

FOUR

THE MOVIE™

SURVIVAL GUIDE

DESCENT INTO ZINJ



English Instruction Manual

VIACOM
newmedia™



THE
KENNEDY/MARSHALL
COMPANY

Distributed by CIC
45 Beadon Road, Hammersmith
London W6 OEG

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MISSION BRIEFING

TCDF02700JK001

CLASSIFIED

A2

OPERATIONS BRIEFING// "BRILLIANT HARVEST"

Objective: Locate and recover type-3B diamond sample.

Background: Mineral traces indicate ancient diamond mine in the Congo region. Sample diamond needed for analysis and replication by Trivicom Corporation. Expedition headed by Operative Karen Ross now on site. "Amy," domesticated gorilla being returned to the Virunga jungle, also on site. Communications breakdown indicates possible attack by unknown assailants.

Instructions: Operative Jack Kisumu is directed to proceed with haste to the site of Karen Ross' last transmission. Use any means necessary to collect diamond sample.

System Requirements

The following hardware and software are required to run *Congo*:

- 486/66 MHz PC.
- 8MB RAM.
- Microsoft® Windows® 3.1x.
- SoundBlaster® or 100% compatible sound board.
- Double speed CD-ROM drive.
- LocalBus videocard.
- Mouse.

Installation

To install *Congo*, insert the CD into your CD-ROM drive. Open the Windows File Manager and select the CD-ROM drive. Double click on SETUP.EXE to begin installation. Carefully read the license agreement that appears when you begin installation. If you agree to it, click the YES button, and the installation will continue. If you do not agree to it, click NO, and the installation will end. When installation is complete, you will have a new program group named *Congo* in your Program Manager.

Read Me!

Double click on the *Congo* Release Notes icon in the *Congo* program group to read the release notes. These notes will help you optimize your system and avoid potential problems.

Getting Started

To play *Congo*, double click on the *Congo* game icon in your *Congo* program group. You must have your *Congo* CD inside the CD-ROM drive to play. After a brief introductory sequence, the title screen will appear. To skip the introductory sequence, press the ESCAPE key in the upper left corner of the keyboard. Pressing ESCAPE will allow you to skip over large animations and video transmissions throughout the game.

Title Screen Options

Start Game

Click on **Start Game** to start a new game.

Game Options

Click on **Game Options** to access the game options screen. From the game options screen you may load a saved game, change the volume of music and sound, turn transition movies on or off, or quit the game.

Credits

Click on **Credits** to view the game credits.

Quit

Click on **Quit** to exit *Congo* and return to Windows.

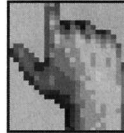
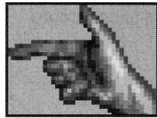
The Movie

Click on **The Movie** to preview *Congo, The Movie* on video cassette.

Playing Congo

Navigation

Use the hand cursor to navigate through the world of *Congo*. The hand cursor points left when you move it to the left edge of the screen, points right when you move it to the right edge, and points forward when you move it over a forward pathway. When the hand points, you can click to turn or go forward.



In certain close-up scenes, you cannot turn or go forward. To leave the scene, you must move the hand cursor toward the bottom of the scene window, until it becomes the word **Exit**. Click to exit the scene.

Objects

To achieve your mission objective, you must outwit the diabolical traps and gruesome creatures that guard the Lost City of Zinj. Your success depends on finding and using a number of special objects.

When you pass the hand cursor over an important object on the screen, the cursor will highlight with a blue border. Click to try to pick up or move the object. If you cannot do anything with the object using your hand, your hand cursor will lowlight with a red border.

Picking Up Objects

Some objects can be picked up, carried, and stored in your backpack. Click the hand cursor on an object to try to pick it up. If you can pick it up, your cursor will change into that object. Now you are carrying the object. When you are carrying an object, you can switch back to the hand cursor by clicking the right mouse button. Click the right mouse button again to switch back to the carried object.

Using Carried Objects with Other Objects

When you pass a carried object over another object, the carried object will highlight with a blue border. Click to try to use your carried object with the object beneath. If you cannot do anything with the two objects, your carried object will lowlight with a red border.

Storing Objects

Carried objects can be stored for later use. There is space in your backpack for up to 22 objects. This space is represented by the 22 slots near the bottom of the screen. To store a carried object, click it into an empty slot. Your cursor will change back into the hand cursor. To pick up an object from storage, click on it with the hand cursor. Some objects can be combined together. Try clicking objects onto other objects stored in your backpack.

Carried objects are stored automatically when you switch to the hand cursor and pick up another object.

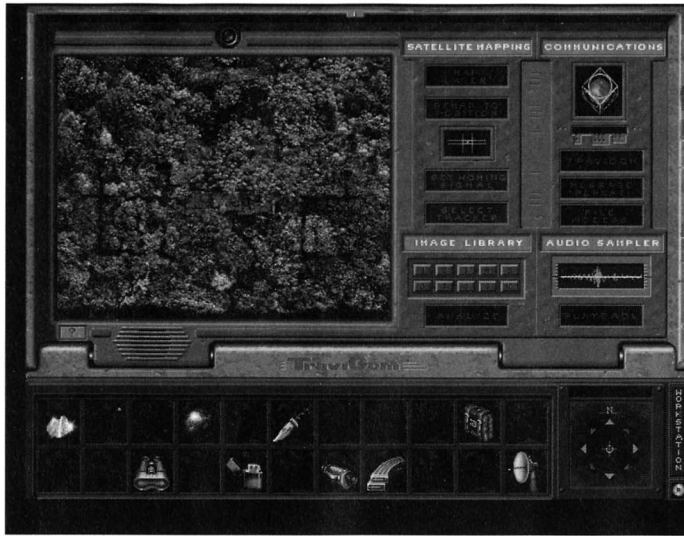


Travicom Workstation

You will receive a Travicom Field Workstation to assist you in your mission.

Tracker Display

Once you have your workstation, the GPS Tracker display will appear in the lower right corner of the screen. The letter at the top of the display indicates the direction you are facing — north, south, east or west. The pointers below indicate the direction of your current tracker signal. To track down the current signal, turn until the topmost pointer is highlighted. This means that the signal source is straight ahead of you. Head towards it as directly as you can. When you reach the signal source, the cross in the center of the pointers will highlight.



Workstation Button

Next to the GPS tracker display is the **Workstation Button**. Click the button to open or close your workstation. When your workstation is open, you will not be able to access the **Game Options** screen.

Workstation Features

When the workstation is open, you can access various functions by clicking on the **Category Buttons**. After you click on the **Category Button**, you can click on the function buttons for that category. Some categories and functions are not always available.

Satellite Mapping

The satellite mapping category allows you to view the overhead satellite map and homing signals for your area. Your personal homing signal, a red blip with a pointer, indicates your current position. The pointer indicates your current facing — north, south, east or west. Other homing signals, whether set by Travicom or by you, are blue, yellow, or green blips. When a homing signal is located outside the current satellite map, it is represented by a triangular pointer, which points toward the signal's location.

Mapping Functions:

Map Layer — If you have map data for the current area, it may be viewed using the **Map Layer**.

Set Homing Signal — You may set a **Homing Signal** at your current position with this function. This is useful for finding your way back to an important location. Setting this signal causes any previously set signal to deactivate.

Select Tracker — If you have more than one homing signal displayed (not including your personal signal), you can use this function to select which signal will be tracked in the GPS Tracker display.

Remap to Position — If your personal signal is no longer located on the current satellite map, use this function to image your local area.

Image Library

If you are issued a Travicom Image Scanner device, you may use the **Image Library** to view and analyze captured images.

Image Selection Buttons — Captured images may be viewed by clicking the numbered **Image Selection Buttons**. The buttons highlight when images are available for viewing.

Analyze — Click the **Analyze Button** to enhance and interpret the currently displayed image. Travicom's proprietary symbolic analysis technology can translate all known written languages.

Communications

Your workstation allows you to communicate with Travicom.

Operatives with security clearance may also remotely access selected Travicom data files. You can skip any video communication by pressing ESCAPE.

Communications Chip Port — The Travicom Communications Chip enables outgoing transmissions to the Travicom satellite. Without this chip, transmissions may be received, but not sent. To activate the chip, simply plug it into the port.

Travicom — To request a video connection with Travicom headquarters, click the **Travicom Button**.

Message Repeat — Click here to replay the most recently received incoming transmission.

File Access — Certain Travicom data files may be made available to selected operatives. If you have access to data files, click here, and a list of available files will appear on the video screen. Click the appropriate filename to view the file.

Audio Sampler

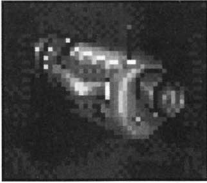
If you are issued a Travicom Audio Scanner, you may use the **Audio Sampler** function to playback captured audio samples.

Capturing Audio Samples — Any sound pinpointed by your audio scanner may be captured in your workstation sampler. Only one audio sample may be stored at a time.

Playback — Click the **Playback Button** to play captured audio samples.

Help

The Help function provides information on Travicom Workstation functions, and on Travicom Peripheral Devices. Click on the **Help Button**, and then click on the **Function Button** or peripheral device for which you desire information. To stop using the Help function, either click the right mouse button, or click the help button again.

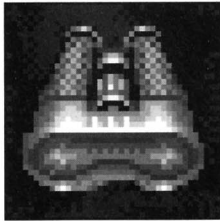
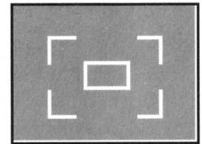


Travicom Peripheral Devices

Depending on your mission requirements, you may be issued certain Travicom peripheral devices. All peripheral devices show up as cross hairs when picked up and carried, and all use the tracker display area to display special information.

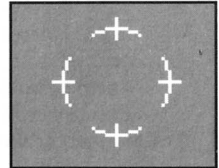
Image Scanner

The image scanner can recognize and capture meaningful symbols from all known languages. Pick up the scanner and pass the cross-hairs over any text or symbolic imagery. If the scanner recognizes the image, the cross-hairs will highlight. Click to capture a digital scan of the image. The image may then be viewed and analyzed within your workstation's image library. Note that only ten images may be stored at any one time in your image library. As additional images are captured using the image scanner, the older images will be deleted.



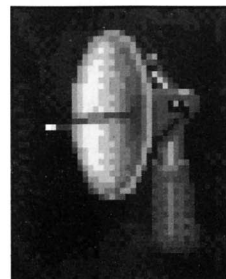
Radiation Scanner

The Travicom Radiation Scanner detects and images local sources of radioactivity. To use the scanner, simply carry it into the scene window. If no local radiation sources are detected, a message to that effect will appear in the scanner display in the lower right corner of the screen. If radiation sources are detected, then the scanner display will show a visually enhanced particle scan of the area under the scanner cross-hairs. Move the cross-hairs across the screen, and watch the display. Radioactive material will be bright red or yellow on the scanner display. Put the radiation scanner away to end the scan.

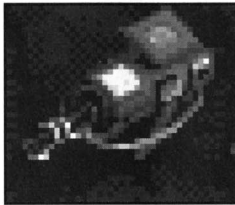
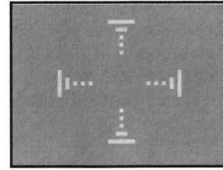


Audio Scanner

The Audio Scanner detects, locates, and captures local sound sources. Use it to detect and pinpoint sounds too faint for human hearing, and to capture sound samples for playback on your workstation. To use the audio scanner, carry it into the scene window and move the cross-hairs across the screen. When the cross-hairs are aimed toward the source of a normally inaudible sound, that sound will be amplified.

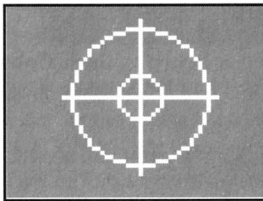


To capture a sound, click the mouse button while the sound is playing. This sound may then be played back using your Workstation's Audio Sampler (see page 8). Note that only one sample at a time may be stored.



Phasic Laser / CLASSIFIED A2

Travicom's prototype Phasic Laser, when used with a type 3B diamond, can unify and transmit more than 12,000 channels of data within a powerful laser beam. Only trained technicians should attempt to use this device. When fully charged, the beam can be massively destructive. To use the laser, you must first insert a type-3B diamond into the beam gate. It may take some time for the laser to fully charge. Check the laser display in the lower right corner for information on charge level and targeting.



To target a satellite for beaming, both a type-3B diamond and a satellite targeting chip must be inserted into the laser. Click the **Decouple Buttons** on the laser display to remove either the diamond or the chip.



VR Goggle Interface

For high speed activities in hazardous areas, Travicom will provide you with VR Goggles. The goggles provide a heads-up-display navigation pointer, which is used to choose your direction of travel. You will use the goggles during dangerous, high speed activities, such as river rafting. Watch the navigation pointer as you travel forward. When the pointer rotates left or right, you are approaching an intersection, and you must decide which way to turn. Move the pointer to the right side of the screen to turn right. Move it to the left to turn left. After you have passed the intersection, the pointer points forward again.

Navigation
Pointer



Be careful to prepare before beginning any high speed activity. Use your workstation's satellite mapping feature to anticipate hazards, and be ready to make quick decisions once you get moving.

Game Options

You can access the **Game Options** window from the title screen by clicking on **Game Options**. During the game, click on the small CD icon in the lower right corner of the screen to bring up the **Game Options** window. Or, press the F1 key.

At the **Game Options** window you can Save, Load, Restart, or Quit the game; turn transition movies off or on; and adjust sound volume. When you are ready to leave the window, click on the **Exit Button**.

Save

To save your current game, first choose a save-game slot by clicking on it. You can scroll down through the twenty save-game slots by clicking on the scroll arrows. Now type a name for your saved game, and click the **Save Button**. If you wish to save over an old saved game but keep the old name, simply click the **Save Button** after choosing the save-game slot.

Load

To load a previously saved game, choose any saved game by clicking on its name. You can scroll down through all your saved games by clicking on the scroll arrows. When you have chosen which game to load, click the **Load Game button**. When you load, the saved game will be restored, and you will appear in a location near where you saved.

Restart

To end your current game and begin a new one, click on the **Restart Button**.

Quit

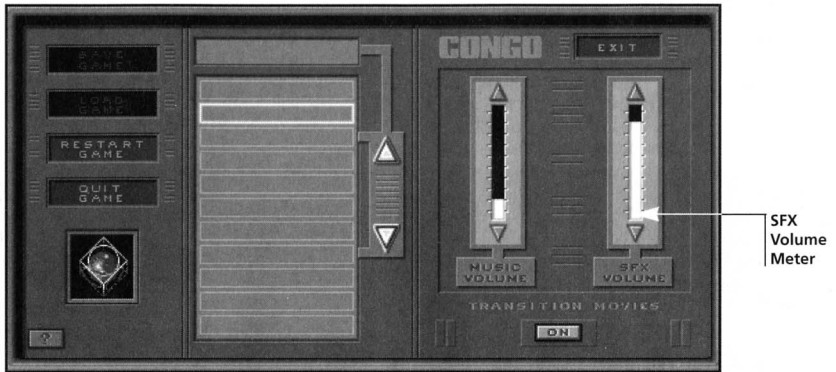
To quit *Congo* and return to Windows, click on the **Quit Button**.

Adjust Music Volume

To change the volume of background music (MIDI sound), click on the arrows at the top or bottom of the **Music Volume Meter**. Click the top arrow for louder music, or the bottom arrow for softer music.

Adjust Sound Effects Volume

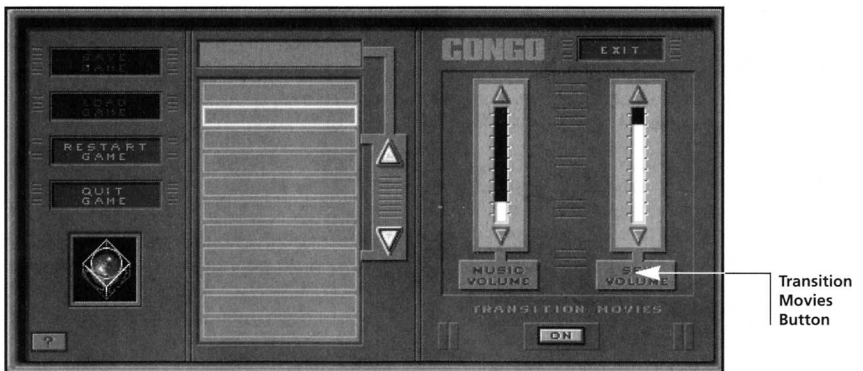
To change the volume of sound effects and voice audio (digital sound), click on the arrows at the top or bottom of the **SFX Volume Meter**. Click the top arrow for louder sound effects, or the bottom arrow for softer sound effects.



Turn

Transition Movies On and Off

Transition movies are the brief, large-screen animations which move you forward from one location to another. To turn these movies off for faster game play, click the **Transition Movies Button**. To turn them back on, click the **Transition Movies Button** again.



Exit the Game Options Window

To leave the Options Window and return to the game, click on the **Exit Button**.

HINTS

If you get stuck, try calling Travis on your workstation. He might have some ideas. If he's no help, and you just can't take it anymore, read on. The hints below should get you back on track.

Problem:

I can't figure out how to get around on the rivers!

Hint: Use the satellite map on your workstation to map out your route before you get in the raft. The river flows from south to north.

Problem:

There's a gorilla blocking my way in the jungle east of the ruins!

Hint: If the gorilla hears the vicious creatures from the ruins nearby, he'll run for

Problem:

I can't get the stone away from Amy!

Hint: You need to track her down when she runs away. Find a tracking bug, and look for something in the jungle to help attach it to Amy's fur. Once you're tracking her, watch the way she moves on your satellite map. If she's got nowhere to run, she might be persuaded to negotiate.

Problem:

I took the raft down the canal, and found another room, but it's flooded with water. Now what?

Hint: Something hot will boil away the barrier. Once that's done, head down below, but watch out for the creatures. Another high temperature trick may be necessary to cover your back.

Problem:

I found the diamonds, but they're stuck in the rock. I can't pry them free!

Hint: The right high-frequency tone might crack off a chunk. If you could find a sound like that and record it...

Problem:

I think I need to put the stones into the door, but every time I try, I get killed by darts or eaten by a monster!

Hint: Use your Travicom devices to investigate any hieroglyphics you see. They hold the key to disarming the dart trap. The creatures that guard the door are a different story. To keep them at bay, you need some firepower at the locations where they enter the ruins.

Problem:

Okay, I got into the mines. Now I'm lost in a maze with monsters around every corner. Help!

Hint: Your Radiation Scanner and your Audio Scanner should help you get on the right track.

Problem:

I'm in the mines. One of those creatures is blocking my way. If I lift the bars, it will attack me!

Hint: If the creature hears a voice coming from another nearby room, it might be distracted long enough for you to slip by.

Problem:

I got the diamonds and went to meet Travis, but he's not being very nice about it.

Hint: Sorry, Jack, you're on your own. Good luck!

TECHNICAL SUPPORT

For additional help, contact Technical Support Monday to Friday between the hours of 8am and 6pm Greenwich Mean Time at: CIC Interactive, c/o PO Box 63, Hartlepool, Cleveland, TS25 2YP

Alternatively, phone us on one of the following freephone numbers:

United Kingdom	0800 371314
Germany	0130 82 01 15
France	05 90 8318
Italy	1678 71975
Spain	900 99 4433

EPILEPSY WARNING

Please read this section of the manual before using your computer, or allowing children to use the system.

An extremely small cross section of the population have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to flashing lights or light patterns, including those on television screens that may appear whilst playing games.

Occasionally, individuals have had no previous medical history of epilepsy or seizures. Please follow the precautions listed below whilst playing to minimise any risk:

1. If you or your family have a medical history of epileptic fits, or have experienced periods of lost consciousness when exposed to flashing lights, please consult your doctor before playing.
2. Always play games in a room with plenty of light.
3. At least ten minutes rest should be taken every hour whilst playing computer games.
4. Do not sit closer than 2.5m from the television screen.
5. Play games on as small a screen area as possible, preferably 14" or less.
6. Only play games when fully rested. Do not attempt to play if you are tired or have not had much sleep.
7. If altered vision, eye twitches, dizziness, muscle twitches, disorientation, loss of awareness, or any involuntary movement or convulsions are experienced by yourself or your child, stop playing immediately and consult your doctor.

Parents should always supervise their whole family's use of computer and video games.

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Producer:

Tom Gibson

Associate Producer:

Caroline Petrook

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- **5 main characters from the TV show with authentic digitized speech!**
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