Kixx

FLASHBACK

ACTION ADVENTURE

Delphine
Software International

INSTRUCTION MANUAL

EIDOS
INTERACTIVE

FLASHBACK
Scenario

The year 2142, Conrad Hart, agent with the Galaxia Bureau of Invesitgation was in great danger.

"Got to keep one step ahead of them, if I don't I'm hamburger!"

Hugging the shop fronts, collar turned up, he was making his way back to his apartment.

"I must try and contact Sonya, wherever she is, and get to headquarters, it's the only safe place."

While field testing his latest piece of equipment, the Molecular Density Analyser, Conrad and his girlfriend Sonya made a startling discovery. Certain individuals had a molecular density so high, the only conclusion could be that they weren't human! Since then, Sonya had mysteriously disappeared, leaving him as the only one who could warn the authorities.

"They'd better believe me.... Still, if they don't, the visual record of my discovery can be extracted from my cloned memory patterns within this holocube I'm carrying. They've got to believe that!"

Reaching his apartment block, movement from the top of the building opposite caught his eye. As he turned around to get a better look, a pulse of laser light caught him square in the centre of his back, sending him sprawling across the sidewalk. Almost immediately, the silence was broken by a whining roar. A sleek shuttle hovered overhead. Its landing thrusters blew clouds of water vapour and trash into the air all around as it sat down beside him. Two dark suited figures got out and with their eyes scanning the surrounding buildings, quickly approached the unconscious Conrad.

"Get him into the shuttle fast!" rasped one of his captors, "I'll contact Central Command."

He brought a walkie talkie up to his mouth.

"Number Seven here. Subject acquired, we're bringing him in."

Semi-conscious and totally paralysed, the only thing Conrad could do was listen to the voices of his kidnappers coming from the front of the shuttle.

"I don't see why they bother with all that memory erasure business." Came a voice. "Why don't they just have us kill him and be done with it?"

After a short pause another voice responded.

"Insurance...We'll place one of our agents in his job with orders to gather as much information as possible. If for any reason, the operative is threatened with discovery, we can extract him and send this one back minus his memory. Everyone will think he's gone ga-ga ...leaving us undiscovered."

"Ah...I see, but where..."

Suddenly a third voice blasted over their conversation.

"SHUTTLE HQ782, THIS IS TITAN FLIGHT CONTROL, STAND BY TO RECEIVE RE-ENTRY COORDINATES"

"TITAN!!" The thought almost burst out of Conrad's skull. "I know I've been out for a while but not for that long!..."

Squirming, fighting against his bonds, he could feel what little strength he had left slowly slipping away.

"Got to remember to escape, escape, escape, escape."

The shock of his position was too much for Conrad, a wave of unconsciousness swept over him.

Light, Blinding light. Conrad staggered to his feet. Grazes and cuts on his wrists and ankles burned painfully.

"Can't remember.., where am I..., who am I..., what's going on?"

Before Conrad realised what he was doing, he was running down a long corridor gun in hand.

"Got to get away!" the thought kept repeating itself over and over in his head.

Alarms suddenly broke the silence.

"ATTENTION, ATTENTION... DANGEROUS PATIENT ATTEMPTING TO ESCAPE... SECURE ALL EXITS... SECURITY TEAMS TO LEVEL 3....ATTEN"

Conrad stopped dead in his tracks. Confused and scared, not knowing which way to turn he stood transfixed.
PTOOM!!
A laser blast striking the wall nearby shook him back to reality. Two guards were closing in on him.
"This is Security Team 2, Patient near entrance to main hangar area. Close Security Door, Level 3."
With no time to think, Conrad hurled himself through the closing doorway. Scrambling to his feet, he spotted a Hover Bike.
"Open the door! Open the door!" Both guards yelled into their intercoms, watching Conrad climb aboard the bike.
"Stand back!" Three blasts from one guard's laser gun and a shoulder charge from both of them shattered the door.
Conrad had already cleared the hangar by the time the guards had brought their guns to bear. A frustrated guard called in the news.
"The patient has escaped on a stolen Hover Bike, continuing to pursue in a shuttle."
Skipping the tree tops, the shuttle and the hover bike were locked in an aerobatic cat and mouse game. The more agile hover bike
ducking and dodging laser blasts from the larger, but slightly faster, shuttle that was slowly closing in.
"5 more seconds and I've got him!" The determined guard muttered as he began to match Conrad's manoeuvres with the
targeting cross-hair on his heads-up-display.
Two pulses narrowly missed but the third one hit its target. A plume of sparks and white hot gas exploded out of the back of the
bike marking the end of Conrad's bid for freedom. Rocking violently the bike spiralled downward out of control. Conrad plunged
through the jungle canopy and with the ground rushing up towards him, blacked out. The shuttle circled over the crash sight once.
Satisfied that there was nothing left to salvage, the smug guards returned to their base. Unknown to them, Conrad was still alive
lying in the undergrowth.
As the sound of the shuttle's engines died away into the distance, Conrad stirred. Moving his arm to try to get to his feet he
knocked what looked to him like a small plastic box over a ledge. Standing up he walked over to the ledge and looked around.
Vegetation covered everything, huge trees draped in vines, rocks and boulders overgrown with mosses and grass. He could clearly
see the box about 10 metres below, a red light on the side of it blinking steadily.
"Might as well go fetch it." Conrad thought "I suppose it could contain something useful."
He thought he was safe now. However, we know different and it's up to you to make sure Conrad gets to know.

LOADING INSTRUCTIONS

Insert the CD into your CD-ROM drive. Making sure that you are at the MS-DOS prompt, type "INSTALL C FB" <ENTER>,
where "C" is the hard drive destination and "FB" is the directory where the game files will be stored. Once the game has been
installed correctly, the setup program will prompt you for details relating to your soundcard. Follow the on-screen prompts. Once
you have returned to the DOS prompt, type "GO" <ENTER> to start the game. If you have any further problems, please refer to
the "READ.ME" file on the CD.

CONTROLS

Flashback can be controlled by using either the keyboard, a 2 button joystick or a 4 button Gravis GamePad™.

The Keyboard controls are as follows:

CURSOR UP - UP   CURSOR DOWN - DOWN   CURSOR LEFT - LEFT   CURSOR RIGHT - RIGHT

These controls are used for:
- Moving the Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.

LEFT or RIGHT SHIFT - ACTION button, used to run, jump, pick up an object, etc.

RETURN - USE button, used for selecting an object selected from the inventory.

SPACE BAR - ARM button, used for drawing and holstering the gun.

TAB or BACKSPACE - INVENTORY/cut short animation sequences.

J key - Re-calibrate joystick.

Pressing the ESC key during the game will display the following 'POP-UP' menu:

RESUME GAME - Restart from where you left off	SOUND FX ON/OFF - Sound effects on/off
MUSIC ON/OFF - Music on/off	JOYSTICK ON/OFF - Select joystick or keyboard
ZOOM ON/OFF/AUTO	ABORT GAME - To continue screen

USING JOYSTICKS

2 Button Joysticks:

1st button - ACTION button	2nd button - ARM button	RETURN on keyboard - USE button

Gravis 4 Button GamePad™:

GREEN - INVENTORY	- cut short cinematic sequences	RED - ACTION button
YELLOW - USE button	BLUE - ARM button	

YOUR QUEST STARTS HERE

You play the part of Conrad Hart, controlling his every move through the 6 levels of the game. During your quest, you will come across many different friends and foes whom you may wish to help or vanquish using your gun. You will have to complete many challenges in order to restore your lost memory. Each level features its own unique graphics and hazards, linked by cinematic animation sequences.

GETTING STARTED

After the title screen is displayed, an animation sequence explaining the story so far is displayed. If you have seen this sequence before, you may press the ACTION button to jump to the Main Menu.

MAIN MENU

To select an option, use UP/DOWN, and press the ACTION button to select it.

- START: Start a new game.
- PASSWORD: Allows you to enter a Password, and re-start the game from the beginning of the level that Password corresponds to. It will also restore the difficulty level. To enter the Password, type it in using the keyboard. If the Password is incorrect, you will return to the Main Menu. At the start of each level, a new Password will be displayed in the centre at the top of the screen. N.B. You should make a note of the Password displayed, as this will save you having to start the game from Level 1 every time you play Flashback.
- SKILL (PC): Allows you to choose the game difficulty (easy, normal or expert).
- DEMO (PC) - Plays demo of game
- INFO (PC) - Displays keyboard and joystick controls
- QUIT (PC) or Esc key - Quit to DOS

PLAYING THE GAME

On the screen you will see Conrad, his movements are varied and some of them complex. Please refer to the section Moving the Character later in this manual for all available moves.

INTERACTING WITH YOUR SURROUNDINGS

As you move through the level, you will come across many people and objects. Each time you come across one, the 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 it in your Inventory.

LOOK: Examine an object or a notice.

RECHARGE: Recharge your shield or cartridge.

TALK: Talk to a person.

ACTIVATE: Operates doors, lifts, etc.

USE: Allows you to use the selected object from your Inventory (e.g. insert a keycard into a cardlock). It may also be used to give items to other people.

Press the ACTION button to carry out the action indicated by the icon. N.B. Some actions (recharge and use) need an object selected from the Inventory.

INVENTORY

Press the INVENTORY button to Open and Close the Inventory. At the start of the game, there are already several objects listed. As you 'Take' further objects on your journey through each level, they will be added to your Inventory. At the end of each level, any unnecessary objects will be discarded. You may be given extra objects to help you complete the next level.

Once you have opened the Inventory, use LEFT/RIGHT to move the selector. If other objects have been stored, an arrow will be displayed. You may move to the extra lines by pressing UP or DOWN. To select an object, highlight it and exit the Inventory by pressing the INVENTORY button. That object will now be active and will be displayed in the top right hand corner or the screen. If the active object is given away, the previously selected object becomes active again.

Whilst in the Inventory, press the ACTION button to display the current score and difficulty level.

OBJECT LIST

Here are some of the objects that you may find in the course of the adventure.

GUN: Your main weapon.

HOLOCUBE: Contains important information.

FORCEFIELD: Creates an energy barrier which stops enemy shots.

STONE: Can be thrown or placed.

CREDITS: Money.

MAGNETIC CARTRIDGE: Creates an energy source when recharged and placed in the corresponding generator.

MECHANICAL MOUSE: Crawls along the ground setting off pressure pads and cameras.

EXPLODING MOUSE: Similar to 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: Allows Conrad to teleport to where the receiver is placed - works only in conjunction with the Teleport Remote Control. This object may be thrown or placed.

TELEPORT REMOTE CONTROL: Works only with the Teleport Receiver and allows Conrad to be teleported to where the receiver is. You can retrieve the receiver automatically by putting the remote control down.

MISCELLANEOUS DEVICES

Either activated by the ACTION button or when used with certain objects.

TELEPORT: Transports Conrad to a place that is inaccessible on foot.

ENERGY GENERATOR: Allows the shield or magnetic cartridge to be recharged.

SWITCH: Opens a door or calls a lift

CAMERA: May open or close a door, call a lift, etc. It also aims automatic fire from the laser cannon.

PRESSURE PAD: May open or close a door, call a lift and may also set off an alarm.

CARD LOCK: Opens a door, when an ID Card is inserted.

KEY LOCK: Opens doors or trap-doors, when a key is inserted.

SAVE: Memorises Conrad's exact position in the game. The memorised position will be erased if you switch off the machine.

HAZARDS

During the game, Conrad will come across various kinds of enemy and killer objects. The enemy may be destroyed using his gun. However killer objects cannot be destroyed by using the gun. If Conrad is hit, one shield will be destroyed. If the enemy is hit, it will destroy them. The objects are as follows:

LAND MINE: Explodes when another object passes over or near it. It is possible to jump over these.

FALLING MINE: If any object passes beneath one of these mines, it will cause it to fall, exploding on contact with the ground, Conrad, etc.

LASER CANON: Activated by a camera or pressure pad.

SHIELD

Conrad is armed with a shield with four resistance layers at the start of the game. Each time he is hit, his shield loses a layer. If Conrad is hit and there are no remaining protective layers left, the blow will be fatal. Placing the shield in an energy generator will completely recharge the shield.

In this dangerous world, there are a number of situations which may result in instant death, here are some of them:

DISINTEGRATOR: Contact will cause immediate disintegration.

ELECTRIFIED GROUND: Conrad will die immediately if he steps on to this.

FALL: A fall of two or more floors will prove fatal. It is possible to stop Conrad falling to his death, if he is lucky enough to catch a side wall.

END OF GAME

If Conrad dies, the game is over, and the continuation screen will be displayed. If you decide to continue, press the button indicated on screen, and you will re-start the game from the last saved point or the beginning of the last level. If you do not wish to continue, pressing the ACTION button will decrease the counter faster.

HINTS AND TIPS

- Before starting your quest, pick up the holocube and read the information. You may not travel far without it.
- Get information from people you talk to, it may help you.
- Search the screen for objects which may not be obvious at first glance.
- Keep an eye on your shield, you may be closer to death than you think.
- Save the game regularly.
- Spend time mastering the controls.

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• MOVING THE CHARACTER
You can move Conrad either by using the joystick or the keyboard. However, some commands can only be accessed via the keyboard.

• BEWEGEN DER SPIELFIGUR
Sie können Conrad mit dem Joystick oder der Tastatur bewegen. Einige Kommandos sind jedoch ausschließlich über die Tastatur zu geben.
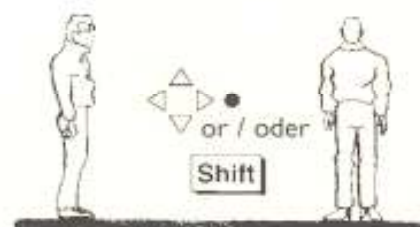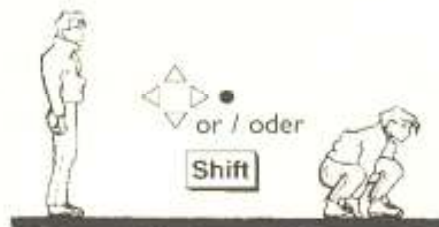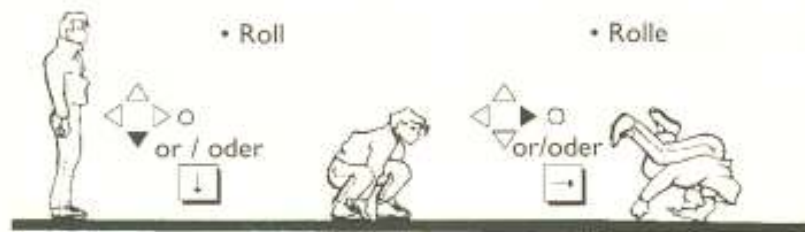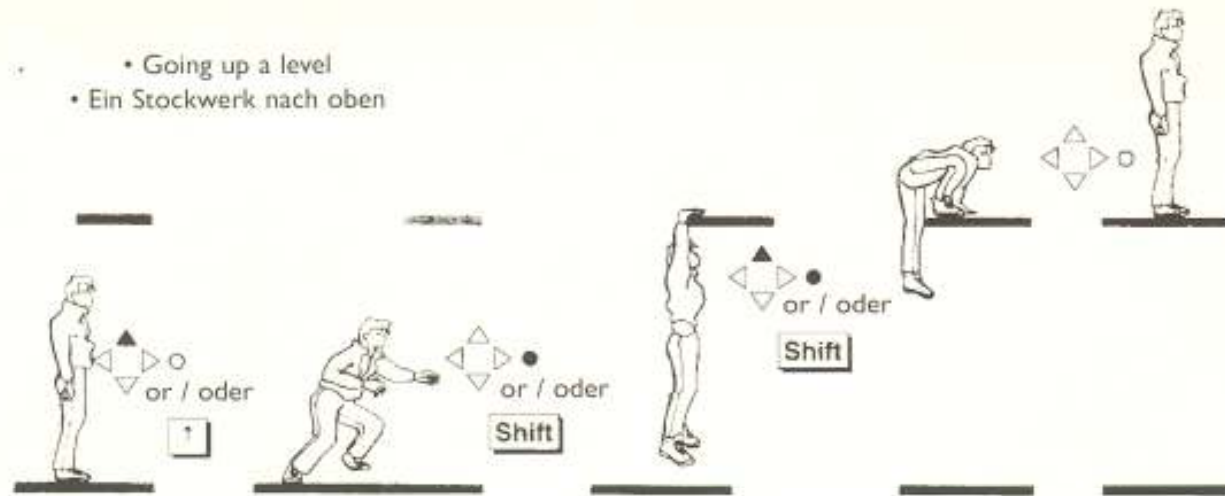
• Walk
• Gehen

• Run
• Laufen

• Roll
• Rolle

• Small Jump
• kleiner Sprung
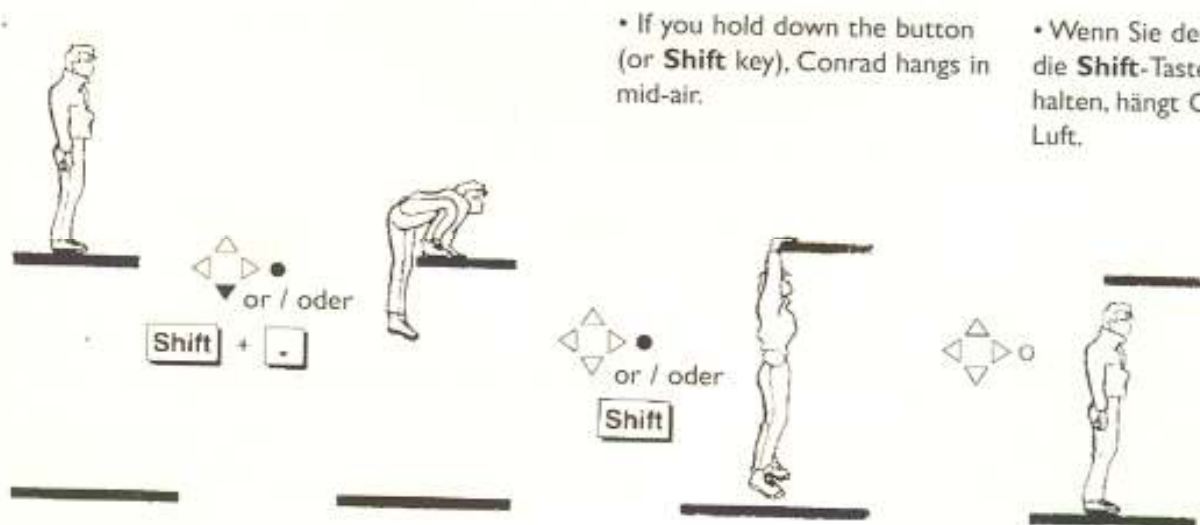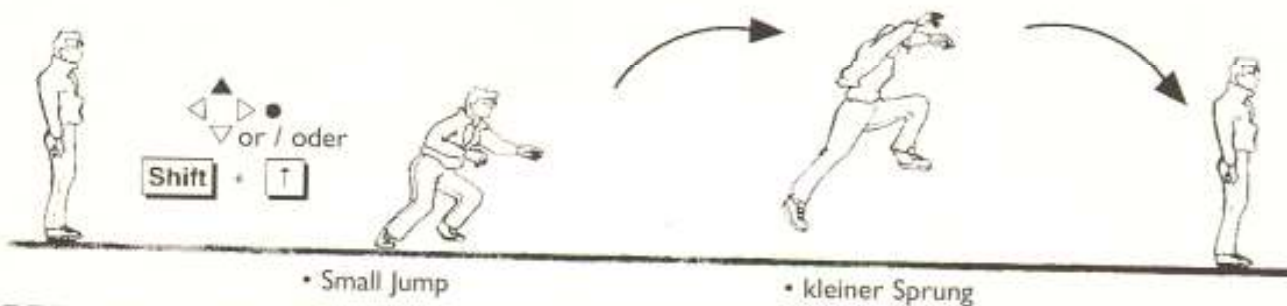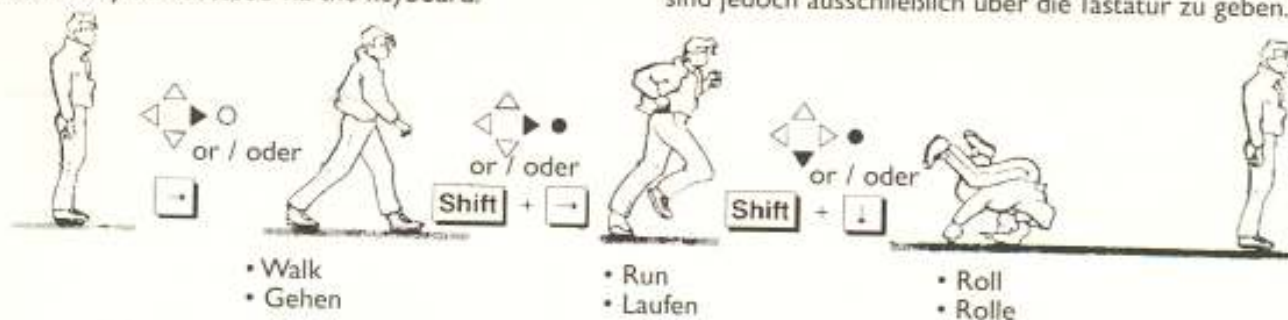
• If you hold down the button (or **Shift** key), Conrad hangs in mid-air.

• Wenn Sie den Knopf (oder die **Shift**-Taste) drücken und halten, hängt Conrad in der Luft.

• Going down a level
• Ein Stockwerk nach unten

• Going up a level
• Ein Stockwerk nach oben

or / oder

Shift

• Roll
• Rolle

or / oder

• To pick up an object, place Conrad over the object and press the joystick button (or the **Shift** key).

• Um einen Gegenstand aufzunehmen, gehen Sie mit der Spielfigur über das Objekt und drücken den Feuerknopf am Joystick bzw. die **Shift**-Taste.

• To talk to a person or flick a switch, use the button (or the **Shift** key)

•Um mit einer Person zu sprechen oder einen Schalter umzulegen, drücken Sie den Feuerknopf am Joystick bzw. die **Shift**-Taste.
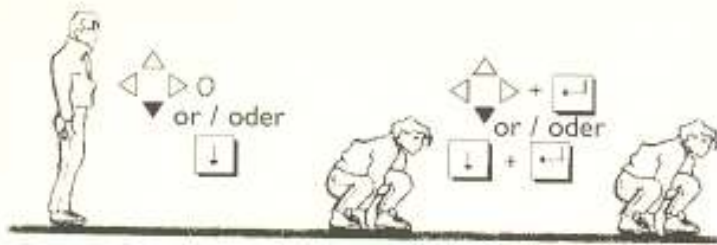
• To use or give an object, select it from the inventory, crouch down and then press Enter (Down arrow + Enter)
• Um ein Objekt zu benutzen oder es jemandem zu geben, wählen Sie es zunächst im Inventar aus, ducken Sie sich und drücken dann die Enter (Return)-Taste (Pfeil-Taste nach unten + Enter).

• To put an object down, select the object from the Inventory and then press Enter.

• Um einen Gegenstand abzulegen, wählen Sie ihn im Inventar aus und drücken dann die Enter-Taste.
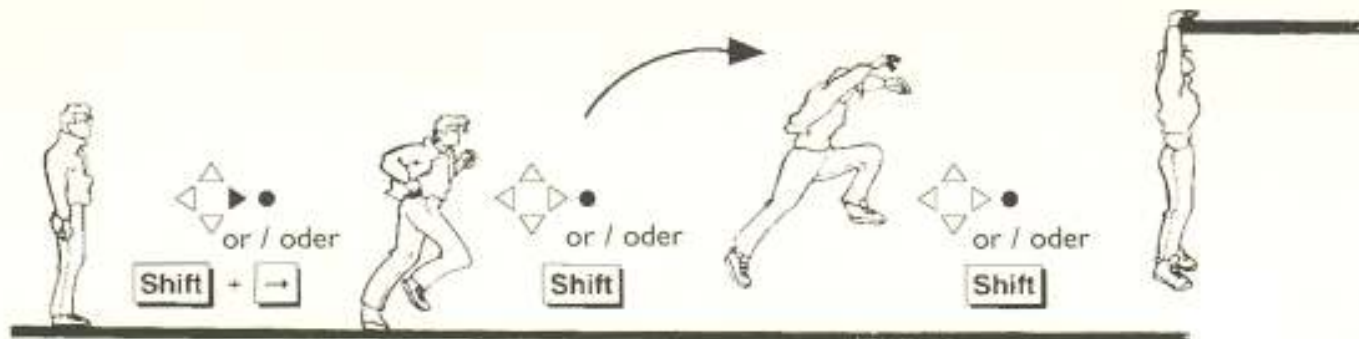

• To throw an object, select it from the inventory and then press Enter.
Note: Only stones and the teleport receiver may be thrown.
• Um ein Objekt zu werfen, wählen Sie es aus dem Inventar, und drücken Sie Enter/Return.
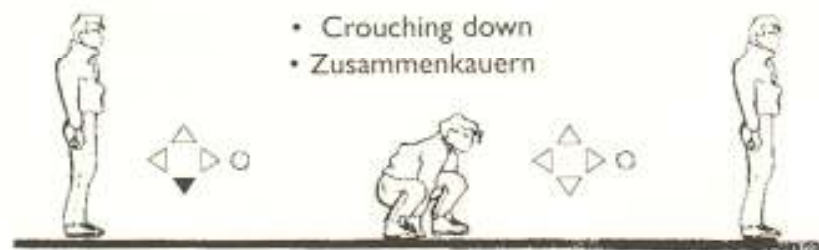*Achtung: Nur der Empfänger und Steine können geworfen werden.*
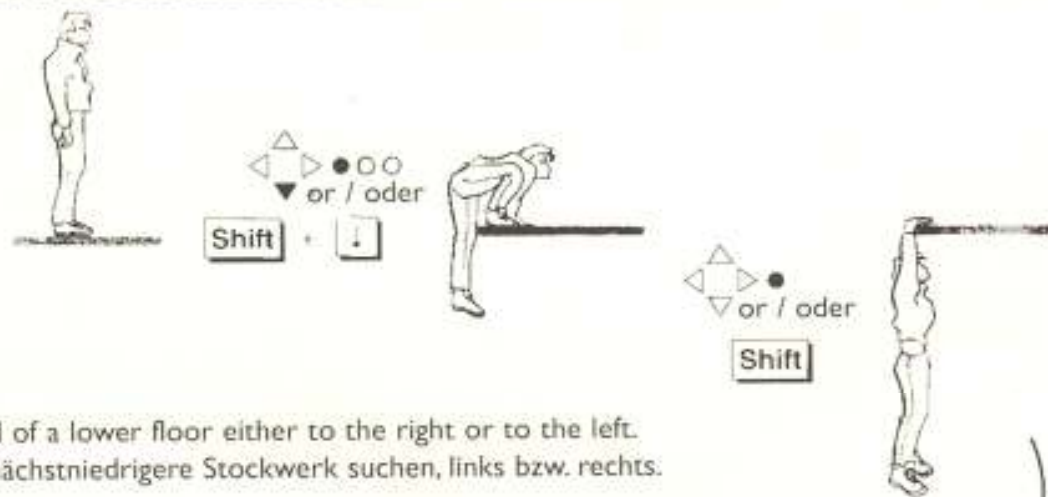

• Run
• Laufen

• Big jump
• Großer Sprung

• Running and automatically catching hold of a higher floor.
• Laufen und automatisch nach einem Halt für das nächsthöhere Stockwerk greifen.

• Crouching down
• Zusammenkauern

• Catching hold of a lower floor either to the right or to the left.
• Halt für das nächstniedrigere Stockwerk suchen, links bzw. rechts.