

LBA²

little big adventureTM



English Manual



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

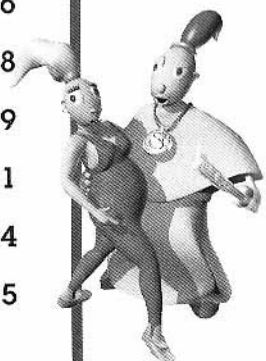
- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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WELCOME TO LBA 2!

As with the original Little Big Adventure™, we have tried to apply a certain philosophy to the design and creation of this game, based on the following points:

- A user-friendly interface which allows the player to concentrate wholly on the game and the rich gaming experience rather than on the commands.
- Maximum interaction with the environment, which includes a myriad puzzles and various weird and wonderful characters. The player does not have to follow one route, and his choices have a real effect on the environment and the way in which the game turns out.
- Put simply, we have tried to create a realistic environment in a "cartoonesque" style, in the hope that you will get even more pleasure out of playing and getting to know LBA.

Little Big Adventure 2™, is a mysterious voyage across a perilous and fantastic world. You are Twinsen, a young Quetch and hero of the planet Twinsun. Four main races exist on Twinsun: the Quetchs (recognised by their ponytails), the Grobos (they look like elephants), the Bouboules (little fat people), and the Lapichons. On other planets, you will meet four new races: the Knartas (a sausage-like race), the Sups (who have triangular heads), the Mosquibeas (they look like large insects) and the Blafards (the Tristo people).

You must restore peace and harmony to all the planets, saving not only your friends but the wizards and children of Twinsun. To do this you must find the objects and elements which will help you and you must also seek out those people who can lend you their knowledge and assistance.

You will have to travel great distances in your attempt to save the world and overpower the evil Dark Monk. Your enemies can gain the upper hand at any time and put paid to your quest for peace. Be careful and, most of all, be smart!





SYSTEM REQUIREMENTS

Windows® 95:

Pentium™ PC

16 Mb of RAM

Quad-speed (4X) CD-ROM drive

Windows 95 compatible Sound Card

Ms-Dos®:

Pentium™ PC

8 Mb of RAM (16 Mb recommended)

PCI card/SVGA Local bus

Quad-speed (4X) CD-ROM drive

Sound Blaster™ card or compatible recommended (Miles sound system)

INSTALLATION USING WINDOWS® 95

1. Switch on your computer, wait until Windows®95 is loaded and place the LBA 2 CD-ROM in the CD-ROM drive. You need the CD-ROM to play. If nothing has happened after one minute, double click on the CD-ROM drive icon then, once the window is open, click on **SETUP**.
2. Follow the on-screen instructions.
3. Choose the language for the installation program. This language will be used for the written texts in the game.
4. Choose the language for the spoken dialogue.
5. When the program asks you to select the game options:

STORE VOICES ON HARD DISK: Select this option to store the voice files for the characters on your hard disk (about 80 Mb of additional memory), which will allow more rapid access during the game.

DISPLAY DIALOGUE: Select this option to specify whether the dialogue will be displayed on-screen. (If the spoken language is the same as the written language, you will not need the subtitles.)

1. Select the program menu path **Start** and the game file installation directory.
2. Once the game files are copied onto your hard disk, the computer will ask if you want to install DirectX™. If it detects that a version is already installed, it will advise you to answer **NO**. If no version of DirectX™ has previously been installed, or if you choose to update your version of DirectX™, the computer will reboot once it has finished.





STARTING THE GAME IN WINDOWS® 95

If you have just switched your machine on, place the LBA 2 CD-ROM in the drive, wait until the welcome screen is displayed, and click on **PLAY**.

You can also start the game using the Windows®95 "start" menu.

The LBA 2 CD-ROM must be in the drive for the game to run.

INSTALLATION USING MS-DOS®

1. Switch on your computer and place the LBA 2 CD-ROM in the CD-ROM drive. You need the CD-ROM to play.
2. At the DOS prompt, change to the CD-ROM drive (usually D:).
3. When the prompt D:> appears, type **install** and press **ENTER**. The language menu will appear on-screen.
4. Use the **UP/DOWN** cursor keys to choose the installation program language. Then press **ENTER** to go to the installation menu.

The menu gives the following options:

INSTALLATION ON HARD DISK

Select this option by pressing **ENTER** to start installing the files on your computer.

The first window to open will suggest the directory in which to install LBA 2. The default directory is "C:\LBA2". If you want to change this directory, click on the data input area where "C:\LBA2" is written, enter the new directory and press **ENTER**.

The second window allows you to choose the language for the spoken and written dialogue in the game, along with certain options:

DISPLAY TEXT IN THE GAME

Select this option to specify whether the dialogue will be displayed on-screen. (If the spoken language is the same as the written language, you will not need the subtitles.)

STORE VOICE FILES ON HARD DISK: Select this option to store the voice files for the characters on your hard disk (about 80 Mb of additional memory), which will allow more rapid access during the game.



Note: During the game you will visit several islands. There is a voice file for each island which is loaded from your hard disk when you arrive on the island. When you go to another island, the system automatically erases the oldest file if there is insufficient memory available for the new one. If there is still insufficient space, the system will load the voice file from the CD-ROM, and not from the hard disk. When you quit the game, the system automatically erases all the voice files on the hard disk, unless you have selected the option STORE VOICE FILES ON HARD DISK. This frees up space on your hard disk, but the program has to load the necessary files during the game each time there is a change of island.

The progress of the file copying is displayed. During this time you can read the file "Readme.txt" which is displayed on-screen. It contains the latest information on LBA 2 (and possible solutions to problems encountered with some equipment).

When installation is complete, a final window will open, allowing you to configure your sound card:

ATTEMPT TO CONFIGURE AUTOMATICALLY

Press ENTER to select this option. The program will search for your sound card. When it finds it, a window will open and a sound will be heard. Press ENTER to select the choice YES if you hear the sound. (Check that your speakers are switched on...)

The machine may lock up during this operation. If this happens, press the Reset button, go into the directory where LBA 2 is installed (e.g.: C:\LBA2), run the SETUP program and re-select "Sound configuration". The search for your sound card will continue automatically.

SELECT AND CONFIGURE DIGITAL AUDIO DRIVER

If the automatic detection of your sound card has not worked, you can use this option to select your type of card manually.

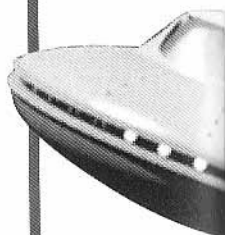
TEST DIGITAL AUDIO

Allows you to check that your sound card is working properly.

DONE

Once your sound card has been selected, click on this option to return to the main menu and save the configuration.

If the window showing this latest information is still open, press ESC to close it. Then select QUIT to return to DOS.





STARTING THE GAME IN MS-DOS®

When installation is complete and you have chosen the correct configuration for the game, return directly to DOS.

To start the game, type `Lba2` at the prompt `C:\LBA2>`. The logo, the title and the introductory sequence will come up on your screen. The game will start automatically if this is the first time you have loaded it.

The LBA 2 CD-ROM must be in the drive for the game to run.

If you wish to change certain options in the configuration, such as the dialogue language or whether the subtitling is shown on-screen or not, or if you wish to optimise management of certain files, start the `SETUP` program in the game directory (`C:\LBA 2`).

MOVING AROUND THE WORLD

Use the cursor keys to move Twinsen around the game screen.

UP:	Twinsen moves forwards
LEFT:	He turns anti-clockwise
DOWN:	He moves backwards
RIGHT	He turns clockwise



CHANGING THE VIEW

If Twinsen is at the edge of the game screen, you can change the viewpoint so that the surroundings are not shown.

- In internal environments, Twinsen is the focal point
- In external environments, the viewpoint is from behind Twinsen and will show his field of vision, or, in other words, what he sees in front of him.

Press **ENTER** to focus the scene on Twinsen in internal settings or to see his field of vision in external settings.

Note: If the scenario requires a certain viewpoint, you cannot make Twinsen the focal point, or reposition the camera behind him. This mode is programmable in the Options menu.



BEHAVIOR

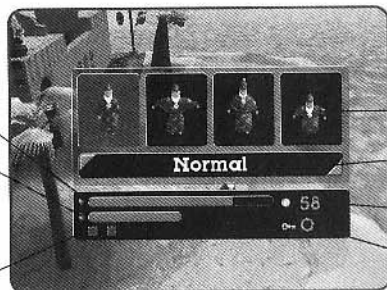
Each situation in the game can be tackled differently. It's up to you to decide, and to choose Twinsen's behavior from the 4 possible options. The default mode is **NORMAL**, but you can change behavior mode at any time.

In addition to these four modes, you gain new types of behavior during the game, as you find vehicles that you may use to travel around the worlds.

Health bar (red): indicates Twinsen's state of health

Magic bar (blue): indicates Twinsen's level of magic power

Clover boxes: Clover boxes and clovers collected. Each Clover represents an extra life and you cannot store more clovers than the number of boxes you have



Behavior screen

Behavior mode

Coins: Money collected

Keys: Keys collected

CHANGING BEHAVIOR

1. Press and hold **CTRL**. The game stops momentarily and the behavior screen appears. There are four windows, each corresponding to a behavior mode.
2. Use the cursor keys **LEFT/RIGHT** to select the chosen mode.
3. Use the cursor keys **UP/DOWN** to access other types of behavior (when you have found them in the game).
4. Once you have made your choice, release the **CTRL** key. You will return to the game screen and continue in the new mode.

You can change behavior using the following shortcuts:

Normal

Twinsen moves around at a normal pace. Press **F5** to select this mode.

Sporty

If you need to get out of a delicate situation quickly, opt for this mode. Press **F6** and Twinsen runs as if his life depended on it.





Aggressive

Twinsen is on his guard, vigilant and ready to fight. Press **F7** to select this mode.

Discreet

If you need to avoid an adversary, approach him discreetly or avoid certain projectiles, choose this mode. Twinsen will advance stealthily. Press **F8** to select this mode.

THE ACTION COMMANDS

Depending upon the Behavior mode selected Twinsen performs different actions. For example, in **NORMAL** mode hit the **SPACE BAR** and you can talk with other characters, operate levers and gates, open closets and cupboards and even search bins!

TO PERFORM AN ACTION

Press the **SPACE BAR**. Twinsen will react according to which mode you are in.

In NORMAL mode

The Action command allows you to talk to someone (provided you are close to them), to search (furniture, plant pots, etc.) or to operate various mechanisms such as doors or levers.

(The **W** key is a permanent short cut to **NORMAL** mode action, even when you are in another mode).

In SPORTY mode

The Action command makes Twinsen jump. To interrupt a jump by press the cursor key **DOWN**.

In AGGRESSIVE mode

The action command makes you fight. Twinsen uses three combat movements: a kick and two punches. If Twinsen manages to attain another magic level, the force of his blows increases.

In DISCREET mode

Twinsen crouches down and, at certain moments, becomes invisible to his enemies.



THE SIDESTEP

Twinsen can also sidestep to avoid missiles during combat:

To sidestep, press **X** and the cursor key corresponding to the direction in which you want him to go : **LEFT** for left sidestep, **RIGHT** for right sidestep, **UP** for a little jump forward and **DOWN** for a little jump backwards.

DIALOGUE WITH CHARACTERS

To gain the information necessary to complete your quest, Twinsen has to talk to the various creatures and characters in the game. They may be helpful, grumpy, or sometimes really nasty.

To talk to a character, approach him or her in Normal mode and hit the **SPACE BAR**. If you are not in **NORMAL** mode you don't have to change behaviour (though you might want to): use the **W** key to execute a **NORMAL ACTION**.

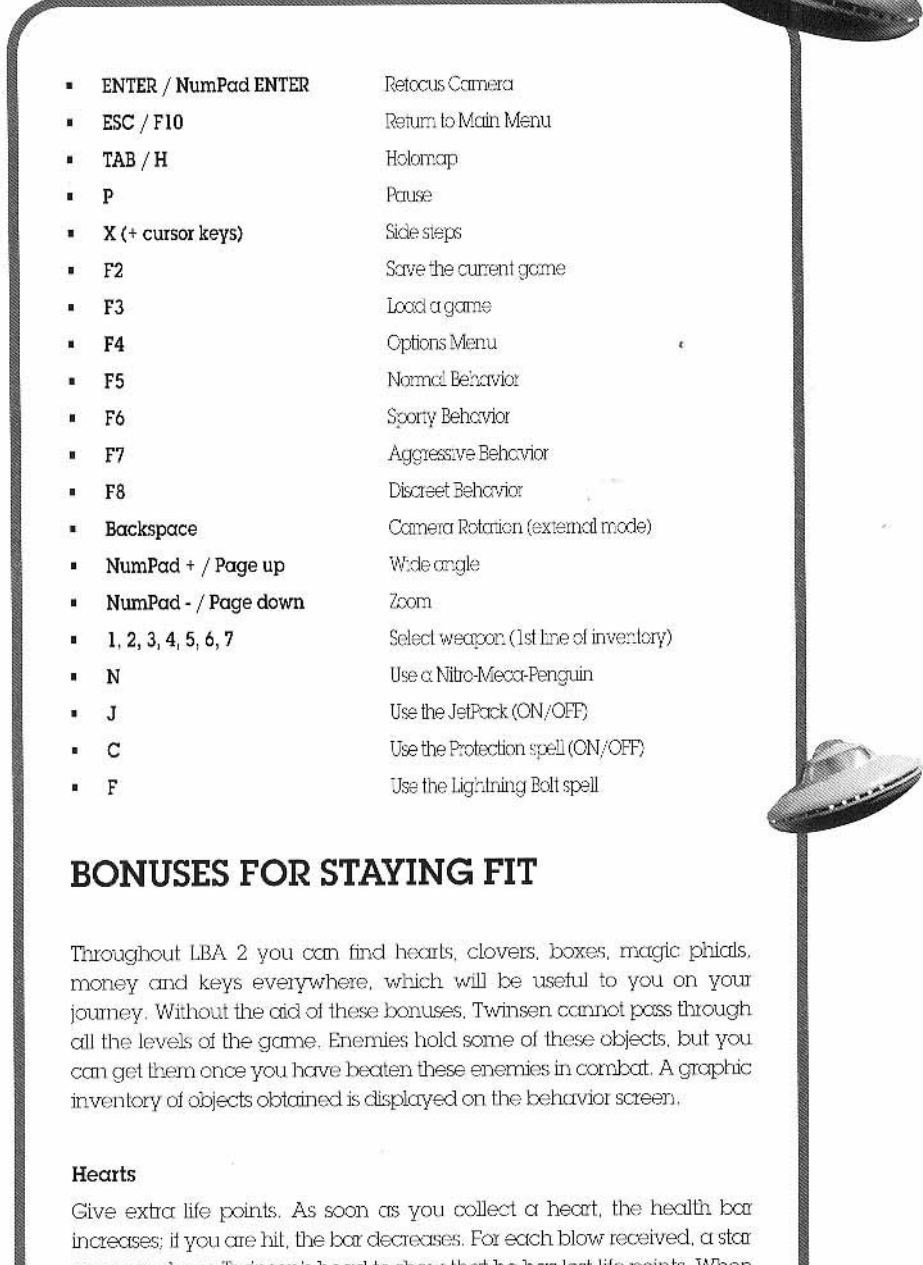
- To go forward in the text, press the **SPACE BAR** or **ENTER**.
- To end a conversation (because you may have already heard this story), press **ESC**.

THE KEYBOARD COMMANDS

All the keys in the game can be redefined. This means that you can change the default setting for a different ergonomic layout. The keys used in the explanations in this manual are those set by default.

- | | |
|------------------------------------|--|
| ▪ F1 (during the Game): | Summary of Keyboard Commands
(Redefinition of keys) |
| ▪ F1 (during the Inventory) | Additional explanations of the object in use. |
| ▪ Cursor keys | Move Twinsen |
| ▪ ALT | Use the current weapon (Magic ball,
blowpipe, ...) |
| ▪ CTRL | Behavior menu |
| ▪ SHIFT | Inventory |
| ▪ SPACE BAR / NumPad 5 | Action for the current behavior |
| ▪ W / End | Action for Normal Behavior |





▪ ENTER / NumPad ENTER	Retocus Camera
▪ ESC / F10	Return to Main Menu
▪ TAB / H	Holomap
▪ P	Pause
▪ X (+ cursor keys)	Side steps
▪ F2	Save the current game
▪ F3	Load a game
▪ F4	Options Menu
▪ F5	Normal Behavior
▪ F6	Sporty Behavior
▪ F7	Aggressive Behavior
▪ F8	Discreet Behavior
▪ Backspace	Camera Rotation (external mode)
▪ NumPad + / Page up	Wide angle
▪ NumPad - / Page down	Zoom
▪ 1, 2, 3, 4, 5, 6, 7	Select weapon (1st line of inventory)
▪ N	Use a Nitro-Meca-Penguin
▪ J	Use the JetPack (ON/OFF)
▪ C	Use the Protection spell (ON/OFF)
▪ F	Use the Lightning Bolt spell

BONUSES FOR STAYING FIT

Throughout LBA 2 you can find hearts, clovers, boxes, magic phials, money and keys everywhere, which will be useful to you on your journey. Without the aid of these bonuses, Twinsen cannot pass through all the levels of the game. Enemies hold some of these objects, but you can get them once you have beaten these enemies in combat. A graphic inventory of objects obtained is displayed on the behavior screen.

Hearts

Give extra life points. As soon as you collect a heart, the health bar increases; if you are hit, the bar decreases. For each blow received, a star appears above Twinsen's head to show that he has lost life points. When the whole bar is red, you have maximum life points. If you no longer have any life points or extra lives, the game is over.



Lucky clover

These four-leaf clovers are real good luck charms, as they give Twinsen an extra life. If you have a clover, it will be used up when you lose a life, restoring your health and your magic powers.

If you have a clover, it will be shown on the behavior screen.

Clover boxes

These boxes are for storing the clovers which you will find in the game. At the start of the game you have two boxes, one of which is empty, displayed on the behavior screen. If you find a third clover, you cannot keep it unless you find another box. There are only a limited number of these boxes in the game; they are rare and very precious.

Look out for them!

Magic phials

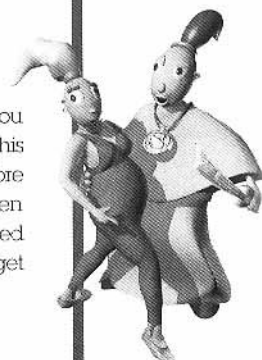
Each blue phial contains magic to help Twinsen fight against the Dark Monk and his cohorts. The blue magic bar increases if you collect a phial, and decreases when you use the magic ball or another spell which uses magic. The magic ball will not bounce if you have no more magic. The lightning bolt spell will only work if you have the full level of magic. Your magic storage capacity increases when you achieve a new magic level. You need at least 1 magic level (Ancestral Robe) to be able to rely on magic.

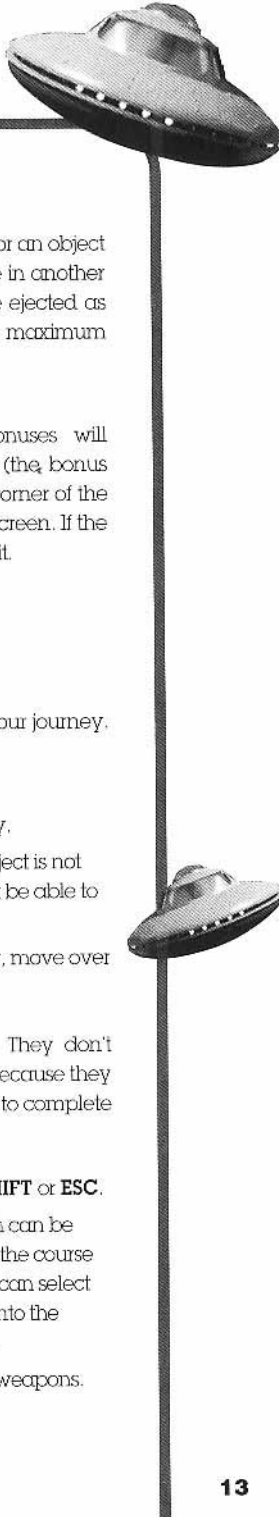
Kashes/Zlitos (Money)

You will need money to buy things during your journey. As in our world, not everything is free. Some objects are essential in order to continue, so get as much money as you can. Kashes are the currency of Twinsun, your planet, and Zlitos are the official currency of Zeelich.

Keys

They open locked doors (visible lock). Use the keys in the zone where you find them, as you will lose them when you leave this zone. If this happens, you must return to this place, re-find the key and use it before leaving. Once you have used a key, it disappears. The doors open when you touch them if they are not locked. Do not try to break down a locked door as it will be a waste of time. Come back later to see if you can get through.





To find bonuses

Put Twinsen in NORMAL mode in front of a piece of furniture or an object (e.g. a cupboard), and press the SPACE BAR (or **W** if you are in another behaviour mode). If something is hidden, the bonus will be ejected as soon as you select this command. Be sure to search the maximum number of cupboards and rubbish bins.

To collect a Bonus, move Twinsen over it. Some bonuses will automatically fill the corresponding bars, e.g. life, magic (the bonus collected will be displayed for a few seconds in the top left corner of the screen); others will appear in the inventory on the behavior screen. If the bonus bounces back on itself, this means that you don't need it.

THE INVENTORY

The Inventory is the store of the objects you pick up during your journey. These will be added to your inventory.

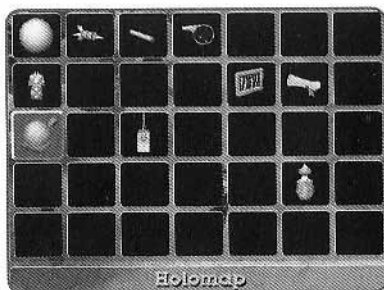
- To open your Inventory, press **SHIFT**.
- Use the cursor keys to select an object from your Inventory.
- Press **ENTER** to use an object from the Inventory. If the object is not suitable for a particular situation or is crossed, you will not be able to use it.
- For more detailed explanations of objects in the inventory, move over the object and press **F1**.

Note: You cannot use objects marked with a red cross. They don't function, either because you do not have enough magic or because they are incomplete (in which case you must find another object to complete them and so make them work).

- To exit the inventory without selecting an object, press **SHIFT** or **ESC**.
- The bar at the top contains the weapons (or objects which can be used as such, i.e. with the ALT key) which you will find in the course of the game. The one in current use is framed in red. You can select the weapon that you want to use directly without going into the inventory, by pressing any of the keys **1,2,3,4,5,6** and **7**.
- Certain objects in the inventory have quick keys like the weapons. Refer to the description of default keys.



EXAMPLES OF OBJECTS IN THE INVENTORY



Holomap

The Holomap shows Twinsen's location on the planet and indicates the places to examine closely. When you speak to someone and obtain a new objective, a little Holomap appears and turns in the top left corner of your screen. Large red arrows on the map indicate the places you need to visit to accomplish the tasks you have been given. Once you have completed the task, the corresponding arrow disappears from the map. If Twinsen is exactly over an arrow, you are in the right place! You can consult the Holomap via your inventory, or by pressing the **TAB** key.

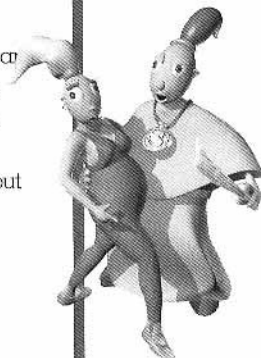
The Holomap has two different modes. **PLANET** mode shows you your position on a particular planet, and **MAP** mode allows you to access a detailed map of the island you are on.

- To go from **PLANET** mode to **MAP** mode, press **SPACE** or **ENTER** (You can zoom in only on the island you are actually on).
- To see different places on the Holomap, use the cursor keys. The text window gives information on each place.
- To quit the Holomap, press **ESC** or **TAB**.

Magic ball

The magic ball is your best weapon against certain enemies. You can also use it to recover ejected keys and to activate release mechanisms.

- To throw the magic ball, press **ALT**. It will always come back - you don't need to go and fetch it. When you use the ball, your magic power lessens. You can throw it even if your power is quite weak, but it will not go very far.





Note: The trajectory of the ball changes according to the behavior mode you are in. Try each of the modes to determine which one is best suited for combat against certain enemies. You can also get the ball back before the throw is complete by releasing then re-pressing **ALT**.

Nitro-Meca-Penguin

The Nitro-Meca-Penguin can distract or destroy certain enemies, or activate devices. Once placed on the ground, a Meca-Penguin moves forwards and explodes after a few seconds. But don't forget that it will only work in certain places. It can be used only on a flat and completely clear surface. You can only use one Nitro-Meca-Penguin at a time.

MAIN MENU

At the top of the screen is a small window showing the place where you last stopped (if you have already played).

Use the cursor keys **UP/DOWN** to move around the menu. Press the **SPACE BAR** or **ENTER** to select an option.

Resume game

Take up the game from where you left it (either after having just pressed **ESC**, or restarting a game from the previous day).

New game

Start a new game.

Load game

When you select this option, you go to a screen showing all previously saved games. Use the cursor keys **UP/DOWN** to move to the desired slot then hit **ENTER**.

You can access this screen at any time during a game by pressing **F3**.

ESC exits this screen without loading a game.

There is a save option called **AUTOSAVE** at the end of the list. During play, with each change of location, the current game is saved under this name. If you die in an unexpected place or you have forgotten to save for a while, this backup may be very useful.

If you want to erase a backup which is no longer useful, select that game and press **DEL**.





Save game

When you select this option, you go to a screen showing all previously saved games, and this is where you can save your position (spatial and temporal) in order to start off again from this place if you die further on.

To create a new backup, use the cursor key **DOWN** to move the cursor to **NEW GAME** and press **ENTER**. Type in the name of this backup then press **ENTER**.

You can also replace a backup with a new one. In this instance, use the cursor keys **UP/DOWN** to select the backup to be replaced and press **ENTER**. Change the old name if you want to and press **ENTER** again.

You can access this screen at any time during play by pressing **F2**.

ESC exits this screen without saving the game.

Options menu

Allows you to access the options menu (see further on).

Quit

Select this option to exit the program and return to your operating system.

OPTIONS MENUS

This menu contains options which allow you to control the volume and change the appearance and the speed of the game.

Use the cursor keys **UP/DOWN** to move around in this menu. Press the **SPACE BAR** or **ENTER** to make a choice.

When the selection bar is red, use the cursor keys **LEFT/RIGHT** to set the desired level.

Sound volume

This option allows you to adjust various volumes in the game.

The following options are available:

Return To Previous Menu: Choose this option to return to the options menu.

Sound Effects Volume: This option allows you to alter the volume of the sound effects.



Voice Volume

This option allows you to modify the volume of the spoken dialogue.

Music Volume:

This option allows you to modify the music volume.

CD Volume:

This option only applies to internal CD-ROM drives with a direct audio connection to the sound card. It allows the volume of music read directly from the CD to be modified.

General Volume:

This option allows you to increase or decrease the overall volume, i.e. the music and the sound effects

Note: The options listed above may not appear, depending on the type of sound card or the options that you use. We strongly recommend that you take advantage of all the adjustment options in order to achieve the best sound quality for your system.

Reverse Stereo channels ON/OFF

If your speakers are reversed, use this option to switch round the right and left channels.

Level of detail

Adjusting the detail levels, with $\leftrightarrow$, affects the quality of the images in the game, and especially the speed. If you think the game is too slow, lower this level. There are 4 positions:

- The rain is falling, the water is moving, all the shadows are shown, the field of vision is detailed. (Full red bar)
- The water is no longer moving (Two thirds red) .
- The shadows of small objects are no longer visible (One third red).
- The rain is not falling (but it can be heard), the field of vision is reduced to the current location (No red).

Scene Zoom ON/OFF

When you move around within the world of LBA 2, you are helped by the automatic selection of certain cameras which film the important places. You can disable this assistance.

Configure keyboard

Go into the keyboard commands configuration menu. You can access this menu during play by pressing **F1**.



Use the cursor keys **UP/DOWN** and **LEFT/RIGHT** to move the cursor. Move over the key that you want to change. Press **ENTER**, then the key that you want to use. Repeat the procedure for each key you need to change.

Default configuration:

Returns all keyboard commands to their original settings (The manual assumes that the keyboard is set to the default.).

Restore previous configuration:

If you have made a mistake, selection of this option will reposition the commands as they were and return to this screen.

Accept configuration:

Select this option to install your new command configuration and return to the Options menu.

Full screen video / Small videos

If you are not happy with the speed of the video sequences, you can display them in a smaller window (Small video). If this is still unsatisfactory, refer to the "problems" section.

Display texts / Don't display texts

Choose to display or not to display the subtitles. If you are fully conversant with the language that you have chosen for the spoken dialogue, we recommend that you do not display the subtitles.

HINTS AND TIPS

- If Twinsen is hit by someone or by a projectile, little stars will appear on the screen. These indicate that life points have been lost. These points do not necessarily correspond to the amount of points gained by collecting a heart: the losses inflicted vary according to the weapons and the enemies!
- If no stars appear when Twinsen hits someone, then either he doesn't have enough strength (i.e. he hasn't attained a high enough magic level), or his combat method is unsuitable.



- Search all the cupboards, rubbish bins, boxes and plant pots to find money, magic, keys, etc. Try to talk to all the characters and read all the signs and notices.
- You can frequently find small keys. If one of them has been ejected and you can't find it, throw the magic ball to collect it.
- As soon as Twinsen is hit, he is knocked backwards. If you are attacked or caught by enemy fire and aren't able to eliminate your adversaries, try to retreat and escape.
- Do not hesitate to spend money, buy objects and make contact with the characters and things around you. You will not be penalised and you will find in the game all the objects you need to succeed in your quest.
- If you have no success with one type of behavior, try another. This is just as applicable to conversations with characters as it is to movements and combat.
- You may return to any place at any time if you haven't found all the required objects, or completed all the tasks.
- The W key is a permanent shortcut to NORMAL mode action. This allows you to Talk, Search and Activate devices whilst in another behavior mode.
- The protection spell requires a lot of magic. Rather than enabling it via the inventory, use the keyboard shortcut C to enable and disable the spell according to attacks.

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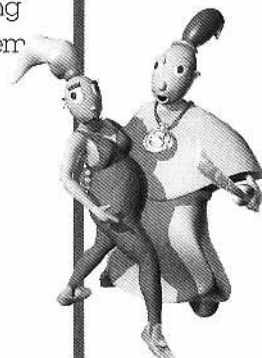
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Music titles in LBA 2: 1: Song for Gabriel, 2: The Empire, 3: Honey Bee, 4: Emerald Moon, 5: Zeelich, 6: Purple, 7: LBA's Theme.

Music composed by Philippe Vachey, Delphine Publishing
Uses Smacker Video Technology and Miles Sound System
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