shockwave - Jumpgate] cheat codes
- Pause game Then EnTer codes AT ANY Time
skip mission - B A C C A A A X
increase mission # - C A A A A C A X
super missiles - C A A B A X
super lasers - C A A B A C A X
smart bomb - A C A B A A C A A A X
invincibility - A B A C A A B A X
Refill weapons - B A A A A B A X
Display players name - B A B X
Display Programers message - B A C A C A X
Bonus Level] complete The game wait
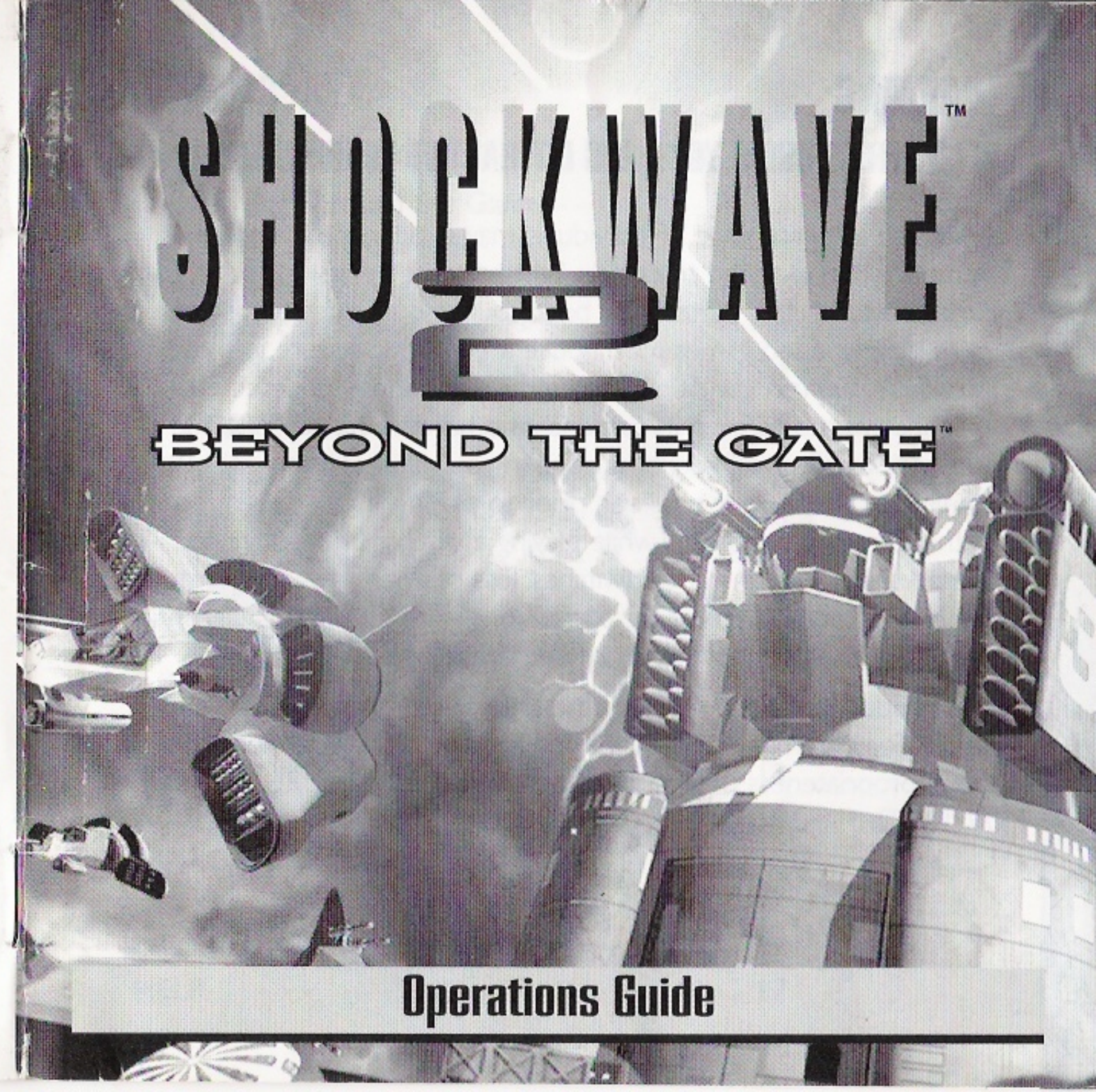THROUgh The CREDiTS Theres a Bonus Level
To play called cakewalk

SHOCKWAVE 2
BEYOND THE GATE™

Operations Guide

WARNING:

READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
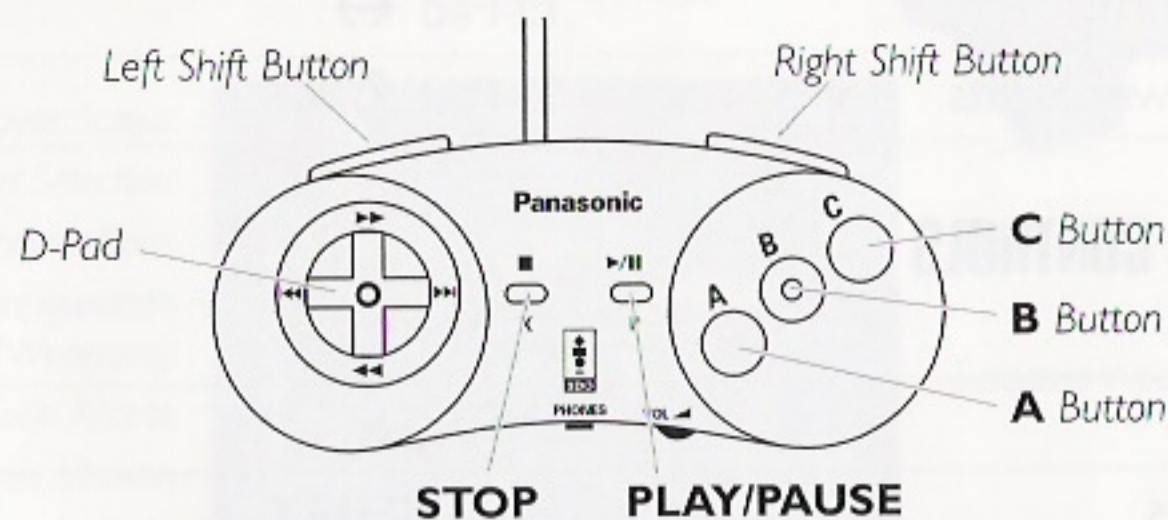
CONTENTS

STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™ system. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the 3DO system (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Press the OPEN/CLOSE button.

4. Insert disc 01 into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

DISC 02

1. Once System 4 is completed, you are prompted to insert disc 02. The disc tray opens automatically.

2. Remove disc 01 and replace it in the original case.

3. Insert disc 02 into the disc tray (label side up) and press OPEN/CLOSE.

CONTROL SUMMARY

Left Shift Button
Right Shift Button
D-Pad
Panasonic
C Button
B Button
A Button
STOP
PLAY/PAUSE

MOVING THROUGH THE GAME

Skip Video	**PLAY/PAUSE** (during video)
Highlight an Option	D-Pad ↕
Activate Selection	**A**
I.C.E. Audio (when available)	**C**
Quit/Cancel/Return to Previous Screen	**STOP**
Begin Mission	**PLAY/PAUSE**
Help	Highlight "**?**" + hold **A**
Pause Gameplay	**PLAY/PAUSE**
Exit Mission	**STOP**

TURRET CONTROLS

Rotate Turret	D-Pad ↔
Raise/Lower Sights	D-Pad ↕

FIGHTER CONTROLS

Dive	D-Pad ↑
Climb	D-Pad ↓
Thrusters	Right **SHIFT**
Barrel Roll	Left **SHIFT** + D-Pad ↔

HOVERCRAFT CONTROLS

Reverse Thruster	Left **SHIFT**
Forward Thruster	Right **SHIFT**
Mobility/Target	D-Pad

FIRE CONTROL ON ALL VEHICLES

Special Weapons	**A**
Guns	**B**
Missiles	**C**

THE CORTEZ

Player's Name
Player Status
Mission Selection
Communications
Ship Configuration (Weapons)
JumpGate Code Access
Launch Mission
Help
Selected Weaponry
Current System
Selected Planet

FLYNN

SYSTEM 04 HOELINWAA COMPLETED
ION CANNON 40 PIRANHA 6 LIGHT RAM
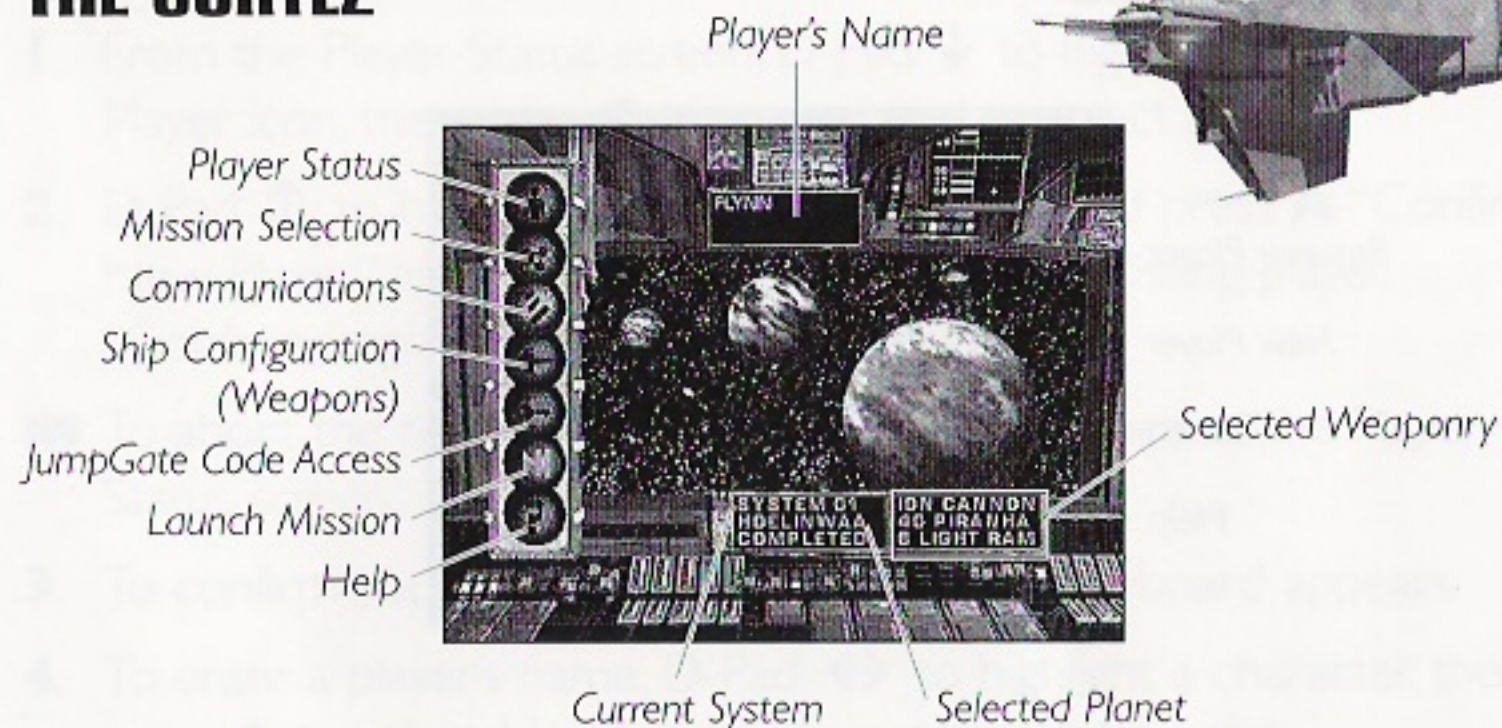
The bridge of the *Cortez* is the nerve center of your expedition beyond the gate. From here you can view the current system, select a destination, communicate with members of your crew, configure weaponry, access a JumpGate code, or launch your chosen mission.

To select one of the seven icons:

1. D-Pad ↕ to highlight an icon.
2. To select the highlighted icon, press **A**.

NOTE: The HELP icon has been placed throughout the *Cortez*. Highlight this icon and Hold **A** for an on-screen description of each icon.

PLAYER STATUS

Resume Player
New Player
Return
Help

SELECT PLAYER

DEATH
WOMBAT
TUNDRA_M
FLYNN
WATKINS
L_BENES
D_WOO
B_ROSSMAN
E_HOLDEN

NEW PLAYER

If this is your first time beyond the Gate, create your own player.
Your player's progress is saved automatically.

NOTE: If you are new to Shockwave combat, before deploying
on your first mission, practice on a simulated battlefield
accompanied by I.C.E. (Intelligent Combat Engine). (See
The Simulator on p. 17.)

To create a new player:

1. From the Player Status screen, D-Pad ↓ to highlight the New
   Player icon, then press **A**. You are asked to select a slot.

2. D-Pad ↕ to highlight one of the nine slots, and press **A**. "Confirm
   New Player" appears. If you are replacing an existing player,
   "Confirm Replace Player" appears.

▶▶▶ To abort the new player, press **STOP**. You return to the Player
   Status screen.

3. To confirm your slot selection, press **A**. The keyboard appears.

4. To enter a player's name, D-Pad ↔ to highlight a character, then
   press **A** to select. Up to eight characters can be used.

5. When satisfied, highlight ENTER and press **A**. You are returned to
   the bridge of the *Cortez*, and the new player's name is displayed at
   the top of the screen.

NOTE: You can replace an old player with a new one, but the
   progress of the old player is erased.

PLANET SELECTION

To select the planet for your upcoming mission:

1. From the Navigation screen, highlight the Planet Selection icon.

2. D-Pad ⟷ to cycle through system planets.

▶▶▶ To select the highlighted planet without viewing a planet analysis, D-Pad ↓. The RETURN icon is highlighted. Press **A** to return to the bridge of the *Cortez*.

▶▶▶ To listen to I.C.E.'s analysis of the highlighted planet, press **C**.

▶▶▶ To perform an analysis of the highlighted planet and preview a map of the drop zone and surrounding area, press **A**.

MISSION BRIEFING

Preview Targets

Launch Mission

Return

Help

Press **C** for I.C.E.

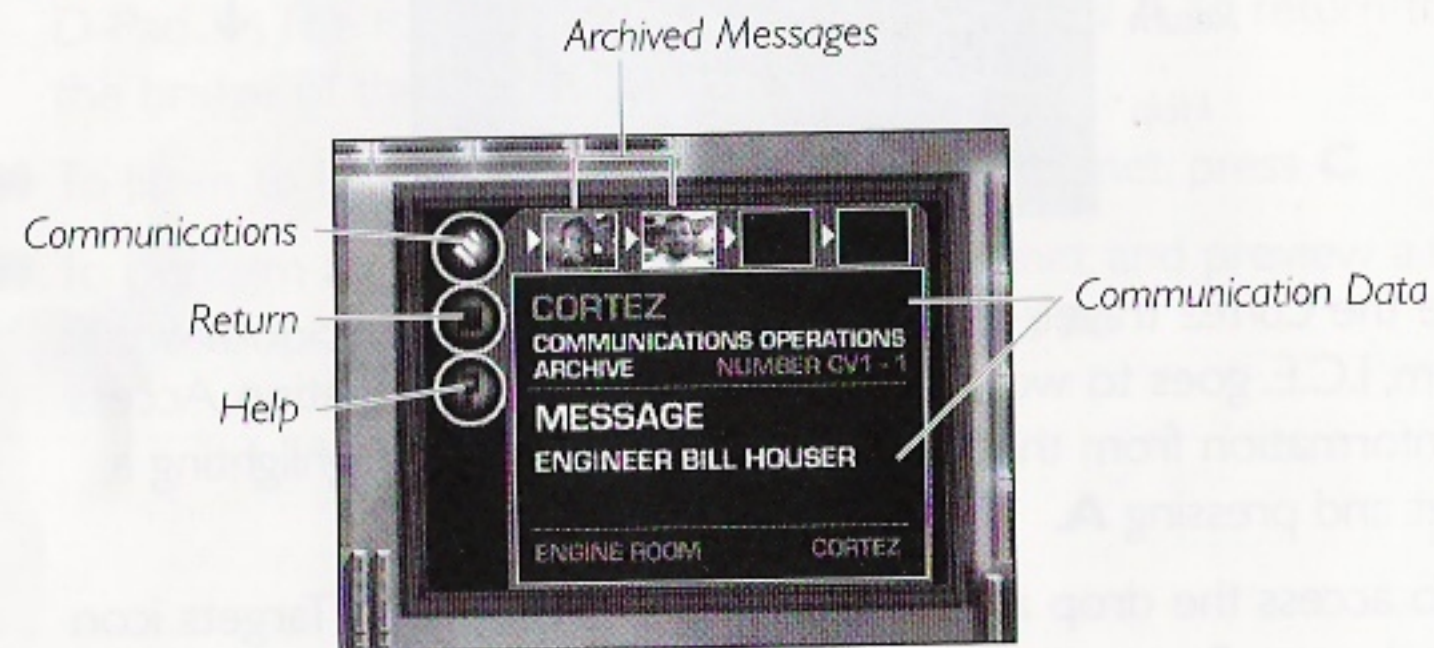Target Classification

HUMAN TANKER

LOCATION 031 - 128

Once the *Cortez* travels through a JumpGate, and enters a new system, I.C.E. goes to work compiling all galactic information. Access this information from the Planet Selection screen by highlighting a planet and pressing **A**.

1. To access the drop zone map, highlight the Preview Targets icon and press **A**.

2. To cycle through targets, press **A**.

3. For I.C.E.'s audio target information, press **C**.

▶▶▶ To begin this mission, highlight the Begin Mission icon and press **A**.

▶▶▶ To return to the Navigation Screen, highlight the Return icon and press **A**.

COMMUNICATIONS

Your Communications Officer engages the Comm icon to notify you of incoming messages. Immediately select this icon when it is green and flashing, and proceed to the Communications screen.

Archived Messages

Communications

Return

Help

Communication Data

CORTEZ
COMMUNICATIONS OPERATIONS
ARCHIVE   NUMBER CV1 - 1

MESSAGE
ENGINEER BILL HOUSER

ENGINE ROOM   CORTEZ

To activate a Message:

1. From the Communications screen, highlight the Comm icon. The first of the new messages is highlighted.

2. D-Pad → to highlight a new message, or D-Pad ← to reveal previously heard messages.

3. Once a message is highlighted, press **A** to activate it. The communication begins.

▶▶▶ To stop a communication while it's playing, press **STOP**.

NOTE: Be sure to activate your messages when you receive them. Once you pass through a JumpGate, I.C.E. empties the communication database.

SHIP CONFIGURATION

Guns

Missiles

Special Weapons

Return

Help

LASER GUN

PAYLOAD
LASER
40 PIRANHA
6 LIGHT RAM

DRAW
POWER
OVERLOAD

Weapon Statistics

The Ship Configuration is where Engineer Bill stores the available artillery. Before a mission, select the Ship Configuration icon, then arm your vehicle with the best possible weapons.

**NOTE**: Weapons automatically add to your Ship Configuration as you progress through each system.

To select your weapons:

1. From the Ship Configuration screen, D-Pad ↕ to highlight the GUNS, MISSILES, or SPECIAL WEAPONS icon.

2. Once the icon is highlighted, D-Pad ↔ to cycle available weapons.

3. Press **A** to choose your weapon. The weapon name appears beneath the display window, informing you it has been loaded.

NOTE: To hear a detailed description of the available artillery: From the Weapons screen, press **C** when the weapon is displayed.

SYSTEM 1 WEAPON INVENTORY

GUNS
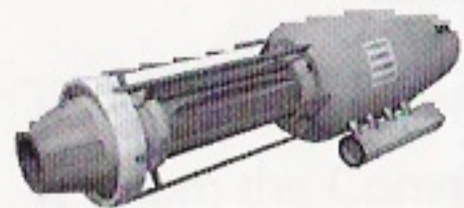
Laser—The laser is the base weapon in the arsenal. It provides sustained fire and is quite effective against lightly armored targets.

Ion Cannon—An energy weapon capable of sustained fire, the Ion Cannon is more powerful than the laser, causing nearly double the damage per shot.

MISSILES

Piranha—The smallest rocket in the arsenal, the Piranha is most effective against lightly armored targets. High speed and firing rate make this a popular choice for some pilots.
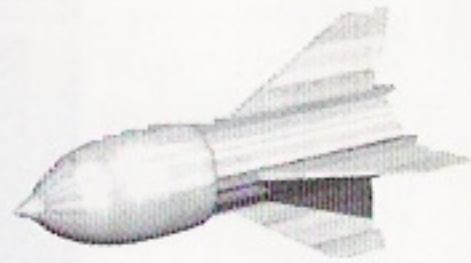
SPECIAL

Light Ram Missile—The Light Ram is identical in function to the Heavy Ram, but its higher speed makes it useful against fast moving aerial opponents. It can catch all but the swiftest craft.
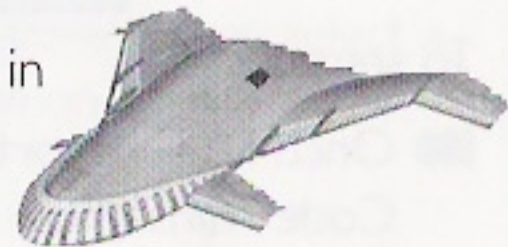
JUMPGATE CODE ACCESS

To travel between planetary systems, you must have a JumpGate code. Gather these as you successfully complete each system.

NOTE: A system initializes when a player re-enters through the JumpGate. (e.g., if a player re-enters system 1 from system 5, his ship's data and configuration will return to that of system 1.)

SELECT JUMPGATE CODE

SYSTEM 01
SYSTEM 02
SYSTEM 03
SYSTEM 04
SYSTEM 05
SYSTEM 06
SIMULATOR

To send a code:

▶▶▶ Once I.C.E. reports and programs a JumpGate code, select the Code Transmitter icon to launch it. The *Cortez* travels into the designated system.

To enter a code:

1. Highlight a system and press **A** to select. The code keyboard appears.

2. D-Pad to cycle code keys and press **A** to select. When the code is complete, highlight and select ENTER. I.C.E. transmits the code.

▶▶▶ If the code is correct, you are asked to press **A** to Confirm or **STOP** to Abort. Press **A** to travel through the JumpGate.

▶▶▶ If the code is incorrect, you are returned to the code transmitter screen.

THE SIMULATOR

Before you launch into an actual mission, you may want to take a practice run in any of the three vehicles. Select SIMULATOR from the Code Access screen.

To practice:

▶▶▶ From the Code Access screen highlight SIMULATOR and press **A**.

▶▶▶ Select one of the three vehicles in the same manner as you select a planet for an actual mission. (See *Planet Selection* on p. 10.)

LAUNCH MISSION

Once you've chosen a planet, armed your vehicle, and received all of the available information, you are ready to launch the mission.

▶▶▶ To launch the current mission, highlight the Play icon and press **A**. You are dispatched to the selected planet.

HELP

▶▶▶ To view on-screen descriptions of each icon, highlight any Help icon throughout the *Cortez* and hold **A**.

▶▶▶ To view control pad/joystick information: From the Bridge of the *Cortez*, hold **A** + **Right/Left SHIFT**.