

## ALIEN INCIDENT

**This game is currently pre Beta.**

### WHAT'S NOT IN THE GAME (PLEASE READ)-

The install program- By typing "install" on the root of the CD, the game files will be copied onto your hard drive (about 20 Meg). Currently, the game must be run off of the hard drive in order to save your progress and set up your sound card. In the final version, both saving and setup will be possible from the CD.

There are two places during the game that do not work. See GETTING AROUND THE BUGS below if you believe you've come across one of them. There are save games provided with all of the items you need to continue in the next section.

The introduction is not connected to the game. By typing "intro" on the root of the CD, the intro will play. The intro is not 100% complete, and will include music and speech when finished.

There will be speech in the introduction and game meanwhiles. During the non-interactive portions of the game, the characters will talk.

The final version will have at least four different language options. They'll include Spanish, French, German, and Italian.

### PLAYING THE GAME

- 1) Type "install" off of the root directory on the CD.
- 2) Go to your c drive by typing "c:\".
- 3) Go into the game directory by typing "cd game"
- 4) Set up your sound card by typing "msetup".
- 4) Run the game by typing "game"

### GETTING AROUND THE BUGS

#### RUNTIME ERROR 202

This error occurs because there isn't enough memory free. Free up as much base RAM as possible and have 4 meg free of EMS.

There are two points in the game when you will have to load up one of the save games provided.

- 1) Yodle will never come out of his hut after you give him the radio and game son. Load the crypt save game to resume. After you load the crypt, ignore the mummy, and continue into the crypt.
- 2) After the crypt is over, load the ship save game.

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### ABOUT ALIEN INCIDENT

In Alien Incident you play the role of Benjamin Richards. One rather

typical Halloween eve, Benjamin is witnessing his uncle's attempt to activate the Worm Hole Spawner, his latest invention. A worm hole is a tunnel through space that, at least theoretically, allows travel through millions of light-years in a split second. Just when the Worm Hole Spawner is activated, a lightning strikes the machine, but the experiment works beyond expectations as an intensified beam of energy fires from the Spawner and a hole in the sky rips open. Suddenly, an Entity, chased by a spaceship, dives through the worm hole into our galaxy. The entity enters Earth's atmosphere while the ship slams on the brakes, and a squadron of aliens are sent to kidnap whoever's responsible for opening the Worm Hole and letting the entity get away. Soon, the aliens land and enter the mansion where Ben and his uncle are recovering from the explosion. As the aliens suddenly enter the laboratory, Ben quickly hides behind the wrecked Worm Hole Spawner, and watches in disbelief as his uncle is abducted and taken to the alien ship. Here's where you come in... You direct the actions of Benjamin in his quest to save his uncle and rid the world from this alien threat. Benjamin will face many obstacles during his quest, and it's up to you to overcome them... Some of the obstacles he faces are simple puzzles, some harder and demand more work, and some being actual confrontations with aliens and other things out of the ordinary.

If this is your first computer adventure game, be prepared for an entertaining, exciting challenge and experience like nothing before. Be patient even if it takes a while to figure out some of the puzzles in the game. If you get stuck, you might need to solve another puzzle first, or find and use an object in some way. Just hang in there... it's very likely you'll work it out after a while.

### Playing the game

#### WALKING AROUND

Well, it couldn't really be much simpler than this: use the mouse to guide the mouse pointer on the screen where you want Benjamin to walk to, and click the left mouse button. Ben will now walk to where you clicked on the screen if there are no obstacles in his way.

#### PICKING UP STUFF

Always try to look for things you can pick up. When you see an object you'd like Benjamin to pick up, click on the object in question with the right mouse button. When you've picked up an object it will appear in the inventory screen. For reference on how to use an object, see "Using stuff you've collected".

Always pick up everything you can. It's likely that at some point during the game, all those weird things you've found will serve some purpose.

#### INTERACTING WITH STUFF

At various stages during the game you are required to interact with things on the screen that you can't pick up, like doors, buttons etc. When you need to open a door for example, just click on it with the

right mouse button and Benjamin will open the door. If the door you want to open is locked, clicking on it makes Benjamin tell you what he sees on the door, for example "it's locked" and stuff like that.

## USING STUFF YOU'VE COLLECTED

When you've collected an item it will appear in the inventory screen. There is no limit to the number of items Benjamin can carry. When you've collected so many items that they don't fit in the inventory screen at once anymore, you can browse through the inventory by clicking on the arrows in the left side of the inventory window with the left mouse button. To use an item, first select it from the inventory by clicking on it with the left mouse button, and then click on another item in the inventory or on an area on the screen where you think it can be used on (for example, a fuse you'd like to put in a fuse box).

You may also want to study an object you've collected. To do this, simply click the right mouse button on top of the object you want to have a look at.

## TALKING TO OTHER CHARACTERS

At some points during the game, you come across other characters. Some are hostile, some are friendly. To talk to another character, click on him/her/it with the right mouse button. Sometimes you are given an option to select a sentence from multiple choices. When this happens, click on the sentence you'd like Benjamin to say with the left mouse button.

-A picture of a mouse could be placed here perhaps...-

Left mouse button: Walk to/activate an item in the inventory/use an activated item with another item

Right mouse button: Interact (use, pick up, move, push, pull, open, close, turn on, turn off, knock, read, look at,, talk to etc.)

\*End of manual at the moment\*