To set up Fury³ using Windows 95

1. Turn on your computer and start Windows.
2. Place the Fury³ disc in the disc holder (if required), and insert it in the CD-ROM drive.
3. Double-click the My Computer icon, then double-click the icon for the CD-ROM drive.
4. Double-click the Setup icon.

To set up Fury³ using Windows 3.1

1. Turn on your computer and start Windows.
2. Place the Fury³ disc in the disc holder (if required), and insert it in the CD-ROM drive.
3. Open the Program Manager window (if necessary), click File, and then click Run.
4. In the Command Line box, type the letter of your CD drive, a colon, a backslash, and the word SETUP (for example, type **d:\setup**).
5. Click OK and follow the instructions that appear on the screen.
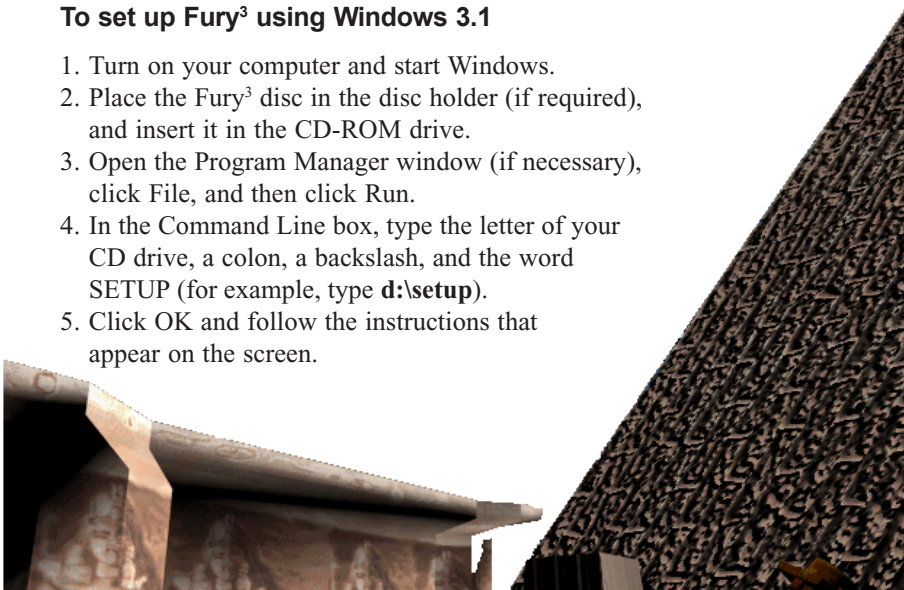
Fury³—The Bion Threat

During the IP Wars, the Terrans designed a race of bionic warriors known for their cunning and their brutal strength. Physically superior and ruthlessly aggressive, a single troop of Bions could eliminate the inhabitants of a planet within days.

The Bion war effort saved the Coalition, but nearly destroyed Terran. After the war, Bion aggression could not be contained. Peaceful coexistence between Bions and Terrans proved impossible. The ensuing Bion Wars are known for their brevity—and violence.

In 2832, the Coalition ordered complete Bion dismantlement, and instituted Terran's renowned Council of Peace—a military defense force inferior to none.... Unknown to the Coalition, a few Bions survived and have assembled on a distant planet called Fury.

Their plan is to seize seven more Coalition planets whose resources will help them attain their ultimate goal—total domination of space from the Bion Fury outpost.

As a member of Terran's Council of Peace, it's your mission to stop them. Welcome home, Councilor.
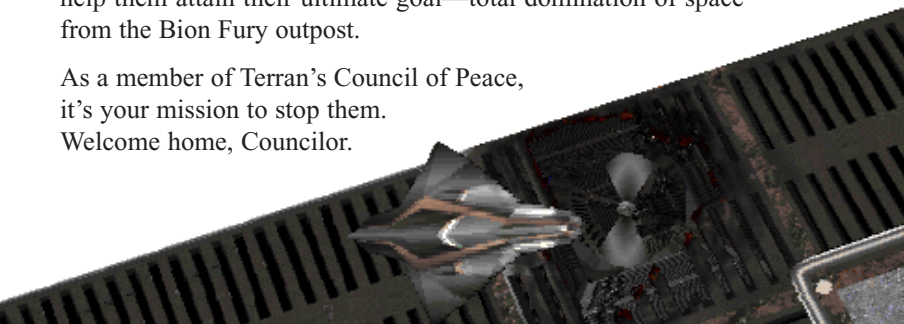
Defeating the Threat

As a member of Terran's Council of Peace, your role in this intergalactic war is crucial. Bring down the Bions and peace is restored. Allow the Bions to succeed, and you can kiss the Coalition good-bye.

Trust the intelligence report for each planet. It provides you with the latest information concerning Bion infiltration, and satellite views of critical Bion targets. Also trust your ship. Its Compass, when used with the Distance Indicator, will help you steer straight toward a Bion target.

Each planet contains three separate missions. Once you've successfully completed all three missions, your ship will transport you to the next planet. Intelligence has sighted Bion infiltration on eight planets in all.... The last planet is a killer.

Be ruthless, Councilor. The Bions are.

Success rests in your sights

All hits are valued equally. Spare the greenery—palm trees and seaweed are *not* the enemy. Too easy? For a more aggressive enemy with greater firepower, choose a harder level of play. Enemy firepower and reckless flying take their toll on your ship. And when your shield strength is gone, so are you.

The Planets

Terran

Terran wasn't always a Utopia. Ravaged by the IP Wars and then by the Bion Wars, Terran's peace has been hard-earned. And now the Bions have returned....

L24-D

L24-D contains the largest repository of carbonium, an explosive with 48 times the power and radiation damage of a fusion bomb. The Bions want it for their perilous missile, the BFM.

Ares

The isomorphic decay of Arean red sheol attracts wormholes —shortcuts through space and time. The Bions plan to mine the sheol, control the wormholes, and monopolize all intergalactic travel.

New Kroy

New Kroy is a city planet that's reputed to be impenetrable. Its buildings are grown from polyKroy, an organic synthetic that is transparent, grows into any shape, and is nearly indestructible.

Sebek

According to ancient Sebekian scriptures, the Death Ankh grants its possessor immortality. Seize it before the Bions do! You don't want an enemy you can't kill....

Vestra

Once the penal colony for Bionic insurgents, Vestra is now the Bions' military training ground. They've recruited their most ruthless fighters, Councilor. They want you dead!

Tiamat

Tiamat's oceans contain the last repositories of attainable phosphorous, a fundamental energy source in all living and bionic things. Without access to Tiamat's waters, the Bions will die.

Fury

Fury is the Bion deep space outpost. Destroy this planet and you'll defeat the Bion threat! At least for now....

Playing the Game

If you chose one of the Compact installation options during Setup, you will need to have the game CD in your CD-ROM drive while playing Fury^3.

Starting Fury^3

- In Windows 95, click the Start button, click Programs, point to Microsoft Games, and then click Fury^3.

- In Windows 3.1, double-click the Fury^3 icon in the Microsoft Games group window or in the group window you specifed during Setup.

Locating targets and checkpoints

To locate the next target or checkpoint:

1. Read the Objective Tracker. **OBJ. Destroy Target**

2. Maintain a 12 o'clock Compass heading.

Plus sign—
Target is above you

Minus sign—
Target is below you

Red—Air targets
Green—Ground targets
Yellow—Tunnels
Blue—PowerUps

3. When the Distance Indicator reaches zero, you're there. **DIST. 0**

Joystick controls

Button 1	Fire Weapon	Hat Switch	Look out windows
Button 2	Turbo Thrust		in Cockpit View.
Button 3	Throttle Down		Pan around ship
Button 4	Throttle Up		in Outside View.

See the back of the Fury^3 CD case for keyboard controls.

Pausing for coffee and directions

You can pause and resume the game by pressing F3. The game will automatically pause if you press F1 to view online Help.
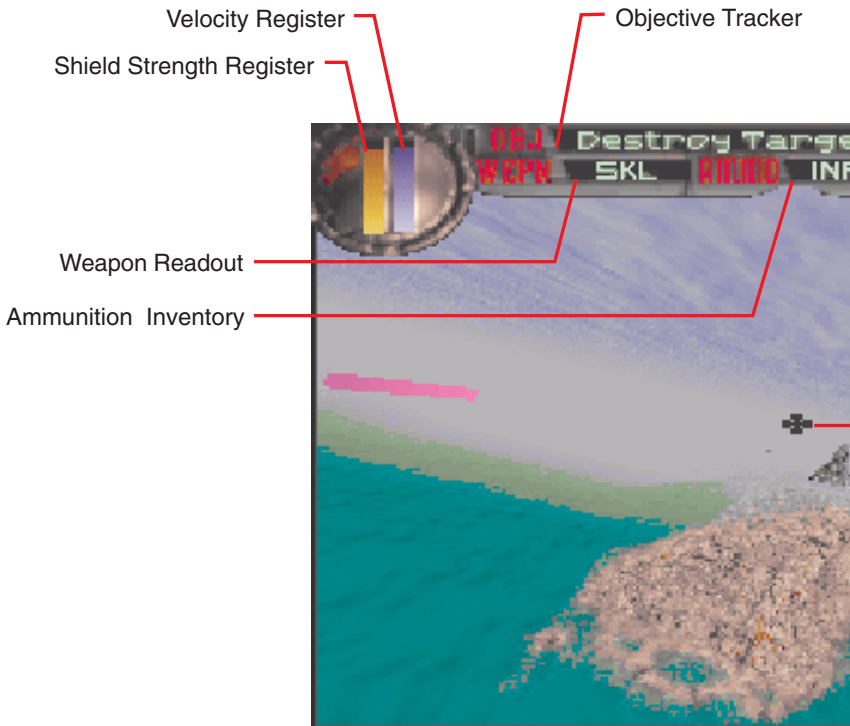
Saving a game

To maintain your progress, save before you exit the game. Many pilots save after destroying a major target. Enter tunnels at your own risk— communications are limited. Your request to save will not be heard.

- To save a game, press CTRL+S, or click Save Game on the Game menu.

- To resume a game you've saved, press CTRL+R, or click Resume Saved Game on the Game menu.
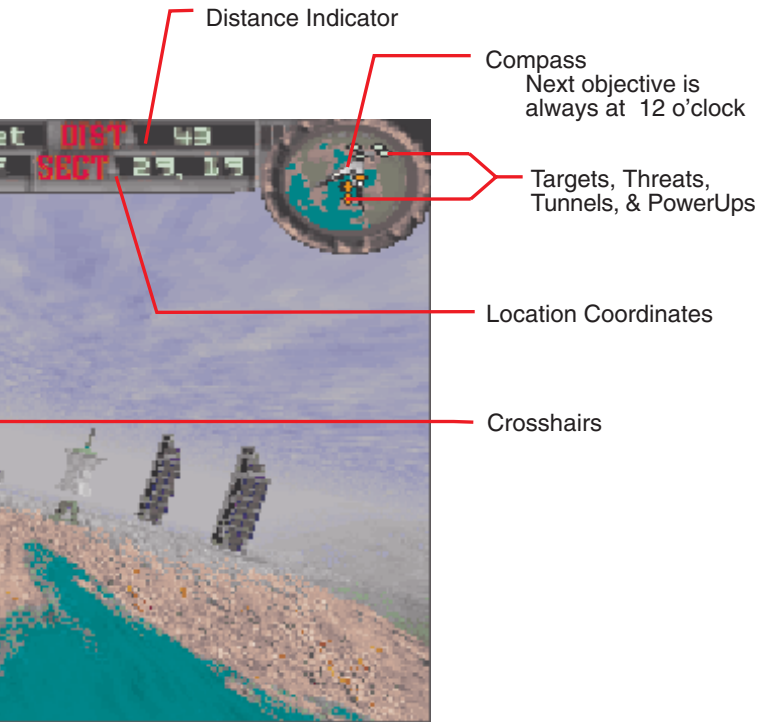
Exiting Fury^3

- To exit Fury^3, press ALT+F4, or click Exit on the Game menu.

Instrument Display

Velocity Register

Objective Tracker

Shield Strength Register

Weapon Readout

Ammunition Inventory

Distance Indicator

Compass
Next objective is
always at 12 o'clock

Targets, Threats,
Tunnels, & PowerUps

Location Coordinates

Crosshairs

Weapons

Your ship holds seven weapons, but you begin with only one—the
ServoKinetic Laser. Choose from the weapons you've uploaded by
pressing keys 1-7.

Name your weapon

1 ServoKinetic Laser (SKL)—A direct-fire laser known as the "Serv."
   Always available. Always dependable.
2 Dispersion Cannon 14 (DC14)—Fires in a spray pattern and is good
   for strafes. Even more powerful than the Serv.
3 Rapid-Fire Laser 20 (RFL20)—The twentieth iteration of the most
   powerful direct-fire laser. Will leave them begging for mercy.
4 Dead-On Missile (DOM)—This missile shoots straight ahead. Aim
   carefully and don't look back.
5 The Viper (VIP)—Its infrared will track any target. Guaranteed!
6 Bion Fury Missile (BFM)—This Super Missile was first developed by
   the Bions during the IP Wars. These babies do major damage.
7 F^3 (FFF)—The most deadly triple-stage Smart Bomb destroys every-
   thing within range. Restores shields automatically *and* has an IQ of
   2000, better than yours.

Lasers regenerate their own ammo. Trigger fiends will be thankful.
Missiles do more damage but are harder to find. They do not regenerate.
The F^3 is a serious threat and a serious payload—you carry only one at a
time, but one is more than enough.

To load or strengthen weapons

The Bions pillaged Coalition stockpiles and stored many of the weapons underground. You'll have to recapture the rest in battle. When you destroy certain Bion targets, Coalition weapons are extracted and stored indefinitely in a floating weapons cache. Fly through the cache to:

- Upload new weapons.
- Strengthen weapons already in your arsenal.
- Add ammo for onboard weapons.

Choose a weapon by pressing keys 1-7.

Fire a weapon by pressing Button 1 on the joystick, or press SPACEBAR.

PowerUps

Your ship identifies atmospheric energy fields and rechannels them into floating energy caches. Fly through them and watch for these messages:

|	
Shield Boost!	Shields strengthened.
Shields Restored!	Shields completely restored.
Invincibility!	30 seconds of total invincibility.
Invisibility!	30 seconds of invisibility.
Turbo Thrust!	Can you say SPEED^3?

Customizing the display

When you start Fury³, you'll see a
Head-Up Display that covers the full
screen. There are several ways to
customize your view of the action.
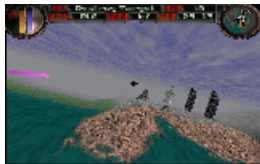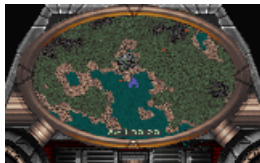

Full Screen Format

Panoramic Format gives you the
fastest game play. The bracket
keys [ ] switch the display between
Panoramic and Full Screen Formats.
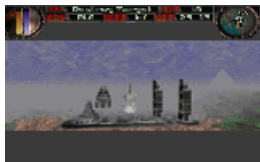
Panoramic Format

Whichever format you choose, you have the following options:

You can display or hide the Satellite
Map by pressing TAB. Battle action
pauses while the Map is displayed.
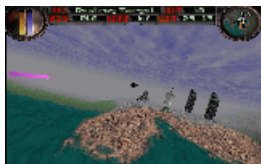

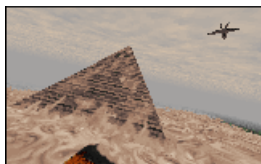Satellite Map

Instrument Displays

To cycle through, press C

Full Cockpit

Head-Up Display

No Instruments

Pilot Views

To cycle through, press V

Cockpit View

Chase View

Outside View

To pan:

Left/Right
  INS/DEL
Up/Down
  – / + (KEYPAD)

Customizing the Game

This is *your* ship. Use the Options menu to customize the flight controls, sound, graphics, or game options.

Troubleshooting

For troubleshooting information, see the README file on the Fury^3 CD-ROM, or look in the Troubleshooting topic of online Help.

Credits

Game

Concept, design, and programming:	Mark Randel
Biz and resident psychologist:	Brett Combs
Music and sound effects:	Kyle Richards
Original artwork and animations:	Drew Haworth
	Brad Heitmeyer
	Mark Humphrey
	Ray Rodriguez
	Terry Simmons
	Chuck Carson

Cinematics

3-D modeling, animations, and rendering:	Karl Hagood
Game ship design:	Terry Simmons
Visual effects:	Mark Humphrey
Music:	Kyle Richards
Creative coordination and level design:	Joseph Selinske
	Gaither Simmons