



SYSTEM REQUIREMENTS

Windows™ 95:

- 486/66 MHz or faster processor
- Microsoft® Windows™ 95
- 8MB RAM (16MB recommended) and 10MB free hard disk space
- VESA (Local Bus) or PCI Video capable of 640x480 @ 16-bit (thousands of colors)
- 2X or faster CD-ROM drive
- QuickTime 2.1 (included)
- Sound Blaster 16 or compatible sound card
- Headphones or speakers
- Microsoft® or 100% compatible mouse

Macintosh:

- 68040 @ 33 MHz or Power PC
- System 7.1 or later release
- 8MB RAM (12MB recommended) and 10MB free hard disk space
- Video display capable of 640x480 @ 16-bit (thousands of colors)
- 2X or faster CD-ROM drive
- QuickTime 2.1 (included)
- Sound Manager 3.2 (included)
- Headphones or external speakers recommended

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Michael Coulson Director **Michael Coyote** Technical Director **Richard Evans** Musical Director
Mike Large Producer **Ralph Derrickson** Producer

Front Cover Many little deaths, 1993 Cathy de Monchaux **Back Cover** Water nest, 1995 Nils-Udo
CD Mandala Image Dan Blore - with the work of Yayoi Kusama
Graphic Design Tristan Manco, Martha Lady
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REALWORLD



"In EVE we have worked to design new ways to interact with music and art. I asked four visual artists to collaborate with us. Helen Chadwick, Yayoi Kusama, Cathy de Monchaux and Nils-Udo were all artists whose work I loved, so working with them has been a real pleasure. I believe we have gone quite a lot further into the possibilities of CD-ROM than we did with XPLORA 1. I've spent many unusual hours over the last two years, working on these ideas with the concept and design teams, and with the artists. I hope you find EVE rich and curious." **Peter Gabriel**

INSTALLING EVE

Please check our System Requirements for complete information on the recommended system configuration.

Windows 95:

Under default circumstances (AutoPlay enabled), the product will automatically initiate setup when the CD-ROM is inserted into your CD-ROM drive.

If you do not have AutoPlay enabled, you should perform the following steps:

1. Insert the Eve CD-ROM into your CD-ROM drive
2. Double-click the My Computer icon and then double-click the Eve CD-ROM icon

These steps will initiate AutoPlay and begin the installation of the product for you.

If AutoPlay cannot be enabled, you should perform the following:

With the Eve disc in your CD-ROM drive,

1. From the Program Manager, select Run from the File menu
2. Type D:\SETUP.EXE in the command line box (where D is the letter of your CD-ROM drive)
3. Click the Ok button and follow the instructions on your screen

Macintosh:

With the Eve disc in your CD-ROM drive,

1. Double-click the Eve disc icon on your desk top and then double-click the Install Eve icon
2. You will be given the option of the Easy Install or Custom Install
3. Click the Install button

The Installer will automatically create an Eve folder on your hard disk for you.

EXPLORING EVE

EVE is a rich and complex place with its own logic and rules. Listen and watch: exploring is a two way process - what you do affects the world and those changes will affect you. In some cases, you cannot enter the next phase until you've found certain things and met certain people. The more you find, the more fun you can have and the better your chance to avoid **Ruin** and return to **Paradise**.

NAVIGATION, CONTROLS AND QUITTING

Nearly every scene in EVE will have a control in the upper left corner that will take you to our **Load/Save** screen. Move your mouse to the upper left corner of the scene (beneath the letterbox in the scrolling scenes) until a white circle appears beneath your mouse pointer. Clicking on this will take you to the **Load/Save** screen where you can save your game, or load another one, or quit the game.

Some scenes, including the **Load/Save** screen, contain a control in the upper right corner as well. This control will take you back a step so that you can return to previous scenes. This is used in the Art Galleries and the Musical Toys, and it's also found in the **Load/Save** screens so you may return to the game. The Musical Toys also have controls in the bottom corner of the screen. These will allow you to switch between the **Chooser** screens where you make your selections, and the **Button** screen or **Interactive Video** screen, where you play.

MOVING THROUGH EVE

Movement through EVE is fluid; you may return whenever you like to revisit places or to search for more hidden fragments, so don't be afraid to explore and progress.

Finding things and solving puzzles in EVE is accomplished through various mouse movements. As you move the cursor around the screen watch for it to change. This feedback should help you avoid needless mouse clicks.

- Move your cursor over objects. Watch for it to change. This is called a "hot" cursor and indicates something can happen here.
- Click on objects.
- Click on objects and drag them to a new location.
- Move your cursor slowly through a scene to make objects appear.
- Some objects have audio feedback when you click on them. Be sure to hold your mouse down long enough to listen.
- Often you will only be able to find a certain number of pieces before having to move on. You might want to try leaving the scene you're currently in and returning to it later to see if you can find more.

THE WORLDS OF EVE

EVE is organized into worlds. Each world combines one Peter Gabriel song with the art from one artist to create a musical and visual framework within which you can explore the music, the art and the themes that weave them together. These are the four worlds which you can access from the evolving landscapes:

- **Mud** with the music of *Come Talk to Me* and the art of Yayoi Kusama
- **The Garden** with the music of *Shaking the Tree* and the art of Helen Chadwick
- **Profit** with the music of *In Your Eyes* and the art of Cathy de Monchaux
- **Paradise** with the music of *Passion* and the art of Nils-Udo

There is a fifth world, **Ruin**, which you may encounter on your way from **Profit** to **Paradise**. Be careful.

IMX - MUSICAL TOYS

Create your own musical and visual experience with the elements you have found in EVE. There are three separate **IMX** - Musical Toys (**I**nteractive **M**usical **X**periences), one each for *Come Talk To Me*, *Shaking The Tree*, and *In Your Eyes*. You can find more information about playing, recording, overdubbing and saving your musical and interactive video performances in the **README** file on the EVE CD-ROM.

Have fun. Play it loud.

TECHNICAL SUPPORT

If you have technical problems, help can be found on the Internet at <http://realworld.on.net/eve> or you can leave an answerphone message on +44 (0)1225 744660. In making enquiries, please state your computer system specifications, the scene number which is causing difficulty and the exact nature of your problem. If you get stuck, first refer to the **README** file on the EVE disc. In desperation, you can refer to the **UNLOCK.TXT** solutions file in the EVE directory on your CD-ROM.

EVE GENERIC HINTS

- A) Don't be timid, but take time to look and think.
- B) Watch for the cursor changing as you move over something interesting.
- C) Buildings and objects that appear on the landscape are portals to other parts of Eve.
- D) You can get to the options screen from any screen by clicking the round icon that appears in the top left corner of the screen.
- E) The glowing orb is your key. It might only appear once you have found everything in a scene.
- F) When you first arrive at a scrolling scene, look for something that's moving.
- G) Eve gives you two or three chances to solve a puzzle before you continue your journey.
- H) The sound you hear after your second or third try tells you that the portals have opened. You can now move on.
- I) Some portals might not open until you are further along your journey.
- J) Remember you can always come back later to try and find more things. Sometimes you might have to.
- K) To find things, you might have to hold the mouse button down for longer than you think.
- L) If you find a piece of music or sound loop, hold the mouse down until the music or loop stops playing.
- M) Sometimes you will find 'duds' that are meant to throw you off track; these respond instantly to your actions.
- N) As the worlds evolve, so do the themes of Eve.
- O) Some of the things you need to find are musical, others are insights into the themes of Eve.
- P) Even though things might not seem useful at the time, persevere. Eve often requires you to have seen something in a seemingly unrelated scene before you can progress.
- Q) You can leave the interactive Art and Music screens by clicking in the top right corner.
- R) Play with this screen; the visuals affect the music. Have fun.
- S) There are more instructions in the **README** file.

Cross-reference the hint numbers (found in the pull-down HELP menu on your EVE CD-ROM) with these generic hints. See Page 22.

EVE GENERIC HINTS BY HINT

Hint # Generic Hint

ASTUCES GÉNÉRALES DE EVE PAR ASTUCE

Astuce # Astuce générale

ALLGEMEINE HINWEISE EVES NACH HINWEIS

Hinweis # Allgemeiner Hinweis

CONSIGLI GENERALI PER EVE SECONDO CONSIGLO

Consiglio # Consigli Generali

LAS PISTAS GENÉRICAS DE EVE EN RELACIÓN CON PISTA

Pista # Pista Genérica

1	A	23	H B G	45	B R	67	B R	92	S
2	D	24	A B	46	B R	68	B R	93	S
3	-	25	A B K	47	B A	69	B R	94	B D
4	A F C	26	K A O	48	B R	70	B R	96	A B O
5	A C	27	A J	49	B A	71	B R	97	B A
6	B E	28	M B	50	A B	72	J O	98	B
7	P E	29	P A	51	B I	73	B J	99	B K
8	B L M	30	A B C	52	B R Q	74	P I	100	Q
9	K B L M	31	A B	53	B R Q	75	P I	101	Q
10	G H L	32	P A	54	B R Q	76	B O	102	Q
11	J L K M	33	B H M	55	B R Q	77	O E	103	Q
12	J L M	34	B H	56	B R Q	78	B O	104	B D
13	B J O M	35	K A	57	B I	79	B O	105	A
14	A J O	36	L B	58	B R Q	80	B O	106	B
15	B H J	37	B O	59	R	81	B O P	107	B
16	B H J	38	B O	60	B R Q	82	A R	108	B
17	B H J	39	A B L	61	B R Q	83	A R	109	J K B
18	P N I	40	B A L	62	B R Q	84	A R	110	B C E
19	F B A	41	B J	63	B R Q	85	S	111	E K
20	F B A	42	B A	64	B R Q	86	S		
21	I P	43	F I J	65	B I	87	S		
22	H B L	44	B	66	B R Q	91	S		