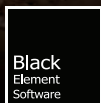


# ALPHA PRIME



idea  
games



## WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

## EPILEPSY WARNING

**Please read before using this game or allowing your children to use it.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## PRECAUTIONS DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## CONTENT

Epilepsy warning .....	2
Welcome .....	4
System Requirements .....	7
Installation .....	8
Main menu .....	9
In-game menu .....	10
Interface .....	11
Controlling the game .....	12
Load a save .....	13
Controlling vehicles .....	13
Weapons .....	14
Hubbardium .....	15
ReCon .....	15
Health and Air .....	16
Credits .....	17
End-user license agreement .....	18
Controls .....	20



## ALPHA PRIME EMPLOYEE HANDBOOK

### WELCOME!

Thank you for choosing The Company. We offer interesting work in space, employee benefits, work with cutting edge technologies and last but not least generous compensation.



### THE COMPANY

Our mining company is the largest hubbardium processor in the known universe. We are a state-operated concern with a monopoly guaranteed by the Federal Government.

We own hundreds of mining and processing stations. We employ hundreds of thousands of workers, use cutting edge technologies, including military technology as well as secret protocols. The Company also owns and operates internal security forces that enjoy legal standing equal to that of government military units.

### HUBBARDIUM

This mineral is the fundamental raw material for cybernetics, biomedicine and nanomedicine. Hubbardium products are everywhere. The positron brains of robots and computers, medicines (including cures for the most dangerous diseases known to mankind) are all manufactured from hubbardium. It is also used for military bio-applications.

We do not know the origins of hubbardium (save for some irrelevant mining folklore), but our scientists have already solved most of the hubbardium mysteries and they get closer to discovering its origin every day.

### MINING STATION

People like you do most of the work in the Company, the crew of the mining and processing stations. It is a demanding and responsible job, yet interesting and well-paid.

For most stations the crew takes one-year shifts. The exceptions are the station management who take three-month turns.

All professions are represented on a station - miners, geologists, bioengineers, technicians, guards, physicians, psychologists and administrators. Every effort is made to take care of all employees, including their nutrition, down time, health care, etc...

Every employee in the mining sector is subordinate to his shift manager. The old fashioned title of 'foreman' is still used here. Do not hesitate to approach him or her with any queries, suggestions or problems you might have. They are there to help!

### ROBOTS AND COMPUTERS

Mining hubbardium without robots and computers would be impossible. Therefore the Company takes care to use the most advanced hardware and software available and employs only the best cybernetic engineers and scientists.

We must not forget that the reliability of all robots and computers guarantees not only smooth mining, but also the fundamental survival conditions of our stations. Please, pay attention to the following instructions that must be obeyed unconditionally:

- Only authorized personnel can order and instruct robots.
- Only authorized personnel can handle inactive robots.
- If you find yourself in the vicinity of military robots report your position immediately to the shift manager; if this is not possible report to the nearest commanding officer or to the military security officer.
- In case of computer or robot malfunction stop whatever you are doing and report it immediately.
- Robots are expensive equipment, damaging them even accidentally will be prosecuted to the fullest extent of the law.
  - No compensation is available for any injury by a robot in the course of your work.



## SECURITY FORCES

Our Company enjoys territorial sovereignty within our facilities. This necessitates the existence of our own security forces. The forces have two branches – police and military.

Police forces are present at every station and serve to uphold law and order. Do not be afraid to contact an officer in case of any problem. The Company may reward an employee who reports on the illicit dealings of other employees. Such a trustworthy employee may receive financial compensation, faster promotion or both. Keeping the Police informed is useful for everybody: it maintains order, security and prosperity for you and for the Company. Please, visit an officer of for more information.

Military forces are special units that the Company use only in the most serious and critical situations. Our soldiers are specially trained and genetically altered professionals. Under normal circumstances it would be unlikely for you to come into contact with them. If, on the other hand you find yourself in a situation where our Military forces are involved, report that fact immediately to your shift manager. You must of course obey all orders given by Military forces. Please remember that in case of injury or death caused by Military forces there is no compensation due to you or your family!

## IN CLOSING

We believe that you will enjoy your stay at the mining and processing stations of the Company and that you will work hard accordingly.

Sincerely,  
The Company



## SYSTEM REQUIREMENTS

- Windows Vista/XP/2000
- 2 GHz Processor
- 512 MB RAM
- DirectX 9.0c
- DirectX compatible 128 MB graphics card
- DirectX compatible sound card
- 3 GB of available of Hard Disk Space
- DVD-ROM
- Mouse
- Keyboard
- Internet Connection

NOTICE: Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA.

Please see <http://www.steampowered.com/agreement> to view the SSA. If you do not agree with the provisions of the SSA, you should return this game to your retailer in accordance with their return policy.

Alpha Prime supports Creative EAX® ADVANCED HD™ Environmental Audio technology that delivers the best gaming audio experience. EAX® ADVANCED HD™ includes sophisticated reverberation and filtering algorithms, simulating real-world acoustic effects. This helps to create a dynamic audio world and a more immersive gaming experience. To take advantage of EAX® ADVANCED HD™ Environmental Audio technology in the game, you will need to equip yourself with Sound Blaster® X-Fi™ series sound card. For more information on Sound Blaster® X-Fi™, please visit <http://soundblaster.com>.

## INSTALLATION

Insert the Alpha Prime disk into your optical drive. If your drive has Auto-Play enabled, the Installer will start automatically. Follow the on screen installation instructions.

If Auto-Play is not enabled, double-click on the "My Computer" icon on the desktop. Double-click on the optical drive icon to begin the Installation. Follow the prompts to install the game.

If the game does not begin installing immediately, right click on the drive icon, choose "Explore" from the pull-down menu, and then double click on "Setup.exe" to launch the installation.

If you wish to uninstall the game, please go to the Start menu, Black Element Software/Alpha Prime and then select Remove Alpha Prime.



## TECH SUPPORT

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

- ATI Technologies® - [www.ati.com](http://www.ati.com)
- Creative - [www.creative.com](http://www.creative.com)
- nVIDIA® - [www.nvidia.com](http://www.nvidia.com)
- Microsoft® DirectX® - [www.microsoft.com/windows/directx](http://www.microsoft.com/windows/directx)
- Windows® Update - [windowsupdate.microsoft.com](http://windowsupdate.microsoft.com)

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: [support@meridian4.com](mailto:support@meridian4.com).

Meridian4 web site: [www.meridian4.com](http://www.meridian4.com)

## MAIN MENU

When launching the game the **Main Menu** appears with several options.

- NEW GAME** - Start a new game
- CONTINUE GAME** - Run the game from the last save
- LOAD GAME** - Select a saved game to load and run
- CONTROLS** - Modify and set up game controls
- AUDIO OPTIONS** - Modify sound and music settings
- VIDEO OPTIONS** - Modify video and graphics settings
- ADVANCED OPTIONS** - Modify advanced game settings
- CREDITS** - Display the authors of the game
- EXIT** - End the game

## CONTROLS MENU

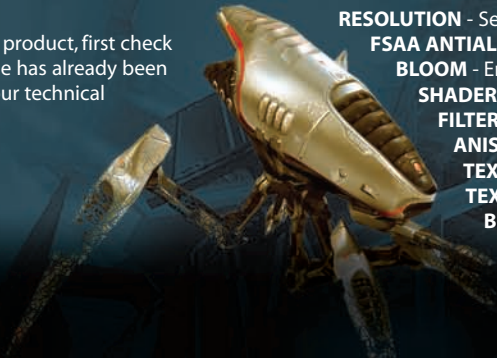
- KEYBOARD** - Assign the different game actions to the keys of your choice
- MOUSE X-AXIS SPEED** - Mouse responsiveness along X axis
- MOUSE Y-AXIS SPEED** - Mouse responsiveness along Y axis
- INVERT MOUSE** - Switch the mouse vertical movement control
- BACK** - Save settings and return to the Main Menu
- DEFAULT** - Restore the default values

## AUDIO MENU

- MUSIC VOLUME** - Set the in-game music volume
- EFFECTS VOLUME** - Set the in-game sound effects volume
- SPEAKERS** - Select the type of speakers connected to your computer
- AUDIO RATE** - Set the in-game sound quality
- OCCCLUSION** - Turn on and off the dynamic environment sound adjustments
- 3D QUALITY SOUND** - Sets quality of sound (if you are using EAX this is not necessary)
- EAX** - Turn EAX on and off if your card supports EAX
- APPLY** - Save the settings and return to the Main Menu

## VIDEO MENU

- RESOLUTION** - Set the preferred screen resolution
- FSAA ANTIALIAS** - Sets full-scene anti-aliasing
- BLOOM** - Enables a nice glow effect
- SHADER LEVEL** - Set the shader level to fit the performance of your video card
- FILTERING** - Set the texture filtering method
- ANISOTROPIC LEVEL** - Set the anisotropic filtering level
- TEXTURE QUALITY** - Set the overall texture quality
- TEXTURE RESOLUTION** - Sets the resolution of textures
- BRIGHTNESS** - Set the overall brightness level for the game
- SUBTITLES** - Enables or disables subtitles for dialogs and in-game videos
- APPLY** - Save the settings and return to the Main Menu



## ADVANCED OPTIONS

**SCREEN EFFECTS** - Set the full screen effects quality

**SHADOWS** - Set the shadow quality or turn them off completely

### BUILDINGS

**REFLECTIONS** - Turn the reflections on and off

**SPECULAR** - Turn the specular highlights on and off

### TERRAIN

**QUALITY** - Sets the quality of terrain rendering

**PARALLAX** - Turn the parallax bump effect on and off

**SPECULARS** - Enables or disables shiny highlights

**APPLY** - Save the settings and return to the Main Menu

**ATTENTION:** Some settings require the game to be restarted before taking effect!

**ATTENTION:** Most settings in VIDEO OPTIONS and ADVANCED OPTIONS influence the game's performance and speed!

## IN-GAME MENU

During the game you can press the ESC key to enter the **In-Game Menu**. Most options are similar to those in the Main Menu.

### Additionally, you have:

**QUIT GAME** - End the game in progress and return to the Main Menu. Your current position will not be saved.

**SAVE GAME** - Save the current position in the game. You can then load this position later and continue playing.

**LOAD GAME** - Load a previous saved game. If you did not save your current position, all progress will be lost.

**RESUME GAME** - Return to the game.

## INTERFACE

There are several indicators on the **main screen**. All indicators (with the exception of the battery) are visible at all times. The battery indicator hides automatically after several seconds of inactivity. Turning the flashlight on will activate the battery icon.



- 1. HEALTH** - When injured the health bar will decrease.
- 2. HUBBARDIUM** - If you have hubbardium on you this bar shows its activation time on you. When you trigger hubbardium the screen will change and the bar will start getting shorter.
- 3. AMMO** - The remaining ammunition for the current weapon is displayed both as a number and as a progress bar. The number in front of the slash is the number of rounds in the magazine, and the number after the slash is the amount of ammo in spare magazines.
- 4. RECON SIGNAL STRENGTH** - This indicator shows the strength of a signal emitted by different devices. When the indicator starts to flash, you can activate ReCon (press TAB key) and then hack into the device.
- 5. BATTERY** - When you turn on your flashlight, this bar shows how much battery life remains. When the flashlight goes dead it automatically starts to recharge and the progress bar shows the gradually increasing charge.

## CONTROLLING THE GAME

**MOVEMENT** – you can move freely around the game world, you can walk, run, jump and crouch.

**You control movement with these keys (standard settings):**

Move forward	<b>W</b>
Move back	<b>S</b>
Strafe left	<b>A</b>
Strafe right	<b>D</b>
Lean left	<b>Q</b>
Lean right	<b>E</b>
Jump	<b>Spacebar</b>
Crouch	<b>C</b>
Walk	left <b>Shift</b>

**INTERACTION** – there are many things you can do in the game world that can help you progress through the game. You can pick up and throw items, look for devices you can hack into and control or manipulate time.





**These actions use the following keys (standard settings):**

Action	<b>F</b>	This will press buttons, open lockers, pick up and throw items
Flashlight	<b>T</b>	Turn the flashlight on and off
ReCon	<b>Tab</b>	Turn the ReCon on and off
Hubbardium	left <b>Ctrl</b>	Turn bullet time on and off
Objectives	<b>Z</b>	Displays completed and current objectives

**Note:** If you hold an item in your hand you can throw it by pressing the **left mouse button**. The longer you hold the button the further the item will be thrown.

**COMBAT** – The essence of the game is combat. You can pick up weapons and ammunition. This happens automatically once you get close to an item.

**The combat is controlled with the following keys (standard settings):**

Fire		LEFT MOUSE BUTTON
Aim		RIGHT MOUSE BUTTON (You cannot run while aiming; aiming is not available for all weapons)
Previous weapon		MOUSE WHEEL UP
Next weapon		MOUSE WHEEL DOWN
Reload	<b>R</b>	R (only if you have spare ammo)

## LOAD AND SAVE

You can press the **F5** and **F9** keys at any time during the game to quickly save or load a game (there are two available slots for these saves). You can also save from the In-game Menu (there are an unlimited number of slots).

The saved position can also be loaded from the **Main Menu**. You can also delete the saved games from the **Main Menu**.

## CONTROLLING VEHICLES

You will be able to control several vehicles in the course of the game. They are controlled in the same manner as normal in-game movements.

**Vehicles are controlled with the following keys (standard settings):**

Go forward	<b>W</b>
Go back	<b>S</b>
Turn left	<b>A</b>
Turn right	<b>D</b>

At one point in the game you can control a loader vehicle to manipulate large crates. You control the manipulator arm with the **mouse wheel**; you load and drop crates by pressing the **right mouse button**.

## WEAPONS

Over the course of the game you will find a large array of weapons. Varying your use of these weapons provides for better and more effective combat.

You can press the right mouse button with most weapons to aim and get better accuracy. However, you cannot run at the same time.



**HAMMER** – This weapon is for emergency situations only when you run out of all ammo. However, you can use it to smash glass, open lockers, etc...



**PISTOL** – This is a basic weapon. Not very powerful but it will help especially at the beginning of the game. It is relatively accurate at longer range.



**SHOTGUN** – Excellent weapon for close combat, unfortunately this is offset by a small magazine and long reload time.



**MACHINE GUN** – This universal weapon will likely be used most often in the game. It has a large magazine and can be reloaded quickly.



**SNIPER RIFLE** – This weapon is best used to eliminate opponents at a distance. It's very powerful ammunition is offset by a very limited magazine.



**ROCKET LAUNCHER** – The most powerful weapon in the game. However use it with caution, if the rocket explodes too close it can injure or even kill you.



**FLAMETHROWER** – Excellent and effective close combat weapon with a large capacity magazine. However, its effective range is very limited.



**GRENADES** – Ideal for eliminating large numbers of enemies. By pressing and holding the left mouse button you control the strength of the throw and thence the distance. Be cautious, the grenade explosion can injure or even kill you.

## MISCELLANEOUS

### HUBBARDIUM



During the game, you can collect hubbardium capsules. The amount of hubbardium you have is indicated in the lower left corner of the screen. When activated (left **Ctrl** key) time will be slowed down and you can aim better or evade enemy fire. If you run out of hubbardium, or if you press **Ctrl** key again time will return to normal.

### RECON



A special skill you get during the game is the ability to search, locate and eventually hack into different entities (door locks, cameras, vehicles, etc...). During the game observe the ReCon signal strength indicator (upper right corner of the screen). When it starts to flash, it is possible to activate ReCon mode by pressing the **Tab** key.

Control is very simple. Move the crosshair toward the entity you want to activate and press and hold the **F** key. ReCon will start to hack into the entity this is displayed on a progress bar right beside the entity. Once hacking is complete you can control the entity by hitting **F** key again.



## HEALTH AND AIR



You can be injured in combat. There are two ways to heal. You can find a medkit, if you pick it up, you will be healed a small amount or you can find a surgery unit. These devices are mounted on walls and by using (F key) them you can repeatedly replenish your health. However, the supply of healing materials in these machines is not endless and their effect is limited.

In the course of your stay on *Alpha Prime* you will find yourself outside the hermetically sealed areas several times. Because your suit has only a limited oxygen supply that will last but a short time, you must find oxygen dispensers in these areas.

It is a machine similar to that of surgery units and you control it in the same way. However, instead of health it replenishes your supply of oxygen. Your current oxygen supply is displayed by a bar on the left side of the screen.



## CREDITS

**Black Element****Project Manager**

Radek Volf

**Lead Designer**

Radek Volf

**Lead Programmer**

Filip Doksanský

**Lead 2D Artist**

Aleš Horák

**Lead 3D Artist**

Jan Zámečník

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Ondřej Neff

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Michal Varnuška**Additional Tools Programming**Jan Zámečník  
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Jaroslav Kašný

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Rudolf Snižek  
Josef Vlach**Gameplay Scripting**

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Jan Zámečník**Character Modeling**Jiří Bartoněk  
Kamila Clarová  
Jan Zámečník**Animators**Jan Zámečník  
Jiří Bartoněk  
Kamila Clarová**Cinematics Director**

Radek Volf

**Cinematics Camera and Editing**

Jan Zámečník

**Ingame Motion Capture Actor**

Jan Zámečník

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Alexandra Lánská  
Jan Zámečník**Sound Effects**

Jaroslav Kašný

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Livia - Amy Huck  
Olivier - Jeff Smith  
Warren - Ryan James  
Bruce - DJ Ni  
Paolo - Davide Dominici**IDEA Games****Producer**

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**PR and Marketing**

Jiří Rýdl

**Sales**

Jiří Jakubec

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Marek Španěl  
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Steve Milburn

**Production**

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**Game Packaging and Promotion Design**

Eriq Chang

**Game Testers**Spencer Adams  
Savannah Alexis**Web Team**Zaf Fardellis  
Nizar Sabra**Special Thanks**Sav  
Spence  
Connor  
Braeden  
Jordyn  
Stan  
Moose

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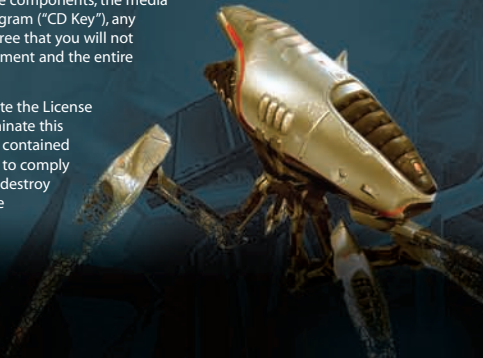
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## CONTROLS

You can reconfigure the default control settings to fit your gameplay preferences.

From the Main Menu, select Controls to access the keyboard and mouse configuration settings.

MOVEMENT	DEFAULT KEY
Move Forward	W
Move Backward	S
Move Left (strafe)	A
Move Right (strafe)	D
Lean Left	Q
Lean Right	E
Jump	SPACE
Crouch	C
Walk	LEFT SHIFT
WEAPONS + GEAR	DEFAULT KEY
Flashlight	T
ReCon	TAB
Use	F
Slow Time (hubbardium)	LEFT CONTROL
View Objectives	Z
Reload	R
Fire	MOUSE1
Aim	MOUSE2
Previous Weapon	MOUSE WHEEL UP
Next Weapon	MOUSE WHEEL DOWN
Hammer	1
Pistol	2
Shotgun	3
Machine Gun	4
Sniper Rifle	5
Rocket Launcher	6
Flamethrower	7
Grenades	8
Quick Save	F5
Quick Load	F9

**Official Game Web Site**

<http://www.alpha-prime.com/index.php>

**Official Game Forums**

<http://www.blackelement.net/forum/>

**Meridian4**

<http://www.meridian4.com/>