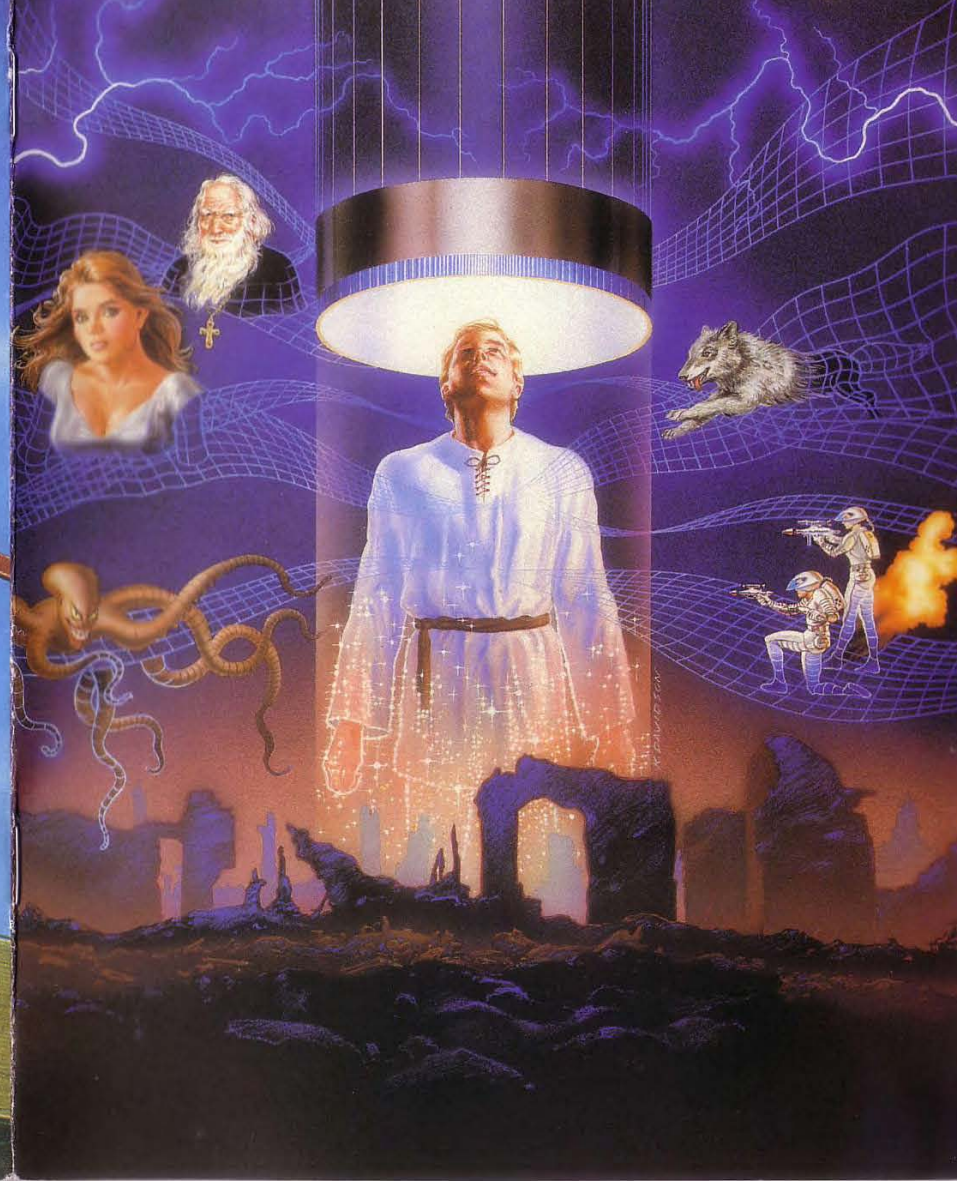




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Future Wars™

ADVENTURES IN TIME



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Future Wars

Backup Copies

We advise you to make back-ups of your original diskettes and only use the copies to play the game.

Atari ST

How to Play on Diskettes

Startup from Diskette

- Turn off the computer.
- Insert disk No. 1 in drive A
- Switch on the computer
- Click on drive A
- Click twice on the icon DELPHINE.PRG

How to Play on the Hard Disk

Installation

- Check to see that you have more than 1080 kilobytes free on your hard disk.
- Create a new directory and copy the contents of each of the diskettes into it.

Startup from the hard disk

- Click twice on the hard disk icon.
- Click twice on the directory icon containing the game.
- Click twice on the icon DELPHINE.PRG.

Amiga 500, 1000 & 2000

(If using an Amiga 500 without expanded memory, unplug the external drive if necessary)

Playing on Diskettes

Amiga 1000

- Switch off the computer.
- Insert the Kickstart diskette into the DF0 drive and switch on the computer.
- When the computer asks you to insert the Workbench diskette, insert Game diskette No.1.

Amiga 500 & 2000

- Switch off the computer.
- Insert diskette No.1 in the DF0 drive and switch on the computer.

How to Play on the Hard Disk

Installation

Check to see that you have more than 1080 kilobytes free on your hard disk.

Create a new directory and copy the contents of each of the diskettes into it.

Startup from the hard disk

- Click twice on the hard disk icon.
- Click twice on the directory icon containing the game.
- Click twice on the icon DELPHINE.PRG.



Game System

"Future Wars" uses the Cinematique system. This is a new game system which is entirely mouse-controlled and is designed to make the game as user-friendly as possible.

Moving the Hero

The character you are playing moves across the screen as you direct it. To move him, point the mouse cursor where you want him to go and press the left-hand button. The hero will then move to the designated spot. Your character will stop on the way if an obstacle blocks his path. All you have to do is designate a different spot which will enable him to move around the obstacle.

The Activation Menu

Through the hero, you can take a wide variety of actions using the very simple activation menu. The activation menu is displayed when you press the right-hand button of the mouse. Move the menu bar to the chosen action and press the left-hand button. You can take the following actions:

EXAMINE
Enables you to obtain more details about an object in

your environment. When the mouse cursor becomes a +, choose the object to be examined and press the left-hand button. **Note: just as in real life, your character will not be able to see some of the details if he is too far away from the object he is looking at.**

TAKE Used when you want to collect objects that seem to be useful. When the mouse cursor becomes a +, choose the object to be taken and press the left-hand mouse button.

INVENTORY Tells you at all times what objects you have. Press one of the two mouse buttons to quit the inventory.

USE Allows you to take action using an object in your inventory to affect an object or person in your environment.

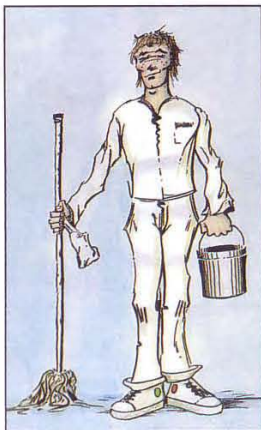
Example: You have a key which you want to use to open a door - USE KEY on DOOR.

You want to give money to your boss (!!!) - USE MONEY on BOSS.

You need something to drink - USE CUP on HERO.

When the cursor changes into a +, select the object you want to use from the list, then click on the object or person it is to be used on.

OPERATE - Lets you take action on an object or person.
*Example: To Open a door ... OPERATE DOOR.
To Press a button ... OPERATE BUTTON.*



*To Dig in Rubble ...
OPERATE RUBBLE.*

When the mouse cursor changes into a +, select the object on which you want to take action and press the left-hand button of the mouse.

SPEAK Will allow you to talk to the people you are going to meet. When the mouse cursor changes to a +, indicate the character to whom you want to speak and press the left-hand button of the mouse.

The User Menu

This menu offers functions which are not part of the game itself, but which will, for instance, allow you to save, make backups, or reload previous sessions.

You can access this menu by pressing the two mouse buttons simultaneously.

PAUSE The game is paused when the user menu is active.

RESTART Enables you to start the session again from the very beginning.

BACKUP DRIVE Used for indicating to the program which disk drive you want to use to make a backup.

LOAD Continue playing a game you have backed up. When the program asks you to insert the backup diskette, the list of saved sessions which are on the backup diskette will be displayed. Move the mouse on to the name of

the session to be loaded and confirm.

SAVE To save the game you are playing to diskette, insert the backup diskette when the program prompts you. (We suggest you have a blank formatted diskette ready.) A catalog containing the list of sessions already on the diskette will be displayed. Choose a free spot, type in a name, and confirm. If there is no room left in the catalog, use a new backup diskette or back up over an existing game.

Note: You can back up a session as long as your hero is alive. Consequently, we advise you to use this option regularly and each time the situation is potentially dangerous. During some animation sequences when you are not able to control your character, you will not be able to save the game. But be assured that nothing very dangerous will happen during these sequences, unless it is already too late to take preventive action.



Advice To New Players

If you are playing an adventure game for the first time, here are a few suggestions.

- **Carefully examine all the objects on the screen at every new point in the game.** Note that some objects are only one or two pixels wide.

- Move as close as possible to the objects you are examining because no one is infallible and our hero may only see some of the fine details if he looks at an object up close.

- Read the messages displayed very carefully because they may give you important clues on how to proceed to the next step in the adventure.

- Use every opportunity you can to take action.

- Talk to everyone you can; they may be able to help you choose the best route.

- Most objects you can examine in the game have a purpose. Try operating them or using various items on them.

- Backup your game as soon as you sense danger.

If, in spite of all this, you find yourself stuck at any point in the game, check to see whether you have forgotten an object or if you have forgotten to do something earlier on ...

Getting You Through The First Screens

(Note: This is a walk-through of the first two screens. Experienced adventurers may want to skip this part.)

1. Examine the bucket.
2. Pick up the bucket.
3. Walk to the far left of the scaffolding.
4. Examine the scaffolding.
5. Operate the red arrow on the control panel.
6. Walk towards the open window.
7. Operate the open window.
8. Enter the window.
9. Walk through the door on the left.
10. Go to the cabinet, operate it, and take the canister.
11. Operate the door to the W.C.
12. Examine the red flag on the floor.
13. Use the bucket on the sink.
14. Go through the door on the right.
15. Take the plastic bag from the wastebasket.
16. Use the bucket on the middle door.
17. Go to the right side of the carpet and operate it.
18. Go through the right hand door.

Technical Support

If you are having problems getting the game to function properly you can call Customer Support from 10:30 AM to 6:00PM (Pacific Time Zone) at

1-714-549-2411

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