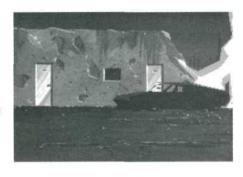# OUT OF THIS WORLD™

Instruction booklet

Interplay

The Story of Lester Knight Chaykin

Beneath a sky awash with light-
ning strokes, a Ferrari raced
along rain swollen streets.
Lester Knight Chaykin was
behind the wheel, listening to
heavy metal riffs on a Classic
Rock station; he had changed
the dial when the other station
played a flash flood warning one
too many times for his liking.
Lester could feel the speed of
the car as a taut pressure
against his entire body. He
enjoyed it—Lester had never

done anything slow in his life. It had taken him only four years to get his
Doctorate; it had taken him a mere six weeks to write his thesis; and he had
brought the world's most complex scientific experiment from concept to pro-
totype in just sixteen months.

And now it was time to put the pedal to the metal and see how fast his
experiment could move. A lightning bolt split a tree in a field thirty yards
away. Lester didn't notice it.

Bringing his Ferrari to a screeching halt, Lester suppressed an urge to run
into the elevator. A man who was about the solve the fundamental mysteries
of the universe had to learn dignity sooner or later. But Lester enjoyed living
at a fast pace. The slowness of the elevator irritated him. The unnecessary
delay of the security door deepened his frustration. He waded through the
mess of papers, electronic cords, empty soft drink cans, and pizza boxes

that was his workspace. Great minds are rarely tidy, he had once said. Lester flipped a switch and with a beep his computer jerked to life. He entered his password—more unnecessary security—and then had to input the parameters of his experiment. He waited for the computer to compile the data; a computer could calculate a trillion times faster than mortal man and it still would not have been fast enough for Lester.

The storm outside struck the building twice. Again, Lester did not notice.

The experiment was finally on-line. Atomic particles were driven in a magnetic field to nearly light speed, and then smashed into each other; from its X-ray emissions, Lester would be able to reconstruct what happened when the universe was born. But other forces would be at work on this experiment tonight.

As Lester leaned back and swallowed a cold soft drink, a bolt of lightning struck the building again. The bolt charged the particles that whipped around the atomic accelerator. Something extraordinary happened. The particles fused and exploded, opening a hole in time and space. The rift expanded like an explosion, breaking through the wall, and engulfing Lester. He had not expected anything like this. He felt like he was in a car that was suddenly accelerating to light speed; the pressure was unbelievable. The air had become lightning, and then with a flash, burst into nothingness. Only an empty space was left in the laboratory where Lester had been...

System Requirements:

Windows 3.1 or higher
DOS 3.1 or higher
386SX or higher AT IBM™-compatible
CD-ROM drive
2 megabytes of free RAM or more
VGA adapter and monitor
3 megabytes of free hard disk space
Sound Blaster or 100% compatible sound card
Mouse is optional.

Installing "Out Of This World" in Windows

Start Windows (type WIN at the DOS prompt).
Insert the "Out Of This World" CD-ROM into your CD-ROM drive.
From the File menu of the program manager, select RUN.
Type D:\SETUP and press enter (if necessary, replace D: with the drive letter representing your CD-ROM drive).
"Out Of This World" is now installed. To start it, double click on the "Out Of This World" icon.

To install "Out Of This World" in DOS

Insert the "Out of This World" CD-ROM into your CD-ROM drive. Type D: and press enter (if necessary, replace D: with the letter representing your CD-ROM drive. Type Install C: and press enter (if necessary, replace C: with the letter representing the drive you wish to install "Out of This World on."

Additional Information

If you are not hearing sound during the game, make sure you have the proper sound card drivers installed. Consult the manual that came with your sound card for more information.

The audio portion of this program does not function properly with the Media Vision PAS16 sound card.

If at the end of the game the last note of music continues to be heard, reboot Windows.

If you Alt-Tab or click on another window you will have to reset the music. Go to the option menu, deselect music and then reselect it.

If the graphics look odd (i.e. Lester looks purple) you are probably not running Windows in 256-color mode. Either load the proper video drivers for your video card or run the game in full screen mode to correct this problem.

Game Controls

Left/Right	Moves you to the left and right.
Down	Makes you crouch. It can also be used to pick up items. If you are swimming or on an elevator, it moves you down. If you are standing on a transporter you will be teleported down.
Up	Makes you jump. If you are swimming or on an elevator, it moves you up. If you are standing below a teleporter, you will be transported up.
Fire Button	[Space Bar or Enter] Used mostly for attack. If you do not have a weapon, you will kick. If you have a gun, you will shoot. It can also be used in combination with the Left/Right control pad to run.
P Key	Pauses the game.
S Key	Pressing the S key turns the sound on and off.

F1	Brings up the"Out Of This World" on-line Help Feature.
ALT+C	Allows you to enter saved game password
ALT+S	Turns sound effects on or off
ALT+M	Turns music on or off
ESC	Toggles off full screen mode
ALT+X	Exits the game

For more detailed information on game controls, refer to the game manual or the on-line Help feature (F1)

Out Of This World™ For Windows
Credits

Executive Producer: Alan Pavlish

Producer:
Kerry Garrison, Brian F. Christian

Line Producer:
Kimo Yoshida, Ron Austin

Design: Eric Chahi

Programmer: Daniel Morais

Music: Jean-Francois

Manual: Pierre Cousseau

Illustrations: Eric Chahi

Director Of Quality Assurance:
Jeremy S. Barnes

Lead Tester: Jeffrey Karl Barnhart

Testers:
Marvic Ambata, Bill Delk,
Matt Norton, Darren Monahan,
John McGinley, Larry Smith

Programmers Managed by:
The Low Hanging Fruit Company,
Tim Worstall, Director

Windows Programming:
Maddox Games, Moscow

Windows Install: Jim Gordon

Windows manual layout & design
Bruce Warner

First Scene Walk-through

WARNING! ! ! THIS SECTION CONTAINS HINTS THAT GIVE AWAY PARTS OF THE GAME. ONLY READ THIS SECTION IF YOU ARE STUCK!

Press the up arrow key to swim to the surface of the water. Once you get to the surface, walk to the next screen, on the right hand side. Hostile leeches will attack you. You must kill them by kicking them. You can also crouch and attack at the same time to kill a leech that is farther away from you. Be careful not to let any land on you.

After killing all the leeches on the second screen, walk to the next screen to the right. There will be many more leeches. You should destroy all leeches on these two screens before proceeding to the next screen to the right.

After entering the fourth screen, walk to right until the beast attacks. As soon as you see him, go to the left and hold down the fire button. This will make your player run/jump away. Keep running to the left until you get to the screen with the hanging vine.

Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land, start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem....

Hints

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF
THEM APPLY IN YOUR SITUATION.

Make sure that you do not forget to find and pick up your gun.

Do not leave your buddy behind.

There are more ways to destroy guards than just shooting them.

Before leaving the underground city make sure that you save your
buddy.

It is not ALWAYS wise to shoot the guards.

Deactivate all power circuits.

You can make a force field with your gun by holding the
button for a short time and then releasing it.

You can fire a super shot by holding down the button for a longer
period of time.

Customer Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Hintline If you need a hint about game play, you can call our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). For this service, the charge for the first minute is $1.25; $.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

Interplay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Support. Or call (714) 553-6678, Monday through Friday.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide to our support personnel, the better service we can provide you.

If you have a modem, you can reach us at the following:

The Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a $15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

Internet: You can reach Interplay with "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com"

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WARRANTY REPLACEMENTS
Interplay 17922 Fitch Ave., Irvine, CA 92714

System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original CD and a check for $25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change.)

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place to where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, Welcome!"

Brian Fargo

HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products. The site features our demos, upgrades, product information and ordering information. From your Internet account, point your favorite browser to:

http://www.interplay.com

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