statistics screen.

**Quit to Desktop:**

This will quit out of Evolve and take you back to the desktop.



Save Game Screen

## SAVE GAME SCREEN

This screen presents you with a menu of previously saved games. You can enter a name in a new blank slot, or save over a previous saved game. You can use the delete option to delete save games that you no longer want.



Load Game Screen

## LOAD GAME SCREEN

This screen presents you with a menu of previously saved games. Select a game by clicking on it and then click on the tick button to commence playing.

## LEVEL STATISTICS SCREEN (SINGLE PLAYER)

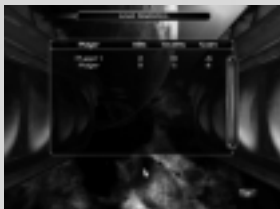
When you have completed, failed or quit a level, you will be presented with the Level Statistics Screen. This shows you how well (or how badly!) you performed.

### Mission Status:

This shows you the status of the current mission. You will see the objectives that you were given and whether they were successfully achieved or failed.

### Gene Data:

This shows the percentages of alien and indigenous creatures that were killed in the process of the mission. You will also see a list of new gene-types acquired during this mission.



Level Statistics Screen (Single Player)

## MULTIPLAYER SCREEN

### Host New Game:

Selecting this option takes you to the game play options available to the host only.

### Join Existing Game:

Selecting this option will take you to a list of games currently in progress.



Multiplayer Screen

## HOST NEW GAME SCREEN

As host you have the following options:

### Network Protocol:

Select the network protocol you wish to use. This menu lists only the network protocols available on your computer. If you have none installed then the Multiplayer option on the Main Menu will be 'greyed out'. If you are connected to the Internet using a modem then you should try and join games with only one Genohunter per player in order to improve performance.

If you want to play multiplayer games using your modem internet connection, you need to connect to the internet using your normal method before starting Evolve.



Host New Game Screen

**Game Name:**

Use the entry box to type in a name for your game.

**Player Name:**

Use the entry box to type in your player name.

**Use Default Genohunters:**

Selecting this presents you with a drop down menu of your single player save games. Selecting a save game will load in the genetic information of your Genohunters at the point at which you made the save. If you do not wish to use this genetic information from your saved games then select 'Use Default Genohunters' from the drop down menu.

**Genohunters 1-4**

Select which Genohunters will be included in the game. You can select all four if you wish. This selection will be enforced on all people joining the game.

**Map:**

Click on the button to open the list of multiplayer maps and select one.

**Frag Limit:**

Type in this box the number of 'frags' or kills to be achieved in order for the game to conclude.

**Time Limit:**

Type in this box the number of minutes you would like the game to last.

**Allow Mutations:**

Enabling this (green highlight) means you will have access to the Mutator screen during the game.

**Link Mutations:**

Enabling this will apply any mutation you make to one Genohunter to all of your team.

**Internet Address:**

If you want to host a multiplayer game on the Internet, you will need to tell the other players your PC's IP Address. You can find this by running the FindAddress program in the extras folder on the Evolve CD.

If you connect to the Internet using a dial-up account (eg a modem), then you will need to connect to the Internet before running FindAddress and Evolve. You will also need to run FindAddress each time you connect to the Internet, as most Internet Service Providers will give you a different address each time.



Join Existing Game Screen

## JOIN EXISTING GAME

As someone joining an existing game, you have the following options:

### Network Protocol:

Select the network protocol you wish to use.

### Internet Address

If you are joining an internet game you will need to know the host player's IP address and enter it here.

After you have entered an address here, press the 'Refresh Servers' button to locate any available games.

If you are playing a game on a Local Area Network (LAN), like those found in most offices, then you can leave this blank. If you are connected to the Internet using a modem then you should try and join games with only one Genohunter per player in order to improve performance.

### Player Name:

Use the entry box to type in your player name.

### Use Default Genohunters:

If the Host has enabled this feature, you will be able to select one of your single player save games from a drop down menu. Selecting a save game will load in the genetic information of your Genohunters at the point at which you made the save game. If the Host has disabled this feature you will not be able to do this.

### Genos 1-4

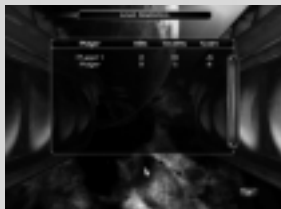
This shows the Genohunters the Host has decided should comprise each player's team. You cannot change this.

### Servers:

Select a game to join from this list of games in progress.

### Selected Game Rules:

This box shows the game rules the Host has selected. Only the Host can set these conditions.



Level Statistics Screen (Multiplayer)

## LEVEL STATISTICS SCREEN (MULTIPLAYER)

This screen informs you of the results of the Multiplayer game.

### Player:

The names of those who played the game.

### Kills:

This shows the number of kills you scored.

### Deaths:

This shows the number of times your Genohunter(s) died during the game.

### Score:

This shows the end tally of Kills minus Deaths.

# DEFAULT CONTROLS

DESCRIPTION	KEY1	KEY2
Forwards .....	w	Cursor Up
Backwards .....	s	Cursor Down
Strafe left.....	a	Cursor Left
Strafe right.....	d	Cursor Right
Walk .....	Left Control	Right Control
Fire.....	Left Mouse Button	Undefined
Beam up.....	Left Shift	Right Shift
Jump.....	Right Mouse Button	Undefined
Select weapon 1 .....	1	NumPad 1
Select weapon 2 .....	2	NumPad 2
Select weapon 3 .....	3	NumPad 3
Select weapon 4 .....	4	NumPad 4
Select weapon 5 .....	5	NumPad 5
Select weapon 6 .....	6	NumPad 6
Select weapon 7 .....	7	NumPad 7
Select weapon 8 .....	8	NumPad 8
Select weapon 9 .....	9	NumPad 9
Select weapon 10 .....	0	NumPad 0
Select next weapon.....	Mouse Wheel Down	Undefined
Select previous weapon .....	Mouse Wheel Up	Undefined
Enter mutator screen .....	m	Undefined
Group nearby genos .....	g	[
Group all genos.....	t	,
Ungroup genos.....	h	]
Select geno 1 .....	F1	Backspace
Select geno 2 .....	F2	Insert
Select geno 3 .....	F3	Home
Select geno 4 .....	F4	PgUp
Command mode.....	Tab	Delete
Command all near Genos.....	Space Bar	End
Best Geno.....	q	PgDn
Pause .....	p	Escape
Objective .....	o	Undefined
Pickup/drop .....	r	Return
End mission .....	F10	Undefined
Quick save .....	F5	Undefined
Quick load .....	F6	Undefined
Visual quality down.....	NumPad -	Undefined
Visual quality up.....	NumPad +	Undefined
Move camera .....	F11	Undefined
Screen grab.....	PrtSc	Undefined
Freeze game mode .....	Pause	Undefined

# HINTS AND TIPS

## SINGLE PLAYER

- Use W, A, S, D to move around instead of the cursors - that way you can reach other essential keys easily, and without looking away from the action.
- Keep your eyes on the team windows. A red flash indicates that a Genohunter has just taken damage. A green flash indicates the Genohunter has accepted your command.
- Absorb as many of the meat chunks as possible, you'll need those genes if you want a fighting chance of completing the whole game
- If you are lost, or don't know what you are meant to be doing next, hit 'O'. This tells you your current objective. Now look at the radar screen, this shows you the directional heading for the next objective.
- Food creatures give a significant health boost. At first you will find them easily, later on they will become harder to find... sometimes cowering under crumbly rocks.
- If your weapon runs out of energy in mid combat, change to another. Whilst you've been running down this weapon, all the others have been charging up!
- Try and flank an enemy or charge from behind. Most enemy creatures are more vulnerable when hit from the side or rear.
- Sometimes you can use the indigenous plant life's firepower to your advantage...
- Scout ahead. Then use the combined firepower of the whole team. While it is often tempting to go wandering off with one Genohunter whilst leaving the others too far behind to be of immediate assistance; this is a dangerous way to play.
- Aliens will fight each other if you manoeuvre them into a position where they receive friendly-fire damage
- Watch out for Flame alien bodies. They will eventually burst into flames and explode.

- If you are getting a beating, hit 'T'. This will summon all Genohunters to help you.
- Each Parasite type has some degree of immunity to its own weapon type.
- Use the Best Genohunter key ('Q') to give the other Genohunters commands quickly.
- Use your Genohunter team tactically - attack one alien at a time if possible, position your Genohunters on high ground and use your Speed to lead the enemy into an ambush; adopt flanking patterns.
- When not under direct control Genohunters will only make jumps if safe to do so. If they are failing to get to you and their Team Window is flashing orange, check to make sure you haven't mutated away their jump ability in your haste to power up weapons.

## MULTIPLAYER

- Try and find a quiet place to mutate if you have mutations enabled. Remember, while you are in the Mutator screen, you are vulnerable to attack.
- Think of weapon combos. A favourite of the development team is... Mucus with Flame. Trap your opponent with Mucus, and simply light him up.
- Don't get in the habit of concentrating on developing one Genohunter at the expense of the others. Smart players will ensure their whole team has developed fully upgraded weapons.
- Try and keep your Genohunters tightly grouped. This concentrated firepower will quickly pick off an opponent's stragglers.
- Use your command cursor to target enemy players. You will find that your AI controlled Genohunters are as good, if not better, than other human players in following and targeting enemies.

## PLAY OVER HEAT.NET

The HEAT.NET Internet gaming service offers fast, free, online gaming. With dozens of dedicated servers across the United States, players can easily play Evolva across the Internet. HEAT.NET features automatic matchmaking where players are automatically connected to the fastest Internet servers for their Internet Service Provider (ISP).

To play on HEAT.NET, you will need a Java-capable web browser (such as Netscape or Internet Explorer 3.0+) and the HEAT client software, which is provided on the Evolva CD-ROM. You will also need to create a free account on HEAT.NET. Note: You do not have to pay to play Evolva on HEAT.NET.

The quickest way to get to the Evolva game lobby on HEAT.NET, is to chose the HEAT.NET shortcut from your Evolva Start Menu. Once selected, your default web browser will open to the Evolva game page. Then follow this procedure:

1. Click the "LAUNCH GAME" button.
2. Type in your HEAT user name and password when prompted.

Once the HEAT software loads, you will be brought immediately to the Evolva main lobby. Here, you can chat with other people, create a new game room or join an existing game in progress.

For more assistance with HEAT.NET, log into <http://www.europe.heat.net>, enter your account information and select "HELP" from the top menu bar.

For up-to-date, specific information about Evolva on HEAT.NET, go to the "Evolva Game Page" on HEAT.NET by logging into <http://www.europe.heat.net>, entering your account information and choosing "GAMES" from the top menu.



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# TECHNICAL SUPPORT

Thank you for purchasing this product. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

**Technical Support:** ..... 0207 551 4266

**Facsimile:** ..... 0207 551 4267

**Internet email:** ..... customer\_support@vie.co.uk  
(please use the game title as your subject heading)

**World Wide Web:** ..... www.vie.co.uk and www.interplay.com

**Address:** ..... Customer Services Department  
Virgin Interactive Entertainment (Europe) Ltd.  
74a Charlotte Street  
London  
W1P 1LR

In the unlikely event of a software fault please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- **Speed and Manufacturer of your Processor.**
- **Make & Model of your Sound Card and Video Card.**
- **Make & Model of your CD-ROM drive.**
- **Amount of RAM present.**
- **Any additional Hardware and Peripherals.**
- **Information contained in your Config.Sys & Autoexec.Bat files.**

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

## NOTES



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