

THUNDER

in Paradise

TM

Now the action TV series is becoming interactive. Starring
Terry 'Hulk' Hogan and YOU!

PHILIPS

DIGITAL VIDEO ON CD-I



“THUNDER IN PARADISE INTERACTIVE”

is a breathtakingly fast-paced action game starring Terry "Hulk Hogan as R.J. "HURRICANE" Spencer, Chris Lemmon as Martin "BRU" Brubaker and YOU.

Spence and Bru are ex-Navy Seals and the proud fathers of "THUNDER," a 50-foot-long, speedy Navy boat. You play Zack, Spence's nephew. In this episode, "THE MA.J.O.R. AND THE MINOR," you must join Spence and Bru in battling the crazed Rampike for control of the crazed bio-humanoid "M.A.J.O.R."

THUNDER

GAME
ONLY

INTERACTIVE
TELEVISION

MAIN MENU

You can play THUNDER IN PARADISE INTERACTIVE in two ways:

INTERACTIVE TELEVISION

Press this button to take on the role of Zack in this adventure.

Spence and Bru need YOUR help to defeat Rampike in three exciting parts and save Jessica.

GAME ONLY

Here you can choose one of the three interactive game parts. Use the gamepad to select the desired option.

PAUSE OPTION

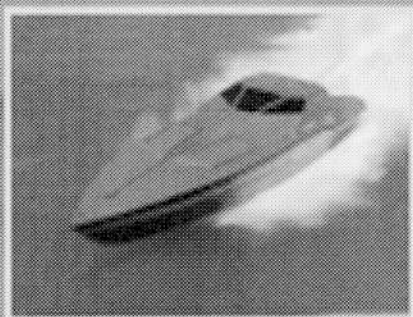
To pause an action or video sequence, you can press buttons 1 and 2 on the gamepad at the same time. After stopping, you have the following

Possibilities:

You can return to the MAIN MENU, RESUME the game or video where you left off, or EXIT the game and watch the credits.

INTERACTIVE GAME PARTS

If you fight your way through all three parts of the game (INTERACTIVE TELEVISION option), you will receive more energy, strength or bonuses depending on your performance in the next part of the game.



MAIN
MENU

THUNDER ENCOUNTER

THUNDER ENCOUNTER

Your task is to control the powerful weapons and eliminate all dangers that stand in THUNDER's way. The less damage you take, the longer you survive and the higher your points will be.

ISLAND ENCOUNTER

Here Rampike's men throw themselves into your path across the tracks of Rossiter Island. If you are very, very good at this part of the game, you may still be able to catch the M.A.J.O.R.

LAB ENCOUNTER

Depending on how well you did in the Island Encounter part of the game, you will see the lab through the eyes of Zack or the M.A.J.O.R.. Rampike's men will block your way either way. If you are particularly good at handling the

Soft Gun, Rampike himself will pay you a short visit.

FULL ENCOUNTER

Here you will experience all three parts of the game in succession to offer you a special challenge and even more fun.

SELECTION OF CONTROL

If you select INTERACTIVE TELEVISION or GAME ONLY, you will be asked which controls you are using.

GUN is the 'CD-i Peacekeeper'. When you select this control, the cursor disappears from the screen. Aim the gun at the target in the top left corner and then at the target in the

bottom right corner and shoot again. The cursor will now reappear. Select DONE and shoot again to enter the game directly.

You can also select GUN again to repeat the calibration. You can use OTHER to calibrate other controllers.

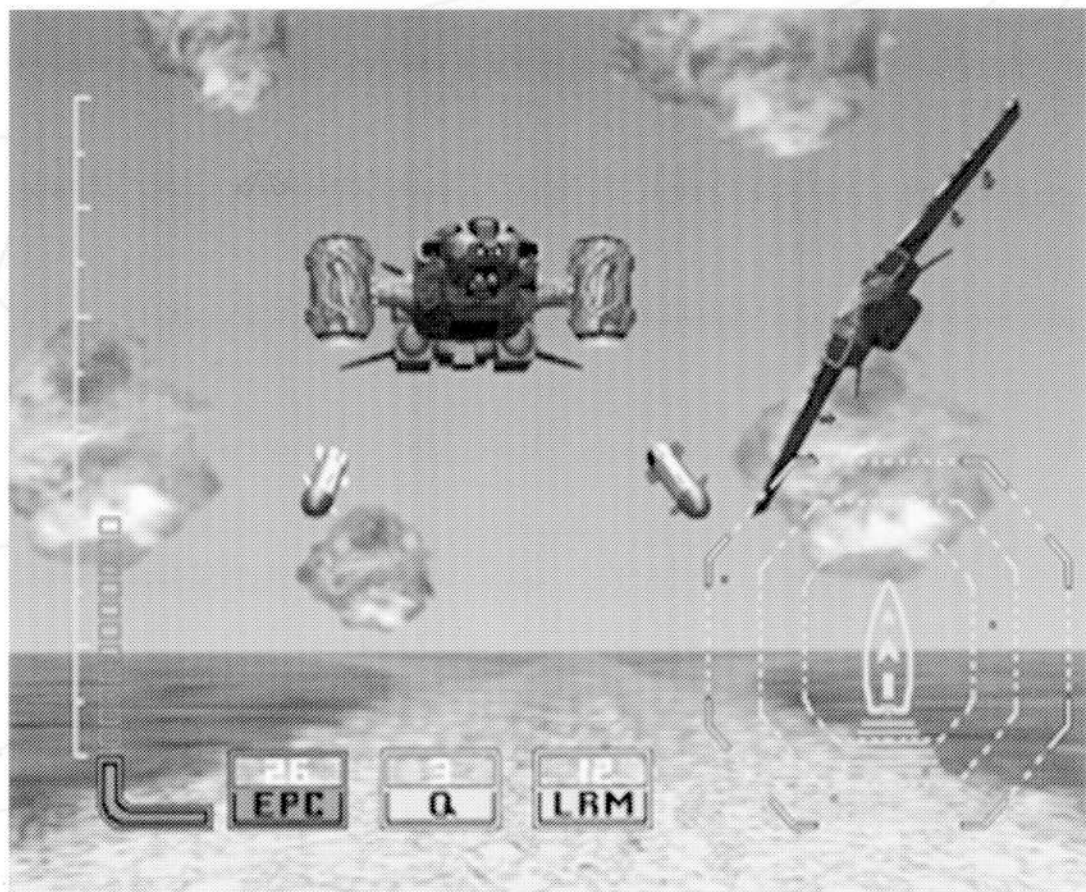
OTHER is everyone else
Controllers. If you choose this option, the cursor will disappear from the screen. Now choose one of five speeds from SLOW to FAST by moving your controller left or right and pressing button 1. The cursor and DONE will reappear. Now check if the reaction speed is as you want it. When you are ready to play, click on

DONE; otherwise select OTHER to repeat the calibration or GUN to select the CD-i Peacekeeper.

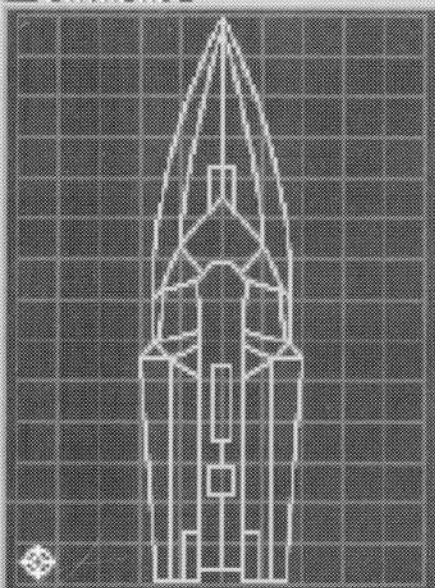
THUNDER ENCOUNTER

VIEWING DIRECTIONS

At the beginning, you look forward out of the boat. There are three other viewing directions: back, left and right. If you look around often, you can spot dangers approaching you from different directions in good time. You can recognize the chosen viewing direction by the green lines that can be seen in the radar displayed at the bottom right. For all controls (except the Peacekeeper), there are two ways to change the viewing direction:



DATABASE



EXTEN- BIOS A
OO DEVICE OFF

SYNC

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**THUNDER
SYSTEMS**



**TARGET
ANALYSIS**



**ROSSITER ISLAND
DOWNLOAD**



LAB DATABASE



EXIT DATABASE

Les 5607
STABILIZATION 17.2577
SYNO
TYPE 2
SELECTOR
456 REACTANT

1. A quick click on button 2 changes the viewing direction clockwise.

2. Press and hold button 2. This changes the display of the direction of view from green to yellow lines. Now you can use the controls to change your view in the desired direction: up (front), down (back), left (port), right (starboard). As soon as you release button 2, the change is complete and the weapon cursor is displayed in the quadrant you selected.

If you are playing with the Peacekeeper, aim at the top edge of the screen for front, the bottom edge of the screen for back, the left edge for left, the right edge for right - then press button 2.

SHIELDS

There are four shields: front, rear, port and starboard. Each can withstand a certain number of hits before that area is damaged. The shields are displayed in boat shape in the center of the radar. These are the four possible states of the shields:

GREEN - perfect

YELLOW - partially damaged

RED - critical damage

OFF Shield destroyed

As long as a shield is not completely destroyed, it can recharge to green. If a shield is completely destroyed, the next hit on that side of "THUNDER" will deal the following damage:

FIRST HIT prevents the
Firing the ranged weapons.

SECOND GOAL prevents the Firing the Q-Wave Pulse bombs, **THIRD HIT** disables the ElectroPulse Cannon and Thunder.

GOALS

There are seven objectives in the Thunder Encounter. To learn more about them, you will need to play the Interactive Television option. Shortly after the boot sequence is over, Bru will show you the Thunder database, which describes each objective in detail. (See also Objective Analysis on page 13.)

POINTS

If you have selected **GAME ONLY**, your points will be displayed in the upper right corner of the screen.

RADAR

The radar is displayed in the bottom right corner during the game. It shows the selected viewing direction as well as

Position and type of incoming targets.

THUNDER WEAPONS

Each weapon has its own cursor and color. The weapons are environment sensitive, depending on where the cursor is on the screen.

ELECTROPULSE CANNON (EPC)

The EPC (red cursor) is the weapon used in most areas of the visual range. "Lure" the targets into your view and click button 1 to fire. The EPC will fire and remain active for a short time. As long as the fire remains visible, it will cause damage to any target that comes into contact with it. The EPC works in the entire visual range, except the radar section. (See also LRM and Q-BOMB.) If the EPC is not fired, it reloads. The number of available EPCs

Shots are displayed in a box at the bottom of the screen with the label EPC.

LONG-RANGE WEAPONS (LRM)

To fire an LRM, move the yellow cursor over the target point in the radar and click button 1. An LRM fires at incoming targets in the outer two circles of the radar, regardless of the direction of view.

If there is no target in the selected quadrant, the LRM will not fire. LRMs do not recharge. The number of available LRM shots is displayed in a box at the bottom of the screen labeled LRM.

Q-WAVE PULSE BOMBE (Q-BOMB)

To use the Q-bomb, move the white cursor to any location within the inner radar circle. Pressing

Button 1 fires the Q-bomb. All targets in the inner radar circle are disintegrated. Q-bombs cannot be recharged. The number of Q-bombs available is shown in a box at the bottom of the screen labeled Q.

THUNDER AND LAB

DATABASES

Once you have completed the Thunder Encounter, the Thunder database will be loaded with the following files. To access the information, highlight an option and press button 1.

THUNDER SYSTEMS

Memorize the information about the weapons available for the Thunder Encounter.

TARGET ANALYSIS

Choose from three options.

More information can be found here

Problem description of the current target will appear.

Up and down arrows

let you browse wireframe models of the seven destinations in Thunder Encounter.

System Return takes you back to the Thunder database.

ROSSITER ISLAND DOWNLOAD

Take a look at daily life on Rossiter Island.

LAB DATABASE

Access the following files:

Security cameras: Offer you additional material about Dr.

Franklin's laboratory.

Rampike Data: Everything

Things to know about Rampike

Spence's neural cords show you

the content of the M.A.J.O.R.

download.

Thunder Database: Takes you back to the Thunder database.

End database: Leaves the Thunder database and continues the game with the Island Encounter.

ISLAND ENCOUNTER

The goal of this part of the game is to survive the attacks of Rampike's men and gain control of M.A.J.O.R. To do this, you have a soft gun with limited power and the neural net interface at your disposal, which allows you to take a number of hits before the neural net dissolves.

As you follow the trails on Rossiter Island, there are four things you should keep in mind.



NEURAL DISPLAY

This is the main viewing area on your screen. When Rampike's men rush forward, aim your cursor at them and fire with button 1.

SOFT GUN ENERGY INDICATOR

At the top left of your screen you will see a yellow soft gun. When it is fully charged, the entire weapon is visible. As soon as you fire and the energy decreases, parts of the weapon disappear. The energy used will recharge if not used.

NEURAL NETWORK STRENGTH

The figure on the bottom left represents your neural network. If the outline is green, you still have maximum energy. If you are hit by Rampike's men,

the color begins to fade. If you continue to lose energy, the color changes from yellow to red.

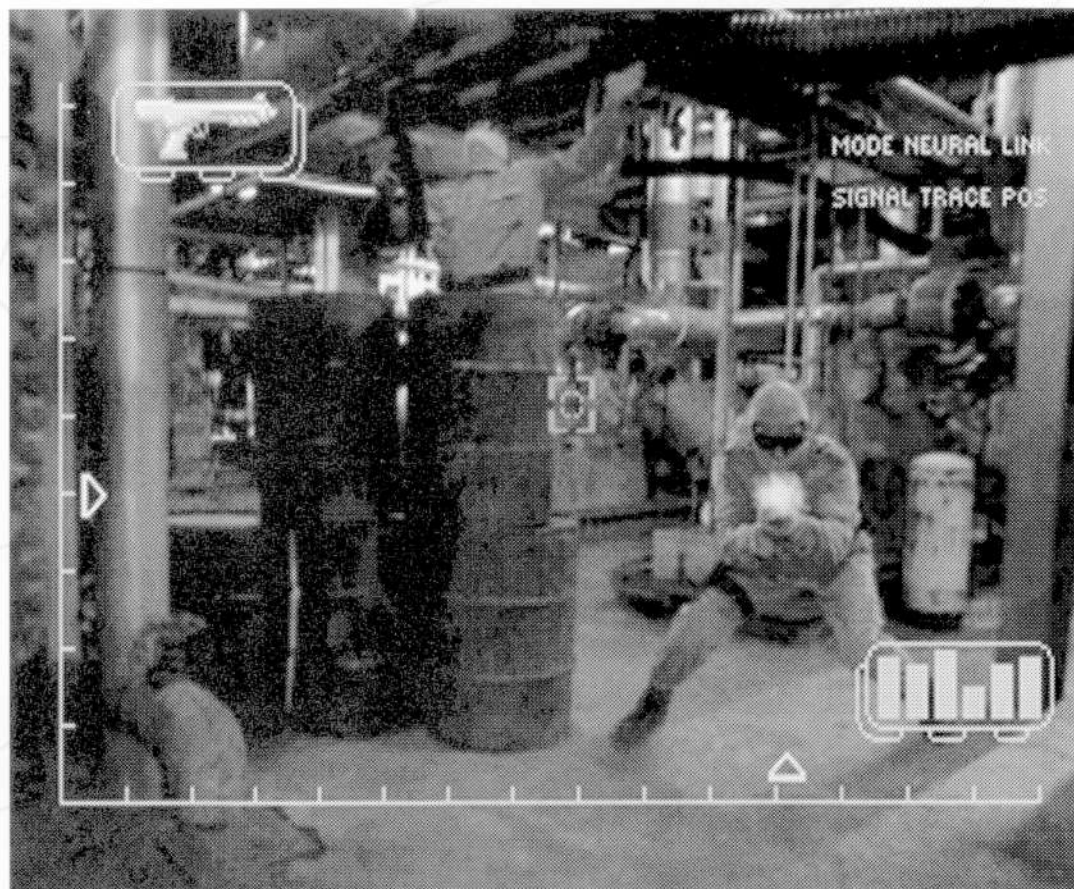
If the outline disappears, you no longer have any neural network energy, i.e. you will pass out and come to later in the lab.

POINTS

If you have selected GAME ONLY, your points will be displayed in the upper right corner of the screen.

LAB ENCOUNTER

The Lab Encounter is the same as the Island Encounter, except that there may be a possible difference.



If you were skilled enough to get through the Island Encounter and overpower the M.A.J.O.R., you will pilot the M.A.J.O.R. through the Lab Encounter. You will also have more neural energy and a slightly different field of view.

As the M.A.J.O.R.

NEURAL INDICATOR

When Rampike's men advance, aim at them with the cursor and press button 1 to fire. The M.A.J.O.R.'s scanner has a built-in triangulation aid to detect moving objects more quickly.

SOFT GUN ENERGY

Energy is represented in the form of a weapon in the top left of the screen. When you fire, energy decreases, but can recharge itself when not in use.

NEURAL NETWORK STRENGTH

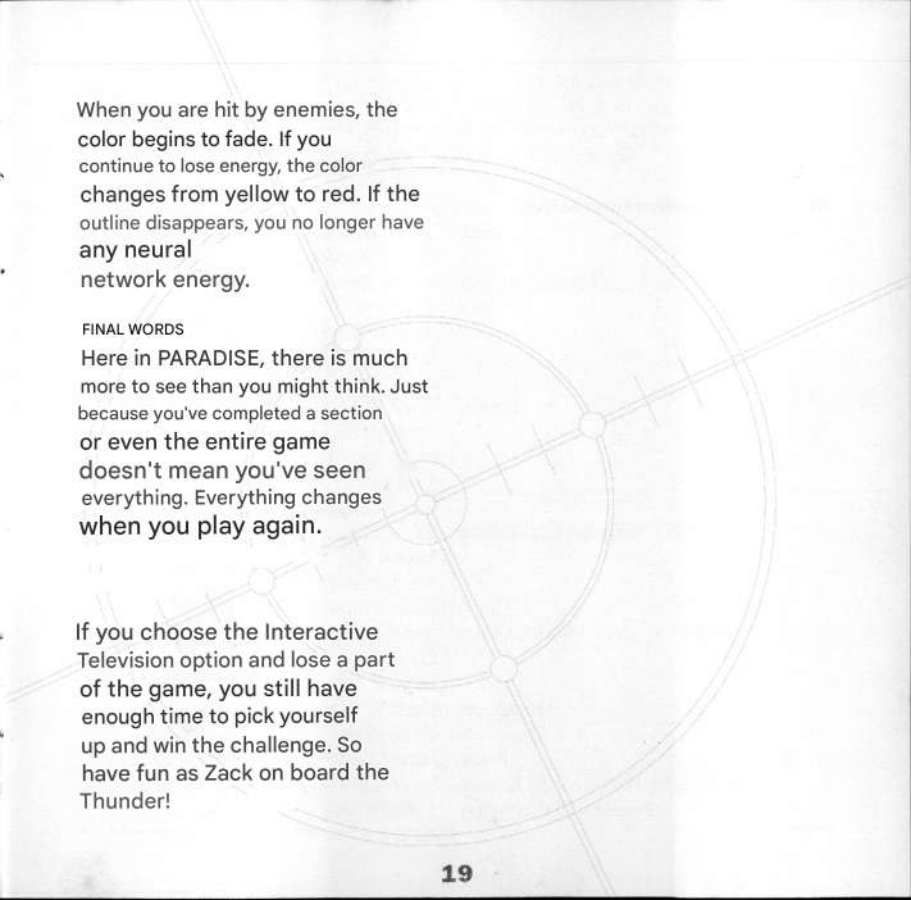
The M.A.J.O.R.'s neural network strength is displayed as a bar graph. If it is full and green, you have maximum energy available. If you are hit, the bar shrinks. If you lose more energy, the color changes from yellow to red. If the bar disappears completely, your neural network dissolves - and you have lost the game!

POINTS

If you have selected GAME ONLY, your points will be displayed in the top right corner.

AS ZACK

When you play the Lab Encounter as Zack, unlike in M.A.J.O.R., your neural network strength is displayed as a green outline of you in the bottom left corner of the screen.



When you are hit by enemies, the color begins to fade. If you continue to lose energy, the color changes from yellow to red. If the outline disappears, you no longer have any neural network energy.

FINAL WORDS

Here in PARADISE, there is much more to see than you might think. Just because you've completed a section or even the entire game doesn't mean you've seen everything. Everything changes when you play again.

If you choose the Interactive Television option and lose a part of the game, you still have enough time to pick yourself up and win the challenge. So have fun as Zack on board the Thunder!

Produced by Mass Media, Inc. in association with POV, a Philips Media, Inc.
Thunder in Paradise™ Interactive is based on the television series Thunder in
Paradise™ and created by Michael Berk, Douglas Schwartz, Gregory J.
Bonann and Terry, "Hulk" Hogan produced.

Thunder in Paradise Interactive

| | |
|-----------------------------------|--|
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