

# GADGET

A futuristic train with a glowing blue light on its front is positioned in a station. The station has a high, arched ceiling with a complex metal lattice structure. The overall lighting is warm and golden, with a prominent red glow at the bottom of the image. The title 'GADGET' is written in large, bold, red letters at the top.

INVESTIGATION, TRAVEL, & ADVENTURE

Directed by

**HARUHIKO SHONO**

Music Composed by

**KOJI UENO**

Story Developed by

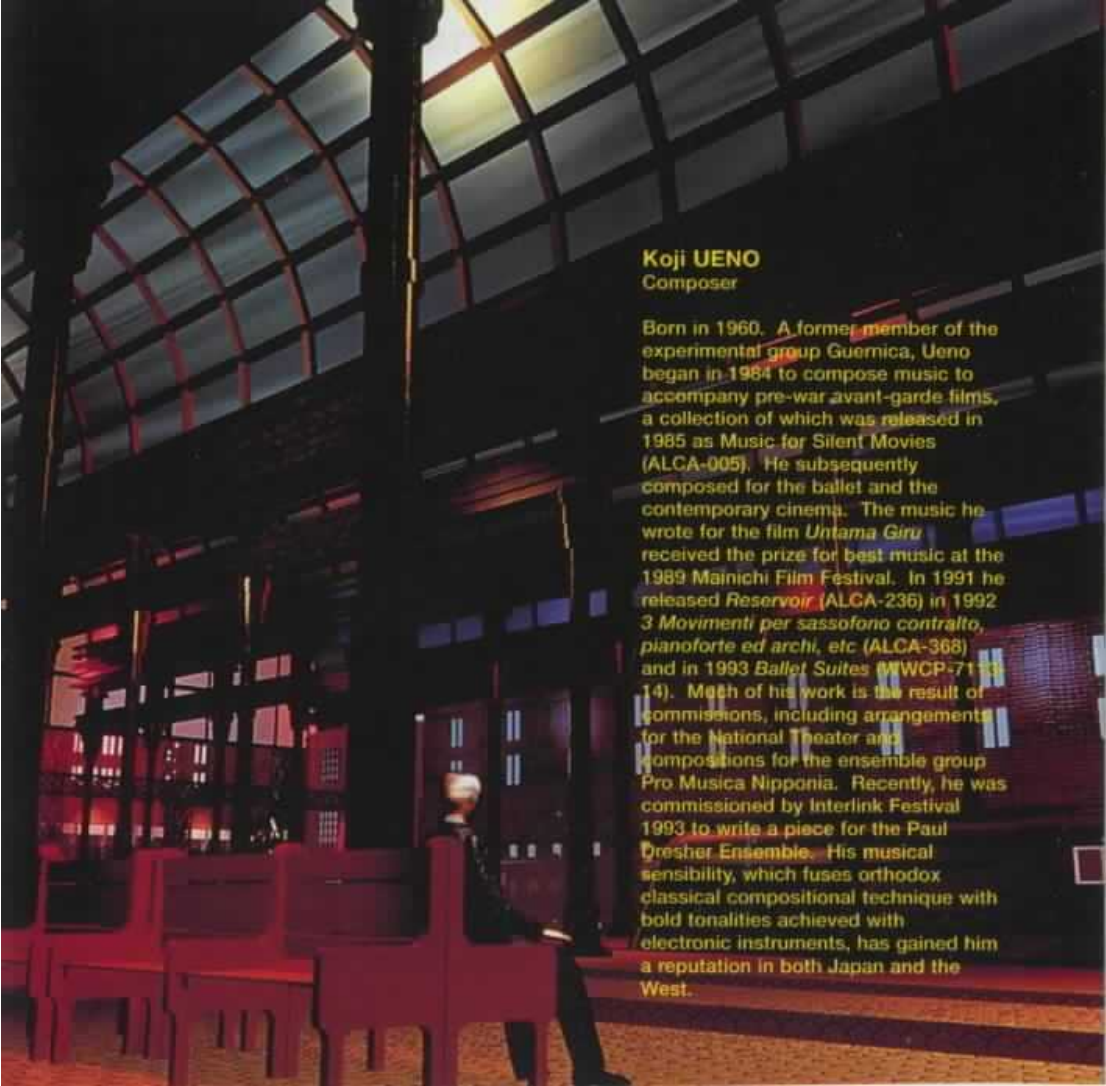
**HIROSHI NABEKURA**



## Haruhiko SHONO

Director

Born in 1960. In 1985, while still in graduate school, Shono formed the creative group Radical TV. At the Tsukuba '85 Science Exposition he mounted the joint live performance *TV War* in which he employed a huge projector. When the group disbanded he went solo, and got into everything from videos, high-definition TV and computer graphics to the total design of video games. On the concept of an interactive museum, Shono reconstructed the worlds of the artist Kuniyoshi KANEKO and the composer Kazuhiko KATO as the CD-ROM software *Alice*, which won the AVA Multimedia Grand Prix MITI Minister's Prize in 1991. In March, 1992 he released *L-ZONE* which was awarded the prize that year for the best work in the multimedia division. The initial Macintosh version of *L-ZONE* was translated into a Microsoft Windows 3.1 version and a PC-98DOS version and has been a worldwide best-seller. For his activities as a multimedia creator, Shono received the Multimedia Association Chairman's Prize in 1992. *GADGET* was the recipient of the Multimedia Grand Prix MITI Minister's Prize for 1993.



## Koji UENO

Composer

Born in 1960. A former member of the experimental group Guernica, Ueno began in 1984 to compose music to accompany pre-war avant-garde films, a collection of which was released in 1985 as *Music for Silent Movies* (ALCA-005). He subsequently composed for the ballet and the contemporary cinema. The music he wrote for the film *Untama Giru* received the prize for best music at the 1989 Mainichi Film Festival. In 1991 he released *Reservoir* (ALCA-236) in 1992 *3 Movimenti per sassofono contralto, pianoforte ed archi, etc* (ALCA-368) and in 1993 *Ballet Suites* (NWCP-7133-14). Much of his work is the result of commissions, including arrangements for the National Theater and compositions for the ensemble group Pro Musica Nipponia. Recently, he was commissioned by Interlink Festival 1993 to write a piece for the Paul Dresher Ensemble. His musical sensibility, which fuses orthodox classical compositional technique with bold tonalities achieved with electronic instruments, has gained him a reputation in both Japan and the West.

## INVENTION, TRAVEL & ADVENTURE

*GADGET* is a 3-D realm that has two aspects, an interactive one in which the player can freely walk about and see things from a subjective perspective and a cinematic one in which the player's viewpoint is objective. The movie portion is for the most part black-and-white. In the interactive portion the cursor is displayed on the screen. When the cursor comes to a point on the screen where a change in perspective is possible, it changes shape. Conversations with the characters and the operation of gadgets are done with the 'normal' cursor.



normal



go forward



face right



face left



A scene from the movie portion. A dynamic film sequence shows a speeding steam locomotive. There are also clips that show a monorail in operation and the takeoff and flight of a lightplane.



The mystery man Slowstop. He hands you a photograph and asks you to establish contact with a certain man. From the moment you board the train at West End Station you become a wanderer in the realm of **GADGET**.



When you see people on the train or in a station, try to get as much information as you can out of them. Even if you've talked with them before, approach them again and see if they have something further to say.



You'll collect gadgets and put them in this duralumin suitcase. The first item that comes into your hands is a pair of binoculars. It will show you events that await you in the very near future. Altogether there are five gadgets that you must collect.

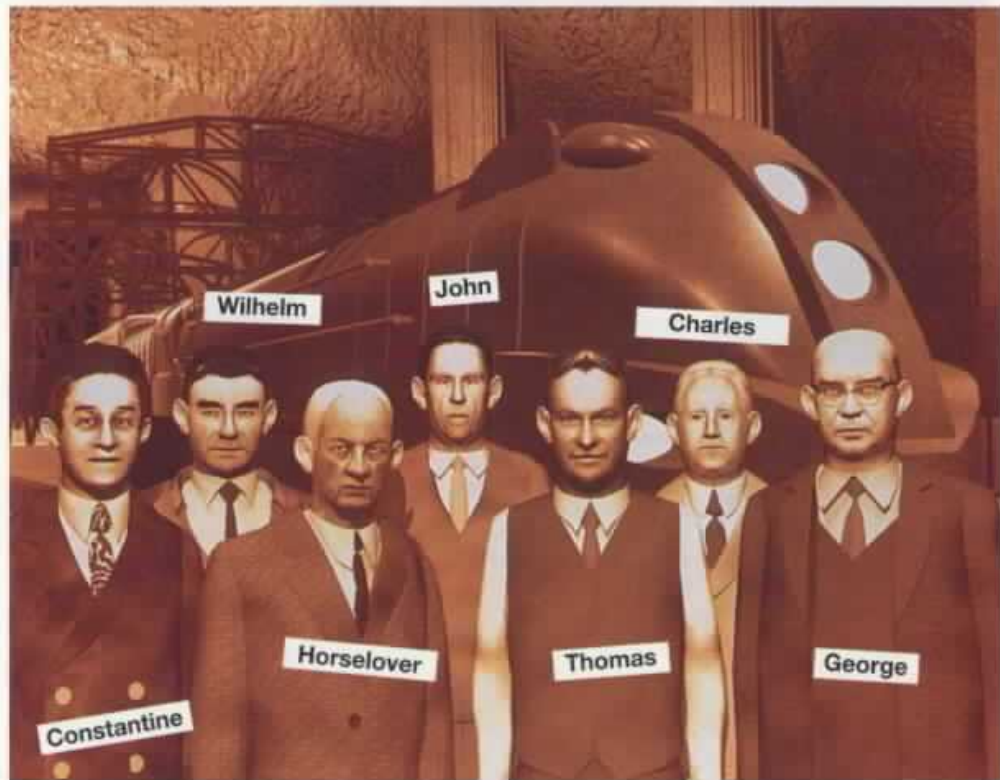


One of the places where you'll get off the train is the National Observatory. The research laboratories of a noted scientist are located here. What vision will unfold when you look into the huge reflecting telescope shown at center?

## The seven scientists hold the key

"I want you to establish contact with a scientist named Horselover"

You're handed a photo showing Horselover with his six research associates. On a speeding train, at stations along the way, at the Museum of Science—everywhere you go one of the scientists is there to pass on some tidbit of information. Then the unexpected truth is revealed....





## Credits

Directed by  
Haruhiko SHONO

Music Composed by  
Kōji UENO

Story Developed by  
Hirokazu NABEKURA

Visuals  
Haruhiko SHONO  
Minoru KUSAKABE (SYNERGY)

Computer Programming  
Hideyuki AIDA (SYNERGY)  
Koji KATAYAMA

Graphics  
Izao KONAKA (SYNERGY)

Englishing  
David

Production Management  
Yoshie IKEDA (SYNERGY)  
Toshinori MASUMURA (SYNERGY)  
Eri SASADA (TOSHIBA EMI)

Producer  
Masanori AWATA (SYNERGY)

Executive Producer  
Takahiko NAGASHIMA (TOSHIBA EMI)

### Special Thanks to

Akitsugu DOI  
Hiroko ICHIKAWA (N\*2)  
Tensay ISHIGURO (N\*2)  
Masaaki SHINA  
Yasuhiro FUJITA (TOP)  
Kenji KIMURA  
Yasuo ICHIGE (NIPPON SHAKU)  
Mayumi TANAKA (VALIS)  
Masami TAKAHASHI (ARTBRAINS)  
Makoto SEKIKAWA  
Akira TAKAHASHI  
Hiroyuki MIURA (SYNERGY)  
Shouzou FUSE (TOSHIBA EMI)  
Taizo SUGIHARA (TOSHIBA EMI)  
Tetsuko OHTA (TOSHIBA EMI)

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# How to Enjoy **GADGET**

## Window 95 Instructions

### To change to 256 colors, one must:

① Choose "Control Panel" from "Settings" in the "Start" menu. (fig. B)

② Double click "Display" in the "Control Panel." (fig. C)

③ Select the "Settings" file in "Display." You will find the current number of colors displayed under "Color palette." Choose 256 colors. You may use the arrow to the right of the dialogue box to change the color mode.

\* the screen for GADGET will be smaller than the monitor when the "Desktop area" is set for more than 640 x 480 pixels.

④ Click "Apply" after selecting 256 colors.

⑤ Click "OK" to confirm the setting change.

### To Run

① Place GADGET CD-ROM into the CD-ROM drive.

② The opening screen will appear. (fig. A)

③ To start from the very beginning, select "Screen the opening sequence."

To bypass the introduction, select "Skip over the opening sequence."

fig.A



fig.B



fig.C



## Setting Up Windows 3.1

Follow the steps described below to set up your hard disk.

### (1) Adjust Display Settings

If Windows is set for other than 256 colors (16 colors, 65,000 colors or 16,000,000 colors), select [Windows Setup] from the [Main] group and change the setting to the 256-color mode following the steps described below.

① Open the [Windows Setup] window and from the [Setup] menu select the [Change System Settings] command. (fig. 1)

② In [Display] there is shown the resolution and color configurations that you are presently using. If you click the arrow at the right, a list of possible settings will be displayed. From this list select [640x480 256 colors]. (fig. 2)

③ After changing the settings, click [OK] in the dialogue box.

\* If you have previously used this resolution setting, a dialogue box will appear asking if you really want to install a new driver. Click [Current]. (fig. 3)

\* If you are using this resolution setting for the first time, you may be asked to put the Windows system disk in the disk drive. If so, put in the disk and click [OK]. (fig. 4)

④ When a dialogue box is displayed asking you to verify the change in settings, click [Restart Windows]. (fig. 5)

### (2) Start up File Manager

Start up your File Manager and select the CD-ROM drive icon. When you select Tree, the file [setup.exe] will appear in the window. (fig. 6)

fig. 1

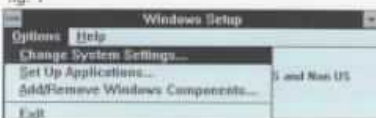


fig. 2

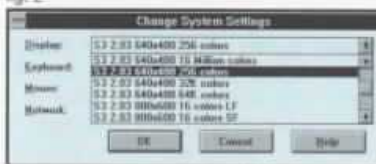


fig. 3

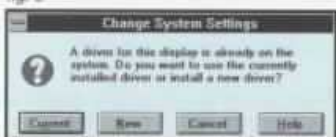


fig. 4

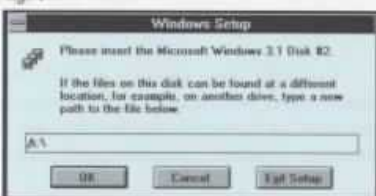


fig. 5



\* If CD-ROM drive should not be among the File Manager drive-option icons, quit Windows, set up CD-ROM drive following your CD-ROM manual instructions, and then repeat the above procedure.

### (3) Start up Setup Program

① Start up by double clicking [setup.exe]. It is necessary to this setup program that you have previously copied a 3MB file from CD-ROM to the hard disk. For initializing, the drive to which you will copy is set as [C:\]. If it is all right to copy to [C:\], click [OK]. Setup will begin. (fig. 7)

\* If you wish to copy to a drive other than [C:\], be certain to select a drive that has 3MB or more of open area, change the drive name and then click [OK]

② When setup is complete there will be a group named [SYNERGY] in your Program Manager and inside [SYNERGY] will be displayed three icons [GADGET], [GADGET Read Me] and [Room 306]. (fig. 8)

\* In [GADGET Read Me] you will find more detailed information about Windows settings and other matters. If does not work as it should, double click this icon and set up Windows or MS-DOS according to its instructions.

## Starting Up

① After setting up, quit all applications except Program Manager.

② Double click the [GADGET] icon in the [SYNERGY] group and GADGET will start up.

\* If you double click the [Room 306] icon to start up, you will skip over the opening sequence directly into GADGET. (fig. 9)

fig. 6



fig. 7



fig. 8



fig. 9



## Operating the Menu Bar

By using the menu bar at the top of the *GADGET* display you can save and input data, adjust the sound level or quit *GADGET* and return to the desktop. The menu bar is not normally visible, but if, during operation of *GADGET*, you bring the cursor to the top of the display, the menu bar will appear. (fig. 10)

\* The menu bar can be made to appear only when the cursor is visible on the screen.

**A. Saving Data** Set the cursor on [Save...] and select it from [File] in the menu bar. When a directory dialogue box appears, designate the position you wish to save and then click [OK]. (fig. 11)

\* If at [Drives:] CD-ROM drive has been selected, be sure to first change the drive to the hard disk.

**B. Inputting Data You Saved** Select [Open...] from [File] in the menu bar, choose the data you wish to input from the dialogue box and then activate it. (fig. 12)

**C. Adjusting Sound** Select [Sound] in the menu bar and designate one of nine sound levels. (fig. 13)

**D. Quitting** Select [Quit] from [File] in the menu bar. A dialogue box will appear. If you wish to first save your position, choose [Cancel], but if you are ready to quit, select [OK]. *GADGET* will terminate and you will return to your desktop. (fig. 14)

fig. 10



fig. 11



fig. 12



fig. 13



fig. 14



### Things You Shouldn't Do:

Avoid performing the following operations while **GADGET** is activated. Normal operation of the software may be affected.

- Unnecessary use of the keyboard
- Changing applications
- Inserting or removing disks



**SYNERGY**