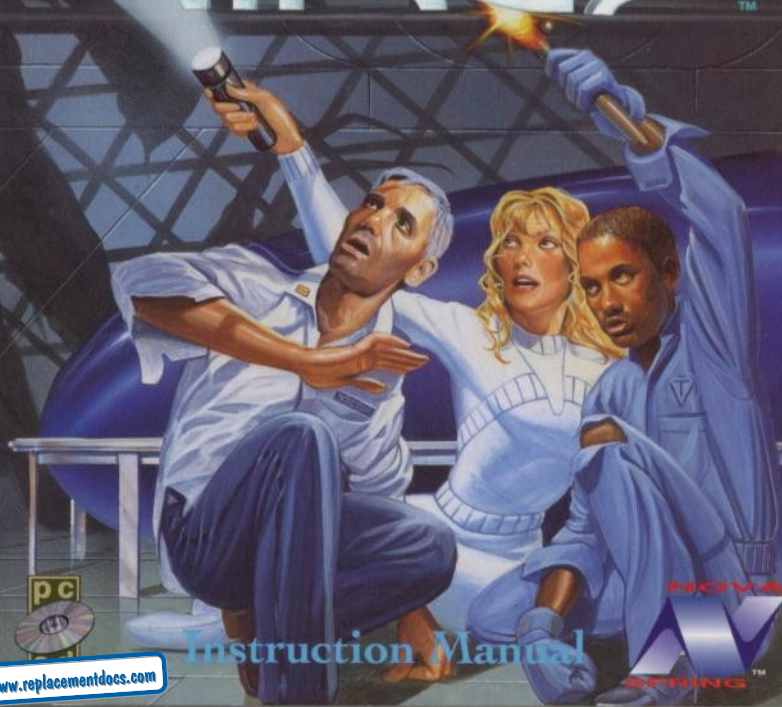


ALIEN VIRUS™



pc

NOVA

Instruction Manual



<http://www.replacementdocs.com>

Epilepsy Warning

WARNING: Please read the following before playing game.

Certain light patterns or flashing lights may cause some individuals to experience epileptic seizures. Exposure to certain patterns or backgrounds on the computer screen while playing games may trigger such seizures. These types of seizures are possible even if a person has no medical history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, please consult your physician before playing this game.

If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, involuntary movement, or convulsions during game play, immediately discontinue use and consult your physician before resuming play.

In order that we can continue to produce games for the home computer market, it is important that we reduce piracy. Please do not copy this game or allow anybody else to copy it. Allow us to continue to provide you with quality games for your computer.

SOFTWARE PIRACY INFORMATION?

United States of America:

Please report software piracy to the SPA 1-800-388-PIR8



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Alien Virus - PC

INSTRUCTION MANUAL

INTRODUCTION

After a month in sleep mode in route through hyper space to Station Zeus, you expected a hangar full of people and robots. But as you set down on the landing pad there are no signs of life and only a single, obviously discharged data robot. Over the next several hours the mystery of Station Zeus set against the cold backdrop of space, an alien moon and an ominous asteroid will reveal itself piece by piece. But the clues, like the shredded remains of some poor souls strewn about the space station, may not be very easy to digest. If you should fail to solve the mystery, however, an unimaginable terror awaits you!

MINIMUM HARDWARE REQUIREMENTS

TO PLAY ALIEN VIRUS YOU NEED:

- PC 100% IBM-Compatible with at least 4MB RAM
- SVGA VESA 1.x compatible graphics card with at least 256KB RAM (if supports VESA 640x400x256 colors) or at least 512KB RAM (in VESA 640x480x256 colors)
- CD-ROM drive XA Multisession with a MSCDEX compatible driver loaded into RAM during startups
- Hard Disk with at least 20MB Free Space
- Mouse: IBM or Microsoft compatible

ALIEN VIRUS SUPPORTS:

- Sound Blaster or compatible sound card Alien Virus supports:

INSTALLATION GUIDE

TO INSTALL ALIEN VIRUS:

- Insert the Alien Virus CD-ROM in your CD-ROM drive
- Type the letter of the CD-ROM drive. Example: D: <ENTER>
- Type INSTALL <ENTER> (This will start the installation program.)
- Enter the destination drive for Alien Virus to be installed on.
- Enter what directory on your hard disk to install Alien Virus into.
Example: C: \AV <ENTER> (If the directory doesn't exist then it will be created.)
- Press '1' or '2' to select installation type: If you choose '1' the program installs all the required files onto your hard disk and avoids small pauses which occur during the animations. If you choose '2' the program installs only the introduction animation and needs about 10 Mb to use as a temporary area for data transfer.
- Sound device selection. 1-3 for different Sound Blaster types or 0 for no sound effects. Once a sound card device is selected you will be prompted for its configurations. If you don't know your settings press ESCAPE to quit the installation program.

CHANGING SOUND CONFIGURATIONS IN ALIEN VIRUS:

- From your Alien Virus directory, run the program SETSOUND. Using this program you are able to alter your soundcard type and its settings.

TO PLAY ALIEN VIRUS

- Run Alien Virus typing AV <ENTER> from the ALIEN VIRUS directory on your hard disk

CONTROLS

The left mouse button is used to:

A: SELECT A COMMAND - THE DEFAULT COMMAND IS 'EXAMINE'

B: SELECT AN OBJECT AFTER SELECTING A COMMAND

C: SELECTING OPTIONS I.E. LOAD/SAVE/QUIT

The right button is used to select objects without first selecting a command. For example, to travel through an unlocked door, move the pointer onto the required door. The command OPEN will highlight indicating that it can be used here. Pressing the right mouse button now will open the door.

Should your mouse stick, we suggest cleaning the ball to remove all excess dirt and grease.

Commands can also be selected using the keyboard;

KEY	ACTION
-----	--------

O	OPEN
C	CLOSE
T	TAKE
U	USE
L	LOAD
S	SAVE (During normal view only)
S	SHOW (While in conversations only)
G	GIVE (While in conversations only)
Q	QUIT - Answer YES or NO to the prompt

CONTROL PANEL OPTIONS:

CD Volume : This bar denotes how loud the music should be played

VOICE Volume : This bar denotes how loud the character voices should be played.

Speech toggle : This is the control for all voices. A simple ON for voices, OFF for silence.

Text Delay : This bar denotes how long the text will be displayed for in the text bar. A full bar will leave the text on screen the longest.

WHAT YOU SEE / THE PLAY AREA

The play area is divided into 3 sections.

The first and largest section is Joshua's viewpoint. This simply means you look into the world of Alien Virus through his eyes. It is in this section that you will discover, and hopefully solve, many of the puzzles that Joshua will face.

This section changes when Joshua has a conversation with anybody or anything. When talking, this section splits into two areas: The left side displays the person or intelligence that Joshua is addressing and the right side displays the questions Joshua asks and the answers he receives in return.

To tell Joshua what to say, move the pointer over your choice and highlight it. By clicking the left mouse button, the desired selection will be asked.

The second section is the text bar, this displays the response from Joshua when you ask him to EXAMINE/TAKE/OPEN/CLOSE or USE anything.

The third section is the control panel, it displays what Joshua is currently holding and the actions he can perform. On the far left of the control panel are the LOAD and SAVE icons. More information on LOADING AND SAVING to follow. Next to these icons are the commands you can perform; TAKE/USE/OPEN/CLOSE/EXAMINE/SHOW/GIVE.

[The SHOW/GIVE commands only appear while in a conversation.]

Next along the panel is the inventory. The inventory displays only six objects at one time, but using the two arrows in the center of the control panel allows you to scroll up and down through the inventory.

QUICK START AND HELP

After loading the game, press the left mouse button to go into the introduction animation. Pressing the right mouse button during the introduction will bypass the animation and take you into the game.

Alien Virus is a point and click adventure game. To play Alien Virus, move the mouse to control the on screen pointer which travels over the play area. To interact with an object move the pointer over that object and click the left or right button. Use the various interaction verbs to OPEN/ CLOSE/ TAKE/ EXAMINE/USE each object.

IF YOU'RE STUCK OR NEED A LITTLE HELP, HERE ARE THE DIRECTIONS TO COMPLETE THE FIRST FEW ROOMS.

To familiarize yourself with the first screen, move your pointer around the room. As the pointer passes over an object, a description of what the item is appears in the information bar.

Move the pointer over the OPEN command in the control panel and then click on the starship's cockpit window. This will open the starship and take you into the cockpit.

There are some very useful tools in the cockpit. These are located in a tool box down near the bottom of the left chair. TAKE the tool box. You now have all the tools that were in it. In your inventory you will see these objects: a roll of tape, a wire stripper and cable.

Leave the cockpit and you will go back to the hangar.

Look over at the door to the right and you will see that one of the cables running from the door control is broken. This will need to be fixed to open the door.

Go to USE and click, then click on the wire stripper. Move the pointer over to the broken cable and click again. This will remove some of the wires shielding so that the two parts of the cable can be reconnected.

To be tidy (and to make sure that this new connection isn't going to break while you're on the other side of the door), USE the tape on the sparking cables.

As you move your pointer over the door, the OPEN command automatically highlights. To do this, you can now simply click on the right button. Alternatively, you can left click on the OPEN command then click on the door itself.

Once the door has been opened, Joshua will automatically walk into the store room for the hangar. Here he is confronted with all kinds of objects.

Use the TAKE command to collect as many of the different objects as you can. The important object for the moment is the battery, and you can come back for the rest. Also, just because you can't pick up every object doesn't mean these objects are useless (water. . .water).

Leave the storeroom and go back to the hangar by OPENing the door.

Now, it would be nice to leave the hangar and move on to find Cara, but as you'll discover, the door in the back is locked. (Go on, try it)

There is a little robot here that has no power. Since you just found a battery, why don't you try and get the robot operational. If you're lucky, maybe he can help you out.

OPEN the battery box on the robot and you will find it is empty. What do you have that could power up the droid? If you look at the inventory, you will find that you have a battery and a cable. USE the cable with the battery to create a makeshift recharge block.

Unfortunately the battery still has no power. Perhaps you could get some power from the ship. If you run the pointer over the ship, you will locate an energy tap, a device that allows any excess energy from the ship to be channeled out. In order to do this however, it needs to be turned on. Go back into the cockpit.

If you move the pointer around the cockpit, you will find that there is a white square button that activates something out of view. USE this button, and a small light flashes to indicate that the energy tap device is operative. Return to the hangar.

Look at the energy tap, which should now be flashing. USE the charge block with the energy tap. This fills the charge block with power.

Now you should be able to USE our powered charge block with the robot, which will turn itself on. You can now talk to it. The infobot will give you some information about recent events, but not much more. Its main use is to help humans, and more importantly, to get you out of the hangar. There should be a question similar to "How do I open the door to get out of the hangar?" The Infobot will then get you out of the hangar and into a corridor which leads to the rest of the station.

If you cannot get the above question to appear, say goodbye to the infobot and try to open the door again. Maybe an examination would help.

This should get you started in your exploration of space station Zeus, but don't forget that you may need to return to the droid or use other objects in this first area.

LOADING / SAVING / QUITTING

Stuck? Need a break? Unsure of what to do next? Save your game and rest for a minute or two?

TO LOAD A GAME

Select the load icon (or press the L key) and then choose where you want your game to be saved. After a short delay your game will load and you can continue the adventure.

TO SAVE A GAME

Using the pointer, move down to the save icon on the control panel and click the left mouse button. You will notice that the box that usually contains inventory objects now contains six save games slots.

Move the pointer over to the first of these icons and click the left mouse button. The text bar displays the name of the game currently saved there.

TO QUIT A GAME

You can quit a game at any time by using either the quit icon or the Q button on the keyboard. When attempting to quit, you will be prompted for confirmation. This is a safeguard against quitting by accident. Click yes to leave or no to stay.

PROBLEM SOLVING

PROBLEM: The installation program tells me "Installation Unsuccessful, Please refer to manual".

REASON 1: You don't have enough hard disk space to install the chosen version of Alien Virus.

SOLUTION 1: Free more hard disk space

REASON 2: You have selected an incorrect destination directory.

SOLUTION 2: Change the installation directory.

PROBLEM: The Alien Virus main program tells me "Installation Unsuccessful, Please refer to manual".

REASON: You have either deleted AV.CFG, the file created by the installation program, or this file is damaged

SOLUTION Reinstall Alien Virus.

PROBLEM: The Alien Virus main program tells me "Not enough memory.

REASON: The program can't find the required free memory

SOLUTION: Disable from the DOS startups every unneeded resident program that takes up memory (ex: HIMEM.SYS SMARTDRV.EXE EMM386.SYS QEMM386.SYS DOSKEY.EXE) Alien Virus doesn't need XMS or EMS memory but requires about 3.700 Kb of free Total Memory (Conventional + Extended) Don't remove from memory:

- Mouse driver
- VESA driver (if you have one)
- MSCDEX and CD-ROM driver

PROBLEM: The Alien Virus main program tells me "No Mouse".

REASON: Means that you don't have an IBM-Microsoft compatible Mouse or you have removed from memory your mouse driver.

SOLUTION: Buy an IBM-Microsoft compatible mouse or install the proper driver.

PROBLEM: The Alien Virus main program tells me "Vesa Interface Not Found!"

REASON: Means that you don't have a VESA 1.x compatible graphic card or you have not loaded its driver (if required by your card).

SOLUTION: Buy a VESA 1.x compatible graphic card that supports 640x400x256 colors or 640x480x256 colors, or install the proper driver.

PROBLEM: I can't hear the Audio CD music and speech.

REASON 1: You don't have a Multisession XA CD-ROM drive.

SOLUTION 1: Buy a Multisession XA CD-ROM drive MSCDEX compatible.

REASON 2: You don't have loaded in memory MSCDEX driver and the CD-ROM driver.

SOLUTION 2: Refer to your CD-ROM manual and install the required driver.

REASON 3: You haven't installed your sound card correctly or you speakers are not connected to the sound card correctly.

SOLUTION 3: Connect the CD audio cable to an audio output.

REASON 4: Your CD volume is low.

SOLUTION 4: Turn the CD volume up from Alien Virus main program or from your specific CD-ROM program.

REASON 5: You have more than one CD-ROM drive unit and you have not inserted the Alien Virus CD in the first logical unit.

SOLUTION 5: Reinstall Alien Virus from the first CD-ROM unit.

PROBLEM: I can't hear any digitized sounds during the game.

REASON 1: You don't have a Sound Blaster fully compatible card.

SOLUTION 1: Buy a Sound Blaster fully compatible card.

REASON 2: The program can't find the SET BLASTER string in the environment.

SOLUTION 2: Add to your AUTOEXEC.BAT the correct SET BLASTER string
example: SET BLASTER=A220 I5 D1.

PROBLEM: The animation scenes don't run very well during the game.

REASON 1: The animation files are corrupted.

SOLUTION 1:Reinstall Alien Virus.

REASON 2: If you chose installation type '2', it meant that you didn't have at least 10Mb free hard disk space when you started Alien Virus.

SOLUTION 2:Free more hard disk space.

PROBLEM: Alien Virus doesn't load any pictures.

REASON 1: You haven't inserted the Alien Virus CD in your CD-ROM drive.

SOLUTION 1:Insert the Alien Virus CD in your CD-ROM drive.

REASON 2: Means that you have changed the letter of your CD-ROM drive.

SOLUTION 2:Edit file AV.CFG and replace the Source Directory with the correct CD-ROM drive letter.

90-Day Limited Warranty

VIC TOKAI, INC. warrants to the original purchaser only that the product provided with this manual will perform in accordance with the descriptions in this manual for a period of 90 days from the date of purchase. If the products is found defective within 90 days of purchase, it will be repaired or replaced, at our option. Simply return the product, postage paid, to VIC TOKAI, INC. along with dated proof-of-purchase. Repair/replacement of the product free of charge to the original purchaser (less the cost of returning the product) is the full extent of our liability. This warranty does not apply to damage due to normal wear and tear. This warranty shall be void if the defect to the product is determined to have arisen through abuse, unreasonable use, mistreatment or neglect at which time the product may be deemed irreparable, leaving the owner liable for repair/replacement costs.

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