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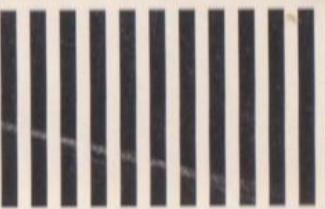
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CRUSH!

Deluxe™

Installation and Users Manual

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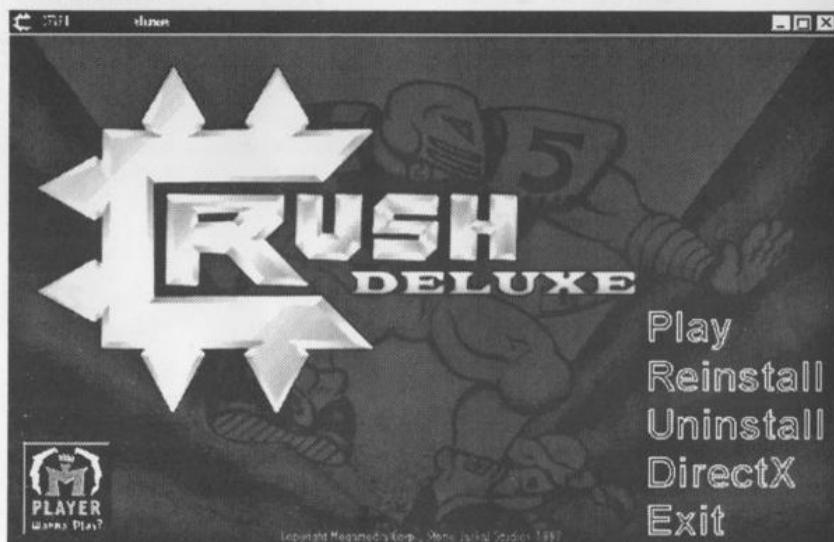
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SYSTEM REQUIREMENTS

- Windows® 95
- 486 DX2/66
- A DirectX compatible sound card
- A DirectX compatible video card
- 8MB RAM
- Double speed CD-ROM drive.
- 30MB of free hard drive space

INSTALLATION



After turning your computer on and entering Windows 95, place the CD into the CD-ROM drive and close the drawer. The Autorun feature will start the installation sequence. If the installation doesn't start automatically, you can access the CD by double-clicking on "My Computer" and then double-clicking on the CD-ROM drive icon.

The Installation will guide you through the process and generate a program group for you. The Play and Reinstall buttons will only appear after you have installed the game. "Play" only appears after you have installed the game and will lead you to the Main Screen.

"Reinstall" will allow you to install the game either at some other location on your hard drive or over the existing installation. Be careful of this feature, as it will overwrite the league and tournament information. It will not overwrite any of your saved teams.

The DirectX button will install a suite of drivers that facilitate the game-to-hardware interface. In other words these drivers help the game run faster by accessing the hardware directly. These drivers are necessary in order for this game to run. If you find that the game will not run properly, try installing these DirectX drivers.

"Exit" closes the game and returns you to the Windows environment.

The Mplayer icon on the bottom left will install the necessary software to access the internet gaming service Mplayer. More information on this service see page 26.

Spawning

To spawn Crush!, and allow multiplayer games off of one CD you complete the following steps:

- 1) Install Crush! on each computer that is going to play multiplayer Crush!.
- 2) One person must have the CD, and that person must run "Crush!" as normal from the start menu, go to exhibition, select a team and host a game.
- 3) The other players must run "Crush! - Spawner" from the start menu. This will take them directly to the exhibition menu, in which they will be able to select a team and join in a network game. (Crush! - Spawner only allows the player to join, and not host network games)
- 4) Play the game as normal. Within the exhibition menu, and the network game, each player will have full CD functionality.

MAIN SCREEN AND GAME TYPES

This screen leads you to the three different levels of play contained in Crush Deluxe. It will also lead you to the Mplayer internet server where you can test your team against human opponents.

Note: This is a mouse driven game. For most screens with option buttons there will be pop-up help available. When the mouse moves over an object with pop-up help, text will appear somewhere on the screen.

Exhibition

This is the type of play you will see when you play a multi-player game. It is designed for 3 teams to play.

There are three helmets arranged near the center of the screen and a row of buttons near the bottom on the option bar. The buttons allow you to choose how many games must be won for victory (1, 2, 4, or no limit), how much each team can spend (600K or 900K), the speed of each turn (relaxed, standard, and frenzied), and how many turns per game.

Click on one of the helmets to start setting up your team. See the detailed description of Drafting and Managing your teams on page 6.

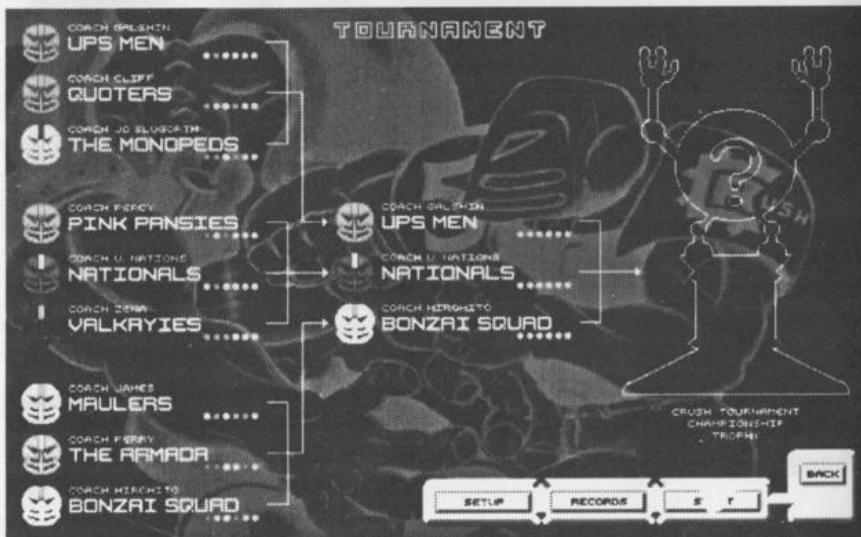
Once you have set up your team and all the options are correct, press Start to begin the exhibition. If any of the team slots are left open, a prompt will appear on the screen asking if you want a computer player. If you click No the game will return to the Exhibition Screen. If you click Yes a randomly generated computer team will be generated that fits into the budget constraints that you set.

If all the teams are computer controlled you will be prompted on how you would like to simulate the game. Abstract will only show the end of all movement including all checking results. Detailed shows all player movement.

If you decide you want to stop playing the Exhibition, simply left-click on the Back button and you will return to the Main screen.

The winner is the coach that wins the most games out of the total played, or the first one to reach the number of wins set in the option bar.

Tournament



This level of play is for 9 teams. Each of the three Divisions will play until one of those teams wins two games. Tie games are marked with yellow, wins are marked with green, and losses are marked with red. In the event that all

three teams in the Division are tied with one game per piece the team that won first will advance to the final round.

The final round will be played the same way as the division games. The tie rule will give the team with the most wins in total the victory.

The button bar near the bottom of the screen allows you to do the following:

"Setup" brings you to the setup screen.

1. Left-click on one of the numbered slots on the left to select it. Right-click on the name field on the right to name the tournament. This slot is where the tournament information will be stored if you choose not to finish the tournament in one sitting. You can delete a saved tournament by selecting it and left-clicking on Delete.
 2. The Pace, Budget, and Turn buttons are the same as for the Exhibition setup screen.
 3. The Simulation button sets how you view a computer teams' turn.
 4. Left-click on Done to save and return to the Tournament screen.
- "Records" shows all the team and player statistics.

When you are ready to play, left-click on start. If there are any non-human played teams on the roster then you will be prompted. The next prompt will ask if you would like to shuffle the teams. Left-click on "Yes" to move the order of the teams. Left-click on "NO" to keep the current roster schedule.

Once you feel everything is set up correctly, press Start. If one of the divisions is controlled entirely by computer controlled teams, then the game will ask if you want to "Simulate" or "Skip" these particular games. If you choose to Simulate then you will not see the game played. If you choose No you will be presented with the first division game and the game will ask if you would like to Play this game or Skip to the next division.

League

League play allows coaches to play consecutive seasons with the same team. The league will consist of 12 teams with 3 divisions and includes end-of-season play-offs and championships.

TEAM DRAFTING AND MANAGEMENT

Starting out

After you have entered the team setup screen the first thing you will want to do is name your team. Click on the Settings button and then the team name section and enter your name. Then select an arena from the list of 15 provided. You can even pick a name for yourself as the coach.

In the team setup screen for Exhibition play there are join and host buttons. These allow you to either Host or Join a network game. In order to use these you will need some sort of connection method. TCP/IP is reserved for Internet Service connections. You must be connected to your service before you can host a game. The same applies if you wish to Join a game.

When putting your team together for the first time, it is important for you to know exactly what each race can and can't do. It is equally important to know in what areas each player needs to be trained in and what kind of equipment he or she should use.

You can also load a previously saved team or save the current one by using the Load and Save buttons.

Drafting Players

Click on the Draft button and you will see a listing of 8 different species. Each Species possesses 9 attributes, 9 statistics and 1 ability. These attributes effect how players of that species will perform in the arena.

NOTE: with all attributes the higher the number the better.

Action Points (AP) - This determines how many actions the player may perform in a single turn. Each action costs a certain number of AP, such as moving which costs 10. Each time a player performs an action the cost is deducted from its AP. When a player runs out of AP, no more actions may be performed until the next turn except for reactive checking. A coach can move a player, move another player, and then come back and finish moving the first player moved.

Checking Score (CH) - This is how good a player is at checking an opponent or defending against a check.

Strength Score (ST) - This determines the effects of a check. ST interfaces with TG. (i.e., high ST normally overpowers low TG, and high TG usually overpowers low ST)

Toughness Score (TG) - This determines the player's ability to resist stuns, injuries, or death. TG interfaces with ST.

Reflexes Score (RF) - This is the percentage chance that each time an opponent enters a tile adjacent to the player that the player will lash out with a reactive check.

Jumping Score (JP) - This is the percentage chance that a player will be able to successful jump over a tile.

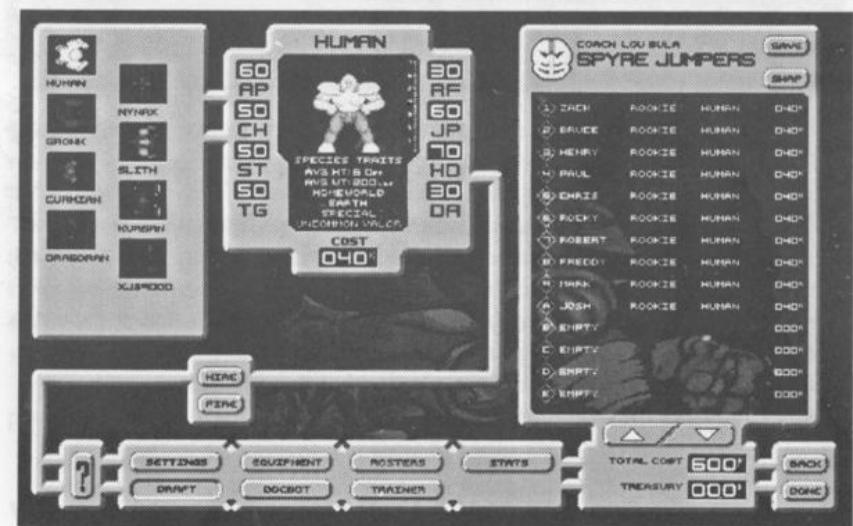
Hands Score (HD) - This is the percentage chance that the player will be able to grab a loose ball.

Dodge Ability Score (DA) - This is the percentage chance that each time a player is checked he will dodge the check, avoiding it completely.

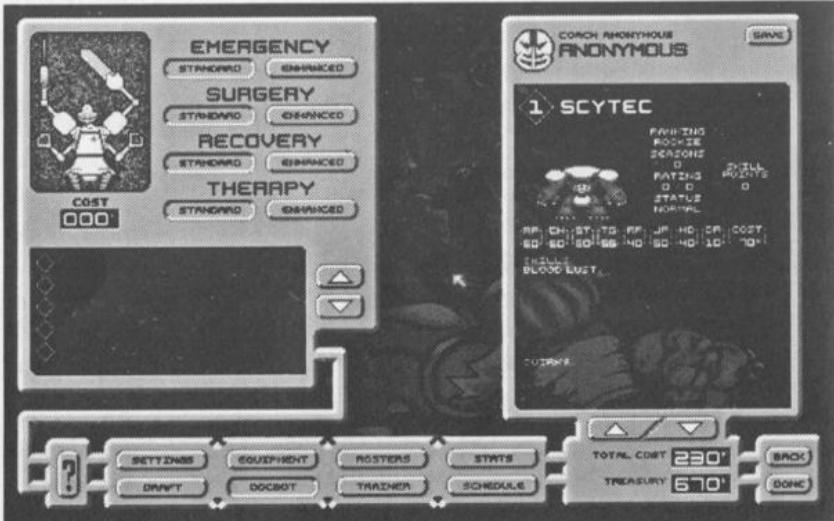
Cost - This is not an actual attribute but reflects the value of the player in credits.

Ability - Each species possesses an ability that is unique to that species.

The racial descriptions and histories are located on page 34. After deciding which races you wish to have on your team, click the Draft button and a player of that race will be added to your roster. They will have a name randomly selected for them, but you can change it simply by right-clicking on it and entering the name you want the player to have. There can be only 9 people in the arena at a time, so you shouldn't spend all your cash on players



The Docbot



The Docbot has 4 key features that help Crush! Deluxe players continue to perform at top level.

All the Docbot skills are preset for standard. This is free for the team.(Basically you get a standard Docbot for your team free.)

Each of the 4 skills can be enhanced for greater protection and prevention. The 4 skills are as follows:

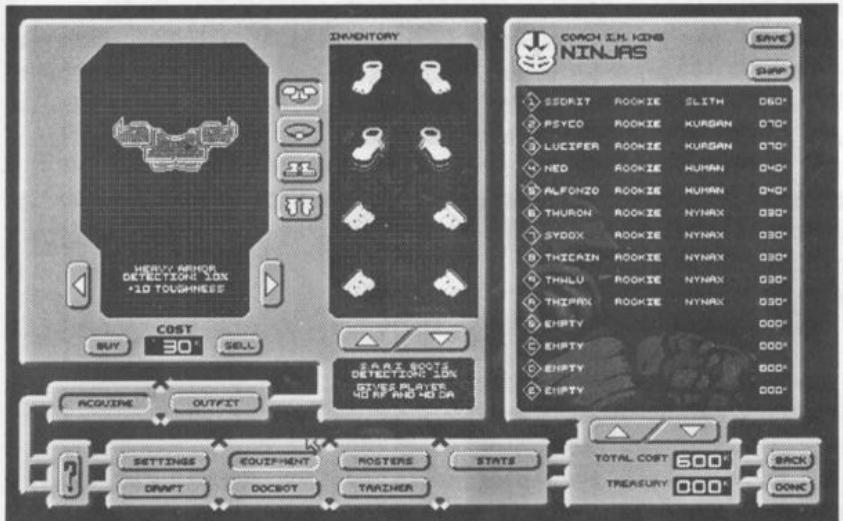
Emergency - Improves resuscitation of a player who has been killed in the arena.

Surgery - Reduces the injury type a player suffers in the arena.

Recovery - Reduces the amount of timed miss due to injury.

Therapy - Prevents the development of quirks.

Buying Equipment



Over the years, pieces of specialized equipment (all illegal to use) have been perfected. As the coach it is up to you to purchase those pieces that would most benefit your players. You could go natural, but why take chances?

Equipment may be purchased by left-clicking the Equipment button. The screen above will appear. In order to dole out the equipment you must click the Acquire button and then select the piece of equipment you want. Once you have the description of the desired piece on the screen, click on Buy to put it in the "purchased" list. If there is something in the "purchased" list that you didn't want, select it and click on Sell.

To move the item from the "purchase" list to the player's body, select the player you want to give it to and drag the object to the left.

Types of equipment and their histories are detailed on page 40.

Warning: Any player caught by the R.E.F. (Rules Enforcement Fiend), will be ejected from the game.

This is how much a player is at risk of getting an equipment check.

This determines the effects of a check. ST interface will automatically increase the low FG and high TG usually resulting in less errors.

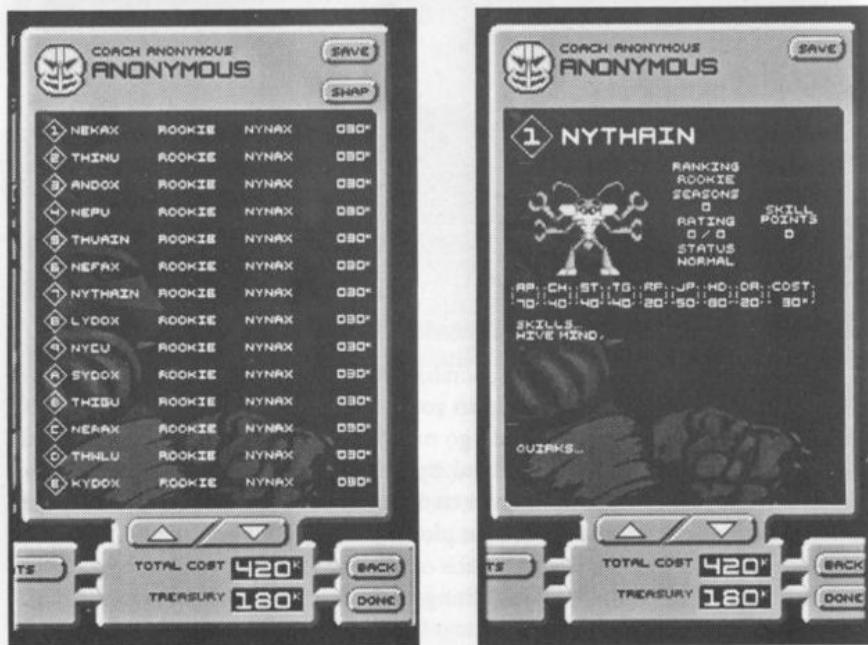
Player Score (PS) - This determines the player's ability to withstand errors or death. PS increases with ST.

Player Luck (PL) - This is the percentage chance that each time an equipment check is released to the player that the player will kick out with a successful jump over a tile.

Player Health (PH) - This is the percentage chance that a player will be able to withstand jumping over a tile.

Rosters

There are two different rosters. You can switch between them. The first shows a listing of players in the order in which they will appear in the game as well as their race, experience, and salary. The second will show the player in detail with their stats. Click on the ROSTER button to toggle between modes.



PLAYING THE GAME

NOTE: to avoid confusion throughout the rules the entity, i.e. human or computer, which controls a team will be referred to as the COACH. The maniacs which actually battle it out in the arena will be referred to as the player.

The playing field, or arena is a completely enclosed labyrinth like structure 32 tiles in length and 32 tiles in width. Four Goals are located in each of the arenas four corners. When the ball is located only one of these Goals will be active, the others will power down. Which goal remains active is decided by which Ball Bin had the ball. The Goal that remains active will be the one which is exactly opposite the location where the ball was found. For example, if the ball is found in the lower right section of the arena, the active Goal will be in the upper left section. The active Goal is the only Goal that will count as a score should a player with the ball enter it.

There are 8 Ball Bins located throughout the arena. A Ball Bin consists of a wall mounted dispenser unit and a Foot Pad located at its base. Players must step upon the Foot Pad to activate the Ball Bin. Only 1 of the Ball Bins actually contains the ball, the other 7 are rigged to electrocute the activating player. This electrical charge is mild and normally does not result in player injury.

Traps are also located throughout the arena and electrocute any player that enters the tile in which they are located. Most Traps appear as skulls with flashing red eyes but other types of Traps can be found in different arenas. They vary only in appearance however, and there is only one type of Trap per arena. The electrical charge from the Trap is more powerful than the charge from Ball Bins and can be lethal. The only way to avoid triggering a Trap is to jump over it. For more information on jumping see the section titled Player Attributes and Actions.

In CRUSH! the game begins with no players in the arena, instead on each team's turn one player from that team is warped into the game. The player will appear at one of the 8 Warp Nodes. Which Warp Node the player will appear at is determined at random.

Warp Nodes can also be used to allow rapid but erratic movement through the arena. The player needs only to step back on the Warp Node and the Warp Node will automatically warp the player to a random Node. The disorienting effects of warping will cause the player to lose any remaining action points. For more information on action points see the section titled Player Attributes and Actions on page 34.

If another player occupies the Warp Node where the player is warping to then that player will be bounced to another Warp Node. This bouncing of players will continue until either an empty Warp Node is reached or the Warp Node malfunctions. This results in the player being mutated into a blob! Needless to say the player isn't quite the same after the experience, in fact the player isn't quite anything.

The teams Docbot will eventually be able to sort the player out but he must miss the rest of the game. The other players hate getting bits of blob stuck on their boots and smeared over their jerseys! Plus blobs are incapable of just about anything other than quivering and getting smeared and stuck on things!

Warp Nodes appear as pulsating arcs of power contained within a circle.

Summary of Game Screen Display Functions:



Player Attributes Display

Location: Upper Left Hand Corner of Bar

Function: Displays the Players name, number and attribute scores.

Team Status Display

Location: Lower Left Hand Corner of Bar

Function: Displays the current status of each player on the coach's team. A player can be selected by simply clicking on the appropriate team display box.

- 00 to 80 - number of Action Points remaining
- DECK - means the player is waiting to warp into the game.
- STUN - the player is temporarily incapacitated and will recover in the next turn, stunned players are counted as being down.
- HURT - the player has been hurt and sustained a non-fatal injury, hurt players are removed from play.
- DEAD - the player is dead and is removed from play.
- BLOB - the player has been mutated by a warp node accident and is removed from play

Arena Map Display

Location: Far Right Hand Corner of Bar

Function: Shows a overhead map of the arena.

- GRAY LINES - Arena Walls
- WHITE DOTS - Location of foot pads
- ELECTRIC BLUE DOTS - Location of warp node
- Bright ELECTRIC BLUE SQUARE - Location of the active goal
- Dark ELECTRIC BLUE SQUARE - Location of deactivated goals
- COLORED DOTS - Location of players in the arena, the color of the dot corresponds to the teams jersey color

Game Information Display

Location: Right Hand Side of Bar

Function: Displays current team's turn, team's name and colors, turn order, time remaining for turn, time outs remaining, turns remaining, ball pads left untried or how many tiles the ball is from the active goal.

BUTTON CLUSTER

Location: Middle of Bar

Options Button

Shape: Triangular

Description: Question Mark

Function: Brings up options menu,

NOTE: selecting the AI Control option turn control of the current team over to the computer.

The Exit Game option ends the entire game even with multiple human opponents.

End Button

Shape: Wedge

Description: "END"

Function: Ends the current teams turn.

Previous and Next Buttons

Shape: Arrows pointing outward

Description: Man Icon with little Man Icon above or below the Man Icon

Function: Selects the next player in order or the previous player in order.

Overhead Attribute Display Buttons

Shape : Wedge, flanking the Options Button

Description: Man Icon with script under him

Function: Displays attributes over top of players in the arena.

Movement Button

Shape: Diamond

Description: Running Man Icon

Function: Is default selected button and allows a coach to move the currently selected player.

The first click displays the path the player will move along, clicking again anywhere along the path cause the player to move to the tile last clicked on. Movement cost 10 Action Points (AP) per tile moved.

Checking Button

Shape: Inverted Triangle

Description: Checking Men Icon

Function: Displays which opponents a player may check, clicking on the player that you wish to check will cause your player to throw a check.

Checking cost 20 Action Points (AP) per check thrown and may be used repeatedly.

Jumping Button

Shape: Diamond

Description: Jumping Man Icon

Function: Shows which tiles a player may jump to, clicking on any check marked tile will cause the player to jump to that tile.

Jumping cost 30 AP per jump and may be used repeatedly in a turn.

Hurling and Handoff Button

Shape: Diamond

Description: Hurling Man Icon

Function: If the player possesses the ball allows the following actions.

Hurl Ball Away: click on the player holding the ball, this action costs 20 Action points to perform and will cause the player to hurl the ball a great distance in a random direction. This action ends the entire teams turn.

Handoff Ball: click on the player you wish to hand the ball off to, this action cost 10 Action Points from the ball carrier only and must be performed before the ball carrier moves. A player can move, pick up the ball and then handoff, but could not move with the ball and then handoff. Handing-off has a 5% chance of failure.

Side Bar Button

Shape: Diamond

Description: Flexing Man Icon

Function: Brings up the Side Bar Display

Side Bar Display

Function: Shows player front view picture, name, value and statistics for game. In league play it also displays, experience, seasons played, injuries, attributes (i.e. skills and abilities), equipment, season statistics, and career statistics.

Player Statistics are listed in abbreviated codes.

RS - Rushing Attempts

RT - Tiles Rushed

RA - Rushing Average

GL - Goals Scored, league statistic only

CT - Checks Thrown

CL - Checks Landed

CA - Checking Average

SK - Sacks, knocking down a ball carrier

CF - Carnage For

KF - Kills For

IF - Injuries For

PA - Pads Activated

PLAYER ACTIONS

Moving and Jumping

AP Cost - 10 per tile, 30 per jump

Checking and Reactive Checking

AP Cost - 20 per check, 0 occurs automatically

Note, the player making the reactive check can not suffer any negative effects.

Grab Ball

AP Cost - 10 per attempt

Note, if a player fails to grab the ball then that players turn ends.

Note, this action occurs automatic when a player attempts to enter a tile containing the ball, if a player with only 10 AP remaining enters a tile with the ball then the ball automatically scatters.

Hurl Ball Away

AP Cost - 20 per attempt

Note, the ball will be hurled a random distance in a random direction.

Handoff Ball

AP Cost - 10 per attempt

Note, must be done before the ball carrier moves.

Activate Warp Node

AP Cost - none, simply move on to warp node

Note, the player will lose any remaining AP.

Player Titles

Rookie - 0 exp., Base salary

Regular - 60 exp., Base salary

Veteran - 200 exp., +20,000 to Base salary

Champion - 400 exp., +40,000 to Base salary

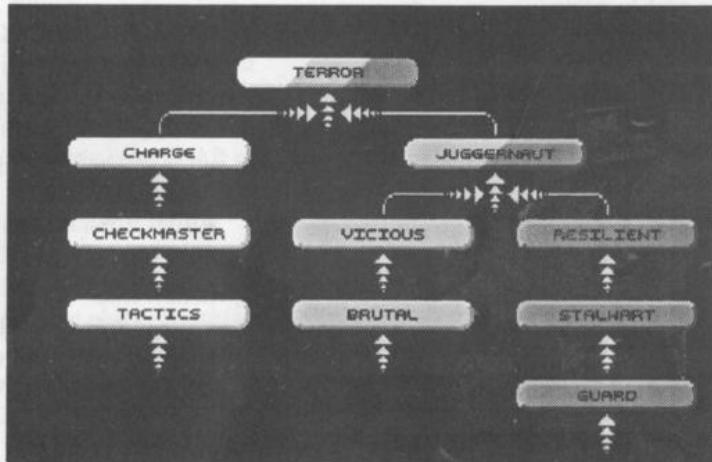
Captain - 600 exp., +60,000 to Base Salary

Hero - 900 exp., +90,000 to Base Salary

Legend - 1200 exp., +120,000 to Base Salary

Avatar - 1600 exp., +160,000 to Base Salary

Player Skills



These skills are purchased with experience that the player earns during league play.

Terror - start of each turn 33% chance all adjacent opposing players collapse
 Charge - checks cost only 10 AP

Juggernaut - can't be knocked down or pushed unless injured

Checkmaster - + 10 CH

Vicious - adds to injury type

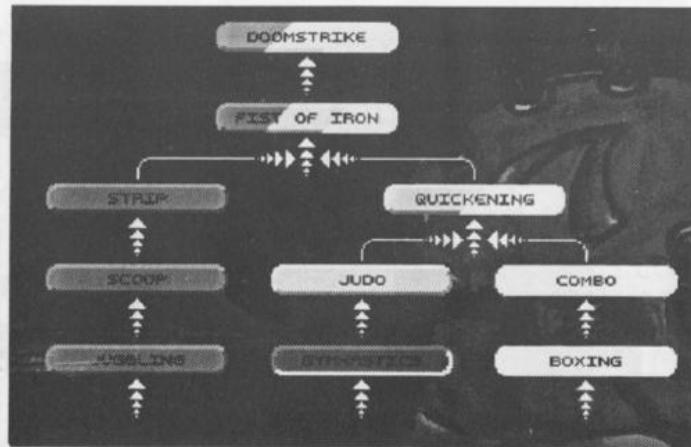
Resilient - subtracts from injury type

Tactics - opponents receive no bonus for assists

Brutal - + 10 ST

Stalwart - + 10 TG

Guard - 1.5 assist bonus from this player



Doomstrike - 25% chance of automatically hurting an opponent during a checking attempt

Fist of Iron - 25% chance of automatically stunning an opponent during a checking attempt

Strip - 33% chance of taking the ball from opposing player at the start and end of each turn

Quickenning - + 10 AP

Scoop - pick up ball at no AP cost

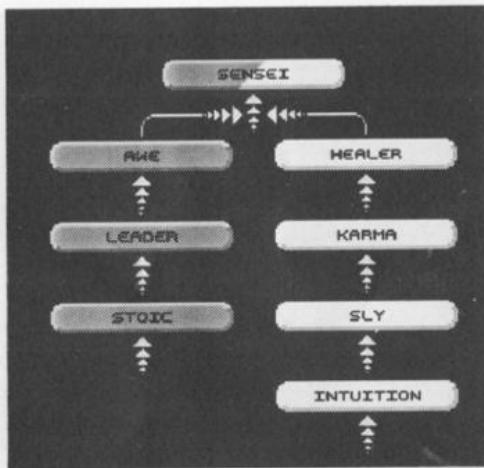
Judo - when checked treat player CH as opponents unless higher

Combo - reacts twice

Juggling - + 10 HD

Gymnastics - + 10 DA, + 10 JP

Boxing - + 10 RF



Sensei - all skills are 10% easier for team members to achieve

Awe - opposing players will only perform a reaction check against this player 5% of the time.

Healer - 2% chance before each game a player on the healer's team will have all attribute which is below average brought up to average for that species

Leader - all player within range 5 receive bonus 5 to CH or Hive Overseer - add an additional +1 to Hive Mind effect. Applies to Nynax only.

Karma - if the player dies ignore the usual results and treat it as a trivial injury. Used only once per season.

Stoic - immune to Terror and Awe

Sly - reduces overall player detection ejection factor by 1/2

Intuition - doubles chance of finding the ball

Players develop all quirks at random throughout the league.

Moron - harder to learn, - 10%, works for 25% less than normal

Intelligent - easier to learn, + 10%

Egomaniac - will not play unless first to teleport into arena

Slacker - 25% chance shows up 1 to 10 turns later than expected

Technophobia - refuses to use equipment

Electrophobia - refuses to step on ball pads or traps

Blobbophobia - refuses to step on teleporters

Displacer - 50% chance when player is checked he teleports first

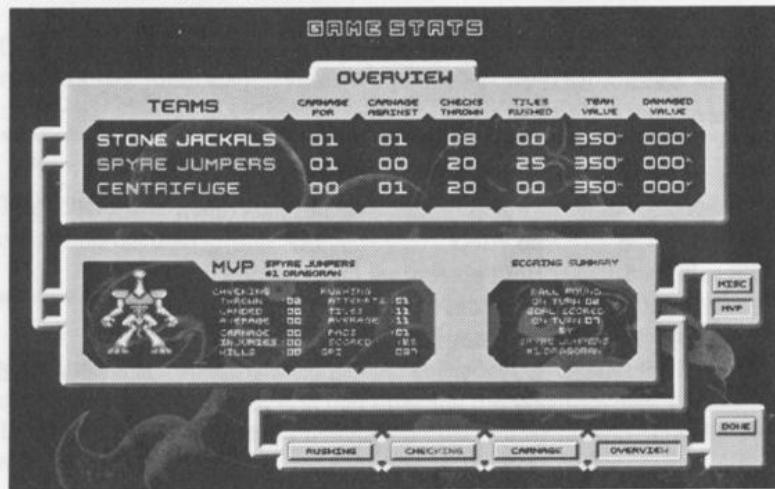
Bouncer - 25% chance when player is checked the opposing player is teleported.

Immune - Can not contract or be effected by Space Rot

Space Rot - player is a Space Rot carrier 5% chance each time checked or checks opposing player sent out of the game, players thus effected acquired Immune or Space Rot 75% / 25%

Grit - every time a player sustains an injury there is a chance his TG will increase, super 10% / +1, serious 20% / +2, and crippling 30% / +3

End of Game Statistics Screen



At the end of every game a detailed statistics briefing is given which compares team and leader's statistics. The MVP is also awarded based on performance and information, and can affect future league play.

Formulas for Crush! Deluxe

Checking

a = attackers_check + 1d100
d = defenders_check + 1d100
result = a - d

if result < -20	critical failure, attacker falls down
if -20 <= result < -6	no effect
if -6 <= result <= 5	Both players are knocked down
if 5 < result <= 20	Defender is pushed back
if 20 < result <= 40	defender falls down in square
if result > 40	defender is knocked back 1 square, then falls down

Injury:

a = attackers_strength + 1d100
d = defenders_toughness + 1d100
result = a - d

if result < 20	players is just knocked down
if 20 <= result < 50	player is knocked out
if 50 <= result < 80	Player is injured
if result >= 80	player is killed

Jumps and picking up the ball are handled as percentiles.

if you have 70 hands you have 70% chance of picking up the ball
if you have 20 jump you have 20% chance of jumping

<5% always fails
>95% always succeeds

handoff succeeds unless you roll <=5 on 1d100

Hurling is random

Dodge works like jump... you have your da% chance of dodging
rf works like jump also.... you have your rf% chance of reaction checking.

Teleporting is a roll on 1d8, if the number comes up on the teleporter you are on, a blob occurs.

ball bins are also done on a 1d8, but a roll of one is a "find the ball" all else is electrocution. If there are less ball bins, the roll becomes less, i.e.
1d7, 1d6, and so on. Intuition helps find the ball by making it a 1 or a 2 on the rolls.

Below is a list of actions and what experience they give the player

Player in the game - 2 pts
Player on winning team - 2 pts
Player successful check - 2 pt
Player activating a ball bin - 6 pts
Player causing a injury - 10 pts
Player causing a kill - 12 pts
Player scoring a goal - 20 pts
Player rushing one tile - .5 pts
Player gets a sack - 1 pt

The following explains assist in checking:

For every attacker teammate adjacent to the defender, the attacking player gets a bonus 10 points to his check score. For every defender teammate adjacent to the attacking player, the defending player gets a bonus 10 points to his check score. Players not aligned to the defenders or attackers team, have no bearing on the check regardless of position.

Example- The Eco Warrior's Gronk attempts to check the Mauler's Human. There are 3 other Eco Warriors adjacent to the Mauler's Human. Therefore, the Eco Warrior's Gronk will get a plus 30 bonus to his check score. The Maulers have 1 other player adjacent to the Eco Warriors Gronk. The Mauler's Human will get a plus 10 to his check score.

CRUSH! DELUXE FAQ QUESTIONS

1. What is CRUSH!DELUXE?

Crush! Deluxe is a turn based strategy sports game set far into the future. You take the role of a Crush! coach trying to lead your team to the championship. You guide your players as they stalk through labyrinth-like arenas searching for the B.A.L.L. (Bionically, Augmented, Lower, Lifeform). When the B.A.L.L. is found you frantically battle for possession as each team struggles to be the first to carry the B.A.L.L. into the goal or stomp their opponents into oblivion!

There are 8 different species to build your team from, all with their own special attributes. There are also 23 different pieces of illegal equipment that can be smuggled into the arena, if you can get it past the R.E.F. (Rules Enforcement Fiend). You also take the role of general manager responsible for keeping the team within the budget. As players develop and earn experience points, you decide how to spend them (on one of the 28 different skills). When players improve they will demand higher salaries to play and sometimes develop one or more of the 12 different quirks.

2. How many players can play at the same time?

In exhibition mode 3 can play at once either hotseat or free on the Internet via Mplayer, 9 people in a tournament and 12 in a league.

3. What is the difference in exhibition, tournament, league mode in Crush! Deluxe?

In exhibition mode only 3 people play for a set # of wins. Tournament mode has 9 teams in 3 groups playing in a elimination style tournament where the first team to win 2 games of a series goes on to a final match. League play has 12 teams (4 teams in each division) playing in a 10 game season with a play-off structure similar to tournament play. The top 3 teams in each division go on to the playoffs.

4. Will the CRUSH!DELUXE CD spawn - and how will this feature actually work? How many spawns can ONE CD produce?

One person must have the CD, and that person must run "Crush!" as normal from the start menu, go to exhibition, select a team and host a game. The other players must run "Crush! - Spawned" from the start menu. This will take them directly to the exhibition menu, in which they will be able to select a team and join in a network game. (Crush! - Spawn only allows the player to join, and not host network games) Play the game as normal. Within the exhibition menu, and the network game, each player will have full CD functionality. One Crush! Deluxe CD can spawn up to 3 people.

5. What forms of MULTI-PLAYER support does CRUSH!DELUXE have?

Crush! Deluxe supports hotseat, network, modem and Internet play free on Mplayer.

6. How is player character development handled on my team?

Players on a team earn experience by the actions they perform in the game. These exp. points are then spent to learn one of the 28 different skills available through the trainer. As players play more games they may develop one or more of the 12 unique quirks. Along with naming the players, seeing them advance, recording career stats, and equipping them with some of the 23 different pieces of equipment this gives the player a individual feel.

7. Can I save custom and pre-generated teams and port them around?

Yes, you can save and load your team and port them around.

8. Are the SPECIES balanced? How so?

Each species is carefully balanced and has its strengths and weaknesses. No one species (when all attributes, special skills, and cost factored in), dominate in the game.

9. How is the game play balanced?

There are many factors that go into the play balance of Crush! Deluxe such as a fixed budget, species individual strengths and weaknesses, equipment items having a detection factor, players demanding more salary with increased levels, and the randomness factor that allows even the weakest player to have the chance no matter how small to win a check and do damage.

10. Is this a one time game; or something that has replay value?

One of Crush! Deluxe's greatest assets is the ability to play forever with one team going through numerous seasons and championships. It would be in comparison to being the general manager/coach of a major sports team.

11. I hate AI pushovers - how is the AI in CRUSH!DELUXE? Be honest! Is there a difficulty setting?

First off the AI in Crush! does not get any advantage or cheat. We find that due to the randomness and unpredictable style of the game that the AI is quite challenging. You can play a more difficult game by choosing a time limit relaxed is no time limit, standard is 15 seconds per player and frantic is 8 seconds.

12. How big can my team be?

Teams can have as many as 35 players on one team but only 9 will play in one game ever.

13. I hate super power teams - does CRUSH!DELUXE have something to balance out super power teams from dominating games?

Several factors balance Crush! from having super power teams dominate. One is the fixed budget which forces teams to deal with a salary cap and maybe even not field 9 guys on a team depending on what the GM/Coach wants to do or feels is important. Another is the randomness of the resolutions of actions and how even the weakest, smallest player still has a chance.

14. Are there any weapons in CRUSH!DELUXE?

Crush! Deluxe is a sports game so technically there are no weapons just equipment. However, if you consider spiked gauntlets, backblast belts, and surge armor weapons then yes.

15. How long does one game usually last? Sometimes I like to play a real quickie - and sometimes I want a really long gaming experience.

One Crush! game can last anywhere between 15 minutes to 1 hour depending on time limits, level of experience and luck. You can play a league as long as you like with endless replayability.

16. What kind of stuff can my players actually do while playing in the arena?

There are several actions a player can perform once in a game. Here is the list Check a opposing player, jump over objects, pick up the B.A.L.L., hurl the B.A.L.L., handoff the B.A.L.L., move and activate B.A.L.L bins, teleport around the arena, dodge a check, and score a goal.

17. This is a turn based strategy game - I hate playing MULTIPLAYER turn based games because one person is taking so long to move - is there a timer to speed things up?

Even though Crush! is a turned based game it moves quite quickly. There are ways to speed things along with a time per player function. The time limit set to relaxed is no time limit, standard is 15 seconds per player and frantic is 8 seconds.

18. What do the colored fists over players mean?

The colored fist are a quick way to see if when checking a opposing player you have the advantage(green fist), equal(yellow fist), or disadvantage(red fist) in a check.

19. How do assist work in a game? Can one player help another in a check?

Yes a player can assist another in a check. Here is how for ever attacker team mate adjacent to the defender. The attacking player gets a bonus 10 pts to his check score. For every defender team mate adjacent to the attacking player. The defending player gets a bonus 10 pts to his check score. Players not aligned to the defenders or attackers team have no bearing on the check regardless of position.

Example- The Eco Warriors Gronk attempts to check the Maulers human. There are 3 other Eco Warriors adjacent to the Mauler human. Therefore the Eco Warriors Gronk will get a plus 30 bonus to his check score. The Maulers have 1 other player adjacent to the Eco Warriors Gronk. The Mauler human will get a plus 10 to his check score.

20. Why can't you hit someone on the ground?

In the initial design of Crush! players had this ability. We found that this created a environment where once a player was down he never got up. Players would make it a point to stand around and stomp the guy especially if he was a good player. Also smaller races had to big of a disadvantage and it ruined play balance.

TECHNICAL SUPPORT

SYSTEM REQUIREMENTS FOR MPLAYER

To join the action on Mplayer, your PC must have the following minimal requirements:

Windows 95
Pentium Processor
8 MB RAM (16 MB Recommended)
16-Bit Sound Card
14.4 kbps access
Internet Access*

*AOL, CompuServe, and Prodigy do not yet support adequate TCP/IP connections for fast gameplay. However, Mplayer Internet Service offers the fastest connection to the Internet and lightning fast gameplay on Mplayer. If you don't have an Internet Service Provider, sign up for Mplayer Internet Service from your Crush! Deluxe CD-ROM by selecting Mplayer in the lower left-hand corner of Crush! Deluxe's introductory screen and when prompted, select 'Mplayer Internet Service'.

SIGNING UP

Signing up for Mplayer is simple and free. In the lower left-hand corner of Crush! Deluxe's introductory screen 'Click to Play Free Online - Mplayer and we'll have you playing Crush! Deluxe against thousands of like-minded gamers across the world in a matter of minutes. Mplayer and thousands of gamers look forward to seeing you online.'

MPLAYER FREE ZONE

You've got two options for enjoying Mplayer's great service and technology.

The Free Zone is an area of the service where everyone is welcome to play with no charges or monthly fees. In the Free Zone you can play a variety of games, including Crush! Deluxe against thousands of gamers from across the world at anytime, day or night. Our sponsors foot the bill for The Free Zone by tastefully offering great stuff on our Web site and inside Mplayer to gamers like you.

MPLAYER PLUS

Those of you who are looking to raise the stakes a little, we offer Mplayer Plus. The Plus means that you get everything available in the Free Zone, plus you get all the latest and greatest online games. You'll also get a one-year subscription to PC Games, and access to premium special events and tournaments. When you sign up for Mplayer, you automatically receive a free, five hour trial of Mplayer Plus. We'll let you know when your five free hours are up, and

if you want to continue being a member of Mplayer Plus it'll only cost you \$29.95 for a year (dirt cheap, we know, but we have to charge something).

FEATURES: REAL-TIME VOICE CHAT & PAGING

In addition to lighting-fast gameplay, Mplayer lets you chew the fat, boast, and brag with other players via real-time voice chat. Voice-chat's already built into Mplayer so there's nothing to download--just turn up your speakers and plug in a microphone, and start talking inside Game Rooms. You can even talk with your allies and opponents in some games.

Trying to find a buddy who's logged onto Mplayer? Need to plot a secret strategy? Click on 'Pager', type in their Mplayer member name, and page 'em. The pager even keeps track of the members you've most recently page--it's kinda like your very own cyber-yellow pages.

TOURNAMENTS & EVENTS

Sure, sure, winning is reward enough...most of the time. Of course a little spending money or a little prize action for your troubles isn't too bad either. Quake, Scrabble, Command & Conquer, and Red Alert are a few of the games for which we regularly hold special events and tournaments. Play for the fun-walk home with some swag.

MPLAYER TEAMS

There's strength in numbers and gameplay takes on a whole new level of fun when you're part of a group. Home-grown Mplayer teams for most games are a popular way by which Mplayer members find brethren gamers to practice and compete against.

TECHNICAL SUPPORT

Mplayer serves up the Internet's best gameplay by uniting thousands of gamers across thousands of miles. With that much activity something's bound to go haywire every now and then. That's why we have a staff of highly-trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at them. (These folks just love to help fellow gamers. You should see them when the telephone rings. They dance around like puppies who think they're going out for a walk.) If you have questions regarding the installation of Mplayer, please call (415) 342-3100 from 3 p.m. to 10 p.m. (PST), seven days a week.

The Origins of Crush!

Captain Havok nailed the priceless artifact by its carrying strap to the bulkhead with a happy duck refrigerator magnet he had taken from the galley. Each of the crews eyes gleamed with greed at the sight of it. The artifact represented a fortune beyond each of their wildest dreams.

"She's a white pig." Captain Havok croaked. His chipmunk like voice filled with passion, and his red bulging eyes flamed with madness. "She's a white pig!" He repeated more feverishly as he leapt back and forth across the deck; the Curmian version of pacing. Suddenly he sprang over the heads of the crew and crouched along the top of a nearby pile of crates. His eyes glowed down at them and his large amphibian mouth curled into the grin of a madman.

"Long ago I lost her..." he began in his high pitched voice, the intensity of it seemed otherworldly at that octave. "Long ago I lost her..." He said again. It was Havok's custom to repeat himself and this story the crew had heard a thousand times, still none dare interrupt him as he was both very rich, and quite mad.

"My prize pet pig Pinkie!" Havok groaned as his eyes rolled back in their sockets and the memory swept over him.

"Long ago I was a lowly swag like yourselves. Young and strong I turned my hand to deep space salvage and began to amass my fortune recovering valuable artifacts off derelict vessels long lost to the void. In my travels, I came to purchase a pet to ease my loneliness during the long interstellar journeys. A beautiful pig she was with snow white fur and a little pink nose that wrinkled when I tickled her tummy." A smile played across his face just as an eerie light fell upon him and a chilling wind blew upon the crew sending shivers down their spines. "Shut the fridge door Crigado you wretch," spat captain Havok.

"Sorry sir!" Crigado grinned as he placed the frozen spacey pops back in the freezer. The captain's stories always made him so hungry!

"Argh..." Captain Havok continued. "Argh, our happiness was short lived. Once, while on a particularly long expedition aboard a derelict vessel, I became separated from my fellows and trapped without rations. Before they found me I was forced to eat all but Pinkie's brain in order to survive. Using my vast wealth, I was able to construct a bionic replacement body for my beloved pet, and Pinkie and I were together once again. I swore that day I would care for Pinkie as long as I lived, and to eat myself before ever eating her again!" Crigado couldn't help but think that was some small effort, seeing as the pig's body was all metal now. Oh well, he thought, the captain was mad after all!

"Crigado," barked Havok, "You're not listening. Do I have to blast you out the airlock? Well do I?"

"Geez, talk about rhetorical questions," thought Crigado. For a moment he thought about answering yes but the image of himself floating through the stars and then suddenly, and quite violently, decompressing in the vacuum of space was rather unsettling. "No sir. Thank you sir," he mumbled trying to not to

look directly into the captain's eyes.

"Good, now where was I..." Havok said, tapping his finger on the crates below him.

"That's what we're all wondering ourselves," thought Crigado to himself.

"Ah yes....," Havok began again. "As cruel fate would have it, I lost poor Pinkie several years later on a routine sweep of a derelict ship. To my horror we were forced to cast off before she could be found, least we be sucked into the void with the accursed ship! I spent the last 50 years, and most of my fortune, tracking that vessel down. It's been fifty years since she last saw real space and tonight she will emerge right before us!" With that Havok leapt to the porthole and threw a switch. The porthole outer cover slide open and before them sat the dark hull of a derelict ship.

"Now look here lads, the task is simple..." Havok's voice roared as he slammed his fist down, "Find me that pig!".

Suspiciously none of the crew noticed that they had broken up into three different groups. Perhaps because they were far too engrossed in carrying out their own treacherous schemes to notice the designs of others at work. The first group was made up of the most dastardly and intelligent of Havok's crew. They had immediately hatched a plan whereby they would do in their fellows once aboard the derelict and secure the pig for themselves. The second group was made up of equally dastardly but much less intelligent crewmembers whose plan relied on simply smashing anyone who got between them and the pig. The third and final group was composed of crewmembers that were either too stupid, or too weak to have been brought in on either the first or second groups plan. Luckily, they far outnumbered the other 2 groups.

The derelict vessel was completely deserted. Its contents had long since been removed by previous salvage teams. All that remained aboard were 8 malfunctioning spacey pop dispensers, and 8 equally malfunctioning teleporter pads. The crew quickly determined, by scanning the ship, that the pig must have been located in one of the spacey pop dispensers; the only areas of the ship shielded from the crew's sensor. One by one, each of the three factions began teleporting their men aboard.

The crewmembers were stunned to find that many areas of the vessel were inaccessible unless precarious leaps were made over crackling electrical cables that snaked across the floors. Worse still, as the crewmembers began searching the spacey pop dispensers they would be violently electrocuted when activating the machines.

When rival factions of the crew would meet, vicious melees would erupt with no quarter being given to the enemy. Finally, as the body count began to climb into double digits, the pig was found in the very last dispenser asleep under a pile of Spacey Sponge crème-filled yellow cake wrappers.

Now the battle began in earnest as the factions realized the only way out of this nightmarish ship was to escape via one of the ship's airlocks. Apparently some especially dastardly crewmember had sabotaged the ship's teleporters to prevent anyone escaping with the pig.

To complicate matters further, whenever the crewman carrying the pig was hit the wily creature would scamper off forcing the crew to give chase and catch it; no easy task as anyone who has chased a pig can tell you!

Finally the epic conflict was decided when none other than Crigado himself (who had been a member of the third group by the way), leapt heroically through the air, pig in arms, and into the waiting airlock. Quickly he donned a spacesuit and smiled gleefully at his companions who now shouted and hammered at the interior airlock door. With a wink and a bow, Crigado dramatically launched himself away from the derelict craft and towards Havok's waiting ship.

Upon arriving at Havok ship, Crigado felt an uneasiness come over him. Perhaps it was guilt at leaving his companions trapped on the derelict vessel.

"No," thought Crigado with a chuckle, "That wasn't it."

Sadly, Crigado was far too delighted with his own devious plan to notice the ship's laser cannons slowly drawing a bead on his approaching form. Crush! might have ended right then and there had it not been for a freak chain of circumstances. Just then the derelict craft was sucked back into the void and the resulting displacement of cosmic forces caused the laser cannon shot to just miss its mark. Spinning out of control, Crigado was smashed against the hull of Havok's ship and knocked unconscious.

Crigado awoke to the ship's Docbot gazing down on him. "Ah," he thought, "I must be in the ship's infirmary."

Suddenly the Docbot began to slap him repeatedly. "Wake up you idiot, he's going to kill us all," the metallic voice rang out in terror.

"Stop that," Crigado cried. As the Docbot dropped him to the floor, Crigado gazed about him in disbelief. He was inside the ship's airlock with the ship's Docbot and Workbot. The Workbot was huddled in the corner repeating over and over (in the metallic voice all bots share), "This is not happening. This is not happening. This is not happening..."

"Glad to hear you're awake, Crigado," Havok's voice echoed menacingly over the ship's intercom. "I would hate to dismiss you without first properly thanking you. I owe you quite a favor for taking care of the rest of the crew and bringing me back my precious pet pig."

Crigado didn't like the sound of being "dismissed". The vision of violently decompressing filled Crigado's mind again. "Wait," cried Crigado, desperate to avoid being blasted into space.

"I'm sorry Crigado but I can't have any witnesses," Havok replied.

The Docbot began to shake with fear, nut and bolts falling off his dilapidated frame as a puddle of fluids formed beneath his treads. "Do something. Please," squeaked the Docbot.

"But don't you want to hear what happened over there?" Crigado didn't know what else to say. He frantically looked about for some means of escape.

"What happened," was Havok's interested reply.

Crigado began relating the events as they had unfolded. As a Curmian he had a natural ability to embellish, and with his life now on the line he was in rare form. Suddenly a plan occurred to Crigado.

Crigado worked quickly all the while relating his tale to the mad captain. With an evil grin he smiled at the Workbot and pulled the Docbot aside intermittently whispering his plan into the Docbot's microphones, while relating the tale to Havok. In a few seconds, the Docbot's eyes grew brighter, and if it were possible, he too would have been grinning with sinister glee at the Workbot still huddled in the corner.

Havok barely heard the thump followed by the muffled sound of a screw driver and wire snippers. To him it sounded as if the Docbot was just throwing another fit.

Finally, after Crigado finished his tale, a long silence fell upon the ship. In the dark, mad recesses of Havok's mind an idea formed. An idea so diabolical that it would one day change the universe. Feverishly he typed out his plan on the ship's computer. When he had finished he smiled to himself and lovingly stroked his prized pet pig.

"Well it's quite a game you have played Crigado, but I'm afraid that the time has come for us to say goodbye." Havok couldn't help but smile at the irony of his statement.

The wavering voice of the Docbot responded, "I'm sorry captain sir, but Crigado has escaped."

"What," cried Havok as he slammed the airlock camera activation button. He knew he should have had it on all along, and not been sucked into watching that intergalactic infomercial!

"Impossible," Havok roared as he gazed incredulously at the view screen. Sure enough, Crigado was gone. Only the Docbot and Workbot remained, each standing in a pile of parts and fluids. Had Havok not been so enraged he may have noticed that there was a great deal of parts littering the floor, far too many in fact.

"That cursed Curmian," Havok snarled. "I'll see him blasted into space yet!"

"We know where he went sir," came the Docbot's voice even more timid than before.

"Where, you pile of slag?!?!" Havok shouted.

"First you have to agree to release us and not to blast us out into space," came the Docbot's voice, barely above a hoarse whisper. Havok could see the pathetic bot cringing on the view screen.

Havok's first instinct was to simply blast the bots out into space, but he knew it would be far easier to find Crigado with their help.

Now the battle began in earnest as the factions realized the only way out of this nightmarish ship was to escape via one of the ship's airlocks. Apparently some especially dastardly crewmember had sabotaged the ship's teleporters to prevent anyone escaping with the pig.

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As to Havok's diabolical idea, well, that should be obvious. He had envisioned a game which would commemorate the epic struggle to retrieve Pinkie. All the ideas were there waiting for the salvage team and scientist to put together, which they did much to the delight of zillions of beings across the galaxy. All that Havok's notes lacked was a name for his new sport. The salvage team and scientist chose one that would honor Havok's tragic end. They called the game "Crush!"

In the years to come the game of Crush! would grow to become the most popular game in the galaxy, played by all the known sentient species. Every year, millions of devoted Crush! fans flock to the Havok Museum to pay homage to Havok, Crigado, and the rest. Havok's old ship forms the heart of the museum, and everything still lies exactly as the salvage team found it; Including Havok's and Pinkie's body beneath a pile of crates, their tomb for all eternity.

Horatio Culdune
Crush! Historian

CREATURES:

CURMIAN



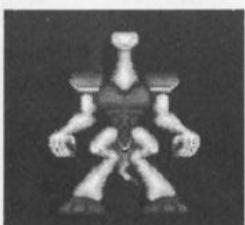
Coming from far away in another galaxy the Curmian race was once a bestial horde conquering every species that encountered them. That all stopped when they saw a Crush! game while it was being televised at a local pub they were ransacking. They flew into a fever and decided this sport would prove that the Curmian race was supreme!

Toad Atlas a legendary figure (in his own mind) selected his proudest and strongest warriors to go and win a championship. Suffice to say, 10,000 years later they are still trying to get that first trophy. Proud Curmians who once dominated whole cultures were being used as grease oil for players spiked boots. Although they are powerful scorers they are also only slightly tougher than a wet puppy.

Normal Statistics: AP-80, CH-30, ST-20, TG-30, RF-30, JP-90, HD-50, DA-30, Cost-20K

Special Ability: Allows the Curmian to jump over standing players and all jumps cost only 20 AP to execute.

DRAGORAN



Dragorans on their home world of Backus are a gentle matriarchal society. They at first did not understand the game of Crush! and its immense popularity. However, when an ad campaign stated that this sport was to tough for females to play the Dragorans went nuts! A committee was immediately formed and the first Dragoran team was launched.

After dominating the next 100 years in the Galactic Crush! League many a coaches were taken aback with the tenacity and ferocious play of the Dragorans. It is even rumored that some teams feared playing them due to the Dragoran's ability in unerringly striking other species in the nether regions!

Normal Statistics: AP-70, CH-50, ST-40, TG-40, RF-40, JP-70, HD-70, DA-30, Cost-50K

Special Ability: Allows the Dragoran to get up at a cost of only 10 AP, (i.e., a Dragoran gets up off the ground, after being knocked down, with only a 10 AP penalty not the usual 50% penalty)

GRONK



Gronks have been associated with Crush! since the beginning of the sport. Normally on their home world of Daboo a Gronk will become one with the forces of nature. However, the inner calm they possess on their tranquil home world does not follow them into the arenas of Crush! They might be a little slow upstairs, okay really slow, but they more than make up for this by their superior size and strength. Many a Crush! championship team has had Gronks anchor the line. They also have the uncanny ability to not stay dead. Many species contribute this annoying habit to the Gronk's brain functioning far to slowly to realize they have died. Whatever the cause, a Gronk is a formidable foe or an excellent ally.

Normal Statistics: AP-50, CH-60, ST-70, TG-60, RF-20, JP-30, HD-20, DA-10, Cost-80K

Special Ability: Allows the Gronk to ignore 25% of all injuries regardless of whether they were hurt or killed. The Gronk must re-warp into the game, however. Note, in league play this ability will be contingent upon the injury received and have other effects as well.

HUMAN



Humans have all but lost the domination they once held as players in Crush! during its initial conception. Although humans still control most of the coaching and upper management of the league, they have such tenacity about them that they have earned the respect of all the other species in the galaxy. It was even rumored that you could tear a human in half and he would still get up and make a crucial check, only to suffer the consequences later. With their fierce competitive nature a human player is a good team mate and will put it all on the line every game.

Normal Statistics: AP-50, CH-50, ST-50, TG-50, RF-30, JP-60, HD-70, DA-30, Cost-40K

Special Ability: 30% of the time, a human to ignore injuries and stay in the game. Note, in league play the player will still suffer the effects of the injury. Also, this skill has no effect on fatal injuries.

KURGAN



The Kurgan's home world of Kra is the most violent and barbaric world in the universe. Kurgans are born to kill and daily fight for survival in the rugged outback. They were first introduced to the game of Crush! by Ivan "The Mad" Crenshaw. He brought them into the arena with promises of the ultimate hunt. Kurgans loved the game and quickly their young took to the skies in droves. All of them eager to make a name for themselves playing in a sport that was perfectly suited to their skills.

The league has never been the same since. Opponent, teammate, fan, non-fan, cheerleader, vendor, announcer, reporter, bystander, and coach fatalities increased by 300% in the first season alone. Many coaches still fear playing these ferocious beasts due to the uncontrollable rage they enter into after tasting blood.

Normal Statistics: AP-60, CH-60, ST-60, TG-55, RF-40, JP-50, HD-40, DA-10, Cost-70K

Special Ability: Causes the Kurgan to enter into a killing frenzy whenever it kills an opponent. The Kurgan immediately has his AP reset to 60 and attacks the closest player, friend or foe. This continues until the Kurgan runs out of AP or is knocked down. Note, if the Kurgan should kill another player while in Bloodlust then his AP is reset again. This means that it is theoretically possible for the Kurgan to wipe out a great number of enemies or friends in a single turn.

NYNAX



The first Nynax was discovered aboard a derelict spacecraft that was being stripped by a team of deep space salvagers. After discovering that the alien being was still alive, the salvagers decided to take the thing aboard their ship and lock it into a room; hoping to sell it to a bio-doc at their next port. Several days later, and with no warning, a large ship attacked the salvage vessel and all but destroyed it and everyone aboard. Soon the ship's inhabitants found themselves locked in mortal combat with a virtual army of aliens that strongly resembled the one they had locked away. The aliens fought with an uncanny sense of unity, and quickly took the ship and retrieved their lost comrade.

Barely escaping with his life, Joran Nelstra jumped in an escape pod and attached it to the side of the attacking alien vessel. Traveling with them to their home world Volticon, he managed to befriend the strange alien race. After many years of learning their language, he convinced them to come back with him and help him start a Crush! team that would secure him the championship (Joran always loved Crush!). Two years later, and after two victorious championships, Joran mysteriously died while attending a Gronk bachelor party on Daboo. Since then other Nynax teams have risen up to try and reclaim the glory that Joran once had.

Rogue Nynax have also been known to join other teams that consisted of mixed races, and as such, Nynax have become an accepted part of the game of Crush!

Normal Statistics: AP-70, CH-40, ST-40, TG-40, RF-20, JP-50, HD-80, DA-20, Cost-30K

Special Ability: When two Nynax on the same team are in the arena together, each Nynax receives a 2 point bonus to all attributes except for AP which receives none, and DA which receives a 1 point bonus. Note this effect is cumulative, so a team with 6 Nynax in the arena would give each Nynax a bonus of 10 points to each attribute and a 5 point bonus to DA.

SLITH



The Slith are well known for their lightning reflexes, heightened sense of awareness, and unnatural toughness. They also have an uncanny knack for getting away. By secreting a nauseous cloud, they are able to escape with their enemies choking and gagging on the ground. Of course, given these unique abilities, most Slith end up turning to a life of crime, which has

landed more than one of them into a penal colony for the remainder of their meager life. (Slith only live 25 years, reaching adulthood at age 8) Slith are often drawn to professions that put them in the spotlight, so the Slith were quick to join the game of Crush! When Ssigut Hsigneraut joined the game of Crush! and lead his team to a 14 - 0 championship, the game has never been the same. By using his unique abilities, Ssigut was able to choke his competition into the dust, and waltz his way into the goal. After his reign, and subsequent retirement, the use of a Slith's death reek was forbidden by the Galactic Crush League. However, when seriously injured or killed, a Slith can't help but let a little of the gas fly.

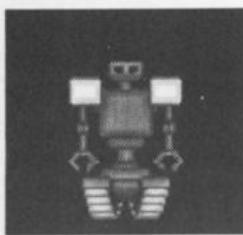
Normal Statistics: AP-60, CH-60, ST-40, TG-70, RF-40, JP-40, HD-30, DA-20, Cost-60K

Special Ability: When killed or seriously injured, a Slith expels a noxious gas that can knock out and possibly kill another player.

The Slith's secret weapon is the ability to do the same to other Slith. Although they can't do it to their own kind, they can do it to each other. This is why the Slith are sometimes referred to as "selfish" aliens. A Slith will always turn his/her nose up at another Slith who has an infection. In fact, if he turned a Slith's nose over before eating him, a Slith must be infected. Statistics: AP-60, CH-60, ST-40, TG-70, RF-40, JP-40, HD-30, DA-20, Cost-60K

Special Ability: Causes the Kreggs to enter into a killing frenzy whenever it is used as a weapon. The Kreggs immediately loss half AP score to 60 and attack the closest player. Player or no. This continues until the Kreggs runs out of AP or is knocked down. Note, if the Kreggs should kill another player while in a frenzy, their AP can exceed 60. This makes this a strategically possible tactic. Slith can trigger a great number of reactions all at once in a single

XJS9000



XJS corporation is one of the largest companies in the human confederation. Renowned for their "worker drones," this company is responsible for providing mankind with a "slave race" capable of performing those tasks that would be despised by any self-respecting sentient being. After being contracted by the Galactic Crush League to design a replacement robot, XJS designed the now infamous XJS9000. While intended purely as a replacement, the XJS9000 has found itself on the permanent roster of more than one monetarily challenged Crush! team. In fact, some highly skilled (and suspected crazy) Crush! coaches, have decided to field entire teams of XJS900s in order to give themselves a challenge. Although these teams have never won a championship, the comical nature of these "explosive games" pulls fans in by the thousands.

Normal Statistics: AP-60, CH-30, ST-30, TG-30, RF-10, JP-20, HD-30, DA-10, Cost-10K

Special Ability: Normally when a player activates a warp node the disorienting effects of warping causes them to lose any remaining AP, the XJS9000 however does not suffer this effect and may continue to act.

EQUIPMENT:

Armor Types

Spiked Armor: + 5 ST, Chance of Detection 10%, Price \$10000

The first game of CRUSH! was rather pale in comparison to what it is now. It was played long before most of the galaxy had even been explored. There is little officially known about that game, but one thing that is known is the name of the games creator, Ike the Spike Matthews. His trademark from game one was a pair of evil spikes sticking out of his shoulders designed to cause serious harm to his enemies in the field. Since its inception, CRUSH! has been bloody, and much of that blood has been on the spikes of various players armor.

Surge Armor: 50% chance every time player is attacked the attacking player is electrocuted. Chance of Detection 20%. Price \$30000

"Drat," exclaimed Boris Middleton as his third XJS-9000 was blasted into bits by a charging human. "Igor, on #9 connect the cold fusion cell to the exoskeleton. That should teach them to mess with Boris and his Bonsai Squad!"

"Yes, my master," replied Igor.

Just a few moments later, the first CRUSH! player in the history of the sport was sent to the "Pearly Gates" by an XJS-9000. Or rather, the 10,000 gigawatts of power that drives the robots magneto-propulsion drive.

Re-enforced Armor: + 5 TG. Chance of Detection 5%. Price \$10000

Not so long ago the Chairman for the Empowerment of Slith (CES) threw down a gauntlet at the feet of the President of the Confederation of Curmians (PCC). He Defiantly exclaimed that there never had been nor never would there be a Curmian capable of killing a Slith in the field of CRUSH! If ever it were to occur the Curmians could keep the body of the fallen Slith as a trophy of their victory.

Imagine the CES's amazement when only three short weeks later three Curmians ganged up on one old, crippled veteran Slith, and ripped the old fellows head off! In retaliation, a couple of Sliths sent those three Curmians to the Docbot complaining of mangled limbs. However, the Curmians had their trophy. The very next game Crabnic, the captain of the Cumidon Hybrids, wore the scaly hide of the Slith into the arena, and surprisingly enough it served to protect him almost as well as the thick hide had protected the Slith. The idea stuck, and coaches started issuing pieces of protective equipment to their players for the first time in the history of CRUSH!

Heavy Armor: + 10 TG. Chance of Detection 10%. Price \$30000

"What ya smoking, coach," exclaimed Regoska, the Curmian star ball carrier of Marcus DeWirt's Thunderbolts. "I ain't gonna play out there against Turk-the-Curmian-Eater Gronk with nothing more than my smile to ward off sure death. No sir, it ain't happen'n!"

"You got no choice frog legs. Get your slimy keester out on that pad or I's gonna blast the green goo outa ya," retorted DeWirt.

"At least give me some armor or someth'n, coach! I'm too young to die," croaked Regoska.

"All righty pretty boy, I got two pair a armor left which of 'em do ya want," asked the coach holding out two flimsy suits of Slith hide.

With the lightning reflexes that had kept Regoska alive for 3 seasons he grabbed both pairs and bolted for the teleporter, to both enter the game, and avoid the wrath of his coach. Luckily undetected by the Rules Enforcement Fiend, Regoska entered the contest and scored the winning goal, breaking Turk's last tackle because of the two layers of Slith hide between him and the fist of the legendary Gronk.

Repulsor Armor: Pushes all adjacent players away one tile at end of that team's turn. Chance of Detection 10%. Price \$20000

The actual design of Repulsor armor came strictly by accident. A Slith by the name of Ssquirt was wearing Vortex armor to punish his teammates for not including him in a bachelor party.

Well his friend, Brog (a Gronk), got so upset with always being pulled next to him that he tried to destroy the armor without smashing his friend. Well, to make a long story short, Gronks don't have the best ability to pull punches and Brog smashed the Vortex armor and Ssquirt into a stinky pulp. When the coach outfitted another player with the damaged Vortex armor it worked in reverse. The trend caught on and thus inventing repulsor armor.

Vortex Armor: At the beginning of each turn, all players within 3 tiles are drawn one tile closer to the armor (does not work through walls). Chance of Detection 15%. Price \$30000

The Slith have always been a cunning bunch. They have the reputation amongst their peers as being able to twist any disadvantage into an advantage, and then capitalize on it. They did the same with the great sport of CRUSH!

It was once not uncommon for a players to check a Slith on his own team onto a human on the opposing team, simply because of foul smell of the Slith. However, once the Slith learned that players would often go out of their way to humiliate them, they began to initiate checks on the mere approach of an enemy.

This worked to their advantage for quite some time, and eventually the players learned that Slith are not to be trifled with and left them alone. To the Slith, who were used to so many easy chances to hurt the enemy, this was a disappointing turn of events.

It was about this time that Dr. Felix Snivelhiem, a renowned physicist, discovered the secret of gravitational energy. An assistant of Dr. Snivelhiem, one Ssquiri (a Slith) had a brother on the Slogotha Vipers and knew of the sad state of affairs with players avoiding Slith. In a fit of genius, Ssquiri kidnapped Dr. Snivelhiem and forced him to apply his discovery to an item that his brother

could use to pull players to him and thereby increase his checking stats. Ssquiri smuggled the resulting breastplate to his brother who showed it to his coach, and 8 more suits were ordered.

The next two seasons were dominated by the Slogotha Vipers who had an unprecedented 26, 0 and 0 record. All from the effects of Vortex armor.

Belt types

Backfire Belt: The first player to check player with this belt blows up both players with a force of ST 80. Chance of Detection 10%. Price \$10000

The backfire belt originated, not as a weapon of war, but rather a fashion statement on a rather technologically enthralled planet near the Human home world, Earth. The sporty new accessory was billed as, "The end to all weather." That is to say that the belt came equipped with an outward pulsating force field that could drive off the harshest of storms. The Xavian Knights, a Crush! Team originating from this weather wrought planet, became sponsors of this new belt, and so they decided to wear them into the game to help advertising.

The belt was not designed to withstand more than 490 Newtons of force (in fact this was stated clearly on the warranty tag, but no one read it), and after the first player wearing this belt got checked, the circuitry short-circuited and exploded. The blast was so immense that it sent the checking player straight to the Docbot. However, the guy wearing the belt was, fortunately, just stunned. Later it was learned that the outward pushing forcefield had directed the blast away from the player, and thereby reduced the injury that he suffered. Given the craftiness of Crush! Coaches, it didn't take long (about 5 seconds) for the idea of the backfire belt to be born.

Booster Belt: + 20 AP (Every turn there is a 5% chance that the player will sustain a trivial injury and leave the game). Chance of Detection 15%. Price - \$20000

Crado Curgadon, remembered as the fastest Curmian to ever play the game of Crush!, kept a secret that only departed him on the day of his death. You see, Crado was the slowest of all Curmans as a child. He lost all the races, and wasn't invited to any of the swamp parties. However, as an adult, Crado was an accomplished scientist. Stunning his friends and family, Crado gave up his life of science and joined a Crush! team, leaving behind all that he had.

Much to everyone's surprise, Crado was an excellent player. He flew around the arena with unmatched speed, and carried his team to a championship. An arena was even named after him, because he had scored more goals than anyone in the history of Crush!

Then, in the opening game of the following season, just as he was about to step on a ballpad, Crado dropped to the ground. Dead! Later autopsies revealed an extremely high concentration of human adrenaline in his blood stream. The manufacturing, and selling of any chemical stimulants was strictly forbidden by interstellar law, but by using a biological hormone, found in human

bodies, Crado was able to hide his secret.

Later, many blood thirsty Crush! Coaches raided his laboratory and discovered the apparatus he used to synthesis the hormone. After a couple days of experimentation, a mixture was found that would give their players a boost, without killing them (compromises, compromises). Thus, the Booster Belt was born.

Cloaking Belt: The player cannot be seen by enemy team' coaches (holding the ball cancels this effect). Chance of Detection 15%. Price \$30000

Inviso Corp., a division of XJS, is responsible for all cloaking technology that exists throughout the galaxy. The cloaking belt, one of their most prized inventions, was originally intended for military strike teams, but was quickly adapted to the game of Crush!

Hologram Belt: Causes player to appear as inverse of his species (i.e. Gronk to Curmian) effects all the time (does not affect player attributes). Chance of Detection 10%. Price - \$10000

A rather ruthless Curmian by the name of Cogda the Croaker, was the inspiration for the invention of the hologram belt. After being repeatedly beat senseless, the Curmian became weary of being an opportunity check for any over-muscled creature that played him in the game of Crush! He did notice, however, that his teammate Oog, a Gronk of rather unimpressive intellect, was rarely a target of these unfounded aggressions.

One night, as Oog slept, Cogda crept into his room and ruthlessly murdered Oog in his sleep. Curing his skin, and removing his insides, Cogda affixed robotic armatures inside the hollowed out corpse as well as a small cockpit to sit in. The next game, Cogda was nowhere to be found, and Oog seemed to be moving rather uncharacteristically

The game played on, and as usual, the opposing players tried their hardest to avoid Oog. When Oog got the ball and headed towards the goal, a daring human checked him in the side and sent him spilling onto the ground. Sliding out of a carefully hidden hatch in Oog's chest, Cogda revealed the secret of his diabolical plan.

A holographic specialist in the crowd admired the Curmian's originality, and decided to get to work and design a belt that would accomplish the same goal Cogda had envisioned, without costing the lives of any more innocent Gronks. Six weeks later, the first hologram belt was used in the game of Crush!

Field Integrity Belt: Keeps player from being blobbed when a teleporter malfunctions. Chance of Detection 10%. Price \$10000.

Ungerspike was a superstitious Kurgan. He always carried a lucky Curmian foot around his neck, fearful of what would happen if he ever took it off. In fact, since he had slaughtered the unfortunate amphibian, and made his charm, he had never been a victim of the relentless teleporters.

You see, he was a Crush! player, and in Crush! the teleporters aren't always your friend. After a game of extreme teleporter treachery, in which everyone teleporting in was mutated by the teleporters because of a malfunctioning robot, Ungerspike decided to get his lucky charm checked out. It turns out that a small microprocessor that had been placed in the foot to keep it fresh had a rather interesting effect on the teleporters; it stabilized them.

It took many years for Ungerspike to go public, but eventually he took the foot to his coach and told the secret of his insane luck. Well as secrets tend to do, this one got out, and soon players began to attach this microprocessor to their belts. Eventually the piece was outlawed, and so Ungerspike's lucky streak abruptly ended when he became the victim of an extremely vicious teleporter accident that sent him to his grave. (Ungerspike didn't believe in cheating)

Scrambler Belt: Beginning when the belt comes on the field, any player who uses a teleporter has a 15% chance of being blobbed (Except players first entering game). Chance of Detection 15%. Price - \$30000

It was the final game of one of the toughest series ever to grace the game of Crush! The Buckets O Bolts, the first robot team to ever make it to a Crush! final, let alone win a game, was ready to roll onto the field and win their first championship. All it would take was one more win, and they would roll themselves into infamy.

The lead robot, XJS9823 teleported onto the field and headed to one of the nearby teleporters. He had just been reassembled after a rather nasty incident with a bloodthirsty Kurgan named Ungerspike. Then, a strange thing began to happen. One by one players began to teleport on to the pitch, and one by one the teleporters malfunctioned and sent them squalling to the Molecular Replacement Therapy room.

It was a dream come true for XJS9823, as he rolled his way to the goal, ball in hand and no one there to stop him. Then, as he rounded the corner to make his final drive to victory, Ungerspike teleported in right next to him and threw a check that blasted his parts all over the room. So ended The Bolts chance at winning the championship, as Ungerspike scored and gave his team the two wins they needed.

It was later discovered that XJS9823's malfunctioning gyro stabilizer had caused a disruption in the teleporters that made all of the players unsuccessfully transport. Ungerspike just got lucky. It wasn't long before the Scrambler Belt was in full production. (Although toned down a bit in order to slip it by the R.E.F., who had been trained to spot the wavelengths given off by the malfunctioning gyro stabilizer.)

Medical Belt: 33% chance that an injury or a death did is automatically healed. Chance of Detection 15%. Price - \$30000

Garian Flapsticker (a Human), a premier nanite technologist, was an enormous fan of the game of Crush! In fact, his son Joram Flapsticker, was a star player for the Maulers.

Once, after an extremely devastating game, Joram suffered numerous injuries and was forced to leave the game when his lung collapsed and he could no longer breathe. His father, who was watching the game, noticed that this sort of thing happened to a lot of human players due to their uncommon valor, and complete devotion to the game.

Garian, disturbed by this unnerving trend, went to work immediately on a new belt that would help regulate an entire army of nanites devoted to keeping a Crush! player's body intact throughout the duration of an entire game. The next game, Garain gave this belt to his son and wished him a whole hearted, "Good Luck!"

Well, as anticipated, Joram survived the entire game regardless of several bone breaking checks that would have sent a normal player out of the game. Well, in no time, this belt was in common use throughout the game of Crush! Due to its over-use the Galactic Crush! League outlawed it. Of course, this didn't stop anyone from using it.

Boot Types

Bounder Boots: Raises JP to 99. Chance of Detection 5%. Price - \$10000

For many years the Dragorans and the Curmians have been bitter rivals as primary ball carriers in CRUSH! Leagues throughout the galaxy. Dragorans are especially jealous of Curmians and their superb jumping abilities, which would often spell the difference between a Dragoran being hired by a team or a Curmian.

For this reason, not to many seasons ago, The University of Bakus-nor, renowned for it's great ball carriers, developed a boot that would allow their Dragorans to jump even better than Curmians. In the collegiate leagues this blatant use of illegal equipment was totally forbidden, and when word of it's use leaked out, the Bakus-nor Cyberfangs were forced to discontinue use of these boots or risk expulsion from their collegiate conference. The alumni of Bakus-nor, however, were impressed by the cunning of their fellow Cyberfangs, and so they invested quietly in the research and development of these boots.

One day Lacciaus Maribus, the all-star ball carrier for the 3 time Galactic CRUSH! champion team The Fire Stars and alumnus of Bakus-nor, heard of these boots and had a pair special ordered and smuggled to him just in time for the playoffs of what would be their 4th straight CRUSH! Trophy.

The boots made the difference and history was made, they became the first team to ever win 4 straight championships. The rumors spread, as rumors do. It was said that Lacciaus had the legs of a Curmian, or that he had arcane powers. Regardless of this, the truth was known by a few and the bounder boots had made their debut.

Insulated Boots: Player is immune to all electrical effects. Chance of Detection 15%. Price - \$30000.

No one really knows where the insulated boots originated. Some believe that they were a Dragoran invention to help them out class the Curmians. Some say it was a Nynax hive queen who could not bear the thought of here brave drones being subjected to the brutality of electricity so prevalent in the CRUSH! arenas of today. One rumor even gives the credit to one of the greatest athletes to ever play the game, Turk of the Daboo Doom Bringers.

The fact of the matter is that their origin is blurred by the many legends claiming these most powerful of boots. Whether it was a jealous Dragoran, a doting mother, or a goal scoring legendary Gronk, we may never know.

Magnetic Boots: Player cannot be pushed or pulled, +5 to CH, -10 to RF, -10 to DA. Chance of Detection 10%. Price - \$10000

This piece was a collective work by several small teams following the two dominating, undefeated seasons of the Slogotha Vipers with their unstoppable vortex armor. The coaches of as many as 6 teams donated an undisclosed amount of money to an R&D firm based out of Galba Prime to develop a device that would allow them a means of escape from the black hole of death that was the Slogotha Vipers.

The result was a boot that anchored a player to the metal playing field by means of a powerful electro-magnet that could be turned on and off by a player through the natural movements of his feet inside these boots. Excited about their newfound weapon against the unstoppable Vipers, most coaches equipped their entire team with these boots, thus stopping the Vipers winning streak and handing them a losing season.

S.A.A.I. (Self Aware Artificial Intelligence) Boots: Player has a fixed RF 40 and DA 40 regardless of natural abilities score. Chance of Detection 10%. Price \$20000.

As their XJS-9000 gained popularity and acceptance in the CRUSH! leagues of the galaxy, the XJS Corp. went hard to work designing ways to improve the performance of their plucky little robots. It was determined that due to the inferior structural integrity of the XJS-9000 it would be most beneficial if they could avoid the cudgeling blows of the superior players.

To accomplish this the engineers at XJS fabs 4 and 5 came up with a software upgrade package that would in effect give the XJS-9000 the reflexes and nimbleness equal to the best of the sentience. However, the CEO of XJS Corp., instead of incorporating this program into the base programming of the XJS-9000, decided to make it an upgrade, and thus increase the cash flow of their megacorporation. This plan backfired however when the software package was stolen by a renegade employee who started his own small company producing boots which would give anyone these abilities.

Spiked Boots: + 5 ST. Chance of Detection 10%. Price \$10000.

The Kra Furies, the Kurgan home world's team, were the most ferocious team in the galaxy. They measured wins and losses, not in goals scored but in carnage dealt. Their coach Darkfang, a former player himself, wanted even more death so he issued his players weapons. However, the Furies had already been warned about bringing swords and phasers into the arena, so they needed to be a bit sneakier. Darkfang figured that if his team just strapped metal spurs onto their already sharp rear claws it should be enough to tip the scales in their favor. Thus the spiked boot was born.

Gauntlets

Magnetic Gauntlets: Automatically succeeds in picking up the B.A.L.L. Chance of Detection 5%. Price \$10000.

This item was accidentally discovered by Nurg the Gronk after a beautiful game in which he single handedly killed or injured 2 opposing Nynax teams. Nurg was chasing after the ball. A normal occurrence since Gronks have the worst hands in the galaxy. When after dispatching the last Nynax he did not wipe his hands off from the Nynax blood that was still on them. He was able to pick up the B.A.L.L. and score before time ran out. It was soon discovered that Nynax blood is very magnetic. With this information out, it became common place for teams to cover their gauntlets in Nynax blood.

S.A.A.I (Self Aware Artificial Intelligence) Gauntlets: Fixed CH 60 regardless of natural ability score. Chance of Detection 15%. Price \$20000.

This nifty piece of equipment was made by the now famous design team at XJS fab 9 plant. Trying to add a little more punching power to their plucky XJS series of robots, the team went to work using the same technology they used on the S.A.A.I boots. After many years of hard work the group designed and marketed them making a huge profit within the Curmian-based teams as well.

Surge Gauntlets: 50% chance of electrocuting target of check. Chance of Detection 15%. Price \$30000.

Dragorans love to play practical jokes on other species and humiliate them in front of their loved ones. One particular Dragoran had researched the old human trick of the hand buzzer. After sometime the Dragoran decided that Kurgans with all their fur would be a great target, and so she went and got a reactor from a decapitated XJS and outfitted a pair of gloves that would produce a bigger charge.

After the next game she went and shook hands with her Kurgan teammate during post game interviews. Well after the smoke and burnt hair smell was cleared out of the room, everybody stood and laughed at the unconscious Kurgan.

and his crisp smoking fur. That was the last joke the Dragoran played, as the next day she was eaten by the Kurgan's brother.

Nonetheless, Surge Gauntlets were born and still get a laugh. Especially when used on Kurgans.

Spike Gauntlets: +5 ST. Chance of Detection 10%. Price - \$10000

This piece of equipment also came as a result of Nurg the Gronk and his legendary brutality on the field. It seems that Nurg obliterated 2 Curmians wearing spiked armor. The Curmians stuck to Nurg's gauntlets and Nurg proceeded to imprint them into the foreheads of several would be opponents. Nurg's coach quickly made this a standardized piece of equipment on his team. This item was officially banned from Crush! games after a Kurgan, upon killing a Nynax, jumped into the skybox seats and killed 3 dignitaries from Curmadon.

Repulsor Gauntlets: Automatically pushes each opponent checked in direction opposite of pusher. If the tile is blocked by a wall or another player, there is no effect. Chance of Detection 10%. Price \$20000

Repulsor Gauntlets were first created by a band of Curmian CRUSH! players who had accidentally spilled a whole can of "Curmian Dew" on their Repulsor armor and had broken it. Horrified, since Curmians didn't like getting squashed by CRUSH! players and Repulsor armor kept hostiles away, the Curmians hastened to repair the armor.

To their dismay the power suit, which housed the Repulsor motor, was totally soaked and unsalvageable. The Curmians were demoralized since they knew what would happen if a Gronk managed to get its size 15 hands around both a Curmian's ankles. Each Curmian flinched as they imagined the "SNAP" that would follow.

Desperate for some sort of safety device, the Curmians joined the Repulsor motor with an old pair of ordinary CRUSH! gloves. Uncertain of the reliability of the new Repulsor gloves the Curmians entered their next CRUSH! game sweating bullets.

The games started like any other game with Curmians facing a team with a Gronk in it - they ran around in a panic trying to find the B.A.L.L. ASAP.

As luck would have it, the one Gronk on the opposing team was wearing a Booster belt and caught the Curmians off guard as it rushed them. Panicking, all but one Curmian were fast enough to get away. This lone Curmian stared in shocked disbelief as the Gronk bore down on him; spewing froth from its roaring mouth and icy death glinting in its blood red eyes.

The whole world slowed to a crawl as the Curmian's thoughts raced through his amphibian mind. Then he did something no Curmian had done before - he attacked the Gronk. A Curmian! Roaring in glee, the Gronk charged ahead as the Curmian slammed his tiny, gloved fists into the Gronk's midsection. To all the spectators it seemed that in a next split-second the Curmian would be

torn in two, or maybe three's, or simply disintegrate from the fury of the attacking Gronk.

When it happened, a bright flash of light exploded from the Curmians Repulsor gloves - and flung the bewildered Gronk back! For a three full seconds the CRUSH! stadium was stunned silent. Then they were lustily cheering as never before! The Curmians were suddenly grinning evilly and, filled with determination and confidence, threw themselves into the fray tossing Human, Gronk, Nynax, and Kurgan to the four winds with ease.

Epilepsy Warning: PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT: 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 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.

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING VIDEO GAMES: Do not sit too close to the television screen. Play video games preferably on a small screen. Do not play 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 10-15 minutes per hour while playing video games.

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Megamedia Contact information:

For technical questions call: (510) 623-1100

Internet E-mail: crush@megamedia.com

World Wide Web: <http://www.megamedia.com>

Technical Support: Should all other alternatives fail when you are having trouble installing CRUSH! Deluxe please contact our technical support department. Before you contact our Technical Support Department you should prepare an accurate list of all of your installed hardware, including the make and model of your sound card, graphics card, and CPU. You should try to be physically at the computer when you contact us so that you can respond to specific questions.

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First Name _____ E-Mail _____
 Last Name _____

Address _____ Zip _____
 City _____
 Country _____

Phone _____
(optional) HES6484E02

1. Primary user: Male Female Age: Under 13 13-18 19-24
 25-34 35-44 45-59 60+

2. Name of store where purchased _____

3. Date of Purchase _____

4. Where did you purchase this product? Computer Superstore Software Retailer
 Warehouse/Clubhouse Catalog
 Magazine Ad Editorial On line
 Friend User Group Direct Mail/Catalog
 Demo Disk Game Package Other _____

5. How did you hear about our product? Store Display
 Demo Disk

6. Amount of RAM you have _____

7. What speed CD-ROM drive do you have? 1x 2x 4x 8x Other

8. Do you have a modem? Yes No
 Yes No If no, do you plan to purchase one in the next year?
 Both Neither CD-ROM Power CD-ROM today
 Computer Player

9. Which of the following set top systems do you own or plan to purchase?
 Sega Saturn Sony PlayStation
 Computer Game Review Both Neither CD-ROM Power CD-ROM today
 Computer Life Computer Player
 Family PC Home PC
 Next Generation PC Games
 Wired Other _____

10. Which of the following magazines do you read regularly?
 Computer Strategy Plus
 Computer Gaming World
 PC Games