

NOTEBOOK

**BLOWN
AWAY**

Twisted Villain. Twisted Logic. Twisted Game.

BLOWN AWAY

The Interactive Game

A TULLMAN/TENNANT
PRODUCTION

YOU, the Player, are JAMES DOVE, a member of the Boston Bomb Squad and an expert at dismantling bombs. Your job is to outwit the brilliant, but sinister, JUSTUS, an Irish Machiavellian terrorist bomber obsessed with avenging the death of his mentor, GAERITY, for which YOU are responsible.

JUSTUS, like GAERITY, knows the secrets of your past - a past that YOU thought was long buried - like your real name, Liam, and your past affiliation with the underground. He also knows about your daughter, LIZZY, your friend, PATRICK, and your teacher, SAM. He even knows of your relationship with ROBIN SMALL, the newscaster. Only YOU have the ability to stop him and unravel his surprising plan.

Welcome to Blown Away. You're about to embark on a very remarkable interactive adventure which we've carefully crafted to provide serious and continuing challenges to all levels of players. **Blown Away** is a game which is easy to play from the first moment you begin, but, because it changes substantially every time you play, it's virtually impossible to master. Like life itself, and like working for the Bomb Squad in particular, **Blown Away** is hard and full of choices. Some are easy, some are difficult, and some may even be deadly. But they all have consequences and, every once in a while, luck plays a part in the outcome as well. As any seasoned bomb guy will tell you, he'd much rather be lucky than smart. It saves a lot of fingers and toes.

In any event, the ultimate and very simple object of this game is to move from the start to the finish in the fastest possible time. Saving the many hostages and defusing the numerous bombs, booby traps and other devices also impacts your overall score. But in the final analysis, time is of the essence. While quick reaction times are helpful in some of the predicaments, the best players will combine pure speed with careful analysis.

And, by the way, if any of this sounds a little too much like school or hard work, just remember that every action you take in this game is subject to constantly ticking timers and nasty little clocks of all sorts which track your progress in the deadly race against time. And then, of course, there's Justus, who's out to blow you (and everyone you know) straight away.

Over time, as you continue to play and practice, we expect that you will develop specific strategies and approaches for each of the major challenges which include word and number games, puzzles and mazes, tests of strategy and hand-eye coordination and other mind-blowing tests of your powers of observation

"I never lost a game,
I just ran out of time."

"It helps
to be quick,
but it pays
to be smart."

and critical thinking. Eventually you will learn how to proceed in each case. But, to keep things interesting, the computer will continually vary the correct solution to the particular problem so that you never know what the answer should be until you begin each session. And, of course, if you're not careful, it may be too late at that point to do anything.

Finally, later in this manual, we provide descriptions of each of the environments and the major challenges contained therein. If you think that this information will spoil your enjoyment of the game, don't read pages 11 and 12. Personally, we think you're going to need all the help you can get. In fact, there's a special menu which lets you just practice any of the games as many times as you like before you try to set your own personal speed record without getting **Blown Away**.

INSTALLATION INSTRUCTIONS

Step One: Install Video For Windows

Blown Away makes use of recently released Video for Windows features, and will probably require updating VFW on your computer, even if you have already installed it. To install Microsoft Video for Windows 1.1 Runtime, please do the following:

1. Click on the FILE option of the Program Manager menu bar and a pop-up menu will appear.
2. Choose RUN and a pop-up box will appear.
3. Type d:\VFW11\SETUP as the file name and press ENTER (substitute your CD-ROM drive letter for d: in the above line).
4. Follow the SETUP program's instructions. (This may take up to 5 minutes)

Step Two: Install Blown Away

Run the **Blown Away** Setup program. To accomplish this, please do the following:

1. Click on the FILE option of the Program Manager menu bar and a pop-up menu will appear.
2. Choose RUN and a pop-up box will appear.
3. Type d:SETUP.EXE as the file name and press ENTER. (substitute your CD-ROM drive letter for d: in the above line).

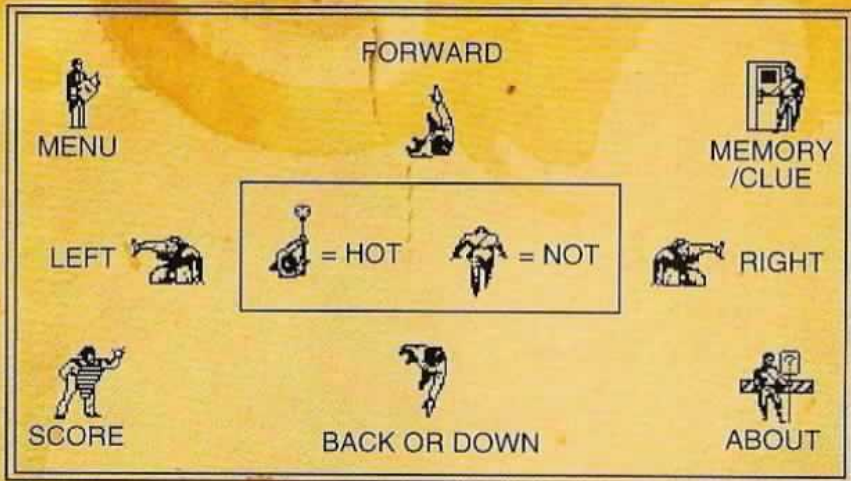
You will need to restart Windows after this installation in order for all the relevant features to be active before starting the **Blown Away** game.

Step Three: Start the "Blown Away" Game

To start the **Blown Away** game, double click on the **Blown Away** Icon in the Imagination Pilots Multimedia group.



General Game Navigation / Cursors



1. Once you've carefully viewed any video sequence, you can skip it in the future simply by clicking the mouse anywhere on the screen during the movie.

2. Once you've clicked on an active object or clue, it will not necessarily operate again. In addition, certain objects or clues will not operate unless you have previously clicked on other specific objects or completed other operations.

3. Accessing the MENU acts as a pause control on the game and stops the game progress. Use the "return" button to resume game play at approximately the point at which you paused. As you reach new environments or attempt new challenges, it is useful to "save" your existing game in case you fail and wish to resume play at a point later than the beginning of the entire game. You may "save" multiple entry points into the game in this fashion to allow you to return from time to time to your favorite sequences or the most challenging and difficult problems.

Hints!

RETURN
[return to game]

LOAD
[to submenu for Load]

RESTART
[a new game]

SAVE
[to submenu for Save]

MGM
[to movie preview]

The Menu
(access by moving mouse to upper left hand corner of screen and clicking when M appears)



The Game Screen (access by selecting "OPTIONS" button on the Menu)

QUIT
[exit to Windows]

OPTIONS
[to the Game Screen]

Thermal Maze

Fuse Box

Key Box

Xylophone

Train Game

Labyrinth

CANCEL
[back to Menu]

Access Panel

TV Game

Phone Game

Card Game



Code Word/Audio Scramble

4x4 Puzzle

Slider Puzzle

1-3-5-7 Switch Game

Detonator

Intelligence Puzzle

Mercury Puzzle

Grid Game

Template Game

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THE PRESIDENTIAL MONUMENT

Created by Brett-Livingstone Strong
Donated by Monumental Art & Events

The Presidential Monument, created by world-famous sculpture, **Brett-Livingstone Strong**, in connection with the Bicentennial Celebration in honor of the Office of the President of the United States, will be officially dedicated and installed at the Kennedy Library in ceremonies which will extend over the 4th of July weekend and feature government officials, international guests, and several former Presidents as well as members of their respective families.

The monument, which stands 17 feet tall and weighs over 27 tons, is made of bronze and polished granite. It features an American eagle with a 13 foot wingspan raising the American flag on a flagpole which is a spear of national strength. The eagle soars above the ground representing the wildlife and natural resources of the country. Also featured is a formal Shield of Defense as well as olive branches representing peace.

Replicas of all of the Presidents' signatures appear in a circular section of pure black granite below the eagle and above the eight massive panels which contain precise detailed engravings of the Presidential Seal, each of the four pages of the Constitution, the Bill of Rights, and portraits of Presidents Washington and Clinton. The Presidential portraits are etched into beveled crystal and their names are inlaid in gold.

Precise replicas of the Presidential Monument have been created by the artist and Monumental Art & Events including one which will be on display on stage at the dedication ceremonies. These replicas will be used as official Gifts of State as well as for fundraising by the various Presidential libraries.



Dear Liam, Uh-Oh, I called you Liam,
I mean Jimmy Dove. It was hard keeping
track of you after you left Ireland and
changed your name, but fate has brought
us together again. You see I've come to
Boston, a fine place to make a living, and
lo and behold, who should I see but my
old friend on the telly. And now that I
wasted years of my life because of you
I intend to pay you back.

I'll be seeing you soon!

JUSTUS

Justus McV
DOB: 9/12/
Last known
Family:
Status: NONE

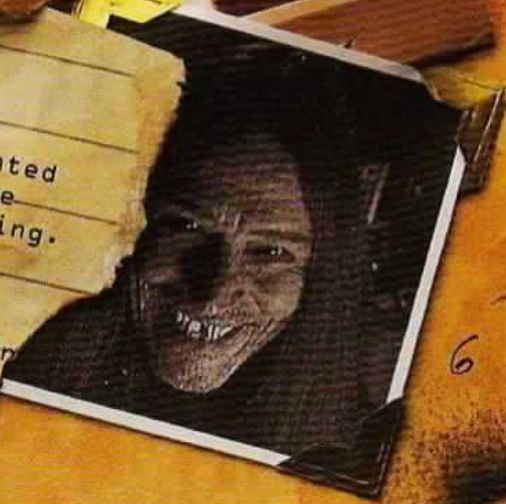
Currently at large, wanted
in connection with the
Downing Shipyard bombing.
Know Aliases: James McVee
Jimbo Jones

Subject is a master in disguises and
an expert in all types of explosive
devices. This man is to be consid-
ered and extremely dangerous. Use
great caution when confronting t
?

Suspect in Bombing Caught Sunday in Bel

By Michael Packard
Staff Writer

BELFAST - Teenager Liam McGivney reportedly fingered alleged terrorist Ryan Gaenty in connection with the Sunday bombing of the Belfast Market Square. Gaenty was arrested and is being held in Castle Gleigh Prison. It was revealed that McGivney was later sought for questioning as to his role in the bombing, but has yet to be located.



From the Desk of James Dove

Dear Kate,

God, how I've missed you. It has been too long since I last saw your beautiful face. I know you believe that I put work before you, and maybe that is true, but if you come back and give me another chance, things will be different. Lizzy misses you so very much, how can you leave her this way? She is your daughter. Please call us. Please make the right decision and come back to us. We need you.

Girl wins spelling



Lizzy Dove

Street Wisdom

"I can't believe it!" was all Lizzy Dove could say after clinching the Massachusetts State Spelling Bee by correctly spelling consternation, the only second girl to win in 100 years. She won two thousand dollars and an encyclopedia set.

A
"BEE"



Local Newscaster Wins National Award



Robin Small

By Tom Glinos
Robin Small, WHKX won the coveted Silver Microphone award for her coverage of the recent medical emergency in the Boston area. She accepted the award last night at the ceremony.

Wedding Announcement

The families of James Dove and Kathleen Ann [unclear] pleased to announce their engagement. The couple married on May 22, 1993 at St. George's Church. The wedding reception will follow at the Hiway Resort.

GRAND OPENING!
Brighten this coupon
and 20% off
your first purchase
at the Soft Street
on 9/25

Caught by Serial Bomb
dead, no suspects

Kristin Cargill - Lyndon Press
Boston, Ma- Officials hinted today that
the recent bombing spree that has hit Boston
is the result of one person's work. This is the
longest resulting bombing spree in Boston
history.

Boston police said that the explosives
created using common household
person with extensive knowledge
James Dove, a member of the Boston
Bomb Disposal unit said that the
resemblance to bombs used by the
Irish Republic Army
located in highly



Boston - The life of a Boston Bomb
Disposal Unit member was lost last
evening when a bomb he was trying to
render safe detonated. It was a
powerful blast that blew apart the
Third Street bridge. Investigators
said that the bomb was a home-made
device, constructed by a man
with extensive knowledge of an
area of explosives.



Associate Press

Two members of the Boston
Bomb Squad were killed
yesterday when a bomb
planted in a piece of their
own equipment exploded.
Experts say the bomb bears
similarities to a bomb that
killed squad members last
week, but some say that this
is a serial

Boston - Boston Bomb Squad member James
Dove, saved the life of a Newton Highlands
woman late yesterday afternoon after her
jealous boyfriend wired her computer to explode
if she stopped typing. The boyfriend, whose
identity has not been released, then used a
9mm hand gun to end his own life. Officer
Dove, who appeared unshaken by the incident,
refused comment.



The Score Screen

(access by moving mouse to lower left hand corner of screen and clicking when appears)



CIVIL SERVICE PERFORMANCE EVALUATION FORM

1. All department personnel are subject to regular performance reviews based on a sliding scale standard with a maximum achievable score of 1000.
2. Deductions are made for the following:
 - a. Hostages and games lost
 - b. Elapsed time
 - c. Wasted navigational effort
3. Awards are made for the following:
 - a. Hostages saved
 - b. Games successfully completed
 - c. Bonus clues discovered
4. Face-to-face evaluations are provided at the conclusion of each tour of duty.

BOSTON BOMB SQUAD LOG**INCIDENT REPORT**

Time	✓	Location
09:45 p.m.		1. Jimmy Dove's Hospital Room A. Access Panel
10:15 p.m.		2. Living Room—Jimmy Dove's Apartment A. TV Game B. Video Poker Game C. Clues to Hostages
12:15 a.m.		3. TV News Studio—Robin Small A. Card Game B. Thermal Maze
02:15 a.m.		4. Police Laboratory—Patrick Green A. Key Box B. Fuse Box C. Lab Room Maze D. Mercury Puzzle
04:15 a.m.		5. Sam's Toy Store A. Xylophone B. Train Game C. Labyrinth D. Grid Game in Back Room
05:15 a.m.		6. Phone Company A. Template Game
06:15 a.m.		7. Helicopter A. Code Word B. Audio Scramble
07:15 a.m.		8. Bomb Van A. Phone Game B. Detonator #1
08:00 a.m.		9. Tunnels A. Intelligence Puzzle B. Slider Puzzle C. 4x4 Puzzle D. Water Obstacle E. Tunnel People
08:45 a.m.		10. Switch Room A. 1-3-5-7 Switch Game
09:00 a.m.		11. Detonator Room A. Detonator #2

GAME DESCRIPTIONS AND OBJECTIVES

1. **Access Panel:** Rearrange the 9 numbers in the Access Panel so that they add up to the room number in every direction. Four minutes to complete the solution—but watch out for changes after each minute has elapsed.
2. **TV Game:** To turn on the lights in the apartment, you've got to select the right letter to correctly complete the word on the television screen. Use the up and down arrows to change the first letter and click on the letter when you're ready.
3. **Video Poker Game:** Each of the three green buttons relates to one of the hostages in the first part of the game. After clicking on a green button, use the red button to stop the spinning wheel and spell the correct word.
4. **Clues to Hostages:** The Living Room is full of clues which relate to the various hostages. To progress, you'll need to find all the clues in the correct order which relate to the particular hostage you selected earlier in the Video Poker Game. After visiting each environment, you'll return to the Living Room to search for clues for the next hostage.
5. **Card Game:** Select one of the 21 cards from any of the three rows. Use the green arrow buttons to indicate your choice each time the cards are dealt. No cheating. Justus knows.
6. **Thermal Maze:** Use the thermal illuminator to help you trace the concealed wiring path so you can determine which button turns off the bomb's timer. You've got two minutes to select the correct button. Two buttons go nowhere, and two will blow up the bomb and Robin.
7. **Key Box:** Locate 2 sets of matching key cards. The first set is hidden behind 9 doors. Let's just say the second set is much harder. Only two doors open at one time. Six minutes to find both sets of keys.
8. **Fuse Box:** Replace the 8 fuses in order to restore power to the lab doors. No fuse can be placed next to another if it is only one number away. 90 seconds to correctly place all 8 fuses.
9. **Lab Room Maze:** Find the correct path through the Lab Rooms to get to Patrick Green. He will provide suggestions and directions as you move through the various rooms. Objects in the various rooms also provide hints to help you.
10. **Mercury Puzzle:** Using the valves located on the glass tubes, you've got to direct the various colored chemicals flowing from the top into their respective color coded containers at the bottom. If too many colors get into the wrong containers or into the silver detonator cylinders, your buddy, Patrick, will be blown to pieces.
11. **Xylophone:** Follow Justus's lead in playing a little tune on the Xylophone. There are 19 notes in the song—you'll need to match Justus step by step through every one.
12. **Train Game:** You've got to move the train cars back and forth—faster or slower—in order to catch the pipes rolling down the ramp toward the detonator pan. Only one pipe will fit in a car before you've got to move the train, but some cars will eventually hold several pipes. You've got to fill all the cars. When six pipes hit the detonator scale, the game's over. Load all the pipes, and you'll release one of the locks on the door to the back room of the Toy Store.

13. **Labyrinth:** You'll have 5 chances to try to navigate the silver ball through the maze down to the finish hole in the lower left corner. This will release one of the locks on the door to the back room of the Toy Store. Use the navigation tool in the lower box to tilt the game board so the ball will roll in any direction.

14. **Grid Game in Back Room:** The floor tiles all resemble playing cards—the walls are marked with suits—Sam's trapped across the room—and you've got to find a safe path (moving from tile to tile) to get to him without stepping on a Bouncing Betty. Sam will give you some helpful directions, but he's too "tied" up to do much else.

15. **Template Game:** The flashing light on the map indicates the geographic origin of the cellular call from your daughter. One of the templates stored in the bins to the right of the map matches the grid surrounding the flashing signal—find the correct template in less than two minutes and you'll have the right location.

16. **Code Word:** You've got three minutes to decode the numbers shown on the control screen into a word using the alpha/numeric data entry key pad. You should already know the word if you've come this far—or maybe you've just been lucky.

17. **Audio Scramble:** You've got 30 seconds to identify the jumbled message playing on the speaker using the three control dials to adjust various audio components of the sound—the video display helps to measure your progress as you try to lock in the solution.

18. **Phone Game:** Three numbers are missing which relate to the first three and the last three numbers which appear on the screen—you've got to determine the correct three numbers and their order and insert them before time runs out. You've got three minutes.

19. **Detonator #1:** You've got to enter the correct code into the detonator to start the timer for the final sequence. Don't press any of the center control buttons and finish in less than a minute.

20. **Intelligence Puzzle:** Looks like kids' stuff, but it's very tough. You've got to grab the right magnetic letters to spell the missing word. The correct answer relates to the words to its left and right, just like the three words above and below it relate to each other. All clear now? Four minutes to get it done.

21. **Slider Puzzle:** It's no help that the control panel's missing—but you can do it. Move the chips around until you find the secret button. Press the button and the door will open just like that.

22. **4x4 Puzzle:** Oh, no! It's back. But now it's 4x4 and much, much tougher. You'll also need to find the constant this time. Same deal otherwise. Use each number only once.

23. **1-3-5-7 Switch Game:** Face to face with Justus—you'll take turns throwing switches until only one switch is left. You can turn on as many switches in any one of the four panels as you want each time it's your turn, but don't be left with the last switch. The only way to the second detonator is through the Switch Room. Five minutes or you're history.

24. **Detonator #2:** You've got 30 seconds to enter the correct code into this detonator to activate the center control button. You'll need precision timing after that and Lizzy's help in order to end the struggle and complete the game.

BLOWN AWAY
The Interactive Game
A TULLMAN/TENNANT
PRODUCTION

Publisher
Designer & Developer
Production Financing

Executive Producers

Producer
Live Action Directed by
Script Written by

Computer Programming
Video CODEC & Software Engineering
Game Design

Creative Director
Art Direction & Design

Lead 3-D Artist & Modeler
3-D Art & Animation

2-D Art & Illustration

Digital Video & Post Production

Sound Design & Effects

Production Coordinators

IVI Publishing, Inc.
Imagination Pilots
MGM Interactive
Imagination Pilots
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Chuck Duff
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Howard A. Tullman
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Chuck Duff
Julie Pokorny
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Pierre Maloka
Ron Clark
Doug Heinlein
Doug Heinlein
Raymond Lueders
Raymond Lueders
Tonya Lyle
Michael Packard
Thomas Glinskas
David Carter
Tonya Lyle
Allan Roysdon
Terry Schmidbauer
Ron Clark
David Sutherland
Julie Pokorny
Chuck Duff
Don Shields
Elliott Delman
Chuck Duff
Phil Davis
Mike Udrow
Lon Tinney

Physical Set Design
Storyboards
Wardrobe and Make-Up
Talent & Casting Assistance
Quality Assurance & Testing

Manual Content & Design
Beta Materials & Distribution
Packaging Design & Production

IVI Product Management
IVI Affiliate Label Group

IVI Product Testing
Public Relations

William Martin
Jack Glasser
Loren Berris
Michael Lien Casting
Phil Davis
Daniel P. DiCaro
Michael Downen
Bill Freeto
Virgil Cruz
Ivan Sheldon
Carolyn Lueders
Brenda L. Rowland
Baker Associates:
Scott Baker
Chris Everett
John M. Wright
Geoffrey T. Barker
John W. P. Holt
Randall McClure
Faola Davis PR
The Bohle Company
Figel, Inc.

The cast members of the interactive game **Blown Away** included: Jimmie F. Skaggs (Justus), Juliette Deinum (Robin), Joseph Latimore (Patrick), Janna Michaels (Lizzy), Paul Ely (Sam), Peter Iacangelo (Phone Guy), Stephanie Cushman (Nurse), Redmond Gleason (Police Chief), Alec Murdock (Newscaster), Michael Alaimo (Bomb Squad Driver), Chris Curry (Homeless Guy), Tamara Clatterbuck (Tunnel Lady), Len Donato (Secret Service), Billy Long (Secret Service), and Gene Wolande (Tunnel Crook). Live action sequences were filmed at Image G Studios in Studio City, California.

In its theatrical release, MGM's **Blown Away** was directed by Stephen Hopkins from a story by John Rice & Joe Batteer & M. Jay Roach, screenplay by Joe Batteer & John Rice. Select minor portions of the music used in the interactive game are based upon and drawn from the original film score by Alan Sylvéstri. We are grateful to Trilogy Entertainment Group, the producers of the film, and their entire staff for their assistance and support throughout the creation of the interactive game.

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Eden Prairie, MN 55344-3739

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