





ENGLISH

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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 to design adventures, as co-author of the Fighting Fantasy Gamebooks, designer of the FIST telephone adventures and more recently in developing 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 multi-media hi-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 animations are stunningly realistic. Game control - the Interface - is unobtrusive. And in no other game that I have played have the game characters been developed so carefully.

The result is an Adventure Game with a unique feel to it. 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..

Mr Steve Jackson

SYSTEM REQUIREMENTS



MINIMUM 486SX 33mhz CD-ROM SINGLE SPEED

MEMORY
Game + Voice + Music =
Game + Voice =
Game only =

SOUND Sound Blaster compatible RECOMMENDED 486SX 50MHz DOUBLE SPEED

520K min 480K min 470K

INSTALLING THE GAME

Before you can play Eden, you need to install the game on your Hard Drive. Follow these procedures carefully:

1. Eden runs from DOS. If you are in Windows, exit Windows first. Make sure your mouse and/or joystick is installed and working.

2. Insert the Eden Disc in your CD Drive.

3. Switch from your current drive to your CD Drive. For example, if your CD Drive is Drive D:, type D: at the DOS prompt and hit RETURN.

4. Type EDEN and hit RETURN to start the game.

5. The first time you run Eden, the installation program will write setup files to your Hard Drive.

6. At the Opening Screen choose the 'I Want to Start a New Installation' option. The next screen will ask whether you want Automatic or Manual Installation.

7. Choose the Automatic Installation option. This will be fine for most systems. If you have any problems (no sound, strange colours etc.) then it may be necessary to start all over again by choosing Manual Installation. Manual Installation will also allow you to choose your own directory for saving the Eden configurations (default is C:\EDEN\)

8. Finally the installation program will list the configuration settings it has selected for you. If these are correct, click OK. If not, choose CANCEL to return to a previous Screen, where you can try the Manual Installation option.

9. When you have finished, the installation program will offer you the choice to either

play the game or exit to DOS.

10. After you have run the installation program once, you should never need to run it again unless you change your hardware.

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 the whole of Eden.

YOUR ultimate goal is to prevent him.

In the game, you are Prince Adam of Mo, heir to the throne of the kingdom of Mashaar. You are ambitious and courageous. And you are anxious to begin shaping the future. Shaping not only your own future, but that of the whole 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. Nothing can prevent Moorkus Rex's ultimate victory. In his view it will simply be a matter of time before the Tyrannosaurs conquer the whole of Eden. You respect your father, but you do not share his grim vision of the future.

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. You are the last surviving heir to the throne. You must not face 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 you are determined to halt the Tyrann wave of death before it is too late. You already have a formidable defence to use against them...

Your home - the great citadel of Mo - is an impregnable fortress which will never be stormed by the Tyrannosaurs. But whilst your own subjects are safe in Mo, the

Tyranns 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.

And 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. And 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 had all who had been involved in the citadel's construction put to death to prove his intentions. Vangor became known as The Enslayer.

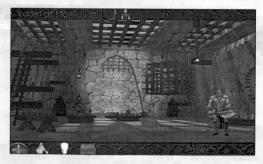
But you sincerely believe that the Architect's great secret can be rediscovered. Thus your mission has two stages. First you must rediscover the great secret. You must learn how to construct citadels like the one at Mo. And then you must visit the valleys of Eden. In each valley you must build a citadel 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...

INTERFACING WITH EDEN

THE MAIN SCREEN .

The Main Screen of the game has different elements:

VALLEY MAP
(NOT IN CITADEL)
LOCATION
PLAYER VIEW
CURRENT
COMPANIONS
INVENTORY
CURSOR



THE CURSOR

Note: All CLICKing mentioned below is with the LEFT Mouse Button.

The game is entirely cursor-driven. In the centre of the screen, the cursor usually takes the form of a tumbling cube. Use the mouse to move it round 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 CLICK (left mouse button), 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. Click 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. Click 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. Click 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 Click again to drop it off there. Sometimes you will want to give it to someone. Again, position the cursor over the recipient and Click to give it to him.

INTERACTING WITH COMPANIONS

If you move the cursor onto the Top Centre area showing the members of your party, it will change to a hand. Clicking once here 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. Miniportraits along the Top Centre 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 clicking, you will jump to a full-size screen where all your current companions are illustrated. (You may also click the RIGHT mouse button anywhere around the centre of the Main Screen to get to this Companions Screen). You may have to scroll right or left to reach them all. By Clicking on any one of them, he or she will speak to you. Chat to 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 either by clicking with the RIGHT mouse button or by

clicking on the mini-portraits in the Top Centre of the screen.

CLICKING ON ADAM - SAVE/LOAD SCREEN

Adam always stands in the centre of the Companions Screen. If you click (left) on him, you will reach the Save/Load Screen where you can save games, load games and alter options. When you have finished here, press RETURN to get back to the game. Further details of this screen are given below.

THE SAVE/LOAD SCREEN

By clicking on Adam in the Companions Screen, the Save/Load Screen Appears:

TO SAVE A GAME

Click on the 'Save Game 1 (2 etc.)' text to save the game at its current state. Your saved game will be named automatically, based on your location and the amount of times you have previously saved in that location. Click RETURN to return to the game.

TO LOAD A GAME

Click on the 'Load Game 1 (2 etc.)' text to load a previously saved game. Then click RETURN to return to the previous screen.

TO ALTER SOUND LEVELS

Click and hold on the faders (sliding switches). Drag them up or down to alter the volume of the Music & Speech. Click RETURN 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. Click RETURN to return to the previous screen. The last 32 comments are stored.

TO REPLAY SPEECH

By clicking on a language you can turn subtitles on or off.

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 defences against the Tyrann. Leave the citadel by clicking 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 applies 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 black square. If you click the cursor somewhere in the view area you will be transported to that part of the map and you will see the new view from that region. Once actually in the valley, you move around by clicking North, South, East or West (the edges of the Main Screen). You will move one step in the direction chosen. See how the small black square on the Plan Map moves with you. You can return to the Aerial View by either clicking 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 in to any region of the valley by moving the cursor and clicking.

LEAVING A VALLEY

To leave a valley, get back to the Aerial View (click the Plan Map) and click 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 click.

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 realise you need help to build citadels. Help can be bought. But you must discover how and from whom.

PROTECTING YOUR CITADELS

Whilst 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 whilst 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 from further attacks. You must learn from the people and creatures you come across on your travels how to drive off the Tyrann and fortify your citadels...

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 one too.

TIPS

- Jumping Ahead You can bypass sequences of speech or animation by clicking whilst they are playing.
- Tau's Shell If you have already been given Tau's shell, you can use it for advice if you get really stuck. To use the shell, simply go to the Companions Screen, then pick up the Shell and click it on Adam.
- Pause (Button P) Whilst in a valley, the dinosaurs are not necessarily safe from a Tyrann attack. If you have to leave the game, press pause, as this will stop time passing.

CREDITS

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CD-i version by

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Daniele Herbulot Remi Herbulot Music by Stephane Picq: Lost Eden The Quest

Citadel of Knowledge Thaais Secret Velociraptor Ride Deshydratation Tower Brontosaurus Aquasaurus Castrais Harmonic Song

The Magnificentis Taboo Undead Soul Amazonia Mother of Energy

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