ORION BURGER
A GRAPHIC ADVENTURE

As any hungry space-tramp will tell you, Orion Burger is the largest fast-food chain in the entire galaxy. In fact, the company's motto is "Googols and Googols Served." That's a whole lotta burgers! With this kind of volume, Orion Burger needs a constant supply of fresh protein for their restaurants. That's where protein procurement agent Zlarg comes in.

As our story opens, Zlarg is completing his latest protein harvest. After the last of the planet's inhabitants are hosed up into the spaceship, Zlarg's faithful assistant, Flumix, sets a course back to Orion Burger headquarters where their precious cargo can be processed into burger meat.

Zlarg checks in with the boss to get his next harvesting assignment: another far-flung planet filled with lots of free-range protein-laden beings. The planet is Earth. But before you start packing, be assured that all is not lost. Thanks to some heavy lobbying by an alien-rights group called the Planet Huggers, Orion Burger can no longer indiscriminately 'clear-cut' a planet – intelligent life is too scarce a resource to be used as burger meat! In these more enlightened days, a randomly-selected specimen must first be subjected to a battery of intelligence tests. If the specimen passes all of the tests, Orion Burger has to move along and find another planet to obliterate. If the specimen fails any of the tests, the planet Earth will come to a ...er, grinding halt. With reports of the Planet Huggers monitoring Orion Burger's protein-harvesting activities, Zlarg is reminded to play by the rules, and ensure that Earth-life is "suitable" for harvest.

Well, guess what? You, Wilbur Wafflemeier, are the human test subject.

Without so much as a dinner and a movie, you're whisked aboard the Protein Harvester orbiting high over the Earth and strapped down to some kind of IQ testing contraption. We're definitely not in Kansas anymore, Toto!

Unable to escape, you're subjected to painful jolts from a set of electrodes that measures your "neurosynaptic bandwidth." This is your first test: the Neuroanalysis Test. Sorry to say, you have failed. Miserably. You are what they call synaptically-challenged.

Next stop, the Abduct-o-tron, where Flumix prepares to erase your memory and send you back to Earth to the exact time and place you were originally abducted (standard abduction protocol requires that you be returned so that you don't know you were gone and no one else does either). From there, you'll be harvested along with the rest of humanity and ground to a disgusting pulp, to be rein-carne-ated, shall we say, as an Orion Burger.

However, as luck would have it, a mysterious ally (a Planet Hugger perhaps?) has sabotaged the Abduct-o-tron. You are sent back to Earth to a point in time prior to your abduction, with your memory intact. You have entered a loop in time. A loophole, actually, that gives you multiple chances to pass all of the tests.

So with time on your side, get ready for some juicy, mouth-watering, time-warping fun, as you use your wits to save the Earth from being served up with a side of fries.

Enjoy your Orion Burger... or shall we say, "bon appetit"?

EASY INSTALL:

1. If you have an external CD-ROM drive, turn it on first, then turn on your computer.
2. Put the *ORION BURGER* game disk in your CD-ROM drive.
3. At the DOS prompt, type ***D:*** (or whichever letter corresponds to your CD-ROM drive). Hit [ENTER].
4. Type ***INSTALL*** and press [ENTER].
5. At the *Help* menu, look over the README document. Press the *Done* button to begin installation.
6. At the *Install* menu, select *Easy Install*. Click on the *Done* button.

NOTE:

• Easy Install will search your drive to determine if you have 15MB free disk space. If so, the program will perform MEDIUM install (requiring 12MB free disk space). Otherwise, it will default to MINIMUM install (requiring 5MB free disk space). For MAXIMUM install, you must go through the ADVANCED installation procedure.

ADVANCED INSTALL:

1. Follow steps 1 through 5 of Easy Install.
2. At the Install menu, select Advanced Install. Click on the Done button.
3. Choose the drive you wish to install the game into. At the Drive sub-menu, make your selection. When finished, click on the Done button.
4. Choose the install size. Choose between:
   MINIMUM (requires 5MB free disk space),
   MEDIUM (requires 12MB free disk space), and
   MAXIMUM (requires 580MB free disk space).
   Installing larger portions of the game to your hard drive may increase performance. We recommend you opt for MEDIUM or MAXIMUM install, disk space permitting.
   When finished, click on the *Done* button.
5. Choose the directory you wish to install the game into. Click on the Browse button, then select the directory of your choice. When finished, click on the Done button.
6. Back at the Advanced Install menu, click on the Done button.

SETUP:

Once the installation is complete, you will be asked to configure your sound card(s).

1. Choose your music card by clicking on the Music Card selection button. At the Music Card sub-menu, choose a card that matches your own (or one that your card supports). When finished, click on the Done button.
2. Choose a Digital Sound Card that matches your own, or one that your card supports. (If you only have one card, select that card for both music and digital sound.) Click on the Done button.
3. Back at the Setup menu, click on the Detect button. The program will attempt to autodetect settings for your card(s).
4. Click on the Done button.

NOTE:

• If you're unsure which sound cards you have, check your sound card documentation.

• If the program fails to correctly detect your card settings (Music Port, Digital Audio Port, Digital Audio IRQ, Digital Audio DMA), you will have to enter these settings manually. For more information, check your sound card documentation.

TO PLAY NOW:

1. Type ORION and hit [ENTER]. Bon appetit!

TO PLAY LATER:

1. Switch to the directory that contains the ORION BURGER game program. At the prompt, type either CD \GAME \BURGER, CD \GAMES\BURGER or CD \BURGER. (If no \GAME or \GAMES directory exists, the ORION BURGER game program will be found under \BURGER)
2. Type ORION and hit [ENTER]. Bon appetit!

NOTE: all references to "clicking" are to the left mouse button.

Zlarg's intelligence tests are pretty darn hard. Naturally, he's not going to make it easy on you – after all, he wants to slather you with secret sauce and eat you! Fortunately, a member of the Planet Huggers is stowed away aboard Zlarg's ship. Thanks to her mischief, the consequences of failing one of Zlarg's tests are not as bad as they would be otherwise. After failing a test, you are accidentally sent back to Earth to a point in time before your original abduction, thereby creating a loop in time. This loop enables you to re-live the day of your abduction over and over again, each time a little better prepared than the last.

So, with the entire population of Boonsville to help out, it's up to you to pass the bizarre alien IQ tests and save the Earth from a grisly demise. Don't feel bad if you fail a test at first. At times, it's nearly impossible to pass until you've had a chance to nose around and learn a few things first. If at first you don't succeed...

GAME INTERFACE

To move around the screen, click on the spot where you want Wilbur to walk. If he's able to go there, he'll walk to the spot.

To exit to a different game screen, move the mouse until the cursor becomes a pointing arrow, then click.

The following are the tools you'll need to interact with objects and characters in *ORION BURGER*.

Click on the eye icon to take a closer **LOOK** at an object. The cursor becomes the *Look At* icon. Now, click on an object (either on screen or in your inventory). Wilbur will describe what he sees. (You can also use the "L" or "A" keys to change the cursor into the *Look At* icon.)

Click on this icon to **TAKE** an object into inventory. The cursor becomes the *Take* icon. Now, click on the object you wish to take. If he can, Wilbur will take it into inventory. (You can also use the "T" or "S" keys to change the cursor into the *Take* icon.)

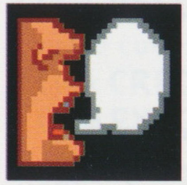
Click on this icon to **USE** or manipulate an object. The cursor becomes the *Use* icon. Next, click on the object you wish to manipulate (either on screen or in your inventory). Wilbur will perform the action or offer his excuses if he can't. (You can also use the "U" or "D" keys to change the cursor into the *Use* icon.)

The Inventory

This is where Wilbur stores all the items you collect.

To use an inventory object, first click on it. Then, click on the object you wish to use it on (either on screen or in your inventory).

If you have more objects than can be seen on the viewing screen, the inventory's scroll bars will become active. Click on the scroll bars to view hidden objects.



As you pass the mouse over someone Wilbur can **TALK** to, the *Talk To* symbol will appear. Click on the person you want to talk to.

Abduct-o-tron

While on Earth, you have a short amount of time to prepare before being abducted again. If you're ready to attempt the test, press the Abduct-o-tron button. (You can just sit tight and wait for your eventual abduction, but this is a whole lot faster.)

Alternately, if you're aboard the spacecraft or at a test site, and you're anxious to get back to Earth, press the Abduct-o-tron button. (This is equivalent to failing the test, which is not a problem since you can always get it right the next time.)

The Abduct-o-tron button can be found on the lower right-hand corner of the game screen.

The Stowaway

Astral, the Planet Hugger spy, is your on line hints. When you're thrown into the brig after passing a test, have a chat with Astral. She's been around the galaxy a few times and may be able to point you in the right direction.

TIMEWARPING FOR BEGINNERS

So, you keep being abducted and returned to the same point in time on Earth. Here are a few tips for those of you who are new to time travel:

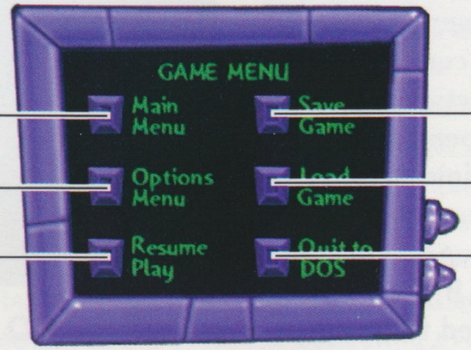
- Until you successfully pass ALL of the aliens' tests, you'll have to start your day anew (and pass each test all over again). To save you from having to re-take a test you've already passed, Wilbur will automatically race around collecting everything he needed for previously passed tests. When he finishes, you are free to focus on the CURRENT test scenario.
- The game timer halts when you're in a conversation (so you don't have to be a speed reader).
- Remember, things happen at the same time each "new" day (for instance, the pink truck barrels through town no matter where in town you happen to be).
- If you're abducted and you fail the current test, you'll be returned to Earth. Of the objects you collected, only those you used successfully as part of the test solution remain in your inventory. Otherwise, objects will have to be collected again. Saving the game frequently will allow you to return to your current test scenario with collected objects intact, however, be aware that in opening a saved game, you also inherit the time that has elapsed since your last abduction. If you've done a lot of wandering around, it may be best to start the day afresh. If you're close to figuring out what you need for the next test, it may be helpful to continue working on that test from a saved game. You'll figure out which is best!

MAIN MENU

- Click **INTRO** to see the Introduction;
- Click **NEW GAME** to start a new game;
- Click **LOAD GAME** to load a previously saved game;
- Click **RESUME GAME** to resume a game currently in session;
- Click **CREDITS** to see credits;
- Click **EXIT** to exit.

NOTE:
The first time you run ORION BURGER, you'll see the Intro, then proceed directly into the game. Subsequent times you run the game, you'll start at the Main Menu.

GAME MENU



Click here to go to the Main Menu

Click here to save game

Click here to go to the Options Menu

Click here to load game

Click here to resume play

Click here to exit

To access the Game Menu from the game screen, click on the Menu button at the lower right-hand corner of the screen (under the Abduct-o-tron button).

OPTIONS MENU

Click here to adjust the sound volume

Click here to adjust digestibility (we're not sure either!)

SAVE GAME

This dialog box allows you to describe and save your current game. Click on a slot, then type any combination of letters, numbers, and spaces into it. The image above the game description will also be saved, to help you to later identify the point at which the game was saved. If you type over an occupied slot, the previously saved game in that slot is erased. To complete the save, click on the Save button or press the ENTER key. To change a slot selection once you've clicked on it, hit ESC. To cancel the save, press the Cancel button or the ESC key (twice).

The Save Game dialog box can also be accessed by hitting F2.

LOAD GAME

This dialog box allows you to load a previously saved game. Click on the slot corresponding to the game you wish to open (an image of that saved game will appear above the dialog box). Press the Load button, hit the ENTER key, or double click on the selected slot. To change a slot selection once you've clicked on it, hit ESC. To cancel a game load, press Cancel or the ESC key (twice).

The Load Game dialog box can also be accessed by pressing F3.

SHORTCUT KEYS

L or A — Changes cursor into **LOOK** icon

T or S — Changes cursor into **TAKE** icon

U or D — Changes cursor into **USE** icon

F2 — Saves game

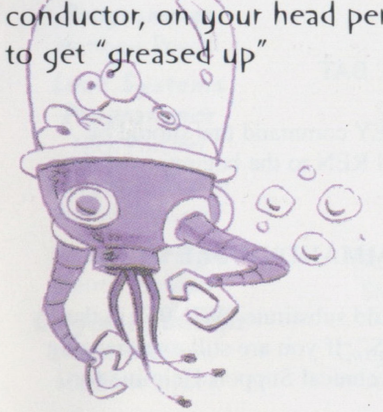
F3 — Loads a previously saved game

Esc — From the game, brings up the *Game Menu;*
from the *Main Menu*, quits the game;
from the *Game Menu*, returns you to the game;
from the Gizmo screen, returns you to the game.

Here are a few tips to get you started on the final five tests...

Neuroanalysis Test

What's this, need help already? Well OK. It seems Zlarg is intent on frying your brains, if only you had something on you that could be used as some form of conductor, on your head perhaps. It's time to get "greased up"



Survival Test

You're in a mighty big bind for such a little fella. Your pet gerbils have been transformed into a buck-toothed militia that will shoot at anything that moves (and we do mean anything). Before you can escape from the cage, you'll need to deactivate those nasty varmints. The ray gun should warm things up a bit, if you use it wisely.

Sensory Perception Test

Your first challenge is to get ol' man Perkins off his island. Perkins insists that as long as he owns the island, no one is coming ashore. Judging by the double-barrelled shotgun in your face, "pretty please" isn't going to work.

Language Test

Bork exterminator for the day, eh? Each bork must be exterminated a different way. Unfortunately, the gizmo with the extermination instructions is in "bork-ese," the aliens' language. To decipher the instructions, you've got to learn to speak their language. Observe these hyperactive gremlins long enough, and their words will begin to make sense.

Logic Test

Convinced that humans are hopelessly illogical, Zlarg has devised his coup de grace: you have to make several of your Boonsville neighbours happy. Start by doing a good deed for Elmo, and you'll be on your way.

Problems ?

If you are experiencing problems running this game, here are a few suggestions that may help you. The following changes need to be made to your AUTOEXEC.BAT and CONFIG.SYS files.We recommend that you use a boot disk to do this as this will leave your system unchanged. If you do not know how to make a boot disk please refer to your DOS manuals.

1. Ensure that the lines below appear in your CONFIG.SYS.

BUFFERS=40
STACKS=9,256

Also try not using the RAM addition to the EMM386.EXE line (where applicable) and instead try

DEVICE=C:\WIN95\EMM386.EXE NOEMS

If you are going to use the RAM switch try using a particular RAM address like:

DEVICE=C:\WIN95\EMM386.EXE RAM I=B000-B7FF HIGHSCAN

2. Now to the AUTOEXEC.BAT

If you are using the DOSKEY command this should be remarked out, to do this add REN to the beginning of the appropriate line, e.g.:

REM LH C:\WIN95\COMMAND\DOSKEY

NOTE: MS-DOS users should substitute "WIN95" in the above statements with "DOS". If you are still experiencing problems, please call our Technical Support Helpline for further information.

Designer
Robert Aitken

Writer
Robert Aitken

Additional Dialog Writer
Mark Solomon

Art Direction
Andrew Pratt

Background Layout
Glen Lovett

Character Design
Glen Lovett, Sean Newton

Lead Game Programmer
Matthew Powell

Lead Systems Programmer
Nick Porcino

Original Score
Darren McGrath

Sound Design
Darren McGrath

Original Concept
Robert Aitken,
Matthew Powell

Producer
François Robillard

Assistant Producer
Danielle Cooper

Background Art
Bob Parr, Andrew Pratt

3D Modeling/Animation
Nelson Dewey,
David Henry

Animation Design
Robert Aitken

Lead Animator
Sean Newton

Animation
Jim Bridle,
Hilary Denny,
Nelson Dewey,
Richelle Grist,
Glen Lovett,
Kay Lovett,
Tim Maltby,
Stephen McCallum,
Shelley McIntosh,
Jean Paynter,
Gary Scott, Nigel Tully
Adrie Van Viersen

Animation Technician
Robert McMurtry

Art Technician
Garth Buzzard

Additional Art
Darren Brereton,
Shelley Burke,
Garth Buzzard,
Karl Johanson,
Calvin Jones,
Dwight Lockhart,
Bob Parr, Andrew Pratt

Colorists
Allan Cameron,
Scott Douglas,
Cindy Johnson

Additional Coloring
Brent Arnst, Rob Barrett,
Chris Capell,
Jacob Dewey,
Bruce Elder,
Andrew James,
Calvin Jones,
Darren Keetley,
Jeff Kuipers,
Dwight Lockhart,
Kimberlie Manuel,
Connie McCann,
Stephen Rowe,
Peter Taylor

GUI and Detail Art
Andrew Pratt

Programmers
Robert McMurtry,
Paul Lahaise,
Chris Petkau,
Jason Bevins,
David Thomas

Systems Design
Nick Porcino

Systems Programming
Andras Kovacs

Demo Programming
Matthew Powell

Windows '95 Programming
Chris Blackwell

Macintosh Programming
Nick Porcino,
Michael Ellis

Additional Systems Programming
Cody Jones, Tinman

ORION BURGER

Conversation Programming
Robert Aitken

Casting
Robert Aitken,
Darren McGrath

Audio Producer
Darren McGrath

Dialog Cutting
Darren McGrath,
Allan Cameron

User's Guide Writer
Hope Hickli

User's Guide Art and Layout
Calvin Jones, Bob Parr

Quality Assurance
Michael Beninger,
Kimberlie Manuel,
Chris Capell, Bruce Elder,
Darren Keetley

Audio Cast

Wilbur	Rob Paulsen
Zlarg	Jim Cummings
Flumix	Dee Bradley Baker
Astral	E.G. Daily
Harry	Michael Bell
Aunt Polly	Candi Milo
Burl	Phil Hayes
Elmo Perkins	Nick Jameson
Sheriff	Phil Hayes
Gus/Angus/Elgus	Mike Donovan
Odie	Rob Paulsen
Vipe	Mike Donovan
Roxy	Candi Milo
Vera	Pat Lentz
Eugene	Phil Hayes
Stolie	Mike Donovan
Borks	Dee Bradley Baker
VP of Protein Procurement	Jim Cummings
Truffles	Dee Bradley Baker
Junkyard Dog	Rob Paulsen
Ship's Computer	Candi Milo
Mutant Gerbils	Dee Bradley Baker

Windows '95 version uses Miles Sound System from RAD Software. Copyright (C) 1994-1996 by Miles Design, Inc.

Thanks to Lynda Gran for our paychecks, Laura McCallum for keeping us organised and Carol Schieck for always smiling.

Thanks to Vancouver Island Brewing for keeping us happy every weekend.

Very Special Thanks to Significant Others and Offspring who often made do without their loved ones so that this product could be made.

Have you Burgered up your plan to save Humanity?

If you would like Gameplay Help with

please call our recorded gameplay helpline on:

0839 994 440*

***Calls to this line are more expensive than a normal telephone call and are currently charged at 39 pence per minute cheap rate and 49 pence per minute at all other times. You must get permission from the person who pays the telephone bill prior to dialling (Maximum call charge is £3.40).**

Service operated by: Eidos Interactive, Units 2-3 Holford Way, Holford, Birmingham, B6 7AX

IMPORTANT - READ CAREFULLY BEFORE USING THIS PRODUCT
LICENCE AND LIMITED WARRANTY

BY USING THE SOFTWARE INCLUDED WITH THIS LICENCE AND LIMITED WARRANTY YOU WILL INDICATE YOUR ACCEPTANCE OF THE TERMS OF THIS LICENCE AND LIMITED WARRANTY BETWEEN YOU, AND Eidos Interactive. THE SOFTWARE AND ACCOMPANYING ITEMS ARE PROVIDED TO YOU ONLY UPON THE CONDITION THAT YOU ACCEPT AND AGREE TO ABIDE BY THE TERMS SET OUT BELOW. IF YOU DO NOT AGREE TO THE TERMS AND DO NOT WANT YOUR ACT OF USING THE SOFTWARE TO INDICATE YOUR ACCEPTANCE OF THE TERMS, PROMPTLY RETURN THE SOFTWARE TOGETHER WITH ALL ACCOMPANYING ITEMS ("PROGRAM PACKAGE") TO YOUR DEALER FOR A REFUND.

A. TECHNICAL SUPPORT: If you have any problems with the software program(s) ("Orion Burger"), contact EIDOS INTERACTIVE, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 0121 606 1800. If you require technical assistance, call the Helpline on: 0121-356-0831.
All telephone charges incurred by you in connection with this facility will be met by you, EIDOS INTERACTIVE shall pay postage costs in returning to you any Program which is returned to EIDOS INTERACTIVE by you under this agreement but shall not be responsible for postage costs incurred by you in returning the Program to EIDOS INTERACTIVE.

B. LIMITED USE LICENSE: The Program is owned by Sanctuary Woods Multimedia. (the Manufacturer), and is protected under copyright laws and international treaties. All rights not expressly granted are reserved.
YOU MAY:
• Either (a) make one copy of the Program solely for backup or archival purposes provided that you reproduce all information (including copyright notices)which appeared on the original disk(s), or (b) transfer the Program to a single hard disk, provided that you keep the original disk(s) solely for backup or archival purposes.
• Transfer the complete Program Package on a permanent basis, provided that you retain no copies and the recipient agrees in writing to the terms of this Agreement.
YOU MAY NOT:
• Use the Program on more than one computer, computer terminal or workstation at the same time.
• Make copies of the materials accompanying the Program, or make copies of the Program except as provided above.
• Rent, lease, licence or otherwise transfer the Program without the express written consent of the Manufacturer, except that you may transfer the complete Program Package on a permanent basis as provided above.
• Reverse engineer, decompile, disassemble, or create derivative works of the Program.
• Use the extra set of disks (if the Program Pack contains both 3.5" and 5.25" disks) on another computer or loan, rent, lease, or otherwise transfer them to another user except as part of the permanent transfer of the entire Program Package.

C. LIMITED WARRANTY: EIDOS INTERACTIVE warrants, to the original buyer only, that the media upon which the Program is recorded shall be free from defects in materials and workmanship under normal use and service for a period of 3 months from the date of purchase.
EXCLUSIVE REMEDY: Subject to the following provisions EIDOS INTERACTIVE's entire liability and your exclusive remedy under this limited warranty shall be, at EIDOS INTERACTIVE's option, either (a) the repair or replacement of the Program that does not meet EIDOS INTERACTIVE's Limited Warranty and which is returned to the dealer or to EIDOS INTERACTIVE, if sold to you directly by EIDOS INTERACTIVE, with a copy of your receipt; or (b) a refund of the price, if any, which you paid for the Program and any accompanying items (as defined) as substantiated with proof of purchase. TO MAKE A WARRANTY CLAIM, PLEASE RETURN THE PROGRAM PACKAGE TOGETHER WITH YOUR PROOF OF PURCHASE TO YOUR DEALER. This Limited Warranty is void if the failure of the media upon which the Program is recorded has resulted from; damage caused by your or any third party's act, default, or misuse of the Program or by failure to follow any instructions supplied with the Program; by failure to comply with the instructions supplied with the computer hardware with which the Program is operated; if the Program has been stored, handled or applied in such a way that damage is likely to occur; or if the Program is altered, modified or repaired by persons not expressly nominated or approved in writing by EIDOS INTERACTIVE.
NO OTHER WARRANTIES. WITH RESPECT TO THE PROGRAM, PROGRAM MEDIA AND THE ACCOMPANYING WRITTEN MATERIALS, EIDOS INTERACTIVE GIVES NO OTHER WARRANTY OR GUARANTEE, OTHER THAN THE ABOVE WARRANTY. EIDOS INTERACTIVE MAKES NO REPRESENTATIONS, WARRANTIES OR CONDITIONS INCLUDING BUT NOT LIMITED TO THE MERCHANTABILITY, QUALITY OR FITNESS FOR PURPOSE OF THE PROGRAM OR ANY ACCOMPANYING ITEMS. EIDOS INTERACTIVE DOES NOT WARRANT THAT THE PROGRAM WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE PROGRAM WILL BE UNINTERRUPTED OR ERROR FREE. **THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS**.
LIMITATIONS ON DAMAGES. IN NO EVENT SHALL EIDOS INTERACTIVE, BE LIABLE FOR ANY DAMAGE WHATSOEVER (INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF INFORMATION, OR OTHER PECUNIARY LOSS ARISING DIRECTLY OR INDIRECTLY)OUT OF THE USE OF OR INABILITY TO USE THE PROGRAM. EIDOS INTERACTIVE SHALL NOT BE LIABLE FOR ANY SPECIAL INCIDENTAL, CONSEQUENTIAL OR OTHER SIMILAR LOSS OR DAMAGE EVEN IF EIDOS INTERACTIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGE AND IN NO EVENT WILL THE LIABILITY OF EIDOS INTERACTIVE EXCEED THE PURCHASE PRICE PAID BY YOU FOR THE PROGRAM AND ANY ACCOMPANYING ITEMS.

SAVE THIS LICENCE AND LIMITED WARRANTY FOR FUTURE REFERENCE

THIS LIMITED WARRANTY DOES NOT AFFECT YOUR STATUTORY RIGHTS