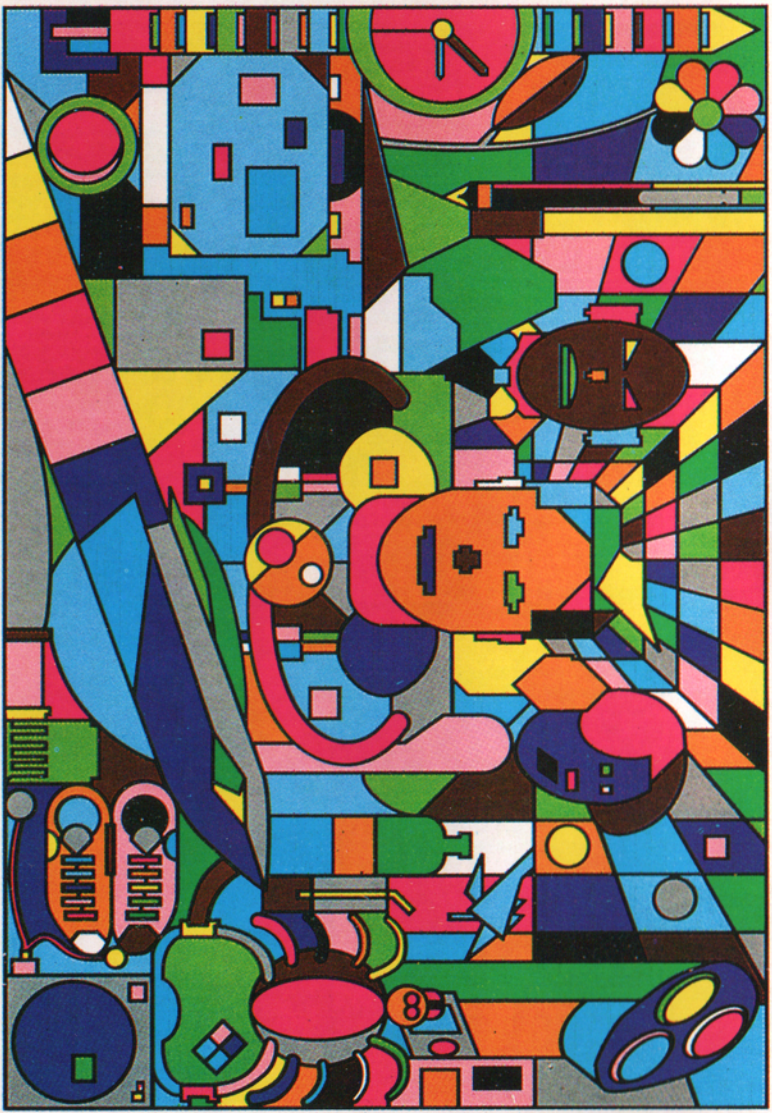


schwarz	black
weiß	white
gelb	yellow
orange	orange
rot	red
braun	brown
grau	gray
rosa	pink
violett	violet
hellblau	light blue
dunkelblau	dark blue
hellgrün	light green
dunkelgrün	dark green
schwarz	black
weiß	white
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hellblau	light blue
dunkelblau	dark blue
hellgrün	light green
dunkelgrün	dark green



OPERATION STEALTH PROTECTION CARD

ANOTHER GREAT **Cinématique** PRODUCTION ...

OPERATION STEALTH



INSTRUCTION MANUAL

THE HERO: JOHN GLAMES

John Glames has been a member of the CIA, the American secret service, for the last 7 years. His pedigree is outstanding, which is why he has been chosen for numerous dangerous and delicate international missions. The mission he is being entrusted with today is of capital importance, for the diplomatic stability of the world hangs in the balance.

CONFIDENTIAL REPORT

**SUBJECT: AGENT DSC 3 – JOHN GLAMES
CHOSEN FOR THE MISSION
"OPERATION STEALTH"**

BRIEFED: MARCH 1990

Height: 1.85 m

Weight: 75 kgs.

Age: 33

Born in 1957 to an upper middle class family in Vermont, from his earliest childhood his acute intelligence was remarkable. He went to school in his home town where he became a member of the local skiing and swimming teams.

After having studied at the famous university in Boston, where, as a member of the swimming team, he established university records for the 1.500 m freestyle and the 200 m butterfly, he was admitted to Westpoint military academy at the age of 22.

In 1981 DSC 3 spent a year at an American base in Asia. He put his time to good use, learning all the techniques of the martial arts, and is currently a Master of Ninjitsu. In 1983 he was recruited by our agency while he was finishing a brilliant Masters degree in chemistry at MIT (Massachussets Institute of Technology).

He is, therefore, an excellent skier and a very good swimmer (he is particularly fond of skin diving, which he learned during his stay in Asia). His mastery of the techniques of the martial arts makes him very strong in hand-to-hand combat and very resistant both to effort and to injury. His brilliant studies, (he was among the top students both at MIT and at Westpoint) have made him an expert on armaments, shooting and chemistry. He is also infatuated with electronics and is passionately interested in anything touching upon that area. DSC 3 is also a great enthusiast for racing cars and car chases, an area in which he excels.

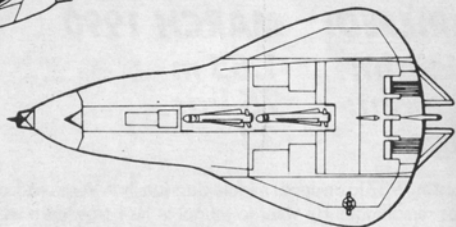
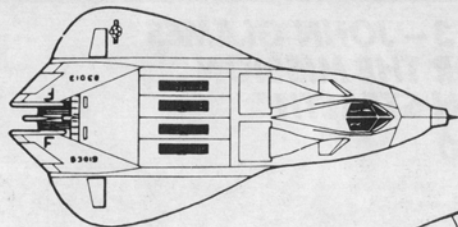
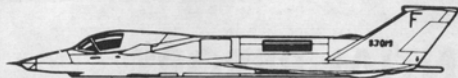
His weakness? Women.....

REPORTS ON HIS PREVIOUS MISSIONS

Restricted access – Top secret documents.

STEALTH FIGHTER

MODEL A:



TECHNICAL SPECIFICATIONS OF THE STEALTH FIGHTER

ARMAMENT:

- Selected targets are located by Laser technology, which guides the bombs onto the chosen one.
- Target error factor : 0.001 %.
- 2 missiles with nuclear warheads : "Smart bombs".
- Each bomb can destroy a town the size of New York in 10 seconds.

FUEL:

- A mixture of refined aviation fuel, CAT 08 and 34% liquid hydrogen.
- Quantity of fuel : minimum of 300 litres.
- STEALTH Model A is not refuellable in flight. This option will be incorporated in Model B.

OPTION "OZX":

- Jams all radars. When it is in operation, the Stealth Fighter is undetectable.

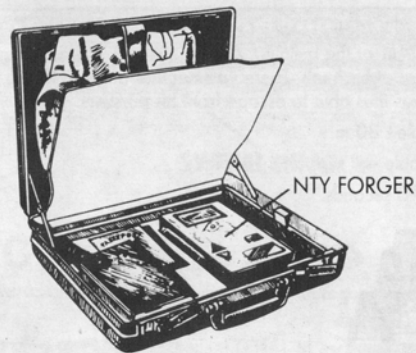
SPEED

- 3,000 km/h.
- from 0 to 800 km/h in 10 seconds.
- from 800 to 2,500 km/h in 5 seconds : option "ULTRA".
- from 2,500 to 3,000 km/h in 3 seconds : option "HYPER BOOST".

DANGER! Only use HYPER BOOST option in cases of last resort because the fuel consumption is enormous. There is a risk of fuel shortage.

YOUR WEAPONS

1) THE FALSE ATTACHE CASE



The false attaché case has a double bottom.

CALCULATOR : DANGER!!!

Never take the calculator far away from the attaché case. The calculator is linked with the attaché case by an infra-red beam. If you separate the calculator from the attaché case, the infra-red beam is broken, setting off an explosion equivalent to 10 kg of plastic explosive. (Serious damage to everything within a radius of 10 metres).

NTY FORGER:

This ultra modern machine is designed to forge passports. The forger is in the secret compartment of the attaché case and has three programs:

- false French passport.
- false British passport.
- false German passport.

Type in the required code on the calculator to get the NTY FORGER.

- Use the nationality best suited to the current political situation.
- Use the arrows on the NTY FORGER to select the nationality you have chosen.
- Press the button to confirm your choice.

NOTE! This attaché case is a new invention of our weapons service. The director of the service, Professor CARLING is very attached to it.

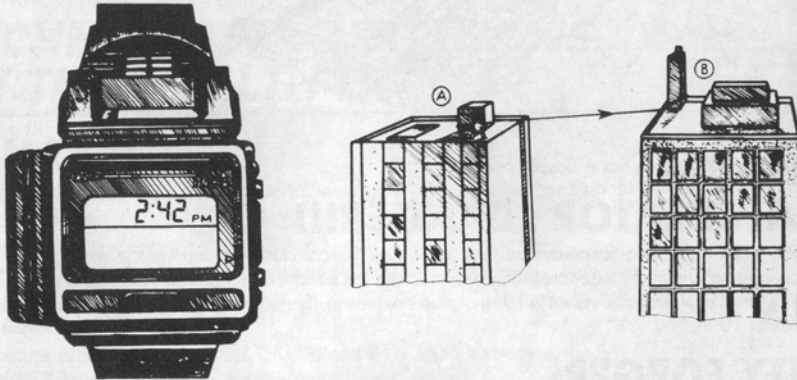
2) THE WATCH CABLE

This can be an invaluable aid under any circumstances. An object like a watch is so ordinary that it would never raise the suspicions of your enemies, for example: the Watch Cable was very useful to agent DSC 2 during a chase over the roofs in HONG-KONG in the course of his last mission.

THE CHASE IN HONG KONG

After stealing documents from the Chinese secret services building in HONG-KONG, agent DSC 2 was spotted by the security services of the building. After a wild chase, DSC 2 found himself on the roof of the building. The enemy was at his heels. There was another building facing DSC 2. He used the cable option on his watch and was thus able to escape from his pursuers.

- Maximum length of cable : 30 m.
- Maximum weight the cable will support : 100 kgs.
- The cable plays out in 10 seconds.



3) THE CUTTING PEN

Just like the watch, an ordinary pen will never awaken the suspicions of your enemies. The cutting pen looks like an ordinary fountain pen. It is special because it contains a pressurized capsule of benzoic acid. When the swivel ring on the pen body is turned through 180°, the benzoic acid capsule depressurizes and lets drops of benzoic acid fall from the nib of the pen.

PROPERTIES OF BENZOIC ACID: DISSOLVES ALL METALS AMOUNT OF ACID NEEDED

STEEL	3 drops
IRON	2 drops
GOLD	10 drops
MANGANESE	5 drops
TUNGSTEN	1 drop
PLATINUM	8 drops
LEAD	12 drops
COPPER	2 drops



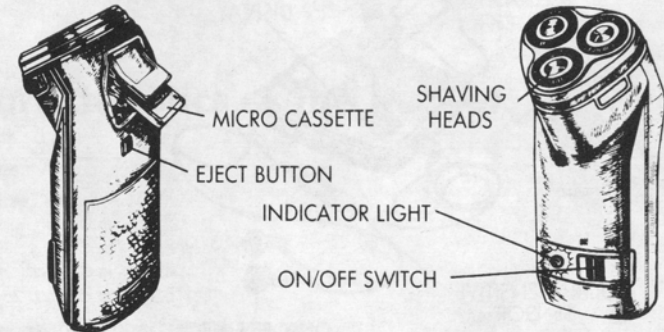
SWIVEL RING

SWIVEL RING

Use the prescribed number of drops. If you exceed the dose the vapours given off by the chemical reaction could suffocate you.

NOTE: The cutting pen was used successfully by agent DSC 1 to escape from the ALMADENA prison.

4) THE RECORDING RAZOR



Recorder Option:

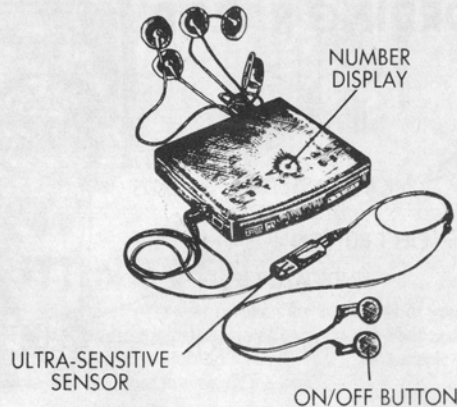
- Make sure the razor contains a blank micro cassette. To do this, first press the Eject button. You will find the micro cassette where it is shown in the drawing. Make sure the cassette has been rewound.
 - Replace the cassette.
 - To record a conversation : switch the On/Off switch to the On position.
 - The shaving heads will now function as very powerful microphones, capable of recording any conversation within a radius of 20 metres of the razor.
 - When the razor is recording : the indicator light is green.
When the razor is not recording : the indicator light is red.
 - When the cassette is full, the razor rewinds it automatically. When the cassette has been rewound, the indicator light changes to red.
- Recording time of the micro cassette : 30 minutes.

5) THE SAFE-CRACKING BOX

Allows you to find the combination of any safe. This box was dreamed up by a world famous burglar known as "The Cracker". When he was caught by agent DSC 3, this mastermind of burglary told us all of his secrets.

With his help, Professor CARLING perfected the Code-Breaking Box. Let it be said that Professor CARLING added his own personal touches so as to improve on the ideas of "The Cracker".

HOW TO USE THE CODE-BREAKING BOX



- Place the box on the safe.
- Press the On/Off button.
- Slowly turn the tumbler of the safe.
- The numbers in the code will be shown on the number display in the same order as they occur in the combination lock.
- Recompose the code in the same order as that shown on the number display of the box and the safe will open.

WARNING!

The Code-Breaking Box is powered by two batteries containing enriched mercury. This substance allows it to sense all of the infinitesimal variations in sound. That is why it is used in the box. The disadvantage of enriched mercury is that it does not last very long when in use. You must act quickly.

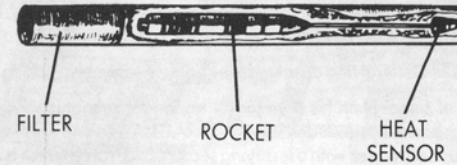
6) THE CIGARETTE CASE

This cigarette case contains two types of cigarettes.

- Rocket launching cigarettes.
- Finger print revealing cigarettes.

A) ROCKET LAUNCHING CIGARETTES

This cigarette contains a rocket near the filter. The rocket is linked to a heat sensor at the end of the cigarette by a minute thread. When the cigarette is lit, the thread burns and launches the rocket.

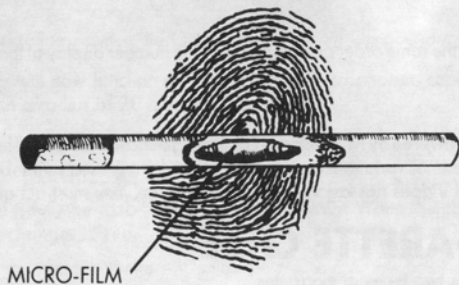


Characteristics of the Rocket:

- length : 3 cm.
- Range : 25 m.
- Hit Rate: at 5 m - 100%.
at 10 m - 95%.
at 15 m - 92.5%.
at 20 m - 90%.
at 25 m - 87.5%.
- It can destroy an object the size of a car.

B) FINGER PRINT REVEALING CIGARETTES

The cigarette contains an ultra-sensitive micro-film made of CrO₂. With this micro-film, you can photograph any finger print. All you have to do is to place the micro-film on the spot where you have found the finger print. The computerized database research unit can then identify the owner of the finger print you have photographed.



THE SUSPECTS

SUSPECT No. 1 – GENERAL MANIGUA

He was democratically elected by the Paraguayan people three years ago.

At that time, he was adored by his fellow countrymen. He had thwarted a military junta that threatened to seize power. General MANIGUA was not known then as General but as President MANIGUA.

He had never been a military man, but had studied sociology at Harvard. Unfortunately, he has changed a lot since he came to power, but we do not know the reasons why.

A year ago he assumed the title of General and dissolved the People's Assembly, making himself dictator.

The country is now in a state of siege. Even his own family no longer recognize the good President MANIGUA. Freedom of speech has disappeared in SANTA PARAGUA. No one dare voice any opposition. General MANIGUA has surrounded himself with a terrifying secret police force which is ruthlessly efficient in its repression of political opponents.

It is under these circumstances that a resistance group called LIBERTAD has been formed.

This group struggles in secret against the dictatorship. According to them, MANIGUA is only the puppet of an international crime syndicate. However, opinions are divided in the group. Other members believe that MANIGUA rules the country with a rod of iron by himself.

Since General MANIGUA plunged the country into a dictatorship, we have ceased to support him.

We are now supplying LIBERTAD with arms to fight MANIGUA's secret police, making us MANIGUA's enemy No. 1, for without our arms supplies, the local resistance would be incapable of fighting.

We are sending you to SANTA PARAGUA immediately because agent DSC 2, who has been on a mission there for the last six months, has sent this worrying telex:

"IMPORTANT INFORMATION ABOUT THE **STEALTH** AFFAIR. STOP. I NEED URGENT HELP. STOP."

It is therefore probable that MANIGUA is implicated, either directly or indirectly, in the theft of our STEALTH. We do not know, however, if he planned the whole affair, or whether he was collaborating with a foreign power.

SUSPECT No.2 THE U.S.S.R. (The KGB)

Over the last few years our relations with the Soviet Union have improved considerably.

We have jointly signed several treaties in such areas as disarmament and trade. The present leaders of the Soviet Union seem to be looking for dialogue.

However, in the heart of the Supreme Soviet there are extremist elements who advocate the destruction of capitalism and war with the United States. We also know that Soviet scientists have been working for the last two years on an aviation project similar to STEALTH. The man in charge of the project, Professor LUKASIEWICZ, fled the U.S.S.R. and sought asylum in West Germany. Since he left, the project has been frozen. It could be that the Soviets, unsettled by our progress on the STEALTH project, have stolen our technological jewel to copy it.

Did they act in collaboration with General MANIGUA?

We have no clues.

Your air ticket. Destination : SANTA PARAGUA.



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Units 2/3 Holford Way, Holford,
Birmingham B6 7AX. Tel: 021 625 3388.

REFERENCE MANUAL FOR THE CINEMATIQUE SYSTEM

We recommend that you make safety copies of your original disks and use these when you are playing.

Note: Before you start playing, it is advisable to make sure that you have a blank formatted disk at hand so that you can save games part way through.

HOW THE GAME WORKS

Entirely controlled with the mouse, this new generation game concentrates on the essentials: pleasure and adventure...

Moving the Hero

You can move the figure that represents you around the screen at will. All you have to do to make him move is to move the cursor and press the **LEFT** mouse button. The hero will then walk towards the spot you have chosen.

The figure will stop if an obstacle en route blocks his way. Choose another point that will allow him to get round the obstacle.

The Actions Menu

You can carry out numerous and varied actions, by using the hero, even though the actions menu is very simple.

The actions menu is displayed if you press the **RIGHT** mouse button. Move the menu bar until it highlights the action you desire and press the mouse button.

The actions activated by the **LEFT** button are as follows:

EXAMINE: Lets you get more information about an object in your vicinity. When the cursor changes to a '+', point to the object you want to examine and press the **LEFT** mouse button.

TAKE: Use this command when you want to pick up an object which you think may be useful. When the cursor changes to a '+', point to the object you want to pick up and press the **LEFT** mouse button.

INVENTORY: Shows you the objects you hold. Press on either mouse button to quit the inventory.

USE: Lets you use an object you possess, to carry out an action on any object or person in the vicinity. When the cursor changes to a '+', choose the object in the list then click on the object or person you want to use it on.

ACT: Lets you carry out an action on any object or person. When the cursor changes to a '+', point to the object or person to be affected and press the **LEFT** mouse button.

SPEAK: You use this to speak to the people you will meet. When the cursor changes to a '+', point to the person you wish to speak to and press the **LEFT** mouse button.

The actions activated by the **RIGHT** button are as follows:

EXAMINE: Lets you find out more about an object you possess. Move the menu bar until it highlights the chosen object then press the **LEFT** mouse button.

USE: Lets you use one object you have, to carry out an action on another object you have. Move the menu bar until it highlights the chosen object then press the **LEFT** button.

ACT: Lets you carry out an action on an object you have. Move the menu bar until it highlights the chosen object then press the **LEFT** button.

The User Menu

This menu provides additional functions. The menu is displayed when you press on both buttons at the same time.

PAUSE: Stops the game until you press one of the mouse buttons.

RESTART: Allows you to restart the game from the beginning.

DISK DRIVE: Use this to tell the program which disk drive you want to use for saving games.

LOAD A GAME: If you wish to resume a saved game, when the program asks you, insert the disk containing your saved games. The list of games saved on the disk will be displayed. Move the cursor to the name of the game to be loaded and confirm.

SAVE A GAME: To save a game, when the program asks you, insert your saved game disk. A list of all the games already on the disk will be displayed. Choose an empty space and confirm. Type in the text box the name you wish the game to be saved under, and confirm. If there is no free space, either use a new disk or save it over an existing game.

NOTE: As long as your hero is alive, you can save the game. We recommend that you use this option frequently, especially if facing a dangerous situation. In the course of certain animation sequences, you cannot guide your figure or save the game. But don't worry, nothing really dangerous can happen to you during these sequences, or if it does, it is already too late to take any action.

MUSIC AND SOUND: to activate or deactivate music and sound effects. (PC and Compatibles only.)

Hints

- Examine all the objects in your vicinity.
- Get close to objects to examine them. No one is infallible and our hero cannot see certain details unless he examines them closely.
- Read the comments that are displayed carefully. They may contain clues which may be important later.
- Pick up the greatest number of objects possible.
- Think about all the possible different uses of the objects you possess.
- Act on everything you can.
- Speak to as many people as possible, they may give you a lead.
- Make a copy immediately you sense danger.

If, after all this, you get stuck at a certain point in the game, try and remember if you have forgotten an object, or if you did not do something earlier on...

LOADING INSTRUCTIONS

ATARI 520, 1040 ST, MEGA ST, and STE

- Switch on computer.
- Insert game disk No. 1 in drive A.
- Double click on the icon DELPHINE.PR.G.
- The game will load and run automatically.

Hard Disk Installation

- Check that the number of bytes available on the hard disk is larger than that used by the game.
- Create a new directory and copy the contents of each disk into it.

Loading from the Hard Disk

- Double click on the hard disk icon.
- Double click on the icon of the directory that contains the game.
- Double click on the icon DELPHINE.PR.G.
- The game will load and run automatically.

AMIGA 500, 1000 and 200

(If you are using the AMIGA 500 without extended memory you may have to unplug the external disk drive.)

- Switch off the computer for at least ten seconds.
- Switch on computer.
- Insert the KickStart disk in disk drive DF0
- When the computer prompts you for WorkBench, insert game disk No. 1 in drive DF0.
- The game will load and run automatically.

Hard Disk Installation

- Check that the number of bytes available on the hard disk is larger than that used by the game.
- Create a new directory and copy the contents of each disk into it.

Loading from the Hard Disk

- Double click on the hard disk icon.
- Double click on the icon of the directory that contains the game.
- Double click on the icon DELPHINE.PR.G.
- The game will load and run automatically.

IBM PC AND COMPATIBLES

Hard Disk Installation

- Switch on computer.
- Insert the DOS disk in disk drive A:
- Once your computer is up and running, insert game disk No. 1 in disk drive A.
- Type **A:** and press **ENTER**.
- Type **INSTALL** and press **ENTER**.
- Follow the instructions displayed on the screen.

Hard Disk Installation

- Check that the number of bytes available on the hard disk is larger than that used by the game.
- Create a new directory and copy the contents of each disk into it.

Loading from the Hard Disk

- Double click on the hard disk icon.
- Double click on the icon of the directory that contains the game.
- Double click on the icon DELPHINE.PR.G.
- The game will load and run automatically.

IBM PC AND COMPATIBLES

Hard Disk Installation

- Switch on computer.
- Insert the DOS disk in disk drive A:
- Once your computer is up and running, insert game disk No. 1 in disk drive A.
- Type **A:** and press **ENTER**.
- Type **INSTALL** and press **ENTER**.
- Follow the instructions displayed on the screen.

Loading from Floppy Disks

Starting from the Disk

- Switch off the computer for at least ten seconds.
- Switch on computer.
- Insert the DOS disk in disk drive A.
- Once your computer is up and running, insert the game disk No. 1 in disk drive A.
- Type **A:** and press **ENTER**.
- Type **DELPHINE** and press **ENTER**.

Loading from Hard Disk

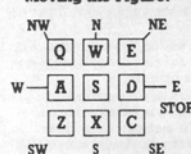
- Type **C:** and press **ENTER**. (If your hard disk is not called C:, type the letter that corresponds to it.)
- Type **CD/DELPHINE** and press **ENTER**.

KEYBOARD COMMANDS

- The eight arrow keys move the cursor one pixel each time they are pressed.
- Pressing **SHIFT** and an arrow key, moves the cursor rapidly.
- Pressing **CTRL** and an arrow key, positions the cursor in the centre of one of eight squares into which the screen is divided.
- The **ESC** key functions like the right mouse button.
- Pressing **CTRL** and the **"S"** key turns the sound on and off.
- The **RETURN**, **ENTER** and **"S"** (the central key on the numeric keypad) function as the left mouse button.
- You can also use the function keys to directly access the commands as follows:

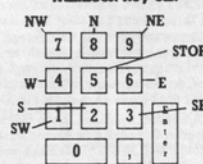
"F1" EXAMINE	"F5" ACTIVATE
"F2" TAKE	"F6" SPEAK
"F3" INVENTORY	"F9" The actions menu
"F4" USE	"F10" The user menu
- Pressing **"P"** halts the game until you press the key again.
- Pressing **"+"** speeds up the animation.
- Pressing **"-"** slows down the animation.

Moving the Figure:



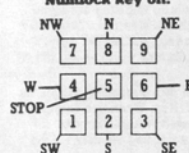
Moving the mouse

Numlock key off:



Moving the Mouse

Numlock key on:



Actions Menu Confirm
User Menu



REFERENZ-KARTE DES CINEMATIQUE-SYSTEMS

Wir empfehlen Ihnen, von Ihren Originaldisketten Sicherheitskopien anzufertigen und nur diese Sicherheitskopien für das Spiel zu benutzen.

HINWEIS: Bevor Sie mit dem Spiel beginnen, sollten Sie sich eine leere, formatierte Diskette anlegen, um zwischendurch den Spielstand abspeichern zu können.

SPIELAUFBAU

Diese neue Generation von Spielen, die ausschließlich mit der Mouse bedient wird, hat nur ein Ziel: Die Freude am Abenteuer...

Kontrolle des Helden

Die Figur, die eigentlich Sie selbst in diesem Spiel darstellt, bewegt sich Ihren Befehlen folgend, über den Bildschirm. Um das zu erreichen genügt es, den Cursor der Mouse dorthin zu setzen, wo die Figur sich hinbewegen soll und dann die linke Mouse-Taste zu betätigen. Ihr Held setzt sich wie gewünscht in Richtung des von Ihnen gewählten Zieles in Bewegung.

Ihre Figur wird stehenbleiben, wenn er an ein Hindernis kommt. Bestimmen Sie dann ein anderes Ziel, das ihm erlaubt, dieses Hindernis zu umgehen.

Aktionsmenü

Durch Ihren Helden, können Sie, trotz eines sehr einfachen Handlungsmenus, eine Vielzahl Aktionen durchführen.

Das Aktionsmenü erscheint auf dem Bildschirm wenn Sie die **RECHTE** Mouse-Taste betätigen. Setzen Sie den Menü-Balken auf die Handlung die Sie wählen möchten und betätigen Sie entweder die rechte oder die linke Taste.

Folgende Aktionen werden nach Betätigen der linken Taste aufgerufen:

UNTERSUCHEN: Dies erlaubt Ihnen mehr Details über die Gegenstände, die sich in Ihrer Umgebung befinden, zu erfahren. Wenn der Zeiger der Mouse sich in ein '+'-Zeichen verwandelt, setzen Sie ihn auf den Gegenstand, der näher untersucht werden soll und drücken auf die linke Taste der Mouse.

NEHMEN: Wird benutzt, wenn Sie Gegenstände, die Ihnen nützlich erscheinen, mitnehmen möchten. Wenn der Zeiger der Mouse sich in ein '-' Zeichen verwandelt, setzen Sie ihn auf den Gegenstand, den Sie mitnehmen möchten und drücken auf die linke Taste der Mouse.

INVENTAR: Gibt Ihnen jederzeit an, was für Gegenstände sich in Ihrem Besitz befinden. Drücken Sie auf eine der beiden Mouse-Tasten um die Bestandsaufnahme zu beenden.

BENUTZEN: Gestattet Ihnen, mit einem der Gegenstände, die sich in Ihrem Besitz befinden, eine Handlung in Bezug auf einen Gegenstand oder auf eine Person, die sich gerade in Ihrer Umgebung befindet, auszuführen. Wenn der Zeiger sich in ein '+'-Zeichen verwandelt, wählen Sie den Gegenstand aus der Liste aus, den Sie benutzen möchten und klicken dann den Gegenstand oder die Person an, auf die die Aktion gerichtet werden soll.

HANDELN: Gestattet Ihnen eine Handlung in Bezug auf einen Gegenstand oder eine Person auszuführen. Wenn der Zeiger der Mouse sich in ein '+'-Zeichen verwandelt, wählen Sie den Gegenstand, der untersucht werden soll, und drücken auf die linke Mouse-Taste.

SPRECHEN: Gestattet Ihnen, sich mit den Personen, die Sie im Spielverlauf treffen werden zu unterhalten. Wenn der Zeiger der Mouse sich in ein '+'-Zeichen verwandelt, wählen Sie den Gegenstand aus, der untersucht werden soll, und drücken auf die linke Mouse-Taste.

Folgende Handlungen werden nach Betätigen der RECHTEN Mouse-Taste aufgerufen:

UNTERSUCHEN: Gestattet Ihnen nähere Angaben über einen Gegenstand zu erhalten, den Sie besitzen. Setzen Sie den Menü-Balken auf den gewünschten Gegenstand und drücken Sie die linke Mouse-Taste.

BENUTZEN: Gestattet Ihnen, eine Handlung mit einem Gegenstand in Ihrem Gepäck auf einen anderen Gegenstand in Ihrem Gepäck auszuüben. Setzen Sie den Menü-Balken auf den gewünschten Gegenstand und drücken Sie die linke Mouse-Taste.

HANDELN: Gestattet Ihnen, eine Handlung auf einen Gegenstand in Ihrem Besitz auszuführen. Setzen Sie den Menü-Balken auf den gewünschten Gegenstand und drücken Sie auf die linke Mouse-Taste.

Das Hilfsmenü

Dieses Menü bietet Ihnen Funktionen an, die mit dem eigentlichen Spielverlauf nichts zu tun haben, Ihnen aber z.B. ermöglichen, Zwischenspeicherungen oder Teil-Ladungen vorzunehmen ... Sie gelangen in dieses Menü, wenn Sie auf beide Mouse-Tasten gleichzeitig drücken.

PAUSE: Bringt das Spiel in Wartestellung, bis Sie erneut auf eine der Mouse-Tasten drücken.

NEUBEGINN: Gestattet Ihnen, mit dem Spiel bei Null wieder anzufangen.

SPICHERLAUFWERK: Dient dazu, dem Programm anzugeben, welches Diskettenlaufwerk Sie zum Zischenspeichern benutzen wollen.

TEILLADUNGEN: Mit dieser Funktion können Sie ein bereits begonnenes, zwischengespeichertes Spiel fortführen. Wenn das Programm Sie darum bittet, legen Sie die Speicherdiskette ein. Daraufhin erscheint eine Liste der auf dieser Diskette gespeicherten Spiele. Setzen Sie die Mouse auf den Namen des Spiels, das Sie laden möchten und bestätigen Sie (wir empfehlen Ihnen, sich zu diesem Zweck eine leere, formatierte Diskette anzulegen).

SPIEL SPEICHERN: Gestattet Ihnen, das Spiel, das gerade in Gang ist, zu speichern. Wenn das Programm Sie darum bittet, legen Sie die Speicherdiskette ein. Daraufhin erscheint auf dem Bildschirm eine Aufstellung, die eine Liste der bereits auf Diskette gespeicherten Spiele enthält. Wählen Sie einen freien Platz und bestätigen Sie. Geben Sie in das Textfenster einen Namen für den neuen Spielstand ein, und bestätigen Sie. Sollte in dieser Aufstellung kein Platz mehr frei sein, nehmen Sie entweder eine neue Speicherdiskette oder überschreiben Sie ein bereits gespeichertes Spiel.

MUSIK UND TON: Gestattet Ihnen, die Musik und die Geräusche ein- oder auszuschalten (nur für MS-PC-DOS kompatibel).

HINWEIS: Sie können nur so lange den Zwischenstand speichern, wie Ihre Figur noch lebt. Wir empfehlen Ihnen daher, diese Option regelmäßig zu benutzen, sobald sich eine gefährliche Situation ergibt. Während einer Spielsequenzen, in der Sie Ihre Figur nicht führen, können Sie das Spiel nicht zwischenspeichern. Doch bleiben Sie ganz ruhig, während dieser Sequenzen wird Ihnen nichts besonderes gefährliches widerfahren, es sei denn, es ist sowieso schon zu spät zu handeln.

Tipp für Anfänger

Setzen Sie zum ersten Mal ein Adventure spielen, sollten Sie folgendes beachten:

- Untersuchen Sie alle Gegenstände, die sich an Ihrem Aufenthaltsort befinden.
- Gehen Sie dicht an die Gegenstände heran, die Sie gerade untersuchen, denn niemand ist unfehlbar und unser Held kann einige Details nur dann erkennen, wenn er auch nah genug dran ist.
- Lesen Sie die erscheinenden Kommentare sorgfältig durch, denn sie können wichtige Hinweise für den Rest Ihres Abenteuers beinhalten.
- Nehmen Sie so viele Gegenstände wie möglich mit.
- Denken Sie genau über alle in Frage kommenden Verwendungsmöglichkeiten der Gegenstände, die Sie besitzen, nach.

• Betätigen Sie alles was sich Ihnen bietet.

• Sprechen Sie mit so vielen Personen wie möglich. Sie könnten Ihnen vielleicht wichtige Hinweise geben.

• Speichern Sie den Zwischenstand ab, sobald Sie Gefahr wittern.

Sollten Sie trotz allem irgendwo im Spielverlauf steckenbleiben, dann versuchen Sie nachzuprüfen, ob Sie nicht einen Gegenstand vergessen, oder ob etwas noch unerledigt ist ... Es gibt für jedes Problem eine Lösung.

ATARI 520, 1040 ST, MEGA ST und STE

1. SPIEL VON DISKETTE

Laden des Spiels von Diskette

- Schalten Sie den Computer für mindestens 30 Sekunden ab.
- Schalten Sie den Computer ein.
- Legen Sie Diskette Nr. 1 in Laufwerk A: ein.
- Klicken Sie das Icon DELPHINE.PR3 doppelt an.

2. Spiel von Festplatte

Installation

- Prüfen Sie nach, ob die Anzahl freier Bytes auf Ihrer Hard-Disk größer ist, als die an den Disketten.
- Legen Sie einen neuen Ordner an, in den Sie nacheinander den Inhalt der Diskette kopieren.

Sie des Spiels von Festplatte

- Klicken Sie das Icon der Festplatte an.
- Klicken Sie das Icon des Ordners doppelt an, der das Spiel enthält.
- Klicken Sie das Icon DELPHINE.PR3 doppelt an.

AMIGA 500, 1000 und 2000

(Bei einer Amiga 500 ohne Speichererweiterung, sollten Sie externe Laufwerke vom Rechner trennen.)

1. Spiel von Diskette

- Laden des Spiels von Diskette.

AMIGA 1000

- Schalten Sie für mindestens 30 Sekunden den Computer ab.

• Schalten Sie den Computer ein.

• Legen Sie die Diskette KickStart in das Laufwerk DFO: ein.

• Wenn der Computer die Diskette Work Bench fordert, legen Sie statt dessen die Diskette 1 des Spiels in das Laufwerk DFO: ein.

AMIGA 500 und 2000

- Schalten Sie für mindestens 30 Sekunden den Computer ab.

• Schalten Sie den Computer ein.

• Wenn der Computer die Diskette Work Bench fordert, legen Sie statt dessen die Diskette 1 des Spiels in das Laufwerk DFO: ein.

2. Spiel von Festplatte

Installation

- Vergewissern Sie sich, daß Ihre Festplatte noch ausreichend freien Platz für das Spiel anbietet.
- Legen Sie einen neuen Ordner an, in das Sie nacheinander den Inhalt der Diskette kopieren.

Laden des Spiels von Festplatte

- Klicken Sie das Icon der Festplatte doppelt an.
- Klicken Sie das Icon des Ordners, der das Spiel enthält doppelt an.
- Klicken Sie das Icon DELPHINE SOFTWARE.PR3 doppelt an.

MS-PC-DOS KOMPATIBLE

Installation

- Schalten Sie für mindestens 30 Sekunden den Computer ab.
- Schalten Sie den Computer ein.
- Legen Sie Ihre MS-PC-DOS Diskette in Laufwerk A: ein.
- Nach dem Booten Ihres Computers legen Sie die Diskette 1 des Spiels in Laufwerk A: ein.
- Geben Sie A: ein und bestätigen Sie mit **ENTER**.
- Geben Sie **INSTALL** ein und bestätigen Sie mit **ENTER**.
- Befolgen Sie die Anweisungen, die auf dem Monitor erscheinen.

1. SPIEL VON DISKETTEN

Laden des Spiels von Diskette

- Schalten Sie für mindestens 30 Sekunden den Computer ab.
- Schalten Sie den Computer ein.
- Legen Sie die DOS-Diskette in Laufwerk A: ein.
- Nach Installation Ihres Computers, legen Sie die Diskette 1 des Spiels in Laufwerk A: ein.
- Geben Sie A: ein und bestätigen Sie mit **ENTER**.
- Geben Sie **DELPHINE** ein und bestätigen Sie mit **ENTER**.

2. SPIEL VON FESTPLATTE

Laden des Spiels von Festplatte

- Geben Sie C: ein und bestätigen Sie mit **ENTER** (sollte Ihre Festplatte nicht Laufwerk C: sein, geben Sie den entsprechenden Buchstaben ein).
- Geben Sie **CD/DELPHINE** ein und bestätigen Sie mit **ENTER**.
- Geben Sie **DELPHINE** ein und bestätigen Sie mit **ENTER**.

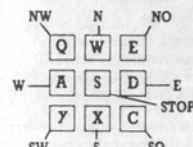
3. TASTATUR-KONTROLLE

- Die acht Cursor-Tasten verändern die Position des Zeigers um ein Pixel.
- Durch gleichzeitiges Drücken der **SHIFT**-Taste und einer Cursor-Taste bewegt sich der Zeiger schneller.
- Durch gleichzeitiges Drücken der **CTRL**-Taste und einer Cursor-Taste, wird der Zeiger ins Zentrum eines der acht Quadrate des Bildes gesetzt.
- Die Taste **ESC** entspricht der rechten Mouse-Taste.
- Durch gleichzeitiges Drücken der **CTRL**-Taste und S können Sie den Ton ein- oder ausschalten.
- Die Tasten **RETURN**, **ENTER** und S (des Ziffern-Blocks) entsprechen der linken Mouse-Taste.
- Folgende Tasten rufen Befehle direkt auf:

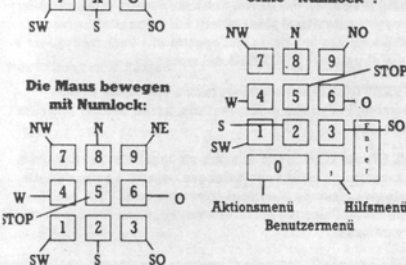
"F1" UNTERSUCHEN	"F5" BETÄTIGEN
"F2" NEHMEN	"F6" SPRECHEN
"F3" INVENTAR	"F7" Aktionsmenü
"F4" BENUTZEN	"F10" Hilfsmenü

- Drücken Sie die Taste, "P" hält das Spiel an, bis Sie erneut auf "P" drücken.
- Drücken Sie auf "+", werden alle Bewegungen beschleunigt.
- Drücken Sie auf "-", werden alle Bewegungen verzögert.

Kontrolle der Figur:



Die Maus bewegen ohne "Numlock":



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Cinematique ist ein Warenzeichen von Delphine Software.

PRONTUARIO PER IL SISTEMA CINEMATIQUE

Si consiglia di fare delle copie dei dischetti originali e usare queste per giocare.

ATTENZIONE: Prima di iniziare, assicurarsi di avere a disposizione un dischetto vuoto formattato su cui poter salvare di volta in volta le parti del gioco.

FUNZIONAMENTO

Interamente controllato con il mouse, questo gioco della nuova generazione si concentra sulle cose essenziali: il piacere e l'avventura...

Muovere l'eroe

La figura che ti rappresenta, la puoi muovere a volontà sullo schermo. Tutto quello che devi fare per farlo spostare, è di muovere il cursore e premere il pulsante **SINISTRO** del mouse. L'eroe si sposta, quindi, verso il punto che hai scelto.

Se un ostacolo gli blocca la strada, la figura si ferma. Scegli un altro punto che gli permetta di aggirare l'ostacolo.

Il Menu di Azione

Anche se il menu di azione è piuttosto semplice, puoi eseguire tante azioni diverse con l'eroe.

Il menu di azione appare quando premi il pulsante **DESTRO** del mouse. Muovi la barra del menu fino a che non evidenzia l'azione desiderata, e premi il pulsante del mouse.

Le azioni attivate con il pulsante **SINISTRO** del mouse, sono le seguenti:

EXAMINE (Esamina): Ti permette di ottenere maggiori informazioni su un oggetto nelle tue vicinanze. Quando il cursore si cambia in una '+', punta sull'oggetto che vuoi esaminare e premi il pulsante **SINISTRO** del mouse.

TAKE (Prendi): Usa questo comando quando vuoi raccogliere un oggetto che ritieni possa esserti utile. Quando il cursore si cambia in una '+', punta sull'oggetto che vuoi raccogliere e premi il pulsante **SINISTRO** del mouse.

INVENTORY (Inventario): Indica gli oggetti in tuo possesso. Per uscire dall'inventario, premi uno dei pulsanti del mouse.

USE (Usa): Ti permette di usare un oggetto in tuo possesso, di eseguire un'azione su qualunque oggetto o persona nelle vicinanze. Quando il cursore si cambia in una '+', scegli l'oggetto sull'elenco e poi fai clic sull'oggetto o persona su cui lo vuoi usare.

ACT (Agisci): Ti permette di eseguire un'azione su qualunque oggetto o persona. Quando il cursore si cambia in una '+', punta sull'oggetto o persona e premi il pulsante **SINISTRO** del mouse.

SPEAK (Parla): Questo lo usi per parlare alla gente che incontri. Quando il cursore si cambia in una '+', punta sulla persona a cui vuoi parlare e premi il pulsante **SINISTRO** del mouse.

Le azioni attivate con il pulsante **DESTRO** del mouse, sono le seguenti:

EXAMINE (Esamina): Ti permette di ottenere maggiori informazioni su un oggetto in tuo possesso. Muovi la barra del menu fino a quando non evidenzia l'oggetto prescelto e poi premi il pulsante di **SINISTRA**.

USE (Usa): Ti permette di usare un oggetto in tuo possesso, di eseguire un'azione su qualunque oggetto. Muovi la barra del menu fino a che non evidenzia l'oggetto prescelto e poi premi il pulsante di **SINISTRA**.

ACT (Agisci): Ti permette di eseguire un'azione su qualunque oggetto in tuo possesso. Muovi la barra del menu fino a che non evidenzia l'oggetto prescelto e poi premi il pulsante di **SINISTRA**.

Menu dell'Utente

Questo menu fornisce funzioni aggiuntive, e appare premendo contemporaneamente i due pulsanti.

PAUSE (Pausa): Ferma il gioco fino a che non premi uno dei pulsanti del mouse.

RESTART (Ripresa): Ti permette di riprendere il gioco dall'inizio.

DISK DRIVE (Unità Disco): Questa la usi per dire al programma quale drive vuoi usare per salvare i giochi.

LOAD A GAME (Carica un Gioco): Se desideri riprendere un gioco salvato, quando il programma te lo chiede, inserisci il dischetto contenente i giochi salvati. L'elenco dei giochi salvati appare. Muovi il cursore sul nome del gioco da caricare e conferma.

SAVE A GAME (Salva un Gioco): Per salvare un gioco, quando te lo chiede il programma, inserisci il gioco salvato. Appare un elenco di tutti i giochi salvati. Scegli uno spazio vuoto e conferma. Digita il nome sotto cui vuoi salvare il gioco nella casella testo e poi conferma. Se non c'è spazio, usa un dischetto nuovo, oppure salva sopra un gioco già esistente.

ATTENZIONE: Puoi salvare un gioco fintanto che l'eroe è ancora in vita. E' consigliabile usare questa opzione con frequenza, specialmente quando ti trovi in situazioni pericolose. Durante alcune sequenze animate, non puoi guidare il personaggio o salvare il gioco. Ma non ti preoccupare, in queste sequenze non ti succede niente di veramente pericoloso, oppure è già troppo tardi per fare qualcosa.

MUSIC AND SOUND (Musica e Sonoro): Per attivare o disattivare la musica e gli effetti sonori. (Solo per PC e compatibili.)

Suggerimenti

- Esamina tutti gli oggetti che ti stanno vicino.
- Avvicinati agli oggetti da esaminare. Nessuno è infallibile, e il nostro eroe non può vedere i particolari se non li esamina da vicino.

- Leggi attentamente i commenti che appaiono. Possono contenere degli indirizzi utili per il futuro.
- Raccogli il maggior numero possibile di oggetti.
- Pensa a tutti gli usi possibili di un oggetto in tuo possesso.
- Agisci dovunque ti è possibile.
- Parla col maggior numero possibile di gente. Potresti ottenere delle preziose indicazioni.
- Appena ti senti in pericolo, fai immediatamente una copia. Se dopo tutto questo, ti trovi bloccato in un punto del gioco, cerca di ricordare se ti sei dimenticato un oggetto, o se non hai fatto una certa cosa prima...

ISTRUZIONI DI CARICAMENTO

ATARI 520, 1040 ST, MEGA ST e STE

- Accendi il computer.
- Inserisci il dischetto 1 nel drive A:
- Fai un doppio clic sull'icona DELPHINE.PRG.
- Il gioco si carica e gira automaticamente.

AMIGA 500, 1000 e 2000

- (Se usi un AMIGA 500 senza estensione di memoria, devi staccare l'unità disco esterna.)
- Spegni il computer per almeno dieci secondi.
 - Riaccendi il computer.
 - Inserisci il dischetto KickStart nel drive DF0.
 - Quando appare il sollecito per il Workbench, inserisci il dischetto 1 nel drive DF0.
 - Il gioco si carica e gira automaticamente.

Installazione su Disco Rigido

- Controlla che il numero di bytes disponibili sul disco rigido sia maggiore di quello usato dal programma.
- Crea una nuova directory e copiaci il contenuto di ciascun dischetto.

Caricamento da Disco Rigido

- Fai un doppio clic sull'icona del disco rigido.
- Fai un doppio clic sull'icona della directory che contiene il gioco.
- Fai un doppio clic sull'icona DELPHINE.PRG.
- Il gioco si carica e gira automaticamente.

Installazione su Disco Rigido

- Controlla che il numero di bytes disponibili sul disco rigido sia maggiore di quello usato dal programma.
- Crea una nuova directory e copiaci il contenuto di ciascun dischetto.

Caricamento da Disco Rigido

- Fai un doppio clic sull'icona del disco rigido.
- Fai un doppio clic sull'icona della directory che contiene il gioco.
- Fai un doppio clic sull'icona DELPHINE.PRG.
- Il gioco si carica e gira automaticamente.

IBM PC e COMPATIBILI

Installazione su Disco Rigido

- Accendi il computer.
- Inserisci il dischetto DOS nel drive A:
- Quando il computer è avviato, inserisci il dischetto 1 nel drive A:
- Batti A: e premi **INVIO**.
- Batti **INSTALL** e premi **INVIO**.
- Segui le istruzioni sullo schermo.

Caricamento da Dischi Floppy

- Avvin da disco.
- Spegni il computer per almeno dieci secondi.
- Riaccendi il computer.

- Inserisci il dischetto DOS nel drive A.
- Quando il computer è avviato, inserisci il dischetto 1 nel drive A.
- Batti A: e premi **INVIO**.
- Digita **DELPHINE** e premi **INVIO**.

Caricamento da Disco Rigido

- Batti **C:** e premi **INVIO** (se il disco rigido non si chiama C:, batti la lettera che corrisponde).
- Digita **CD/DELPHINE** e premi **INVIO**.
- Digita **DELPHINE** e premi **INVIO**.

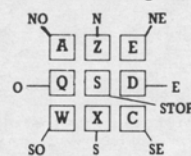
COMANDI TASTIERA

- Gli otto tasti freccia muovono il cursore di un pixel ogni volta che vengono premuti.
- Premendo **SHIFT** e un tasto freccia, muovere il cursore più rapidamente.
- Premendo **CTRL** e un tasto freccia, colloca il cursore al centro di uno degli otto riquadri in cui è lo schermo.
- Il tasto **ESC** funziona come il pulsante destro del mouse.
- Premendo **CTRL** e il tasto **S**, accende e spegne il sonoro.
- I tasti **RETURN**, **INVIO** e **S** (quello al centro del tastierino numerico) funzionano come il pulsante sinistro del mouse.
- Inoltre, puoi usare i tasti funzione per accedere direttamente ai comandi come segue:

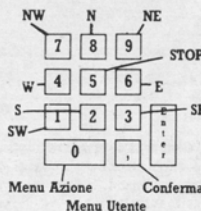
"F1" ESAMINA	"F5" ATTIVA
"F2" PRENDI	"F6" PARLA
"F3" INVENTARIO	"F9" Menu Azione
"F4" USA	"F10" Menu Utente

- Premendo **"P"** sospende il gioco fino a che non lo premi di nuovo.
- Premendo **"+"**, accelera l'animazione.
- Premendo **"-"**, rallenta l'animazione.

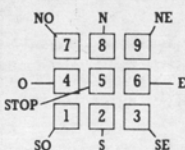
Per Muovere la Figura:



Per Muovere il Mouse Con il tasto Numlock spento:



Per Muovere il Mouse Con il tasto Numlock acceso:



Menu Azione Conferma

Menu Utente