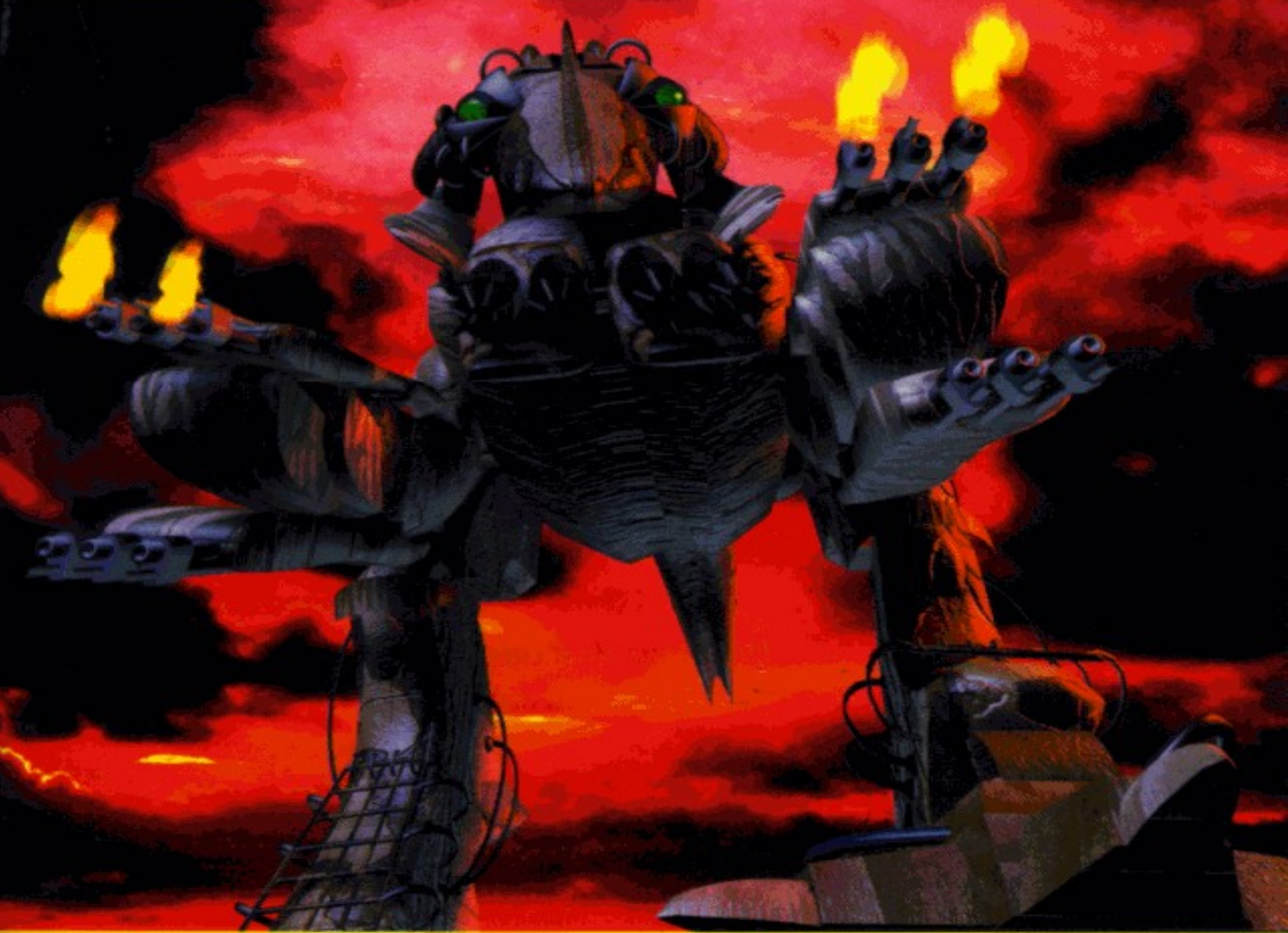


# DEUS



Silmarils

# MANUAL DEUS

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Music - "Bars & Pipes" on Amiga.

## SUMMARY

### SUMMARY

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## TECHNICAL SPECIFICATION

### REQUIRED CONFIGURATION FOR YOUR COMPUTER

- IBM PC with CD-ROM drive
- 486 DX33 processor or superior
- Pentium 90 processor recommended
- minimum 8 Mb RAM
- SVGA graphics card with 256 colours
- Soundblaster sound card or compatible
- Mouse
- WINDOWS 95 / WINDOWS 3.1 / DOS compatible

## SPECIFIC PROBLEMS

### Using DOS :

#### A) Sound problems :

If the sound does not work, or is of poor quality in Sound Blaster PRO or Sound Blaster 16 mode, check if your sound card has a correct configuration :

1) The drivers of the card must be loaded in memory : this should appear in CONFIG.SYS file.

2) The line " SET BLASTER " must be present in the AUTOEXEC.BAT file. The " SET BLASTER " line is followed by the interrupt and dma channel numbers, and is used by the game to run the sound card. See also into the instructions of installation of your sound card.

B) If the program stops during loading and displays one of the following messages : " not enough memory " or " Impossible Malloc ", check that your MS-DOS is not installing memory-resident start-up programs which will use up too much base memory. (For example " SMARTDRV": in this case, reduce the memory assigned to " SMARTDRV" in the CONFIG.SYS or AUTOEXEC.BAT files).

When you launch the game, you can see in the setup page (bottom line right) the value " Mem=xxxx" where xxxx indicates the available memory in Kbytes found by the program, this value should be a minimum of 6500.

### Using Windows 95 :

If you are in the following case :

- Cinematic sequences are not playing smoothly.
- Hard disk is constantly accessed and slowing down the game.

These problems come certainly from Windows 95 memory swapping : this does append when not enough base memory is available. We recommand to play the Windows 95 version with a minimum of 16 Mbytes ram configuration. Also the smartdrive could use a big section of the memory : reduce the memory assigned to " SMARTDRV" in the CONFIG.SYS or AUTOEXEC.BAT files.

- If you does not hear the music and the voices in the " CARTRIDGE DRIVE " (see page 42) : check if the drivers of the CD audio player are correctly installed in Windows 95 configuration panel : these drivers are in the multimedia section.

In any case, you could also try to play the game in DOS mode : quit WINDOWS 95 by returning under DOS, then go to the directory where you installed the game and type " START" (see also page 4, 5, and this page for playing under DOS).

## START MENU

### - Introductory film

After the "Silmarils" logo appears, a non-interactive film comes on screen. This film is only shown the first time the game is played. To see it again, you can select it from the start menu. To stop it while it is running and go directly into the start menu, press <ESC>.

### - Choice of language

The choice is not always given. Click on the flag which corresponds to the language you want.

### - The start menu

Different options are given:

- **START:** Start the game. You always start the game with a parachute jump.
- **LOAD:** Load a previous game. Select the name of one of the most recently saved games. If you want an older game which is not listed in the menu, select "Others" then type in the name.
- **INTRO:** Re-show the introductory film.
- **QUIT:** Quit the game. You will return to DOS or Windows, at the point where you started the program.
- **CREDIT:** Access the list of the game's authors.
- **OPTIONS:** Access the options menu. Various game options are suggested. In particular, you can select the amount of detail on the 3D screen, which will affect the flow of the game. There is a default level which takes into account the speed of your computer. The options menu also offers the choice of playing in "Arcade" mode; this does not take account of the different management options and simulations, but is essentially based on combat. In arcade mode, the control panel is modified. For more information, read the "Arcade mode" chapter at the end of the manual. The configuration of the different options is automatically saved when you quit the menu.

## HISTORICAL CONTEXT

The action takes place in the year 2165. The Alien World Exploration (AWE), a military organisation whose initial function was to explore unknown planets, now have full power.

They set up the "Grand Charter of Voyages" which lifted restrictions on space flight and abolished cosmic frontiers. An unforeseen consequence of this charter was that it became extremely difficult for the official investigation services to search for fleeing criminals. They decided to stop all searches outside their own planetary jurisdiction and make do with putting fugitives on file.

The AWE then decided to create a new corporation to find and eliminate the most dangerous criminals. The DEUS were born. They had to come from the special units of Scout Officers, formerly known as "Robinsons".

The term DEUS is a contraction of the phrase "Defend Us!", an advertising slogan used to encourage the Robinsons to enlist. Although regarded as living gods by the common people, these bounty hunters lived nonetheless alone and incognito. Atypical and often some what unbalanced due to their past, these people were paid solely by result and dreamed of hitting the jackpot.

There was no shortage of work... This period was marked by a proliferation of small groups of terrorists. With the universe being run by a single organisation, the states and their frontiers had disappeared and there was no longer any reason for war. Fanatics found themselves in reactionary movements which were inspired by decadent philosophies most of the time.

The most militant of these groups was called the "New Crusaders". They only had five members, of whom four were sentenced to death and were former inmates of the Levattelow penitentiary. They had escaped together with the outside help of the fifth member of the group, who had become their leader and whose identity was unknown.

Their life was bound up with criminal activity and the nebulous philosophy which they advocated was only a facade for their personal psychoses. Their so-called creed was the return of man to his original warrior state. For them, violence, murder and war were natural in humans and power had to be restored to the strongest. They took their inspiration from the Middle Ages on earth, when the war lords reigned supreme. Excessively violent, they had no fear of death and attacked whatever would most influence public opinion: hospitals, schools, public places...

At the end of the year 2164 they had taken refuge in a small scientific colony, Alcibiade. This was actually in its "self-sufficient" phase, which followed the establishment phase, and during which the scientists cut themselves off from the outside world in order to verify their capacity for self-sufficiency. For the "Crusaders" it was an ideal hideaway where they could be forgotten about following a period of "competently conducted" attacks.

### AND YOU?

You are Trepliev1, the famous Robinson, who allowed the AWE to take control. You are rapidly sidelined by the AWE who mistrust your unstable character. Longing for action and with finances extremely low, you decide to enlist as a Deus. You set off in search of the "Crusaders", the rewards for eliminating their members being the most attractive "on the market".

From records which you pick up at Levattelow you discover that one of the terrorists, Diogenes49, was a former Robinson, and it was he who discovered the planet Alcibiade. You decide to go there, as discreetly as possible...

## SUMMARY OF EVENTS IN THE YEARS 2163-2164

OR

### "HOW THE FAMOUS AGENT TREPLIEV1 CAME TO BE A HIRED ASSASSIN ON A PLANET OF MADMEN"

12.02.2163	Discovery of the planet Alcibiade by Diogenes49.
21.04.2163	Establishment of a scientific colony on Alcibiade, headed by professor Freud77.
23.09.2163	Return of agents Trepliev1 and Nina1 to Earth. (*)
25.09.2163	Revelation of "Robinson's Requiem" scandal. (*)
11.10.2163	Arrest of Plato625. (*)
22.11.2163	Dissolution of "Scientific Intelligence" and regrouping of the powers under the aegis of the Alien World Exploration. (*)
14.02.2164	Escape of four prisoners from the Levattelow penitentiary, who constitute the "New Crusaders".
13.03.2164	Declaration of "the Grand Charter of Voyages".
07.05.2164	Signing of the first bounty hunters contract.
14.06.2164	Creation of the term DEUS.
14.07.2164	Centenary of the AWE. Bloody attacks by the "Crusaders" during the festivities.
09.09.2164	Enlisting of Trepliev1 in the DEUS.
21.10.2164	Alcibiade moves into the self-sufficiency phase.
Nov. 2164	"Red November", marked by a series of attacks by the "Crusaders".
24.12.2164	The "Crusaders" land on Alcibiade.
21.01.2165	Trepliev1 lands on Alcibiade...

(\*): These events refer to the game "Robinson's Requiem", produced by Silmarils.

## ERGONOMICS

The game can be played entirely using the mouse by clicking on the game icons, or using the keyboard and the quick keys (see next page).

### MOUSE

The left-hand button selects and the right-hand button cancels the current operation and exits the panels or menus selected.

### THE JOYSTICK

This can be used to move in different directions. The shoot button replaces the left-hand button on the mouse.

### PAUSE

Press <P>. To restart the game, press any key.

### QUITTING THE GAME

To quit, press <CONTROL> <X>.

### RESOLUTION

The <TAB> key changes the screen resolution (low or high).

### FULL-SIZE SCREEN

The space bar selects and deselects full-size screen mode. If this mode is not selected, the control panel is always displayed in the picture. If, on the other hand, this mode is selected, the picture occupies the whole 3D screen. Position the mouse at the bottom of the screen if you want the control panel to be displayed. To remove it, move the mouse back above the control panel. You can also display or hide the panel using the <F6> to <F9> function keys (see "Actions" further on).

## QUICK KEYS

You can press several keys simultaneously, they will combine (so, you can move forward and turn at the same time, walk lifting the head and activating a weapon, etc). The arrow keys have the same function as the keys <2>, <4>, <5>, <6> and <8> on the numeric keypad.

<ESC> KEY : this cancels the current operation and exits the panels or menus selected. It is the same as the right-hand mouse button.

### MOVEMENTS :

The keys <4>, <6>, <7>, <8> and <9> on the numeric keypad emulate movements within the setting (side step, turn, go forward). The <2> and <5> keys give a backwards movement.

\* Combining these keys with

<ALT> : you crawl

<SHIFT> : you run. Running is progressive. Running on the spot is possible. Running backwards is impossible.

<CTRL> : you use the current weapon.

\* The <Page up> and <Page down> keys allow you to move up and down when you are climbing or swimming; otherwise they allow you to jump on the spot and to crouch down.

\* In parachute mode, use the keys on the numeric keypad to move yourself.

\* The <<>> key makes you jump. Before jumping, you can take a run-up so the jump will be much greater.

\* The </> key on the numeric keypad allows you to do a quick half-turn.

### HEAD MOVEMENTS :

the <-> key lifts the head and the <+> key lowers it. The <1> and <3> keys on the numeric keypad give a quick glance to the left and to the right without changing direction. If you keep these keys pressed down, the head will remain turned; if you release them, the head will return to its normal position.

The <\*> key on the numeric keypad moves the head straight.

ACTIONS (see the chapter headed "Actions" for a full description) :

the <F1> to <F10> function keys select the various actions in the game, that is, in key order: the map, the computer, the pharmacy, the wardrobe, the cartridge drive, food, equipment, the charger, weapons and sleep.

If you press one of the function keys <F6> to <F9> and the corresponding action is already selected, it will be cancelled and all the objects in the panel will disappear. If you are in full-size screen mode, the control panel will disappear.

THE MANAGEMENT KEYS (see sub-chapter "Management icons on the object panel"):

the <I> key emulates the information icon, the <DEL> key the destruction icon and the <BACKSPACE> key the icon for moving objects. By pressing the key again, the selected mode is cancelled.

The <X> and <C> keys allow you to scroll the object panel. The <RETURN> key selects an object.

SPECIAL KEYS (see chapter on "The wardrobe") :

the <Q> and <W> keys emulate the zoom on the infra-red glasses.

COMBAT (see chapter entitled "Weapons") :

Hand weapons (knife, axe...) are differentiated from firing weapons (bow, laser...).

\* The keys <0> to <9> from the top row of the keyboard allow a weapon to be selected directly. The current weapon is therefore that which corresponds in the weapons menu to the number typed in (<1> selects the first weapon on the menu, <2> the second, etc., and <0> the tenth). If there is no corresponding weapon, the current weapon will not change.

\* the <CTRL> key used on its own activates the current weapon, whatever it is. If it is a firing weapon, the shot will be fired; if it is a hand weapon, the default blow is a forward blow.

\* Specifics of the hand weapons: for these weapons, you can select different blows by using the <CTRL> key combined with keys on the numeric keypad.



Thus:

- for the axe and the knife: the keys <4>, <5> and <6> (and also <1>, <2> and <3>) combined with <CTRL> allow you to hit to the left, in front and to the right respectively. The <8> key sends the weapon like a projectile. You can recover projectiles.

- for the spear: the <8> key despatches the weapon, the other keys activate the forward blow.

- for the fist: a single forward blow is available, activated by the <CTRL> key on its own.

\* Specifics of the firing weapons: these can no longer be used when the supply of missiles (cartridges, arrows, grenades) is exhausted.

- the <0> key allows you to pass to "aimed mode" in the case of a firing weapon. You thus control your weapon with the mouse. This does not prevent you from changing your position using the numeric keypad. To fire, press the left-hand mouse button. To come out of "aimed mode", press <ESC> or click the right-hand mouse button.

- for grenade launchers: you can control the backsight by lifting the head, and the power if you hold the <CTRL> button down (a symbol will appear at the top left of the screen).

- for lasers: a red indicator light allows you to pinpoint your aim.

## DESCRIPTION OF THE SCREEN

- SEE PHOTOS -

For each icon, the corresponding key on the keyboard is indicated.

### 1) 3D screen :

The view is subjective: it is what you see - you, the player, in this three-dimensional universe - with your own eyes. Therefore you are never visible in the picture.

You can take action directly on the 3D screen by clicking on an object to be taken or activated, or on an inanimate character in order to search him. The chosen object must, of course, be close to you.

If you collect an object, its icon will be displayed for a few moments, then the object will be stored directly in the relevant menu.

The current weapon appears in the foreground. If it is not there, this means that you will fight with your bare hands. If you only have sight in one eye, part of the image is hidden. If you are blind, the screen stays black. All the game texts are superimposed above the 3D screen.

### 2) Game icons :

There are ten action icons which are, in picture order, from left to right and from top to bottom: the map, the computer, the pharmacy, the wardrobe, the cartridge drive, food, equipment, the charger, the weapons and sleep. These actions are also accessible using the <F1> to <F10> function keys (compulsory with low resolution).

If you select one of the first five icons (top row), the program will load a management page corresponding to this action. If you select one of the icons from the bottom, except sleep, all the objects relating to this action will appear in the object panel (zone 3). By clicking the right-hand mouse button or pressing the <ESC> key, the action icon selected will be cancelled and the objects will disappear from the panel. Refer to the chapter headed "Actions" for a full description.

### 3) Object panel :

This displays all the objects concerned by the selected action icon. The small figures to the bottom right of the boxes indicate the number of objects which you have available (if you only have one, the figure will not appear). For some objects, the picture changes according to their condition (lighter, lit or otherwise, torch more or less burnt out...) If you point at an object, a red box will appear above it. If you click above or press the <RETURN> key, this object is selected. With high resolution, the panel can display eight objects simultaneously; with low resolution, it can display up to four.

## MANAGEMENT ICONS ON THE OBJECT PANEL

### 4) Arrows:

When all the objects (there are too many) cannot be displayed simultaneously on-screen, these arrows allow you to scroll the object panel to the right and to the left. The corresponding keys on the keyboard are <X> and <C>.

### 5) Information icon :

If this icon is enabled, you can get information on the objects by selecting them - especially the unit weight of the object. This can prove to be very useful when your bag is too heavy and you must destroy some objects. The corresponding key on the keyboard is <I>. To cancel this option, click on the icon again.

### 6) Movement icon :

If this icon is enabled, you can move objects in the panel. You must select the object to be moved, then enable it in the place where you want it to be. You can use the scroll arrows. If you click on the right-hand mouse button, the object will position itself in the last box of the panel. The corresponding key on the keyboard is <BACKSPACE>. To cancel this mode, click on the icon again.

### 7) Destruction icon :

If this icon is enabled, you can destroy objects from the panel by selecting them. One unit of the object is destroyed with each click. If you want to destroy the whole object, click on the figure at the bottom right of the object box, which will make it disappear.

Be aware that a destroyed object cannot be recovered: it is lost forever. Be careful when you use this option. The corresponding key on the keyboard is <DELETE>. To cancel this mode, click on the icon again.

## SCREEN MANAGEMENT ICONS

### 8) Changing the resolution :

This icon allows you to swap between low and high resolution. The corresponding key on the keyboard is <TAB>.

### 9) Full-size screen :

This icon selects and deselects full-size screen mode. If this mode is not selected, the control panel is always displayed in the picture. If, on the other hand, this mode is selected, the picture occupies the whole 3D screen. Position the mouse at the bottom of the screen if you want the control panel to be displayed. To remove it, move the mouse back above the control panel. You can also display or hide the panel using the <F6> to <F9> function keys. The corresponding key on the keyboard is the space bar.

## THE INSTRUMENTS

### 10) The compass :

This indicates the direction in which you are heading. If you are exactly on a geographical axis, a red indicator lights up beneath the graduations. With high resolution, little red arrows indicate orientation in relation to the map.

### 11) The thermometer :

Indicates body temperature. The vertical bar placed in the centre corresponds to approximately 37.2°C.

### 12) The scanner : (only with high resolution) :

This displays any physiological problems. These can be categorised visually in the following manner:

- fractures, by vertical red marks
- injuries or infections, by red zones
- viruses and various ills, by blue-framed zones.

The problem is serious if one of the indicator lights flashes. You are advised to act quickly. For details, you can consult the general scanner in the pharmacy (see chapter headed "The pharmacy").



### 13) The movement panel (only with high resolution) :

The four large yellow arrows allow you to move forwards, backwards and to the side. The arrows at the top, the right and the left allow you to turn. To run, click on the keys with the right-hand mouse button. To crawl, use both buttons simultaneously. On the keyboard, these functions are emulated by the numeric keypad and the <ALT> and <SHIFT> keys. The central key in the panel, with the two triangles, allows you to jump.

### 14 and 15: The combat keys (only with high resolution) :

- key 14 activates the current weapon. If this is a firing weapon, the shot will be fired. If it is a hand weapon, the default blow is a forward blow. The corresponding key on the keyboard is <CTRL>.  
- key 15 allows you to go into "aimed mode" in the case of a firing weapon. You thus control your weapon with the mouse. This does not prevent you from changing your position using the numeric keypad. To fire, press the left-hand mouse button. To escape from "aimed mode", click the right-hand mouse button. The corresponding key on the keyboard is <0>.

### 16) Head movements :

The arrow at the top lifts the head, the arrow at the bottom lowers it and the central key puts it level. The corresponding keys on the keyboard are <->, <+> and <\*>.

## THE ACTIONS

### THE MAP

This is accessed via the function key <F1>.

You are represented on the map by a little arrow which indicates your position.

By clicking on the map with the left-hand mouse button, a square is displayed and you can type in a comment on the keyboard. To activate this comment, press <RETURN>; to cancel it, click on the right-hand mouse button.

These comments are recorded when you save a game.

The lower icons permit the following actions:

- Display or not the comments on the map (COMMENTS ON/OFF).  
When the icon is lit, the comments are displayed.
- Re-initialise the comments file (COMMENTS RESET).
- Select another map (NEXT).
- Quit the map; you can also quit the map using the <ESC> key or the right-hand mouse button.

You can continue to move about when you are in the map. To do this, use the numeric keypad; the arrow indicating your position will move accordingly.

Only the external scenes have a geographical map.

### THE COMPUTER

This is accessed using the <F2> function key.

It gives information on your various body parameters, which depend on your behaviour and what happens to you. For an analysis of behaviour, refer to the chapter entitled "Good advice from Freud77".

You can also consult the "Medicines" chapter to see the effects which they can have on the parameters displayed by the computer.

DESCRIPTION (see photo on following page)

#### 1: The electrocardiogram.

This displays the heart's activity and the number of heartbeats per minute. There is one beep for every beat. The average, at rest, is approximately 60 beats per minute.

#### 2: Clock assembly:

Local time is shown. You can set an alarm by pressing the "SET ALARM" key; the alarm time will be displayed in place of the local time.

Then use the keys "SET H" and "SET M" to position the hour and the minute of the alarm. To return to displaying the time, click on the "SET ALARM" icon. To activate the alarm, click on the key beneath "SET ALARM"; the key will press in and a little red light will come on. To deactivate the alarm, click on this key again and the red light will go out. The alarm will systematically awaken you if you are sleeping.

### 3) Power indicator.

Bars indicate the charge level of the computer. If it is nearly flat, the "LIGHT" symbol will flash. You can recharge the computer using a charger (see the chapter headed "The charger" further on).

### 4: Psychological balance indicators.

The three symbols represent, from top to bottom respectively, the following factors: madness, sleep and anxiety. The more lights there are on, the greater the risks.

### 5: Play function keys.

The "QUIT" key takes you out of the game and back to DOS or Windows, where you started the game. You can also do this by pressing <CTRL> and <X> together.

The "NEW" key returns to the start menu, and the current game is therefore terminated.

The "LOAD" key allows you to load up a previous game and the "SAVE" key allows you to save the current one. A little menu appears for these two keys, from which you can directly select the name of one of the last games to be saved. If you choose the "Others" option you must type in the exact name of the saved game. To quit the "saved games" menu, press <ESC> or click on the right-hand mouse button. Saved games are stored in the game's sub-directory on your hard disk.

### 6: Levels of primary resources.

The three resources represented are, from top to bottom respectively: blood, energy and water. The fewer lights there are on, the greater the risks.

### 7: Windows of temporary measurements.

The three windows represent, from top to bottom respectively, measurements of the following variables: body temperature, external temperature and blood pressure. For body temperature and blood pressure, little arrows show whether the value is going up or down. The temperatures are given in degrees Celsius and degrees Fahrenheit. Blood pressure comprises two measurements - diastolic and systolic - in accordance with the dilation and contraction of the heart.

The optimum body temperature is around 37° Celsius.

The optimum blood pressure is around 13.0 – 8.0.

### 8: Pain sensitivity sensor.

The higher the bars, the more intense the pain.

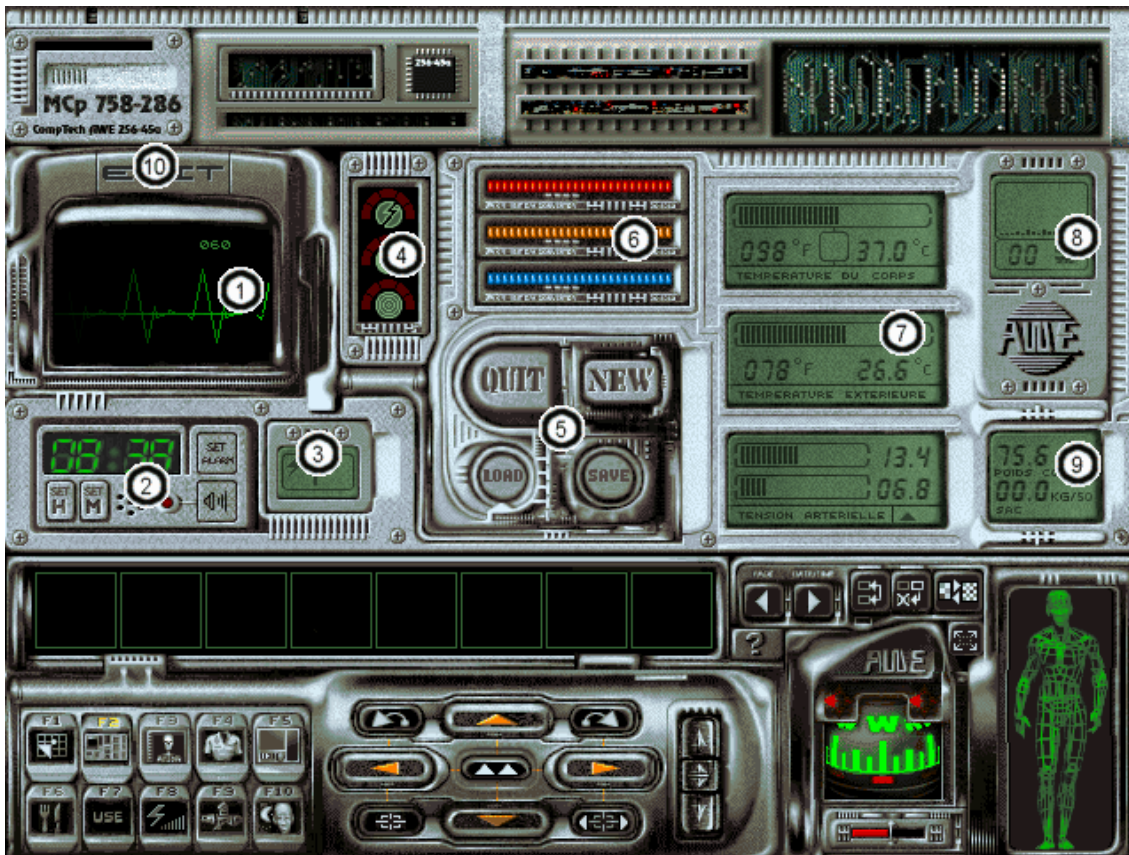
### 9: The weighing screen.

This indicates the body weight, using a variation indicator, and the weight of the load carried.

The average weight at the start is 75kg.

### 10: Exit.

This key allows you to leave the computer. This is also possible using the <ESC> key or the right-hand mouse button.



## THE PHARMACY

This can be accessed using the function key <F3>.

DESCRIPTION (see photo on following page)

### 1) The "SCAN" key.

This activates and deactivates the scanner. Be careful - the scanner can only be used for a limited amount of time. You can recharge it using the "charger" menu (see chapter on "The charger").

### 2) The scanner.

It regularly scans the skeleton and gradually shows up infections, fractures or localised problems. If one of the lights flashes this means that there is a serious problem. You can get a diagnosis on any part of the skeleton by clicking above it.

### 3) The thermometer.

### 4) The "EXIT" key.

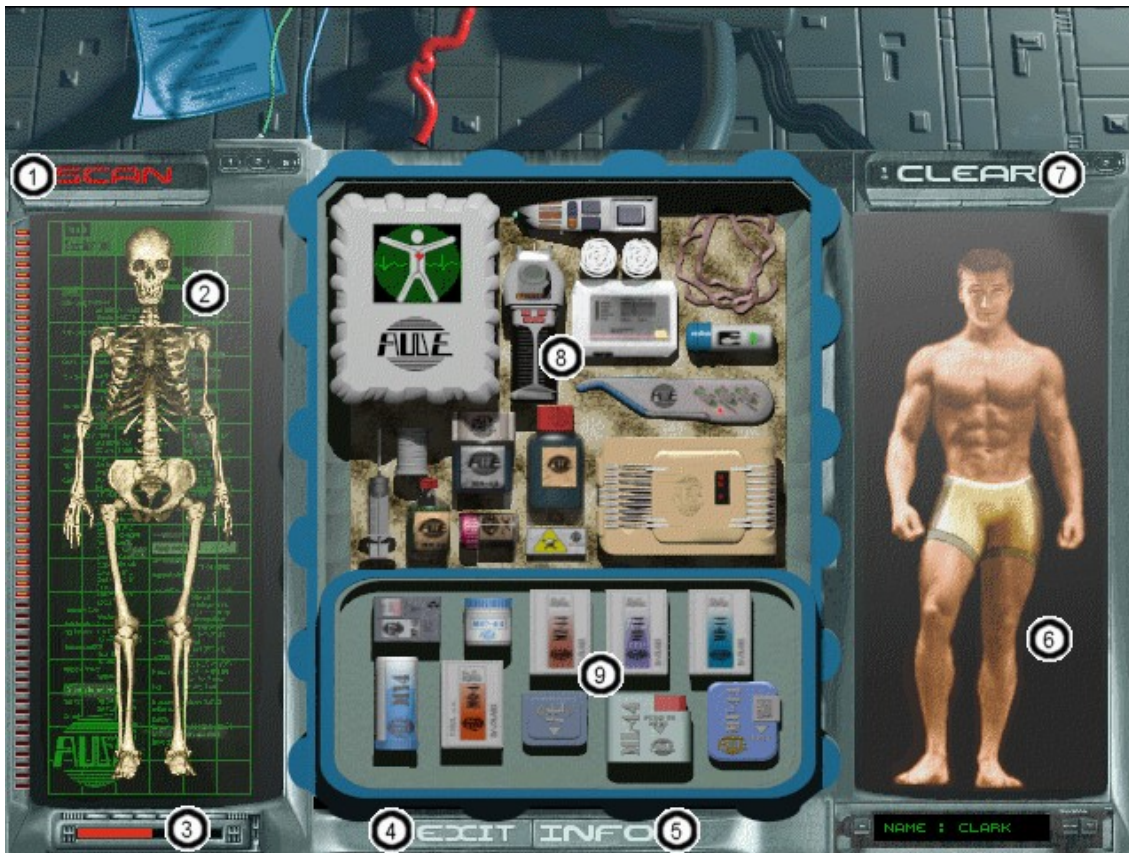
This allows you to leave the pharmacy. You can also use the <ESC> key or the right-hand mouse button.

### 5) The "INFO" key.

Equally accessible using the <I> key on the keyboard. If this key is selected you can display the data sheet for any instrument or medicine by clicking above it. To get rid of the sheet, click on the "EXIT" key or the right-hand mouse button. To quit "INFO" mode, select this key again or press <I> on the keyboard.

6) The full-size character.

To be distinguished from the "mannequin" character from the "wardrobe" menu (see later on), as the information displayed is different according to the menus. On the character appear all the external injuries and infections, the dressings, tourniquets and fracture repairs which can be applied. You can perform various operations with the instruments (see later on).



7) The "CLEAR" key.

This allows all the dressings, tourniquets and fracture repairs to be removed in one go.

8) The instruments.

At the start, you do not have all the instruments. You collect them gradually throughout the game. Refer to the following page for a detailed description of the various instruments and the operations which you can perform.

9) The medicines.

Like the instruments, you do not have them all at the outset. To take a medicine, you click above it once. If you click several times you will take several doses and this could have disastrous consequences. See further on for a detailed description of the various medicines.

## THE INSTRUMENTS

When you aim an instrument at the character, the "enable point" of the instrument is instinctive (points of needles, injections, nozzle for the atropine, tip of laser beam). Where it is unclear (tourniquets, dressings, sprays, fracture repairs), the enable point is indicated by a yellow arrow. To put away an instrument selected using the mouse, click on the right-hand mouse button. Use the products in the bottles sparingly, as the contents are limited.

### - The syringe.

To use this, select it and then activate it on the bottle containing the product which you want to inject. Once it is filled, you can activate it in the part of the body concerned.

### - The plasma container.

To INJECT BLOOD into your body, select the syringe and activate it on the plasma container. If this was closed, activate it a second time. Once the syringe is filled, activate it on any part of the body. You can collect plasma throughout the game.

### - The bottle of disinfectant.

To disinfect an INFECTED WOUND - open or not - activate the syringe on the bottle, then on the wound concerned. It is useless to disinfect the same wound several times.

### - The bandages.

To aid HEALING OF AN OPEN WOUND, select a bandage and place it over the wound concerned. Leave it until the wound is completely healed. There is no limit to the number of bandages.

### - Tourniquets.

They prevent blood from circulating in the limb below the tourniquet. Always put TOURNIQUETS on the biceps or the thighs. Be careful - a tourniquet cannot be left on for too long, as a limb with no blood flow risks becoming gangrenous.

### - The bottle of anaesthetic.

Use the syringe to ANAESTHETISE the limb concerned. This is necessary before carrying out certain operations (stitching, amputation). The anaesthetic acts locally; inject the limb or limbs concerned well.

### - The bottle of morphine.

Use the syringe to inject morphine. This product EASES PAIN very effectively, but be careful as it is a drug and it can have side effects. Morphine affects the whole body. It can also slightly reduce anxiety levels.

### - The reel.

It may be necessary to STITCH A WOUND if it is very large and too much blood is escaping. You can apply a tourniquet again to stem the flow. Disinfect if necessary and anaesthetise the area in question. Then, select the reel and activate the needle over the wound concerned. Do not forget to remove the tourniquet.

### - The bottle of anti-venom serum.

Use the syringe to inject this product. This will cause a slight infection. To avoid VENOM POISONING it is best to inject the serum before going into the danger zones.

If this has not been done and you are poisoned, apply a tourniquet immediately to prevent it from spreading and inject the serum or, if you can, use the venom pump.

### - The venom pump.

This device allows a POISONED WOUND to be cleansed by pumping out the contaminated blood. This must be done IMMEDIATELY after contamination. You only have a few seconds to react. Select the device, activate it on the wound concerned; if the device flashes this means that the wound has been cleansed. If the operation proves to be ineffective you can still use the anti-venom serum. If you have no more serum, amputate the limb as quickly as possible.

- The blood analyser.

To carry out an ANALYSIS OF BLOOD: select the syringe, activate it on the body to fill it with blood; once it is filled, activate it on the blood analyser. This will display various information. To escape, click on the right-hand mouse button.

The blood analysis enables you to detect various substances: venom, alcohol, drugs, poison, viruses, etc.

The blood analyser runs on batteries and can go flat. You can recharge it in the "charger" menu (see chapter entitled "The charger")

- The atropine injection.

You can use this if your blood pressure or heart rate are really too low. Be careful, as it greatly increases these two parameters and if you use it unnecessarily, you risk having a heart attack. It should be used as a last resort. There is only a limited amount of atropine and so it can only be used a limited number of times.

- The laser.

In certain extreme cases (gangrene, venom), you may have to AMPUTATE A LIMB. This operation is delicate to say the least and a strict procedure must be followed: apply a tourniquet above the limb to be removed, anaesthetise the area you are going to cut, give an injection of morphine if your pain level is already high, then select the laser and slice off the limb, always level with the knee or the elbow, stitch the wound and remove the tourniquet.

The loss of an arm means you cannot use two-handed weapons. The weapon used in the 3D game will go to the left of the screen if you have lost your right arm. Losing a leg results in a limp, and you can no longer run.

- Fracture repair.

This allows a broken limb to be reset very quickly. Select the repair and activate it on the limb concerned.

- The spray.

This is an effective weapon against flu infections. Point then click the spray - at the nose for sinusitis and at the mouth for sore throats. The animation differs according to the area selected.

- The cyanide capsule.

## THE MEDICINES

Description in relation to the screen, from top to bottom and from left to right.

- Anti-arrhythmics: regularise the heart rate.
- Sleeping pills: induce sleep.
- Quinine: fights against fever; to be taken in regular doses.
- Tranquillisers: calm the nervous system and reduce anxiety.
- Hypotensives: lower blood pressure.
- Vitamins: reduce tiredness, revitalise the body.
- Anti-haemorrhagics: help to stop haemorrhaging.
- Antispasmodics: ease stomach upsets.
- Antibiotics: fight against all flu viruses and infections. Taking antibiotics can cause drowsiness.
- Aspirin: eases pain generally (very effective for headaches).

## VARIOUS DEATHS

- Hypothermia: when the body temperature drops too low.
- Hyperthermia: when the body temperature becomes too high.
- Heart attack due to tachycardia: the heart rate is too fast.
- Hypotension: blood pressure is too low.
- Hypertension: blood pressure is too high.
- Drowning.
- Exhaustion: physical resources exhausted.
- Uncontrollable haemorrhage: too great a loss of blood.
- Dehydration: too little water in the body.
- Hyperalgesia: abnormally great sensitivity to pain.
- Loss of consciousness: cardiac arrest (often the anxiety level is too great).
- Alcoholic coma following drunkenness.
- Venom poisoning.
- Widespread gangrene.
- Trauma, violent shock.
- Suffocation.
- Electrocutation.
- Asphyxia, inhalation of lethal gas.
- Drowning: loss of consciousness caused by immersion in icy water.
- Cyanide poisoning.
- Burning, incineration.
- Death by missiles (bullet, laser impact).
- Overdose: taking too many drugs.

## "GOOD ADVICE FROM FREUD77"

### - Main indicators :

Take your temperature regularly (normal average: 37°C) and also your pulse (normal at rest: 60-70). These are the most significant indicators of your condition. Fever increases the heart rate by about 18 beats.

### - Movement :

\* Running : do not overdo the running, as you will tire quickly and your pulse may start to race. If you are too tired, it will be impossible to run.

\* Crawling : this method enables you to approach people quietly and possibly without being spotted. The movements are slower. You cannot use your weapon.

\* Swimming : this requires a lot of effort from the body. Swimming in very cold water without special protection can be fatal. Be careful when you swim underwater, as you can only hold your breath for a limited amount of time; watch the number of bubbles which you release. You cannot use your weapon in the water.

\* Load carried : this will affect your level of tiredness. If your bag is too heavy, you will not be able to move and will have to destroy something to make it lighter.

### - Physiological phenomena and forerunners:

- "Floaters": The eyes smarting means that the body is weak and there are many causes (fatigue, fever, haemorrhage, sleep, alcohol, drugs). The more frequently the floaters appear, the greater are the risks.

- Problems with vision : distorted images for various reasons (drunkenness, overdose, madness).

- Fall in blood pressure : the pressure drops very low and you faint. This looks dramatic but is rarely dangerous. It happens following intense fatigue.

- Tremors : the mouse (icon?) starts to tremble. This is caused by acute fever.

- Palpitations : audible if the pulse is racing or the anxiety level is too high.

- Heavy breathing : audible if you are very breathless. Persistent heavy breathing is the sign of a very tired body; the probability of sudden death is increased.

- Various reactions : characterised by the appropriate sounds (hiccups, yawns, belches, sneezes, coughing, sniffing, rattling in the throat, laughing, crying). Laughing or crying for no reason is ominous.

- Sleep : rest regularly; you will regain your strength and your composure and ease your pain.

If you are very sleepy, you risk going to sleep against your will. Go and lie down if possible before you start experiencing problems with vision. If you are unable to sleep you can take a sleeping pill, an aspirin if you are suffering or a tranquilliser if you are distressed.

However it is impossible to have two periods of sleeping, one after the other.

Before going to sleep, check that you are not carrying an infection or a disease which requires urgent attention.

- External temperature : do not hesitate to change your clothes regularly, according to the climate, in order to maintain the body temperature as constant as possible. Beware of sudden changes in temperature. Flu can come on very quickly and have serious consequences if it is not treated in time. You can also make fires to keep you warm.

- Food : try to eat regular and varied meals. Eat particularly if you have lost a lot of blood. Drink a lot, especially if it is hot. You lose on average a little under 3 litres of water a day. In exceptional circumstances (intense heat, heavy activity), you can lose up to 12 litres. Watch the quality of your food. Always use disinfection tablets to purify the water in your flask. Check the freshness of your food. Do not eat too much either, as you will put on weight and risk getting indigestion.

- Drugs : the native people frequently use these to treat themselves. The scientists in the colony are always interested in these extra-terrestrial medicines.

Beware of the effects on the mind, and of overdose.

- Alcohol : it has its virtues. It protects against the cold and lessens anxiety. However, alcohol tires the body. Appreciate it and drink it in moderation!

- Madness : monitor your mental stability using the computer.

A change in mental capacity can lead to you losing control of your body.

## THE WARDROBE

This is accessed using the function key <F4>.

When the game starts, you are wearing overalls, shoes and gloves.

Throughout the game, you can collect various items of clothing and accessories, and even make them (see "Equipment"). Clothes protect you from the cold, the damp, attack, and can have other very specific uses (infra-red helmet, razor, mask...).

DESCRIPTION (see photo on following page)

### 1) The object panel :

To dress yourself, select a garment, position it where it should go on the character and click. To take off a garment, select it on the character then put it away in the object panel, or click on the right-hand mouse button, it will place itself in the first empty box.

Garments go over the top of each other, so you cannot take off a jumper without having removed a jacket, or pull on overalls before taking off shoes.

You can move outfits freely within the panel.

On some objects, a small figure will appear at the bottom left. This shows the charge level of the object (maximum = 100). If it is flat, you can recharge it using the charger (see "The charger" menu).

### 2) The scroll arrows :

These allow you to scroll the panel if all the objects do not appear on screen.

### 3) "SCREEN OFF" key :

This allows you to exit the wardrobe. This is also possible with the <ESC> key or the right-hand mouse button.



4) "INFO" key :

If this key is enabled, you can gain information on the objects by selecting them. To disable the "info" mode, click on the button again and it will shut down.

5) "OBJ DEL" key :

If this key is enabled, you can destroy objects by selecting them. Be careful when you use this option - once an object is destroyed it cannot be recovered: it is lost forever. To disable the "delete" mode, click on the button again and it will shut down.

6) "DELETE ALL" button :

This button allows all clothing to be removed at one go - useful when going from a cold zone to a hot zone.

NB: The zoom on the infra-red helmet is operated on the 3D screen using the <Q> and <W> keys. To use the razor, activate it on the character's face.

## THE CARTRIDGE DRIVE

This is accessed using the function key <F5>.

The cartridge drive or videophone gives various information on the terrorists being sought. You will collect cartridges during the game, which you can play on the videophone.

DESCRIPTION (see photo below)

1) Function screen.

You can select the cartridge to be loaded and see the character selected in 3D.

2) Zoom keys relative to the 3D view of the character.

3) Text screen where the data sheet of the character selected appears.

4) Tape recorder function keys :

"STOP", "PLAY" and "PAUSE" keys. When the tape recorder is running, the "SPEAKER" light is on.

5) Charge indicator lamps on the videophone.

The "LOW" indicator means there is only a low charge; the "HI" indicator shows a high level of charge. If the device is flat, you can recharge it from the "charger" menu (see "The charger" menu).

6) Key for quitting the videophone.

Possible using the <ESC> key or the right-hand mouse button.



## FOOD

This is accessed using the function key <F6>.

Your food and water requirements are shown on your computer. You can also watch your weight, which is a revealing indicator.

To eat and drink, select the food required. You will then consume one unit of this food.

You will find your food all over in the game (from nature, characters, in dispensers...).

Be careful - certain foods are perishable and not always edible (think about purifying your water) and can cause food poisoning or other reactions (drugs, alcohol).

If you want to know more, read the chapter entitled "Good advice from Freud77".

## EQUIPMENT

This is accessed using the function key <F7>.

The equipment is very varied. The procedures for use differ according to the object. When you use an object on an element in the setting (example: key in a lock), make sure you are close enough to this element.

Description of the different objects:

### - Mines.

Select the icon and the mine will position itself in front of you in 3D. The mine will go off a few seconds after it has been positioned, allowing time for you to get out of its detection range. The mine is active when the green light is flashing and there is a beeping noise. A mine's detection zone comprises several metres; do not hesitate to make major detours to avoid one.

### - Fires.

The "fire" icon is only available if you have a lighter which is not empty, matches or a torch which is alight.

Select the icon, the fire will start up in front of you in 3D. One unit from the object which has lit the fire will be used up - in order of priority: torch (alight), lighter, match.

If you go too close to the fire your body temperature will rise. Be careful not to burn yourself!

### - Keys.

Select the key you want, then enable it in the lock concerned.

### - Flasks.

Select the flask you want, then enable it on a stretch of water. The flask will fill completely.

### - Disinfection tablets.

A message will tell you which flask has been disinfected. As a matter of priority, the tablet is used in the largest flask. If all the flasks are disinfected, no tablet will be deducted from you.

### - Skins.

To make clothes, click on a "skin" icon and the icon for the garment made will be superimposed. The garment made depends on the number of skins you have. As a matter of priority, garments which require the most skins will be made, as they will be the most effective.

### - Light sources.

These all have a limited life and an appropriate diffusion zone. These sources are classed in ascending order of life and diffusion zones: matches, lighter, torch.

Note that the lighter can be recharged (see chapter headed "The charger").

### - Others.

The other objects trigger specific actions when you click directly above them.

## THE CHARGER

This is accessed using the function key <F8>.

It is a nuclear fusion charger. The menu is only available if you have it in your possession.

The mouse becomes the charger and the object panel picks up all the equipment possessed which can be recharged.

The figure shown on the charger is the number of charge units left. You can collect these throughout the game in the form of micro-fusion batteries. It is up to you to divide the units between the various pieces of equipment, knowing that these require different quantities.

The figure at the bottom left of each object icon represents the charge level of each object, the maximum of course being 100%. The figure at the top left of each object icon is the percentage of additional charge obtained per unit of the charger used. This is equivalent to the consumption ratio, which differs according to the object. To charge a piece of equipment, enable the mouse-charger on the icon for the object concerned; a green light will come on, on the charger, and there will be a beep. The charger will lose one unit.

If you try to recharge something which is already fully charged, the charger will not use up any units.

To quit this menu, press <ESC> or click on the right-hand mouse button.

## SLEEP

This is accessed using the function key <F10>.

If you manage to go to sleep - which is not always the case - the screen goes black and will stay like that for a few seconds. Several hours will have passed. The amount of sleep depends on how tired you are and on the number of sleeping pills taken. If you want to wake up at a specific time, set your alarm (see chapter entitled "The computer"). It is unlikely that the enemies round about will allow you to sleep peacefully. For more information, refer to the chapter "Good advice from Freud77".

## WEAPONS

These are accessed using the function key <F9>.

You can choose your weapon. You can also do this using the <1> to <0> keys on the top row of the keyboard; these keys correspond to the order of the weapons in the object panel.

The icon for the current weapon is framed by four blue arrows.

You have the choice of selecting the icon for the weapon or the icon for the appropriate ammunition.

If you click on the icon for the current weapon, this will activate itself in 3D, but it is advisable to fight using the keys (see chapter on "Quick keys").

At the start, only the fist is available. You collect numerous weapons and ammunition throughout the game.

## "GOOD ADVICE FROM DIOGENES49"

- For hand-to-hand combat weapons, get as close as possible to your enemy.
- For firing weapons, you will be more accurate if you move the weapon rather than moving yourself.
- The impacts from firearms enable you to correct your aim.
- Positioning your enemy right in the centre of the field of vision will give you the best aim.
- The knife is very easy to use.
- The axe is very effective.
- The spear has a very wide range.
- Before throwing a weapon, make sure that the surrounding area is accessible so that you can recover

the weapon afterwards.

- The ranges of the thrown weapons are, in ascending order: axe, knife, spear, arrows.
- When you aim upwards, a thrown weapon will go further but will be less accurate.
- You have little chance of recovering an arrow which goes out of your sight.
- The laser is very accurate as it has an infra-red sight.
- The submachine gun has a very fast rate of fire.
- The grenades have a very wide field of activity. If you want to throw a grenade a long way, aim it upwards.
- The plasma gun is the most powerful weapon.

## ARCADE MODE

You can select this mode from the options menu; it is accessible from the start.

The arcade mode does not take into consideration the simulation of the human body and the various kinds of object management.

Your life rating is indicated by a simple bar showing life points, and is shown in place of the temperature bar. This level goes down each time you are hit.

Objects to be collected within the setting are different from those in normal mode. They comprise mainly ammunition, bags of plasma and food. The plasma and the food increase your life points.

The available actions are modified.

Thus, the action icons panel groups together access to the following menus: map <F1>, equipment <F2>, weapons <F3>, cartridge drive <F4>, loading <F6> and saving <F7> the game, exiting <F8> and restarting the game <F9>.

These action icons are also accessible using the function keys.

## APPENDIX I

### PRECAUTIONS TO BE TAKEN IN ALL CASES FOR USING VIDEO GAMES:

- Do not sit too close to the screen.
- Play at a good distance from the television screen and as far away as the lead will allow.
- It is preferable to play video games on a small screen.
- Do not play if you are tired or suffering from lack of sleep.
- Make sure that you play in a well-lit room.
- When playing, have a ten to fifteen minute break every hour.

### EPILEPSY WARNING

To be read before you or your child play any video games.

Certain people are likely to suffer epileptic fits or loss of consciousness when they see certain types of flashing lights or rapid, repetitive elements in our everyday surroundings. These people risk having fits when they watch certain televised images or play certain video games. This can happen even if the person has no previous medical history or has never had an epileptic fit. If you or a member of your family have ever shown symptoms related to epilepsy (fit or loss of consciousness) in the presence of light stimuli, consult your doctor before use.

We advise parents to watch their children carefully when they are playing with video games. If you or your child show any of the following symptoms: dizziness, problems with vision, contraction of the eyes or muscles, loss of consciousness, problems with orientation, involuntary movements or convulsions, stop playing immediately and consult your doctor.