



AFTERLIFE™

THE LAST WORD IN INSTRUCTION MANUALS





STARTING THE GAME

When you first start the game, after you get through the LucasArts logo and the opening operating room sequence, you will see a screen like this [see fig. 1] that gives you a choice of what you want to do. If this is your first time playing *Afterlife*, unless you really liked that operating room sequence and want to select “Replay Cheesy Intro,” you will probably want to click on “Start a New Game.”

You will then be given a choice of difficulty levels [see fig. 2]. Again, if this is your first time, you probably want to start off with “Easy,” which starts off with a lot of money and

allows you to get established before the game really throws you any curves. After you get the hang of things, you can always try the other difficulty levels.

Having chosen a difficulty level, you should now see a screen that looks something like this [see fig. 3]. Congratulations! You’re a Demiurge, with your own little heaven and hell to play with. Welcome to your afterlife.

When first starting *Afterlife*, the best way to learn the game is to use the online tutorials (accessed from the top menu bar). Then, as you’re playing, frequently consult this manual and Aria and Jasper, your angelic and demonic helpers, by clicking their pictures on the Remote Control device. You can also

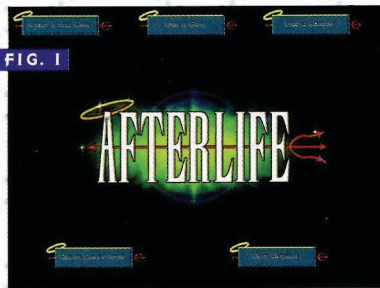


FIG. 1

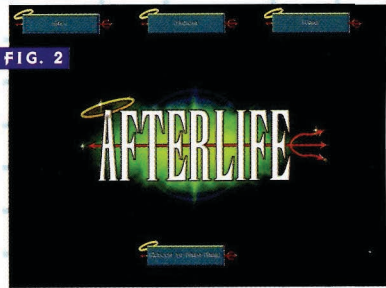


FIG. 2

right-click on any button or feature in the game to get a brief description of that item.

SAVE/LOAD

To save a game, you may either use the F5 key or select “Save Game” from the File menu. You will then see a window like this [see fig. 4]. You may either enter a name for the new save game in the top window, or click



FIG. 4

on another save game name to overwrite. The numbers to the left of the save game names refer to the year of the afterlife at the time the game was saved.

To load a previously saved game, you may either choose the “Load a



FIG. 6



FIG. 3

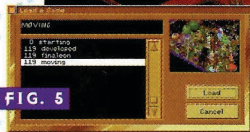


FIG. 5

Game” option at the beginning of the game, or, if you are already playing, use the F2 key or select “Load Game” from the File Menu. In either case, you will see a window like this [see fig. 5]. You may either double-click on the title of the game you want to load, or click once on the title to highlight it and then click on the “Load” button to load the game.

MUSIC & SOUND

The “Audio Settings” window (accessed from the “Global” menu) lets

you change sound settings in the game [see fig. 6]. Most of this is pretty self-explanatory—high volume on the sliders is to the right; low volume, to the left.

BACKGROUND ON THE AFTERLIFE UNIVERSE

In *Afterlife*, The eternal Powers That Be (cosmic forces too vast for human comprehension) have appointed you Demiurge—a sort of local deity—of one Planet with its system of appropriate eternal rewards and punishments. Let’s get one thing straight right now. THIS IS NOT EARTH. It is a Planet far, far away (but not so long, long ago) inhabited by intelligent, self-aware bipeds called EMBOs (Ethically Mature Biological Organisms), who *by some strange coincidence* have a culture that is very similar to ours (and therefore some similar ideas about heaven and hell), but it’s all coincidence. Nobody needs to feel upset if our view of what happens after death conflicts with theirs, because it’s all fictional...we made it up. And anyway, THIS IS NOT EARTH.

It’s just the Planet of the EMBOs. They have a variety of belief systems. And whatever they believe about the afterlife comes true after they die. (Basic Rule of the afterlife #1—Be Careful What You Ask For.) Each EMBO has a SOUL (Stuff Of Unending Life) that will survive death and be subject to the tenets of its belief system. These tenets are as follows:

NAAAists These believe in No Afterlife At All. Since NAAAists never show up in the afterlife, you really don’t have to worry about them.

AAAists These believe in Absolutely Always An Afterlife. All SOULs in the afterlife are AAAists.

HAAHists These believe that Heaven And Hell Await—that all SOULs must first serve time for their sins in hell, and then get rewarded for their good deeds in heaven.

HOOists These believe that SOULs go to Heaven Or Hell Only—that depending on the ultimate balance of good vs. evil in a SOUL, it will go to either one Realm or the other, but not both.

OCRAists- These believe that Only Cloud Realms Await; in other words, that the only afterlife is heaven.

OPRAists- These believe that Only Pit Realms Await; in other words, that the only afterlife is hell.

SUMAists- These believe that SOULS Undergo Multiple Afterlives—that all bad EMBOs in their lives have at some point committed all the sins, and all good EMBOs have demonstrated all the virtues, so they must spend a little time in the afterlife being punished for each of their sins or rewarded for each of their virtues.

SUSAists- These believe that SOULS Undergo Singular Afterlives—that each SOUL is characterized in particular by one particular sin or virtue, and therefore will only go to that particular part of the afterlife.

ALFists- These believe an Afterlife Lasts Forever...when SOULS have reached their Final Reward (or Punishment), they stay there for eternity. After ALFists die, they become permanent SOULS.

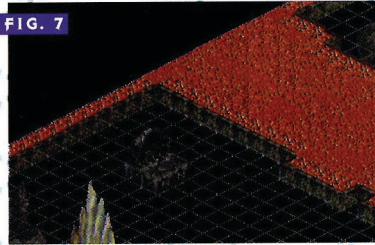
RALFists- These believe that Reincarnation Always Loops Fate...that when

SOULS have served their time (or been suitably rewarded), they return to the Planet to try again. After RALFists die, they become temporary SOULS.

Several of these tenets may combine into a belief system as well...for instance, a **HOHOSUMARALFist** would believe that a SOUL would travel only to heaven or hell (not both), that while in that eternal Realm, the SOUL would undergo multiple rewards or punishments, and afterwards it would be reincarnated again. Therefore that would be exactly the fate that would await this EMBO after death.

As Demiurge, it will be your job to zone housing and provide transportation for these SOULS. The type of housing the SOULS need depends on their actions during their lifetimes. In hell, you zone for the seven sins: Envy, Avarice, Gluttony, Sloth, Lust, Wrath, and Pride. In heaven, you zone for the seven virtues: Contentment, Charity, Temperance, Diligence, Chastity, Peacefulness, and Humility. There is also cheap Generic zoning available in each Realm.

FIG. 7



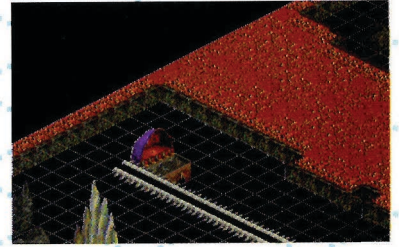
Building not connected to a Road.

Transportation is provided in two forms: Roads and Karma Track. Roads are how SOULS get around within the afterlife. Any building you want a SOUL to get to has to be connected to a Road, otherwise it will appear grey and cracked [see fig. 7]. When SOULS are ready to leave the afterlife, they travel on Roads until they come to a Karma

FIG. 8

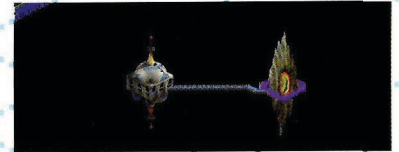


Karma Station Anchor on left, Karma Track shadow (the blue squares) and Karma Portal Anchor on the right.

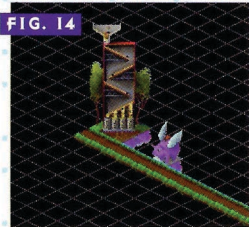


Building property connected to a road

Station Anchor [see fig. 8] which you build and connect by Karma Track to a Karma Portal Anchor. Don't confuse Karma Portal Anchors with Karma Portals. Karma Portals have that distinctive purple ring and hang in space between Karma Portal Anchors in heaven and hell. The Karma Portal Anchor transports them to a Karma Station (in the space between



Karma Station at left, Karma Track, and Karma Portal at right.



the two Realms) where a Karma Vehicle transports them along Karma Track to a Karma Portal. At the Karma Portal, the SOUL is beamed back to the Planet to have another go at life. You may have noticed four red tiles in a square at the center of heaven and hell that look like Karma Track. These are actually the shadow of the Planet, and you don't want to run Karma Track through this shadow, since the influence of the Plan-

et on its shadow makes any Karma Track running through it non-functional.

In addition to the Fates (the buildings where the SOULS are rewarded or punished) and Karma structures, there are several other kinds of buildings and structures in the afterlife. Unless stated otherwise, they all need to be connected to Roads. These are:

Gates How SOULS enter the afterlife. [see fig. 9]



Topias Where the Angels and Demons who work in the Realms live. *Do not need to be connected to Road.* [see fig. 10]

Training Centers Institutions that take SOULS and train them to be Angels or Demons. [see fig. 11]

Ports These are placed partially on land, partially on water and allow SOULS to cross the Rivers. You need at least one on each side of the River. [see fig. 12]

Siphons Siphons need to be placed next to Rocks, and then connected by Roads and/or Rivers to the rest of your buildings. They will help your buildings evolve so they can hold more SOULS. [see fig. 13]

Banks If you build Banks when you have money, then, if you run out of money, you can take out loans—one

loan of up to ten million Pennies per Bank. You can have up to twenty Banks and take out up to twenty loans. [see fig. 14]

Special Buildings When your afterlife reaches certain population landmarks, The Powers That Be will award you certain Special Buildings. If you put these near other buildings, the Special Buildings will chase away Bad Things. *Do not need to be connected to Road.* [see fig. 15]

Omnibolges and Love Domes When you get a billion SOULS in a Realm (hey, it could happen), The Powers That Be will allow you to purchase an Omnibolge (in hell) or Love Dome (in heaven). These marvelous devices will provide complete care (including Reincarnation) for up to a billion SOULS, and

there are no maintenance or labor costs. [see fig. 16]

Limbo Structures Limbo Structures serve as temporary holding tanks for SOULs—SOULs that would otherwise be lost go into these buildings for one year of game time and drink beer. Limbo Structures have to be monitored, though, because they have a finite supply of beer, and once that's gone, the building explodes. [see fig. 17]

HOW DO I WIN?

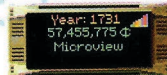
Well, you don't...not really. Like other resource management games, *Afterlife* doesn't have a real ending, so you can't actually win. You could play until a certain year, or a certain afterlife population, or until you earn a certain amount of money. What you really want to try for is efficiency. You consistently have to provide housing for SOULs, and to do that you need money. Your source of income is your SOUL Rate—the money you get for each SOUL as it walks through a Gate. The more efficient your Rewards and Punishments (known collectively as Fates), the higher your SOUL Rate (the better the Fate,

the higher the Rate). The more SOULs in a Fate, the more efficient it is. In order to get more SOULs into a Fate, you have to encourage your buildings to evolve so they will hold more SOULs. You do this by zoning carefully and making sure all your Roads are connected. So to review—the better you zone, the quicker your buildings will evolve. Evolved buildings hold more SOULs. More SOULs = more efficiency = more Pennies = more buildings. There are other factors that enter in later, but, essentially, this is how you become a successful Demiurge.

There are certainly ways to lose, though. If you stay in debt for too long, or if you don't have enough Rewards or Punishments to keep your workers occupied and they start rioting and destroy all your buildings, or if your Planet destroys itself in a nuclear war, you lose. But why worry about little things? SOULs are clamoring to get into your afterlife, and there are all kinds of interesting buildings that are going to spring up. When you have all eternity to play with, who worries about tomorrow?

REMOTE CONTROL

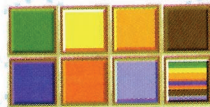
As Demiurge, you command a lot of power in the afterlife, and the Remote Control is the tool for wielding that power. By clicking on a button on your Remote Control, you can put down zoning anywhere in heaven or hell. Your cursor will change to reflect the kind of zoning available. Included in the game box should be a handy reference guide to the Remote Control, but we'll give you a detailed breakdown here anyway.



This is your top Status Box. It displays the current year in your afterlife, the current balance (in Pennies From Heaven) in your bank account, which zoning option is currently being used, and the cost per tile of that zoning in Pennies From Heaven. A tile is one of the grid squares in heaven or hell.

In the upper right corner of the Status Box is a small bar graph that displays the current weight of the various Fates (Rewards and Punishments). Each Fate is represented by a color (see zoning, below) and the higher the bar, the

greater the weight of the Fate. The heavier the weight of a Fate, the more likely it is that a Permanent SOUL will end up there. So if your weight bar graph had red and blue as the tallest bars, you should have more red and blue Zoning in heaven and hell than any other color.



Zoning These are the buttons that allow you to zone your

Rewards or Punishments—the housing for SOULs in the afterlife.

Green Envy in hell, Contentment in heaven.

Yellow Avarice in hell, Charity in heaven.

Orange Gluttony in hell, Temperance in heaven.

Brown Sloth in hell, Diligence in heaven.

Purple Lust in hell, Chastity in heaven.

Red Wrath in hell, Peacefulness in heaven.

Blue Pride in hell, Humility in heaven.

Multicolor Generic Zoning—it's half as expensive, and will admit any SOUL,

REMOTE CONTROL



but it's only half as efficient in processing SOULs as regular Fate zoning. If zoning appears grey or cracked, it's because it's too far away from a Road. SOULs will only walk 3 squares away from a Road.



Gates. Every time a SOUL passes through a Gate, you receive the number of Pennies specified in your SOUL Rate (in the bottom Status Box). Try to place Gates a few tiles down the Road from Rewards or Punishments, because they put out Vibes that slow down the evolution of Fate zoning. (See discussion of Vibes on page 18.)



Roads. Pretty much everywhere in the afterlife that SOULs go, they have to walk...and whenever they walk, they need Roads to walk on.



Karma Station Anchors. By placing Karma Station Anchors next to Roads and connecting them with Karma Track to Karma Portal Anchors, you allow SOULs to Reincarnate. Each Karma Station Anchor has its equivalent Karma Station in between the two Realms.



Karma Track. The blue squares that appear in the Realms when you lay down Karma Track are actually shadows of the real Track, which exists in the space between the Realms. The gameplay purpose of the shadows is to help you see if you are properly connecting Station Anchors to Portal Anchors.



Topias. Utopias and Distopias are cities where Angels and Demons live. Building Topias can cut costs by reducing the number of commuting workers, whom you have to pay extra.



Training Centers. These can also cut costs, since workers you train are cheaper than imported ones. But if you Microview your Training Centers (see **Microview**, below), you will see that you can control the percentage of SOULs you train. This is because if you let just *anybody* in, you're going to have some pretty stupid workers. But if you reduce the percentage of SOULs admitted, your Angel Quotient and Demon Quotient (how smart your workers are) will start

going up, which means your Rewards and Punishments will be more efficient, which means you'll make more money.



Ports. The only way to cross Rivers. You need at least two, one on each side of the River.



Siphons and Banks. Siphons, when placed next to Rocks and connected by Roads to buildings, enable those buildings to better evolve. Banks allow you to take out Loans. In heaven, the interest is deducted from your Pennies every year. In hell, if you don't pay off at the end of 100 years, hell will deduct the amount you are receiving for each SOUL before they reach the Gate.



Special Buildings. These gorgeous structures, awarded by The Powers That Be, are each good for repelling a different kind of Bad Thing. And they're Free!



Omnibolges and Love Domes. Some day you'll have a billion SOULs in a Realm, and you'll earn the right to buy one of these.



Limbo Structures. A temporary device to keep SOULs from getting lost.



Zap (Structure Destruction).

The Zap button is your eraser... the way you get rid of unwanted structures. Of course, any SOULs in the destroyed building will immediately take to the Road, looking for new housing, and you don't get back the money you spent for the building, but sometimes you just need the space.

At the center of the Remote Control are several general purpose controls. Each of the four arrows on the left rotates your view of the afterlife 90



degrees. The plus key on the right zooms your view of the afterlife closer, and the minus key zooms your view back further.



Planetview

This window not only displays information about the Planet (in the large box under the view of the Planet), but also allows you to alter conditions on the Planet. When you click on the Population button and then click on a sector of the Planet, you will get an information display about this sector: its loca-

tion in latitude and longitude (which you may wish to note if you want to check on this sector again), the type of terrain, how many inhabitants, the tech level of the inhabitants, the livability index of the level, and the Sin/Virtue Levels. You will also see a breakdown of the area's population in terms of belief systems, or tenets.

If you want to meddle with the Planet, you have three options—all of which will cost you money. When you click any of the three remaining buttons, you will see a slider displayed on the right and an EMBO outline figure on the left with a Pennies number below him. The slider measures how much influence you wish to wield on the Planet. As you move the slider up, you will notice the Pennies figure increases—the more influence you wield, the more it costs you.

The way you wield influence is to click on a sector then click the Penny-button to the lower right of the slider, which places an influential EMBO in that sector. The Technology button allows you to influence a techno-geek, and the map displays levels of technolo-

gy. The Sin/Virtue button allows you to influence an artist toward a particular mix of Sins and Virtues, and the map displays relative levels of sin and virtue. By clicking on an individual quality, the map will display the level of that quality, and by moving the Sin/Virtue sliders (up is Virtue, down is Sin), you tailor the views of your artist to influence the culture... and thereby alter the population of SOULs arriving at your afterlife. The Tenets button allows you to influence an influential person toward a particular belief system, and the map displays the strength of different tenets. By clicking on individual tenets, you tailor the views of the influential person to influence the culture. For instance, if you choose to only build a hell and no heaven, you could find a highly populated area on the Planet and place an influential OPRAist... thus insuring that a larger percentage of SOULs that only believe in hell will show up in your afterlife.



The next row of four buttons on

your Remote Control brings up special windows to give you detailed information about your afterlife.



GRAPHVIEW The Graphview offers a series of graphic and text displays of information.

The following buttons appear on the Graphview window:



Tenets These pie charts show the relative strength in the afterlife of competing belief

systems. The buttons at the bottom let you display only heaven or only hell, to make the graph easier to read.



Fate Population This graph breaks down the population of your Fate housing by their characteristic Sins and Virtues. The hollow

lines are available housing, and the full lines are divided between the light-colored Temporary residents and the dark-colored Permanent residents. The colored buttons at the bottom allow you to

toggle off different qualities to make the display clearer, and the heaven and hell buttons allow you to separately view the available housing in each Realm.



Structures Graph This graph shows the population of Gates, Karma Stations, Topias, Ports, and Training Centers in heaven and hell.



History Graph This line graph compares the growth of population in the Realms with your

total number of Pennies, SOUL Rate, income, spending, losses, average efficiency, fate structures and overall spiffiness. Any individual line can be toggled off to make the graph easier to read, and you may view the graph for twenty-five years, five hundred years, or ten thousand years.



Personnel This text display breaks down your total workforce: first by Angels and

Demons, then according to the different structures that are employing them. In a perfect afterlife, all your workers would be employed; but sometimes you will notice on this chart a certain number of idle workers. This means your

Training Centers are turning out more workers than you have buildings for them to work in. You need to turn off your Training Centers and zone some more workplaces. You will next see a percentage of imported workers. These are expensive, and if the percentage is over 80%, you may need to train more workers. (Note: if you have to choose between idle workers and imported workers, choose imported workers. Idle workers will eventually start rioting and disabling buildings in the opposite Realm, whereas imported workers are just expensive.) Next is the figure for commuting workers. These are also expensive, and can be totally eliminated by building Topias. Next is your total payroll figure for each of the Realms, and finally, Angel Quotient and Demon Quotient—the intelligence (and, therefore, efficiency) of your workers. Imported workers have an A.Q. or D.Q. of 99, and if your average gets below 90, you will want to make your Training Centers more selective.



The Belief Graph This graph breaks down your population by belief system. The buttons at

the bottom let you display only heaven or only hell, to make the graph easier to read.



The Budget Graph This text display shows your Pennies coming in from SOULs versus

the various expenses of running the afterlife. The final line is your yearly profit or loss.



Soulview This button brings up the Soulview window, which, when you click on an inhabited

structure in the Realms, brings up a portrait and biographical information about an individual SOUL. When you click on the “Road” button, it also displays an enlarged EMBO head, which, over time, will track the location of the SOUL as it moves through the afterlife.



Macromanager This will cost you extra Pennies, and the exact amount is displayed at

the bottom of the Macromanager window after you have selected what changes you wish to make. Bear in mind that the population of Fates is constantly fluctuating, so the balance you enforce with the Macromanager

may only last for a few years. The Macromanager features buttons at the top that allow you to make global changes. The padlock button allows you to lock or unlock tiles by category (Lust, Wrath, Humility, etc.) rather than locking individual buildings with the Microview. Locking keeps tiles at their current state of evolution. The scale button lets you balance Fate tiles by category or use the more expensive auto-balance option.



MAPVIEW This button brings up the Mapview window, which conveys information about the afterlife through a series of maps. Here the heaven and hell buttons toggle you back and forth from one Realm to the other. In addition, by right-clicking anywhere on the displayed map, you will move the view in the main window to center on the location clicked. Left-clicking zooms in for a closeup view of the map, and right-clicking again zooms back out.

The following buttons appear on the Mapview window:



Balance Displays balance of Temporary and Permanent inhabitants in Fate zoning.



Efficiency Displays efficiency of Fate zoning. This provides a good check as to which buildings may need to be balanced using the Microview.



Vibes Most buildings in the Realms give off Vibes. Vibes influence the surrounding buildings to evolve, or they influence them not to evolve, depending on what kind of Vibes they are. In heaven Good Vibes are pro-evolutionary, Bad Vibes are anti-evolutionary. In hell, this works in reverse (hell likes Bad Vibes). So on your Vibes Mapview, to avoid confusion, pro-evolutionary Vibes are always displayed in green and anti-evolutionary Vibes are always displayed in red. (Green means go, Red means stop, get it?)



Capacity Shows how full your buildings are.



Zoning Displays the different colors of Fate zoning.



Traffic Shows how heavy the traffic is on your Roads.



Karma Structures Displays the Stations, Tracks, and Portals. For purposes of this map, “Anchors” means Track Anchors...the posts that appear when your Karma Track turns corners.



Ad Infinitum Displays the flow of energy that is tapped by the Siphons to empower your buildings.



Helpers The Powers That Be have appointed Jasper Wormsworth, a Demon, and Aria Goodhalo, an Angel, to be your Helpers in managing your afterlife. Any time you want, you can click on this button and Aria and Jasper will provide up to five items of advice about the state of your afterlife. If the button features a pitchfork symbol, you will just get advice about that aspect of hell, and if it features a halo, you will just get

advice about that aspect of heaven. If both symbols are present, advice is available about both.



This is the **Microview**—one of the most useful of a Demiurge’s tools. The Microview window displays several different kinds of information about any structure you click on:



View A look at the structure you have selected. By left-clicking on this image, you can make it larger, and by right-clicking on it, you can make it smaller.



Description A narrative examination of what goes on in this structure, sometimes providing informative highlights about the history of the afterlife.



Status Assorted tidbits about the current efficiency and functionality of this structure, including whether or not the structure is balanced, a situation you can adjust by using the next button.



Balance This button has different uses.

When Microviewing Banks, it will access the window that allows you to take out a loan. On Ports, Gates, Karma Stations, Topias, Banks, Limbo Bars and Training Centers, it will allow you to upgrade these structures, as well as adjust your Training Centers to accept more or fewer SOULs. But the principal use of the Microview Balance button is to adjust the balance of Fate Buildings.

Any Fate structure may hold Temporary and/or Permanent SOULs. Temporary SOULs are going to move on to another Fate, or reincarnate. Permanent SOULs will stay in this Fate for eternity unless the structure is destroyed. The Microview balance window shows the relative amounts of Temporary SOULs (light color) and Permanent SOULs



- Production
- Slider
- Research & Development
- Permanent SOULs
- Temporary SOULs

(dark color). Temporary SOULs who will inhabit the structure for a short time need lots of Production, represented by the Muscle icon on the right side of the slider, while Permanent SOULs who are going to be around a while mustn't be bored, so they need Research & Development, represented by the Brain icon on the left side of the slider. By moving the slider between these two extremes so that the ratio of Production to R&D is approximately the



same as the ratio of Temporary to Permanent, you will balance the structure. The structure being Microviewed in the illustration on the next page is properly balanced. Note that the slider is approximately as far from the right side (Production) as the line between Permanent and Temporary SOULs is from the left side. Whenever you are adjusting the slider to balance a building that has both Temporary and Permanent SOULs, you will want to do it in this manner, so that the slider bar is a reverse image of the Temporary/Permanent bar. Well-balanced structures are much more likely to evolve. When you think you have properly balanced your structure, click the Status button (!). If it says "well balanced" or "extremely balanced," you've done it.



(Optional) **Close Up** The Microview of some structures features a close up picture of activities within that structure.

The next row of four buttons on your Remote Control allows you to alter the visual aspects of your afterlife, to make it easier to find things. Regardless

of how the appearance of structures may change from the use of these buttons, they remain completely functional. The change is purely cosmetic.



Flatten Hell, Flatten Heaven

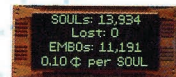
These two buttons will flatten Fate zoning in hell and heaven. This can be useful if you want to check whether all your Roads are properly connected, to see the damage inflicted by Bad Things, or if you want to do some extensive Microviewing.



Karma Structures This button toggles Karma Structures and Track on and off.



Grid This button toggles on and off the zoning grid in the two Realms.



Bottom Status Box

This final feature of the Remote Control displays the total population of your afterlife, the number of SOULs lost in the last year, the total number of EMOs on the Planet, and your SOUL Rate—how many Pennies you get paid for each SOUL that enters your afterlife.

KEYBOARD COMMANDS

-  = Pause
-  = Load Game
-  = Load Scenario
-  = Save Game
-  = Quit
-  = Audio Menu
-  = New Game
-  = Closes pop-up menus and quits out of tutorials
-  = Ports
-  = Topias
-  = Graphview
-  = Activates Miscellaneous Structure (ETC) zoning mode
-  = Toggles Mapview
-  = Gates
-  = Toggles Helpers
-  = SOULview
-  = Activates Karma Station zoning mode
-  = Activates Limbo Structure zoning mode
-  = Microview
-  = Training Centers
-  = Activates Omnibolge/Love Dome zoning mode
-  = Toggles Planet view
-  = Roads
-  = Special Buildings
-  = Karma Track
-  = Toggles Macromanager
-  = Nuke button
-  = Toggles remote control
-  = Toggles Previous Tempo/Divine Intervention

-  = **Green** Envy in hell, Contentment in heaven.
-  = **Yellow** Avarice in hell, Charity in heaven.
-  = **Orange** Gluttony in hell, Temperance in heaven.
-  = **Brown** Sloth in hell, Diligence in heaven.
-  = **Purple** Lust in hell, Chastity in heaven.
-  = **Red** Wrath in hell, Peacefulness in heaven.
-  = **Blue** Pride in hell, Humility in heaven.
-  = Generic Zoning
-  = Scroll Up
-  = Scroll Right
-  = Scroll Left
-  = Scroll Down
-  = Rotate Realms right
-  = Rotate Realms left
-  = Center & Zoom-In
-  = Center & Zoom-Out
-  = Zoom In
-  = Zoom Out
-  = Jumps to heaven
-  = Jumps to hell

If you right-click anywhere in the main window, the view will center on the location where you clicked. If you right-click on any feature on the Remote Control or its sub-windows, you will see a text box explaining that feature.

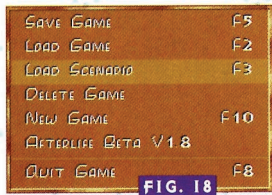


FIG. 18

MENU OPTIONS

The File Menu [see fig. 18] Most of these options are self-explanatory. We've already talked about saving and loading games.

The Scenarios are described below, in the section on **Scenarios**.

Deleting a game refers to deleting a game from your list of saved games. Just highlight the game you wish to delete, then click on the delete button.

New Game the game will start you up with a brand new empty afterlife.

If you click on the Version number, you will see the credits for the game, and clicking on "Quit Game" quits the game.

The Global Menu [see fig. 19] We've already talked about Audio Settings.

Tempo determines how fast the



FIG. 19

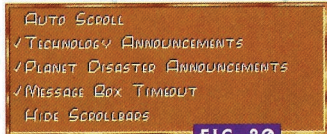


FIG. 20

game plays—how fast in real time the years go by in your afterlife. Divine Intervention halts everything but Planetary Disasters and Bad Things. As you move up the Tempo menu, things move from slow to fast, with Demonically Fast being the fastest. Any time it seems like things are going wrong, you should switch your Tempo to Divine Intervention.

Bad Things are disasters that can affect your afterlife. We discuss them in detail below, under **Bad Things**. Normally these will appear somewhat randomly, but this option allows you to invoke them deliberately.

Misc. Options [see fig. 20] includes an option to toggle on and off Auto Scroll—a feature that moves the view of the afterlife to match the movements of your cursor; an option to toggle on and

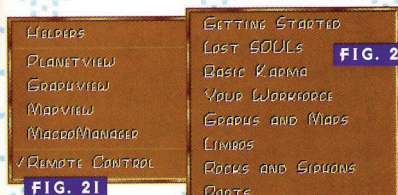


FIG. 21

off announcements about technological advances on the Planet; an option to toggle on and off announcements about disasters on the Planet; an option to close message box windows after they've been onscreen 2 minutes; and Hide Scrollbars, which hides the right hand and bottom scrollbars.

The Window Menu [see fig. 21] We have already discussed all items on the Window Menu except the Remote Control option, which toggles your Remote Control on and off.

The Tutorial Menu [see fig. 22] Jasper and Aria come to your aid once more. This might be a good place to go when you are first starting the game. Each tutorial will put the game into a special tutorial mode, where Jasper and Aria can manipulate the afterlife to

their hearts' content, and it won't affect what goes on in your game. Once the tutorial is over, you revert to normal game play.

BAD THINGS

Birds of Paradise: Birds fly over the celestial Realm, depositing reminders of their passing that reduce the target buildings' efficiency for up to 75 years.

Bats out of Hell: Bats fly over the infernal Realm, depositing guano that reduces the target buildings' efficiency for up to 75 years.

My Blue Heaven: Thunderclouds cover the heavenly landscape, bumming out the populace and making everything they cover ineffective for up to 75 years.

Hell Freezes Over: An unseasonable chill falls over hell, and all frozen buildings are incapacitated for up to 75 years.

Note: While heaven has the Blues and hell is frozen over, any changes you make to affected buildings (other than zapping them out of existence) won't take place until after the Bad Thing goes away.

Heaven Nose: A giant nose flies over hell, snorting up real estate and

depositing the equivalent tiles randomly in heaven.

Hell in a Handbasket: A giant picnic basket flies over heaven, gathering up succulent morsels of real estate and distributing the equivalent tiles randomly in hell.

Paradise Pair of Dice. A giant hand plays craps with the Universe, and the tumbling bones knock out chunks of real estate as they bounce.

Disco Inferno. The Disco Demon boogies across the landscape, smashing buildings as he gets down with his own bad self.

What about the option of turning off Bad Things? The drawback is that turning off the Bad Things cuts your SOUL Rate in half, so think carefully before activating this option.

SCENARIOS

Scenarios are premade afterlives in which a Demiurge has started something and then abandoned the afterlife at a crucial point. Your assignment, should you choose to accept it, is to bail out these afterlives and make them functional.

Dante's Sitcom A classically designed afterlife that is pretty to look at but monumentally inefficient.

Too Evil To Live The Powers That Be get really mad at the Planet, and send a series of disasters to wipe out everybody on the Planet...except one family.

Dusk of the Demiurges Your workers are revolting...and they're rioting, too. Better find them some work.

Splitsville It's a perfect little afterlife...half way. Half of each Realm is really well developed, but on the other side of the River, there's nothing but a big whomping Gate. Uh-oh, here come the SOULs...

PLAYING THE GAME

Announcements from the Planet

Besides the Bad Things, there are some other things that can happen to you while trying to run a well-managed afterlife. For instance, there are Planetary Disasters...little things like floods and wars that pop up now and then on the Planet. You will get an announcement window telling you how many EMBOs have died and been injured. This usually means you need to prepare for a

population increase in your afterlife. There are also technology announcements. These tell you how civilization is advancing on the Planet. These are useful in letting you know how much of the Planet is likely to be inhabited (if you haven't looked at your Planetview lately) so you can have some idea of how many SOULs to expect. The higher the technology level, the more places on the Planet become habitable.

Training Centers

It may also happen that your Training Centers turn out too many workers—more than can be employed in your current afterlife. In this case, you will get a warning to turn them off from your Helpers, and you may want to put down some special structures to employ

these dissident trouble-makers. Otherwise, Angels will go rioting in hell, and Demons in heaven (this will look something like the illustration below, with golden haloes in hell and fiery ones in heaven), and if you don't give them any work, the haloed buildings will soon be destroyed.

General Guidelines

Otherwise, there are a few principles that will help you out. Remember that long roads work better in hell and short ones work better in heaven. Likewise, keep different colored Fates separated in hell, but they will evolve better if they are next to each other in Heaven. When you are first starting the game, be relatively modest in Fate zoning and stick to 3X3 blocks of color...there will be plenty of time to expand when the population starts booming. Don't forget to use the online hints and tutorials—Jasper and Aria can be very helpful. Finally, don't be afraid to try new stuff and **have fun...** it's good for your SOUL.



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Brian Rich
Tile Artists
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Pat Sirk
Martin Yee
Aria and Jasper Animation
Graham Annable
CIRCLE VI
Music by
Peter McConnell
Sound Design by
Creek Hart
The Voice of Aria
Rebecca Arthur
The Voice of Jasper
Milton James
Additional Voices
Steve Blum
Carrie Gordon

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Project Lead
Collette Michaud
THE FIXED STARS
Director of Production
Steve Dauterman
President
Jack Sorensen
THE PRIMUM MOBILE
Special Thanks And Assorted
Warm Fuzzies to
Jay, Janet, Paula, Ken,
Elaine Pick, Laura Ricci,
The Von Trapp Family,
Alanis Morissette,
Bruce Springsteen,
Fee Waybill
and Janeane Garofalo
THE EMPYREAN
One Ultra-Special Afterlife
Group Hug for George Lucas

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