REELECT
JFK ™

MINIMUM SYSTEM REQUIREMENTS

WINDOWS™

Windows™ version 3.1; 486/33 Mhz microprocessor with 4MB RAM, (8MB recommended); Double-speed CD-ROM drive; 640 x 480 x 8-bit color monitor and video card, 8-bit sound card and mouse. 2MB of free hard disk space. Quicktime™ for Windows™ v.2.1 (included on REELECT JFK CD).

MACINTOSH™

System 7.0.1; 68030 microprocessor with 5MB RAM, (8MB recommended); 640 x 480 x 8-bit color monitor; Double-speed CD-ROM drive and mouse. 2MB of free hard disk space. Quicktime™ v.2.0 (included on REELECT JFK CD).

INSTALLING AND STARTING THE GAME

The first time you play REELECT JFK, you will need to install the program on your hard drive. Once the game is installed, you are ready to play.

WINDOWS™

- Put the CD into your CD-ROM drive.
- To install, run SETUP.EXE from the root level of the REELECT JFK CD.
- To play, run REELECT JFK from the REELECT JFK program group.

Note: On many machines, CD-ROM performance can be enhanced by modifying SMARTDRV.EXE. Add /U to SMARTDRV.EXE. in the AUTOEXEC.BAT file, and then restart your computer. (for example: LH C:\DOS\SMART-DRV.EXE/U)

MACINTOSH™

- Put the CD into your CD-ROM drive.
- To install, drag the folder REELECT JFK to your hard disk. Power PC users: drag the folder REELECT JFK PPC to your hard disk.
- To play, double click on the REELECT JFK icon in the REELECT JFK folder on your hard disk. Power PC users: double click on the REELECT JFK PPC icon in the REELECT JFK PPC folder on your hard disk.

Note: REELECT JFK requires Quicktime™. If Quicktime™ is not installed on your machine, it can be installed from the REELECT JFK CD: On Macintosh™, drag the Quicktime™ 2.0 extension to the extensions folder in the System Folder on your hard disk. Then restart your computer. On Windows™ machines, run SETUP.EXE in the QTW directory on the REELECT JFK CD. Then restart your computer.

N O T I C E

REELECT JFK is about the dream, about what might have been, if President John F. Kennedy had lived. The concept and design of this game are based on a deep respect for one of the most charismatic and popular Presidents the United States of America has ever known.

Although it is set against a historical background, REELECT JFK Is a work of fiction. Other than the portrayal of Robert F. Kennedy as Attorney General, all characters are fictitous and are not based on any real person, either living or dead.

T A B L E   O F   C O N T E N T S

Don't just wait for things to happen to you. Move around and explore your environment. Remember, you are the President. Who knows what you will find - or where you will find it! Watch the cursor for clues about where you can go and what you can look at.

In REELECT JFK, there are a number of puzzles to be solved and clues to be assembled. You will need these in order to access secret files, uncover hidden passage ways, and otherwise enjoy the game to it's fullest. Look for codes, combinations, and then think carefully on how and where they may be used.

Save the game often. If you don't like the way a conversation came out, restore the game and try that day again.

Sometimes you will have to "play hardball", but don't offend the wrong people.

Pay attention to which issues people want to hear about while you are on your campaign trail. You'll need every vote you can get.

Remember that this is the 1960's, not the 1990's. Don't assume that people will respond to your policies the way they would today. REELECT JFK reflects voter sentiment as it was back in 1964.

Don't despair if you fail on a particular issue. You can regain your popularity with other successes. Don't forget - have fun - it's a game!

INTRODUCTION

On November 22, 1963, President John F. Kennedy was shot down by an assassin's bullet. Since that time, people have wondered how history might have been different if JFK had lived to complete his first term. Would America have gotten more deeply involved in Vietnam? Would the Civil Rights Act of 1964 have been passed? Would he have been reelected to a second term?

REELECT JFK is a first person simulation that puts you in the role of President Kennedy.

You have survived the assassination attempt in Dallas, and must continue on your quest for reelection in 1964. Along the way, you will confront key political issues such as Vietnam and the Civil Rights Movement. You will also face the challenge of discovering who was responsible for the attempt on your life. You will play 50 game-weeks, which will take you from the assassination attempt in November of 1963 to election day 1964. Your primary objective is to get reelected to a second term.

PLAYING THE GAME
INTERACTING WITH GAME CHARACTERS

REELECT JFK is a dialogue-driven game. Characters speak to you, and

you speak back in the voice of JFK. For each exchange of dialogue,

you will be given a choice of responses in the upper left corner of the

screen. The choices will either represent an abbreviated version of a

response or represent an attitude or manner of response.

THE GAME INTERFACE
SCOREBOARD

Your score is displayed in two ways:

Your Domestic Approval Rating (American Flag) reflects how well you are performing in the eyes of the American public. It will change based on your decisions and actions throughout the game. Maximizing your Approval Rating will help to ensure your victory in the '64 election.

Your Superpower Rating (globe) reflects America's strength as a world power. It will change based on your decisions and actions throughout the game. Maximizing your Superpower Rating will generally improve your Domestic Approval Rating. However, some decisions that are popular at home may not be viewed kindly on the international front, and vice-versa.
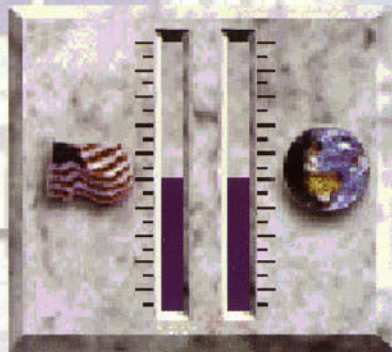
ELAPSED TIMER

You have eight hours in each day, which are represented on the timer. Time elapses when you play a scene, when you navigate through locations, or when you interact with the environment.

Because there will always be more to do than there is time available, you will constantly be pressed to decide which issues to deal with and which to postpone.

If you want to end the day early, click on the timer. The remaining hours will elapse immediately.

GAME CALENDAR

Starting the week after the assassination attempt in Dallas, you will play one day per game-week until election day, 1964. This comprises fifty game turns.
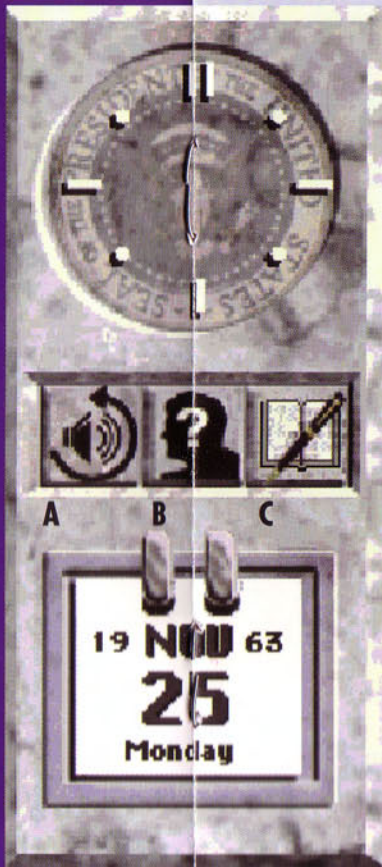
SPECIAL FUNCTIONS

3 special functions exist to facilitate game play:

Select the *Repeat Dialogue Button* (A) to automatically replay the most recent line of dialogue.

Select the *Character Information Button* (B) to see the names of the characters currently on the screen. You may continue to play while the names are displayed. Select the button again to turn the names off.

Select the *Notebook Button* (C) to record your notes throughout the game. Select the button again to close the notebook.

RESPONSE GRID

Throughout the game, you will make decisions and speak with characters by choosing from the response grid. Choices in the grid will either represent an abbreviated version of a response or represent a manner of response. Once you make your choice, you will hear your response in the voice of JFK.

TOPIC BUTTONS

The topic buttons consist of Vietnam, Civil rights, Reelection and Accusation. Vietnam is one of the critical issues you will face as President. Select the *Vietnam Button* when you want to deal with the Vietnam situation. Select the *Civil Rights Button* when you want to deal with this issue. Your goal is to get the Civil Rights Bill through congress. Select the *Reelection Button* when you want to deal with your reelection campaign. Select the *Accusation Button* when you are ready to accuse the person(s) responsible for the attempt on your life. But make sure you have your facts in order; accusing the wrong person could have devastating results.

In the lower left corner of each button (except the Accusation button), there is a number displayed within a clock face. This number represents the time that will elapse while playing that topic. The time will vary depending on the scene you are playing within the topic. A button's time display will turn blue while you play the scene, and your JFK Stamp of Completion will appear on the button after you complete the scene for that game-day. A dim button means that the topic is unavailable for game play at that moment.

SAVING, RESTORING AND QUITTING THE GAME

TO SAVE A GAME:
1. Move the cursor to the upper left corner of the screen. The menu bar will appear.
2. From the file menu, choose the "Game Options" command.
3. From the Game Options menu, choose "Save Game."
4. Enter the desired file name.
5. Press the return key or choose "Save."
6. From the "Game Options" menu choose "Return" to continue playing the game or choose "Quit."
Note: The game will resume from the beginning of the game day on which you saved. Any activity on the saved game day will not be restored.

TO RESTORE:
You can restore a previously saved game from the Main Menu or at any time during game play.

From the main menu:
1. Choose "Restore Game."
2. Select the game to be restored.
3. Choose "Open."
Note: The game will resume from the beginning of the game day on which you saved. Any activity on the saved game day will not be restored.

To restore during game play:
1. Move the cursor to the upper left corner of the screen. The menu bar will appear.
2. From the File Menu, choose the "Game Options" command.
3. Select the game to be restored.
4. Choose "Open."
Note: The game will resume from the beginning of the game day on which you saved. Any activity on the saved game day will not be restored.

TO QUIT THE GAME:
You can quit the game from the Main Menu or at any time during game play.

From the main menu:
1. Choose "Quit."

During game play:
1. Move the cursor to the upper left corner of the screen. The menu bar will appear.
2. From the File Menu, choose the "Game Options" command.
3. From the "Game Options" menu choose "Quit."
Note: The game will resume from the beginning of the game day on which you saved. Any activity on the saved game day will not be restored.

CREDITS

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Please see the credits section in REELECT JFK for a complete listing
of all the people whose time and talent helped bring this product to life.
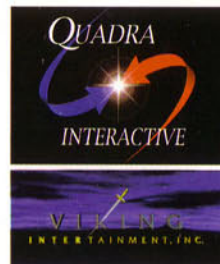
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TO OUR CUSTOMERS
The staff of Quadra Interactive and Viking Intertainment thank you for purchasing REELECT JFK. We hope you enjoy many hours of game play with our product. We look forward to developing and publishing additional interactive computer products for your use. Please feel free to send us your comments.

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