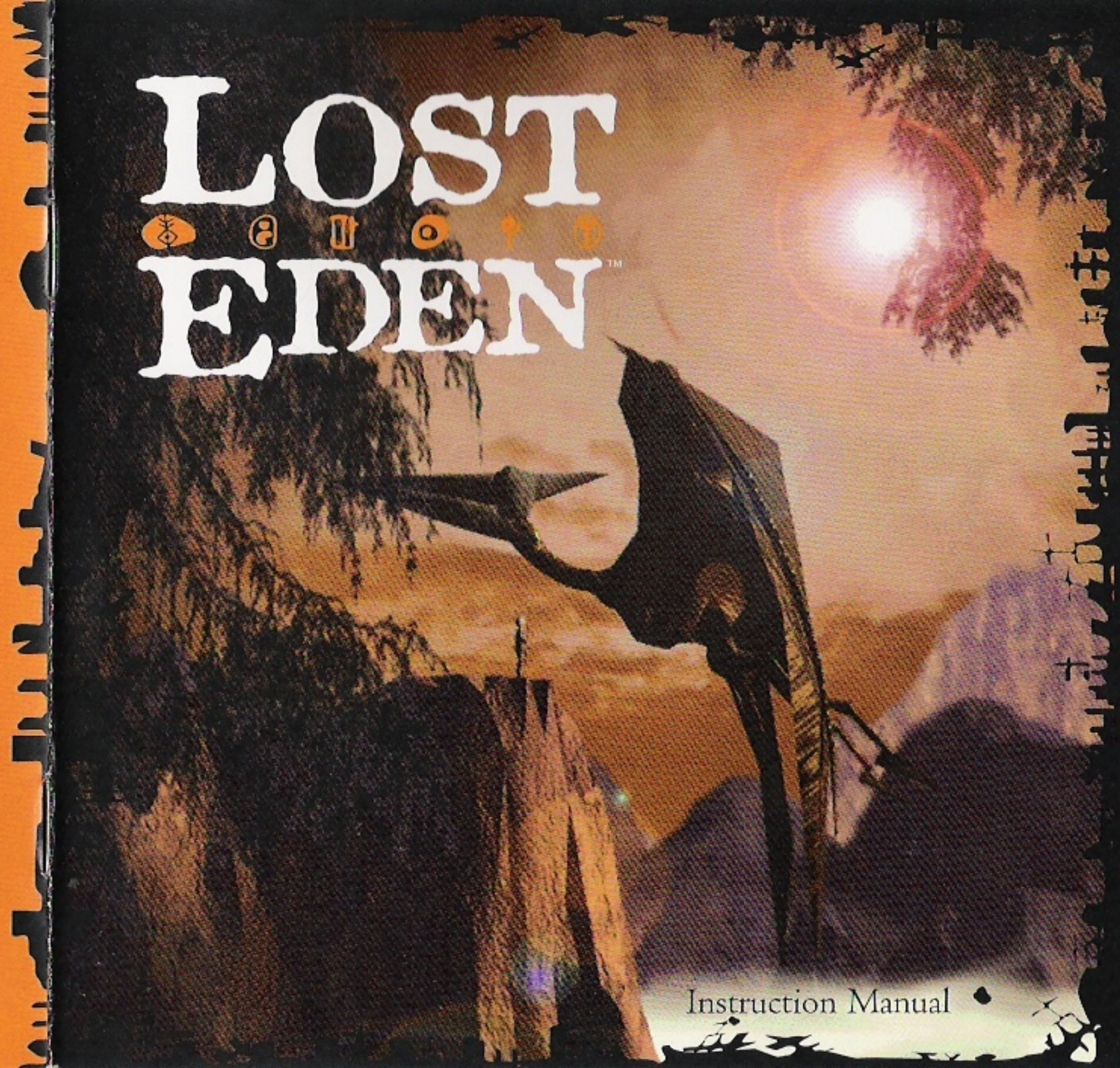




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LOST EDEN™



Instruction Manual

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms, while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play. Also, please avoid playing this game if you are tired. Rest for 15 minutes an hour while playing this game.

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INTRODUCTION

Ever since 1974, when *Dungeons & Dragons* was first published, I have been an avid fan of Adventure Games. Originally a fanatical D&D player, I went on to promote role-playing games through Games Workshop and eventually on to design adventures, as co-author of the *Fighting Fantasy Gamebooks*, designer of the *FIST* telephone adventures and more recently development of *Battlecards*. Since the early days, the genre has developed from the original Fantasy Role-Playing games—played on tabletops littered with scraps of paper—to today's multimedia high tech extravaganzas played on state-of-the-art computers. Watching the evolution of Adventure Gaming over the last 20 years has been an exciting experience.



These days, the quest is on for the ultimate Adventure Game: the Interactive Movie. In this respect, *Lost Eden* is something of a milestone. Cryo's painstaking design and programming work has created nothing short of an Adventure Gaming masterpiece. The action is full-screen. The animation is stunningly realistic. Game control—the Interface—is unobtrusive. And in no other game that I have played, have the game characters been so carefully developed.

The result is an Adventure Game with a unique feel. I am full of admiration for Cryo's brilliant creation. I have thoroughly enjoyed being involved with its development. And I'm sure you will also share my enthusiasm when you immerse yourself in the adventure plot.

Welcome to a new world. The world of *Lost Eden*.

Steve Johnson

Co-Author

Fighting Fantasy Gamebooks

THE HISTORY OF EDEN

For many generations, the peaceful inhabitants of Eden have lived in fear of the tyrant, Moorkus Rex. With his bloodlusting hordes of rampaging Tyrannosaurs, Moorkus Rex has mounted a terrible campaign of destruction against the human and dinosaur races. His ultimate goal is domination of Eden.

YOUR ultimate goal is to prevent his aggression and end his reign of fear forever.

In the game, you are Prince Adam of Mo, heir to the throne of the kingdom of Mashaar. You are ambitious and courageous, anxious to begin shaping the future—shaping not only your own future, but that of Eden. And foremost in your mind, is the need to defeat Moorkus Rex. Your father, King Gregor, is an old man with little fighting spirit left to face the Tyrann leader. His own vision of the future is bleak. He believes that nothing can prevent Moorkus Rex's ultimate victory; and it will simply be a matter of time before the Tyrannosaurs conquer Eden. You respect your father, but you do not share his grim vision of the future. You believe that, with help, you can defeat Moorkus Rex and his army.

The game begins on the day of your Coming of Age. Ever since your mother and your sister were murdered by the Tyrann on the plains of

Mashaar, King Gregor has forbidden you to leave the safety of Mo. As you are the last surviving heir to the throne, you must not be exposed to the unnecessary dangers in the world outside. But you long to leave Mo and see the magnificent lands of Eden with your own eyes. You do not share his pessimism and are determined to halt the Tyrann wave of death, before it is too late. You already have a formidable defense to use against them...

Your home—the great citadel of Mo—is an impregnable fortress, which will never be stormed by the Tyrannosaurs. But while your own subjects are safe in Mo, the Tyrann's rampage through the surrounding lands, killing and enslaving your would-be allies: the other races of human-types and the peaceful dinosaurs.

In your dreams, you have foreseen an end to this destruction. A future free from the tyranny of Moorkus Rex. You have great heroic ambitions—ambitions to unite the humans and dinosaurs as allies against the Tyrannosaurs. And you have a plan—a plan which will persuade the others to rally to your cause. If you can build citadels like your own at Mo, in the valleys where the other human-types live, they will be safe from the Tyrann attacks. With a network of such citadels across the land, there will once more be hope for the future. Convinced of your

noble intentions, others will rally to the cause. With the rest of Eden allied against them, the Tyrann will surely be defeated.

There is only one problem...

The great secret of the citadels has been lost!

Your great grandfather: Priam, known as The Architect, built the Citadel of Mo. This gargantuan fortress defies all known laws of construction. Its very existence is an enigma—a source of wonder to all who behold it. How could The Architect have built such a structure?

But alas, this great secret has been lost in the mists of time. All knowledge of its construction was purged from history by Priam's own son, Vangor, a cruel warlord who sought a treacherous alliance with Moorkus Rex. Vangor, who became known as The Enslaver, had all who had been involved in the citadel's construction put to death to prove his intentions.

Sincerely, you believe The Architect's great secret can be rediscovered. Therefore, your mission has two stages. First, you must rediscover the great secret. You must learn how to construct citadels like the one at Mo. And then you must visit the valleys of Eden. In each valley, you must build a citadel to defend the inhabitants from the Tyrann. You must also persuade these inhabitants to become your allies—to join with you in a campaign of war against Moorkus Rex and his legions of death.

STARTING THE GAME

1. Set up the 3DO Interactive Multiplayer™ as described in the Multiplayer manual.
2. Press the “power” switch to turn on the machine. The “Ready” light should glow red.
3. Check that there is a controller plugged into the Control Port on the console. If there is not a controller plugged in, please ensure that you turn the machine off before plugging in the controller.
4. Open the CD tray by pressing the “Open/Close” switch.
5. Insert the *Lost Eden* CD into the tray (picture side up) and press “Open/Close” to close the tray. The green “Access” light should now start to flash, and the 3DO logo should appear on—screen, shortly followed by the *Lost Eden*, Virgin and Cyro logos.



INTERFACING WITH EDEN

THE MAIN SCREEN

The **Main Screen** of the game has different elements:

Valley Map (Not in Citadel)

Location

Current Companions

Cursor

THE CURSOR

The game is entirely cursor-driven. In the center of the screen, the cursor usually takes the form of a tumbling cube. Use the direction pad on the controller to move it around the screen. If there is something to be seen or picked up, the tumbling will stop and a symbol will appear on the cube. If you press the **A button** on your controller, you will select the appropriate function.

THE CURSOR HAS VARIOUS FUNCTIONS:

Movement

When you move the cursor to one of the four edges of the **Main Screen**, or to a doorway or entrance, it will change to a rolling cube and an arrow will appear on its surface. This means you can go this way. Press the **A button** on your controller to move in this direction.

Seeing Objects

If you move the cursor around the **Main Screen**, it may begin to **ZOOM** in and out. An eye will appear on its surface. This tells you there is an object there—or at least something to be seen. Press the **A button** on your controller to zoom in closer.

Picking Up Objects

When you move the cursor over an object, a hand may appear on its face to indicate that you can **PICK UP** that object. Press the **A button** on your controller to pick it up. The cursor will be replaced by the object. Usually, you will want to move it to your inventory (bottom of screen), for use later. Move the cursor to your inventory line, and press the **A button** on your controller again to drop it off there. Sometimes, you will want to give it to someone or use it on something. Again, position the cursor over the recipient or object, and press the **A button** on your controller.

Interacting with Companions

If you move the cursor onto the top center area showing the members of your party, it will change to a hand. Press the **A button** on your controller. This will bring up the **Companions Screen**. It is here that you may talk to other members of the party and give them objects. This is described in more detail below.

THE COMPANIONS SCREEN

As the adventure unfolds, characters will join and leave your travelling party. Mini-portraits, along the top center of the **Main Screen**, will show who is with you at any particular time. If you move the cursor up to these mini-portraits, it will change to a hand. By pressing the **A button** on your controller, you will jump to a full-size screen where all your current companions are illustrated. (You may also press the **A button** or the **B button** on your controller anywhere around the center of the **Main Screen** to get to this **Companions Screen**.) You may have to scroll right or left to reach all the current companions. By pressing the **A button** on your controller on any one companion, he or she will speak to you. Chat with your companions if you get stuck wondering what to do next. On this **Companions Screen**, you may also give things to your companions. If you're not sure what something does, try giving it to someone else. If they know what it is, they will tell you.

Return to the **Main Screen** by either pressing the **A button** on the controller on the mini-portraits in the top center of the screen or by pressing the **B button** on the controller anywhere on the screen.

Clicking on Adam - Save/Load Screen

Adam always stands in the center of the **Companions Screen**. If you press the **A button** on your controller on him, you will reach the **Save/Load Screen** where you can save games, load games and alter options. When you have finished here, use the direction pad to the **RETURN** box on the screen and press the **A button** on your controller to get back to the game. Further details of this screen are given below.

THE SAVE/LOAD SCREEN

By pressing the **A button** on your controller on Adam in the **Companions Screen**, the **Save/Load Screen** appears:

To Save a Game

Press the **A button** on your controller on the 'Save Game I (2, etc.)' text to save the game at its current state. Your saved game will be named automatically, based on your location and the number of times you have previously saved in that location. Press the **A button** on your controller on the **RETURN** box to return to the game.

To Load a Game

Press the **A button** on your controller on the 'Load Game 1 (2, etc.)' text to load a previously saved game. Then press the **A button** on your controller on the RETURN box to return to the previous screen.

To Alter Sound Levels

Press the **A button** on your controller and hold on the faders (sliding switches). Drag them up or down to alter the Music & Speech volume. If you are playing *Lost Eden* on a Stereo TV, you can adjust the levels of the right and left speakers, as well as the general volume levels. Press the **A button** on your controller on the RETURN box to return to the previous screen.

To Replay Speech

If you missed what someone said and would like it replayed, use the TAPE section along the bottom of the screen. This works like a tape player, with Rewind and Play functions. Press the **A button** on your controller on the RETURN box to return to the previous screen. The last 32 comments are stored. You can turn subtitles on or off by pressing the **A button** on your controller on a language.

PLAYING THE GAME

After an introduction from Eloi the Messenger, the game begins. YOU are Prince Adam. It is the day of your Coming of Age. But it is not a day for celebration. Your father is about to learn of the latest strike by the Tyrann. He has summoned you to the throne room. As you share the terrible news with him, your determination grows. You must find a way to defeat Moorkus Rex!

The Citadel of Mo

The adventure begins in the Entrance Hall of the magnificent Citadel of Mo. You will need to find a way down to the inner sanctum of the citadel, where your father awaits you. Explore the citadel and meet its inhabitants: Eloi the Messenger, Jabber the Executioner, Thugg the King's loyal sergeant-at-arms and Monk, your father's wise Chancellor. Your first mission must be to rediscover the great secret of citadel construction. Has your great grandfather's secret been lost forever? Or can you solve the mystery and learn how new citadels can be constructed to defend the other races against Tyrann attacks?

Outside the Citadel

If you discover the secret of the citadels, you can leave Mo. Find your way back up to the Entrance Hall and leave through the main entrance

gate. Once outside, you will want to travel through the valleys of Eden, sharing this secret with your allies and initiating the construction of your defenses against the Tyrann. Leave the citadel by pressing the **A button** on your controller anywhere in the sky. The cursor changes to a chevron for long-distance travel. You will meet many strange creatures and mysterious races of human-types. You must win them over and persuade them to rally to your cause. Many will join you on your journey. You will also discover many enchanted relics and deadly weapons, which you can use against the Tyrann.

Moving in the Valleys

When Eloi takes you to the first valley (Chaamar), you will be shown a view of the entire valley (**Aerial View**). The instructions for movement described below apply to all valleys.

As you move the cursor around the **Aerial View** of the valley, it will ZOOM. Notice the small **Plan Map** in the top right of the screen. You and your travelling party will be seen as a green square. If you press the **A button** on your controller when the cursor is somewhere in the view area, you will be transported to that part of the map where you will see the new view from that region. Once actually in the valley, you move around by pressing the **A button** on your controller having moved the

cursor with the direction pad in North, South, East or West direction (the edges of the **Main Screen**). You will move one step in the direction chosen. See how the small green square on the **Plan Map** moves with you. You can return to the **Aerial View** by either pressing the **A button** on your controller on the small map in the top right or you can use normal movement to move off the bottom of the **Plan Map**. From the **Aerial View**, you can zoom directly to any region of the valley by moving the cursor and pressing the **A button** on your controller.

Leaving a Valley

To leave a valley, get back to the **Aerial View** (press the **A button** on your controller on the **Plan Map**) and press the **A button** anywhere in the SKY beyond the valley (top part of screen). Eloi will ask you where you want to go, and will follow your instructions according to where you have moved the cursor and pressed the **A button**.

Building Citadels

Before you can build any citadels, you will have to discover The Architect's Secret within Mo itself. Once you know this, you will realize that you need help to build citadels. Help can be bought. But you must discover how and from whom.

Protecting Your Citadels

While your citadels are under construction, you must beware. The Tyrann will try to destroy your citadels before they are finished. And often citadels will come under attack while you are in a different valley! You must be prepared to drive the Tyrann off if they attack. You will need to fortify your citadels to make them safe. You must learn from the people and creatures you come across on your travels, how to drive off the Tyrann and fortify your citadels...



TIPS

Winning the Game

If you fare well on your quest, you will face Moorkus Rex himself. There is only one way to defeat him. You will have to discover this, too. You can bypass sequences of speech or animation by pressing the **A button** on your controller while they are playing.

Tau's Shell

If you have already been given Tau's shell, you can use it for advice when you get really stuck. To use the shell, simply go to the **Companions Screen**, then pick up the Shell and, using the direction pad to move the cursor, click it on Adam by pressing the **A button** on your controller.

If You Have To Leave A Game

While in a valley, the dinosaurs are not necessarily safe from a Tyrann attack. Because this is a real-time adventure and you have to leave the game, go to the **Options Screen** and save the game. When you return, you should re-load the game as described in the section "To Load A Game".

Good luck. The future of Eden is in your hands.

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While free hint sheets are not available for all games, many can be requested through our Automated Support System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly.

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