

FLASHBACK

THE QUEST FOR IDENTITY™



 Delphine Software
INTERNATIONAL

 U.S. GOLD

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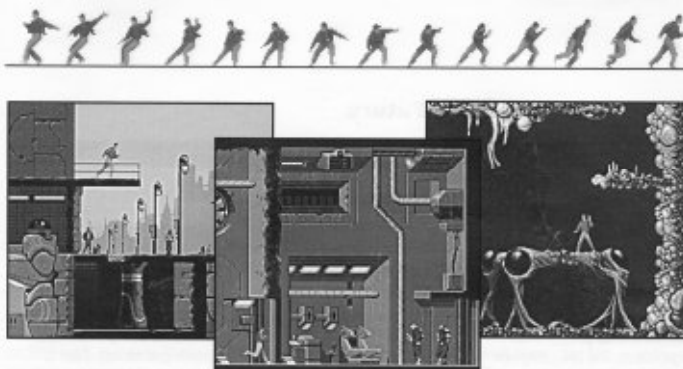
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INTRODUCTION

FLASHBACK is a challenging game of futuristic action and dark adventure. You face deadly opponents and subtle puzzles, and discover a hidden plot as your quest progresses. Be clever and quick, and you may escape with your life.

Game Contents

Your Game Box Should Contain:

- Disks
- Rule Book
- Data Card

This rule book contains background data on the world of FLASHBACK, and information on controlling your hero, Conrad B. Hart.

The disks contain the game and the data card explains how to install and start the game.

Before You Begin

There is no *physical* copy protection on your disks, so please make backup copies and put the originals away for safekeeping.

The Mouse

FLASHBACK does not support a mouse. However, you may play with the keyboard. A joystick can also be used for many game functions.

THE WORLD OF FLASHBACK

Your Character

Your character in FLASHBACK is Conrad B. Hart, a brilliant young scientist and skilled athlete caught in a mysterious situation. As the game begins, Conrad has lost his memory and his identity. Your decisions will determine his fate.

Following is a timeline describing the sinister events leading up to the present day, and a synopsis of what little your character remembers up to the moment the game begins.



A Timeline for a Dark Future

2000	2040	2075
1997: Popular acclaim forces the nations of Earth to give supreme executive power to the UN, creating the first true world-wide governmental organization. The UN, citing lack of funding, slows down the space program to concentrate on ecological concerns and new energy sources.	2036: Personnel of the third colony of the moon evacuated to the other two colonies. The meta-virus strikes there later in the same year. Refugees attempting to return to Earth are summarily shot down to prevent the virus spreading to Earth. 2042-2058: The great mining expansion: Mars is colonized. Mercury, Io, Europa, Ganymede, and the asteroid belt are mined. Trips back to Earth become restricted. 2062: Major miners' strikes on Mercury, Io, Ganymede, and the Asteroid belt, due to harsh working conditions and limited access to Earth. The UN, now called the Interplanetary Earth Government (IEG), re-opens the colonies on the Earth's moon to house the "poor, misguided miners" in a temporary "attitude adjustment center." The Interplanetary Security Agency (ISA) is formed to maintain government control of the growing Earth empire, and soon gains a reputation for ruthlessness.	2076: The moon has, for all intents and purposes, become a prison planet for the IEG. Death rates are rumored to be high. ISA expands control over society. Trips to Earth become almost impossible due to ISA restrictions, and are offered as incentives for the hapless population of the various mining planets. Saturn's moon, Titan, is first explored. 2091-2115: Titan is colonized with dome cities, using artificial jungles to provide oxygen to the population. The colony grows and extensive mining operations are soon in place. Miners and support personnel are now rumored to account for more than 50% of the human population. However, mining products are mysteriously unavailable on Earth, and the economy is depressed. 2116: Incidence of children born with damaged DNA is on the rise; scientists are unable to determine the cause. Infant mortality rate increases dramatically.





2125

2135

2140

**2120:**

The IEG nationalizes Titan's mining companies, citing their "inefficient financial plan." Loss and accident rate figures for workers on Titan are suppressed. Mining products are rumored to be diverted to an unknown destination, possibly a location outside our solar system. This rumor is mocked by ISA scientists.

2123:

Small-scale riots occur in New Washington (on Titan) after a popular TV host dubs the damaged DNA children as "mutants." ISA brutally subdues rioters. Environmentalists claim that the current IEG energy policy will cause a massive shrinkage of the polar ice caps within 20 years. The ISA places these environmentalists on the lunar penal colony to have them "check on the energy balance there."

2128:

TV game shows featuring real violence become popular. Cybernetic police/warrior technology is perfected around the same time, allowing contestants to face non-human opponents.

2131:

Professor Edward Van Rizotto invents the first working teleporter. It is used almost exclusively to transport criminals to the moon at low cost. The few destination errors are considered an acceptable risk for the convicts.

2134:

Worldwide loss of life due to flooding of Earth's coastal regions. The first underwater city, Erabu, is opened for the use of the rich. Major polarization of Earth society occurs. Personal security devices, such as energy shields, fusion pistols, and short-range teleporters (using the Rizotto design) become popular.

2137:

Rumors persist that the IEG is brainwiping troublesome Earth citizens and sending them to New Washington as mindless drone workers. Riots ensue in New Washington, as workers demand better work conditions. ISA CyberPolice battalions are called in to restore order. There is a severe loss of life.

2138:

Scientists are mystified over the proliferation of genetic mutation in today's society. More dramatic mutations are being seen today than at any other time in history. There are even urban legends of "supermen" who can move blindingly fast or change their form. Warming of Earth's polar ice caps continues, causing tidal waves and other natural disasters. Earth's population growth rate becomes negative for the first time; man is slowly dying out.

2142:

Rumors of superhumans become more and more prevalent. Some are believed to have entered positions of power in the IEG and ISA.





Conrad B. Hart's Journal – June 3, 2142

As I opened my eyes, the first thing I noticed was the rich green foliage surrounding me. I tried to recall what had happened this morning, and was unable to get my brain to work. I couldn't even remember my own name!

Looking up, I saw a great curving dome closing off the sky. Dome, obviously artificial jungle, and metal bracings and conduits . . . I must be on the Titan colony. It was with a sense of *deja-vu* that I realized I had seen the jungle just hours ago, in the dark, and from the air.

I remembered waking up in the middle of the night. I was in some kind of padded chair. I felt dazed, and had no frame of reference. Cracking my eyes open very carefully, I saw before me a scientific torture chamber. The technology I could see was of the most advanced type. The implications were bad. I could see technicians nearby, and heard them talking softly. They mentioned something about having wiped someone's brain clean. . . .

It was time for action. Taking a moment to gather what remained of my wits, I quietly snuck out of the chair and left the lab. On my way out, my eyes fell upon a holocube. It triggered a memory in my mind, so I picked it up. Running through the corridors, I frantically tried to find a way out. Dimly, I heard the sound of a jet bike's motor. Rushing toward the sound, I heard the first indications of pursuit. Not even pausing to look back, I raced towards the bike and freedom.

Breaking through a final door, I saw the jet bike, parked next to a ship in a hangar. Dodging gun blasts, I jumped on the bike and revved it flat out, into the night. Looking down at the bike I was startled to see the symbol of the Earth-based Interplanetary Security Agency, the governmental enforcement thugs. Looking back I saw a large pursuit hoverboat with an ISA symbol on its side. Madly dodging its laser blasts, I headed deeper into the jungle. Unfortunately, my luck ran out as a near miss knocked out the grav drive. I managed to grab the gun holstered on the bike and jumped free just in time. I guess they thought I died in the explosion the bike made when it crashed — and even the ISA fears this mutant-infested jungle.

So that's what I remembered. Not much to go on. But then, looking beside me, I saw the holocube I had brought from the lab. Grasping for it like a talisman, I inadvertently knocked it over the edge of the terrace. I stood up and started to climb down to get it.



HOW TO PLAY

The Start Menu

When the introduction to the game is complete, the Start Menu appears. The introduction can be skipped by pressing **Backspace**.

To select one of the available options, use the up and down arrow keys to highlight the desired choice. Press **Enter** to select the option.

COPY PROTECTION

When you start playing, you will be asked to answer a verification question. See your data card for more information.

START MENU OPTIONS

After the opening credits and introduction, which may be skipped by pressing **Backspace**, the game goes to the combined title screen and Start Menu.

Start

START allows you to start a new game, beginning with the first round (the jungle). To start a game from a later round, you must use a password (see the password section in the next column for more information).

Skill

This option allows you to set the challenge appropriate to your skill level. More enemies appear on the higher levels of difficulty, which increases the action and excitement as well as the challenge.

Use the arrow keys to select the desired level. Then hit **Enter**.

To leave the screen without changing the selected level of skill, hit **Enter**.

Password

During the course of the game, passwords enable you to restart the game at the last round you reached. Make note of each password when you see it on the screen.

You always start at the beginning of the round after entering a password. You will be on the difficulty level previously selected (passwords are specific to the level of difficulty as well as to the round).

To enter a password, refer to your notes. Type the appropriate word and hit **Enter**. The **Backspace** key allows you to make corrections.

To leave the password entry screen without entering a password, hit **Enter**.

Info

This option graphically shows the keyboard layout for the game and a simplified diagram of joystick functions. To leave the screen, hit **Enter** or **Escape**.

Demo

This option allows you to view game-play in several of the rounds. Note the tactics used in the demo to confuse and defeat enemies. To begin the demo, highlight **DEMO** and press **Enter**.

This mode of the game may trigger automatically after there has been no user input for a certain period of time. To leave the demo and go back to the start screen, press **Escape** or **Backspace**.

Quit

Leaves the game and returns you to the DOS prompt.



Keeping Your Character Alive

Death threatens your character at every juncture. Learn the techniques of survival and you will enjoy the game much more. (After all, there's only so many ways you can die.)

CONRAD'S SHIELD

Conrad is equipped with an invisible shield, with four resistance layers. The shield is always on. Each time Conrad is hit by an attack his shield loses a layer. If Conrad is hit and there are no remaining protective layers left on the shield, the blow will be fatal and the game will end.

Attacks include gunfire, electrified wires, and hand-to-hand combat. Land mines and falling mines can also be encountered.

After the shield has taken a hit, Conrad's image briefly flickers. During this time the shield is at maximum power and attacks will not damage him.

You can determine the current state of the shield by examining the shield in the inventory mode (press **Backspace**). The charges remaining will be shown when the shield is selected. See the "Inventory Menu" section below for more information on your inventory.

There are energy generators which can completely recharge the shield in various locations in each round. You will want to memorize these locations. To use an energy generator, locate Conrad near the device (an icon will appear to show that you are in the

right position), and press the **Shift** key. See the "Controlling Your Character" section on the next page for more information.

DEADLY SITUATIONS

There are a number of situations which may result in instant death, regardless of the state of the shield:

Disintegrator Zones: Contact with these shimmering green energy zones will cause immediate disintegration.

Electrified Ground: Certain areas of the ground contain pulsing green sparks. Conrad will die immediately if he steps onto this area.

Falling: A fall through two or more floors will prove fatal. However, sometimes Conrad can catch a platform on the way down.

TEMPORARY GAME SAVED

Although you cannot permanently save your game, it is possible to avoid starting a round from the beginning. From time to time you will see a special device in the playfield, a grey pillar, which will record your exact position in the game at that instant. When Conrad dies, the game will return to the location of the Save pillar. This record will be erased when you leave the game, but it offers a temporary save.

To use these devices, simply place Conrad next to the pillar. You should see an icon appear, indicating that you can use the device. Then press the **Shift** key to save your position. See the following section for more information.



Controlling Your Character

LEARNING THE CONTROLS

FLASHBACK is a challenging real-time game requiring precise usage of the controls. In many situations, you will need to perform exactly the right series of maneuvers to succeed. Furthermore, your character can perform many different actions. As a result the control layout is complicated. For certain moves, several different keys must be used simultaneously or in exactly the right sequence.

Joysticks: The optimal control system is a four-button joystick. However, the keyboard will always be necessary for some game functions. For specific information on joystick brands supported, joystick calibration, and special joystick functions, see your data card.

Tapping vs. Pressing: One crucial control concept, whether you use a joystick or the keyboard, is tapping a key very briefly, as opposed to simply holding a key down for a longer period. You will need to become familiar with both techniques. For example, tapping the **Shift** key to pick up an item won't work; you must press it. On the other hand, pressing the **Space** bar to draw your pistol can cause problems; it is best to tap it instead. If you are having problems with the more complicated moves that Conrad can make, make sure you are not holding down a key instead of tapping it.

The Pistol: Conrad's moves and options change radically when he is holding his pistol and does not have both hands free. You will need to get used to shifting from one mode to another instinctively.

The Mouse: FLASHBACK does not support a mouse.

CONTROL FUNCTIONS DURING GAMEPLAY

The following controls are used during real-time gameplay. They are applicable for normal IBM-standard keyboards and joysticks. For multi-button joysticks, see your data card.

Most of the actual moves that Conrad can perform are shown in the "Movement Diagrams" section on page 11.

Arrow Keys or Joystick Directional Controls: Moves the character during the game. Also moves the cursor in the Start Menu and the Inventory Menu. Left and right actions move Conrad in those directions. Up and down motions are more complicated. An upward input activates a jumping and grabbing motion. A downward input activates a crouch.

Shift Key or Joystick Button 1: This is the "Action" key. Use this key to perform most special actions in the game. These include firing your gun, running, operating or picking up an object, etc. This key in combination with a directional input allows many different moves.

Space Bar or Joystick Button 2: Draw or holster the gun. Note that Conrad does not always have the gun available at the beginning of a round; in such cases, your first priority must be to find it!



Escape Key: Brings up the game options menu. This also pauses the game. You must use the game options menu to abort a particular game. See the "Game Options Menu" section below on page 10.

Backspace Key: Used to toggle the inventory menu on and off. This pauses the game. This key also cuts short the animated cinematic sequences.

Enter Key: Uses the object currently selected from the inventory. Note that the gun is not considered an object in these terms.

ACTION ICONS

When Conrad walks in front of an important device, object, or person, a small action icon appears on the top left area of the screen. Watch carefully; the icon disappears as soon as you have walked past. Even if the object itself is not visible, the action icon will appear and inform you that something is there.

An action icon indicates exactly what action can be carried out on the device, person, or object. The name of the device or person is also given.

The Take, Talk, Look, and Activate actions are initiated by pressing **Shift**. The Recharge and Use actions are initiated by pressing **Enter**; the correct item must be currently selected from the inventory. For more information on inventory items, see the "Inventory Menu" section on page 9.



• **Take:** Pick up an item that you can take. Hit the **Shift** key to pick up the item. The item will be placed in the inventory.



• **Talk:** Talk to a person. Hit **Shift** to start the conversation.



• **Look:** Examine an object or sign more closely. An enlarged view appears when you press the **Shift** key.



• **Activate:** This lever icon appears when you can use a simple switch or device. For example, it appears when you need to push a button to summon an elevator. Press **Shift** to activate.



• **Recharge:** Recharge your shield and other powered items. This icon appears next to energy generators. Press **Return** to recharge.



• **Use:** Insert an item into a device meant for a specific purpose. For example, a key card may be inserted into a card lock. This icon also appears if you can give someone an item. Press **Return** to use the item.

USING TRANSPORTATION

At certain times and places in the game a transportation device is available. You must be in the right location. A second or two may elapse before the device arrives.



To call a taxi, stand facing the taxi station and press **Shift**.

To take the subway, wait for the train to arrive while standing in the entry zone. Press the **Shift** key when the train is in the correct position (this may take some experimentation). To get off at a station, press **Shift**.

THE INVENTORY MENU

During the game, Conrad may collect certain items and make use of them. At the start of the game, Conrad already has several items that he acquired after his escape from the lab.

The **Backspace** key displays a list of items in Conrad's possession at any time. Below the icon of the selected item is its name. Press **Backspace** again to leave the inventory menu.

The floating icon in the upper-right corner of the screen indicates which inventory item is currently selected. The name is not displayed, however.

Items can be used in two different ways. Pressing **Enter** causes some items to activate. Also, as noted above, some action icons require the right item to be selected from your inventory before the desired event will be triggered. If the wrong item is selected, nothing happens.

To select a different item, use the arrow keys to move the cursor. The cursor always indicates the selected item. Unless the green arrows are highlighted, the up and down arrows have no effect.

Please note that certain items are taken away or added at the end of every level.

ITEM LIST

Following is a list of most of the items to be found and placed in the inventory menu. However, some items are not listed to provide surprise. Good luck!

Credits: Also known in layman's terms as money.

Exploding Mouse: Behaves just like the mechanical mouse but explodes at the slightest touch.

Force Field: Creates a temporary energy barrier which can repel enemy fire. This is a crucial part of advanced combat in the game, and you must master its use. Tap **Enter** to activate the force field.

Holocube: Contains important information.

ID Card: Identity card. Some may be used as keys.

Magnetic Cartridge: Creates an energy source when recharged and placed in the corresponding generator.

Mechanical Mouse: Crawls along the ground setting off pressure pads.

Pistol: Your main weapon. This item is included in the inventory menu strictly for accuracy; the pistol may be drawn and fired at any time, regardless of whether it is selected using the inventory cursor. However, at certain times in the game you may not start the round with the pistol in your inventory.



Shield: Enables Conrad to be hit by enemy fire without dying (the number below the icon indicates the number of resistance layers remaining). This item is always on, and never needs to be activated.

Stone: May be thrown or put down.

Teleport Receiver: May be thrown or put down.

Teleport Remote Control: Works with the receiver and allows you to be teleported to the receiver's position. You can get the receiver back automatically by placing the remote control on the ground.

THE GAME OPTIONS MENU

This special menu appears when the **Escape** key is pressed. To leave this menu, press **Escape** again.

Red text indicates the currently selected line option. To move from one line to another, use the up and down arrows. To change the option setting, press the left or right arrow key.

Resume Game: Returns you to the game.

Sound FX: Turns the sound effects on or off.

Music: Turns the music on or off.

Joystick: Turns the joystick on or off.

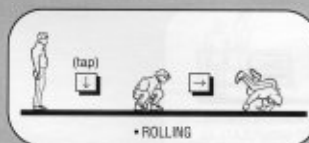
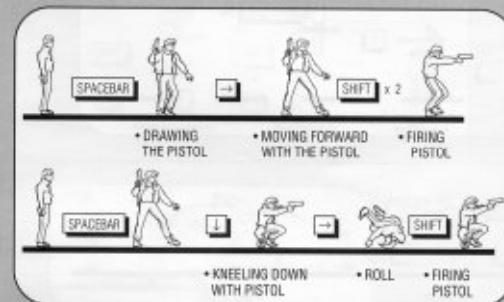
Zoom: This is a special mode of the game that zooms the viewing area into a close-up on your character. Gameplay is identical to the unzoomed mode. Options are On, Off, or Auto. In Auto setting, the Zoom mode triggers whenever Conrad gets into a combat situation, and zooms out again when the enemies are defeated.

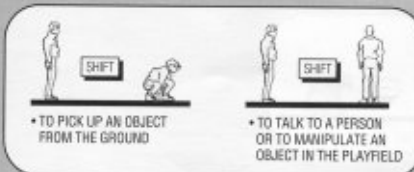
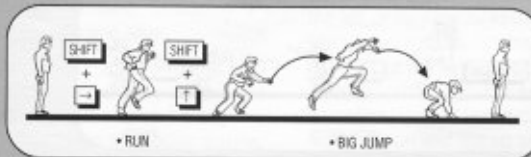
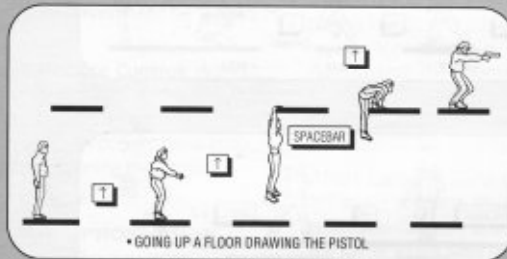
Abort Game: In some cases you may get into a hopeless situation. This is when you can save time by aborting the game. Press **Shift** or **Return** to activate this special option, rather than the left or right arrow keys. You will see a special menu. At this point, you have about ten seconds before the **Abort** option is triggered automatically. As before, the red text indicates the active option and the up and down arrows move between the lines. Press **Shift** or **Return** to activate either the **CONTINUE** or **ABORT** options.

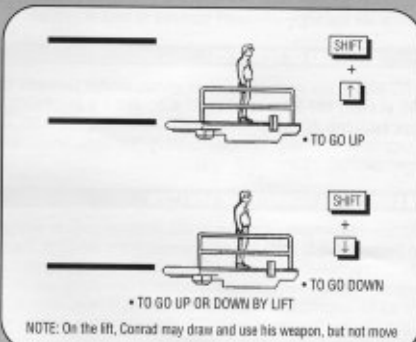
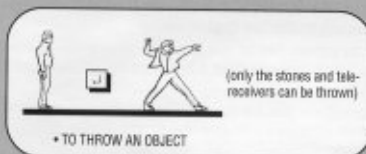
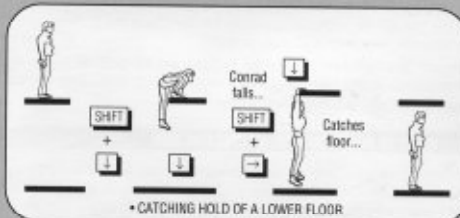
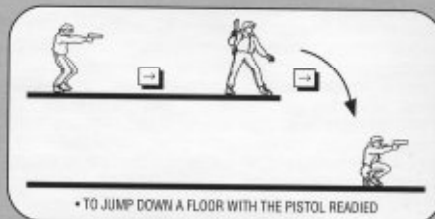


MOVEMENT DIAGRAMS

In the following diagrams, only keyboard operations are indicated. Joystick operations function identically.







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Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

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FLASHBACK
Proof-of-Purchase