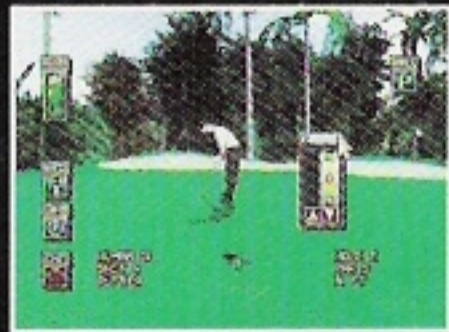


**AFTER PLAYING THIS COURSE
YOU'LL WONDER WHERE THE CLUBHOUSE IS.**



**EVERYTIME YOU GRIP
YOUR CLUBS, THIS
GAME IS GOING TO
GRIP YOU. THIS IS
THE MOST VISUALLY
REALISTIC GOLF
GAME EVER. OVER
15 DIFFERENT TYPES
OF PLAY. WORLD
CUP - HYATT
DORADO BEACH.
PLAY FOR REAL!**

WORLD CUP GOLF
HYATT DORADO BEACH



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and



PRESENT

FLASHBACK

THE QUEST FOR IDENTITY™



For use with 3DO™ systems

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TABLE OF CONTENTS

STARTING UP YOUR SYSTEM	2
GETTING STARTED	3
SUMMARY OF GENERAL COMMANDS	5
INTERACTING WITH YOUR SURROUNDINGS	7
INVENTORY MENU	8
OBJECT LIST	9
MISCELLANEOUS DEVICES	12
TAKING TRANSPORTATION	14
HAZARDS	14
THE LEVELS	16
CHARACTER MOVES	20
HINT LINE INFORMATION	23

STARTING UP YOUR SYSTEM

1. TURN ON THE POWER SWITCH AT THE FRONT OF YOUR 3DO INTERACTIVE MULTIPLAYER™. THE POWER LIGHT SHOULD COME ON.
2. PRESS THE OPEN/CLOSE BUTTON TO OPEN THE CD TRAY, PLACE THE FLASHBACK CD IN THE TRAY (LABEL UP) AND PRESS THE OPEN/CLOSE BUTTON TO CLOSE THE CD TRAY.
3. AFTER A FEW SECONDS THE 3DO LOGO SHOULD APPEAR ON THE SCREEN FOLLOWED BY THE TITLE SEQUENCE.

THE ADVENTURE BEGINS

YOU PLAY THE PART OF CONRAD HART, CONTROLLING HIS EVERY MOVE THROUGH 7 LEVELS. DURING YOUR QUEST, YOU WILL COME ACROSS FRIENDS AND FOES WHO YOU WISH TO HELP OR VANQUISH USING YOUR GUN. YOU MUST COMPLETE MANY CHALLENGES IN ORDER TO RESTORE HIS LOST MEMORY. EACH LEVEL FEATURES ITS OWN UNIQUE GRAPHICS AND HAZARDS, LINKED BY CINEMATIC ANIMATION SEQUENCES.

GETTING STARTED

AFTER THE TITLE SCREEN APPEARS, AN ANIMATION SEQUENCE STARTS PLAYING. PRESS THE PLAY BUTTON TO JUMP TO THE MAIN MENU.



MAIN MENU

USE THE D-PAD TO HIGHLIGHT AN OPTION, THEN PRESS THE A BUTTON TO SELECT THE OPTION.

FLASHBACK

PLAY/PAUSE

PRESS TO START A NEW GAME.

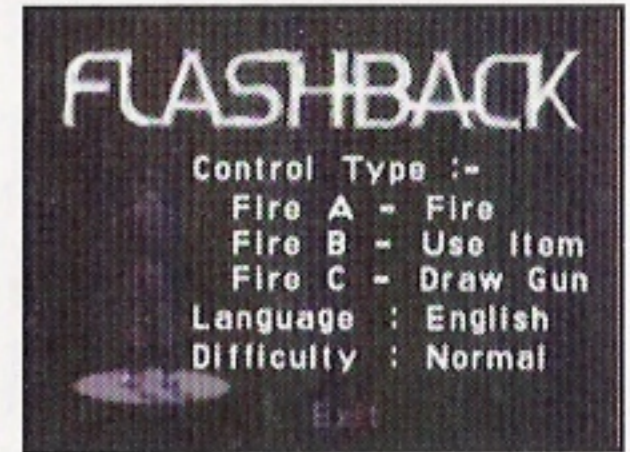
PASSWORD MENU

ENTER A PASSWORD TO START THE GAME FROM THE BEGINNING OF THE LEVEL THAT THE PASSWORD CORRESPONDS TO. USE THE D-PAD TO HIGHLIGHT A LETTER AND SELECT USING THE A BUTTON. THE B BUTTON WILL BACKSPACE ONE SPACE AND ERASE ONE LETTER. THE C BUTTON WILL CLEAR ALL LETTERS SELECTED. WHEN YOU HAVE ENTERED ALL THE LETTERS, PRESS THE PLAY BUTTON. IF THE PASSWORD IS INCORRECT, YOU WILL RETURN TO THE MAIN MENU. AT THE START OF EACH LEVEL, A NEW PASSWORD WILL APPEAR AT THE TOP OF THE SCREEN. WRITE IT DOWN FOR EASY REFERENCE.



OPTIONS MENU

PRESS THE D-PAD UP/DOWN TO SELECT AN OPTION. PRESS THE A BUTTON TO CHANGE THE SETTING.



CONTROL TYPE: CHOOSE FROM THREE DIFFERENT BUTTON CONFIGURATIONS.

LANGUAGE: CHOOSE FROM ENGLISH OR FRENCH GAME TEXT.

DIFFICULTY: CHOOSE FROM EASY, NORMAL OR DIFFICULT.

EXIT: RETURNS YOU TO THE MAIN MENU

SUMMARY OF GENERAL COMMANDS:

D-PAD	MOVES THE CHARACTER DURING THE GAME.
PLAY BUTTON	OPENS AND CLOSSES THE INVENTORY DURING THE GAME. SHORTENS THE ANIMATED SCENES.

DEFAULT CONTROL SETTINGS:

- A BUTTON "ACTION" BUTTON (RUNNING, JUMPING, FIRING, PICKING UP AN OBJECT, TALKING, HANGING ON A LEDGE)
- B BUTTON "USE" BUTTON (USE AN OBJECT SELECTED FROM THE INVENTORY). ALSO PLACES AN OBJECT DOWN WHEN PRESSED WITH THE DOWN BUTTON.
- C BUTTON DRAWS THE GUN OR PUTS IT AWAY.

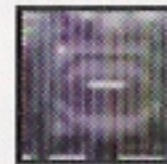
INTERACTING WITH YOUR SURROUNDINGS.

AS YOU MOVE THROUGH EACH LEVEL, YOU WILL COME ACROSS MANY PEOPLE AND OBJECTS. EACH TIME YOU COME ACROSS ONE, ITS NAME AND AN ICON WILL BE DISPLAYED AT THE TOP LEFT OF THE SCREEN. THE ICON WILL EXPLAIN WHICH WAY YOU CAN INTERACT WITH THE OBJECT. PRESSING THE "ACTION" BUTTON PERFORMS THE ACTION INDICATED BY THE ICON. THE VARIOUS ICONS ARE AS FOLLOWS:



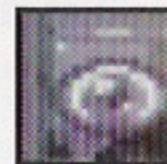
TAKE

PICK UP AN OBJECT (STONE, KEY, ETC) AND PLACE IN YOUR INVENTORY.



TALK

TALK TO A PERSON.



LOOK

EXAMINE AN OBJECT OR A NOTICE.



ACTIVATE

PRESS A BUTTON TO OPEN A DOOR, CALL AN ELEVATOR, ETC.

FLASHBACK



RECHARGE

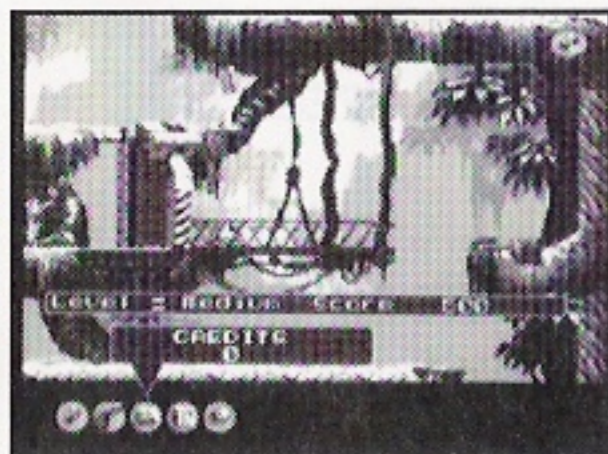
RECHARGES YOUR SHIELD OR CARTRIDGE.



USE

INSERT AN OBJECT INTO A DEVICE MEANT FOR THAT PURPOSE (EX. INSERT A KEYCARD INTO A CARD LOCK, A CARTRIDGE INTO A RECHARGER). IT WILL ALSO GIVE AN OBJECT TO SOME ONE.

INVENTORY MENU



TO OPEN\CLOSE THE INVENTORY, PRESS THE PLAY BUTTON. AT THE START OF THE GAME, THERE ARE ALREADY SEVERAL OBJECTS LISTED. AS YOU 'TAKE' ITEMS WHILE PROGRESSING THROUGH EACH LEVEL, THEY WILL BE ADDED TO YOUR INVENTORY. AT THE END OF EACH LEVEL, ANY UNNECESSARY OBJECTS

WILL BE DISCARDED AND YOU MAY BE GIVEN EXTRA OBJECTS TO HELP YOU COMPLETE THE NEXT LEVEL.

AFTER OPENING UP THE INVENTORY, USE THE D-PAD TO HIGHLIGHT AN OBJECT. SELECT THE OBJECT AND EXIT THE INVENTORY BY PUSHING THE START BUTTON. THE LAST SELECTED OBJECT WILL NOW BE MOVED TO THE BEGINNING OF THE INVENTORY. IF YOU GIVE AWAY THE OBJECT, THE PREVIOUSLY SELECTED OBJECT BECOMES CURRENT AGAIN.

THE CURRENT OBJECT IS DISPLAYED AT THE TOP RIGHT HAND CORNER OF THE PLAY SCREEN.

OBJECT LIST

HERE ARE SOME OF THE OBJECTS WHICH YOU MAY FIND IN THE COURSE OF THE ADVENTURE.



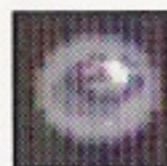
HOLOCUBE

CONTAINS IMPORTANT INFORMATION.



FORCE FIELD

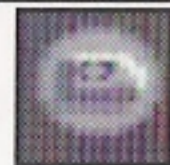
CREATES AN ENERGY BARRIER WHICH STOPS ENEMY SHOTS.



STONE

CAN BE THROWN OR PLACED.

FLASHBACK



CREDITS

MONEY.



MAGNETIC CARTRIDGE

CREATES AN ENERGY SOURCE WHEN RECHARGED AND PLACED IN THE CORRESPONDING GENERATOR.



MECHANICAL MOUSE

ADVANCES ALONG THE GROUND SETTING OFF PRESSURE PADS AND CAMERAS.



EXPLODING MOUSE

LIKE THE MECHANICAL MOUSE, BUT EXPLODES AT THE SLIGHTEST TOUCH. MAY BE PICKED UP WHEN NOT MOVING.



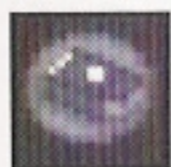
ID CARD

IDENTITY CARD. SOME MAY BE USED AS KEYS.



TELEPORT RECEIVER

ONLY WORKS WITH THE TELEPORT REMOTE. IT TELEPORTS YOU TO WHERE THE RECEIVER IS THROWN OR PLACED.



TELEPORT REMOTE CONTROL

ONLY WORKS

WITH THE TELEPORT RECEIVER BY TELEPORTING YOU TO THE RECEIVER'S POSITION. YOU CAN GET THE RECEIVER BACK AUTOMATICALLY BY PLACING THE TELEPORT REMOTE CONTROL ON THE GROUND.

FLASHBACK

MISCELLANEOUS DEVICES

USED WITH CERTAIN OBJECTS TO ACTIVATE THEM.

TELEPORT	TELEPORTS YOU TOWARDS A MISSION OR TO A PLACE WHICH IS INACCESSIBLE ON FOOT.
ENERGY GENERATOR	RECHARGES THE SHIELD OR MAGNETIC CARTRIDGE.
SWITCH	OPENS A DOOR OR CALLS AN ELEVATOR.
CAMERA	OPENS OR CLOSES A DOOR, CALLS AN ELEVATOR, ETC. IT ALSO TRIGGERS THE LASER CANNON'S FIRE.
PRESSURE PAD	OPENS OR CLOSES A DOOR, CALLS AN ELEVATOR AND MAY ALSO SET OFF AN ALARM.
CARD LOCK	USED WITH A CARD, OPENS DOORS.

KEY LOCK

USED WITH A KEY, OPENS A DOOR OR TRAP-DOOR.

SAVE STATION

SAVES THE GAME WHERE THE STATION IS.

SHIELD

THE SHIELD IS AN ITEM IN YOUR INVENTORY. YOU START WITH 4 SHIELDS, AND EACH TIME YOU ARE HIT, YOU WILL LOSE 1 SHIELD. IF YOU HAVE NO SHIELDS LEFT AND YOU TAKE A HIT, YOU LOSE YOUR LIFE. YOU CAN RECHARGE YOUR SHIELD USING THE ENERGY GENERATOR. HOWEVER, LOOK OUT FOR THE FOLLOWING DEATH HAZARDS.

DISINTEGRATOR

LOSS OF LIFE IF YOU CROSS THIS.

ELECTRIFIED FLOOR

RUN OR JUMP OVER IT.

TAKING TRANSPORTATION

TO CALL A TAXI

STAND FACING THE TAXI STATION AND PRESS BUTTON A.

TO TAKE THE SUBWAY

STAND IN THE ENTRY ZONE, WAIT FOR THE TRAIN TO ARRIVE AND PRESS THE A BUTTON. TO GET OFF AT A STATION, PRESS THE A BUTTON.

HAZARDS

THERE ARE A VARIETY OF ENEMY AND KILLER OBJECTS IN THE GAME. DESTROY ENEMIES WITH YOUR GUN. HOWEVER, SOME KILLER OBJECTS CAN NOT BE DESTROYED. THESE OBJECTS ARE AS FOLLOWS:

LAND MINE

EXPLODES WHEN YOU PASS OVER OR NEAR TO IT. AN EXPLOSION DESTROYS ONE SHIELD. AVOID THEM BY JUMPING OVER THEM.

FALLING MINE

EXPLODES ON CONTACT WITH THE GROUND, AN OBJECT, OR A CHARACTER, ETC. AND DESTROYS ONE SHIELD. IF ANY OBJECT PASSES BENEATH ONE OF THESE MINES IT WILL CAUSE IT TO FALL.

LASER CANNON

TRY TO AVOID ITS DEADLY RAYS. IT IS ACTIVATED BY A CAMERA OR PRESSURE PAD.

IF CONRAD FALLS MORE THAN TWO FLOORS, HE LOSES HIS LIFE. HOWEVER, IT IS POSSIBLE TO STOP HIM FROM FALLING IF HE IS LUCKY ENOUGH TO CATCH A SIDE WALL.

HINTS AND TIPS

GENERAL INFORMATION

BEFORE STARTING YOUR QUEST, PICK UP THE HOLOCUBE AND READ THE INFORMATION. GET INFORMATION FROM PEOPLE YOU TALK TO. SEARCH THE SCREEN FOR OBJECTS WHICH MAY NOT BE OBVIOUS AT FIRST GLANCE.

KEEP AN EYE ON YOUR SHIELDS, YOU MAY BE CLOSER TO DEATH THAN YOU THINK. SAVE THE GAME REGULARLY.

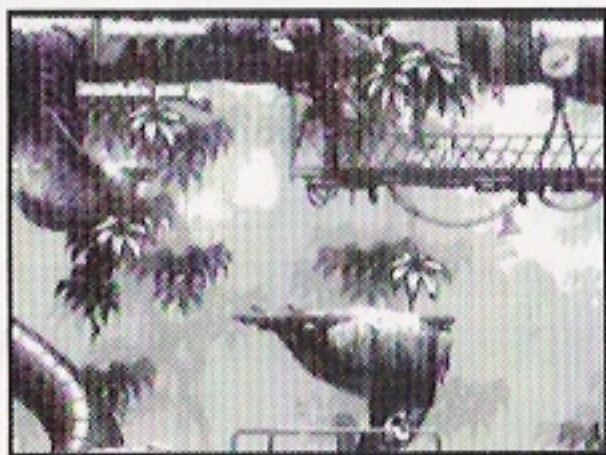
FLASHBACK

THE LEVELS

LEVEL 1 - PLANET TITAN

CONRAD AWAKENS ON THE ARTIFICIAL JUNGLE OF THE PLANET TITAN. HE HAS NO MEMORY OF PAST EVENTS NOR THE CIRCUMSTANCES WHICH BROUGHT HIM TO THIS PLACE. HOWEVER, HE FINDS A HOLOCUBE WHICH CONTAINS INFORMATION TO HELP HIM PIECE TOGETHER HIS MEMORY. CONRAD MUST FIGHT HOSTILE MUTANTS, WATCHDOG ROBOTS, AND AVOID DEADLY TRAPS TO FIND HIS WAY OUT OF THE JUNGLE.

HINT: PRESSURE PADS ARE ACTIVATED BY RUNNING OR WALKING ACROSS THEM, OR BY THE WEIGHT OF AN OBJECT.



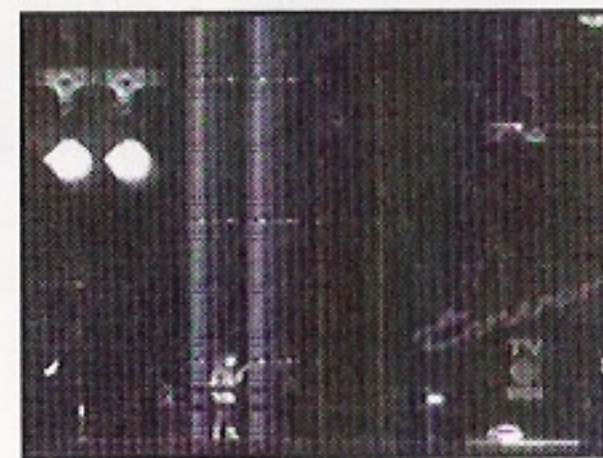
LEVEL 2-NEW WASHINGTON

CONRAD MANAGES TO FIND HIS FRIEND IAN AND RECOVER HIS MEMORY. HE KNOWS HE MUST RETURN TO EARTH TO STOP THE ALIEN CONSPIRACY. UNFORTUNATELY THE VOYAGE TO EARTH IS EXPENSIVE. CONRAD MUST EARN CREDITS BY COMPLETING SOME JOBS. HINT: DON'T LEAVE OUT ANY OF YOUR OPTIONS DURING A LAST MINUTE DECISION.

LEVEL 3-DEATH TOWER:

CONRAD IS A CONTESTANT ON THE DEATH TOWER TELEVISION GAME SHOW, TRYING TO WIN A FREE TICKET BACK TO EARTH. THE DEATH TOWER IS A DANGEROUS LABYRINTH GUARDED BY FORMIDABLE REPLICANTS THAT HAVE THE POWER TO MOVE AT BREATHTAKING SPEED.

HINT: A REAL TEST OF YOUR REACTION TIME. BE QUICK AND AWARE AT ALL TIMES.



FLASHBACK

LEVEL 4-EARTH

ONCE ON EARTH, THE ALIENS DISCOVER HIS TRUE IDENTITY AND TRY TO LIQUIDATE HIM. AFTER ESCAPING HE FINDS HIS WAY TO THE ALIENS' HEADQUARTERS. CONRAD MUST FACE WATCHDOGS; REPLICANTS; LASER CAMERAS AND ROCKETS.

HINT: THERE ARE LOTS OF SECRET PASSAGES IN THIS CLUB.

LEVEL 5-THE SECRET BASE OF "PARADISE"

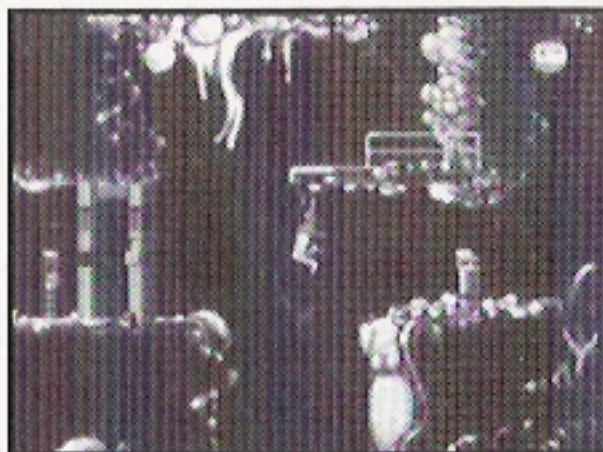


IN THE PARADISE CLUB CONRAD UNCOVERS THE ALIENS' PLAN TO DOMINATE THE HUMAN RACE. UNFORTUNATELY HE IS DISCOVERED BY THE ALIENS AND CAPTURED.

HINT: PRACTICE USING THE TELEPORTER.

LEVELS 6 & 7-THE PLANET OF MORPHS

CONRAD FINDS HIMSELF ON THE PLANET MORPH, THE HOME OF THE ALIENS. HE SETS OUT TO FIND CRUCIAL INFORMATION WHICH WILL DESTROY THE PLANET.



HINT:

1. SOMETIMES THE BEST THING TO DO IS THE MOST OBVIOUS.
2. TRY TO ATTACK THE ALIENS FROM ALL SIDES.

CHARACTER MOVES

TO ASCEND ON AN ELEVATOR:

PRESS AND HOLD DOWN THE A BUTTON AND UP ON THE D-PAD.

TO DESCEND ON AN ELEVATOR:

PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D-PAD.

TO SOMERSAULT WHILE RUNNING:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D-PAD, THEN TAP DOWN ON THE D-PAD TO SOMERSAULT.

SMALL JUMP:

PRESS AND HOLD DOWN THE A BUTTON AND TAP UP ON THE D-PAD.

GOING DOWN ONE FLOOR:

STAND AT EDGE. PRESS AND HOLD DOWN THE A BUTTON AND DOWN ON THE D-PAD.

GOING UP ONE FLOOR:

STAND UNDER THE LEDGE. PRESS AND HOLD UP ON THE D-PAD.

RUNNING LONG JUMP:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D-PAD, THEN TAP UP ON THE D-PAD TO JUMP.

RUN AND HANG ONTO A HIGHER FLOOR AUTOMATICALLY:

PRESS AND HOLD DOWN THE A BUTTON AND TAP LEFT OR RIGHT ON THE D-PAD.

HANG TO THE LEFT OR RIGHT TOWARDS A LOWER FLOOR:

PRESS AND HOLD DOWN THE A BUTTON AND TAP DOWN ON THE D-PAD, THEN TAP THE D-PAD IN THE OPPOSITE DIRECTION TO TURN AROUND.

WALK WITH THE GUN:

TAP C BUTTON TO PULL OUT GUN. LEFT OR RIGHT ON THE D-PAD TO MOVE WITH THE GUN OUT. PRESS A BUTTON TO TAKE AIM.

SOMERSAULT WITH GUN:

TAP C BUTTON TO PULL OUT THE GUN. TAP DOWN ON THE D-PAD TO KNEEL AND TAP LEFT OR RIGHT TWICE TO ROLL.

DROP DOWN A FLOOR WITH THE GUN DRAWN ON LANDING:

TAP C BUTTON TO PULL OUT THE GUN. ADVANCE TO THE EDGE BY PRESSING LEFT OR RIGHT ON THE D-PAD. WHEN

AT THE EDGE, TAP LEFT OR RIGHT ONCE MORE ON THE D-PAD TO DROP DOWN.

CLIMB UP A FLOOR WITH THE GUN DRAWN:

PRESS AND HOLD UP ON THE D-PAD. WHEN PULLING YOURSELF UP, TAP C BUTTON.

SOMERSAULT:

PRESS AND HOLD DOWN ON D-PAD. WHILE CROUCHING, PRESS AND HOLD LEFT OR RIGHT ON D-PAD.

**For More Hints Call the
FLASHBACK HINT LINE
at
1-900-288-GAME**

**The Cost is \$.85 per
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