
FUTURE WARS
TIME TRAVELLERS

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FUTURE WARS

TIME TRAVELLERS

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Beeep... beeep... The strident tone of the control monitor woke her out of a light doze. She froze for an instant, surprised by her brief spell of inattention. She concentrated hard on the screen and began to follow the frenzied movement of the green cursor. It blinked twice then disappeared, loudly signifying the end of its activity. 1304 !! She examined the four figures traced on the cathode screen as if she were discovering them for the first time. "1304 ! My God, THEY'VE DONE IT !", she shouted.

Baley put the file down. The situation was disturbing. The news from the front over the last two months had been alarming and the Crughons[1] were becoming ever more active on Earth. "Blasted Crughons !" he thought, "We'll never have enough time !". After more than a century of bitter fighting, the human race had seen its proud colonies fall one by one. Now the Earthlings had dug themselves in on the last free planet and were desperately trying to fight off the constant attacks of their deadly enemies. Baley could not stop himself thinking about the terrible fate in store for them if the SDI did not hold out. For two generations, the magnetic field which jealously guarded the planet had unfailingly succeeded in repulsing the Crughons' increasingly virulent attacks. "Heavens ! I hope they can hold out!". A flood of old memories poured into his mind. The images had become blurred but, strangely, the emotions retained their tragic intensity. He remembered their distress... the mad dash across space... the return to the origins of an Earth which had been abandoned a thousand years previously... Lo'Ann, his daughter, then two years old who snuggled down in the arms of her mother, Ellie. He had always admired his wife's courage, and her confidence which she communicated to others had enabled them to endure the great privations of their new existence...

Reconstruction had been difficult with the few resources which the planet still possessed. But SDI was worth any sacrifice... because SDI was their last chance.

The gabble of the intercom rudely awakened him from his daydreams.

— "Father?"
— "Yes, Lo'Ann... what news ?"
— "We have just detected a Crughon presence and the earthly controller is positive. They have turned the clock back to 1 304, the Middle Ages!!"
— "1304! Then if my fears were right... No, I daren't think about it... Lo'Ann ! Go to the Chronoporters, we must find out what's happening"

The chronoporting room was buzzing with activity. Two simultaneous flashes of light illuminated the room for a fraction of a second... Two silhouettes trembled for a moment then disappeared forever.

The last act of this tragic war had begun. Historians would call this phase **"The Menace"**



I. BACKUP COPIES

We advise you to make backups of your original diskettes and only use the copies to play the game.

II. ATARI 520, 1040 ST, MEGA ST, STE

1. HOW TO PLAY ON DISKETTES

Startup from Diskette
- Turn off the computer.
- Insert disk No. 1 in drive A
- Switch on the computer.
- Click twice on the icon DELPHINE.PRG

2. HOW TO PLAY ON THE HARD DISK

Installation
Check to see that you have more than 1080 kilobytes free on your hard disk.
Create a new directory and copy the contents of each of the diskettes into it.

Startup from the hard disk
Click twice on the hard disk icon.
Click twice on the directory icon containing the game.
Click twice on the icon DELPHINE. PRG.

III. AMIGA 500, 1000 AND 2000

(If using an Amiga 500 without expanded memory unplug the external drive if necessary)

1. PLAYING ON DISKETTES

AMIGA 1000

- Switch oft the computer.
- Insert the Kickstart diskette into the DFO drive and switch on the computer.
- When the computer asks you to insert the Workbench diskette insert Game diskette No. 1.

AMIGA 500 and 2000

- Switch off the computer.
- Insert diskette No. 1 in the DFO drive and switch on the computer.

2. HOW TO PLAY ON THE HARD DISK

Installation

Check to see that you have more than 1080 kilobytes free on your hard disk.
Create a new directory and copy the contents of each of the diskettes into it.

Startup from the hard disk

- Click twice on the hard disk icon
- Click twice on the directory icon containing the game
- Click twice on the icon DELPHINE. PRG.



IV. GAME SYSTEM

"Future Wars" is the first DELPHINE SOFTWARE programme to use the Cinematique system.

This is a new generation games system which is entirely mouse-controlled and is designed to make the game as exciting as possible.

Moving the Hero

The character you are playing moves across the screen as you wish. All you need to do to get him to move is to use the mouse to take the cursor to the spot you want him to go to and press the left hand button of the mouse. The hero will then move to the designated spot. Your character will stop on the way if an obstacle blocks his path. All you have to do is designate a different spot which will enable him to move round the obstacle.

The Activation Menu

Through the hero, you can take a wide variety of actions despite the very simple activation menu.
The activation menu is displayed when you press the right-hand button of the mouse.
Move the menu bar to the chosen action and press the left-hand button.

You can take the following actions :

EXAMINE : enables you to obtain more details about an object in your environment.
When the mouse cursor becomes a +, choose the object to be examined and press the left-hand mouse button.

Note : just as in real life, your character will not be able to see some of the details if he is too far away from the object he is looking at.

TAKE : is used when you want to collect objects that seem to be useful. When the mouse cursor becomes a +, choose the object to be examined and press the left-hand mouse button.

INVENTORY : tells you at all times what objects you have. Press one of the two mouse buttons to quit the inventory.

USE : allows you to take action using an object you own to affect an object or person in your environment.

For instance :
You have a key which you want to use to open a door : USE KEY on DOOR.
You want to give money to your boss (!!!) : USE MONEY on BOSS.
You need something to drink : USE CUP on HERO.

When the cursor changes into a +, select the object you want to use from the list then click on the object or person it is to be used on.

OPERATE : lets you take action on an object or person.

For example,
open the door... OPERATE DOOR
press a button... OPERATE BUTTON.

When the mouse cursor changes into a +, select the object on which you want to take action and press the left-hand button of the mouse.

SPEAK : will serve to help you talk to the people you are going to meet. When the mouse cursor changes to a +, indicate the character to whom you want to speak and press the left-hand button of the mouse.

The user menu

This menu offers functions which are not part of the game itself but which will, for instance, allow you to save, make backups or reload previous sessions.

You can access this menu by pressing the two mouse buttons simultaneously.

PAUSE : will put the game on hold until you press another mouse button.

RESTART : enables you to start the session again from the very beginning.

BACKUP DRIVE : is used for indicating to the programme which diskdrive you want to use to make a backup.

LOAD : to continue playing a game you have backed up. When the programme asks you to insert the backup diskette, the list of saved sessions which are on the backup diskette will be displayed. Move the mouse on to the name of the session tobe loaded and confirm. (We suggest you have a blank formatted diskette ready)

SAVE : To save to diskette the game you are in the process of playing, when the programme prompts you, insert the backup diskette. A catalogue containing the list of sessions already on the diskette will be displayed. Choose a free spot and confirm. If there is no room left in the catalogue use a new backup diskette or back up over an existing session.

Note: You can back up a session as long as your hero is alive. Consequently, we advise you to use this option regularly and each time the situation is potentially dangerous. During some animation sequences when you are not able to control your character, you will not be able to save the game. But he assured that nothing very dangerous will happen during these sequences, unless it is already too late to take preventive action.



ADVICE TO NEW PLAYERS

If you are playing an adventure game for the first time, here are a few suggestions.

- Carefully examine all the objects on the screen at every new point in the game.
- Zoom in closer to the objects you are examining because no one is infallible and our hero may only see some of the fine details if he looks at an object up close.
- Read the messages displayed very carefully because they may give you important clues on how to proceed to the next step in the adventure.
- Use every opportunity you can to take action.
- Talk to everyone you can, they may be able to help you choose the best route.
- Backup your game as soon as you sense danger.

If in spite of all this, you find yourself stuck at any point in the game, check to see whether you have forgotten an object or if you have forgotten to do something earlier on... Every problem has a solution.



ATTENTION

The following is for new players who may have difficulty getting started in the game.

Experienced players need not read this page.

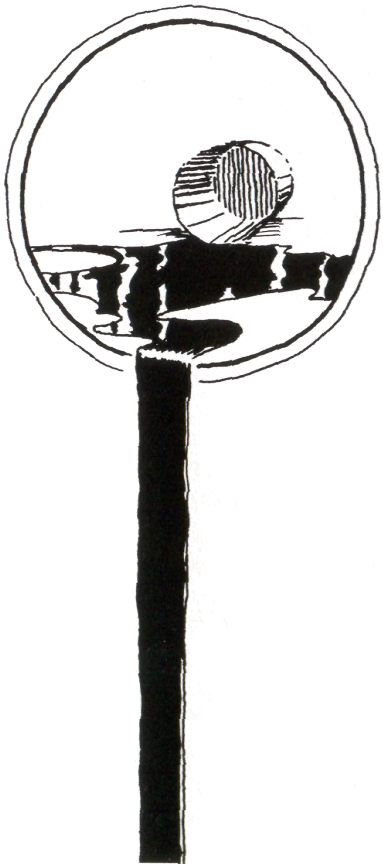
- The game begins on scaffolding.
- Examine the bucket at your feet.
- Pick up the bucket.
- Walk to the far left of the scaffolding.
- Examine the scaffolding.
- Activate the red arrow which appears on the control panel displayed on the large screen.
- There is a half-open window at the top right-hand edge of the screen.
- Walk towards the window.
- When you are facing it, examine the window.
- Activate the window.
- You should be entering the building... but if not, click on the window.
- You will find yourself in a small room, walk up to the central door and activate the door.
- Now carry on...

COPY PROTECTION

To protect our rights, we have perfected a copy protection system which we hope will not cause you too much inconvenience.

When the programme asks you for it, place the grid you have been given on the page whose number will be indicated.

Then state which of the illustrations displayed on the screen is at the intersection of the column and line requested.




DELPHINE
SOFTWARE
CINÉMATIQUE