

# Game controls

These are the default keyboard and mouse controls for **AMERICAN MCGEE PRESENTS: SCRAPLAND™**

## ON FOOT

Move forward	W
Move backward	S
Strafe left	A
Strafe right	D
Turn left	Mouse
Turn right	Mouse
Look up	Mouse
Look down	Mouse
Walk/Run	CAPS left
Block Strafe	CAPS Lock
Action (Use/Talk)	Mouse left
Special Action	SPACE or Mouse central click
Ovenwrite	Mouse right
Next Option	Mouse scroll down
Previous Option	Mouse scroll up

## ON VEHICLE

Move forward	W
Move backward	S
Strafe left	A
Strafe right	D
Turn up	Mouse
Turn down	Mouse
Turn left	Mouse
Turn right	Mouse
Boost	Mouse right
Up	R
Down	F
Block Strafe	CAPS left
Shoot	Mouse left
Countermeasure	Space or Mouse center click
Next weapon	Mouse scroll down
Previous weapon	Mouse scroll up
Laser	1
Vulcan	2
Devastador	3
Tesla	4
A.T.P.C.	5
Swarm	6
Inferno	7
Block enemy ship	E
Block enemy ship in crosshair	Q
Chat (Multiplayer)	T
Show scorer (multiplayer)	TAB

To access D-Tritus logbook, press F1.

Press ESC to skip cinematic scenes and to access the in-game menu.

AMERICAN MCGEE  
PRESENTS

SCRAPLAND



# Safety Warning

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



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# System Requirements

# Installing

## Minimum

- PC with 1.0 GHz AMD or Pentium III processor
- Microsoft® Windows® 98 SE / 2000 / ME / XP (Home or Professional)
- 256 MB of system RAM
- CD-ROM/DVD-ROM drive
- 1.70 GB available hard disk space
- 64 MB video card required, DirectX 9 compatible
- 100% Compatible DirectSound soundcard
- Keyboard
- Mouse
- 56.6 Kbps or better modem for 1-4 player online play; broadband or LAN for 5+ players

## Recommended

- PC with 2.0 GHz AMD or Pentium IV processor
- Microsoft® Windows® 98 SE / 2000 / ME / XP (Home or Professional)
- 512 MB of system RAM
- CD-ROM/DVD-ROM drive
- 2.0 GB available hard disk space
- 128 MB video card required, DirectX 9 compatible
- 100% Compatible DirectSound soundcard
- Keyboard
- Mouse
- 56.6 Kbps or better modem for 1-4 player online play; broadband or LAN for 5+ players

To install **AMERICAN MCGEE PRESENTS: SCRAPLAND™**, start Microsoft® Windows® insert CD-1 into your CD/DVD-ROM drive and then follow the instructions that appear on the screen.

If Setup does not begin automatically, follow these steps:

1. Double-click on MyComputer
2. Double-click on your CD-ROM or DVD-ROM unit icon
3. Then double-click on the file Setup.exe



The robot D-Tritus built himself in a distant space-scrap yard and one fine day decides to explore the Universe and meet other beings. His voyage takes him firstly to the asteroid Scrapland, inhabited by an odd robotic society.

Scrapland is actually the ancient Earth, over-exploited by human beings until it was uninhabitable. Humans left and robots arrived: they care even less about the pitiful conditions of the planet. For that very reason they called it ScrapLand. Also because of that, robots don't think very highly of mankind, they look down on humans and specially fear them.

Among the remains of a myriad spaceships which had ran aground in Scrapland, robots found the Great Database -GDB-, a machine capable of returning any dead robot to life, as long as it contained his data. So there's no room for death in Scrapland... But one fine day the Archbishop of Chimera -the robots city- is murdered, apparently by a human being. When the GDB tries to revive him, they discover his data has been stolen, which means the archbishop is for ever dead.

D-Tritus finds a job as photographer for the local media network. His first task is reporting on the horrible murder of the Archbishop. Everybody thinks the killer is a mad human, but...

In **AMERICAN MCGEE PRESENTS: SCRAPLAND™** you control D-Tritus when he goes on foot and his ships when he pilots on Chimera streets. D-Tritus is able to transform himself into 15 different characters each with unique special abilities. You can also handle any of the 20 available ships and create your own collection of unique ships, by freely combining the existent pieces. There are hundreds of possible combinations.

## Game objective

You are to uncover the murderous monster on the loose in the robots city.

But you can do many more things in **AMERICAN MCGEE PRESENTS: SCRAPLAND™**. The game world is really changing and alive: You can move freely, steer your gunship on Chimera streets or among the wrecked ships at the Scrapyard. You can visit its most emblematic buildings, chat with its inhabitants; You can take part in races, challenge to combats, hire mercenaries, accept outlandish bets, cause chaos, impersonate other characters, deceive police, look for secret plans hidden in odd nooks, raid the bank... it's up to you to choose, but Scrapland inhabitants certainly won't stay idle until you make up your mind: they have their own business to deal with and any action on them will have a reaction. Try it!

Press **F1** and you'll access to D-Tritus logbook where you'll see:

- Your next step through the main mission -yellow page-
- Your pending Crazy Bets - red page- (See section *The Crazy Gambler*)
- The plans Rusty's found and their location -blue page- (See section *Rusty's Garage*)

## Police, help!

Everytime you do something illegal, police will chase after you. Actions like stealing, destroying other robots, trying to pass yourself off as another... Any unlawful act increases the level of suspicion. If that level reaches its maximum it triggers the alarm and you'll be seen as a criminal by the system: beholders will pursue and accuse you and they will indicate your position to armed cops who will try to destroy you; If you are on your ship



when the alarm is set off, police squadrons will fire on you first and then... they'll go on shooting. Under alarm, most citizens will accuse you of being a criminal so you'd better dodge out of their way until the alarm goes down and the system forgets about you; after all, they are robots and have limited memory. Remember that D-Tritus can turn himself into other characters and this may mislead your pursuers, as long as they can't see your transformation. Watch out for beholders: they are the only ones who will suspect you when you're in disguise.

## The Great Data Base

Life in Scrapland revolves around the Great Database, the fabulous robot resuscitating machine. The Archbishop of Chimera and his minions control the machine and sell extra lives everywhere, although you can steal as many as you want at the Temple... if you dare. As long as you have some extra lives, you'll be reconstructed in a nearby place. But... should you run out of extra lives and you'll go straight to jail!

## Money talks

Whatever the weather, you need money to survive in Scrapland. Luckily you have many ways to get it -but to lose it as well:-

Any character or ship which is destroyed drops some money you can pick up, if you run faster than the others.

Scraplanders are crazy about bets and they are always ready and willing. In little time you can become really moneyed.

If you like danger, you can go to the Scrapyrd to destroy vermin: the local authorities pay well for that activity.

If High Finances are your cup of tea, drop by the Bank and you'll be instructed in the most fast way to get money.

But if what you really want is to get easy money, you only need to go for a walk. Quarrels, combats, settlings of scores and robberies are so frequent that you'll be able to get rich without taking the slightest risk: pick up the money the others drop, that's enough.

Don't worry too much if your ship is destroyed and you've run out of money. You can always use your emergency ship (unique and not transferable). But, for your own good, get a new ship as soon as you can. If you've been unlucky enough to run out of money or you don't have enough to build one of your ships, steal a ship from a parking: you can use it to go on playing or you can sell it to Rusty.

Building a collection of gun ships is one of the best ways to invest your savings. But you need to get the plans for chasis, engines, weapons and upgrades. Along the game, plans for your ships will appear hidden over there. So, stay alert. Collect them all! There are 44 different plans.

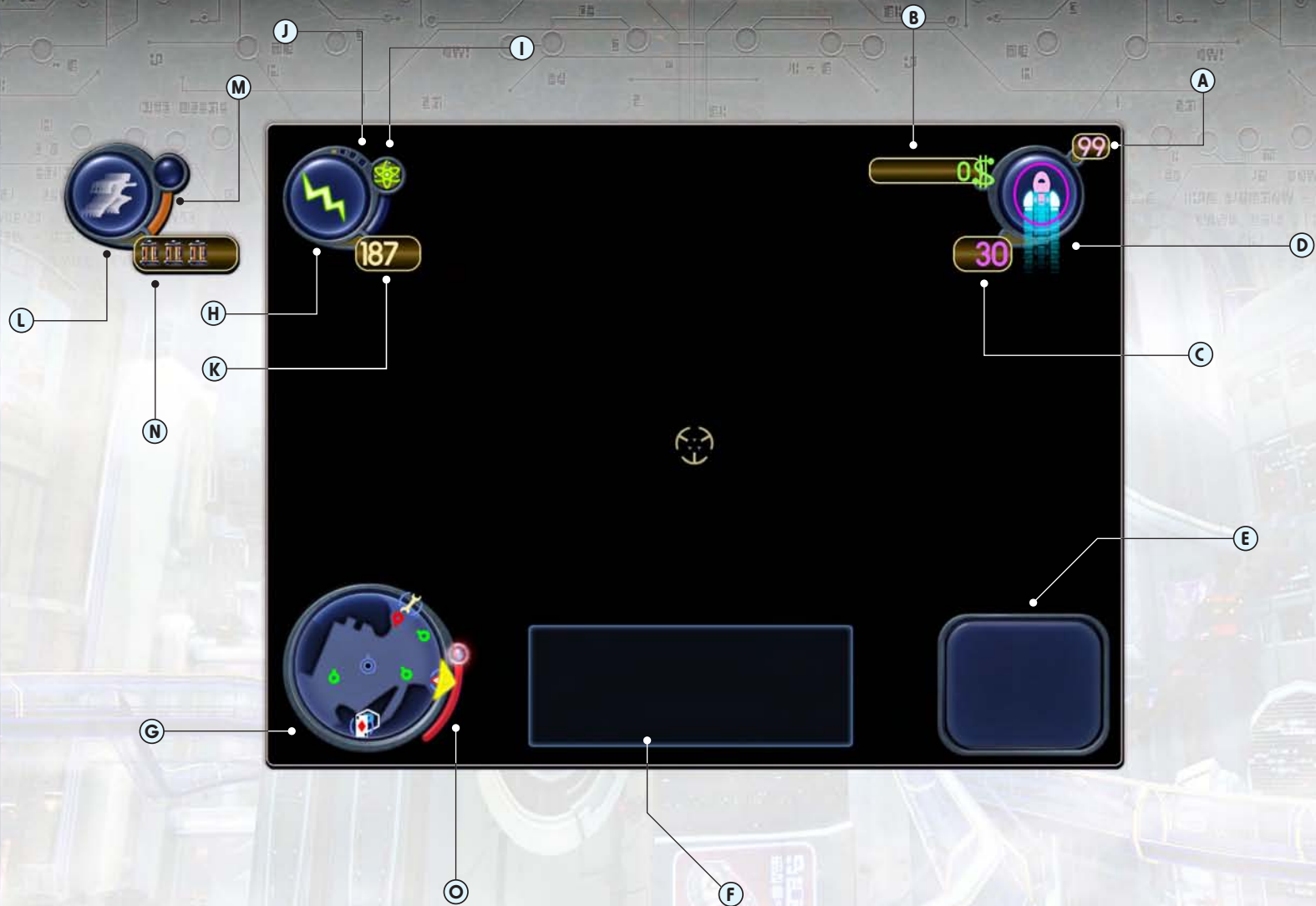
## If things get nasty...

Do you find it tough to make it in Scrapland? Would you like someone to save your bacon now and again? You have two options: You can lower the difficulty level from the game options any time and then raise it back when you feel up to it. Press ESC to access the main menu, select Options and then select the Difficulty Level you wish.

Your second option is to hire the Mercenaries. For just a few extra lives, you'll have your own bodyguards, who will rid you of your enemies, as long as they have an extra live and don't lose sight of you, of course... Despite their appearance and manners, you can trust them.

The most important thing you need to bear in mind is that there's always a way out in Scrapland. No matter if you're on the brink of ruin, if your rival is better than you, if you have no extra life left... Don't worry, put the problem on the back burner and go and challenge someone, or raid the bank, or destroy squadrons of bishops... You have hundreds of things to do, all of them entertaining and profitable. In very little time you'll be loaded, driving your own flying fortress and you'll be able to face up to any challenge.

# The Heads Up Display -HUD-





**A Number of Lives:** it shows the amount of extra lives D-Tritus has. Don't let it reach 0 or you'll go to jail!

**B Money:** Keep this number as high as you can to buy all you need: weapons, engines, chassis, hull, extra lives... Don't say later we did not warn you...

**C Health:** it shows the level of health for D-Tritus when he goes on foot and the resistance of the ship hull when you drive it. In any case, don't let it reach 0...

**D Boost:** it indicates the state of your boost. The ships trail and the engines sparkling indicate that your boost is fully charged and ready to use.

**E Intercommunicator:** When you walk, it shows interesting objects nearby, or the face of the character you're talking to. When you drive, it shows the selected target, interesting data or the face of someone who speaks to you.

**F Text window:** When you get close to some interactive element, it shows the kind of action you can do. When you're talking to someone, it shows your available questions and his answers.

**G 2D Radar:** It helps you find your way around the environments, both indoors and outdoors. It shows several things:

**Mission objectives location:** yellow and blue arrows  
**Relevant places** like underground stations, Rusty's garage and the gambling den.

**Enemies**, indicated with little red arrows, and friends indicated with little green arrows.

**H Selected Weapon:** It shows the current selected weapon, its upgrade (if it has one) and the level of use of this upgrade (only multiplayer)

**I Type of ammo:** It indicates which ammunition the selected weapon uses.

**J Number of slots:** It indicates how many slots of your ship the selected weapon occupies.

**K Ammo:** It shows the amount of ammunition left -for the selected weapon-

**L Special action:** This icon shows which special ability the character you're impersonating has. It is white when you're able to use the ability, red when you can't and it flickers when you're using it.

**M Energy level:** This energy bar shows your energy level when using the special abilities or when overwriting another character.

**N Extra batteries:** Each one of these icons is a full charge of the energy bar and they are used automatically each time you need them. You can get up to four.

**O Alarm:** This gauge indicates the level of police suspicion you've arisen.



# Chimera, the city

Chimera is the name for the city the robots built on the asteroid Scrapland. The city has four different areas, interconnected by tunnels and by the newly inaugurated public transportation system: Downtown, the Commercial District, the Industrial District and the Scrapyard. Each one of these areas has at least one representative building, which you can enter from the outside by parking your ship on a landing bay or from the inside of another building using the tubular transport.

## Downtown

The heart of the city takes in a tangle of skyscrapers, housing developments and public edifices. The new tubular transport enables you to enter the most emblematic buildings:

### The Town Hall.

Seat of the Mayor and his legion of functionaries, is the first any visitor sees in Chimera. The reception area of the Town Hall serves as arriving terminal for the orbital elevator users. This building is a bureaucratic maze, full of robots who will do their best not to help you.



### The Press.

From here journalists keep citizens up to date on Chimerian current affairs, mainly races, combats, scandals and gossips.



## Commercial District

In the disorderly Chimerian life not everything is about races and combats, there's also room for business. The commercial district houses the most profitable business in the whole city:

### The Temple.

See for the GDB. Inside the temple, a horde of bishops look after and upkeep the GDB, take care of the proper management of each robot data... In other words, they run the business of everlasting life... And they run it quite well judging by the luxury that surrounds them.



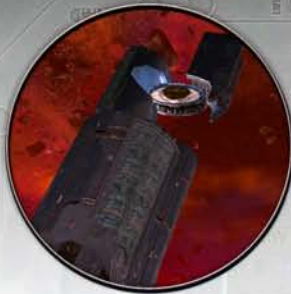
## Industrial District

Like any other metropolis, Chimera has a huge Industrial District, occupied by thousands of machine-buildings which extract and process the energy and the necessary materials for the maintenance. Miles of dirty and smouldering buildings and miles of rusty piping form a labyrinthine landscape where thousands of freight vehicles and gun ships move around under the watchful eye of the omnipresent police, who have their HQ in this area.



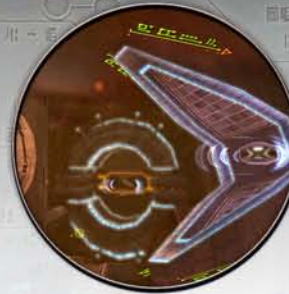
## The Police Headquarters

Are war zone. During their constant training sessions, the armed cops shoot each other, causing some "collateral damages" to any unwary simpleton who happens to be in the midst of such confusion. The Chief of Police office is also his private gym and bedroom (*what does a robot need a bed for?*). The prison is located inside the Police HQ and there's where the ones with not enough money to buy an extra life end up.



## The Gambling Den

Is located among the remains of an antique stellar cruiser, between the Industrial District and the Scrapyard. It's the most popular place in Chimera: all Scraplanders come here for fun, good music and mercury. The Crazy Gambler handles his betting empire comfortably from these premises. To gain access to his Super Crazy Bets, and the attractive rewards -*weapon upgrades*-, you'll have to succeed in the skills tests known as Crazy Bets -there is an enormous number of Crazy Bets spread all over Chimera.



## The Scrapyard

Bordering with the Industrial District, there is the largest junkyard of stellar ships in the galaxy. Thousands of colossal ships from all the known civilizations lie here, the place where ages ago pirates used to carry the product of their robberies.

Few people would be as rash as to live here, but there's certainly few people as rash as the Mercenaries, perhaps because of the fact that they are the only Scraplanders that aren't allowed to buy extra lives. Don't expect the public transportation to lead you to any of their hideouts among the scrap, they're secret.



## The Bank

Is a quite sinister location of the Industrial District. Over the last centuries, the Chief of Bankers, and the bankers, have amassed a real fortune, thanks to their well-developed business sense. They keep their riches under the vault, but it won't be that easy to get their money...



# Characters and ships

## D-TRITUS

He plays the leading role in  
**AMERICAN MCGEE PRESENTS:**

### SCRAPLAND™

D-Tritus built himself out of scrap, at a distant space junk dump. One fine day he constructed himself a spaceship and set off to meet other beings. It was destined that he stops off at Scrapland. Cheerful, smart and somehow absent-minded, you can certainly trust him. D-Tritus is able to speed himself up, by changing the phase, which allows him to go through any living robotic matter. This action destroys any robot who comes into contact with him, so mind what you do!



## SPOOT-NICK

An alien robot from the planet of the "dematerializers". He is a very close friend of Rusty, the mechanic. Nice and nervous, he will always go with D-Tritus inside the gun ships, as a navigation help and to regenerate hull during combats. He can also teletransport any of your ships from the garage to where you are.

## RUSTY

Scrapland mechanic and a former mercenary. He lives in a filthy ship you can find anywhere in Scrapland. Years ago, he was a cruel thug, but with age he settled down and currently he's in building and repairing gun ships. Rusty allows D-Tritus to store all the gun ships he builds into his garage and when he finds any hidden plans he tells D-Tritus. With the plans Rusty can build anything with his proprietary building-machine.



## THE BOSS of D-Tritus

D-Tritus' boss is the leader of the media, a workaholic who usually does not leave his office. He's quite harsh but unlike the other Chimera bigwigs he's polite, sensible and does not trample on the others. His matrix has been encrypted so you cannot transform yourself into the Boss. They say that "Doom", his gun ship, is the best in Scrapland but they haven't seen much of it.



## HUMPHREY

D-Tritus' colleague and the Boss right-hand man. He can give you first-hand information, so ask him whenever you can. You cannot transform yourself into Humphrey as his matrix has been encrypted too. "Schizo" is the name of his gun ship.



## BERTO

He's a journalist and D-Tritus' best friend. The Boss doesn't trust him an inch and he is given more errands to run than events to cover. Under his rather freak look, it's hidden a good natured robot, quite resourceful and a very able gunship driver with his "Crazy Lemon". His special ability consists in spinning at full speed, activating an inside dynamo that generates a powerful light that blinds anyone nearby; it's very useful when it comes to escaping.



## BETTY

Betty's a hell of a woman. She's the Boss fiancée and the newscaster for the news bulletin with the highest audience ratings in Chimera, so she's the most popular face in the robotic asteroid. But in Scrapland she's well-known not only for that but for her outstanding skills at the controls of her excellent gun ship, the "Moon Beam". She is literally a bombshell. Her ability generates an explosion whose shock wave annihilates anyone around her. She can eliminate crowds in a flash.



## SEBASTIAN

This robot is an ancient photo camera who has seen things we wouldn't believe. He is the only one who knows how to hack the GDB, to physically replicate any robot.





## THE ARCHBISHOP

He controls the most prosperous business in Chimera: Resuscitating everybody in return of a modest amount of \$craps. Former robbery genius, he stole the GDB from the Mercenaries, the ones who had found it, and set up his own business selling everlasting lives to robots. Hoity-toity and shallow, his only interest is himself. His gun ship, the "Inquisitor" is a real wonder that few can afford.



## THE MAYOR

The political bigwig in Chimera. He lies more than he breathes.

Lazy and corrupt, his unique interest is appearing in the news the more often the better. Close friend of the Chief of Police, they are usually together rigging elections and planning convenient detentions.

The "Privateer", his gun ship, has been designed for comfort. But don't let its appearance deceive you, it's very capable.

The Mayor's ability is due to his job: he sends to sleep anyone who listens to his speeches.



## THE BISHOPS

Bishops are basically insurance agents converted to the "to be bone idle" faith. They are sly, crafty and really into mortal combats. It's hardly surprising that their gun ships, "Wrath", are real killing machines.

All Bishops are armed with plasma throwers on their palms. By using this weapon they guarantee the future of their business.



## THE FUNCTIONARIES

They are in charge of bureaucracy in Chimera. They are unfriendly and lazy, all unbearable. These civil servants are supposed to work to the public, but they flee in terror as soon as you go up to them. They are capable of distorting time to escape. Their gun ships "Piranha" are all speed.





## THE CHIEF OF POLICE

He spends most of his time playing poker with his subordinates. We don't know about any other activity or talent of him. His gun ship "*Goliath*" is the spitting image of its owner. Rude, swaggering and rather "*sluggish*", he is able to burp uproariously, which has all cops nearby in stitches.



## THE ARMED COPS

These characters are in fact simple cops in enormous mechanical exoskeletons with plane wheels and a huge canon of electromagnetic pulses on their right arm. They disintegrate without consideration anybody accused by Beholders, the Beholders themselves if they are within range and anyone that interferes.

## THE BEHOLDERS

Beholders are the Big Brother who sees it all. These irritating robots patrol inside the buildings, with their only eye wide-open and their accusing finger ready to point at criminals.

Highly strung, impertinent and paranoid, they suspect everybody. If they detect any irregularity, they point at the offender and chase after him relentlessly, showing his position to Armed Cops. That's their ability: pointing to any robot so that the system takes him for a criminal.

This can provide significant advantages for you.



## THE COPS

Cops aren't very popular in Chimera. Haughtiness and extortion are their main hobbies. They patrol around the city on board their powerful gun ships: Flea, Fly, Beetle, Bumblebee and DragonFly. They are fearsome pilots and always attack in group. To give them the slip is almost as easy as to provoke them. As a cop you'll be able to collect money from the poor passers-by. Be cautious when demanding money to a bishop, he may get angry...



## THE DOORKEEPERS

They protect some security areas and allow entrance only to authorised people. They are stuck on the walls, so they never leave their post.



## THE CHIEF OF BANKERS

He is the oldest inhabitant of Scrapland and possibly the richest. Unsociable, stingy and rather senile, he spends his time counting and recounting up the riches he has accumulated after ages of loaning. His awesome gun ship goes by the name of "Predator".

In no time at all, he is able to soak up huge amounts of money from several characters simultaneously.



## THE BANKERS

These peculiar guys have no eyes and thus they can't see. However, they have a very well-developed business sense for detecting clients and bad debtors. They will always know who you are whatever dress you are wearing.

Polite and well-mannered, don't be deceived: as soon as you turn round they'll clean you out. They are terrific opponents on board their "Greedy", technological wonders of manoeuvrability. Bankers' ability is no other than stealing money treacherously. Place yourself behind a victim, he won't realize.

## THE CRAZY GAMBLER

This crackpot's rules the Crazy and Super Crazy bets from his premises, the Gambling Den. To be somebody in Scrapland, you only have to talk to the Crazy Gambler. For some weird reason, his matrix does not exist in the GDB, so you cannot transform yourself into this celebrity.



## THE MERCENARIES

The mercs live at the scrapyard since the time when the Archbishop stole the GDB from them and sent them into exile. They aren't registered into the GDB, so when a merc is killed in action, he really dies.

These outlaws are usually at the gambling den, drinking mercury and waiting for someone to hire them and their wonderful ships: BadGuy, Armageddon and Apocalypse.

They don't accept money, only extra lives. From time to time, they raid into the city and destroy everything in their way, specially bishops.





## THE MOSQUITOES

They live all together in colonies of thousands of members, among the scrap metal at the Scrapyard, feeding on iron. As soon as they detect any robot, they rush in flock and attack as a team.



## THE MAD HUNTERS

These robots are fighters from an ancient cruiser that crashed into Scrapland thousands of years ago. Despite the accident, most fighters weren't damaged and nowadays they keep on patrolling, blindly controlled by the former electronic brains in the cruiser still working.



## THE NURSES

Flying characters that use their hammer to reset insane or malfunctioning robots by hitting them on the head. And that's their ability. Be careful, staplers don't quite agree with this kind of bumps.



## THE MESSENGERS

They run errands and These fast flying robots and the Functionaries work side by side.

Messengers collect the tubes containing official data for the functionaries to process and turn into permits, executive orders, council edicts... There's a fierce competition among messengers: they attack each other to get the tubes. You can get some money delivering data tubes...

Messengers have a dazing ray they can use against other robots to knock them out or to steal their data tubes.



## STAPLERS

You'll find the staplers around the desks, keeping the clerks amused. They spend the whole day looking for some piece of paper, but paper is no longer used, so they are bored stiff. As a stapler you'll be able to jump and to come into little holes.



# Rusty's Garage

Rusty's garage is a rickety ship which wanders round the city in search for clients. You'll always find it near you. When you want to go, follow the wrench icon on your radar. When the wrench icon flickers it indicates that you have some new plans at Rusty's.



Inside the garage you have several parking spaces available for you to store your ships. Along the game, Rusty will tell you every time he finds some new plans. You can look into your logbook to see how many and where they are. All the plans you take pictures of will be stored automatically at Rusty's.

Bear in mind that you do NOT need to go to Rusty's to change from one ship to another. Spoot-Nick can materialize any of your ships if you ask him. You need to go to Rusty's only when you want to build or modify a ship.

## What do I need to build a ship?

You need plans for chassis, engines and weapons. The plans are hidden over there, you have to find them and take a picture. With the plans, you'll be able to build ships at Rusty's garage. Combine the chassis, the engines and the weapons the way you want, the possibilities are enormous.

You'll have to pay Rusty for the materials you use to build your ships, that means that every time you build an engine, a chassis or a weapon you'll have to pay some money. You can recoup that money recycling the pieces so you don't lose any money when carrying out experiments. Once built, your ships are stored into the nine hangars available at Rusty's.

Every time you want to change your ship or reconstruct it, simply ask Spoot-Nick: he's able to teleport any of them to where you want.



## How do I build a ship?

It's quite simple. Rusty's ship building machine offers all the necessary information divided into folders: **Hangar**, **Engines**, **Weapons** and **Hull**. Let's see how each one of them works:

### Hangar

It shows the nine hangars available for you to store your ships. You can select the hangar you wish to build a new ship or select the hangar where you stored the ship you want to modify.



If you select an empty hangar, the machine asks you to choose a chassis. Click the buttons with the arrows to do this. Once you've chosen a chassis, click the button with the ship to build it.





If you select a taken hangar, the machine shows you the ship stored inside it.

If you select an hangar which contained a ship that's been destroyed, the machine allows you to reconstruct that ship just the way it was. Click the button with the wrench to do this.



If you want to recycle an entire ship and recoup the money you spent on it, select it and then click the recycling button.



In the hangar window you also see the ships technical card, an information box which describes briefly the parameters you need to bear in mind when building your ship.



**Boost:** Each ship you drive has a turbo device which needs some time to recharge. You can see this amount of time here. This value though depends on weight.

**Maximum speed:** It indicates how fast your ship can run. The chart shows its acceleration.

**Weapons:** The weapons panel shows how many slots the ship has for every weapon. If the ship is already built, it also shows how many slots of each weapon are mounted.

**Hull:** It indicates the resistance or strength of the hull.

**Weight:** It indicates your ship current weight and the maximum weight it can support.

## Engines



Your ship cannot take off without. Rusty's ship building machine features a list of the available engines. There are many ships that can be equipped with more than one engine, so you need to indicate where you want to mount each.

Your ship turns 180° when you are mounting engines on it and shows you the points to anchor them to. If there is more the one anchorage point you are to select the one where you're going to mount the engines into. Then choose the type of engine from the list and mount it.

Don't forget that engines weigh and maybe your ship can't support them. An engine in red means that you can't mount it. Try to lighten weight.

If you want to recycle an engine that is already mounted on your ship, select the anchorage point and then click on the recycling button.



## Weapons



To mount weapons onto your ship follow these steps:

- 1.- Select the weapon you want from the list of available weapons -it is possible you haven't got them all yet-
- 2.- Decide how many weapons of that kind you want. Some ships can be equipped with more than one weapon of each kind. For example you could mount one, two or three Vulcan. Click on the icon to mount one weapon and click it again to strip it down.



You can also install weapon upgrades -if you've got them-. You can see them in the "Upgrades" section on this same weapons window. If you have no Upgrades you'll see a question mark instead of the Upgrade icon. Each weapon admits two different upgrades, but you can mount only one of them, so you'll have to choose.

Bear in mind that weapons weight too and maybe your ship can't support them. If you see the weapon icon in red you can't mount that weapon. Try to lighten weight.





By the way, the following are the available weapons and some details on:



**Vulcan.-** Machine gun with high firing rate, long-range but not very powerful. The targeting system turns the cannon automatically toward the blank, but it's rather slow so you'd better aim manually or you'll waste your ammo. The Vulcan's upgrades are:



**Accuracy:** Improves accuracy of targeting system.



**Rate:** Improves the firing rate by shooting more bullets per second. A real plumb hail. Be careful or you'll run out of ammo in a flash.



**Devastator.-** A real anti-aircraft cannon. It fires destructive explosive projectiles, but Vulcan's firing rate is better. The targeting system turns the canon automatically towards the blank but it's rather slow so you'd better aim manually or you'll waste your ammo. It causes a cloud of explosions that may affect several ships at the same time. Unfortunately it disperses with distance so it is advisable for short distances. To improve it:



**Dispersion:** Reduces explosions dispersion making it much easier to destroy enemies from a short distance.



**Range:** Increases the range of explosions, affecting a larger number of enemies at the same time.



Both the Vulcan and the Devastator use standard ammunition you can find spread all over the city. If you have one of these weapons selected you can use the "dirty cloud", a countermeasure that creates a cloud of thin iron fragments which clogs up the engines air intake, seizing them up and reducing the speed of the rival. It's special useful when escaping from a missile attack.



**Tesla.-** This weapon creates an arc lamp between your ship and the target, producing a beam that melts the enemy ship down. The targeting system can follow the blank once hooked with the beam. It has a high destructive power, although its range is quite limited. It can be improved with these upgrades:



**Accuracy:** Improves accuracy of targeting system, you don't need to frame your target exactly for the beam to reach it.



**Attraction:** Produces a magnetic beam that sticks to the enemy ship and holds it back while you go on damaging it. Useful against slippery enemies.



**ATPC.-** Antimatter weapon, emblem of Mercenaries technological vanguard. It produces a flow of antimatter that collapses the matter on its way. The targeting system identifies the target and follows it before you shoot. It's very easy to use, has very long-range and fast projectiles. But it needs such an amount of energy that you have to recharge the batteries after every shoot, so it has a low firing rate and requires good marksmanship. To correct this, you can resort to...



**Radius:** Increases the radius of damage.



**Rate:** Increases firing rate thanks to a more efficient energy distribution system.



Both Tesla and ATPC weapons use energy ammo you'll find spread all over the city. If you've selected one of these weapons you can use the "**electromagnetic cloud**" countermeasure which creates a cloud that interferes with the electronic devices of the enemy ship and its targeting system. If enemy missiles go through this cloud they lose their target.



**Swarm Missiles:** This weapon shots groups of little missiles that fly towards the objective together like a swarm. The targeting system identifies the target and follows it before you fire. Bang in the middle of the swarm, one of the missiles guides the rest towards the enemy ship. If they collide with an obstacle, some missiles get lost but the rest go on until the guiding missile crashes and all the rest explode at once. Swarm missiles go faster than any ship and that decreases their . This weapon upgrades are:



**Swerve:** Improves rocket guiding system.



**Speed:** Increases rocket speed.



**Inferno Missiles:** Mass destruction weapons at your disposal. The Inferno fires missiles with nuclear warheads; the explosion destroys anything within its range. The targeting system identifies the target before firing, so its rather easy to use. These missiles are slow. To improve them, try this upgrades:



**Range:** Increases the range of explosions. Use it only in the open or you'll regret.



**Napalm:** the projectile is filled with inflammable fluid, all ships close to the explosion will be sprayed with it and catch fire.



Both Swarm and Inferno missiles use explosive ammo you'll be able to pick up round the city. When you've chosen one of these weapons you can use the "**sonic bomb**" countermeasure which explodes by proximity of any ship and projects a bubble that deflects any ship or projectile from its trajectory.



## The Crazy Gambler

Hull



Click on the buttons with the arrows to increase or decrease the hull of your ship.



# Multiplayer

**AMERICAN MCGEE PRESENTS: SCRAPLAND™** Multiplayer can be played through a LAN and through the Internet.

## Game modes

**Death match:** Everybody against everybody. The player who destroys the most enemy ships wins.

**Flag Hunt:** Everybody against everybody. The player who picks more flags than his rivals wins.

**One Flag:** Everybody against everybody. A baton allows the players to mark their areas. The player who marks more areas than his rivals with that baton wins.

**Team Death match:** Team play. The team that destroys more ships than the other wins.

**Team Flag Hunt:** Team play. The team who picks more flags than the other win.

**Team One Flag:** Team play. A baton allows each team to mark its areas. The team which marks more areas than its rival with that baton wins.

## How to host your own game

Under the main menu, click Multiplayer and then choose Create game.

Write a name for the server and select a game type (Death match, Flag Hunt...)

Introduce the maximum number of players and the flag/frag limit

Choose the maps where you want the games to take place in and then click Create game.

## How to join an existing game

Under the main menu, click Multiplayer and then choose Join game.

Choose the type of server you want to connect to (through the Internet, LAN, or an specific server -Specify IP-).

Click Refresh to get a list of available games.

Select a game on the list, and then click Join Game.

## Garage

Anytime during the game you can enter the garage and change your ship configuration. But those changes won't take effect until you are killed and turn up again or you exit the game and return to it.





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