

T.H.F.  
**DAEDALUS**  
ENCOUNTER™



**MECHADEUS**

ENGLISH • FRANÇAIS • DEUTSCH • ITALIANO • ESPAÑOL



<http://www.replacementdocs.com>



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This product is exempt from classification under UK law.  
In accordance with The Video Standards Council Code of Practice  
it is considered suitable for viewing by the age range(s) indicated.

COMPONENT	MINIMUM REQUIREMENTS	FOR BEST PERFORMANCE
System	IBM PC and 100% compatibles	
CPU	486/33MHz DX	Intel Pentium®
Video	Accelerated VLB or PCI SVGA card w/ 256 colours*	Accelerated VLB or PCI SVGA card w/ thousands (32K-64K) of colours*
Memory	8MB RAM	
Hard Drive	4MB free (minimum installation)	25MB free (maximum installation)
Sound	8-bit Windows compatible**	
CD-ROM Drive	Double-speed (300Kbs) transfer rate	Triple or Quad-speed drive
Software	PC or MS-DOS 5.0 or later with Windows™ 3.1 or later	No background Windows tasks

\*Note: For best performance, always use the latest drivers available from your graphics card manufacturer. All of the video and animation in The Daedalus Encounter is 24-bit, but most systems are unable to play it back in 24-bit mode without dropping frames. Therefore, we recommend using the 32,000 or 64,000 colours settings (if available) which will provide similar quality without impacting video playback.

\*\*Note: This game utilises QuickTime for Windows which is compatible with most popular Sound Blaster- or Windows-compatible sound cards. At press time, compatible cards include: Creative Labs Sound Blaster Pro, Pro 16 and ThunderBoard; Media Vision ProAudio Spectrum, Spectrum Plus, Spectrum 16 and Audio Port; Microsoft Sound System; Cardinal Technologies Sound Studio; Orchid Sound Producer Pro; Turtle Beach Multisound; ATI Stereo F/X.

# PC requirements

## The Daedalus Encounter

SYSTEM REQUIREMENTS

# Macintosh Requirements

COMPONENT	MINIMUM REQUIREMENTS	FOR BEST PERFORMANCE
System	Apple Macintosh & 100% compatibles	Power Macintosh™
CPU	68040/25mhz	PowerPC™ 601/60 or better
Video	640x480 256 colours (8-bit)*	640x480 Thousands of colours (16-bit)*
Memory	8MB RAM	
Hard Drive	4MB free (minimum installation)	25MB free (maximum installation)
Sound	Built-in sound	Powered external stereo speakers
CD-ROM Drive	Double-speed (300Kbs) transfer rate	Triple or Quad-speed drive
Software	Macintosh system 7.x QuickTime™ 2.0 (provided)** Multimedia Tuner 2.0.1 (provided)** Sound Manager 3.0 (provided)**	

\*Note: For best performance, always use the latest drivers available from your graphics card manufacturer. All of the video and animation in The Daedalus Encounter are 24-bit, but most current video cards are unable to play it back in Millions of Colours mode without dropping frames. Therefore, we recommend using the Thousands of Colours settings (if available) which will provide similar quality without impacting video playback.

\*\*Note: These are the most current versions of these extensions at packaging press time. The versions provided on the CD-ROM may be more recent. Future releases of QuickTime may also incorporate the Apple Multimedia Tuner, which means that it may not be included or required.

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# PC INSTALLATION

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1. Read the PC Performance Optimisation information.
2. Make sure your sound card and your CD-ROM drive are working properly with Windows.
3. Make sure you have the proper amount of free space on your hard drive for the type of installation you wish to do (4 MB for minimum installation, 25 MB recommended).
4. Place Disk 1 of The Daedalus Encounter in your CD-ROM drive.
5. Start Windows. Make sure it is running in 386 Enhanced Mode.
6. Set screen resolution to 640x480. Set colour depth to 32,000 or 64,000 colours (if available, otherwise set to 256)
7. From the Program Manager, select FILE, then RUN.
8. If you want to use the minimum disk space:  
Type D:\SETUPMIN (Replace D with the drive letter of your CD-ROM drive) then select OK.  
  
If you want the best performance:  
Type D:\SETUPMAX (Replace D with the drive letter of your CD-ROM drive) then select OK.
9. Follow the directions in the dialog boxes on-screen.
10. A new Windows group called The Daedalus Encounter will be created.
11. Double-click The Daedalus Encounter icon to start the game.

## PC Performance Optimisation

If you use any screen saver programs, disable them before running the game. Make sure that no other applications are running. If you are using Smartdrive or another disk caching program, exclude the CD-ROM drive from it. Set the video to 32,000 or 64,000 colours for best quality. Do not use 24-bit (16.7 million colours) mode since most video hardware cannot play back the movies smoothly at this setting. On faster systems, the game can be enjoyed with the movies playing full-screen by hitting the space bar. There will be a momentary pause in the movie playback while the transition is made. However, some systems and video cards are not fast enough to play video full-screen (particularly in 32K or 64K colours), and in these cases the video will start to pause or skip. Going back to Quarter-Screen mode should make the movies resume normal playback. See the README.WRI file for any additional information.

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## Macintosh Performance Optimisation

If you use any screen saver programs, disable them before running the game.

Make sure that no other applications are running. Remove unneeded system extensions and Control Panels.

QuickTime, Sound Manager, the Multimedia Tuneup and your CD-ROM drivers are the only extensions

required for the game. Turn AppleTalk OFF in the Chooser. Turn Virtual Memory OFF in the Memory Control Panel. Set the video to Thousands of Colours (if available) in the Monitor Control Panel. Avoid using the Millions of Colours settings on some systems,

since most video hardware cannot play back the movies smoothly at this setting. You may have to use the 256 colour setting if your system does not offer Thousands of Colours. On faster systems, the game can be enjoyed with the movies playing full-screen by hitting the space bar. There will be a momentary pause in the movie playback while the transition is made.

However, some systems and video cards are not fast enough to play video full-screen (especially in Thousands of Colours), and in these cases the video will start to pause or skip. Going back to Quarter-Screen mode should make the movies resume normal playback. See the README file for any additional information.

1. Read the Macintosh Performance Optimisation information.
2. Make sure you have the proper amount of free space on your hard drive for the type of installation you wish to do (4MB for minimum installation, 25MB recommended).
3. Place Disk 1 of The Daedalus Encounter in your CD-ROM drive. Double-click on the DE Disk 1 icon. A window will appear with three folders visible in it. Double-click on Drag Contents to System Folder and drag the contents to the System Folder on your startup drive. Do not replace any extensions on your system that are newer than the ones provided.
4. If you want to use the minimum amount of hard drive space:  
Drag the *Daedalus Min* folder to your hard drive.  
If you wish, you may rename the folder after the installation is completed.  
If you want the best performance:  
Drag the *Daedalus Max* folder to your hard drive.  
If you wish, you may rename the folder after the installation is completed.
5. Restart your Macintosh to activate the new system extensions.
6. Reinsert the CD-ROM (if necessary).
7. Set your colour depth to Thousands of Colours in the Monitors Control Panel. If Thousands is not available, set it to 256 Colours.
8. Open the *Daedalus Min* or the *Daedalus Max* folder on your hard drive.
9. Double-click The Daedalus Encounter icon to start the game.



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# MACINTOSH INSTALLATION

# About THE DAEDALUS ENCOUNTER

The year is 2135, the final days of the First Interstellar War. You are gunner first class Casey O'Bannon, serving aboard the TAS Interceptor *Talon*. The pilot is Lt. Ariel Matheson, a tough and experienced officer who plays it by the book. The copilot/engineer is Warrant Officer Zack Smith, who has a well-deserved reputation as a loose cannon. Despite their differences, Ari and Zack have been both friends and shipmates of yours since basic training.

During your squadron's routine patrol near Phalanx Prime, a group of Vakkar fighters roars out of hyperspace and launches a deadly attack. You manage to take out two of the enemy ships, but not before the *Talon*'s navigational control is destroyed and the crew is forced to eject. Your final memory of the event is seeing a huge chunk of the enemy's fuselage bearing down on your ejection pod... then darkness.

When you awaken two months later, you discover that the war has ended with a Vakkar surrender and your companions have been discharged from Terra Fleet. You also find that the medtechs were only able to salvage your brain, which has been placed in a life support system. Ari and Zack have "liberated" you from the MedLab and connected you into the systems aboard the surplus transport *Artemis*. You can see and hear your friends through audio/visual feeds on the ship, but your body is now a strange mix of pumps, gray matter and electronics. Undeterred by your bizarre situation, your friends welcome you as a full partner to their new venture—salvaging warships, transports and cargo damaged during the war.

During one of your first missions, the *Artemis* becomes entangled with a huge alien spacecraft that is on a course toward a binary star's corona. If you and your friends cannot turn the ship away in time, the *Artemis* and its crew will burn to death. As Ari and Zack suit up to enter the alien vessel, you scout ahead using a remote-control probe. The probe is your replacement eyes, ears and hands. It is equipped with special analysis and manipulation devices, and since the *Artemis* has only one probe, you must protect it from damage. Your companions must likewise be protected from harm— they rely on you for your special capabilities as much as you rely on them.

During your exploration of the alien craft, you will encounter unknown creatures, ritual locks and traps, bizarre devices and sudden death. Some challenges will require exploration, logic or experimentation. Others will rely on your reaction time and ability to think on your feet. Unfortunately, you no longer have feet. So it will be your mental agility, attention to detail and other abilities that will determine the ultimate outcome.

# Playing The Game

## MAIN MENU

### INTRODUCTION

The Daedalus Encounter begins with an opening cinematic that sets the stage for the interactive section. After the introduction, you will go on your first mission and get an opportunity to try out some of your probe's analysis and manipulation capabilities. Since the probe is your replacement eyes, ears and hands, you must protect it from severe damage or the game will end. Your companions, Ari and Zack, must likewise be protected from harm. They rely on you for your special capabilities as much as you rely on them.

From the Main Menu, you can save and load games, adjust puzzle difficulty levels, get on-line help and quit the program. To access the Main Menu, hit the ESC key at any time during the game. The following describes the buttons and their menu items:

### GAME

New Game	Starts a new game.
Load Game	Loads a previously saved game.
Save Game	Saves your game at the current position. At the prompt, enter a filename for your saved game.
Continue	Exits the Main Menu and returns you to your current game.
Jump To...	This is a convenient way to jump back to an earlier point in the game even if you didn't save at that position. When Jump To... is selected, icons representing past scenes in the game will appear. Only the icons that represent places you have been in the current game will be available. Use the scroll buttons to move through the list and find the point you want to return to, then click on its icon.
Quit Game	Exits the program and returns you to Terra. Selecting QUIT will bring up a confirmation dialog. Click on YES to exit the game.

### OPTIONS

Difficulty	Changes the skill level of some of the puzzles. HARD is reserved for those whose intellects rival the Gods. MEDIUM is challenging for most humanoids. EASY is available for lower invertebrates or those sentients that don't enjoy puzzles much.
Volume	Adjusts the audio volume. Selecting VOLUME will make a volume range appear. Click on the Volume level desired. (Available on Macintosh version only).

### HELP

General	Describes how to play the game and provides a list of hot keys for the interface controls.
Puzzle	If you are stuck, this feature provides a brief description of what to do at each puzzle. This is not the solution to the puzzle, but the goal.

### EXTRAS

Trailer	Plays a looping movie-style trailer for The Daedalus Encounter.
Gallery	A series of high-resolution images of people and places in the game.
Ship's Log	Excerpts from personal log entries during the First Interstellar War.
Credits	A fascinating list of people you probably don't know but who worked really, really hard for a very, very long time to bring you The Daedalus Encounter.



# Player Interface

## INTERFACE CONTROLS

Laser  
Dis/armed

This is not a switch, but an indicator that shows whether the laser on the probe is armed or disarmed. For safety reasons, the laser is normally disarmed and arms automatically when needed. It disarms again when no longer required.

Analysis

This activates an intelligent analysis that provides information on certain objects. This information may include the material and composition of an item, the identity of another spacecraft, detection of non-terrestrial life forms and the translation of alien languages and symbols.

Diagnostics

Selecting this starts a diagnostic check on the probe. Any problems found will route you directly to the system in need of repair. This is a required step before the probe can be used.

Yes/No

A simple method to respond to questions.

Status

Returns a status report on the *Artemis*. Any unusual conditions will be indicated.

Startup

Initialises the probe systems. This is a required step before the probe can be used.

Grapple Arm

Activates the probe's Grapple Arm, which can acquire small objects.

Floodlight

Activates a general purpose floodlight on the probe. Shuts off automatically when not needed.

As Casey, you walk the line between Man and machine. Your brain is all that is left of your human form, and the medtechs have infused it with mechanical support and electronic interfaces. Zack has added his own modifications to allow you to communicate in a simple way and to control various devices and systems on the *Artemis*. Here is a breakdown of the systems and controls at your disposal:



## VIDEO WINDOW

There are several cameras on board the Artemis, the probe and on Ari and Zack's communication headsets that are automatically routed to your video display. The default video window is one-quarter screen in size, allowing access to the interface and readouts. In many cases, the video can be toggled to full-screen mode by hitting the space bar. Note that the video hardware in some systems is not fast enough to support full-screen playback (particularly in more than 256 colours)- in these cases, the video must be viewed in Quarter-Screen mode.

While much of the probe's movement is controlled by automatic systems, there are many times when the probe's direction will be under manual control. These situations are usually indicated by the appearance of green symbols at the sides (and sometimes top and bottom) of the video window. The cursor will also change when it is placed over different portions of the video window, as indicated below:

- ← Rotate the probe to the left.
- Rotate the probe to the right.
- ↑ Tilt lens up.
- ↓ Tilt lens down.
- ⤴ Back away.
- ⦿ Move toward indicated position.

## MULTILIGHT CONTROL

Below the video window is the Multilight Control, which adjusts an illuminator on the probe that can produce a variety of wavelengths of light. The IR button chooses the infrared spectrum, VIS the visible light range, and UV the ultraviolet wavelengths. Below these buttons are indicator switches that transmit a pulse at the frequency represented by the colour swatch underneath them.

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## ANALYSIS DATABASE

This device is auto-configuring and located to the left of the Multilight Control. Occasionally, running an Analysis will detect Alien symbols or language. Unknown languages will cause a prompt to appear in the Data Readout window, allowing you to enter your own interpretation of the data. Unknown alien languages analysed will become part of the Analysis Database and can be accessed by selecting the left- or right-pointing arrows next to the SEND button. When you have selected a language fragment, the probe can re-transmit it using the SEND button.

## DATA READOUT

The window below the Multilight Control is the Data Readout. Information concerning ship conditions, analysis results and other data will appear here. In some cases, it also functions as a 'soft' control panel that provides additional controls as needed.

## KEYBOARD EQUIVALENTS

Most of the controls in the interface can be accessed with keyboard equivalents to allow full-screen play (on capable systems).

Key	Interface Control	Key	Multilight Spectrum (PC)	Key	Multilight Spectrum (MAC)	Key	Miscellaneous
A	Analysis	Ctrl+I	Infrared	⌘ I	Infrared	space	Quarter/Full screen movie toggle
D	Diagnostics	Ctrl+R	Red	⌘ R	Red		
Y	Yes	Ctrl+O	Orange	⌘ O	Orange		
N	No	Ctrl+Y	Yellow	⌘ Y	Yellow	Esc or	Go to Main
T	Status	Ctrl+G	Green	⌘ G	Green	X	Menu
S	Startup	Ctrl+B	Blue	⌘ B	Blue		
P	Deploy	Ctrl+P	Purple	⌘ P	Purple		
G	Grapple Arm	Ctrl+U	Ultraviolet	⌘ U	Ultraviolet		
F	Floodlight						

# Game Specific Tech Support

In the unlikely event that *The Daedalus Encounter* refuses to work, contact our Customer Services Department at Virgin Interactive Entertainment (Europe) Ltd, 338A Ladbroke Grove, London W10 5AH or call (081) 964 8242 between the hours of 10:00 to 13:00 and 14:00 to 17:00 Monday to Friday. We will need to know as much about your equipment configuration as possible. And if you write, don't forget to include your name, address and daytime telephone number and send in the CD only!

VIRGIN INTERACTIVE ENTERTAINMENT PRESENTS • A MECHADEUS PRODUCTION  
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