

TOTAL ECLIPSE™





Presents

TOTAL ECLIPSETM

FEATURING FREESCAPETM

Programmed & Designed By Major Developments
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Amiga, Atari ST, & C-64/128
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THE STORY

Long before the days of Tut, in a sacred temple overlooking the sweltering sands of Egypt, lived Hahmid III, a high priest of the sun god Ra. Possessing magical powers as great as his temper, Hahmid III was a master of black magic, and successfully gained converts to his faith by wicked displays of wizardry. Common twigs were converted to poisonous snakes, drinking water was churned into blood, and rotting mummies animated into zombie-like monsters through Hahmid's diabolism. But the greatest wonder of all was Ardognus, The Curse of the Sun God, which Hahmid cast upon the sacred shrine to Ra. The curse promised that any object which might come between this place of worship and the rays of the sun would be utterly destroyed, its remains scattered throughout the planet as a reminder of Ra's wrath.

Today is October 26, 1930. Many moons have passed since the ancient prophecy, and Ardognus has all but been forgotten over the centuries. However, you, an archaeologist/adventurer, still have vivid memories of your first Egyptian expedition, when you unearthed Hahmid's Scroll of Curses from the bottom level of the pyramid and read its frightening contents. Until today, every curse of Hahmid's has been fulfilled precisely as prophesied ...except Ardognus.

Then you read yesterday's fateful newspaper headline, *TOTAL ECLIPSE OF THE SUN DUE OVER CAIRO!* Tendrils of fear still grasp your insides with the knowledge of the meaning of that headline. The moon, as the object coming between Ra's shrine and the sun, will be utterly destroyed when the eclipse is full. The destruction of the moon will produce a cataclysm of unearthly proportions, plunging civilization into a dark age of starvation and conflict.

Based on your studies, you believe that if the shrine is destroyed before the eclipse is complete (10:00am), the curse cannot be fulfilled. Your self-appointed mission is to find the shrine and destroy it in time (naturally, the payment for your services is the rich treasure you expect to find). The documents you retrieved on your previous mission lead you to believe the shrine is located at the apex of the pyramid, most likely reached only through a series of hidden chambers and deadly traps. Two hours remain before the eclipse is total, due to your late arrival (a Sopwith Camel is faster than the two-humped variety).

Armed with a revolver, wristwatch, water bottle, and compass, you once again enter this eerie graveyard of ancient kings. This will definitely be the most memorable 120 minutes of your life. May your archaeological skills serve you well!



LOADING THE GAME

Atari ST, Commodore 64/128, and MS-DOS users should format a blank disk for saving games *before* loading *Total Eclipse*. Amiga users must save games to the game disk.

AMIGA LOADING INSTRUCTIONS

Connect mouse and joystick (if desired). Turn on computer and monitor (load Kickstart™ if required). Insert *Total Eclipse* disk at the Workbench™ prompt and the game loads automatically.

Caution: Make a backup copy of your game disk. Keep the original in a safe place and play with your backup. This is important, since saved games are stored on the game disk.

ATARI ST LOADING INSTRUCTIONS

Connect mouse and joystick (if desired). Turn on monitor. Insert *Total Eclipse* disk and turn on computer. The game loads automatically.

COMMODORE 64/128 LOADING INSTRUCTIONS

Connect joystick (if desired) to Port 2. Turn on computer, monitor, and disk drive. Insert *Total Eclipse* disk into drive. Type **LOAD"BOOT",8,1** and press RETURN. When you see the *READY* prompt again, type **RUN** and press RETURN. The game loads automatically.

MS-DOS LOADING INSTRUCTIONS

Connect joystick (if desired). Turn on computer and monitor. Load DOS 2.0 (or later), then insert *Total Eclipse* disk into drive A. At the **A>** prompt, type **TOTAL** and press RETURN.

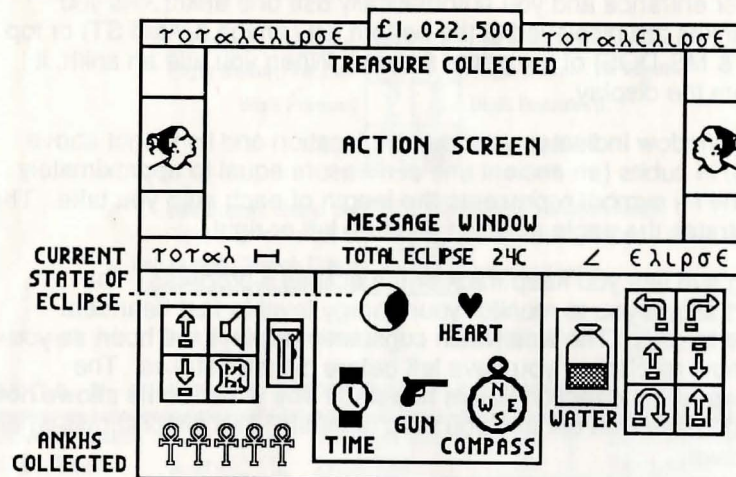
A Display Options menu appears. Select the type of video display you have (type the number next to the name of your display) and press RETURN. The Configuration Menu appears. Make your selection (keyboard or joystick) from this menu by typing the appropriate number, then press the SPACEBAR (if you are using a joystick, follow the prompts for centering). The game loads.

Note: To return to the Display Options menu at any time during play, press CONTROL and ESCAPE keys simultaneously.

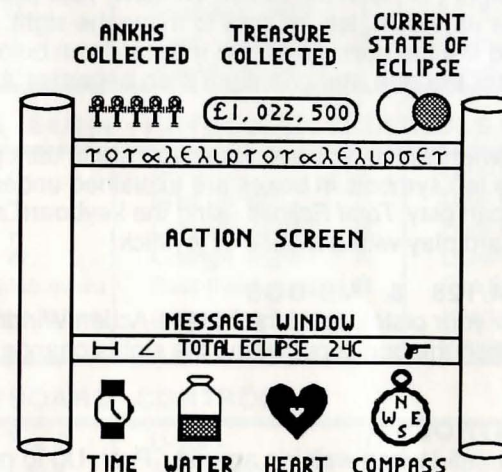


GAMEPLAY AND CONTROLS

Below are illustrations and explanations of the *Total Eclipse* game screens.



AMIGA & ATARI ST GAME SCREEN



COMMODORE-64/128 & MS-DOS GAME SCREEN

The Action Screen shows the gameplay graphics. A walking cursor (+) helps you guide your steps.



A box at the top of the Action Screen records how much treasure you collect as you navigate the pyramid. Ankhs (⚡), the ancient Egyptian symbol of life, are found throughout the pyramid. They are used to unlock doors (touch a locked chamber entrance and you automatically use one ankh). As you collect them, ankhs are displayed at the bottom left (Amiga & Atari ST) or top left (C-64/128 & MS-DOS) of the game screen. When you use an ankh, it disappears from the display.

The Message Window indicates your current location and its height above sea level (24C) in cubits (an ancient unit of measure equal to approximately 18 inches). The ⇨ symbol represents the length of each step you take. The ∠ symbol illustrates the angle at which you turn left or right.

The darkening sun lets you keep track of the eclipse's progress. The pulsating heart allows you to monitor your energy level (a fast heartbeat means it's time to rest). The wristwatch constantly displays the hour, so you always know how much time you have left before disaster strikes. The compass shows which direction you're heading. The water bottle shows how much water you have (run out and you'll die of thirst). The pistol shows when your gun is drawn.

AMIGA & ATARI ST

When the gun sight (⊕) is in the Action Window, your pistol is drawn. Slide the mouse up, down, left, or right to move the sight. Press the left mouse button to fire the gun. Slide the mouse down below the message window to holster the gun; the gun sight then becomes a selection cursor (⏶).

The flashlight (when lit) lets you see when you are in dark pyramid chambers. The ten symbols in boxes are explained under *Mouse Controls*. You can play *Total Eclipse* using the keyboard alone, or combine keyboard play with a mouse or joystick.

COMMODORE-64/128 & MS-DOS

When you draw your pistol, the cursor in the Action Window changes to sights (⊕). When the gun is put away, the sights change back to the walking cursor.

JOYSTICK CONTROLS

The joystick is useful when walking around. Push Up to go forward, pull Down to go backward; push Right to turn right and Left to turn left. To move forward at maximum speed, push up on the joystick while holding down the ↑ key on the keyboard. When the pistol is drawn, the joystick movements control the sights; press the fire button to fire the gun.



MOUSE CONTROLS

You can use a mouse for most of the functions in *Total Eclipse* by clicking on various areas of the game screen. Use either mouse button, unless specifically told to do otherwise.

Left Button, Turn Left	⇨	Left Button, Turn Right	⇩
Right Button, Tilt Left	⇨	Right Button, Tilt Right	⇩
Walk Forward	⇨	Walk Backward	⇩
U-Turn	⇨	Face Forward	⇩

Left Button, Stand Up	⇨	Toggle Between Music and Sound Effects	⇨
Right Button, Look Up	⇨	Interrupt Game	⇨
Left Button, Crouch Down	⇨		
Right Button, Look Down	⇨		

Step Length ⇨ Rest (hold button down) ⏶ Flashlight ON/OFF ⏶ Change Angle ∠

AMIGA & ATARI ST KEYBOARD CONTROLS

Move Forward	↑ or O	Change Angle	A	Sights ON/OFF	SPACE
Move Back	↓ or K	Look Up	P	Tilt Left	N
Turn Left	← or Q	Look Down	L	Tilt Right	M
Turn Right	→ or W	Face Forward	F	Fire Gun	Ø
U-Turn	U	Flashlight ON/OFF	T	Music ON/OFF	+
Step Length	S	Rest (hold down)	R	Interrupt Game	I
Crouch/Stand	H	(calms the heart)		(save, load, & abort)	

COMMODORE 64/128 KEYBOARD CONTROLS

Move Forward	↑	U-Turn	U	Look Up	P
Move Back	=	Step Length	S	Look Down	L
Turn Left	Q	Crouch/Stand	H	Face Forward	F
Turn Right	W	Change Angle	A	Draw/Replace Gun	SPACE
(These controls also move sights when gun is in use)		Rest (hold down)	R	Fire Gun	SHIFT
		(calms the heart)		Interrupt Game	I
				(save, load, & abort)	

MS-DOS KEYBOARD CONTROLS

Move Forward	↑ or O	U-Turn	U	Look Up	P
Move Back	↓ or K	Step Length	S	Look Down	L
Turn Left	← or Q	Crouch/Stand	H	Face Forward	F
Turn Right	→ or W	Change Angle	A	Draw/Replace Gun	SPACE
(These controls also move sights when gun is in use)		Rest (hold down)	R	Fire Gun	Ø or keypad 5
		(calms the heart)		Interrupt Game	I
				(save, load, & terminate)	



GAME COMMANDS

Below is an explanation of the commands used in *Total Eclipse*.

MOVEMENT

Moving around in the game is accomplished with the keyboard, joystick, or mouse (Amiga and Atari ST only).

Move Forward, Move Back, Move Left, Move Right are for walking around anywhere in the game. When the pistol is drawn in the Commodore-64/128 and MS-DOS games, these directions move the gun sights. In the Amiga and Atari ST games, the mouse is used to draw the gun and move the sights.

U-Turn is used to make a complete 180° turnaround with one stroke.

Step Length lets you change the length of the steps you take. There are three sizes, illustrated by the length of the — symbol on the Game Screen. When you are walking around in wide open spaces or in large rooms, you may want the longest step length for the greatest speed. In really tight spaces, such as narrow catwalks, the shortest length is probably the best selection.

Crouch/Stand lets you change from standing upright to crouching down. Crouching is useful when going through low doorways and ducking poisoned darts.

Change Angle lets you change the angle at which you turn left or right. There are three angles, illustrated by the $\angle$ symbol on the Game Screen. When you are walking around in wide open spaces or in large rooms, you may want the widest angle. In really tight spaces, such as narrow catwalks or tiny rooms, the tightest angle is probably the best selection.

Look Up, Look Down lets you see the ceiling and floor of the room you are in. This can be important for seeing treasures, pitfalls, or booby-traps.

Face Forward is useful if you've been doing a lot of looking up and down and want to face in the direction you were heading.

Rest is vital to living long enough to finish the game. Your heart beats at a regular pace unless you are hit by poison darts or fall from ledges. Then, the heartbeat pounds faster and you are in danger of a fatal heart attack. If this happens, rest until your heart settles down.

Note: While you rest, time is moving faster than normal. Keep an eye on the watch so you don't rest too long!

Tilt Left, Tilt Right (Amiga & Atari ST only) lets you angle your point of view as though the entire room was tipping over.



THE PISTOL

The pistol is useful, naturally, if you meet up with moldy mummies. It's also a vital part of gameplay. Shoot anything you can't move or pick up.

OBJECTS

Below are illustrations of items that are important in playing *Total Eclipse*. To enter doors or collect items, walk into them head on. Keep using forward movement until treasure is completely collected or water jar is full.



INTERRUPT GAME

When you use this command, the game is paused and a scroll appears in the Action Screen.

Amiga & Atari ST On the scroll are three selections:

SAVE [S]
LOAD [L]
ABORT [ESC]

To make a selection from the scroll, press the key in brackets or click on [S], [L], or [ESC].

After selecting SAVE or LOAD, type the name of the game you're saving or restoring (it appears in the Message Window as you type); press RETURN (make a note of the names you give your saved games). If you decide against saving or restoring a game, press RETURN *before* typing a name.

Note: Atari ST users must insert a save-game disk before selecting save or load. Amiga users must save games on the game disk.

When you select ABORT, the game ends and the demo game begins. Press any key to start a new game.

Commodore-64/128 On the scroll are five selections:

L - LOAD S - SAVE
RUN/STOP - ABORT
M - MUSIC: ON (OFF)
OTHERS - EXIT

To make a selection from the scroll, press L, S, RUN/STOP, or M. Press any other key to go back to the game screen.

After selecting LOAD or SAVE, insert your save-game disk. Then, type the name of the game you're restoring or saving (it appears in the scroll as you type); press RETURN (make a note of the names you give your saved games). Follow the prompts.



Pressing M turns the music on or off. When you press RUN/STOP, the game ends and the demo game begins. Press any key to start a new game.

MS-DOS On the scroll are four selections:

L – LOAD S – SAVE
ESC – TERMINATE
T – TOGGLE SOUND ON/OFF

To make a selection from the scroll, press L, S, ESC, or T.

After selecting LOAD or SAVE, type the name of the game you're restoring or saving (it appears in the scroll as you type); press RETURN (make a note of the names you give your saved games). If you decide against saving or restoring a game, press RETURN *before* typing a name.

Pressing T turns the sound on or off. When you press ESC, the game ends and the demo game begins. Press any key to start a new game.

GAME HINTS

Read these hints if you need a little help playing *Total Eclipse*. If you need a *lot* of help, open the sealed maps included in your package.

The most important thing to remember is *TIME*. Keep a close eye on your watch and the darkening sun. You only have two hours to stop the destruction of the moon!

Examine the airplane very closely when you first start playing.

The pyramid has two entrances.

Entry to the Shrine of Ra is via the SHABAKA chamber at 72 cubits.

Always use ankhs as a last resort; they may be more useful later in the game.

There is no limit to the amount of ammunition in your pistol. So go ahead, shoot everything in sight! There are occasions where shooting something in one location affects things somewhere else. If you shoot a heiroglyph and get a FIND MATCH message, search for and shoot the identical heiroglyph. This may open a door.

Keep an eye on the floor for pitfalls and be on the alert for poisoned-dart booby-traps.

All pyramids have four sides.

Chambers at the heights 24C and 36C are on the same level in the pyramid. Chambers at 48C and 60C are on the same level.

Sector names (SAHARA-B, MORAKHTY-E, etc.) appear in the Message Window. To successfully map the *ILLUSION* maze, use the sector names.



Pressing M turns the music on or off. When you press **PAUSE/STOP**, the game ends and the demo game begins. Press any key to start a new game.

MS-DOS On the scroll are four selections:

L-LOAD O-SAVE

ESC-TERMINATE

F1-FOUR SECOND CHANCE

To make a selection from the scroll, press L, O, ESC, or F1.

After selecting **LOAD** or **SAVE**, type the name of the game you're loading or saving. It appears in the scroll as you type; press **ENTER** when a mix of the names you give your saved games. A question mark appears if you're loading a game, then **OK** or **ESC** when you're saving a game.

Pressing **F1** turns the sound on or off. When you press **F1**, the game ends and the demo game begins. Press any key to start a new game.

GAME HINTS

Read this a hand if you need a little help playing *Tales of the Wraith*. If you need a hand, open the sealed maps enclosed in your package.

The most important thing to remember is **TIME**. Keep a close eye on your clock and the clocking score. You only have 100 seconds and the destruction of the room!

Examine the artwork very closely when you first enter a room.

The pyramid has two entrances.

Entry to the Chamber of the 10 is via the Southwest chamber at 10 o'clock.

Always stay alert as a last resort, they may be more useful later in the game.

There is no limit to the amount of ammunition in your pistol. So go ahead and shoot everything in sight. There are occasions where shooting something in one position affects things elsewhere. For example, a bear trap and a gun. A bear trap can be used to shoot a bear, or you can use the bear trap to shoot a bear. This rule applies to all traps.

When you're in the floor for a while, and you're in the floor for a while, you're in the floor.

All pyramids have two exits.

Chambers at the bottom of the 10 and 100 are on the 10th level of the pyramid. Chambers at the 100 and 1000 are on the same level.

Before entering the Chamber of the 10, 100, 1000, or 10000, enter the Chamber of the 10. To successfully map the 10000, use the other rooms.