

PRISONER OF ICE

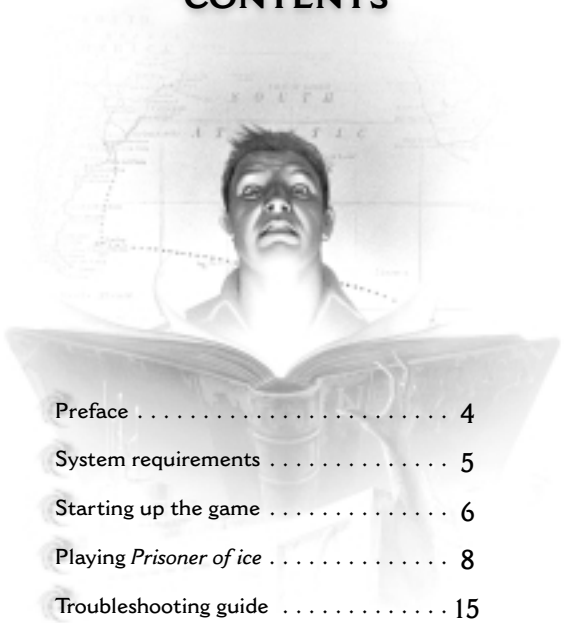


INFOGRAMES



PRISONER OF ICE

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PREFACE



CONTENT OF "PRISONER OF ICE" CD-ROM

- The game in SVGA mode (high graphic resolution) for Windows® 95.
- The game instructions (README.HLP file).

HOW TO READ THESE INSTRUCTIONS

Words inside a box always refer to a key on your keyboard (e.g. **ENTER**) or a "button" displayed on the screen (e.g. **OK**).

PRECAUTIONS

A few last minute changes may have been made between the time these instructions went to press and the time the *Prisoner of Ice* CD-ROM was completed. If so, you can find out about these changes in the README.HLP file located on the *Prisoner of Ice* CD-ROM.

To access the README.HLP file:

- Switch on your computer.
- Insert the *Prisoner of Ice* CD-ROM into your CD-ROM drive.

Caution: The game starts automatically if the autoplay function is activated.

If this is the case, close the window to quit the game.

- From the Start menu go to the Explorer.
- Select the CD-ROM drive icon.
- Click on the readme.hlp file icon to access the README.HLP file.

SYSTEM REQUIREMENTS

You have just purchased the *Prisoner of Ice* CD-ROM. Before you set off on this mind-boggling interactive adventure, you must make sure you have at least the minimum system requirements specified below. If your configuration does not match these basic criteria or if you are in any doubt, contact your retailer.



Compulsory equipment:

- 100% compatible IBM PC AT, (486 DX4/100 minimum required, Pentium recommended).
- Hard disk (1 MB free space required).
- 12 MB RAM minimum, 16 MB RAM recommended.
- Windows® 95 compatible CD-ROM drive (minimum double speed recommended).
- Windows® 95 compatible sound cards .
- Windows® 95 operating system.
- Mouse.

If you have not installed Windows® 95, please consult the Windows® 95 instruction manual.

STARTING UP THE GAME



Prisoner of Ice does not need to be installed onto your hard disk. However, a directory will be created on your hard disk when you start the game for the first time, to store the configuration file as well as any games you decide to save.

Insert the *Prisoner Of Ice* CD into your CD-ROM drive.

Wait for the *Prisoner Of Ice* window to appear and watch the introduction.

The first screen warns you that the game is about to create the directory C:/INFOGRAM/ICE on your hard disk.

Confirm this operation by clicking the box.

Every time you decide to save a game, it will be stored in the directory C:/INFOGRAM/ICE (the names of these files all have the extension .ICE).

This directory also contains your computer's configuration file; this file is called ICE.PCK, and will be modified every time you decide to change the options .



Once the game is running you can put the application on the taskbar by clicking on the first top right icon of the game Window®. To quit the game, close the window.



You can select the size of the the game window by clicking on the top left of the window .

Please do not remove the *Prisoner Of Ice* CD from your CD-ROM drive during the game.

Prisoner Of Ice works best if you are in 640*480*256-colour mode. If your configuration allows, you can be in 65000, or even millions of colours (this will avoid any unsightly palette changes).

If you encounter any problems during this initialisation phase, refer to the Troubleshooting Guide provided in this help file.



PLAYING PRISONER OF ICE



You are Lieutenant Ryan, a young officer working for the U.S. secret service and assigned to serve with the Royal Navy on the eve of World War II.

A powerful European adversary has discovered an ancestral threat held trapped inside the ice of the South Pole...

Your mission is to prevent the Prisoners of Ice from spreading across the world. If you fail, the Great Old Ones will return to Earth!!!

1 - MOVING AROUND THE SCREEN

Position the cursor on the spot you wish to move to. Next click the RIGHT or LEFT mouse button (N.B.: your cursor must not be on an interactive area -character, object or set element- indicated by a text in the black bar at the bottom of the screen).



2 - INTERACTING

Position your cursor on an interactive area (character, object or set element).



RIGHT mouse button: **LOOK, EXAMINE.**

LEFT mouse button: **INTERACT.**

- Interacting with an object = Pick up, activate, use (open a door, etc.)
- Interacting with a character = Talk to.

The "Talk to" action sometimes opens a window containing a number of key words. If so, simply click the key word of your choice to trigger the corresponding dialogue automatically. The **RIGHT** button is used to exit the current dialogue.

3 - HANDLING OBJECTS

Inventory: Shift the cursor to the black bar along the top of the screen. The objects you have collected are then displayed automatically.



- **Choosing an object:** Position the cursor on the object of your choice (a text at the bottom of the screen describes the object on which the cursor is located). Click the LEFT mouse button (Pick-Up action). Your cursor is instantly replaced by a representation of the chosen object.



- **Using a chosen object:** Shift the object of your choice to the place or to the spot you intend to use it and click the LEFT mouse button.

- **Releasing a chosen object:** Click the RIGHT mouse button.

- **Assembling two objects in the inventory:** Position the cursor on the object of your choice in the black bar. Click the LEFT mouse



button to pick up the chosen object. Move through the inventory to the second chosen object and click the LEFT mouse button. The assembled object replaces the other two in the inventory. If the two chosen objects are not compatible, nothing happens.

THE MAIN MENU

At any time during the game you can access the main menu screen by pressing the **ESC** key.

LOADING A GAME

LOAD A GAME

SCREEN SHOT

SAVED GAME 1

SAVED GAME 2

SAVED GAME 3

OK DELETE CANCEL

Select here the saved game to be loaded.

SAVE A GAME

SAVE A GAME

SCREEN SHOT

SAVED GAME 2

SAVED GAME 3

OK DELETE CANCEL

Type here the name of your saved game.

MAIN MENU

RETURN TO GAME

NEW GAME

LOAD A GAME

SAVE A GAME

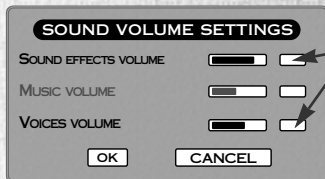
OPTIONS

SAVE A GAME

N.B.: With this game, the program automatically saves the game in progress before certain "critical" scenes occur (with a Game Over risk). These saved games all go under the name of "JOKER".

OPTIONS

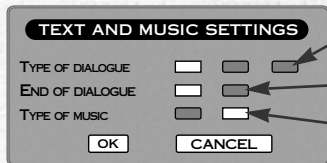
To set the volume, click directly to the level you want (quieter to the left, louder to the right); alternatively you can keep the button pressed and keep altering the level until you reach the setting you want, then release the button.



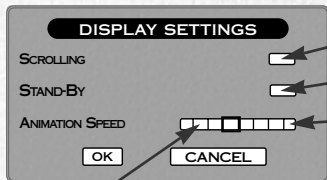
You can activate or de-activate any volume by clicking on the corresponding right icon.

N.B.: if the volume was de-activated, this adjustment activates it.

Caution: to set the music volume use the speaker control icon located in the task bar.



- Select texts only, or texts and voices, or voices only.
- Select automatic or manual sequence of dialogues.
- Select Midi System or Sampled Music.



- Activate or de-activate scrolling mode.
- Activate or de-activate stand-by mode.
- Set the animation speed, by clicking directly at the chosen level.

Higher speed to the right or lower to the left

KEYBOARD SHORTCUTS

esc : go to the main menu.

F2 : go to the save menu.

F3 : go to the load menu.

F4 : go to the options menu.

S : enable/disable the sound effects.

M : enable/disable the music.

V : enable/disable the voices.

T : enable/disable the text display.

P : **pause** (the game "freezes" until you press the same key a second time).

Pg Up ↑ : increase the sound level of the voices.

Pg Dn ↓ : decrease the sound level of the voices.



Numerical keypad (make sure it is activated).



.... : **increase** the volume of the sound effects.



.... : **decrease** the volume of the sound effects.



.... : **immobilise the hero.**



.... : same function as clicking the left mouse button.



.... : same function as clicking the right mouse button.



Cursor keypad: the arrows are used to move the cursor.



+ Shift: are used to move the hero.



TROUBLESHOOTING GUIDE

It is possible that some error messages may occur during installation or game play. These errors may be due to the fact that the hardware or software configuration of your computer doesn't meet the system requirements. (Please refer to the user manual of your computer for further details).



If the Prisoner Of Ice window does not appear after inserting the *Prisoner Of Ice* CD make sure you have inserted the CD-ROM with the label facing upwards and that the Windows® 95 Autoplay function is activated .

Your CD-ROM drive may not be fully Windows® 95 compatible. Please double click on the System icon in the control panel then select the Performance tab. A list should be displayed showing possible errors. In case of sound or graphic problems, please check the configuration of both cards and make sure they are Windows® 95 compatible.

Contact the manufacturer of the card for further details. If the game runs too slow, quit all other applications that might have been launched in the background. *Prisoner Of Ice* runs on a 486 DX4/100 IBM PC AT compatible computer or higher with 12 MB.



If you have tried all the solutions offered in this manual and still cannot solve the problem, do not worry, contact our Customer Support as shown below.

When you call, please be in front of your computer and have ready the following information:

Type of machine (486, Pentium, Brand...)
Total installed RAM.....
Sound card brand/type
Name, type and speed of CD-ROM drive
Do you use hard disk compression? (DriveSpace, Stacker).....
Windows 3.1x or Windows 95
Name of the graphics card

Post your queries to us at:

Infogrames U.K.

21 Castle Street - Castlefield
M3 4SW Manchester

The Infogrames Helpline is open to telephone calls
from 10:00 to 19:00 Monday to Friday, (except Bank Holidays)
and from 10:00 to 14:00 Saturday (Closed Sunday)

Telephone numbers:

0161 827 8060 / 0161 827 8061 / 0161 827 8062

Fax and e-mail messages can be delivered at any time:

Fax number: 0161 827 8091

E-mail address: helpline@infogrames.co.uk

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