



NTSC U/C

PlayStationTM

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SLUS-00120
SLUS-00182



TRIMARK[®]
INTERACTIVE

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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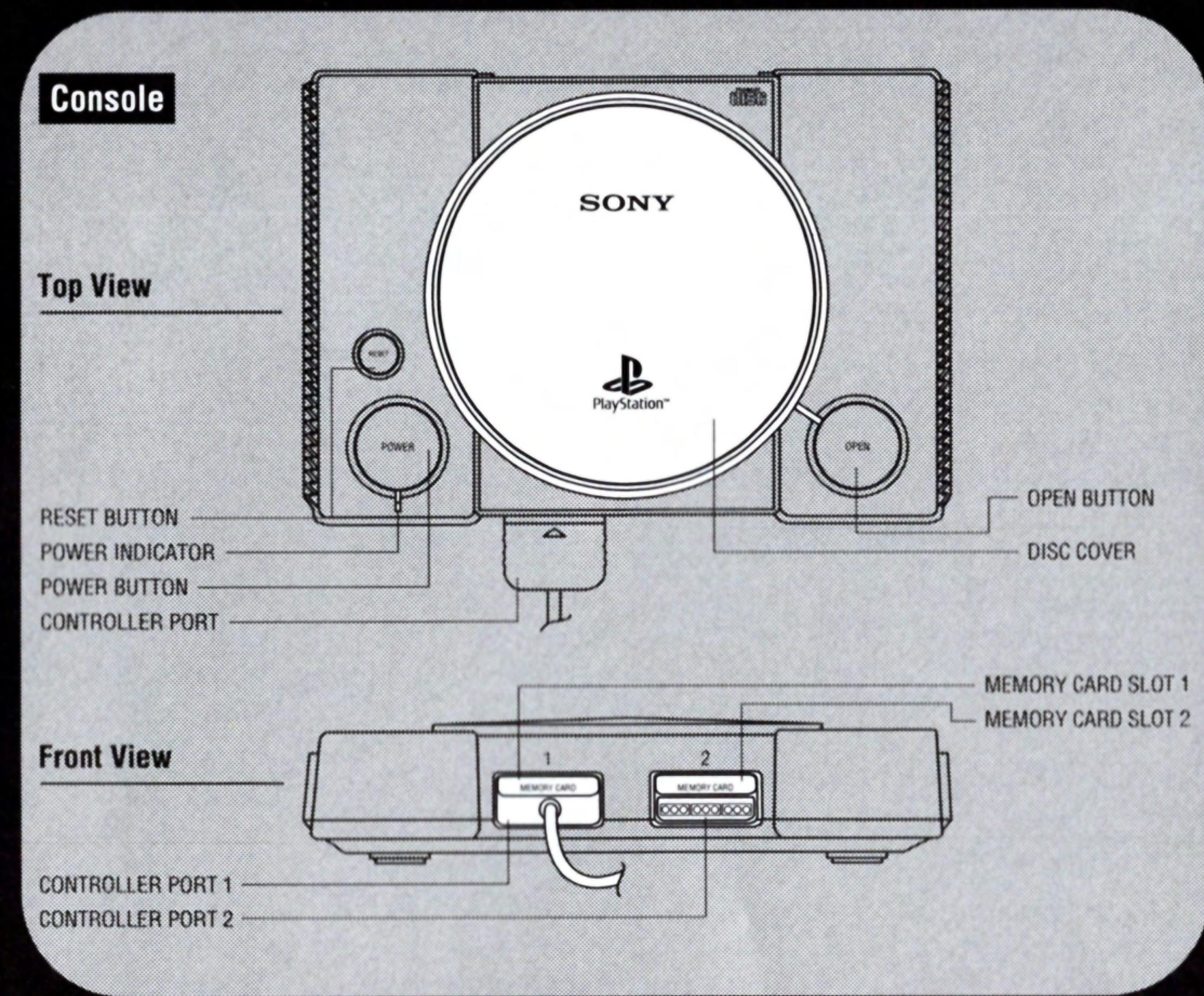
PlayStation Game Console Set-up

PLAYSTATION SET UP:

Set up your PlayStation game console according to the instructions in the PlayStation Instruction Manual. Make sure the PlayStation power is off before inserting or removing a compact disc. Insert Disc 1 of The Hive and close the CD door. Insert game controllers and turn on the PlayStation. Follow on-screen instructions to start the game.

Note:

When using the standard controller, the cursor will move faster the longer a directional button is held. This allows for a small cursor movement when close targeting, and enough speed to get across the screen when necessary.



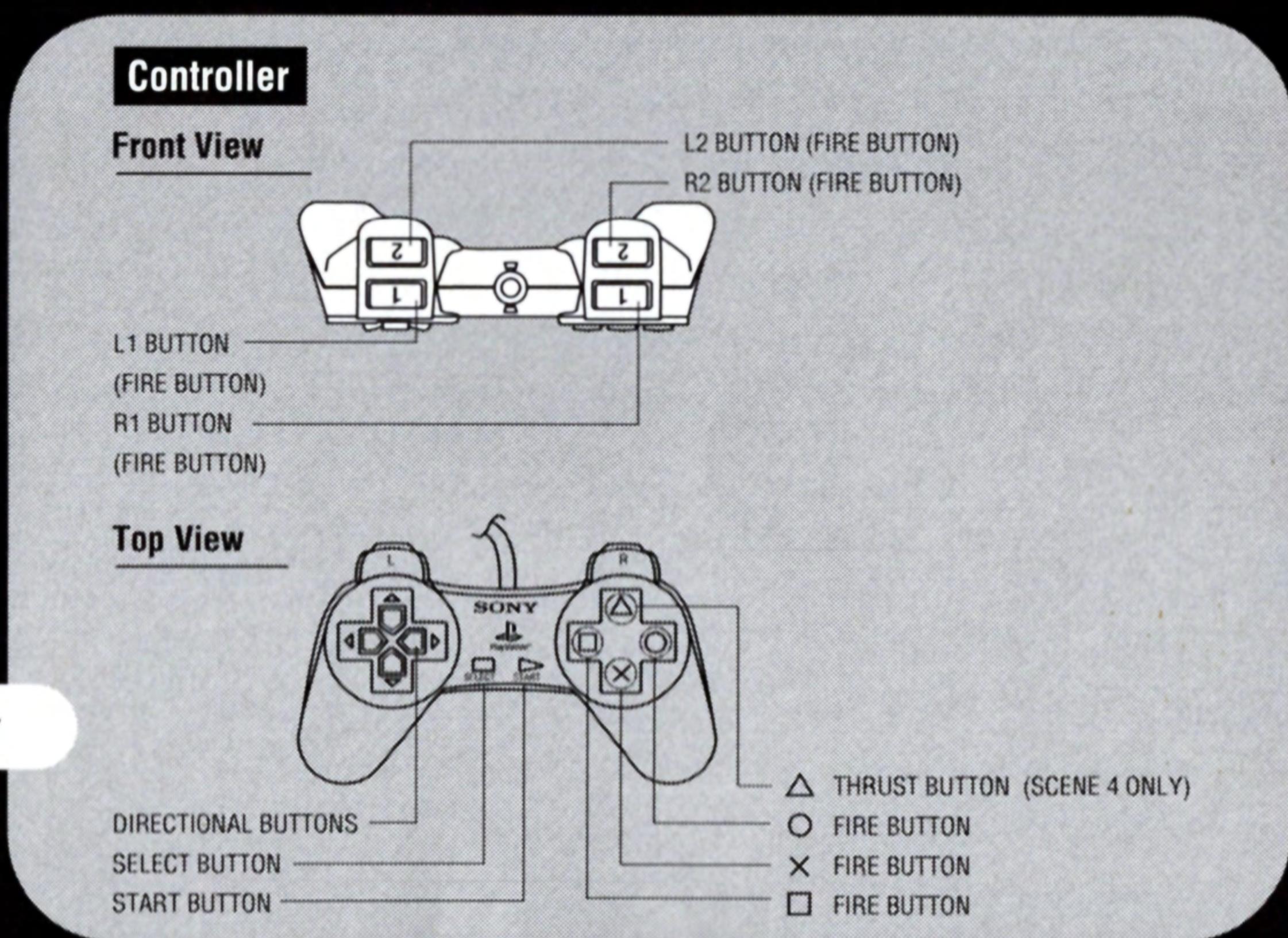
Introduction

The Hive takes players through 20 scenes of heart-pounding gameplay and gut-wrenching excitement. The Hive is a stunningly realistic action-arcade shooter, and unlike other games, incorporates action sequences with never before seen Panoractive™ sequences which offers 360-degree range of freedom in a true-to-life, 3D environment.

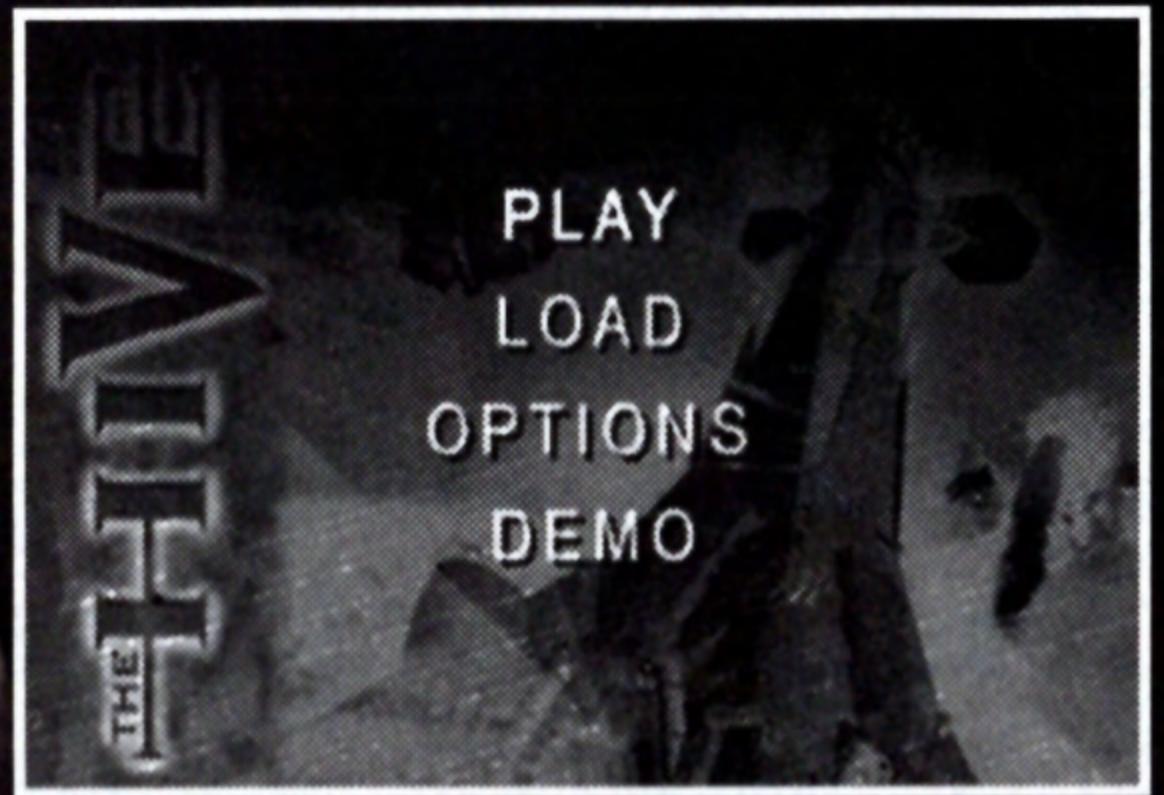
Guide Max, your alter ego, and his ship over perilous defenses, as you battle scores of enemy viper ships, vicious ground troops, and deadly alien hivesects, shooting anything that stops you from destroying The Hive and rescuing Ginger, your compatriot who is being held against her will. Don't think mowing down bad guys will be so easy! At any time, the craft could turn to the left or to the right based on where you aim. If you know what you're doing, this will be a piece of cake. But if you take the wrong turn, Max will find out what it's like to be vivisected.

Unique to The Hive are the Panoractive™ scenes. Behind a gun turret, or just blasting away bad guys with a high-powered laser gun, you are able to turn a full 360 degrees while fighting. If you spend too long marveling at the skyline, you're liable to get hit from behind, so keep moving and watch your back.

Controller Summary



Title Screen



Use the up/down directional buttons to highlight a menu selection. When the selection is highlighted, press the **X** button to choose the item. If no button is pressed for 30 seconds while the Title Screen is displayed, a demo will be played automatically.

Play

Press the **Start** button, or when **Play** is highlighted, press the **X** button to begin the game. If no game has been loaded, Scene 1 will start. Otherwise, you will be presented with the scene selector.

After you complete a scene, the image for the next scene becomes brightly colored on the selector. Scenes that have not been completed stay dark blue. Use the selector to pick the scene you wish to play by placing the red target sight on the brightly colored picture and pressing the **X** button.

Pressing the **Start** button will skip death Scenes and longer introductory scenes.

Pausing the Game:

During game play, you can press the **Start** button to pause or resume the game. When the "game paused" message appears, use the **left/right** directional buttons to select **Continue** or **Quit**. The game remains paused until the start button is pressed or a selection is made by pressing the **X** button. Select **Continue** to resume the game where you left off, or **Quit** to leave the game.

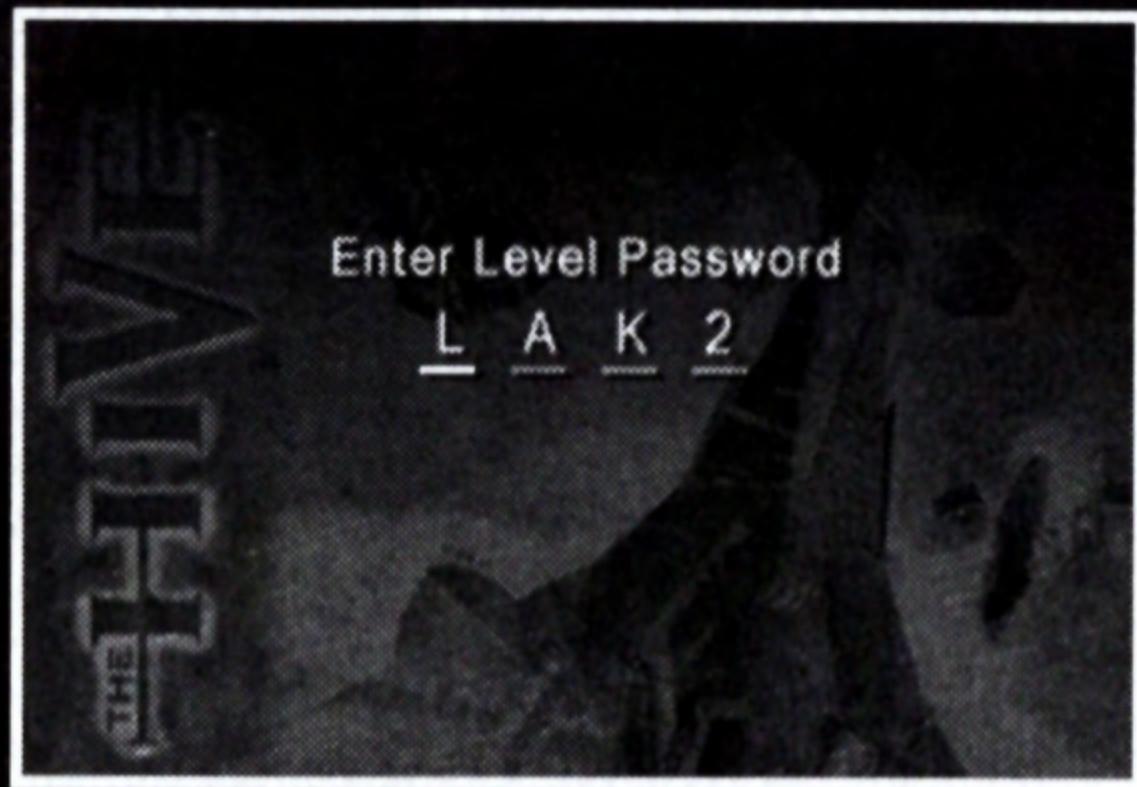
If you choose **Quit**, use the **left/right** directional buttons to select **yes/no**. Press the **X** button to verify the **Quit** selection or to resume the game.

Reset to Title Screen:

During the game, you can hold down both the **Select** and the **Start** buttons for 2 seconds to return to the Title Screen.

Load Saved Game

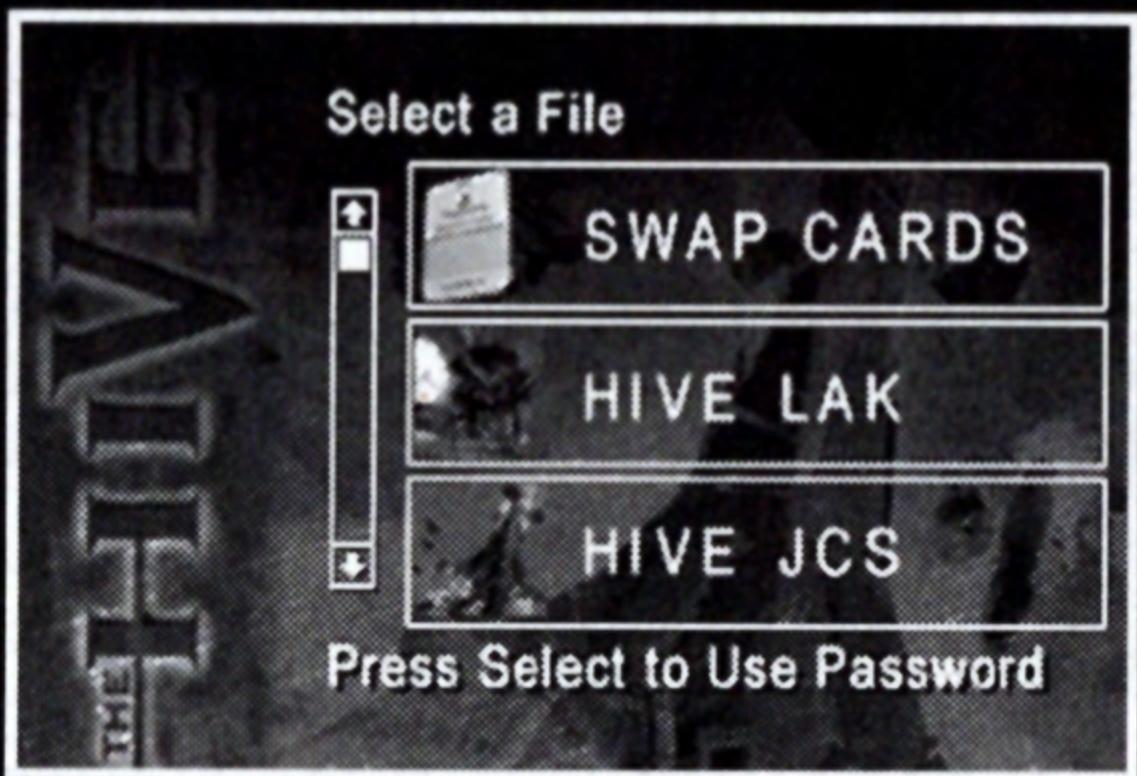
Level Password:



If no memory card is found, you will be prompted for a password. Each level has a specific password.

Use the **right/left** directional buttons to scroll through the four place holders, and the **up/down** directional buttons to change each character. Press the **X** button only after all four digits of the password have been selected.

With A Memory Card:

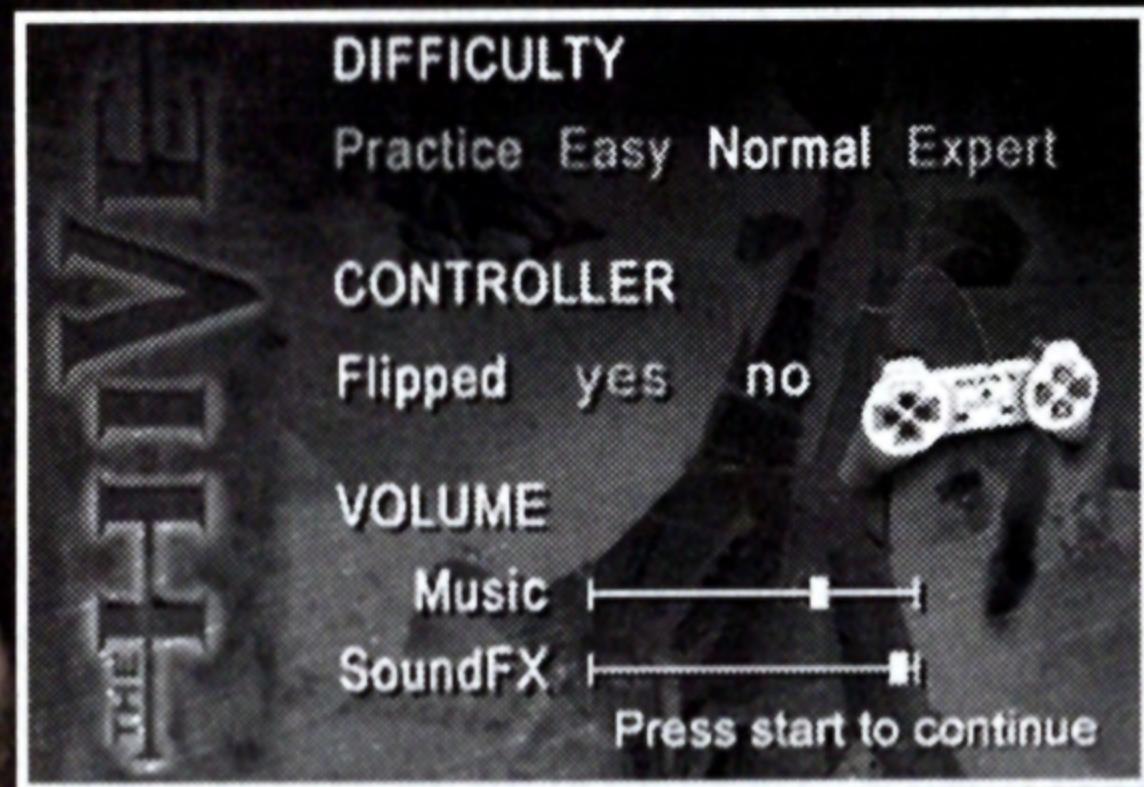


If a memory card containing saved Hive games is detected, the games will be presented to you in a scrollable list. The picture represents the last scene completed, and the three letter name represents the name of the saved game (when several people are playing the game, the initials of each player help to mark their games). Use the **up/down** directional buttons to scroll through the list and press the **X** button when the game you wish to play is highlighted.

Changing Memory Cards

The first item on the list is always the option to "**Swap Cards**." When "**Swap Cards**" is highlighted, press the **X** button. Replace the memory card and select "**Load**" again. Scroll through the list of saved games using the **up/down** directional buttons. When the game you wish to load is highlighted, press the **X** button.

Options



The up/down directional buttons highlight each option category (Difficulty, Controller and Volume).

Difficulty:

The **left/right** directional buttons highlight the desired level of difficulty (practice through expert).

Controller:

The controller flipped option changes the direction that the cursor moves when you press the **up/down** directional buttons. Use the **left/right** directional buttons to highlight the desired controller setting. Pressing the **up** directional button on the **No** setting moves the red target sight up. Pressing the **up** directional button on the **Yes** setting moves the red target sight down.

Volume - Music:

The music volume slider allows you to adjust the volume of the background music. Use the **left/right** directional buttons to adjust the slider to the **left** to decrease the volume or to the **right** to increase the volume.

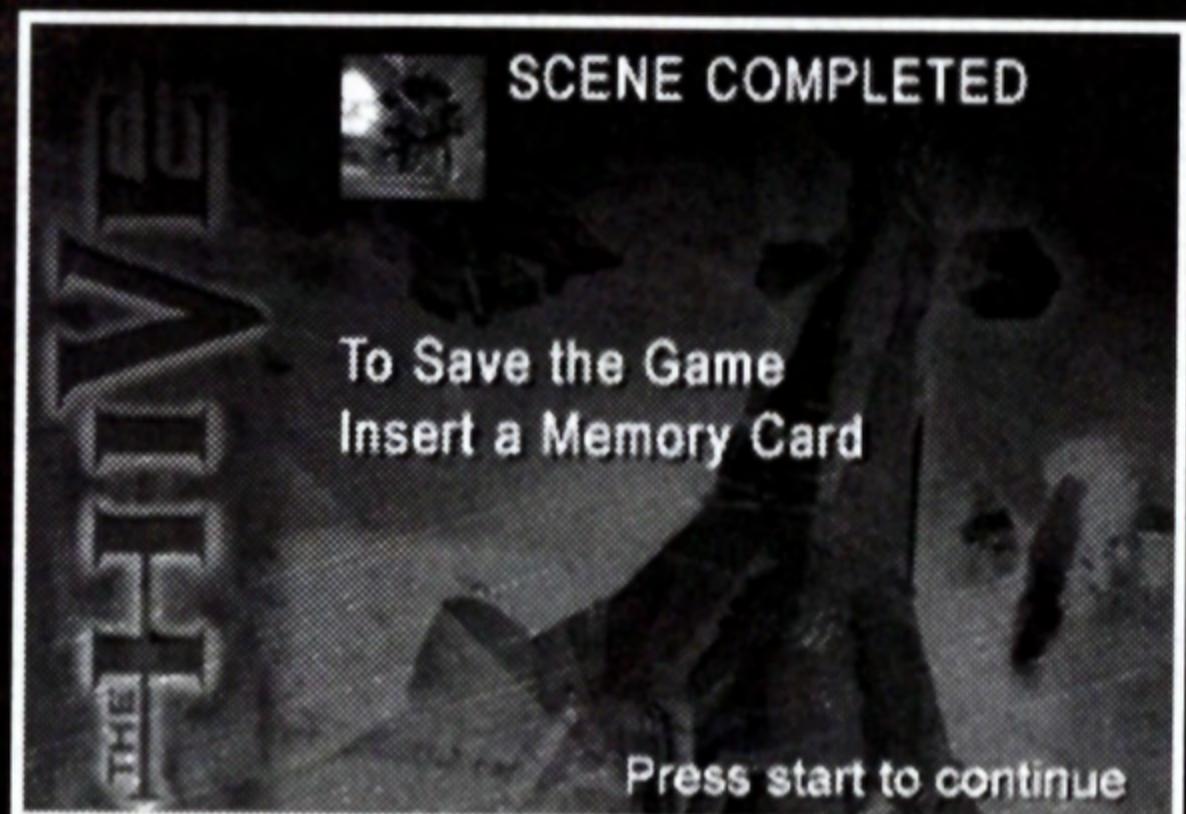
Volume - SoundFX:

The SoundFX volume slider allows you to adjust the volume of the explosions and other sound effects. Use the **left/right** directional buttons to adjust the slider to the **left** to decrease the volume or to the **right** to increase the volume.

Demo

The Demo selection plays a short sequence from a randomly selected scene on the current CD. After playing the clip, it returns to the Title Screen. Press any button to abort the demo.

Saving a Game



After you complete a level for the first time, the Save screen will appear prompting you to insert a memory card.

No Memory Card:

If you do not have a memory card, each level password shown should be written down and used when loading a game using the level Password screen.

With Memory Card:

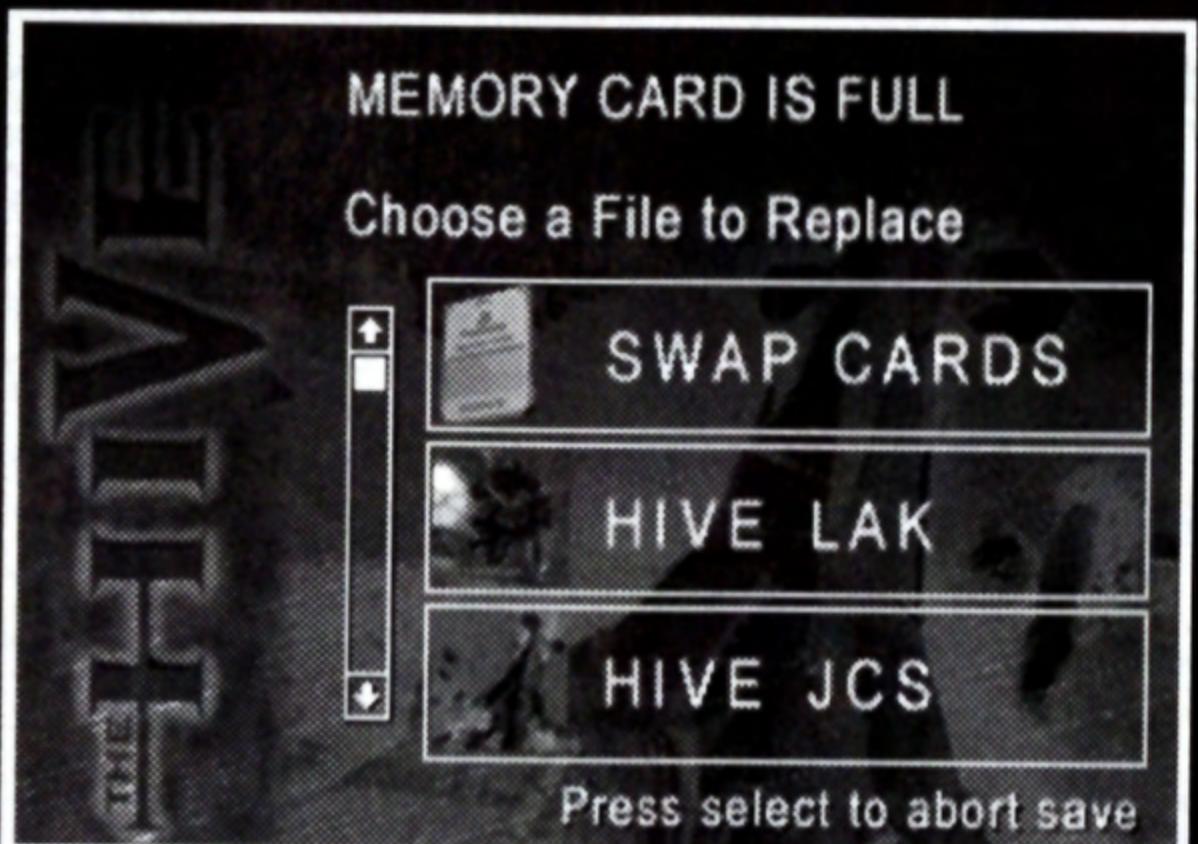
After inserting the memory card you can press any button to continue. Next, enter your initials or a three letter name that will identify your game for future play. Use the **left/right** directional buttons to select one of the characters, and the **up/down** directional buttons to change each character. Press the **X** button only after all three letters have been selected.

Whether or not a game is saved to the memory card, you will always be presented with a password.

Unformatted Card:

If an unformatted card is detected, you will be prompted to format the card.

Full Memory Card:



If the memory card is full, you will be presented with a scrolling list of files to replace. Use the **up/down** directional buttons to scroll through the list.

An item called "**Swap Cards**" will allow you to save to a different card. Highlight "**Swap Cards**" and press the **X** button. When the **Scene Completed** screen appears, switch cards and press any button.

You can press **Select** if you decide not to save the game to the memory card.

Passwords

SCENE 1	No Password Needed
SCENE 2	IV70
SCENE 3	
SCENE 4	
SCENE 5	
SCENE 6	
SCENE 7	No Password Needed
SCENE 8	
SCENE 9	
SCENE 10	
SCENE 11	
SCENE 12	
SCENE 13	
SCENE 14	
SCENE 15	
SCENE 16	
SCENE 17	
SCENE 18	
SCENE 19	
SCENE 20	

THE HIVE

Several millennia ago, the Ancients created a mutant strain of genetically engineered Hivasects to produce a deadly bio-toxin. In an accident of cosmic proportions, the toxin turned out to be so lethal that it erased the Ancients from existence. Since the recent discovery of the now extinct Ancients' civilization, the entire solar system has been under quarantine by the Federation for fear that the toxin would spread. The Black Nexus Mob, masquerading as the Noir Dyne Corporation and controlled by Chairman Helms has recently reentered the quarantined solar system and revived the Hivasects from an archived DNA sample of a Hivasect Queen. Noir Dyne has created an operational Hive with the capability to produce enough bio-toxin to threaten the Galaxy.

You are Max: a Federation Agent ordered by Federation Commodore Adrian to infiltrate the Noir Dyne ranks disguised as a cargo runner. Just outside the Ice Planet, you joined with the Noir Dyne vessel, STS Darkstar, in order to retrieve a bio-toxin sample and return it to the Federation for further study. Unfortunately, your cover was blown and the shipment you received was a bomb. Some days as a Federation Agent are better than others. Luckily, your Federation liaison, Agent Ginger Malloy, warned you of the bomb. You aborted the mission, and the chase is on.

With the help of Ginger's brief data bursts, you must now battle your way through enemy fighters, ground troops, robot weapons, and deadly alien Hivasects. Destroy the Hive and save the Galaxy. Good thing you're trained for this.

Scene 1: Rendezvous with the STS Darkstar

Max breaks hyperspace and decelerates towards the STS Darkstar. Somewhere inside the gunmetal Destroyer, Chairman Helms smiles at your fate. A controller patches into your receiver, and notifies you of proper docking procedures. The ship holding the bio-toxin samples is gigantic, and impossibly old. The ancient craft opens its bay doors and releases the toxin sample into space. It's time for Max to do what he does best.

Scene 2: The Cargo Drop

"Your cargo is a bomb!" Max is forced to drop what he thought was a bio-toxin sample. You can thank Ginger Malloy and the Federation for what's left of your cargo ship. The Noir Dyne Security Force moves in to finish you off. As your craft, the "Marilyn", turns into a tight barrel roll and breaks the Viper ship's ranks, you've got to take out as many fighters as possible. With the Viper ships swarming, Max takes a chance and bears straight for the STS Darkstar. Do as much damage as you can to the STS Darkstar, and don't pay too much attention to the Marilyn's hull integrity. You're going to lose your space craft in this fight; the question is whether the escape pod ejects you in time.

Scene 3: Atmosphere Re-Entry

As Max approaches the Ice Planet, the computer signals damage to the trajectory gyros. The atmosphere begins to burn around the escape pod windows, and Max switches the re-entry controls to manual. The only bad guys you have to fight here are your nerves. By keeping the directional cross-hairs inside the glide path, you've got to make sure Noir Dyne doesn't serve Max up extra crispy. Max isn't just saving his own life; now he's got to rescue Ginger too.

Scene 4: Ice Planet Touchdown

Max rips through the lower atmosphere, and the hull of the pod rattles as the glowing metal warps in the sub-zero temperature of the Ice Planet. Watch out for those mountains! You'll need to press your button (on the PlayStation Controller) to thrust the pod over the peaks of this mountain range. If that isn't bad enough, every Quad fighter on the planet is out to get you. Max plans on showing those Noir Dyne toads the reason why he's a Federation agent, so don't disappoint him. Just don't forget which button is which.

Scene 5: Ice Caverns

The wind coming through the northern mountain pass tears through Max's flight suit, but getting blasted by a Quad fighter is no way to keep warm. Noir Dyne will come from all directions. Keep in mind that when a wave of Quad fighters goes out, the next wave usually comes in the same way. Once he's secured his escape, Max breaks for the Cavern Base, hoping to find some way off this rock.

Scene 6: Hangar Bay

Max runs right through a central atmosphere hatch, before he realizes that he's wandered onto the Quad fighter Hangar Bay. The Noir Dyne soldiers try to outflank Max in order to overwhelm him with their numbers, so make sure to take out as many soldiers as possible in order to break up their formations. Max takes a couple of hard hits but keeps on going. There will be plenty of time for him to lick his wounds when he's inside a Quad fighter, but he can't pay attention to his health just yet. Those Noir Dyne soldiers travel in packs, so get to know the direction they run. If Max takes a lethal shot in the back, you'll have to be more diligent the next time around. When Max gets to the Quad fighter, he's almost free, but those big guns aren't for decoration.

Scene 7: Ginger's Message

An entire Hangar bay is devastated, a planet is left defenseless, and a single unaccounted Quad fighter speeds towards Noir Dyne's Ocean Platform; it's not so surprising that Ginger is able to track you down. Max puts his feet back and takes the whole message in. It looks like he has a long way to go before this one is over. Ginger reminds you to "make tracks" after setting off the Doomsday device, because it has enough explosive power to destroy an entire planet. For the Ancients, fumigation was a drastic option.

Scene 8: Ocean Platform Defenses

The Ocean Platform looms in the distance, and the Noir Dyne defenses are in force. The outer ring of Comm Towers are well fortified, so you'll have to blast those buildings a couple of times before they finally pop. Max will have to learn when and where the Quad fighter changes course, because flying past the Platform's gun turrets is bad for the Quad fighter's hull integrity. No one said acquiring the Doomsday device would be easy.

Scene 9: Platform Elevator

With the Comm towers taken out, Max makes a gentle landing onto the Platform's fighter deck. Max bursts out of the Quad fighter and begins his all out assault on Noir Dyne's most heavily defended base on the planet. Max must take out as many bad guys as he can, and watch out for the tanks and Quad fighters covering the Noir Dyne soldiers. Once Max jumps from the top platform, he heads straight to the elevator.

Scene 10: Sublevel Rail Transport

Leaving hundreds of Noir Dyne corpses smoldering on the Ocean Platform above, Max descends into the company's Underground Rapid Terminal Transit System. The Noir Dyne soldiers are caught off guard, so Max will have to take out as many as he can early in the level. Once Max straps himself into the gunner's chair, keep a look out for hover strikes.

Scene 11: Pyramid Maze

As Max opens the seal into an alien room, the pre-fabricated company architecture disappears and is replaced with carved stone that is thousands of years old. The gunshots from the transit tube fade into silence. The Old Ones were very particular about who (or rather "what") should be allowed to disturb their sanctuary, so pay close attention. If you take a wrong turn through the Pyramid chambers, Max will end up as neatly processed bug food.

Scene 12: Pyramid Battle

Max gazes at the vaulted ceilings of the Ancient's altar before the quiet is broken by the high-pitched whine of hover trikes. Max draws his blaster and gets ready to make short work of his attackers. For centuries, the warrior drones of the Hive have slept in wait of trespassers. The ensuing skirmish awakens this predator for a final fight. Survive and gain access to the Doomsday device. Fail and the queen will grow fat on Max's carcass.

Scene 13: Pyramid Gun Turret

Bursting out of the collapsing apex, Max ditches his vehicle; a hover trike is no match for a Noir Dyne assault force. As soon as Max takes control of the gun turret, he'll have to battle swarms of incoming fighters as they fly between the Pyramids of the Ancients. Noir Dyne soldiers pilot both Hover fighters and the attack craft of the Ancients. Blow up all the fighters you can, but watch out for the buildings! After all, you're battling in a galactic archeological preserve.

Scene 14: Reactor Attack

Max makes a quick flyby of the Power Station in order to form a plan. The massive generator stands like a bridge to the stars, silently turning the heat of dormant magma into energy that runs the Company's production facilities across the planet. Max doesn't have to destroy the Power Station. He just has to get inside, but Noir Dyne has a very strict policy about trespassing. Take out the Station's perimeter defenses so that the Hover fighter can be set down for a landing. Stay awake, and watch out for air cover.

Scene 15: Power Station Catwalks

After a hard burn over the tarmac, Max sets the Hover fighter down and jumps out of the cockpit. Noir Dyne isn't about to let a stranger into the interior of the Power Station. Watch Max's health and be careful of soldiers sneaking up from behind. Once Max loads the Doomsday device into the Feeder, he has enough time to get out, find Ginger, and head home.

Scene 16: Battle with the STS November

The Hover fighter breaks out of orbit, and Max sets his sights for the Moon Base. Chairman Helms considers the Hive toxin proprietary technology, and doesn't intend on giving Max clearance. Max has done well against Noir Dyne so far, but now the Battleship November bears down. If Max does not stop the three fighters attempting to re-enter the planet and turn off the Doomsday device, all of his work will have been in vain. The November keeps launching fighters. The only way Max can escape safely is by destroying the fusion ports on both sides of the ship.

Scene 17: Moon Base

The Moon Base is a collection of mechanized production vehicles and armed sentries. Rescuing Ginger and destroying the Hive is a good day's work, but if the shipment of Hive toxin gets off the moon, Noir Dyne can replicate the substance from now until the apocalypse. Destroy the crates stored at the shipping depot and eliminate the cargo going out by Maglev train.

Scene 18: Refinery

Max swoops over the gun turrets that line the refinery lake. Take out as many of the Noir Dyne force as possible. The Stingers break over the mountain's edge and do minor damage to the Hover fighter's hull integrity, but the gun turrets can rip Max out of the sky. Deep inside the bowels of the refinery lies the Hive. There's not much time left before the Doomsday device activates and blasts the Refinery to bits.

Scene 19: Generator Intake Tubes

As the pipes and cross-beams come to an end, Max opens up the throttle on his Hover fighter. The Ancients' fighters act as the immune system of the intake tubes. As Max dives deeper into the winding passages, the fighters recognize him as the disease. Once Max clears the fighters, the refinery batteries must be destroyed before the generator curtain smashes Max's Hover fighter into a thousand pieces.

Scene 20: Queen's Chamber

The door to the Hive breathes open. Max is greeted by the Hivasect warriors, while Ginger spins in a gyroscopic cage screaming for help. As the warriors lie broken on the Hive floor, the Queen unfolds from her resting place, ready to eat. There's little time before the entire moon is consumed by the Doomsday device. The Queen will wave one last good-bye to Ginger before the end.

Technical Support

If you are having any problems with your version of The Hive, please contact Trimark Interactive's technical support line at: (310)392-3243.

Credits

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....Kevin "Bug Wrangler" Riley

....Robbo "Dobbo" Rinard

....Jonathan "JDR Prod" Rothbart

....Carl "Cat Fancy" Schultz

....Douglas Shrock

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Mousegraphics

Rainbow America would like to thank pizza delivery persons everywhere.

Thanks to all the wives and girlfriends that didn't leave us during the production of this game: Anna, Lori, Rebecca, Guri, Lance, Michele D., Michelle W., Jeanne, Yukari, Rosy P and Michelle H.



TRIMARK INTERACTIVE

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