

The Ultimate
Fantasy Adventure Game

ETERNAM™



300 Airport Executive Park
Spring Valley, NY 10977

09-0306-00



ETERNAM

Quick Reference Card

Installing ETERNAM

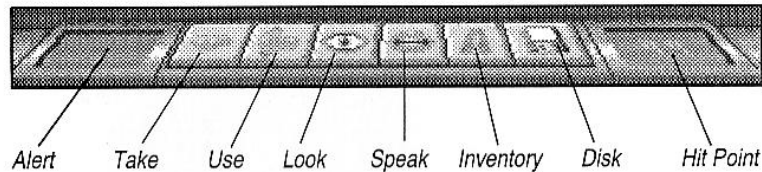
1. Log to your CD-ROM drive and type INSTALL.
2. Using the mouse, click the Install icon. At this screen, you can click OK or choose some installation options:
 - You can also click one of the fields to change the drive and directory to where you copy the files.
 - For a 'minimal install' (less space used on hard drive and less speed) click the "Inst. opt." icon and uncheck the "Maximum install on hard drive" box, then click 'OK.'
3. The files will be copied to your hard disk. When the installation is done, click OK.

To Run ETERNAM

Log to the drive and directory where you installed the program, type ETERNAM and press <enter>.

Playing ETERNAM

To navigate around the game, use the arrow keys. At the bottom of the screen you will see a command strip.



The Command Strip

There are two ways to activate an icon on the command strip:

- Press the TAB key. A finger will appear on the screen. Move the finger with the arrows over the icon you want, and press return.
- You can use these keys:

T = Take (pick up) an object

U = Use the object

L = Look

S = Speak (lets you speak to a character you encounter)

I = Inventory (shows you objects you've taken)

D = Disk Load/Save

Space Bar = Fire weapon

Arrow keys = Control the character's movements

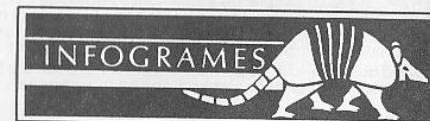
You can free-form move around the scenery, but it is advantageous to stay on the road.

Since you can get killed—
make sure to save the game often.





ETERNAM



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Introduction

ETERNAM—A MULTIMEDIA ADVENTURE

Welcome to Eternam! This exciting role-playing adventure game forges new ground in the field of interactive adventures. It features over 140 different speaking parts and close to three hours of digitized sound, on one CD-ROM. You are Don Jonz (pronounced Jones) on vacation in the theme park of the future—an entire planet filled with fun, intrigue, risk and adventure. Yet, a diabolical plot looms—and only you can save the world.

System Requirements

To run Eternam you need the following hardware setup:

- an IBM® or true compatible with at least an 80286 microprocessor or higher
- DOS 5.0 or later with 570K of free DOS memory
- at least 288K of expanded memory (EMS)
- 1 MB of available hard drive space (7 MB recommended)
- VGA (or better) graphics card and monitor
- a mouse or compatible pointing device
- a Soundblaster™ compatible sound card
- an MPC compatible CD-ROM drive (double-speed recommended) with Microsoft® extensions (MSCDEX).

Memory Considerations

Eternam is an exciting game using the latest technology for lifelike voice and speech. To do this, it uses a lot of RAM memory, so you'll need to make sure your system is set up properly.

- 1) You need 570K of free DOS memory. This means that you'll need to "load DOS high," that is, load it into upper memory.
- 2) You need to have at least 288K of Expanded memory (EMS).

This means your CONFIG.SYS file will need to contain a 'high-memory manager' and will need to 'load DOS high.' There are two ways to do this.

Using DOS High Memory Utilities

Most people will use the programs which come with DOS, and your CONFIG.SYS file would have the following lines:

```
DEVICE=HIMEM.SYS  
DEVICE=EMM386.EXE 288 RAM  
DOS=HIGH, UMB
```

ETERNAM

Special Notes:

In the example above, the line `DEVICE=EMM386.EXE 288 RAM` bears special attention, for two reasons:

- The 288 is the minimum—the number can be larger, or sometimes omitted, depending on the memory in your machine.
- many computers have the word NOEMS on that same line, which **MUST BE OMITTED** or the game will not work.

For more information on loading DOS high and these programs, consult your DOS manual.

Other Memory Managers

Another approach is to use a third-party memory manager like QEMM™ which can help you get the most of your DOS memory.

Installing ETERNAM

When installing ETERNAM, you have two choices:

- You can choose not to have the maximum files copied to the hard disk. This option uses less than a megabyte of hard drive space.
- Choose the default installation, which places the maximum amount of files on your hard drive (7 megabytes), and the game will play faster.

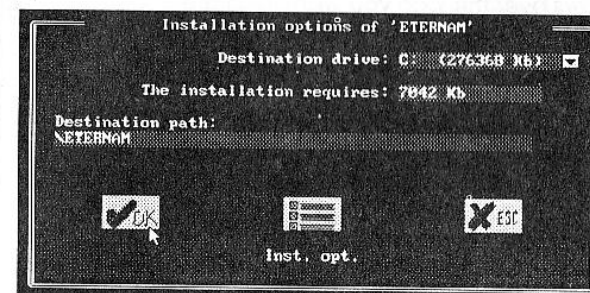
To Install the Program:

- Log to your CD-ROM drive and type `INSTALL`.
- Using the mouse, click the Install icon. At this screen, you can click OK, or choose some installation options:
- You can also click one of the fields to change the drive and directory to where you copy the files.



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For a 'minimal install' (less space used on hard drive and less speed) click the "Inst. opt" icon and uncheck the "Maximum install on hard drive" box, then click 'OK.'



- The files will be copied to your hard disk. When the installation is done, click OK.

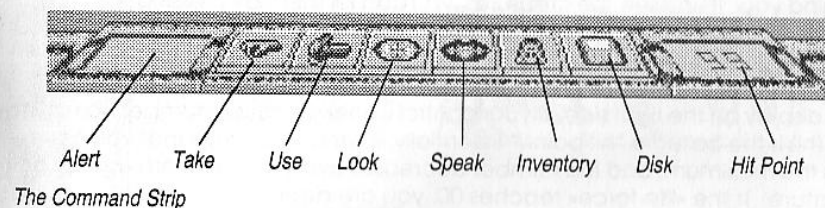
To Run ETERNAM

Log to the drive and directory where you installed the program and type `ETERNAM` and press `<enter>`.

Playing ETERNAM

For a thorough background on the game, see the rest of this manual where the story and other background information is covered. The game itself is controlled through the keyboard.

To navigate around the game, use the arrow keys. At the bottom of the screen you will see a command strip.



ETERNAM

There are two ways to activate an icon on the command strip:

- Press the TAB key. A finger will appear on the screen. Move the finger with the arrows over the icon you want, and press return.
- You can use these keys:
 - T** = Take (pick up) an object
 - U** = Use the object
 - L** = Look
 - S** = Speak (lets you speak to a character you encounter)
 - I** = Inventory (shows you objects you've taken)
 - D** = Disk Load/Save
 - Space Bar** = Fire weapon
 - Arrow keys** = Control the character's movements

You can free-form move around the scenery, but it is advantageous to stay on the road.

Enter buildings, speak to people (and sometimes things), pick up objects and generally explore your surroundings. You would want to try to use the "T" key and "take" as many objects as possible, which are placed in your inventory. Chances are, you'll need them later.

Sometimes you will need to use an item in your inventory (that you had picked up earlier). To do this, you have to display the inventory (I-key), use the up or down arrow keys to highlight the object, then press enter. To then use the object, press the «U» key.

The display on the left side of your control panel will flash the word «Alert» when there is danger around you in the form of creatures that can harm you. Most of the times you will see the creatures in front of you, but they could also be behind you. If you see the creatures, you can kill them by pressing the «space bar» to fire your weapon. If you don't see anything when the «alert» shows, your best bet is to just keep moving.

The display on the right side of your control panel displays a number from 00 to 99. This is the called a "hit point." Essentially, it is the «life force» that you have—99 is the maximum, and this number decreases every time you are «hit» by any creature. If the «life force» reaches 00, you are dead.

And, since you can get killed—make sure to save the game often.

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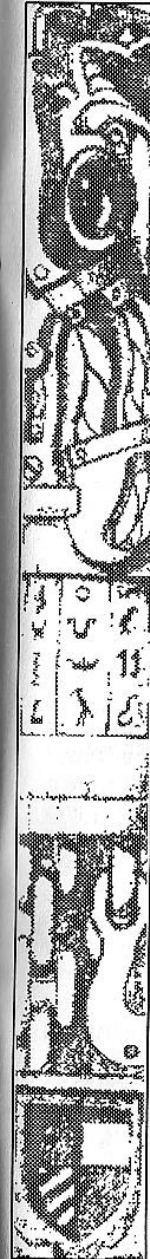
ETERNAM



The Story ...



By **Hubert CHARDOT**,
from an original Idea by **Xavier FOURNIER**.



PART 1 : WHAT JONZ KNEW



WHERE IT BECOMES CLEAR THAT JONZ HASN'T ONLY GOT FRIENDS

"There's only man givin' the orders round here, see!" Gary Cooper, *HIGH NOON* - Shot 27, after the interval.

Hi. I'm DON JONZ, but you can call me MARSHAL.



Some people say it's good to be home, after being away for a while. They don't have mail-boxes! The most dangerous part of most of my mission is opening mine when I get back; an avalanche of bills can panic even the coldest and meanest.

My job is tracking down undesirables. Any mutant who strays outside the Security Zones gets his tentacles sliced. Some desperado just busted the local Moneycard Center? No problemo; here comes DON JONZ on his Space Turbol. So maybe a few heads do get blown off, but it's zap or get zapped in my line of business.

I'm big and tough and I've paid my dues; 254 medal citations for services rendered to U.F.O. (that's United Forces of Orion, in case you just came out of cryonized sleep) and twice that number of scars. So why doesn't my paycheck ever get bigger? You ever heard of NUKE?

If you actually KNOW Mikhal NUKE, then you're in prison or dead. Mikhal has a way of doing that to his friends and acquaintances. You go into your local bank with a pen handy, right? With NUKE, it's a 753 Magnoburn.

Want to blow your neighbor's leg off? Just point one of those bables and squeeze the trigger: you splat BOTH legs and the rest as well.

I've been after NUKE for two years. Following him's not hard: just follow the bodies. The tricky bit's catching up with him.

The only consolation is keeping him on the run. One day, he'll get tired and make a mistake.



WHY EVERYONE SHOULD BUY STOCKS AND SHARES

"You better hand over the money, sweetheart!" Humphrey Bogart - *THE BIG SLEEP* - Scene 14, first reel after the cartoon.

So, as I was saying, I hate my mail-box. It's partly because I have to sift through a whole pile of bills threatening a fate worse than death, just to see if there's a welcome envelope. This time, there was: a fluo-disk which I slotted into the player. A very pneumatic blonde with teeth that should carry a glare warning, smiled at me from the screen.

She explained I'd just won a week's free vacation, a VAS (Virtual Adventure Simulation) on ETERNAM! Wow! I flipped a few somersaults, which isn't that easy when you're trying to keep your eyes on that delicious creature on the screen.

If you did just wake up in a cryonization jar, then you may not know that planet Earth is out of bounds for everyone, unless you happen to be researching radiation levels or something. The nearest thing we have to Earth these days is ETERNAM. It belongs to a guy called FUNI, who's head of FAKE (that stands for Funl Artifax Kinetic Entertainment). FAKE happens to be the leader in the booming Planetary Funpark industry. A share in FAKE costs 16 glorius and rising, and it's cheap at the price, believe me!



LET ALL PEOPLES LIVE SIDE BY SIDE IN PEACE

"Pale Face speaks with tongue so forked he keeps stabbing his gums." Jack Palance - The Broken Arrow - Shot 65, what's left of the second reel.

Space...

That word used to bring a thrill of excitement to millions of Earth kids, eager to explore the outer reaches of the galaxy, bla bla, etc. They never imagined all their descendants would be stacked like cans of soup, here on Orion; for example, I shared my room for three hip-swaying years with an extended rhumba orchestra.

So when the Planetary Funpark Idea first came up, it was very welcome, believe me: everyone would get to stretch their legs and have a good time too! When the government passed the first wave of 45 Funpark projects, the opposition kept their mouths shut (politicians aren't often suicidal maniacs, after all).

ETERNAM was a special case. A planet very like Earth and too beautiful to be true. The only problem was that there were already people living there. Well, reptiles, really. Dragons, they're called. Their race is slowly going extinct, which accounts for their obsession with genetics. The Dragons used about a sixth of the planet's available land space. Would they let FAKE set up a Funpark?

No problemo. FAKE organized the biggest party those lizards ever saw, poured

enough alcohol to keep your body pickled till doomsday down their scaly throats and their king, ODonal Ist, prince of Zordal, Commander of the Sacred Order of Godzilla, signed on the dotted lines.

So, in exchange for a few tips on genetic engineering and a Joan Fondo "Stay young and sexy like me for ever" tape, the Dragons sold their planet to FAKE, and the biggest, brightest and funnest Funpark in the history of recorded time and beyond came into being.



WHERE THE DRAGONS LEARN WHAT BEING A SUCKER MEANS

"Money and dead men. That's what vultures is for." John Wayne - RIO BRAVO - Shot 69, reel 4.

The Dragons had a big headache the next day. And the noise of the bulldozers didn't help. So they packed up and all went to live on the island that was left to them in the treaty. Instead of just drinking their troubles away, the Dragons decided they'd been tricked and started plotting revenge. That's what they're doing now. Any visitor to the Funpark who decides to see the cute lizards and who's lucky enough not to check them out from the inside, of their stomachs, comes back gibbering crazy. That's where Mikhal NUKE comes into the picture. Styling himself "The Interactive Terrorist", NUKE went to the Dragons with promises of power and glory. They voted him God of the Decade.



WHAT IT'S LIKE NOT TO BE ABLE TO SEE ANYTHING

"Funny, I can't see a thing!" Audrey Hepburn - WAIT UNTIL DARK - Shot 69, reel 4.

That's because there's nothing left to see.



WHY IT'S A GOOD IDEA TO HANG OUT IN BARS

"Dammit, just one! Can't you see my hands're shakin'?" Didn't Dean Martin say that in a western?

I was leering at a freeze-frame of the ETERNAM Hostess, the bit where she leans forward to wish you to have a wonderful time, when Jed barged in.

Jed's an Informant and a drunk and looks like both.

His news was hot: he'd spotted Mikhal NUKE in the Betelgeuse bar, along with a guy called MACGORKY who happens to own 62 planetary Funparks (The



"Triple Meat" Foodpark's his biggest). Jed saw MACGORKY handling an attache-case bulging with credits to NUKE, and promising more where that came from.

Jed didn't get the whole of the conversation, but Funi's name cropped up a lot. Funi's the one person standing between MACGORKY and total leadership in the Funpark industry.

Jed also said that NUKE mentioned me a couple of times, with MACGORKY sniggering and drinking to my approaching death.

I got over to the Betelgeuse as fast as I could but I was too late. I hate it when that happens, so I used my flame-thrower on the place. I might have done more, except the barkeep's an old friend of mine.

My trouble is, I'm too nice.



WHY IT'S A GOOD IDEA TO TAKE VACATIONS

"We're supposed to be overthrowing an empire and you're working on your tan?" Kirk Douglas -



SPARTACUS - Scene 12, Shot 31.

As soon as I stepped off the moving walkway, I knew the brochure hadn't exaggerated: ETERNAM really was an oasis of peace and culture in a desert of violence and overcrowding. Kids were getting their pictures taken on pharaohs' knees a few yards from where a couple of knights in shining armor were swordfighting with enough elegance to prove it was just makebelieve.

"Welcome to ETERNAM, Mister JONZ," breathed a shapely hostess in a very short Egyptian-style skirt. Brunette, about chest height, everything the right size and in the right place. I had one of my cool-dude answers all ready: "Yum yum!"

In the changing room, I tried on a delightful "Bloodthirsty Almost Naked Barbarian" costume. It did something for me. My muscles rippled manfully. My brain rippled too: it seemed to be saying "NUKE"! I decided my imagination was getting overwrought; this vacation was exactly what I needed to relax a little.

I came out of the changing room, expecting some appreciative looks from the ladies and jealous ones from the men. What I got was zilch: no ladies, men, kids, pharaohs, knights... no nothing. The place was empty!

PART 2 : WHAT JONZ DIDN'T KNOW



WHY IT'S IMPORTANT TO PAY ATTENTION

"He's gone to a better place." Lee Marvin - THE DIRTY DOZEN - Part 2, Shot 312.

The competition had been stiff but she'd come out on top. TRACY, who had far too much charm, savvy and legs any man's good, was the fastest word processing operative in ETERNAM's entire Coordination center. Even better than repulsive Harold, the HIGH TECH zone manager. She'd earned her prize, an extra rest period. The news was so unexpected, she misplaced a decimal point in the Medieval Dungeon's energy level. Bad news!

Harold rubbed his hands in glee, of course. He already had an inspector going through her file and he sent her to Re-evaluation. The electronics technician had probably been paid by Harold to find a glitch in her static inertia net. Six months of effort out the window. Not counting the bonus she'd been counting on. She sighed and sat down in the Re-evaluation waiting room. Thirty minutes later, she decided they'd forgotten about her. Why not just go back to work and pretend she'd come through the Re-evaluation clean as a whistle? That's what she did.

Except there was a big surprise waiting.



UNEXPECTED VISITS

"Listen, Cindy, just keep your mother away from here." Spencer Tracy - FATHER OF THE BRIDE - Shot 415.

TRACY pushed her office door open and felt panic clutching at her perfectly-proportioned neurones. The place was under Dragon control! Repulsive Harold was typing at his keyboard and the others were too paralysed with fear to notice her. So she decided not to say "Peekaboo" for once. Instead, she slipped out the way she came and headed for the Coding room.

Pulling the featherweight helmet down over her adorable head, TRACY activated a procedure. Her body became slowly transparent and she disappeared: she was now part of the Cyber-Net system that controlled the entire Funpark.

"Wow," said TRACY, who hadn't known exactly what to expect, "so this is what being a Translated Corporeal Intelligence is like. Just wait till Harold hears about it!" She floated into a memory buffer and set about figuring a plan.



WHY IT'S A GOOD IDEA TO BE GOD

"Didn't I tell you to get out?" Clint Eastwood - HIGH PLAINS DRIFTER - Scene 32, after the interval.

As soon as NUKE's interceptor touched down, the Dragons fell to their knees and adored their new master and savior, had he not spoken the truth when he said the Coordination Center would be theirs in 15 minutes? A blubbing Harold had introduced the virus into the central computer. ETERNAM would fall into NUKE's masterful power within seconds! The whole planet would be rid of all the "smoothies", except for NUKE and his arch-enemy, the hated JONZ! NUKE was feeling good. Not only had he managed to wade through that crowd of fawning lizards without ruining his brand-new "Masterful Controller of Worlds" cloak, but he was about to make an incredible amount of money by blowing ETERNAM to bits and he was going to kill JONZ, who was now all alone and under laser-video surveillance.



SOMETIMES YOU HAVE TO SHOUT IF YOU WANT THINGS DONE

"Well, lieutenant, she was screaming, see. So I had to kill her." Jack Lemmon - in JFK.



"Master NUKE, Master NUKE!"
The young Dragon fell at his master's feet.
"Master, JONZ has escaped!"

That hardly seemed likely to Mikhail NUKE. The whole planet was sealed shut. JONZ wasn't going anywhere! And yet, there was no sign of him on the control screens:

"Find him!" NUKE's order rang out coldly, chilling the already cool hearts of the assembled Dragons. They remembered the prophecy: "Two smoothies will come to fight and the dragon will spit: Goodbye Dragons".

That sounded like a promise of doom and nothingness for all Dragons (see the chapter entitled "What It's like not being able to see anything"). They determined to get JONZ and fast.



ENTER THE LADY

"So, doll, Thought you could take Capone for a ride, huh?" Jason Robards - Found on a cutting-room floor someplace.

The bytes scrolled past at lightningspeed, mirrored in TRACY's enchanting eyes. JONZ... JONZ...

The name was saturating all the circuits. She was staying clear of the virus, whose shark-shaped snout had guzzled enough parameters and data to give a thousand Harold's indigestion for a month.

It seemed to Tracy that if anyone was going to save ETERNAM, it had to be this JONZ character. But what if he was just another dumb tourist, caught up by accident or mistaken identity in something way over his head? The best thing would be to let him learn the truth gradually. Let him feel his way around and, when he was ready and if he seemed tough enough for the job, tell him about the trap he was in.

TRACY melted into the monitoring system and looked around for her hero. She saw a youngish man, fair-haired, with just the right amount of bulging muscle and wearing a fetching Barbarian costume. "Yum yum," they both thought, looking at each other for the first time.

"Hi," murmured TRACY dreamily, "I'm TRACY."

Before JONZ could answer with something smooth and manly, the picture faded, to be replaced by NUKE's furious face:

"I'll rip your stinking guts out, Jonz... You hear me?"

"Uh oh," thought TRACY, "this NUKE character's going to give us a lot of trouble, JONZ will need all the help I can give him."



CONCERNING ADVENTURES IN GENERAL AND ETERNAM IN PARTICULAR

"That's enough of the funny stuff!" Jimmy Cagney - KISS ME GOODBYE - Reel 3.

Well, this is where you come in! Ready?



THE AIM OF THE GAME

At long last, you have a week's vacation to look forward to. You, Don Jonz, have just won a free week of VAS (Virtual Adventure Simulation) on ETERNAM, the biggest and best planetary Funpark in the galaxy!

A planetary Funpark is a life-size recreation of a number of periods in human history, complete with lifelike bio-tech "people" to make the dream a reality! Authentic-style atmosphere and decor guarantee the getaway experience of a life time, and without all those nasty details that made the real thing so yukky! But there's a problem... Enormous financial interests are at stake and a very bad bad guy is after your blood! His name's Mikhal Nuke and he aims to ruin your vacation in a big way.

Let's face it, you're in trouble. However, there is one silver lining in the dark cloud looming over your head: Tracy, a beautiful technician on the Eternam coordination team. She's there to help you all the way. Unfortunately, in order to escape from Nuke's evil clutches, Tracy had to dematerialise and melt into the Funpark's computer network. So she can't be with you physically. You'll be communicating with her via a monitor screen.

You'll need to adapt to the various time periods on offer in the Funpark and you'll have to be smarter than Nuke!

You're the only one who can save Eternam (and yourself). So... Enjoy your vacation, Mister Jonz!



MOVING AND USING THE COMMAND STRIP

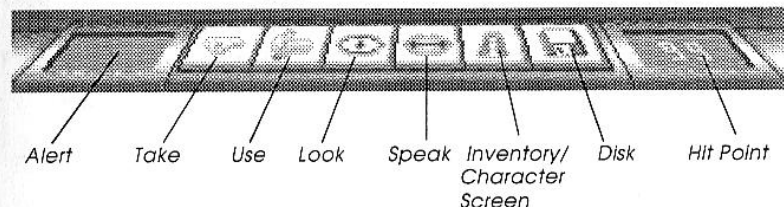
1 - MOVING

You can move your character in any direction.

Movement is controlled by the keyboard arrows. Simply press the arrow corresponding to the direction you want your character to take.

2 - THE COMMAND STRIP

A number of icons are grouped in a strip at the bottom of your screen.



This is the Command Strip. Use these Command Icons to make choices in the game.

There are two ways to activate an icon in the Command Strip:

- * Press the TAB key. A finger will appear on the screen. Move the finger with the direction arrows. When the finger is on the icon of your choice, press RETURN to confirm your decision.
- * The other method for activating an icon is simply to press the keyboard equivalent corresponding to the icon you want to activate.

ALERT icon :

ALERT

When this icon is activated, the word "ALERT" flashes. You must prepare to fight, because an enemy is approaching! This warning signal is particularly important inside castles, since if it isn't activated, you cannot use your "spell" (see COMBAT).

Take an Item: Keyboard equivalent : "T" key.



This command allows you to pick up any item that may be carried. Whenever your character sees such an item, a screen message appears; if you want the item, press the "T" key to take it.

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Use an Item: Keyboard equivalent : "U" key.



If you have selected an item in your possession (see CHARACTER SCREEN), you can use that item, simply by pressing the "U" key.

Look at something: Keyboard equivalent : "L" key.



To study a particular detail, or to know exactly what an item you've noticed is, or to read a document, press the "L" key.

Speak to someone: Keyboard equivalent : "S" key.



If you want to talk aloud, shout or strike up a conversation, press the "S" key.
(see DIALOG)

Character Screen/Inventory: Keyboard equivalent : "I" key.

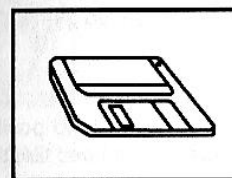


This icon gives access to the Character Screen and your inventory, which contains all kinds of information about your character's physical state and fighting ability. Each of the items you've taken is listed here and may be selected. To access this screen just press the "I" key.

For more information, see chapter CHARACTER SCREEN.

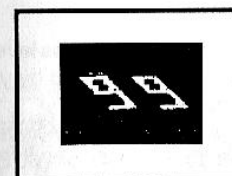
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Access the System menu: keyboard equivalent : "D" key.



This will display a new Command strip containing options for Sound level, Game saving and the WINDOW mode.
(see SYSTEM COMMANDS)

Hit Points:



This icon displays your current Hit Point level. At the start of the game, you're in perfect condition.
If your Hit Point level reaches 0, that means you're a dead hero!

3 - SYSTEM COMMANDS



Access this icon by pressing the "D" key:

Using the left / right arrows, move the pointer to the desired option (Load or Save) and press RETURN.

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(SAVE. Place the pointer on the line of your choice, using the up / down arrows. Type in the name of your saved game, then press RETURN.

(LOAD. Use the arrow keys to position the pointer over the required Load file, then press RETURN.

IMPORTANT : The "0" line in the Load option allows you to start the game from the beginning.

You can raise or lower the loudness level of music and sound effects provided by your AdLib or SoundBlaster card.

Simply use the left / right arrow keys to move the pointer to SOUND or MUSIC, then fix the loudness level with the up / down arrow keys.

WINDOW icon: This option allows you to reduce the screen size during gameplay outside castles. A smaller screen accelerates movement.

Move the pointer to WINDOW and fix the required Zoom level with the up / down arrow keys.

This option is recommended for slower computers.

4 - OTHER KEYS

- ← ESC : Generates a screen message allowing you to quit the game and return to DOS.
- ← P : Pause the game.
- ← MOVEMENT OUTSIDE THE CASTLES :
(Press RETURN to turn around 180°.



ETERNAM



COMBAT

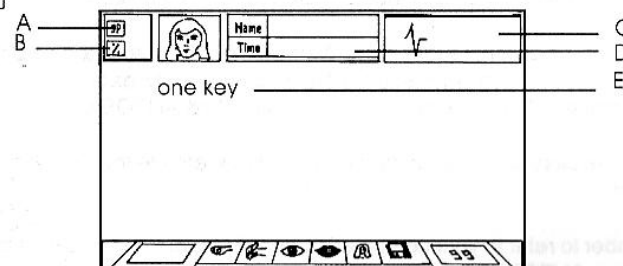
You control a powerful spell which shoots a ball of flame. You can use it at a distance or close up.

The spell is smart, so if your shot misses, it won't set fire to anything ! Inside castles, you can only use the spell if the ALERT icon is activated (flashing).

To shoot the fire ball, just hit the Space Bar.



CHARACTER SCREEN/INVENTORY



A : Number of GP (Gold Pieces) in your possession.

B : Percentage of the adventure already done.

C : Heartbeat.

D : Time since you started playing (in ETERNAM time units).

E : Items in your possession.

Whenever you take an object during gameplay, it will be listed on this screen. If it is listed GRAY, that means you possess it. If you check through your items (using the up / down arrow keys), the selected item is listed WHITE.

When you press RETURN, to confirm the selection of a particular item, it is listed YELLOW.



TROUBLESHOOTING

PROBLEM : THE PROGRAM DOESN'T LOAD CORRECTLY

- ▲ Is ETERNAM installed onto your Hard disk?
(see INSTALLING ETERNAM)
- ▲ Are you sure you are using at least the minimum required computer configuration? (see SYSTEM REQUIREMENTS)
- ▲ Is every piece of your equipment (computer, screen, etc...) switched on?
- ▲ Did you follow loading and set up instructions?
- ▲ Are you equipped with special peripherals. Try disconnecting them before switching on your computer...

PROBLEM : THE "NO MEMORY FREE" MESSAGE IS DISPLAYED ON THE SCREEN

- ▲ Do you have Resident in Memory programs in your RAM?

Calculators, clocks, notebooks and Windows (by Microsoft) are examples of this kind of program. Such programs are often automatically loaded when you start up your computer. They are loaded using a file called AUTOEXEC.BAT.

If this is the case with your computer, then try to remove the Resident in Memory programs.

Remember to refer to your computer's User's Manual for information on Resident Programs, AUTOEXEC.BAT and CONFIG.SYS.

- ▲ Have you really got more than 570,000 bytes of free memory?

To find out, run the MEM utility, which will tell you how many bytes of free RAM you have.

If you have tried all the suggestions given in this chapter and still cannot solve the problem, please contact our Software Customer Service:

INFOGRAMES Ltd

18 A. Old Town
CLAPHAM - LONDON SW4 0LB
U.K.
Phone : 071 738 81 99

OR

InterActive Publishing Corporation

300 Airport Executive Park
Spring Valley, NY 10977
Phone: (914) 426-0400
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What is the brand of your CD-ROM drive?

☐ IBM ☐ Apple ☐ Sony ☐ Hitachi ☐ Philips ☐ NEC ☐ Other _____

On What Computer Will This Program Be Installed?

☐ IBM PC or Compatible _____ ☐ Macintosh _____
PROCESSOR (80088, 386...)? WHAT MODEL (SE, PLUS...)?

What Operating System Are You Using?

☐ MS-DOS, PC-DOS ☐ Macintosh ☐ Microsoft Windows

How Did You Learn About This Product?

☐ Advertisement ☐ Review ☐ Friend ☐ In Store ☐ Other _____

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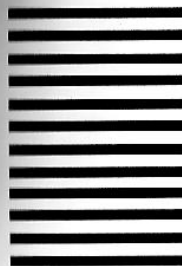
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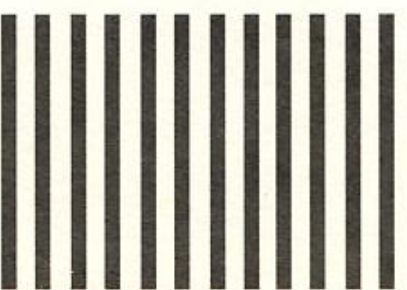
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What Is The Brand Of Our CD-ROM Drive?

☐ Apple ☐ Sony ☐ Hitachi ☐ Philips ☐ NEC ☐ Other _____

On What Computer Will This Program Be Installed?

☐ IBM PC or Compatible ☐ 286 ☐ 386 ☐ 486 ☐ Other _____

☐ Macintosh ☐ SE ☐ Plus ☐ Performa ☐ Centris ☐ Other _____

What Operating System Are You Using?

☐ MS-DOS, PC-DOS ☐ Macintosh ☐ Microsoft Windows

How Did You Learn About This Product?

☐ Advertisement ☐ Review ☐ Friend ☐ In Store ☐ Other _____

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