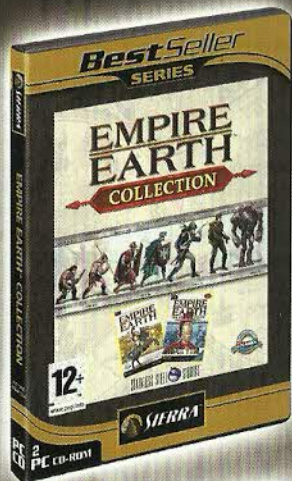
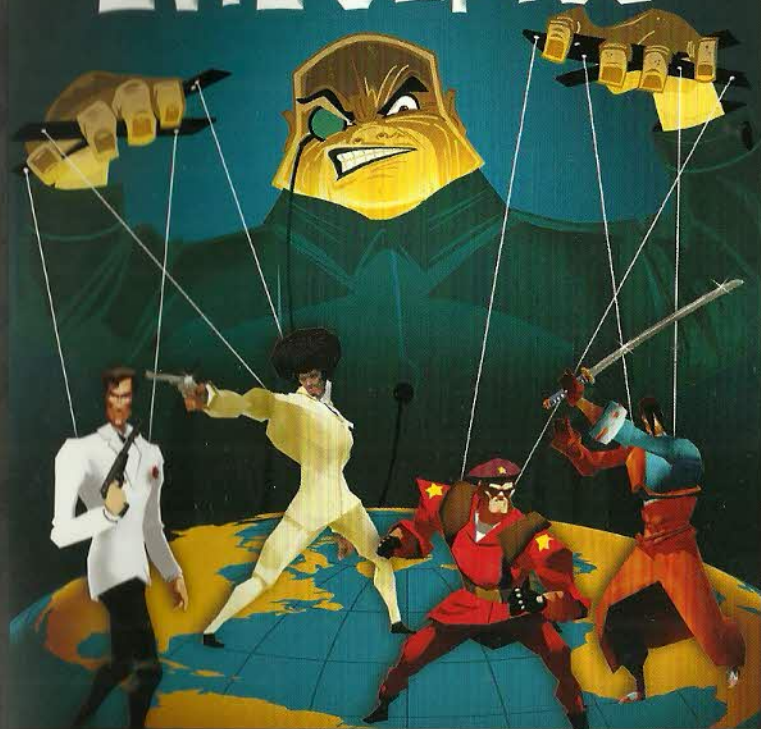


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SERIES

# EVIL GENIUS™



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S1003655



# EVIL GENIUS™

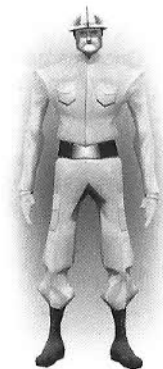
## MINIMUM SPECIFICATIONS

To run *Evil Genius*™, you will need PC specifications equivalent to or better than the following:

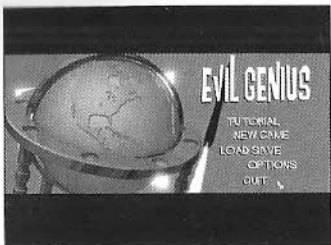
Pentium® III 800 MHz processor  
GeForce2 or equivalent graphics card with 16 MB of RAM  
128 MB RAM  
1.3 GB of hard drive space

## Running Evil Genius

*Evil Genius* should automatically install the first time the CD is inserted. Be patient, as the autorun may take up to a minute to start up.



## Getting Started



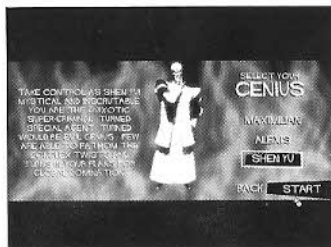
Once the game has finished loading, you will be presented with the Main Menu Screen. From here you will be able to launch your abominable plans.

If this is your first time playing the game, click **Tutorial** for a brief lesson in how to take over the world.



However, if you simply can't wait and want to jump right into the nefarious and devilish scheming that is *Evil Genius*, click **New Game** and go to the Campaign Screen.

Select the level of difficulty for your campaign—Easy, Medium or Hard.



Once you have chosen your desired difficulty level, all that remains to be done is to choose which Evil Avatar you wish to play as, and your bid for total global domination can begin.

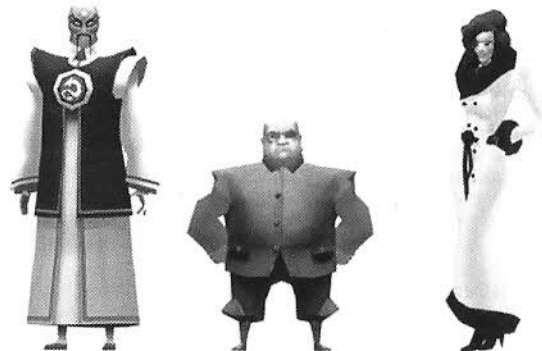


Once the game has loaded, the screen will change to show the standard game view. At the start of the game, you have just an outdoors strong room, three construction workers, your first henchman and a modest amount in solid gold. Your first priority should be to start carving your base into the mountain.

## Take time to get used to the movement and camera options.

Move camera left	Cursor key left	Move mouse left (to edge of screen)
Move camera right	Cursor key right	Move mouse right (to edge of screen)
Move camera up	Cursor key up	Move mouse up (to edge of screen)
Move camera down	Cursor key down	Move mouse down (to edge of screen)
Rotate camera left	Shift + cursor key left	Middle mouse 'wheel' button + move mouse (Rotates about the focal point)
Rotate camera right	Shift + cursor key right	Middle mouse 'wheel' button + move mouse (Rotates about the focal point)
Zoom camera in	Shift + cursor key up	Mouse wheel
Zoom camera out	Shift + cursor key down	Mouse wheel
Select minion / henchman	Left mouse button	
Select minion / object properties	Double-click left mouse button	Select and press ENTER
Tag character	Right mouse button	
Main Menu	Escape key	
Glossary	F1	

Direct control Evil Genius/ Henchman Left-click to select, right-click to move/interact





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Graphics and Sound Card driver version  
Operating System  
Direct X Version  
System Ram

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