



THE
SACRED
MIRROR OF

KOFUN

USER GUIDE

THE SACRED MIRROR OF

KOFUN™

USER GUIDE



Enteractive™

Copyright Notice

User Guide ©1996 Enteractive, Inc. All rights reserved. Software and contents ©1996 Future Concept and Jean-Michel Cousteau Productions, produced with the cooperation of the National Center for Cinematography and the French Ministry of Industry. All rights reserved. Packaging ©1996 Enteractive, Inc. All rights reserved. Original music ©1996 Studio Alcaras; film script ©1996 Patrice Chereau, Jean Montagne and Nicolas Rodelet; creation of characters and script ©1996 Jean Montagne. All rights reserved.

Publisher: Enteractive, Inc.

Co-producer, Executive and Deputy Producer: Future Concept

Co-producer: Jean-Michel Cousteau Productions

Realization: I.D.P.

Enteractive and the Enteractive logo, are trademarks of Enteractive, Inc. The Jean-Michel Cousteau logo is a registered trademark of Jean-Michel Cousteau Productions. THE SACRED MIRROR OF KOFUN, KOFUN and the Future Concept logo are trademarks of Future Concept. Apple, Macintosh, QuickTime, the QuickTime logo, QuickTime VR, and the QuickTimeVR logo are trademarks of Apple Computer, Inc. and are used under license. Microsoft, Windows, and Windows 95 are registered trademarks of Microsoft Corporation. Other company names, brand names, and product names are the property of their respective companies. By using this software you are indicating your acceptance of the terms of the software license agreement included with this package.

This User Guide may not be copied, in whole or in part, without the written consent of Enteractive, Inc. Printed in the USA.

User Guide Writer: Deborah Ritchie

Package and Design: The Fox Creative Group, Portland, Oregon

Special Contributions to the User Guide: Kevin Hogue, Randy Hujar, Karla Knickerbocker, Angela Moore, Thomas Nochera, Phil Sandock, Paul Ward

CONTENTS

Welcome to The Sacred Mirror of Kofun	2
System Requirements	3
Installation	4
Option Screen	7
Trouble Shooting/Technical Support	10
Playing the Game	11
Getting Started	11
Getting Around	12
On the <i>Antares</i> ' Bridge	13
Below Deck	17
Exploring the Jungle Islands	20
Paul Sinus' Top Ten Ways To Succeed On Your Mission	22
About the Creators	24

WELCOME TO THE SACRED MIRROR OF KOFUN

The chilling undersea mystery that challenges your imagination!

Welcome to *THE SACRED MIRROR OF KOFUN*. You'll travel on and under the exotic Pacific as you follow clues that lead you into a high-tech adventure and an engrossing mystery.

You're hot on the trail of an enigmatic Japanese artifact, famed in legend for its mystical powers. You'll explore a beautiful underwater world on your own personal scuba sub, work hands-on with E.D.W.A.R.D., an all-knowing holographic computer, and mingle with a dashing international cast of characters, who might or might not be what they seem.

You are Chris Young, an adventurer, who never turned down a challenge or passed up a chance to solve a mystery. Famed undersea explorer, Jean-Michel Cousteau, knows your exploits as a stock-car driver and ace pilot in the Gulf War, and he respects your knowledge of the Pacific. It was his call over the Vid-Net, a service like the Internet but much cooler, that summoned you to his futuristic research ship, *Antares*. Your mission: launch the Poseidon Research Lab in an as-yet-unknown location amid the unspoiled reefs of the Pacific. But even before you leave port, a mystery crops up... John Braddy, oceanographer and explorer, has disappeared while trying to unlock the mystery of *THE SACRED MIRROR OF KOFUN*.

It's up to you to set the course. Do you go ahead with the Poseidon mission or search for the missing explorer? As you travel the Pacific you find yourself ensnared in a web of intrigue and danger...could someone be trying to sabotage your mission? The adventure begins.

SYSTEM REQUIREMENTS

THE SACRED MIRROR OF KOFUN runs on both multimedia PCs and the Macintosh. It needs the following minimum hardware and software to run properly:

Windows

IBM PC or compatible, 486DX33 or better
8 MB RAM (16 MB recommended), 8 MB hard disc space available
Double Speed (4X speed recommended) CD-ROM drive
256 color display (thousands of colors preferred)
Microsoft Windows 3.1 or Windows 95
Sound card supported by Microsoft Windows
16-bit graphics card (640x480) or higher
Microsoft Mouse or compatible

Macintosh or Power Macintosh

LC630 or higher, or any PowerPC system
8 MB RAM (16 MB recommended), 8 MB hard disc space available
Double Speed (4X speed recommended) CD-ROM drive
256 color display (thousands of colors preferred)
System 7.1 or later
Keyboard and mouse

INSTALLATION

Windows 3.1 and Windows 95

To install *THE SACRED MIRROR OF KOFUN*, follow these steps:

Note: You must run portions of *THE SACRED MIRROR OF KOFUN* off your hard drive. It will not run exclusively off the CD.

1. Insert the CD-ROM labeled "Disc I Installation" in the CD-ROM drive with the label up. If you have a CD-ROM changer, check the manual for information about inserting CD-ROMs; some require you to insert the disc with the label face-down.
- 2A. For **Windows 95**. Select **Start** from the task bar.
- 2B. For **Windows 3.1**. Open the **File** menu from the Program Manager.
3. Choose **Run** and type **d:\install.exe**. If your CD-ROM drive uses another letter for its name, then use that letter wherever you see d: in these steps.
4. Follow the screen prompts. The installation program creates a default directory called: C: \WINDOWS \KOFUN and copies files from the CD-ROM to this directory. If you installed the program on another drive or used a different name, the installation program installs *THE SACRED MIRROR OF KOFUN* in the drive and in the directory you designated.
5. You need QuickTime 2.1.1 for Windows to run *THE SACRED MIRROR OF KOFUN*. If you don't install QuickTime 2.1.1, you may not be able to use *THE SACRED MIRROR OF KOFUN*. If you have an earlier version of QuickTime

installed on your computer, the program prompts you to click **Yes** to replace it with version 2.1.1. If you have a later version of QuickTime installed on your computer, the program prompts you to click **No**. When you select **No**, you may encounter problems using *THE SACRED MIRROR OF KOFUN*. If so, install the program again, then select **Yes** to install QuickTime 2.1.1.

6. The installation program creates a Windows group named **THE SACRED MIRROR OF KOFUN**, which contains the program item *THE SACRED MIRROR OF KOFUN*.
7. Double-click on this icon to start your adventure.

Macintosh

1. Place disc I in your CD-ROM tray with the label facing up.
Some CD-ROM changers require that the discs be inserted with the label facing down. Check the manual for your CD-ROM changer for details.
2. Close the tray.
3. After a moment, the KOFUN icon appears on your Desktop. Double-click on it to open a window labeled **KOFUN1**.
4. Double-click on the icon labeled **Installing CD-KOFUN** to launch the Installer.
5. When prompted, click on **Continue**. What you do next depends on whether you already have QuickTime 2.1.1 and Sound Manager 3.1.1 already installed on your computer.

If you are sure you have QuickTime 2.1 and Sound Manager 3.1 already installed on your computer:

1. Click on the label **Easy Install**. A menu will open.
2. Drag down to select **Custom Install**.
3. Then click on the check box next to **Installing the application (and fonts)**.
4. Click on **Install** to finish the installation, following any prompts as requested.

If you are unsure whether QuickTime is installed on your computer, or whether you have this latest version:

1. Make sure the label in the upper left corner says **Easy Install**.
2. If it does, click on the button labeled **Install** in the lower right corner of the installation screen.
3. After installation is complete a window appears asking you to restart your computer.
4. Click the **Restart** label to restart your computer.

You are now ready to play *THE SACRED MIRROR OF KOFUN*. The installation program has installed two versions of the program; **Kofun Lite** and **Kofun VR**, with the respective icons. If you are running at minimum system requirements, it is recommended that you run **Kofun Lite**. If you have more than 8MB of memory we recommend you run **Kofun VR**.

OPTIONS SCREEN

Changing Discs

The game will call upon you to change discs at various stages throughout the game. At this point you will not be able to save your game. However, it is important that you save your game periodically, and after changing discs is a good time to save your most recent actions.

Preferences Screen

Use the **Preferences** screen to start a new adventure, save your current one, or quit the game. Also use this screen to customize *THE SACRED MIRROR OF KOFUN*, so everything's exactly the way you like it. To get to this screen from any point in the game, press Esc. Macintosh users can also press ⌘ Q.

Volume

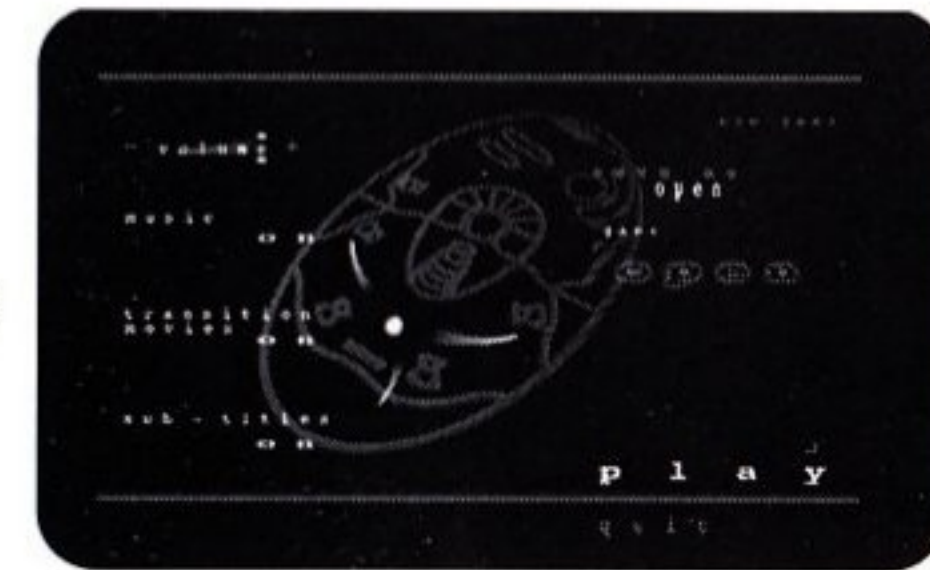
The Volume control makes the game's sound louder or softer. Click on the minus (-) to make the sound softer; click on the plus (+) to turn up the volume.

Music

Click **On** to turn Kofun's music on. Click **Off** to turn the music off.

Transition Movies

The transition movies help you get your bearings when you switch between 2D and 3D Exploratory Modes and when traveling to different parts of the ship (i.e. to the *Angel Shark*). Click **On** to see transition movies. Click **Off** to turn them off.



Sub-titles

You're on-board with an international cast of characters. When one of them speaks in a foreign language, English translation appears at the bottom of the screen. The subtitles are on when you start the game; click **Off** to turn off the subtitles for those characters who speak English.

New Game

Click **New Game** to start a new adventure.

Save As

Click **Save As** to save a current game under a different name. Be sure to give your saved games easy-to-remember titles.

Open

Click **Open** to start a game you've saved.

Play

Click **Play** to start a new game.

Quit

Be sure to save your game before you click **Quit** to quit *THE SACRED MIRROR OF KOFUN*.

Quitting or Saving Your Game

To save a game at any time or to quit *THE SACRED MIRROR OF KOFUN*:

1. For PC: Press **Esc** or **Alt-F4**. For Macintosh: Press **⌘ Q**. When the **Options** screen appears, click on **Save as**.
2. Type a name for the saved game; then hit return.
3. Click **Play** to continue; click **Quit** to exit the game.

Uninstall

To remove some or all *THE SACRED MIRROR OF KOFUN* files you installed, double-click on the **Uninstall** icon and follow the screen prompts.

Before calling Enteractive technical support, follow the information in ReadMe found on your CD-ROM drive. Start by double-clicking on the ReadMe icon. The ReadMe file gives you some installation, QuickTime and general troubleshooting tips. The Readme file also tells you what information you should have ready when you call Enteractive

For technical support, please call (202) 337-3657, 9:30 A.M.. - 6:00 P.M. Eastern Standard Time, Monday through Friday, except major holidays. For technical support on-line, contact us through the Enteractive Technical Support's Internet address, TechSupport@enteractive.com.

For game hints, go to *THE SACRED MIRROR OF KOFUN* on the Enteractive Website: www.enteractive.com or contact Enteractive Customer Service at 802-658-3993.

Getting Started

Once you have seen the introduction you will find yourself on the bridge of the *Antares*. Feel free to look around the bridge. Notice how the cursor changes as you move it to different sections of the screen. In 3D mode you can quickly scan the area as if you were standing in one place, turning around. When the cursor changes into a hand, you've discovered something you may want to take a closer look at. Click and your screen will change to 2D mode for further investigation. In 2D mode, when the cursor changes from a circle into an upward-pointing arrow, it means you can explore where that arrow points.

On the left side of the bridge (as you're facing forward) you will find E.D.W.A.R.D., the holographic computer. Before you do anything else, you should visit E.D.W.A.R.D. and click on his *Hologram screen*. He'll ask you to sign in as Chris; you just have to click on this display to do so. It will take a little while for E.D.W.A.R.D. to process your ID; he'll let you know when it's ready.

Now it's time to meet to Jean-Michel Cousteau and get your mission briefing. Look to the left of E.D.W.A.R.D. for a switch that operates the door. Click on it to get to the vision-conference portion of the bridge and meet Jean-Michel.

Now that you have started your adventure, here are a few tips to keep you going:

- Listen carefully to Jean-Michel Cousteau and the other characters for hints and clues that can help you solve the mystery and complete your mission.
- At some point in your explorations you should check out your cabin. Aside from enjoying a couple of slices of pizza and a cold drink, you will find the *Antares'* manual, which is chocked full of valuable information on the ship and its equipment.
- You can't start the ship without your ID card.

Getting Around

You'll be adventuring in three different environments: aboard *Antares*, Jean-Michel's high-tech research ship; underwater with the *Angel Shark* one-person wet subs; and on land in the tropical island jungles. The next section tells you how to get around in these different environments.

Different Ways of Exploring

You get around in two ways: 3D Exploratory Mode and 2D Exploratory Mode.

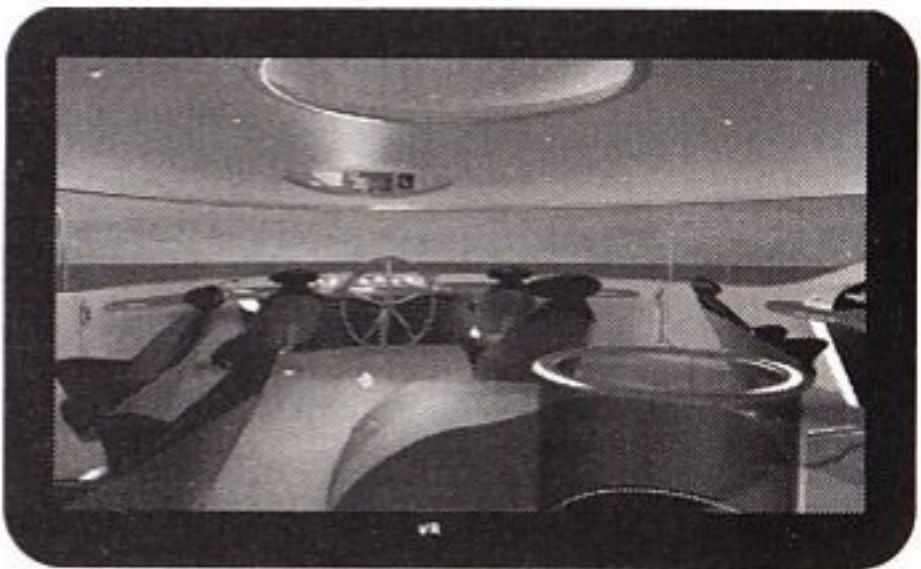
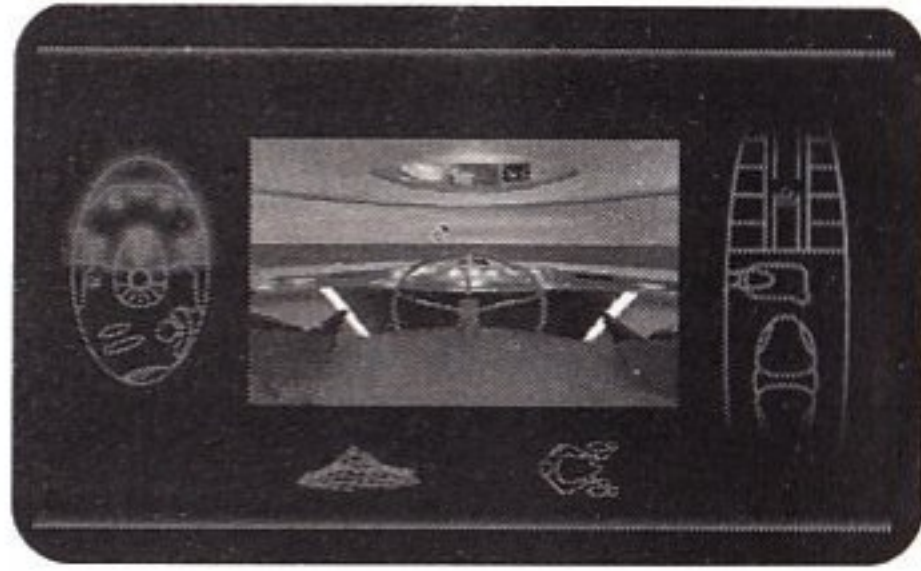
3D Exploratory Mode

Use this mode when you want to pan over large areas or move quickly to different environments. To navigate in this mode, click and hold down your mouse button and the cursor changes to a directional arrow. You can move up, down, left, right, or around by moving your cursor in the direction you want to go. Once you find an area to investigate, release the mouse button and move your cursor over different areas of the bridge. You'll notice the "direction" cursor changes to a "hand-on-a-button" cursor. When that happens, click once (in some cases twice) to switch to the 2D Exploratory Mode.

You will also notice that there are different icons around the 3D display. Clicking on these icons will move you rapidly to that particular place, whenever they are highlighted in green.

2D Exploratory Mode

Use this mode when you want to examine things or explore your surroundings close-up.



As you investigate the 2D perspective, the cursor changes from a circle to an up arrow. When that happens you can interact with those particular areas of the screen. To move in 2D Exploratory Mode, move your cursor to the edge of the screen until it changes to an arrow and click to the next screen.

To switch to 3D Exploratory Mode, move your cursor just below the display area. You will notice that the cursor changes to a multidirectional symbol (a circle with arrows pointing in three directions); click once. A stopwatch cursor appears for a moment, then the 3D Exploratory Mode appears.

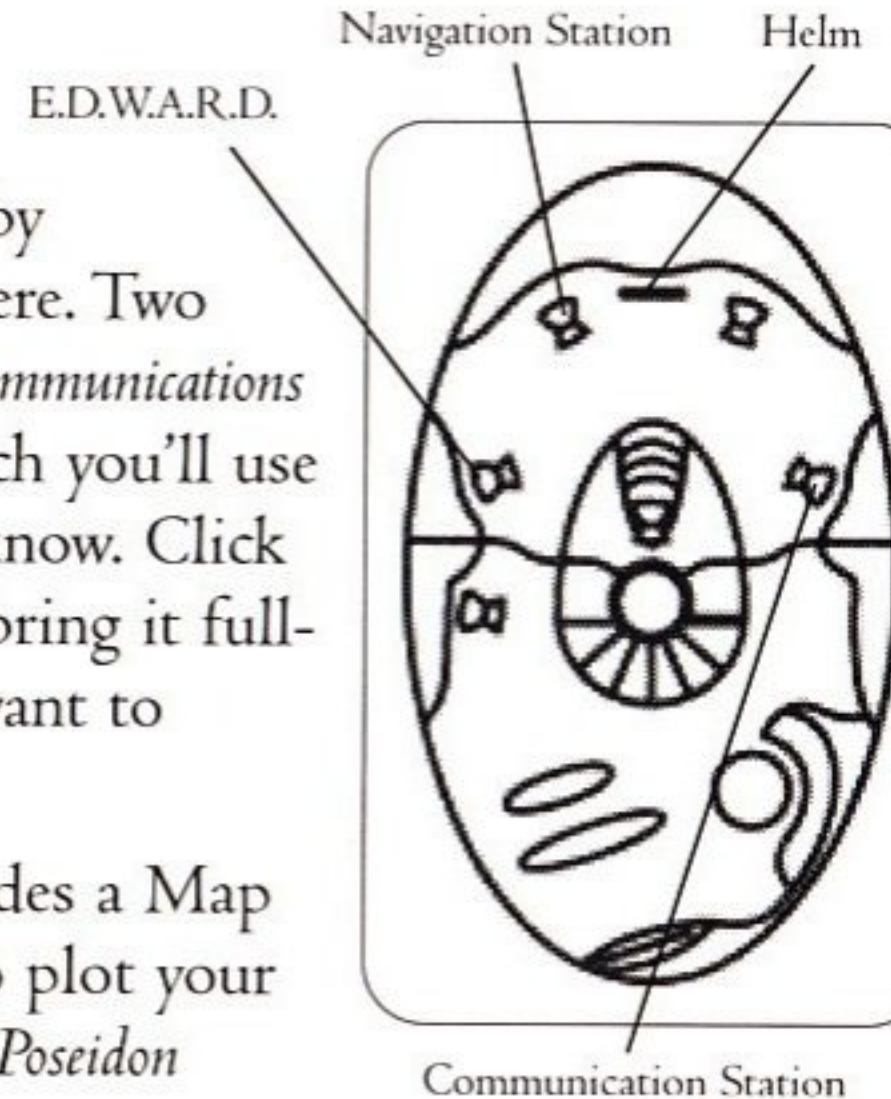
On the *Antares*' Bridge

Where To Go First

The *Helm* is up ahead of you. As the *Antares* is run by E.D.W.A.R.D. you won't be spending much time there. Two stations to the right of the helm is the on-board *Communications Station*. Each cabin on *Antares* has a *video-intercom*, which you'll use to interview your colleagues to find out what they know. Click on the video display at the *Communications Station* to bring it full-screen. Then click on the cabin of the person you want to interview.

Left of the helm is the *Navigation Station*, which includes a Map that controls the autopilot. You'll use the *Autopilot* to plot your course. As you discover new information about the *Poseidon* mission and the Sacred Mirror, E.D.W.A.R.D. adds new

Hint: Your colleagues have lives, too, so they aren't always in their cabins. When they are, take every opportunity to interview them. Even if they're just passing the time of day or confirming something you already know, you can pick up valuable information. Sometimes it's what they don't say that's important!



destination coordinates. He'll give you a heads-up, so you can check the course. As you draw closer to places you might want to investigate, maps will zoom in and out. Near the center of the bridge you'll find the *ignition*. Insert your ID card in the *ignition* to power up *Antares*. (see page 13) of the *User Guide* for more information) Left of the *Navigation Station* is E.D.W.A.R.D., with all the functions you will need to analyze clues and solve the mystery.

E.D.W.A.R.D. Hologram-Screen

Switch to 2D Exploratory Mode and click on the Hologram screen to consult with E.D.W.A.R.D. and get a hint or tip. E.D.W.A.R.D. also talks to you on *Antares*, in the *Angel Shark*, or through the portable E.D.W.A.R.D. when you're exploring on land. He'll alert you to important messages coming in over the Vid-Net.

E.D.W.A.R.D. Scanner

The scanner is one way to feed E.D.W.A.R.D. clues and information to analyze. To find the scanner click one screen to the right of E.D.W.A.R.D.'s Hologram screen (in 2D mode), and it appears as a black triangular shape in the lower left hand corner of the screen. This is also the place you will find your ID card when E.D.W.A.R.D. has completed it.

E.D.W.A.R.D. Main Data Console

By now it's hardly a news flash that E.D.W.A.R.D. has a rather peculiar sense of humor and a very high opinion of himself. Don't let this stuff put you off. The more you work with E.D.W.A.R.D., the more agreeable he becomes.

As you plunge deeper in the mysteries around you, you'll soon discover that it's going to take more brains than brawn to unravel the mysteries. And in the brain department there's none better than E.D.W.A.R.D. Think of him as your Dr. Watson; he'll help you with your research, answer your questions, and, give you hints, tips, and pointers.

Although he would consider this an insult, E.D.W.A.R.D. is a lot like your home computer. To access E.D.W.A.R.D.'s Encyclopedia, Database or WorldNet, click the corner where you find his Hologram screen; just to the right and down from that screen is the black screen of the Main Data Console; click there to bring it up. Then click on one of the letters along the top of that screen to bring up individual controls. Most of the time you'll use the Encyclopedia, Database, and WorldNet. (By the way, E.D.W.A.R.D. is an acronym! His other functions include a data Album, providing Reports, and then Disconnect, so you can log off.) You'll need to use all of E.D.W.A.R.D.'s functions to solve the mystery of *THE SACRED MIRROR OF KOFUN*.

Encyclopedia

E.D.W.A.R.D.'s encyclopedia is your general reference. It grows larger as you add entries from searches on the WorldNet. Be sure to open up entries you think may be of help. When you do, E.D.W.A.R.D. can read "over your shoulder" to find valuable information.

Data Storage

E.D.W.A.R.D.'s data storage area, like your computer's CPU, is the place where most of the analysis takes place. You'll find information like photos you scanned in or video's piped in from outside *Antares*. The results of analysis will result in key words that are clues to finding information on the WorldNet.

WorldNet

E.D.W.A.R.D.'s analysis produces keywords, which are very important clues. Use a keyword or combine keywords to search the WorldNet for more information just like you search the World Wide Web. Transfer any information you discover to the encyclopedia or to data storage, where you can read it. After having uncovered clues, you will often be left with words or phrases that need further investigation. The WorldNet is the place to do this.

Hint: Many clues are found by surfing the Net and trying all the possible key word combinations.

Album

This is the place where you can store the pictures and other visual information you find throughout your journey.

Reports:

The reports section of E.D.W.A.R.D. keeps track of all of your mission statistics: days traveling, number of dives, Islands visited, etc.

Disconnect

If you figure out the secret code for this, you'll have the power to disconnect E.D.W.A.R.D.

Portable E.D.W.A.R.D.

When you're on land you'll have a portable E.D.W.A.R.D. to help you out. He's that icon on the bottom left of your screen. You can use the portable to take photos, talk to E.D.W.A.R.D., or even send an SOS. Click on him once to prepare to take a picture, then click on the screen to take a picture. To reload the camera, click on the winder knob on the right of the portable E.D.W.A.R.D. icon.

Below Deck

Stairway

Use the stairway to go above or below decks, from the bridge to the cabins and the storage hold.

Cabins

Use 3D Exploratory mode to see a schematic of the cabin layout. Move the cursor over cabin layout to see who's bunked where. Switch to 2D mode when you want to explore more closely.

Storage Bay

The storage bay stows gear, equipment, your three *Angel Shark* one-person scuba subs, the *Posiden* lab and the door that leads to your *Zodiac* speedboats. Do the same 3D/2D exploration as you did on the cabin deck to see what you can discover in the hold.

Hint: E.D.W.A.R.D. has access to deep background files on all the crew. This means he can give you the skinny on the other crew members. Of course, this also means he knows you like the back of his hand and knows which buttons to push to make you respond.

Diving with the Angel Sharks

After Ann Fong has come on board and you have plotted and started a course on the *Navigation Station's* Auto-Pilot (you'll find coordinates to different sites in E.D.W.A.R.D.'s database), you are ready to take your first dive. Leaving the *Antares* you'll explore coral reefs and underwater wrecks using the *Angel Shark* one-man undersea scuba sub, designed Dr. Paul Sinus. The *Angel Sharks* are tough, but not indestructible. You start the game with three; use them carefully.

How to Dive

1. Click to change to 3D Exploratory Mode.
2. Notice the icons surrounding the display; these represent the different parts of the ship.
3. Click on the *Angel Shark* icon. This takes you to the submarine bay.
4. You will then find yourself located at the *Dive Station*, viewing the *Dive Station Map*. The *Dive Station Map* plots your previous dives.
5. Click the **Go** button to be fitted with one of the *Angel Shark* wet subs and your dive begins.

Note: You can also use the *Angel Shark* in 2D mode by going down into the *Hold* and clicking on the *Dive Station*.

On the *Angel Shark* sub, you see eerie, sunken World War II wrecks, intricate, delicate coral reefs, and brilliantly colored plants and animals. But don't get so caught up in the beauty of the dive, that you forget to check your air supply. The air

meter is at the top of the screen, if you see it running low, click on the blue bubble

on the right to return to the ship. As any good diver knows it's important to have enough air to surface properly, rapidly surfacing without proper decompression can lead to the bends and time recuperating in the decompression chamber.

During each dive you will need to take a series of pictures for analysis. When you reach a point where you need to take a picture, a red light will appear on the right side of the icon bar of your *Angel Shark* (under the display screen). Make sure your cursor is over the display screen and click your mouse to take a picture.

At different points in your dive, the video on the display screen will pause. It's at these points in the dive that the cursor will change to an X and you can change course in that direction. When you have reached the end of a dive segment,

E.D.W.A.R.D. will automatically bring you back to the ship to review your dive.

To see the dive in full-screen video, press **Spacebar**.

Warning: If you use full-screen video, you won't know how many photographs remain to be taken or be able to keep track of your air supply.

Once back on the *Antares* you can review your dive and select a different way to approach the underwater site by checking and clicking on the *Dive Station Map*. When you look at this map you'll notice your dive progress has been charted with pluses (+), showing locations where a dive course change is possible, and sideways Ts (⊥), that denote the end of a dive segment. By clicking on the **Plus** signs and then clicking **Go** you can resume your dive at that location with a full supply of air. This gives you a second chance to do back and take important photographs that you might have missed.

Hint: Sometimes at these transitions there are several different path options that are close to each other. Make sure to explore all of them.

Hint: On each of your dives, E.D.W.A.R.D. will have a specific number of pictures to take. Watch for the red light and make sure you get them all.

Photo Analysis:

After your dive you will need to do an analysis of your photos. The first of these is a technical analysis performed by E.D.W.A.R.D. to uncover any clues that might be found within the photographs.

The second of these is a Bio-analysis. You do this by categorizing the fish and fauna in your pictures into one of three classifications (common, remarkable or rare) and submitting them to Dr. Lucianna Capucci for review. Only if you have categorized them correctly will she give you her analysis as to the fitness of the site.

E.D.W.A.R.D.'s encyclopedia can help you decide which photos fit in which categories.

To sort, move the photos inside the bottom right brackets. Better get it right or

Capucci will bounce the photos back for another sort!

Hint: You'll be prompted for the bio-analysis only when you have all the photos that E.D.W.A.R.D. has required you to take.

Hint: It's easy to get lost, so keep track of where you're going by making a map.

Exploring the Jungle Islands

The clues appear to be leading you to an island in the Pacific. You'll arrive on the beach of a jungle island where the landscape overflows with luxuriant, tropical foliage, and jungle screaming sounds ring in your ears.

Note: You can not travel and visit any Island. You first have to uncover certain clues and solve some puzzles that allow you access to the Islands.

Hint: You're looking for three important clues on the island of Eten. Explore everything and make use of all the tools you find to uncover the clues and solve puzzles.

Here's how to explore:

1. Switch to 3D Exploratory Mode and click on the island icon.
2. Move your cursor around the screen until it becomes an arrow.
3. Click once to move onto the island and into the jungle. Move your cursor around the screen until it becomes an arrow. Sometimes a screen will show you arrow cursors pointing in various directions, indicating different paths for you to follow.
4. Any time after the first view of the jungle you can retrace your steps by moving your cursor towards the bottom of the display and clicking when the cursor becomes a "turned-around" arrow.

Note: In 2D mode you can get to the Island by going into the dive bay, finding the *Zodiac* speedboat and clicking on that.

Your Toolbox

When you move your cursor to the bottom right of the screen, an empty rectangle appears and stays on screen until you move your cursor away from it. This is your toolbox, essential during your jungle journey for storing tools you find along the way.

When you find an item or tool in the jungle, click on it to pick it up and move it over to your toolbox. Notice that your cursor changes to the shape of the tool. When the tool is over the opened toolbox, click the mouse button again to drop it in.

SOS

If you get into deep yogurt, don't worry. Remember you've got a portable E.D.W.A.R.D. It sends out an automatic SOS whenever you get into trouble; rescuing you and bringing you back to *Antares*.

PAUL SINUS TOP TEN WAYS TO SUCCEED ON YOUR MISSION

10. Visit E.D.W.A.R.D.'s Database. When you transfer a clue, video, or a photo to the Database, E.D.W.A.R.D. can analyze it for you, creating keywords you can use for a WorldNet search.
9. The WorldNet is your "Internet on Steroids". Click on keywords in its keyword list, individually or in combination. WorldNet then retrieves extra information from around the globe. Transfer your new data to the Encyclopedia or Database when prompted.
8. Read stuff in the Encyclopedia. It's packed with clues you'll need—and if you don't read it, Edward can't read it over your shoulder to help you out.
7. If you get a video transmission, pay close attention. Clues abound.
6. If you find an object, you can have E.D.W.A.R.D. scan it. E.D.W.A.R.D.'s scanner is one of my finest inventions, because it can scan all kinds, sizes, and shapes of objects. His scanner sits to the right of his main console. It's where you pick up your ID card.
5. Dives give you essential clues about your biological expedition—and much more. The debris and artifacts you find can help you on your other missions.
4. The *Angel Shark* bay's *Dive Station Map* tracks your dives. Click on the dive path to review various stages of the dive, and click on GO when you select a stage you want to revisit. E.D.W.A.R.D. flashes a red light at you when he wants

you to take a picture of certain objects with your cursor-driven camera. Pay attention!

3. Visit islands to gather clues about the locations of Braddy and the mirror for which he's risked his life. Rummage around. Keep what looks handy.

Hint: Whenever E.D.W.A.R.D. lets you analyze a clue you've found, do it. You'll discover lots of crucial information this way.

2. Analyze, analyze, analyze; early and often. Ask E.D.W.A.R.D.. Ask your colleagues. Search for related clues right away.
- I. Save your games with descriptive names. You have a huge adventure ahead of you, so let the names of your saved games help you log your progress.

TIP: If you don't get all the dive photos, you won't be able to bio-analyze the photos you took.

TIP: You don't have to redo each *Angel Shark* dive if you use the Dive Station Map. Click on a plus (+) sign to see a snapshot of that point in the dive. Then click on GO to go there. A couple of dives only take you on one path, so you won't need the Dive Station Map in those cases.

TIP: Floating bottles aren't trash.

TIP: Power up the boat as soon as you get your card from E.D.W.A.R.D.

TIP: If you hear strange sounds at some point in the game, it could be Morse Code. These codes are under letters in the *Antares* manual located in Chris Young's cabin.

TIP Once or twice you may have to type keywords into the WorldNet by hand because they don't appear in the keyword list E.D.W.A.R.D. creates from your official investigations.

Jean-Michel Cousteau Productions

Jean-Michel Cousteau is a filmmaker, TV producer, architect, writer, exhibit designer, and spokesman for environmental preservation around the world. In addition to his Peabody and Emmy award-winning television series (Cousteau's Amazon and Cousteau/Mississippi), he headed the team that transformed 100,000 square feet of the ocean liner Queen Mary into the Living Sea Museum, and created the Parc Oceanique Cousteau in Paris. He was a founder of The Cousteau Society and from 1979 to 1993 was its Executive Vice Président. Jean-Michel has received critical acclaim for his company's first venture into interactive media, a CD-ROM entitled *CITIES UNDER THE SEA: CORAL REEFS*. With *THE SACRED MIRROR OF KOFUN* Cousteau continues to bring his undersea adventure to a new generation, through this revolutionary entertainment form.

Future Concept

Future Concept, a subsidiary of Paris-based IDP, creates interactive multimedia content for CD-ROM, CD-i, and for on-line applications, including interactive television. The company has offices in Paris, France and Manchester, New Hampshire.

ABOUT INTERACTIVE

To Entertain & Enlighten

Interactive is a multimedia publisher on the go—encompassing development, creative marketing, distribution, and retailing strategies for the future. Interactive was established in December 1993. A merger in 1994 with award-winning developer Sonic Images and a merger in 1995 with Lyriq International paved the way for the future. Thus far, Interactive has made a mark with standout titles in the science and nature genres as well as kids. Our future focus will be on entertainment and recreational software.

Interactive, Inc.

Customer Service Department

110 West 40th Street

New York, NY

(800) 433-4464

(212) 221-6559

(212) 730-6045 (Fax)

www.interactive.com

Hours: 9 A.M.—5 P.M. Eastern Time, Monday - Friday, excluding major holidays.



Enteractive™