PRISONER OF ICE
INSTRUCTION MANUAL

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PREFACE

* CONTENT OF "PRISONER OF ICE" CD-ROM?
* The game in MCGA mode (low graphic resolution).
* The game in SVGA mode (high graphic resolution).
* The game instructions under DOS (README.TXT file).
* The game instructions under WINDOWS (README.WRI file).

YOUR CD-ROM DRIVE:

Each of your drives is assigned a letter. Generally:
- A is the first diskette drive.
- B is the second diskette drive.
- C is the hard disk.
- D is the CD-ROM drive.

You can change the letter assigned to the CD-ROM drive and give it a different
letter. For the sake of convenience we are assuming that your CD-ROM drive is
identified by the letter D. If this is not the case, replace the letter D in
the instructions below by the letter corresponding to your CD-ROM drive. If
you are in any doubt, check which letter is assigned to your CD-ROM drive
when your computer is switched on.

* PRECAUTIONS
A few last minute changes may have been made between the time these
instructions went to press and the time the Prisoner of Ice CD-ROM was
completed. If so, you can find out about these changes in the README.TXT
file located on the Prisoner of Ice CD-ROM.

To access the README.TXT file:
- Switch on your computer.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- At the prompt, the computer displays C:\>.
- Type: type D:\readme.txt and press   Enter   .

EQUIPMENT REQUIREMENTS

You have just purchased the Prisoner of Ice CD-ROM. Before you set off on
this mind-boggling interactive adventure, you must make sure you have at
least the minimum configuration specified below. If your configuration does
not match these basic criteria or if you are in any doubt, contact your
retailer.

Compulsory equipment:
- 100% compatible IBM PC AT, 486 DX 33 minimum.
- Hard disk
- Mouse
- CD-ROM drive (double speed minimum recommended).
- Sound card: Sound Blaster or 100% compatible.
- MSCDEX version 2.21 or higher

To run the MCGA version:
- 4 MB RAM minimum.
- VGA graphic mode, 256 colours.

To run the SVGA version:
- 8 MB RAM minimum.
- 640x480 SVGA graphic mode, 256 colours (VESA compatible).

Optional equipment:
- Microsoft WINDOWS version 3.1 or higher.

STARTING UP THE GAME

Prisoner of Ice does not need to be installed onto your hard disk.
However, a directory will be created on your hard disk when you start
the game for the first time, to store the configuration file
as well as any games you decide to save.

        LAST MINUTE INFORMATION

         - It is possible to copy some files onto your hard disk.

        The first files concerned are those with the extension .KRO.
        Just copy them into the directory
        C:\INFOGRAM\ICE
        It is not necessary to copy them all. Please note that
        F_KLANG.KRO contains text and voices.
        KVGA.KRO contains the VGA resources.
        KSVGA.KRO contains the SVGA resources.
        KSOUND.KRO contains the sound effects and music.

        The other files concerned are the files with the extension
        .MUX that you'll find in the directory E_VIDEO of your
        CD-ROM. Just copy them into the directory
        C:\INFOGRAM\ICE\E_VIDEO
        It is not necessary to copy them all. Please note that those
        beginning with 'V' are used for the VGA mode and those
        beginning with 'S' for SVGA!

        The game will detect the files automatically which will
        allow you a greater animation fluency!

        In any case, if a file is not in C:\INFOGRAM\ICE or
        C:\INFOGRAM\ICE\E_VIDEO, the program will search for the file
        on the CD-ROM.

* STARTING-UP THE GAME UNDER DOS

- Switch on your CD-ROM drive.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- Switch on your computer.
- The computer displays C:\>.

* To play Prisoner of Ice in SVGA (high resolution: 640x480 pixels),
type: D:\ice640, then confirm with   Enter

* To play Prisoner of Ice in MCGA (low resolution: 320x200 pixels),
type: D:\ice320, then confirm with   Enter

* Configuring the game for the first time

If you're starting the game for the first time a number of screens will
appear to help you define various parameters before you can access the game.

If you encounter any problems during this initialisation phase,
refer to the Error Guide to be found at the end of these Instructions.

* Creating the directory C:\INFOGRAM\ICE

The first screen warns you that the game is about to create
the directory C:\INFOGRAM\ICE on your hard disk.

Confirm this operation by clicking the box   OK

Every time you decide to save a game, it will be stored in the directory
C:\INFOGRAM\ICE (the names of these files all have the extension .ICE).
This directory also contains your computer's configuration files;
these files are called ICE.CFG and ICE.PCK, and will be modified every time
you decide to change the configuration or the options (see the section:
Reconfiguring the game).

Warning: Saved games in VGA and SVGA are not compatible but are different;
therefore they do not overwrite each other.

* Sound card configuration

The next screen allows you to configure your sound card:

There are two types of sound available on your sound card.
The first concerns the sound effects and noises; the second, the music.
For this reason your card is divided into two parts (sound effects card /
music card). These two parts have different characteristics and need to be
configured in different ways.

N.B.: To allow you to check your selection, we have added the functions
"Test sound effects" and "Test music".
If the test result is not conclusive or if the computer jams,
reconfigure the card by changing the parameters.
If no sound at all comes out, check the connection of your loudspeakers
and the volume button.

* Sound effects card configuration
The first thing to do is identify the make of your sound card.

If it is not among the list of cards handled by the game, check its
compatibility with one of the listed cards and select that one.

Next you need to select a series of 3 parameters (N.B.: some cards may not
necessarily require all these parameters). If you make a mistake,
you can always use the ESC key to return to the previous screen.

To ensure your sound card is installed correctly, refer to the installation
and user manuals supplied with your card. Very often, utilities supplied
with the card allow you to know the value of the various parameters precisely.

N.B.: If you are using a correctly installed card of the SoundBlaster type,
the game will try to detect the configuration automatically and
suggest the detected values as default values.

* Starting up the game:

Once you have completed the configuration, return to the Configuration Menu.
Select the option "Save and Start-Up Game".

The game will start.

* Reconfiguring the game

* To play Prisoner of Ice in SVGA (high resolution: 640x480 pixels),
type: D:\ice640 -CONFIG, then confirm with Enter and repeat the configuration procedure.

* To play Prisoner of Ice in MCGA (low resolution: 320x200 pixels),
type: D:\ice320 -CONFIG, then confirm with Enter and repeat the configuration procedure.

* STARTING-UP THE GAME UNDER WINDOWS

- Switch on your CD-ROM drive.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- Switch on your computer.
- Load the WINDOWS program.
- From the "Program Manager" screen under WINDOWS click the FILE command
from the main menu. Next click the RUN option.
-In the dialogue box the cursor is flashing in the Command Line input box.

To start the SVGA version:

Type D:\ice640, then click the OK button.

To start the MCGA version:

Type D:\ice320, then click the OK button.

WARNING: Some difficulties have been detected under several Windows
configurations. In case of any problem, go to DOS (Alt F4) and start up
the game following the instructions on page 6.

PLAYING PRISONER OF ICE

You are Lieutenant Ryan, a young officer working for the U.S. secret service
and assigned to serve with the Royal Navy on the eve of World War II.

A powerful European adversary has discovered an ancestral threat held
trapped inside the ice of the South Pole... Your mission is to prevent the
Prisoners of Ice from spreading across the world. If you fail, the Great
Old Ones will return to Earth!!!

1 - MOVING AROUND THE SCREEN:

Position the cursor on the spot you wish to move to.
Next click the RIGHT or LEFT mouse button (N.B.: your cursor must not be
on an interactive area -character, object or set element- indicated
by a text in the black bar at the bottom of the screen).

2 - INTERACTING:

Position your cursor on an interactive area (character, object or set element).

a - RIGHT mouse button: LOOK, EXAMINE.
b - LEFT mouse button: INTERACT.
- Interacting with an object = Pick up, activate, use (open a door, etc.)
- Interacting with a character = Talk to.

The "Talk to" action sometimes opens a window containing a number of key
words. If so, simply click the key word of your choice to trigger the
corresponding dialogue automatically. The RIGHT button is used to exit
the current dialogue.

3 - HANDLING OBJECTS:

a - Inventory: Shift the cursor to the black bar along the top of the screen.
The objects you have collected are then displayed automatically.

b - Choosing an object: Position the cursor on the object of your choice
(a text at the bottom of the screen describes the object on which the
cursor is located). Click the LEFT mouse button (Pick-Up action).
Your cursor is instantly replaced by a representation of the chosen object.

c - Using a chosen object: Shift the object of your choice to the place or
to the spot you intend to use it on and click the LEFT mouse button.

d - Releasing a chosen object: Click the RIGHT mouse button.

e - Assembling two objects in the inventory: Position the cursor on the
object of your choice in the black bar. Click the LEFT mouse button to
pick up the chosen object. Move through the inventory to the second chosen
object and click the LEFT mouse button. The assembled object replace the
other two in the inventory. If the two chosen objects are not compatible,
nothing happens.

* The main menu

At any time during the game you can access the main menu screen
by pressing the ESC key.

* Loading a game

N.B.: With this game, the program automatically saves the game in progress

before certain "critical" scenes occur (with a Game Over risk).
These saved games all go under the name of "JOKER".

VOLUME

To set the volume, click directly to the level you want (quieter to the left,
louder to the right); alternatively you can keep the click button down and
keep altering the level until you reach the setting you want, then release
the click. N.B.: If the volume was de-activated, this adjustment activates it.

* Keyboard shortcuts

You can use a number of keys on the keyboard to modify several parameters while the game is in
progress without having to go through the sequence of screens mentioned above:

ESC   : go to the main menu.
F2   : go to the save menu.
F3   : go to the load menu.
F4   : go to the options menu.
S   : enable/disable the sound effects.
M   : enable/disable the music.
V   : enable/disable the voices.
T   : enable/disable the text display.
P   : pause (the game "freezes" until you press the same key a second time).
PgUp   : increase the sound level of the voices.
PdDown : decrease the sound level of the voices.

Numerical keypad (make sure it is activated):

+   : increase the sound level of the sound effects.
-      : decrease the sound level of the sound effects.
*   : increase the sound level of the music.
/   : decrease the sound level of the music.
5   : immobilise the hero.
0   : same function as clicking the left mouse button.
.   : same function as clicking the right mouse button.

Cursor keypad

The arrows are used to move the cursor.

Shift and the arrows are used to move the hero.

ERROR GUIDE

The error messages listed below may appear when the game is being installed or when it is
running. These errors can be due to a certain incompatibility between your computer's hardware
or software configuration and the required configuration (please refer to the Chapter "Equipment
requirements" and to your computer's User's guide for more details).

If you have a problem with the sound:
If the sound quality is poor (hissing, crackling, etc.) the problem may be due to incompatibility
between the video card in SVGA mode and the sound card. Try using an SVGA compatibility

driver such as UNIVESA, TLIVESA, etc., which should solve the problem.

MOUSE-00: Mouse driver not found
No mouse driver has been detected. Check the presence of a mouse driver in your CONFIG.SYS
or AUTOEXEC.BAT files.
An easy way to check the presence of such a driver is to use the EDIT text editor supplied with your DOS. If you have any problems, re-install the drivers from the original diskettes supplied with your mouse.

MOUSE-01: Incompatible mouse driver
The mouse driver detected is not compatible with the Microsoft standard. Re-install the drivers from the original diskettes supplied with your mouse or use the driver supplied with your DOS.

MEMORY-00: No enough conventional memory
To check the free conventional memory available to you, use the utilities MEM or CHKDSK supplied with your DOS (N.B. 1 KB equals 1024 bytes).

To optimise your memory:
- If you are using the QEMM memory manager (in which case it appears in your CONFIG.SYS file), use the OPTIMIZE utility.
- If you are using the EMM386 memory manager, use the MEMMAKER utility. These two programs will reorganise your memory by trying to save as much space as possible.
N.B.: Remember that the minimum conventional memory required to run Prisoner of Ice is 300 KB.

MEMORY-01: Not enough EMS memory
To check the free EMS memory available to you, use the MEM or CHKDSK utilities supplied with your DOS (N.B.: 1 KB equals 1024 bytes).

Free the memory used as EMS by having the line:
DEVICE=C:\DOS\EMM386.EXE NOEMS in your CONFIG.SYS file.

N.B.: Remember that the minimum free extended memory required to run Prisoner of Ice is 3 MB for the VGA version and 7 MB for the SVGA version.

VIDEO-00: SVGA driver (VESA compatible) not found
The driver used with your video card is not compatible with the VESA norm. Check your video card installation diskettes for a driver that is compatible.

VIDEO-01: Video mode is not supported
The video mode (graphic resolution) used by the product is not supported by your video card. Check your video card installation diskettes for a driver that is compatible.

FILE-00: File reading error
An error has occurred while reading data. Repeat the operation. If the error persists, call Customer Services.

FILE-01: Cannot create a directory
Your hard disk is either full or damaged.
Refer to your DOS manual to repair the error.

FILE-02: Cannot create a file
Your hard disk is either full or damaged.

Refer to your DOS manual to repair the error.

If you have tried all the suggestions made in this Section and still cannot solve the problem you have encountered, contact our Customer Services. Make sure you have the answers to the following questions ready:

Type of computer (486 microprocessor, Pentium, etc.)
Largest executable program size:
Total extended memory (XMS):
Type of sound card:
Make and type of CD-ROM drive:
Do you use a hard-disk compressor?
DOS Version
Make of the graphics card:

By mail at the following address:
INFOGRAMES Ltd.
Customer Service Dept.
14 Smedley Street
CLAPHAM - LONDON SW4 6PF

By telephone at the following numbers:
0171 738 81 99 (at office hours, on Monday, Wednesday and Friday)
0891 244 444 (message desk operating on twenty-four hours a day)

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