

THE ROMANTIC BLUE



M A N U A L

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CRYSTALVISION SOFTWARE
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Though she never spoke with him, his music moved her. It moved her to a level far from familiar. Seventeen years in the convent, certainly didn't prepare her for the feelings of love which now dwelled within her heart.

INTRODUCTION

There is not a night which dare passes without the presence of Miranda, sitting within the church garden. It is there where she goes secretly each night, listening to the romantic music, heard in the distance though the window of a young boy's loft. The sensual sound of music fills the night's blue sky as Miranda dances under moonlight in the garden while her heart grows fonder for a boy whom she knows not.

While the music flows like magic though her, she knows her thoughts of love for the boy are forbidden. As Miranda is a Sister to the High Priestess, she is not allowed the mortal thoughts of love for another.

Miranda, orphaned at an early age after her parents were mysteriously killed in a fire, was taken in by the Sisters. It was there, in the local convent, where she was raised into maturity and into the Dark Arts of the Sisterhood. A Sister in an evil religion consisting of neither Heaven nor Hell, her loyalty is governed by the shadow-like manifestations known as the Servants. They hide in the darkness of the shadows, listening to thoughts and waiting for any act of disloyalty against the Sisterhood.

"There is no escape from the Servants," Miranda remembers the elders saying throughout her childhood.

"Servants? Though I've never seen them I surely dare not question their existence." Miranda whispers to herself.

"The love which fills my heart feels stronger than a thousand Servants. Why the coldness within the Sisterhood? Why do we pray to the heartless Morella?" Miranda asks herself.

INSTALLATION

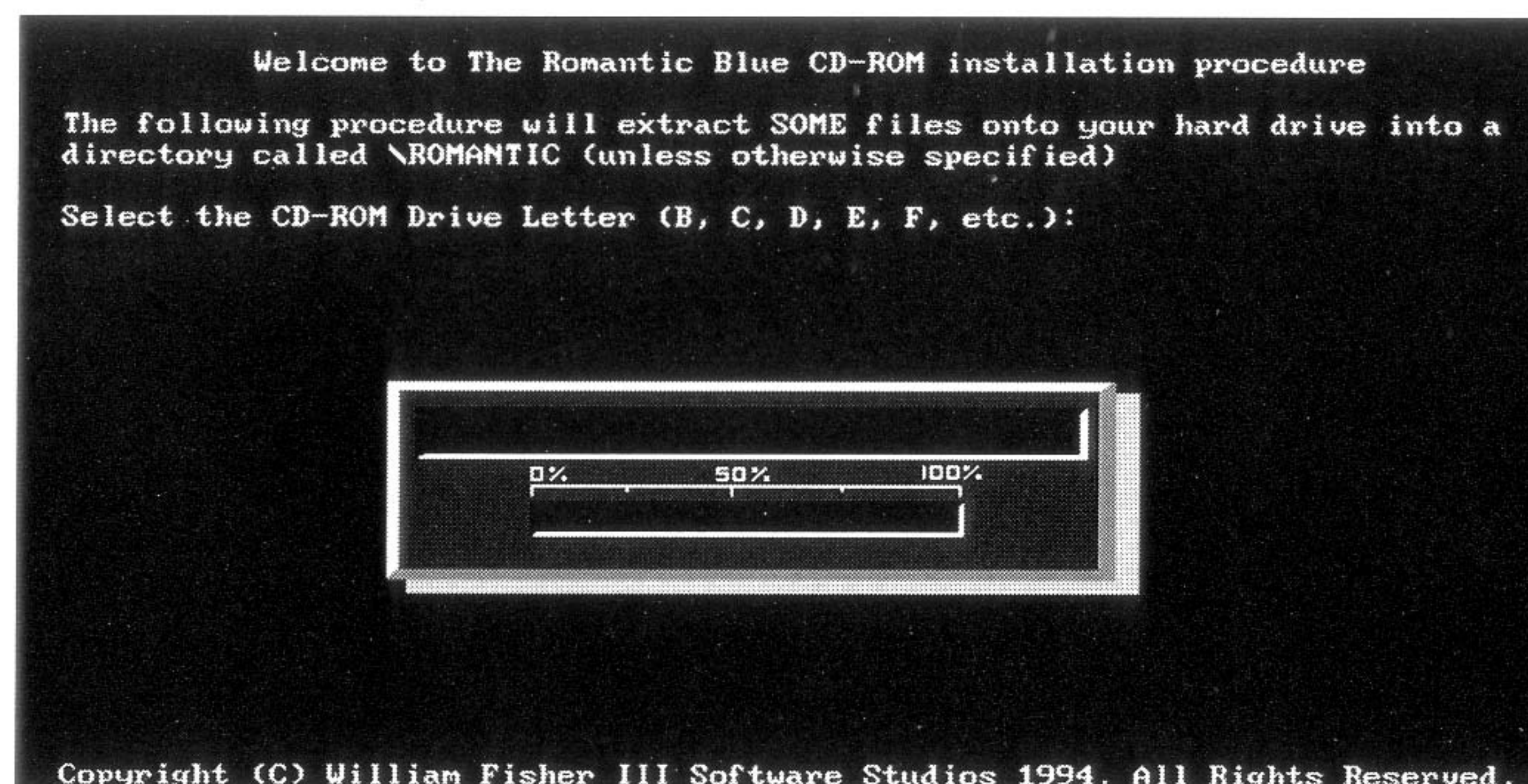
The CD-ROM provided is NOT playable. You must first run the install procedure to un-compress a portion of the library onto your hard disk. Make sure you have the required amount of disk space BEFORE attempting the installation procedure.

To install, simply follow these steps:

1. Boot system.
2. Insert CD-ROM into the CD-ROM drive.
3. Type CD-ROM drive letter with a colon (for example **D:**) then press RETURN.
4. Type **INSTALL** and then press **RETURN**.

INSTALLATION (CONTINUED)

This procedure will place some files onto your hard disk into a directory called C:\ROMANTIC. There are three install options available to optimize your particular system:



RUN COMPLETELY from CD-ROM: This install will put 640K of files on your hard disk. It is recommended ONLY for fast machines with double speed CD-ROM drives.

SMALL INSTALL: This install is for the medium speed machines, such as a 386 with a slower CD-ROM drive. It will install about 7 megabytes onto your hard drive.

FULL INSTALL: The install procedure will automatically test the speed of your CD-ROM drive and recommend a FULL install if your CD-ROM is too slow. Some scenes throughout the quest may be excluded if using this install, and therefore is not recommended unless necessary.

Starting: Once complete, simply follow the steps below to begin the quest. (NOTE: The hard drive letter C: is used only for example purposes.)

1. Type C: (or whichever hard drive letter the game has been installed to.) and then press RETURN.
2. Type **CD C:\ROMANTIC** and then press **RETURN**.
3. Type **ROMANTIC** and then press **RETURN**.

TO BYPASS THE OPENING ANIMATION SEQUENCE, SIMPLY PRESS THE **ESC** KEY AT THE BEGINNING OF THE SCENE.

CONFIGURING & STARTING YOUR JOURNEY

The first time you load The Romantic Blue, a setup screen will appear. This screen allows the user to select an input device and audio output. You may change the options by simply running the SETUP.EXE program, located in the C:\ROMANTIC directory. (**Always make sure you are loading this file from the \ROMANTIC BLUE directory on the HARD DISK. Loading from the CD drive will cause an error.**)

SOUND: The Romantic Blue does not support the PC Speaker and requires a SoundBlaster or true compatible card to hear sounds and music.

CONFIGURING & STARTING YOUR JOURNEY (CONTINUED)

NOTE: Some compatible sound cards may use different address and interrupt settings. Refer to your sound card manual for the correct information on your particular sound card.

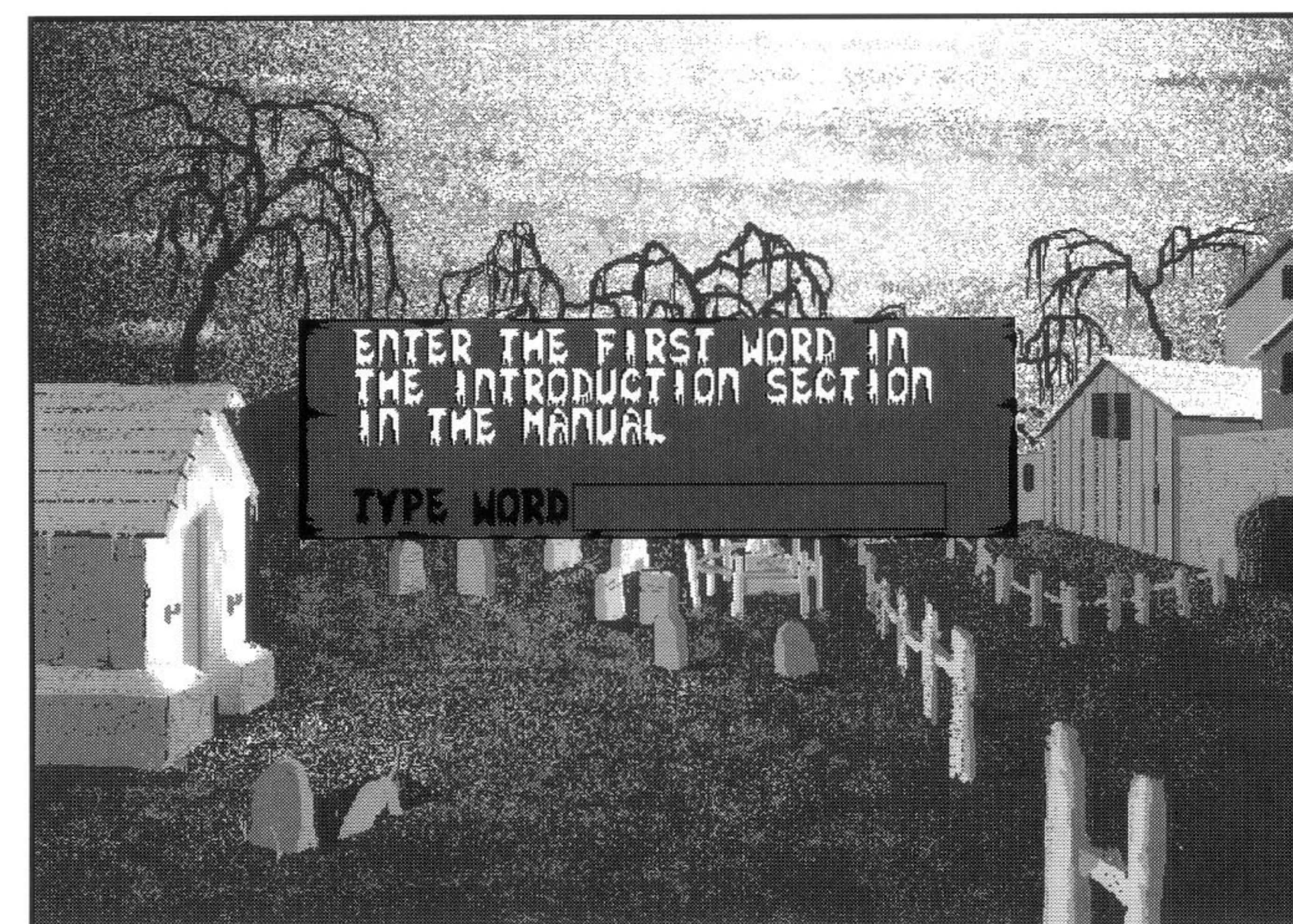
If an **ERROR ON INTERRUPT** message occurs, simply run SETUP.EXE (found in the \ROMANTIC\ directory on the hard disk) and press choice A to re-select and configure the sound card. Refer to your manual for the correct interrupt (it is probably either 5 or 7).

DON'T HEAR SOUND DURING SETUP TEST? You probably don't have a **true** Soundblaster compatible sound card. If you still cannot hear any sounds (but at least the system doesn't lock up) after trying **all** the sound cards available, select **YES** when asked, "Do you hear any sounds?" This will usually allow music without any sounds.

THE SCREEN: Due to the dark and dimly lit graphics found throughout The Romantic Blue, you may find it necessary to adjust the contrast and brightness levels on your monitor. (We suggest playing in a dark room)

COPY PROTECTION

This product contains no on-disk copy protection, which allows users to make as many backup copies as they wish. It does, however, contain manual-protection, which requires the player to input a word from the manual when asked by the game.



USING A MOUSE
OR KEYBOARD

NUM LOCK	/	*	-
7	8↑	9	+
←4	5	→6	
1	2	3	ENTER
0	DEL		

Simply move the mouse to position the cursor on objects, windows, doors or commands. Once the cursor is in the correct position, simply press the **LEFT** mouse button to "click." Press the **RIGHT** mouse button to toggle through the command icons. If a mouse is not available, the keyboard can be used. Use the arrow and number pad keys to move the cursor around the screen to position on objects, doors and commands. Toggle the **NUM LOCK** key to move the cursor in larger increments around the screen. Press the **INS** key to "click." Press the **DEL** key to toggle through the command icons.

NOTE: Some exits are located behind you and may not be shown. To move backwards, simply select the **MOVE** command and position the arrow at the bottom of screen, then "click."

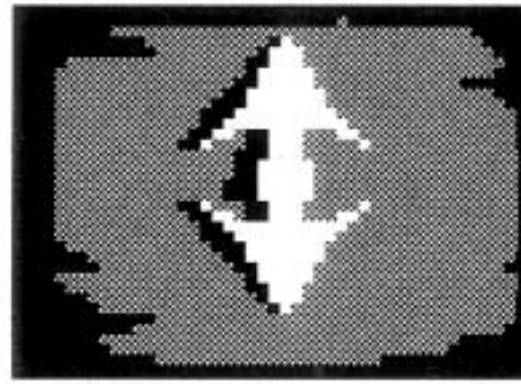
SELECTING
A COMMAND

To select a command, simply press the **RIGHT** mouse button to toggle through one of the five commands available. The current command icon is shown directly right of the inventory icon (bag at the bottom of screen).

Throughout your journey you will be required to examine objects, open doors, enter hallways, talk to strangers, and operate certain items to solve the many puzzles which await you. The following is a list of your commands:



Examine - This command will describe an object in more detail if there is something interesting about it.



Move - This command allows the player to move throughout the game.



Take - This command allows the player to take items to be used later to solve puzzles, open doors, etc. Once an object has been taken, it can then be used by selecting it from the inventory window. (See Inventory Section)



Ask - This command allows the player to talk with people and ask about certain things. (See Ask About Section)



Operate - This command allows the player to open doors, operate objects, equipment and inventory items.

INVENTORY



Located to the left of the command icon is the inventory icon (bag). Simply "Click" on this icon to display the inventory window. This window displays what the player is currently holding. To display or select another item in the player's bag, simply "click" on the up or down arrows to scroll through the entire contents.

To examine an object more closely, simply "click" on the object in the inventory window.

NOTE: The last item displayed when closing the inventory window is the item the player has chosen to carry and operate on other items. **(When the OPERATE command is selected)**

If you do not want to use any of the inventory items, simply scroll to the top of your inventory where no objects are shown.



ASK ABOUT



This command displays a dialogue box in the center of the screen. To ask about a certain person, object or place, simply type in the word you want to ask about. Certain key words which are displayed in black can be chosen by simply "Clicking" on them (mouse support only).

Sentences are not supported or understood by the characters. Typing in: THE KNIFE or SOME WATER could prove unsuccessful when trying to receive information and may not be understood by the characters.

Try selecting **KEY** words such as **KNIFE** or **WATER** to activate a response. Don't be discouraged if you ask about something that a character should know, but doesn't respond to. It just means that asking about that isn't important in the completion of the quest.

ASK ABOUT (CONTINUED)

HINT: Some characters may know things that others don't.

To abort talking, simply "click" outside the dialogue box or press the RETURN key without typing a word.



SAVING & LOADING



To save your journey for later use, select the DISK command by "Clicking" on the disk icon. Once selected, follow the steps below to save or load a game:

IF YOU ARE USING A MOUSE:

1. Select **SAVE** or **LOAD** by "Clicking" on the SAVE FILE or LOAD FILE text to toggle it.
2. Type in the game file name or "Click" on a previously saved file if shown in the display box.
3. Once selected, "Click" inside the text box or press RETURN.

IF YOU ARE USING THE KEYBOARD:

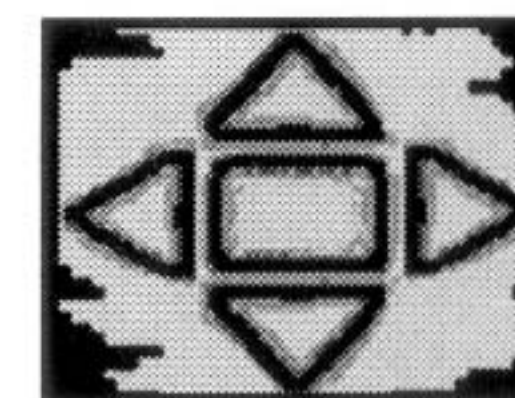
1. Type **SAVE** or **LOAD** in the text area.
2. Type in the game file name.
3. Press the RETURN key to SAVE or LOAD.

To abort this option, "Click" anywhere outside the SAVE/LOAD menu.

NOTE: You cannot save your game after entering the passages. You must exit the passages to save your game.

So be careful down there!

THE PASSAGE OF THE CRYPT



Once you find a way into the crypt you will be required to make your way through the creepy passages. Inside you will find gold, keys, potions, and creatures.

MOVING AROUND: To move, simply position the pointer on one of the four direction arrows; forward, backward, right and left. The box inside the four arrows is the action button, to pick up objects or to use your sword.

DOORS: Doors can be opened from certain directions without a key. But when faced directly in front of you, a key is required. The passages can be tricky, because there are very few keys and many doors.

If you find yourself trapped, you may have to exit and start over.

OBJECTS: Some objects are worth gold, while others may be potions which can help or hurt you. Once enough gold is acquired, it can be used to buy potions at the magic shop or a sword at the blacksmith's barn. Although larger swords cost more money, they also kill creatures quicker.

CREATURES

The creatures found in the passages must be destroyed to get by them. Without a sword, you won't get very far.

To use your sword, simply position the cursor in the middle of the arrow buttons on the action button. When fighting, keep "clicking" on the action button until the creature is dead, BUT watch your strength. If it gets too low, you better try to run away by going backwards. Your strength will gradually increase when walking through the passages or when taking certain potions.

When in a fight, your actions are not immediately responsive when being hit. It may take several tries to hit the creature or to run away.

SPELLS

Spells can be purchased in the magic shop if you have enough gold. Certain spells will allow you to kill creatures immediately or leave the passages whenever you want. (A nice feature if you are trapped) **NOTE:** Only a sword and spells can be used below in the passages. If an object is found and taken, it is immediately converted into gold or drank.

QUITTING



To quit the quest, simply press the Q key or "Click" on the EXIT icon. Be sure to select the SAVE command first if you want to continue your current game later.



Click" on YES or NO to confirm...

TIPS & HINTS

This is an intermediate level of puzzle solving. It may be too tricky for the novice player, but should provide a challenge for the intermediate and advanced players of interactive graphic adventures. The following provides a list of tips for the novice player:

1. You may want to draw a map as you go. Some sections of your adventure may seem very similar, providing little if no unique distinctions between the various locations. Sometimes a map can eliminate traveling in circles.
2. Solving some puzzles first may make others easier.
3. Some puzzles may not be solved when others have been solved incorrectly. If you're completely stuck, you might want to start from the beginning and do things a little differently.

If you're still stuck, there is a HINT BOOKLET, containing hints, maps, and the answers to the Romantic Blue. Although it is not required to solve the quest, it may make the quest more enjoyable for some players. To order simply send check or money order for \$9.95 to: WRFIII Studios, P.O. Box 4886, San Diego, CA 92164.

TROUBLE SHOOTING SECTION

This section provides solutions to some common technical problems that could arise during installation and the quest. Although most problems are probably simply solved from the list below, you may write or call us at 1-619-2-TERROR for any additional support required. (Sorry, no hints.)

PROBLEM : An error occurred during the INSTALLATION procedure.

SOLUTION: First, make sure you're booting from your hard disk. Second, make sure you are following the INSTALL.EXE file correctly. Third, make sure you have enough disk space available on your hard disk. Fourth, make sure you have enough memory available (see Memory Section)

PROBLEM : The program locks up or the mouse doesn't work.

SOLUTION : First, make sure your mouse driver is loaded and in memory.

NOTE: Sometimes the mouse driver may cause conflicts when loaded into upper or UMB memory areas. Try loading it into CONVENTIONAL memory.

Second, re-boot and select KEYBOARD instead of MOUSE for an input device during the setup procedure (see Configure/Starting Section). If the keyboard works after the new configuration, then the mouse or mouse driver is taking too much memory (see Memory Section) or is incompatible with this product.

Third, if the keyboard won't work either, then there is a memory conflict or an insufficient amount available (see Memory Section).

PROBLEM: No sounds/music heard or SETUP procedure and sound test locks up.

SOLUTION: First, Check the speaker connections and volume control on your sound card.

Second, Check your sound card manual for the correct address and interrupt settings. The default shown in the SETUP procedure may not be correct for your card.

Third, Try selecting a different sound card from the SETUP menu. (Even if it is obviously not your sound card type.)

MEMORY

Although, many users may have several megabytes of Extended memory on their system, The Romantic Blue can only take advantage of the CONVENTIONAL memory available. This restricts the amount of programs which can be located in memory prior to loading "Romantic Blue." Follow the suggestions below if "Romantic Blue" isn't installing or running correctly.

* Check your **CONVENTIONAL** memory, using CHKDSK. At least 600K is required to run properly.

* Make sure you don't have anything else loaded into memory prior to "Romantic Blue," such as DOS Shell, Windows, Menu programs, etc.

* Try making a separate boot disk with very simple AUTOEXEC.BAT and CONFIG.SYS files (see CONFIG.SYS example). Be sure to keep

MEMORY (CONTINUED)

this disk in the boot drive at all times during the quest.
* Make sure to load DOS high (If possible).
* Try using the keyboard without loading the mouse driver to determine if the mouse is causing the conflicts. Do not load the mouse driver into the UMB area of memory.

A sample CONFIG.SYS file should look like this:

```
DEVICE = C:\DOS\HIMEM.SYS
```

```
DOS = HIGH
```

```
FILES = 20
```

```
BUFFERS = 30
```

This example AUTOEXEC.BAT file shows how to load the mouse, CD-ROM and sound drivers into high memory using the LH command:

```
LH c:\dos\mouse.com
```

```
LH c:\dos\mscdex.exe /d:mscd0001 /m:30 /e
```

```
LH c:\sbpro\sbc-set /m:12 /voc:12 /cd:12 /fm:12 /line:12 set
```

```
blaster=A220 D1 I7 T4
```

Please note that the path, filename and settings are simply shown as examples. Check your hardware manuals for the exact information.

This product was designed to work on all systems with different configurations and very rarely requires the re-structure of your CONFIG.SYS and AUTOEXEC.BAT files. If you are not familiar with how to re-configure these files, refer to your DOS manual.

NOTES:

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