



A LEGEND IN GAMES SOFTWARE

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# RETURN TO GENESIS

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for Firebird Software 1988

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# RETURN TO GENESIS

## RETURN TO GENESIS - THE MANUAL

Return to Genesis requires a colour monitor or any TV (if the machine is fitted with a modulator) and one of the following:

Atari 520 STFM or 1040 STF.

Atari 520 ST/STM plus SF354/SF314 Disk Drive.

Atari Mega ST 2/4.

(Compatibility with any ROM configuration version. Return to Genesis will work with ramloaded TOS.)

Amiga 500/1000/2000

### LOADING:

Turn off your computer and remove all peripherals. Insert the disk in drive A: and turn on the computer. The game will autoboot. If you do not press any keys the game will enter a demonstration mode after a few seconds. To leave the demonstration mode press any key.

You MUST leave the disk in drive A: at all times. If the write protection is off, the game will save the top three scores to disk and will load them automatically every time the game is played.

NB: Amigaowners should only insert the game disk when asked for Workbench.

### STARTING A GAME:

To start a game press key 1 for a one-player game or key 2 for a two-player game. Alternatively, pressing the Joystick or Mouse button will start the game with the same numbers of players as the last game.

### OBJECT OF THE GAME:

You must board and fly your Nomad skimmer across the many different landscapes, destroying aliens and rescuing as many scientists as you can. As you fly across the landscapes watch the scanner for approaching aliens intent on your destruction. You will bounce off objects on the landscape, these will not destroy you but can thwart your best laid plans. On certain Landscapes you can fly through networks of tunnels, changing sides halfway through (watch out for the baddies behind you).

As you pick up the scientists some of them will give you their latest project. You can use anyone of these projects at anytime. Some last indefinitely some are just temporary. Its up to you to find out! To discover what weapon or piece of equipment they might have, read the backgrounds to each of the scientists contained in this manual (not all scientists have projects).

## RETURN TO GENESIS - THE KEYGUIDE

Function	Mouse	Joystick	Keyboard (ST only)
UP	UP	UP	CURSOR UP
DOWN	DOWN	DOWN	CURSOR DOWN
LEFT	LEFT	LEFT	CURSOR LEFT
RIGHT	RIGHT	RIGHT	CURSOR RIGHT
FIRE	RIGHT BUTTON	FIRE BUTTON	ALT OR CAPS LOCK
SELECT CREW	HELP KEY(ST) ESC KEY (AMIGA)	HELP KEY(ST) ESC KEY (AMIGA)	HELP KEY
SELECT PROJECT	LEFT BUTTON	SPACE BAR	SPACE BAR

### Special Functions.

- F1 - Resets game.
- F2 - Music on/off
- F3 - Sound FX On/Off
- F8 - Pause
- F9 - Restarts game.

## RETURN TO GENESIS - THE BRIEF

Group Captain O'Rourke opened the file casually. But the instant he spotted the words "GENESIS PROJECT" he sat bolt upright. A quiver of excitement swept over him along with memories of half-forgotten legends. A super-race living on man-made worlds. Metamorphosised scientists, experimenting for the good of mankind. Good comic book stuff, but what was it doing on a government file? Of course he had heard rumours, conversations that seemed to come to an abrupt end when he walked into the room. But now.....

His trembling fingers hit the 'Engaged' control on his desk, but he listened for the click of the bolt before he started. The document would separate facts from fiction so the last thing he wanted was interruption. O'Rourke wanted facts, even at the expense of boyhood fantasies.

The file split into two distinctive parts. The yellowing pages contrasting sharply with the crisp white folder of what appeared to be a briefing. Fighting off the urge to attack the folders he reached for the older one and read:-

### A BRIEFING CONCERNING GENESIS

"The Genesis Project started in the middle of the bacterial revolution in the year 4600".

O'Rourke blinked and looked again. The project was nearly 2000 years old!

"A group of scientists, selected as the best in each specific field was asked to volunteer for a top secret project called 'Clonworld 50' (now known as the Genesis Project). The aim was to develop new methods in all aspects of survival. At the time of the Bacterial Revolution many such projects sprang up due to the gravity of mankind's situation.

Owing to the enormous number of mutant materials created by the revolution scientists were able to construct a series of artificial carbon-based worlds in the Zephth region, a previous desolate part of space. Ideal conditions could not be bettered, the scientists had everything they need to begin their experiments".

Imagine having a whole world as your laboratory, thought O'Rourke. No wonder myth and legend surrounded the affair. His face suddenly frowned. Zephth? But wasn't that ..... he eyed the folder uneasily then continued with the history lesson.

Only twelve scientists were selected and each was cloned fifty times, identical in appearance, thought, behaviour, and emotion. The scientists were briefed and physically prepared for the awesome task ahead. All underwent



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surgery to stop the ageing process and had organs replaced by synthetic replicas. Skin-irradiation treatment was used to eliminate the fatal disease factor and all had small titanium plates inserted below the skin.

Clinically immortal they were sent to their respective planets along with hundreds of Anderson type IV androids to begin their lifesaving experiments. During the early years the results amazed even the most optimistic. Mankind was saved.

For 1600 years we benefitted from their discoveries. The legend of Genesis had begun. He read on.....

"The Zephth invasion occurred in the year 6204, Massed forces soon laid waste to the defences systematically overcoming each planet. The MECHANAUTS had arrived".

'Mechanauts' O'Rourke said aloud. A cold shiver ran down his spine as he recalled the stories his Father used to tell him. Mechanauts were the most brutal forces in the quadransphere whose only desire was to conquer and subdue. O'Rourke carried on reading.

"Our people were enslaved and used to further the advance of the Mechanauts.

The Galactic Federation of the Quadransphere (G.F.Q) were powerless to assist the scientists. The sole reason for this seemingly passive attitude was the fact that all out war would not have been to the benefit of the people. Indeed it would almost certainly have resulted in their annihilation. The file was never completed....."

O'Rourke flicked through the remaining pages in pure amazement. The Genesis project was responsible for so much that is taken for granted today. The virtual eradication of disease. Water generation. Gravitational Defences. Magmas... the list was endless. He sat for a few minutes thinking about what he had read. It all seemed so fantastic, could it really be true. He reached for the second folder pausing before he opened the cover. He carefully turned the page and saw a solitary Quadransphere Telcom-Spacegram. Taking a large breath he read.....

FAO G. C. O'Rourke.

MECHANAUTS AT WAR WITH HERRIDAN ..STOP.. DEFENCES WEAKENED ..STOP..  
G H Q HAVE GIVEN PERMISSION TO LAUNCH RESCUE BID ..STOP.. YOU

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ARE TO LEAD ATTEMPT ..STOP.. BUDGET 200,000 CREDITS ..STOP..  
READ ENCLOSED FILE ..STOP.. ITS UP TO YOU GOOD LUCK..STOP..  
QTSGRAM ENDS.....

O'Rourke closed the file. In his hands he held a legend and the final page was to be written by him. He now was part of 'THE GENESIS PROJECT'.

### RETURN TO GENESIS - THE SCIENTISTS

#### DESIGN. Vegas

**ORIGINAL.** Professor Elred Bartholhemew Vegas, Head of the lateral thought department at the Manhattan Centre for Industrial Microscopy. Selected because of his exceptionally obtuse methods which often produced revolutionary results. It was intended that these work alongside microchemists and cellular biologists researching for methods of preventing contracted diseases from newly explored worlds; the pre-antidote. All, however, became diverted by unexpected discoveries in the realms of dimensional physics. It is known that they have been highly successful in transferring elementary particles to parallel dimensions, apparently disappearing yet able to affect our own three dimensional space without being affected by it. The more advanced were working on methods of achieving this effect outside our own dimensions while operating within them. We know that some progress has been made, we suspect considerable. This design is likely to prove extremely useful and reliable.

#### DESIGN. Rastan

**ORIGINAL.** Artur Artan Rastan, an eccentric mathematical physicist with a truly brilliant mind. He never received direct credit for any of his discoveries, always preferring to pass on his work to someone else to announce and take the honours. Nevertheless, he made countless advances in his own field and many others. All of this design worked on the same projects and all had almost identical results, nearly always via widely differing methods! The last project we know of was to produce a simple, cheap and effective propulsion system for surface to airborne vehicles. They all succeeded, obtaining incredible accelerating forces using very little fuel. The amazing fact was that they all used a different approach to the problem! One method, for example, involved converting matter into energy with no radioactive by-products (perhaps the most obvious one!) while another sought for and discovered a method of momentarily reducing the apparent fixed mass of the vehicle! However diverse the

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methods, they all had the desired result. The unfortunate circumstance was that they all achieved their results at the same time, immediately before the Mechanaut invasion, and none of the preliminary reports received were of any help to our scientists working on similar projects. This fact, if no other, shows the wisdom of those who devised the Genesis Project.

### DESIGN. Morgan

**ORIGINAL.** Henrald Morgan, a genius in the field of pure mathematics. Originator of Henran numbers, widely used in calculations regarding the interaction of mass, space and time. Before cloning, he was working on super-efficient methods of particle-acceleration. Most of this design continued with the same research, convincing Morgan that the project was a waste of time, since he had some results during his lifetime and they didn't. What he didn't know was that soon after his death, reports poured in from them which were to increase the efficiency of his own accelerators by a factor of 10! Immediately before the invasion major breakthroughs were reported using a new mathematical system concerned with further mass/space/time interaction. They were predicting the possibilities of shrinking space or dilating time (which might mean the same thing!) by handling mass-conversions in special ways. However they intended to do this, it is likely that they have succeeded by now. The effect should be interesting, to say the least. An extremely stable and consistent design.

### DESIGN. Lsed

**ORIGINAL.** Dr Charline Lsed, scientific director of operations at the Orion Planetary Defense Establishment. Lsed was the only Weapons specialist selected and that was only after much heated debate about the ethics of including any weapons research at all in the project. Lsed, however, was a vehement supporter of peace movements and all her previous work had been involved with purely resistive defence. Indeed, it was she who devised the Lsed-Borealis band, a very crude forerunner of the Bruno-Borealis Matrix which now surrounds each of our home planets, rendering us virtually invulnerable to outside attackers. Many of this design continued to work along these lines and their early results formed the basis of our current defenses. From there, they went on to explore the possibilities of a system-wide defensive barrier (with the idea of protecting trade and supply routes) but this was almost a complete failure. It is not known in which direction they continued their research or if any further progress was made in this, or similar areas. While having a rather strange personality, this design is quite stable and can be relied upon in a crisis.

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### DESIGN. Ex

**ORIGINAL.** Thalamus Ex, biologist and winner of more scientific awards than anyone else in history, including no less than twelve (!) Mankind awards for Medical Discovery and two more in the General Scientific Advancement category. His inclusion in the project was more or less guaranteed since two of the selection board owed their lives to discoveries made by him! This design has probably yielded more direct results than any other during the entire Project. They developed hundreds of useful medicines and changed the status of most previously 'incurable' diseases. They also made great progress with the prevention of unusual diseases and were well on their way to towards their ultimate goal of protecting an individual against any (known or unknown!) infectious or contractable disease. We suspect that this 'ultimate' goal has actually been achieved and the recovery of this knowledge alone would eventually justify the cost of the entire rescue mission several times over.

### DESIGN. Ferroun

**ORIGINAL.** Professor Daphnes Ferroun, brilliant Marine Biologist, leader of the team originating the concept of Water-Worlds. Though she never actually saw the completion of her brainchild, her innovative calculations were proved to be accurate in every detail. Even today, no real faults have been found with her original theories and her foresight into solving problems before anyone else had predicted the existence of them has proved invaluable not only in her own fields but throughout all areas of practical science. Early projects for this design revolved (naturally) around the production of food underwater. These provided good result almost immediately and continued to provide them up until the time of the invasion. Other unexpected advances have also been made in the fields of medicine, physiology and psychology. They have also provided excellent support in other areas, utilising their knowledge and experience of unusual working methods to bring fresh approaches to difficult problem areas. This design is very loyal, stable and fast thinking.

### DESIGN. Sador

**ORIGINAL.** Dr Henry Sador, chemist of the 'old school', so named because of their classical approach to all problems. This approach, using established principles and techniques applied with modern tools was often frowned upon at the time because of it's (to quote the Keynes reference) 'staidness and unoriginality of purpose'. Nevertheless, it had the advantage of producing a steady flow of important (albeit unexciting on the surface) results. The advocates of including Sador in the Project were accused of restricting the teams' effectiveness by tying them down with old ideas and methods. They couldn't have been more



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wrong. This design often provided the steadying effect needed to channel wild enthusiasm into useful (while still revolutionary) discoveries. Their influence on the other team members would have justified their inclusion on it's own. Their work also proved to be just as valuable, particularly in the field of micro-chemistry. The latest reported advances were concerned with causing controlled physical changes of atomic particles through chemical means. The vast releases of energy have always caused problems to standard control methods because of the magnetic effects which accompany these changes. These requires large amounts of shielding for all instruments and electrical mechanisms used for anything but the smallest scale experiments. Chemical control has opened up a whole new area of exploration towards large-scale energy production from miniature plants. The final usefulness of this line of work will depend on how they have accounted for the (presumably) undesirable long-range magnetic affects.

### DESIGN. Vilgin

**ORIGINAL.** Emery Vilgin, hero, villain and brilliant chemical physicist. Vilgin could only be described as a freelance brain! Working for anyone who could afford him, he was not only one of the cleverest met in the galaxy, he was also one of the richest! Some of his exploits were dubious to say the least. He had been suspected, though nothing was ever proven against him, of working for several organisations of space pirates. He once remarked that no one could settle a dispute faster than him. The remark would have gone unnoticed had it not been for the fact that it was made very soon after one of the longest and most costly wars in our history - the 'Great Houses War' - had ended suddenly when several planets belonging to the House of Orion 'just blew up!' Once again nothing was ever proved. Despite his doubtful pedigree, he was extremely well know and popular after several acts of sheer bravado in rescuing hostages (including two system governors) from the Haglian terrorists operating in the Sirian system. These operations may well have been stage managed. His enemies have also cast doubt on his eligibility for the Genesis Project, claiming that his extreme wealth and desire for some form of immortality were factors involved in his selection. However flamboyant a personality and adventurous his life, his technical and scientific abilities can hardly be denied. His discoveries and inventions were numerous and in widely diverging areas. And these continued during the project. Success after success has been reported, many of their inventions put to immediate and widespread use. These are likely to be very helpful because of their strong sense of preservation. However treat with caution.

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### DESIGN. Festus

**ORIGINAL.** Victoria Angela Festus, daughter of Dr. Magnus Festus, the famous 'immortal biologist'. She was instrumental in the design and construction of his artificial body, extending his useful life by a factor of three. While a highly respected general scientist in her time, she was the one inclusion in the Project which was probably a mistake. Her father was one of the originators of Genesis and his influence with the selectors was probably greater than it should have been. Her main defects were;

- a) She 'specialised' in too many fields, giving too much, and therefore not enough (!), to each.
- b) Her researches were usually not sufficiently thorough enough for many of her projects.

Of course, this exact approach has been much in evidence during a number of the larger experiments be her designs at Genesis. Some of them have had to be abandoned after initial dangerous results. Some of them actually 'self-destructed' taking large numbers of the android workforce with them! Treat this design with extreme caution, they will be very helpful but very risky!

### DESIGN. Elderet

**ORIGINAL.** Anthony Edward Elderet, founder of the Galactic Institute of Psychologists. Renowned for his work in the field of collective human behaviour, Elderet was successful in the very early prediction of several planetary wars and, in a few cases, the immediate cessation of them. He would have been even more successful had more Governments taken his work seriously and paid as much attention to this kind of prediction as most Governments of today would. This design started on just two distinct projects. One was the continuation of Elderet's own work. This was very successful right from the start and has brought about the situation which we have today when disputes are not only predicted at a very early stage, but also effective solutions are automatically to hand. The other was the study of the Genesis workforce itself. This was much more difficult for them to get to grips with since virtually no relevant historical data was available and early experiments were very restricted by the need to avoid manipulating the conditions before they had been studied thoroughly - not to mention the need to let the workforce get on with what they were already doing! Some progress had been made before the invasion and no doubt alot more has been made since. Any further large projects of this type will no doubt benefit greatly from these (assumed) results. It is a pity that the invasion itself couldn't have been predicted, but that was our fault, not theirs.

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### DESIGN. Anthras

**ORIGINAL.** Unknown, but suspected to originate from a military research establishment. These were officially placed to provide organisational support for the large teams and to assist with a wide range of services beyond the abilities of the normal android workforce. It now appears that they had actual projects of their own - set, we suspect, by the U.L.A. Intelligence sources. If true, we regard their existence as unethical and contrary to the aims and general spirit of the Genesis Project. Treat this design with caution. They may prove useful or dangerous. Because of the secret nature of their work, they are likely to have proceeded along diverging courses. Each must be treated as an individual and, above all, as unknown.

### DESIGN. Manx

**ORIGINAL.** Dr. Charles Manx, probably the Galaxy's leading Metallurgist at the time. Manx was largely responsible for the change of thinking regarding the production and uses of metals, which almost ceased to be employed for serious purposes only a few hundred years after the development of the 'living' plastics. His approach revitalised the mining industry and even provoked the exploration of distant systems looking for suitable ores. Projects for this design were obvious; new production methods, new approaches to usage methods, new combinative possibilities, increases in the strength/ mass/ cost ratios etc. Good results were reported, especially considering they seem to have spent most of their energies supporting the projects of other teams! Very reliable, innovative and adaptable.