

THUNDER

in Paradise

TM



DISC SET INCLUDING FREE T.V. EPISODE
DISCS

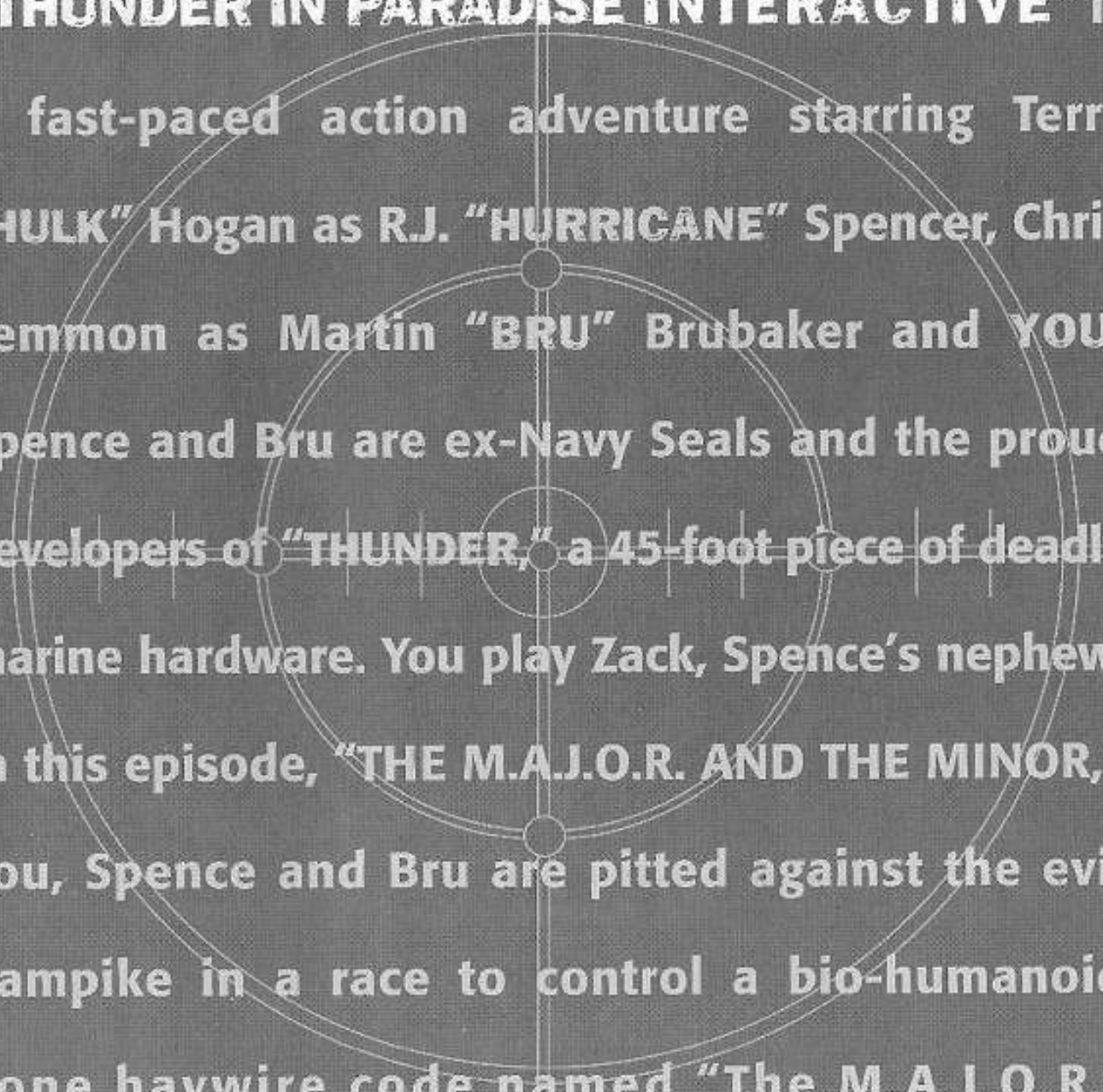
The action-packed TV show is now interactive,
starring Terry 'Hulk' Hogan and YOU!!!



PHILIPS

DIGITAL VIDEO ON CD-I





"THUNDER IN PARADISE INTERACTIVE" is a fast-paced action adventure 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 developers of **"THUNDER,"** a 45-foot piece of deadly marine hardware. You play Zack, Spence's nephew. In this episode, **"THE M.A.J.O.R. AND THE MINOR,"** you, Spence and Bru are pitted against the evil Rampike in a race to control a bio-humanoid gone haywire code named **"The M.A.J.O.R."**

THE EP

GAME
ONLY

INTERACTIVE
TELEVISION

SHOW
ONLY

MAIN MENU

There are three ways to experience
THUNDER IN PARADISE
INTERACTIVE.

SHOW ONLY When you choose this option, you are prompted to remove Disc 1 and insert Disc 2, the Video CD of the "**THE M.A.J.O.R. AND THE MINOR**" episode. Sit back and enjoy!

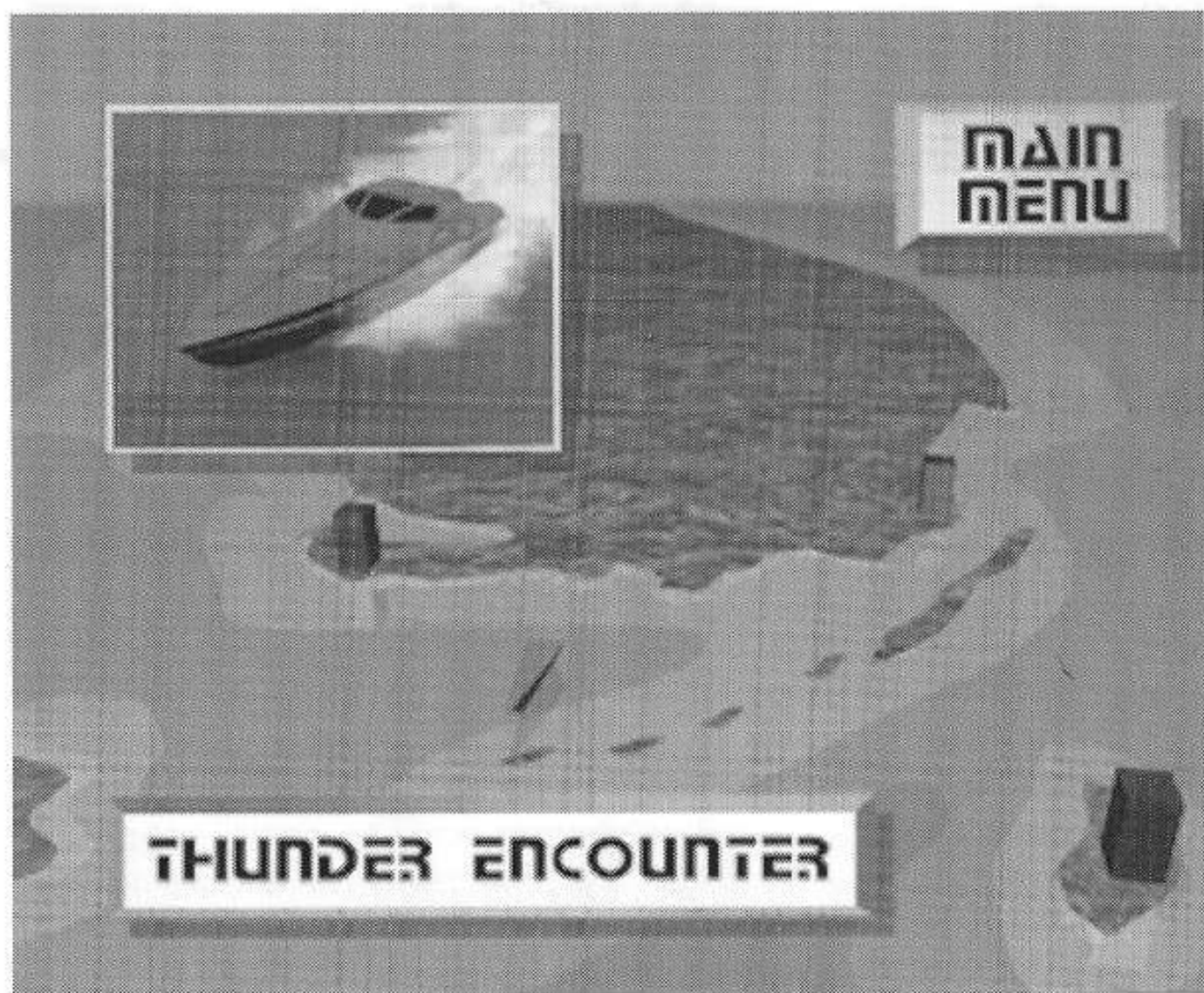
INTERACTIVE TELEVISION This option lets you play the role of Zack in the show. Spence and Bru ask YOU to help defeat Rampike and save Jessica in the three game encounters.

GAME ONLY This option allows you to choose one of the game encounters. Move your controller to highlight the options and select the one you want to play.**PAUSE**

FEATURE To pause an action encounter or a video sequence, press and hold Button One and Button Two simultaneously. When paused, you have the following options:

Return to the MAIN MENU,
CONTINUE the game/video,
where you left it or QUIT the
game and see the credits.

FULL AND INTERACTIVE ENCOUNTERS When playing all three encounters (as in Full Encounter game option or Interactive Television), the better you perform in an encounter, the more energy, strength or bonus you will carry forward to the next encounter.



THUNDER ENCOUNTER You control powerful weapons and must destroy as many threats to "Thunder" as you can. The less damage you take, the longer you will survive and the higher your point total will be.

ISLAND ENCOUNTER Face down Rampike's men as you roam the trails of Rossiter's Island. If you are really good, you might get a shot at The M.A.J.O.R.

LAB ENCOUNTER Depending on how you handled the Island Encounter, you see the Lab through the eyes of Zack or The M.A.J.O.R. Either way, shoot Rampike's men as they appear. Prove that you're good with a Soft Gun and Rampike himself may pay you a visit.

FULL ENCOUNTER Enjoy all three of the above encounters, linked for a truly challenging game experience.

CONTROLLER SELECTION

When you choose INTERACTIVE TELEVISION or GAME ONLY, you are asked to indicate the type of controller you are using.

GUN refers to the CD-i Peacekeeper™ gun controller. When you indicate this controller, the cursor disappears from the screen. Aim the gun at the target in the upper left corner and fire; then aim the gun at the target in the lower right corner and fire. The cursor will re-appear. Select DONE and fire the gun, which takes you right to the game.

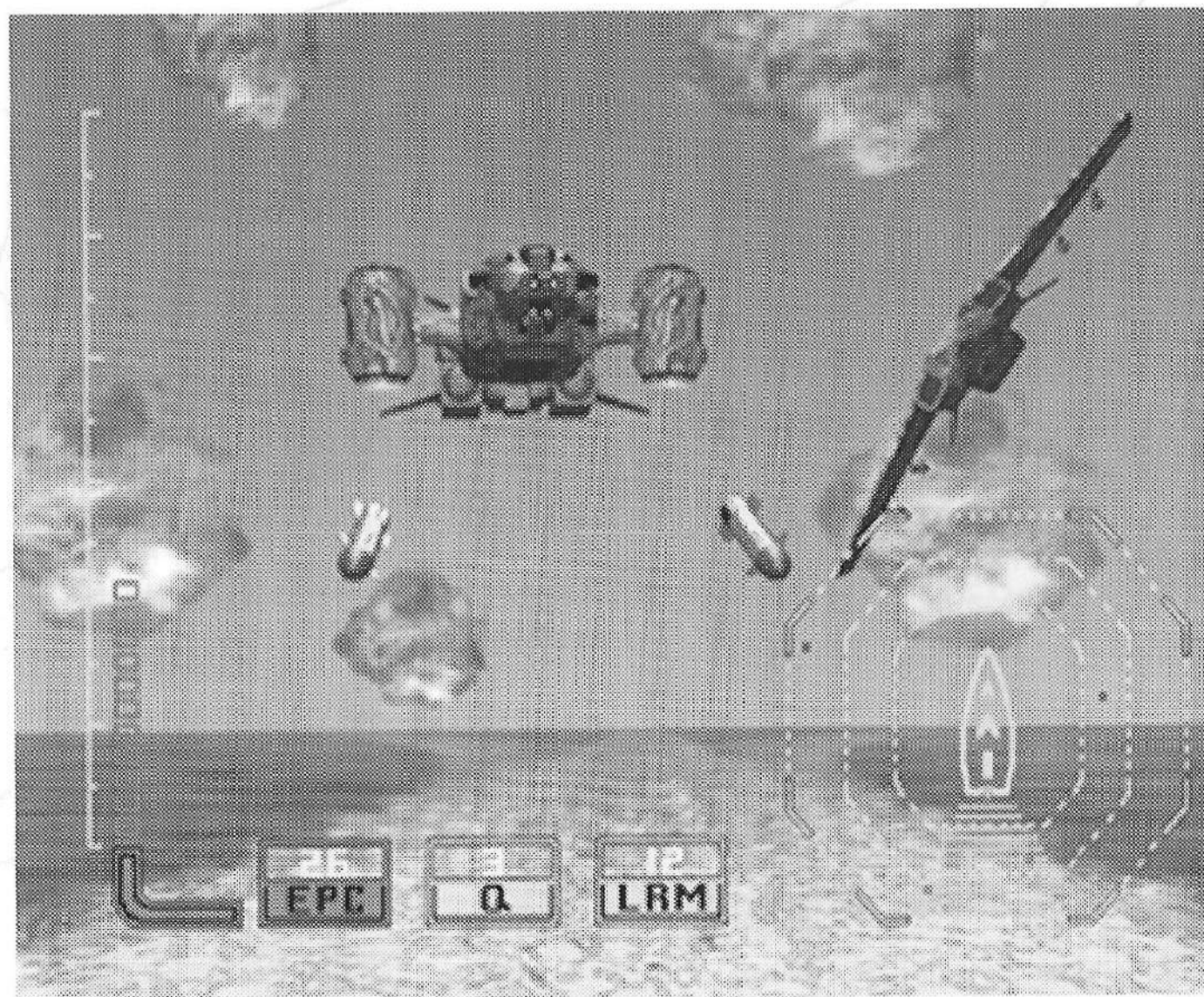
You may also choose GUN and begin the calibration process again or choose OTHER to calibrate a different input device.

OTHER refers to all other controllers. When you indicate this option, the cursor disappears from the screen. Choose one of five controller speeds, ranging from SLOW to FAST by moving your controller left or right and clicking Button One. The cursor and DONE will appear on the screen. Try the reaction time of the controller, to see if it feels right to you. When you are ready to play, click DONE to go right to the game. You may also choose OTHER and begin the calibration process again or choose GUN and calibrate the gun.

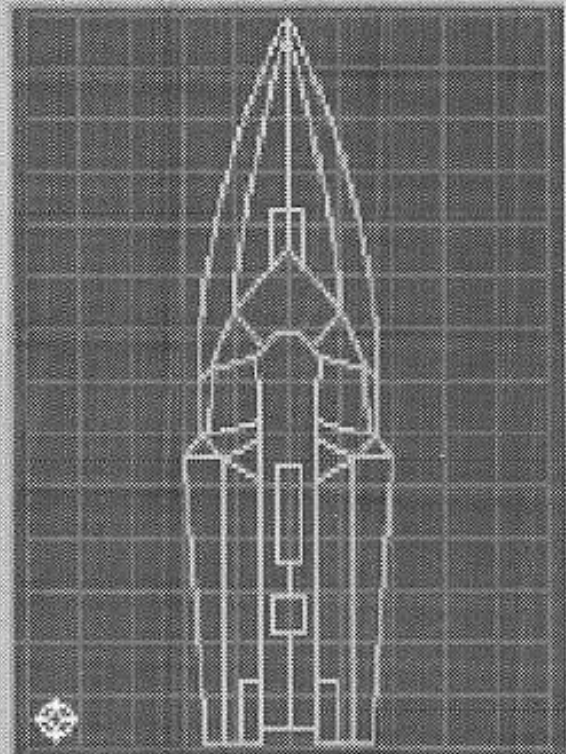
THUNDER ENCOUNTER

DIRECTIONAL VIEWS At the start, you are looking out of the forward section of the boat. There are three other views: rear, left and right. By switching from one view to another, you are able to target incoming visible threats from each specific direction. The current view is displayed by green lines emanating from the center of the radar screen in the lower right corner. For any controller (except the Peacekeeper), there are two ways to change the view direction from anywhere on the screen:

1. Quickly click Button Two to rotate your view clockwise, or



DATABASE



EXTEN- BIOS A
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**THUNDER
SYSTEMS**



**TARGET
ANALYSIS**



**ROSSITER ISLAND
DOWNLOAD**



LAB DATABASE



EXIT DATABASE

LES Shell

IDENTIFICATION 02577
GWR0
TYPE 2
SELECTOR
456 REACTANT

2. Press and hold Button Two. This highlights the current view direction by changing the green lines to yellow lines. Then move the controller in the direction you want: up (fore), down (aft), left (port) or right (starboard). When you release Button Two, view selection stops and the weapon cursor is visible in the quadrant you have chosen.

With a Peacekeeper, point the gun at the top of the screen to face front, point it at the bottom of the screen to face back and point to the right or left sides of the screen to face in those directions—then click Button Two.

SHIELDS There are four shields: fore, aft, port and starboard. Each

section is able to withstand a fixed number of hits before that section is damaged. The shields are shown as a boat-shaped image in the center of the radar.

These are the four levels of shield integrity:

GREEN full charge
YELLOW partial damage
RED critical damage
GONE shield destroyed

Each shield can recharge back to Green, unless it has been destroyed. When any one of the four shield sections has been destroyed, the next hit on that exposed side of "Thunder" will do the following damage:

FIRST HIT disables the Long

Range Missiles

SECOND HIT disables the Q-Wave Pulse Bombs

THIRD HIT disables the ElectroPulse Cannon and "Thunder"

TARGETS There are seven targets in the Thunder Encounter. To learn more about them, you will need to play the Interactive Television option. Shortly after the boat game is over, Bru will bring up the Thunder Data-base which describes each target in detail. (See Target Analysis, page 11.)

SCORE When you have chosen GAME ONLY, your score will be displayed in the upper right corner of the screen.

RADAR The radar is shown in the bottom right of your view screen

during the game. It displays your selected view and the location/type of the incoming targets.

THUNDER WEAPONS Each weapon has a different cursor and color. The weapons are context sensitive, depending upon where the cursor is located on the screen.

ELECTROPULSE CANNON (EPC) The EPC (red cursor) is the weapon used in most areas of the view screen. "Lead" the targets on the screen and click Button One to fire. The EPC will burst and remain active for a short period of time. As long as the burst remains visible, it will cause damage on any target it comes in contact with. The EPC functions in the entire view screen, except within the radar area. (See LRM and Q-BOMB.) When the EPC is not being fired, it will recharge.

The number of EPC shots remaining is shown in the box at the bottom of the view screen labeled EPC.

LONG RANGE MISSILES (LRM)

To fire a LRM, place the yellow cursor over the target blip on the radar and click Button One to fire. The LRM will fire at incoming targets in the outer two rings of the radar screen, regardless of the current camera view. If there are no targets in the quadrant, the LRM will not fire. The LRM does not re-charge. The number of LRMs remaining is shown in the box at the bottom of the view screen labeled LRM.

Q-WAVE PULSE BOMBS (Q-

BOMB) To use the Q-BOMB, place the white cursor anywhere within the center ring of the radar screen. To fire the Q-BOMB, click Button One. All targets within the center ring

of the radar will disintegrate. Q-BOMBS are not rechargeable. The number of Q-BOMBS remaining is shown in the box at the bottom of the view screen labeled Q.

THUNDER AND LAB DATABASES

When you complete the Thunder Encounter, the Thunder Database will be loaded with the following files. Discover the information contained in the database by highlighting an option and clicking Button One.

THUNDER SYSTEMS Study information on the weapons at your disposal for the Thunder Encounter.

TARGET ANALYSIS Choose from three options.

More Info provides a briefing on the current target.

Up/Down Arrows allow you to scroll through wire frame models of each of the seven targets in the Thunder Encounter.

System Return takes you back to the Thunder Database.

ROSSITER ISLAND DOWNLOAD

Get a brief glimpse into life on Rossiter Island.

LAB DATABASE Access these files:

Security Camera provides additional footage from Dr. Franklin's lab.

Rampike Data offers background on Rampike.

Spence 's Neural Tapes provides contents of the

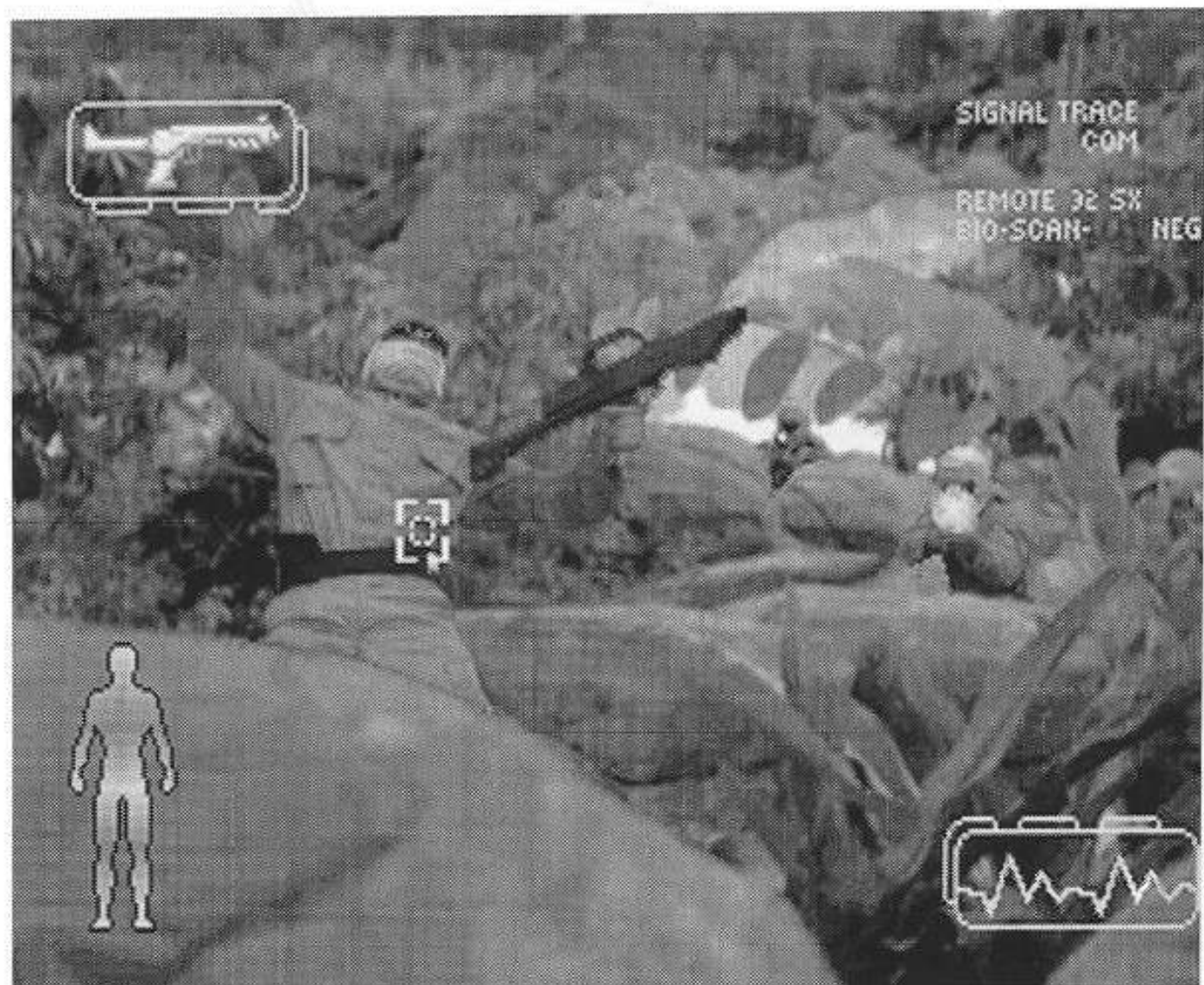
download to The M.A.J.O.R.

Thunder Database returns to the Thunder Database.

Exit Database exits the Thunder Database and continues the game at the Island Encounter.

ISLAND ENCOUNTER

The goal in this encounter is to survive the attacks of Rampike's men and gain control of The M.A.J.O.R. To do this, you have a Soft Gun with limited power and the Neural Net Interface, which enables you to take a number of hits before Neural Net Integrity is compromise. As you follow the path around Rossiter



Island, there are four things you need to keep monitoring.

NEURAL DISPLAY This is the main viewing area of your screen. When Rampike's men pop up, aim the cursor and click Button One to fire.

SOFT GUN ENERGY LEVEL In the upper left corner of your screen you will see a yellow Soft Gun. When it is fully charged, the entire gun is visible. As you fire, the energy level decreases and portions of the gun disappear from the screen. Soft Gun energy recharges at a fixed rate.

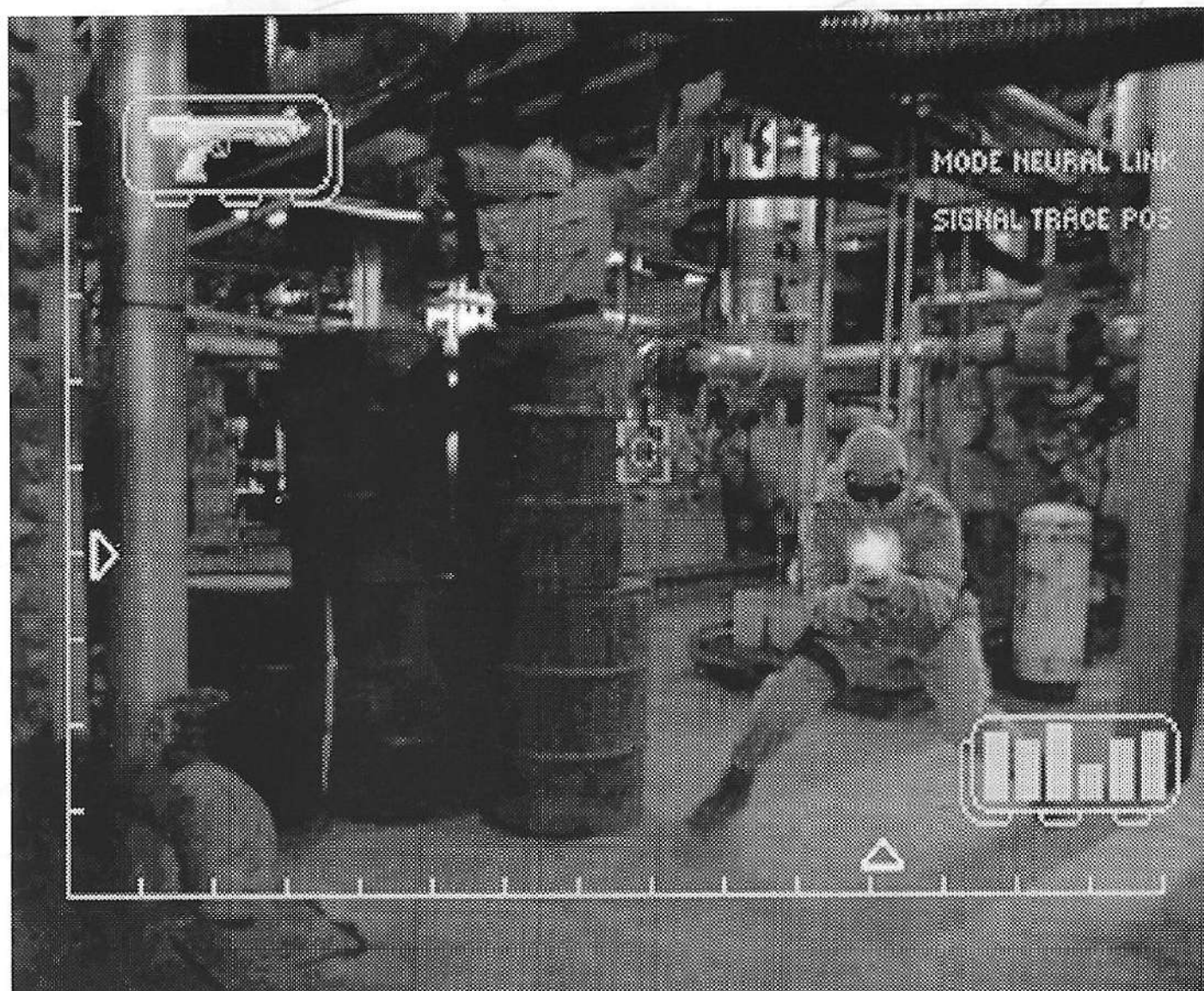
NEURAL NET INTEGRITY In the lower left corner of the screen you will see an outline of yourself. When the outline is filled in green, you

have maximum energy. As you are hit by Rampike's men, the color begins to disappear from the figure. When you continue to lose energy, the color turns from green to yellow to red. When the outline is empty, you have no more Neural Net Integrity. At this point you are knocked unconscious and move on to the Lab Encounter.

SCORE When you have chosen GAME ONLY, your score in the Island Encounter is displayed in the upper right corner of the screen.

LAB ENCOUNTER

The Lab Encounter functions exactly like the Island Encounter with one



possible difference. If you are fortunate enough to have completed the Island Encounter *and* defeated The M.A.J.O.R., you will control The M.A.J.O.R. in the Lab Encounter. In addition to having more Neural Net Integrity, you will have a slightly different display as explained on the next page.

As The M.A.J.O.R.

NEURAL DISPLAY When Rampike's men pop up, aim with the cursor and click Button One to fire. The M.A.J.O.R.'s scanner has a built in triangulation device to help locate moving objects.

SOFT GUN ENERGY LEVEL The energy level is displayed on the gun in the upper left corner of the screen. The energy disappears slowly as you fire the gun, but recharges at a fixed rate.

NEURAL NET INTEGRITY As The M.A.J.O.R., your Neural Net Integrity is

represented in a bar chart. When displayed full and green, you have maximum energy. As you are hit by Rampike's men, the bars begin to shorten. As you continue to lose energy, the color will turn from green to yellow to red. When the bars are completely gone, you have no more Neural Net Integrity—and you have lost the game!

SCORE Your score is displayed in the upper right corner of the screen if you have selected GAME ONLY.

AS ZACK

One difference in playing the Lab Encounter as Zack is that your Neural Net Integrity is displayed in the lower left corner of the screen. There you will see an outline of yourself. When the outline is filled in green, you have maximum energy. As you receive hits, the color begins to disappear from the

figure. As you continue to lose energy, the color turns from green to yellow to red. When the outline is empty, you have no more Neural Net Integrity.**SOME FINAL WORDS**

There is much to explore here in **PARADISE**. If you have played parts of (or even the entire) game before, that doesn't mean you have seen it all. It changes each time you play.

In the Interactive Television option, when you lose an encounter, there is still time to catch up and win the game.

So have fun and **D**(don't) **Q**(quit), Buddy!

For more information, or for help with this or any other Philips Media software product, call **Customer Support** toll free at **1-800-340-7888**.

THUNDER IN PARADISE, "THE M.A.J.O.R. AND THE MINOR"

When you play the television episode on Disc #2, the controls on page 17 are available.

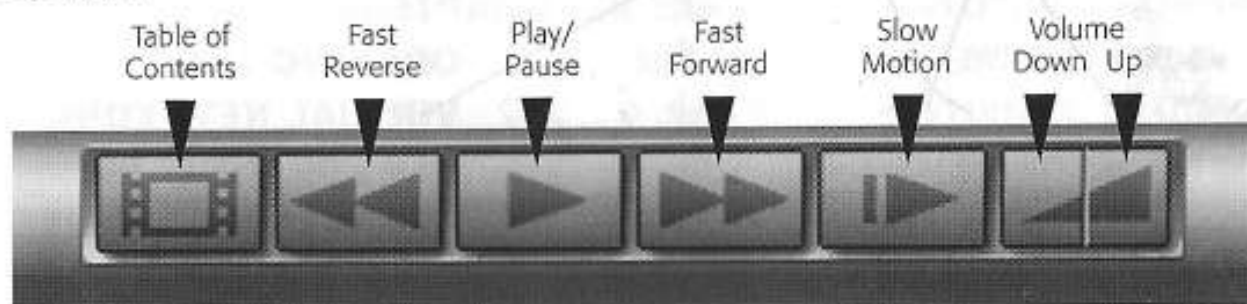
CHAPTERS

- 1 **OPENING TITLE**
- 2 **VIRTUAL NEW YORK**
- 3 **PAY FOR YOUR BRAIN**
- 4 **SPENCE'S MEMORIES**
- 5 **ISLAND GIRLS**
- 6 **ZACK IN CONTROL**
- 7 **WATER FIGHTS**
- 8 **BATTLE IN THE LAB**
- 9 **FINAL CONFRONTATION**
- 10 **END CREDITS**

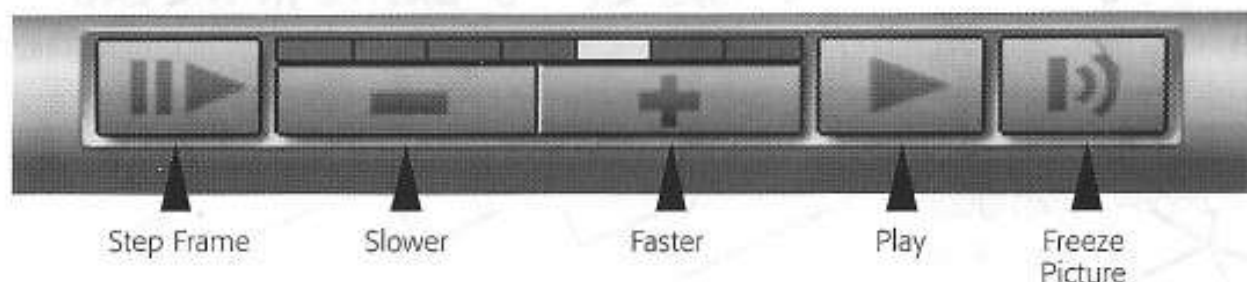
ON-SCREEN CONTROLS

- To display the on-screen controls, click any action button on your controller.
- To activate an on-screen button/control, move your cursor over it. Click any action button to activate the highlighted control.
- To remove the on-screen controls, select Play or move the cursor above the controls and click an action button on the remote.

MAIN CONTROL BAR



SLOW MOTION CONTROL BAR

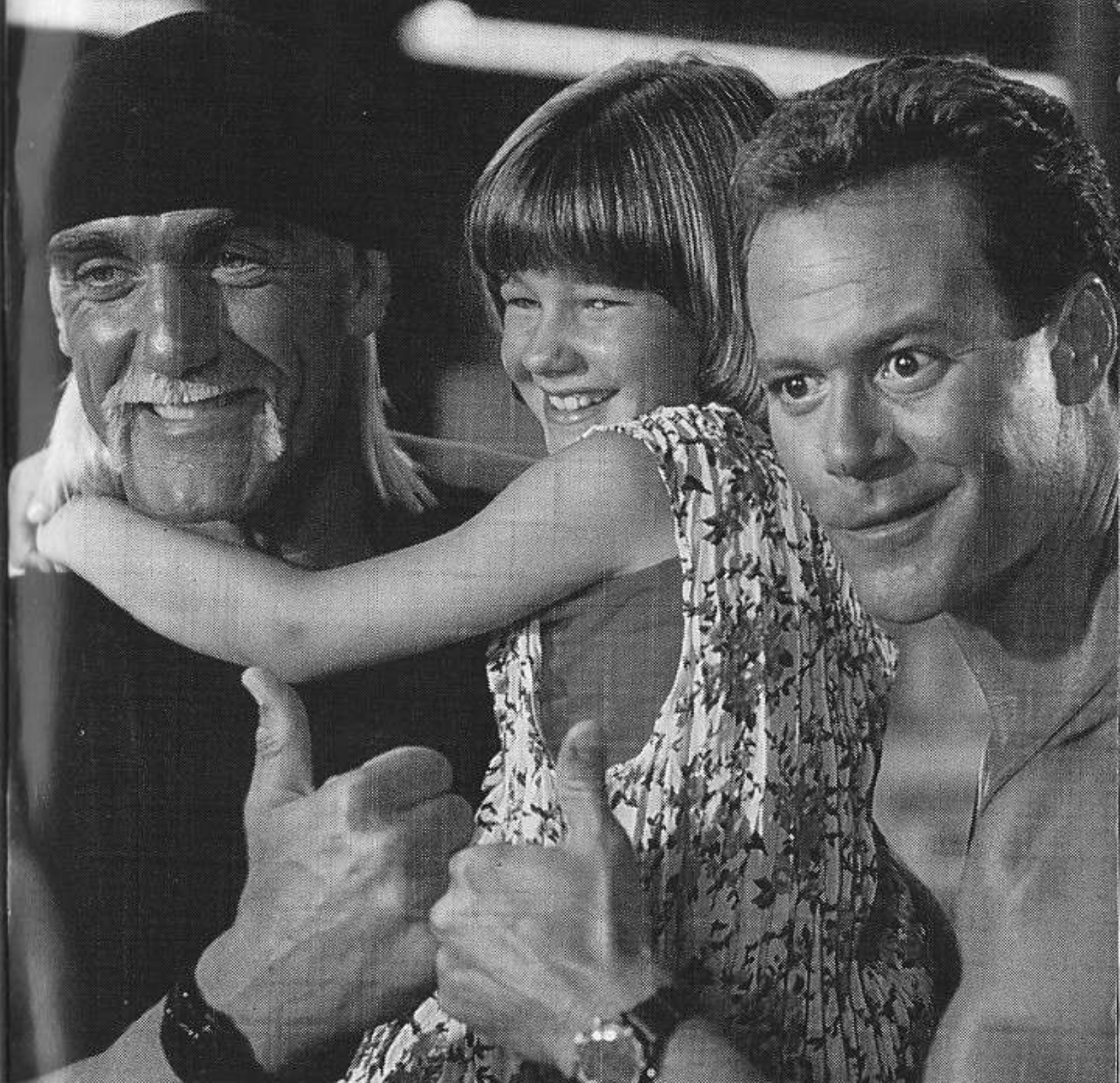


- To play video in slow motion, move the cursor over Slow Motion and click an action button. Clicking an action button a second time displays the slow motion controls.

Produced by Mass Media, Inc. in association with POV, a division of Philips Interactive Media. **THUNDER IN PARADISE INTERACTIVE** is based on the television series **THUNDER IN PARADISE**, executive produced and created by Michael Berk, Douglas Schwartz, Gregory J. Bonann and Terry "Hulk" Hogan.

THUNDER IN PARADISE INTERACTIVE

Conceptual Design	David Riordan Robert Weaver
Original Story	Robert Weaver
Writers	Tom Green Robert Weaver David Riordan Lena Marie Pousette
Design Team	David Todd David White Brian Howarth Mike Berro Paul Hoffmeier
Software Engineers	Brian Howarth Mike Berro Ken Jordan
Graphic Design	Leslie Doughty
Additional Art	Annalisa Sanderson Courtney Lane Lana Yu
Executive Producer	David Riordan
Producer	David White
Director	Robert Weaver
Executive for Philips Media Games	David McElhatten
Project and Promotions Manager	Maiken Fraley



COMPACT disc **THE COMPACT DISC INTERACTIVE SYSTEM** the ultimate interactive programming experience using digital video and superior sound reproduction. When using CD-i discs, users will operate a remote controller for three basic functions:

- **CURSOR MOVEMENT** Allows the user to position the cursor anywhere on the screen or select an active zone or object.
- **ACTION BUTTON ONE** Identified by one dot •, this is used to select an activity with the cursor.
- **ACTION BUTTON TWO** Identified by two dots ••, this is used to duplicate button one or offer additional functionality.

You should apply the same care as with conventional Compact Discs. No further cleaning is required if the Compact Disc is held by the edges and replaced into its case after playing. Should your CD-i become dirty, please remove from the player and clean with a lint-free, soft, dry cloth. No solvent or abrasive cleaner must be used to clean the disc.

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