

THE LAST EXPRESS™



THE LAST EXPRESS™

AN ADVENTURE GAME
BY JORDAN MECHNER

Windows 95®, DOS®, and Power Macintosh®

USER'S MANUAL



INTRODUCTION

July 24, 1914. The great nations of the world are poised on the brink of war. The Russian serfs are in revolt; Germany's industries are building an ominous war machine; the porcelain surface of the Austro-Hungarian Empire is beginning to crack; and the Balkan States are tearing at the fabric of the disintegrating Ottoman Empire.

Into this tense, volatile mix roars the fabled Orient Express, the epitome of luxury, power, and decadence, crossing Europe from Paris to Constantinople. With all of Europe ready to explode, this train could literally be *The Last Express*.

You are Robert Cath, a young American doctor, who receives a strange, urgent request from your old friend, Tyler Whitney, to join him on the Orient Express. As soon as you step onto this opulent train, you are plunged into a maelstrom of treachery, romance, and political intrigue. You'll need to think fast and act faster to unravel the secrets of *The Last Express*.



SYSTEM REQUIREMENTS

Windows® 95 CD-ROM

- ◆ 60MHz Pentium® or faster required
- ◆ 8MB RAM required; 16MB recommended
- ◆ Requires 35MB hard disk space
- ◆ 4X CD-ROM drive or faster required
- ◆ SVGA monitor/Local Bus or PCI Video, 640 x 480, thousands of colors
- ◆ Sound Blaster 16 or 100% Sound Blaster compatible 16-bit sound card
- ◆ 100% Microsoft-compatible mouse

DOS CD-ROM

- ◆ DOS 6.0 or higher
- ◆ 66MHz 486DX/2 or faster required
- ◆ 8MB RAM or higher required
- ◆ Requires 35MB hard disk space
- ◆ 4X CD-ROM required
- ◆ SVGA monitor/VESA compatible Local Bus or PCI Video, 640 x 480, thousands of colors
- ◆ Sound Blaster 16 or 100% Sound Blaster compatible 16-bit sound card

System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

INSTALLATION

Windows 95 Setup

Windows 95 - Autoplay Instructions

To Install

Start at the Windows 95 desktop to install the program. Place CD 1 into your CD-ROM drive. The Last Express Startup window will appear. Click on the Install button and follow the on-screen instructions to install the program.

To Play

After successfully installing the program, click Start on the task bar, then move the cursor to Programs. Click The Last Express menu item from The Last Express folder to begin the game. The game will also start automatically each time you insert the CD.

Windows 95 - Manual Instructions

To Install

If The Last Express Startup window does not appear automatically on-screen when you insert CD 1, you can install the program manually by starting at the Windows 95 desktop. Click on the Start button on the task bar and choose Run. Type D:\SETUP.EXE in the line labeled Open. (If your CD-ROM drive uses a letter other than D, substitute that letter for D.) Click Install to begin the installation. Follow the on-screen instructions to install The Last Express.

To Play

After successfully installing the program, click Start, then move the cursor to Programs. Click The Last Express menu item from The Last Express folder to begin the game.



To Uninstall

If you need to uninstall The Last Express, click Start on the task bar and move the cursor to Settings, then to Control Panel. Double-click the Add/Remove Programs icon. Click the Install/Uninstall tab and select The Last Express from the list of programs. Click the Add/Remove... button and then click OK to uninstall the program.



DOS Setup

To Install

To install the game, insert CD 1 into your CD-ROM drive. At the DOS prompt, type: D:\DOS\INSTALL.EXE (where D represents the drive letter of your CD-ROM drive). Follow the on-screen instructions to install The Last Express.

To Play

To play the game after you have completed the installation, type: C:\ and hit Return. Then type CD\EXPRESS and hit Return. Then type EXPRESS and hit Return. If you installed the game to another directory or drive, modify the path accordingly.

VESA VIDEO DRIVERS

THE LAST EXPRESS REQUIRES A STANDARD VESA VIDEO DRIVER TO RUN. IF THE DRIVER SUPPLIED WITH YOUR VIDEO CARD DOES NOT FUNCTION PROPERLY WITH THE LAST EXPRESS, YOU CAN TRY USING SciTECH'S DISPLAY DOCTOR DRIVER ON CD 1. PLEASE REFER TO THE TROUBLESHOOTING SECTION IN THE MANUAL FOR MORE DETAILED INFORMATION.

To Uninstall

If you need to uninstall The Last Express, type C:\EXPRESS\UNINSTAL
If you installed the game to another directory or drive, modify the path accordingly.



PLAYING THE GAME

Starting a New Game

The first time you launch *The Last Express*, you will see a screen with a map depicting the route of the Orient Express on the left, and a large antique egg on the right.

To start the game, move the cursor over the coat of arms at the center of the egg. The words *Play New Game* will appear in the upper left corner of the screen. Click on the coat of arms to play.

After a brief opening sequence, you'll find yourself aboard the fabled Orient Express, roaring through the countryside outside Paris...

Exploring The Train

You are Robert Cath, a young American doctor. You have joined the train at the request of an old friend, Tyler Whitney, whom you have not seen in some time. Your first goal is to find Tyler. What you do after that is up to you.



As you move the cursor over the screen, it will change to show the different things you can do.

If the cursor looks like this...

Click with the left button to:



Move forward



Back up



Turn left



Turn right



Turn around 180°



Look up (or stand up, or go up)



Look down (or sit down, or go down)



Pick up an item (or open a door)



Press a button



Take a closer look at something



Talk to a character



No action in game. This is the default cursor. It is used only on the main Egg screen and for the interface icons in the upper left and lower right corners of the screen.

SHORT CUT: MOVING THROUGH THE TRAIN

IF YOU ARE IN THE TRAIN CORRIDOR AND THE CURSOR LOOKS LIKE THIS  YOU CAN DOUBLE-CLICK WITH THE LEFT BUTTON TO AUTO-STEP FORWARD TO THE NEXT CAR OF THE TRAIN.

Your Inventory

In the course of the game, you may pick up different items that provide clues, enable you to perform new actions, or help you in other ways. (In fact, you are already carrying two such items at the beginning of the game. Whether they are actually useful is something you will have to determine for yourself.)

The icon of Cath in the upper left corner of the screen acts as a pull down menu. To see what items you are carrying, click and hold the mouse down on the Cath icon. The items in your inventory will be displayed along the left side of the screen.

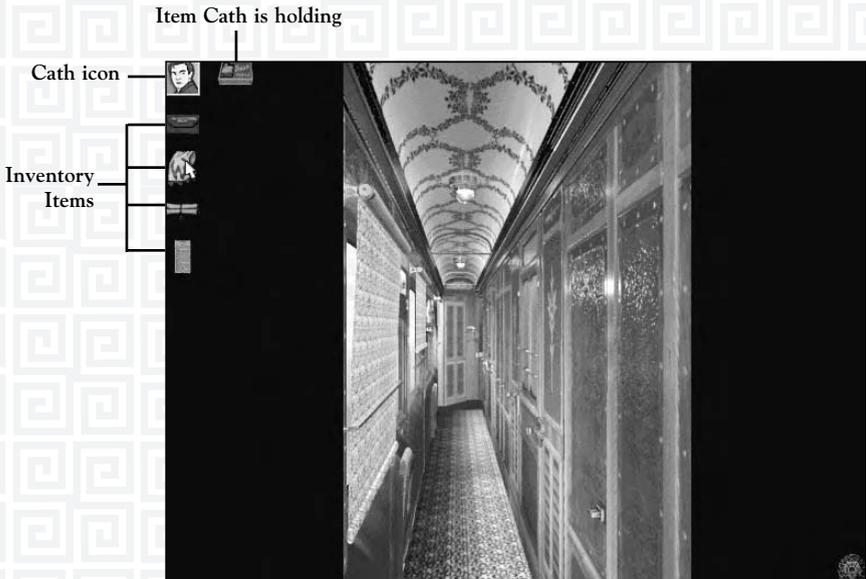
To select an item to examine or use, drag the cursor (without releasing the button) to the item you are interested in. When the item you want is highlighted, release the button. You are now holding the item. You will also be looking at a close-up view of the item, if one is available.

When you are finished examining the close-up view of the item, move the cursor to the bottom of the screen. The cursor will change into a backwards arrow.  Click to exit the close-up view. If the item is not usable, it will disappear back into your inventory. If the item is usable, it will remain in your hand.

To take a close-up look at an item you are holding, move the cursor over the item icon (next to the Cath icon at the upper left corner of the screen). If a close-up view is available, the cursor will change to a magnifying glass , indicating that it is possible to click to get a close-up.

It is possible to examine one item and select another item from the inventory list.

When you are finished using or examining the item, click on the Cath icon to put the item back into your inventory. The item icon next to the Cath icon will disappear, indicating that you are now empty-handed.



TIP: LARGE ITEMS

SOME ITEMS ARE TOO LARGE OR UNWIELDY TO FIT IN YOUR INVENTORY. WHEN YOU PICK UP SUCH AN ITEM, THE ITEM ICON WILL APPEAR NEXT TO THE CATH ICON, BUT THERE IS NO WAY TO RETURN IT TO YOUR INVENTORY. TO GET RID OF THE ITEM, YOU MUST FIND A PLACE ON THE TRAIN TO PUT IT DOWN.

Using Inventory Items

In order to put down or use an item, you first need to take it out of your inventory as described above. The item icon will appear next to the Cath icon in the upper left corner of the screen to indicate that you are holding the item.

During play, if you are holding an item and you see your cursor change to the icon of the item you are holding, this means that you have a chance to use the item, or put it down, or offer it to someone. (What you can actually do with the item depends on the situation and context in the story.) If you don't want to use the item now, click on the Cath icon to return the item to your inventory.

Talking to Passengers

In the corridors, the compartments, the dining car, and in other parts of the train, you'll meet your fellow travelers. If you see the cursor change to a speech balloon  when you pass it over a character, this means you can click to start a conversation.

Occasionally when you meet another character, you may see the cursor change to something other than a speech balloon — for example, an item you are carrying. This means that by clicking, you can offer the item to that character.

TIP: WHEN TO USE YOUR INVENTORY

YOU DO NOT NEED TO FIRST SELECT AN ITEM FROM YOUR INVENTORY IN ORDER TO OFFER IT TO SOMEBODY. IF YOUR INVENTORY CONTAINS AN ITEM WHICH CAN BE OFFERED TO A CERTAIN CHARACTER, THE CURSOR WILL CHANGE TO THAT ITEM'S ICON AUTOMATICALLY WHENEVER YOU ARE IN THE PRESENCE OF THAT CHARACTER.

BECAUSE OF THIS "CONTEXT-SENSITIVE" FEATURE, AND BECAUSE MOST ITEMS CAN BE USED ONLY IN A VERY FEW SPECIFIC SITUATIONS (FOR EXAMPLE, A KEY IS ONLY GOOD FOR UNLOCKING DOORS), IT IS NOT PRODUCTIVE TO TAKE ITEMS FROM YOUR INVENTORY AT RANDOM AND "SCAN THE SCREEN" WITH THEM.

Conversations can also start in other ways. For example, a character may seek you out and talk to you for his or her own reasons, without you doing anything.

SHORT CUT: SKIPPING AHEAD

TO SKIP THROUGH AN ANIMATED NON-INTERACTIVE SEQUENCE THAT YOU HAVE SEEN BEFORE, CLICK THE RIGHT MOUSE BUTTON. FOR MACINTOSH USERS: CLICK WHILE HOLDING DOWN THE COMMAND KEY, OR JUST HIT THE ESC KEY ONCE.

Eavesdropping

Listening can be as important as speaking. Many clues can be picked up by listening in on conversations.

In addition to his native English, Robert Cath understands spoken French, Russian, and German. Whenever you are close enough to overhear a conversation in one of these languages, English subtitles will normally appear. (Other languages heard on the train, such as Arabic, Turkish, and Serbo-Croatian, are not subtitled since Cath does not understand them.)

You must be within hearing range to get subtitles. If you overhear a dialog that is so quiet that you cannot make out the words, try moving closer to hear better.

RELAX

THIS IS NOT THE KIND OF GAME WHERE A SCRAP OF PAPER OR A CHANCE OVERHEARD REMARK CONTAINS A PASSWORD THAT YOU WILL NEED TWO HOURS LATER. THERE IS A WEALTH OF DIALOG TO OVERHEAR AND TEXT TO READ ON THE TRAIN. FOR THE MOST PART IT IS THERE TO FILL OUT YOUR KNOWLEDGE OF THE CHARACTERS AND THE STORY, AND TO ADD TO YOUR ENJOYMENT. JUST CONCENTRATE ON LEARNING WHO THE CHARACTERS ARE AND WHAT THEY WANT, AND YOU'LL DO FINE.

Fights

Along with your wits, you'll occasionally have to use your bare knuckles. As always, the cursor will change to show you different available options as you move it over the screen. When your opponent comes after you with fists, move the cursor into the lower half of the screen and click the mouse when you want to duck or dodge. To hit back, move the cursor over your opponent, then click the mouse button to punch or grab.

Egg Clock

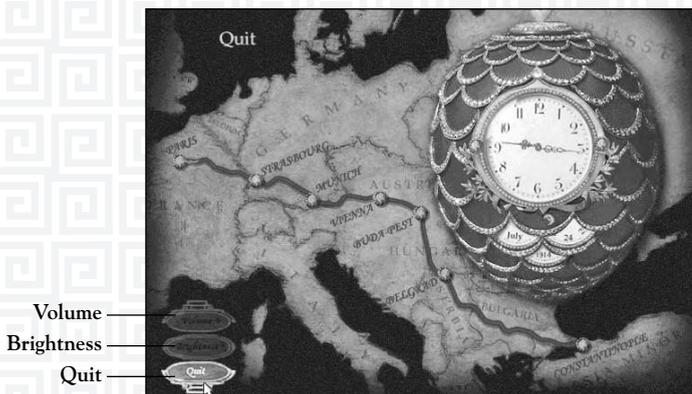
As you play, your progress in the game is saved automatically. The large egg clock on the main screen keeps track of the time. If you want to pause or see what time it is in the game, click on the small egg icon in the lower right corner of the screen. This will return you to the egg clock screen.

To resume playing the game, move the cursor to the center of the clock face. The words "Continue Game" will appear in the upper left corner of the screen. Click on the clock face to resume play.

When you are ready to end your play session, the best way to quit is from the egg clock screen. Move the mouse to the lower left corner of the screen and click the Quit button. The next time you launch The Last Express, the egg clock will let you pick up your game in progress exactly where you left off.

SETTING VOLUME AND BRIGHTNESS

JUST ABOVE THE QUIT BUTTON ARE TWO BUTTONS WHICH LET YOU CHANGE THE VOLUME AND BRIGHTNESS. ANY CHANGES YOU MAKE TO VOLUME AND BRIGHTNESS WILL BE REMEMBERED THE NEXT TIME YOU LAUNCH THE LAST EXPRESS. HOWEVER, THEY WILL NOT AFFECT OTHER PROGRAMS OR APPLICATIONS ON YOUR SYSTEM.



Rewinding

When you're at the egg clock, you have the option of rewinding it. This lets you "turn back the hands of time" to try a different course of action. To rewind, click the red jewel on the left side of the clock. The game marks rewind points every 5 to 15 minutes, and at major story points, all the way from the beginning of the game. To fast forward, click the red jewel on the right side of the clock. (You can only fast forward up to the point at which you left the game. It is not possible to fast forward into the future.)

When you reach the point in time at which you want to reenter the game, move the cursor to the center of the clock face. The words "Play Rewound Game" will appear in the upper left corner of the screen. Click on the clock face to resume play from this point.

SHORT CUT: REWINDING LONG DISTANCES

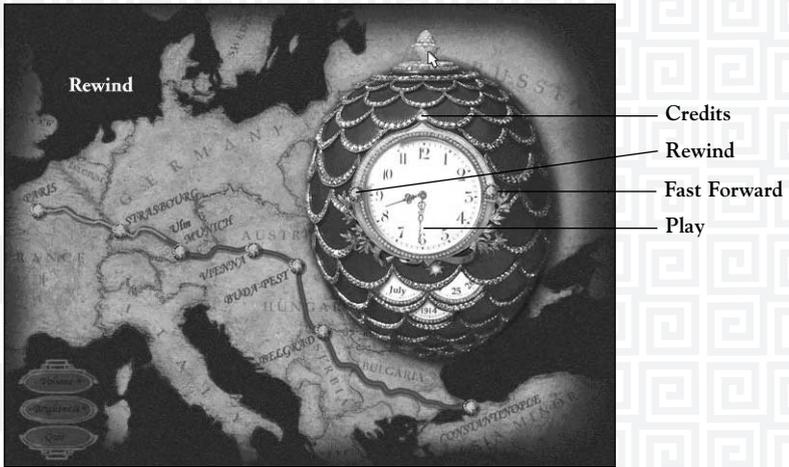
ANOTHER WAY TO REWIND AND FAST FORWARD IS BY CLICKING ON THE BUTTONS OF THE VARIOUS CITIES ON THE ORIENT EXPRESS TRAIN ROUTE. FOR EXAMPLE, CLICK ON PARIS TO REWIND ALL THE WAY TO THE BEGINNING OF THE GAME. (AS USUAL, YOU CAN'T FAST FORWARD TO A CITY YOU HAVEN'T REACHED YET.)

Grace Period

Whenever you reenter the game after rewinding to an earlier point, you will have a short grace period of 15 to 30 seconds to decide if this is really what you want to do. The small egg icon in the lower right corner of the screen will be flashing to indicate that you are in the grace period.

As the grace period approaches its end, the egg icon flashes faster and faster, until you begin to hear a loud mechanical sound. Finally, the grace period expires with a loud hiss of steam, and the egg icon stops flashing. This means that the rewind has become permanent. It is no longer possible to fast forward past this point in time.

If, during the grace period, you determine that you did not wish to rewind to this particular point, just click on the flashing egg icon with the left mouse button. This will return you to the egg clock screen with your original game restored. Any actions you have taken during the grace period will be undone. You are now free to fast forward to a later point in time, up to the point at which you left the original game.



TIP: EXTENDING THE GRACE PERIOD

YOU CAN EXTEND THE GRACE PERIOD INDEFINITELY BY CLICKING ON THE FLASHING EGG ICON WITH THE RIGHT MOUSE BUTTON. (MACINTOSH USERS SHOULD CLICK WHILE HOLDING DOWN THE COMMAND KEY.) THIS WILL GIVE YOU MORE TIME TO DECIDE WHETHER OR NOT YOU WANT TO KEEP THE REWOUND GAME.

Game Endings

If you are killed or forced to leave the train, the entire screen will **fade to white**. This means the end of the game. Sometimes, the fade to white is followed by a brief voice-over narration. When the game ends, you are returned to the egg clock screen. The clock is automatically rewound to an earlier point in time, giving you a chance to replay the last part of the game and avoid the game-ending outcome.

The auto-rewind is intelligent and tries to rewind you to the last possible point in the game where it is still possible for you to change the outcome. However, if you have a different idea, you are not obligated to enter the game at exactly this point. If you wish, you can rewind or fast forward to a different point in time. For example, if you want to view the game ending again, just fast forward to the point at which the game ended, and click on the clock face.

HELP! IT KEEPS SENDING ME BACK TO THE SAME PLACE!

(THIS MAY NEVER HAPPEN TO YOU, BUT IF IT DOES ...)

IF, AFTER GETTING KILLED, YOU RESUME FROM A REWOUND POINT, AND SHORTLY THEREAFTER GET KILLED AGAIN, YOU MAY HAVE THE DISCONCERTING EXPERIENCE OF FINDING YOURSELF BACK WHERE YOU WERE BEFORE THE GAME ENDED THE FIRST TIME. THIS IS BECAUSE YOU ARE STILL IN THE GRACE PERIOD. IN ORDER FOR YOUR ACTIONS TO BE RECORDED, YOU NEED TO STAY ALIVE UNTIL THE SMALL EGG ICON STOPS FLASHING AND YOU HEAR THE STEAM HISS INDICATING THE END OF THE GRACE PERIOD — NORMALLY, ABOUT 30 SECONDS.

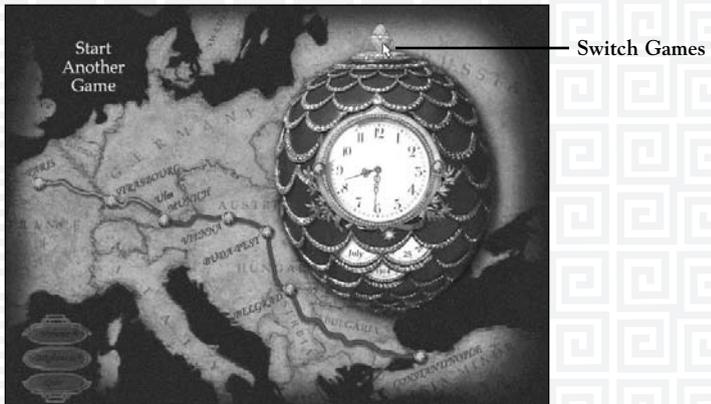
Multiple Saved Games

You can have up to six games in progress at the same time. Each game is represented by a different color egg. The colors of the eggs are Blue, Red, Green, Purple, Teal, and Gold.

The button at the top of the large egg shows the color of the next game you can switch to. To switch games, move the cursor over this button. In the upper left corner of the screen, you will see either the words “Switch to

(color) Game” or “Start Another Game.” Click on the button until the color of the egg changes to the color of the game you want to play, then click on the clock face (or, if it is a new game, on the coat of arms).

During the game, the color of the small egg icon in the lower right corner of the screen reminds you what color game you are playing.



WHAT IF I RUN OUT OF EGGS?

IF YOU ALREADY HAVE SIX GAMES IN PROGRESS AND WANT TO START A NEW GAME, YOU WILL NEED TO REUSE ONE OF THE SIX GAMES. CLICK ON THE BUTTON AT THE TOP OF THE EGG TO SWITCH COLORS UNTIL YOU HAVE REACHED THE ONE YOU WANT TO REUSE. THEN, MOVE THE CURSOR TO THE PARIS BUTTON AT THE FAR LEFT OF THE TRAIN ROUTE. THE WORDS “REWIND TO PARIS” WILL APPEAR IN THE UPPER LEFT CORNER OF THE SCREEN. CLICK ON PARIS TO REWIND ALL THE WAY TO THE BEGINNING OF THE GAME. THE CLOCK HANDS WILL READ 7:12 PM, JULY 24. CLICK ON THE CLOCK FACE TO START A NEW GAME FROM THE BEGINNING. (NOTE: BECAUSE YOU ARE PLAYING A REWOUND GAME, BE SURE TO WAIT UNTIL THE GRACE PERIOD HAS EXPIRED BEFORE RETURNING TO THE EGG CLOCK, UNLESS YOU WANT YOUR OLD GAME BACK.)

Switching CDs

The Last Express is divided over three CDs covering the three days of the journey. At certain points in the game, you will be prompted to switch to the next CD. You may also be prompted to switch CDs in order to resume a saved game or start a new game.

When you need to switch CDs, you will be returned to the egg screen and the words “Please Insert CD (1, 2, or 3)” will appear in the upper left corner of the screen. Once you have inserted the correct CD, this message will be replaced by the words “Continue Game” (or “Play New Game”). Click on the clock face (or the coat of arms) to play.



HELPFUL HINTS

- ◆ Pick up everything you can and place it in your inventory. No matter how trivial an object may seem, if you can pick it up, do so. It may come in handy later.
- ◆ Use the fact that you're on a train to your advantage. People enter and leave their compartments all the time, and the conductor can't watch you every second. Everything is constantly changing, so be alert for opportunities to move around and investigate. Try visiting different parts of the train at different times.
- ◆ Find the passenger list. This is extremely valuable, since it gives the names of all the passengers on the train and which compartments they're staying in.
- ◆ Let the mouse cursor tell you what actions are possible. When the cursor looks like this , clicking has no effect. If the mouse cursor changes to  when you pass it over a character, this is your chance — click to speak!
- ◆ Late at night, you may notice that everyone on the train has gone to sleep. You might try doing the same yourself. It's amazing what a little sleep will do for you.
- ◆ If you feel lost or adrift and don't know what to do next... Consult the passenger list. It may give you an idea.
- ◆ If you really feel stuck... Try rewinding to an earlier point and replaying part (or all) of the journey. On *The Last Express*, events rarely happen in exactly the same way twice. You may pick up on a clue, or an opportunity, that you missed the first (or second) time around.

A BRIEF HISTORY OF THE ORIENT EXPRESS

Perhaps the most legendary train ever to ride the rails, the fabled Orient Express was the first luxury train to link Paris and the countries of Europe with Constantinople, the Gateway to the East.

For the first time in history, the Orient Express combined the swiftness of rail travel with the comfort of first class sleeping quarters, the intimate ease of a smoking salon where guests could meet and talk, and the luxury of a dining car, with its elegant service, linens and silver. The cars were made from teak and mahogany, the sofa beds were upholstered in gold-tooled leather, and the frosted glasswork and brass details were designed entirely in the Art Nouveau style which was then at the height of its vogue.

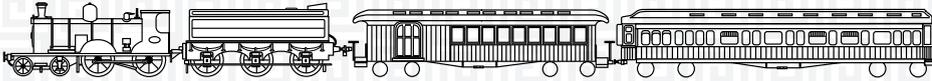


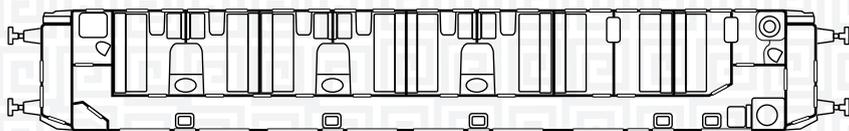
Smoking salon, circa 1914



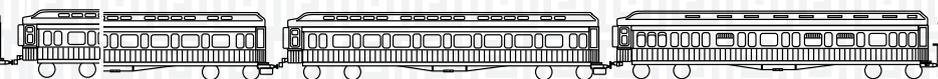
All of European royalty traveled by the Orient Express, often in private cars attached to the train — the ultimate luxury in rail travel, fitted out exclusively to the demanding needs of their owners. Famous cars included the Imperial varnish of the Russian Tsar, whose dark blue cars proudly bore the resplendent Double Eagle; and the suite of pure white carriages belonging to the British Viceroy of India, where all other white train cars were forbidden.

The Orient Express also brought together passengers from different backgrounds and countries: passengers who, in previous generations, would not have traveled so frequently and extensively. This experience revealed the communality of European interests, while also highlighting the vast differences in military power and economic strength between the various countries.





The floor plan of a first class sleeping car.



A typical Orient Express layout comprising locomotive, coal tender, baggage car, restaurant and salon car, two sleeping cars, private car, and another baggage car.



The passenger list comprised the most famous names of the times. Diplomats, artists, Eastern potentates and wealthy industrialists mingled in the smoking car, and the Orient Express was the scene of many political and romantic intrigues. On an Orient Express journey before World War I, you might have found the great composer Richard Wagner, King Ferdinand of Bulgaria, the oil magnate Calouste Gulbenkian, King Leopold II of Belgium and his constant companion, the beautiful Cleo de Merode.





First-class sleeping compartment, circa 1914



TROUBLESHOOTING

If you have followed the instructions in the Installation section, and are still having problems loading or running the program, the following technical advice may help. Additional technical advice can be found in the ReadMe file or contact the Interplay Customer Support Department.

Windows 95

Choppy Sound or Dropouts During Normal Game Play

If you experience choppy sound or sound dropouts during normal game play, it is an indication that your CD-ROM drive cannot seek quickly enough to keep up with the program's demands. The performance of your CD-ROM drive may be improved by changing its cache settings and making sure that its drivers are up-to-date. Please consult your Windows 95, and/or your CD-ROM drive's documentation for further information about your CD-ROM drive's ability to read ahead and increase its cache size. Please contact your CD-ROM drive's manufacturer to obtain its most up-to-date drivers.

Sound Blaster Compatible Cards

Some sound cards may be advertised as being 100% Sound Blaster compatible but still may not work with The Last Express. This is because many 16-bit sound cards only emulate 8-bit Sound Blaster cards. The Last Express requires a 100% Sound Blaster 16 compatible card.

Video Display Problems

For the game to display properly, your Windows 95 video driver must be set to display thousands of colors. If you have DirectX installed, The Last Express will switch resolutions automatically. The game will not function with video drivers set to 256 colors. For instructions on changing Windows 95 video display drivers, please refer to your Windows 95 manual or the manual that came with your video board.

Screen Savers

This program usually will not have problems running on machines using After Dark[®], or any other screen saver. However, should you encounter a problem, we recommend that you disable your screen saver before running The Last Express. To disable, please refer to the manual that came with your screen saver.

No Sound

If you are unable to hear music or sound effects from the game, check to see if you have Windows sound drivers installed. For additional information regarding this issue, please contact Interplay Customer Support or refer to the manual that came with your sound device for instructions on installing Windows sound drivers.

Adjusting Sound and Brightness Levels

The volume and brightness levels can be adjusted with the controls on the egg interface screen.

Slow Performance

The Windows 95 version of The Last Express requires a Pentium class computer. If performance of the Windows 95 version is slow on your computer, you may want to try running the DOS version instead.

DOS

VESA Compatible Video

The Last Express supports the VESA VBE standard for Super VGA graphics. Many Super VGA graphics cards are VESA VBE compatible at the hardware level, requiring no special action on your part to get the game running correctly.

If you are having problems running this game with the graphics card in your computer, try the following steps:

1. If you have the VESA VBE driver that came with your graphics card, then install the driver and try to run the game. Most VESA VBE drivers can be installed from a program that you run at the DOS command line. Consult the documentation that came with your graphics card or computer system for installation instructions and VESA VBE compatibility.
2. If you cannot find a VESA VBE driver for your graphics card, please contact your graphics card or system manufacturer. You will most likely be able to download a driver or have them send you one by mail.
3. If you do not have a VESA VBE driver for your graphics card or your VESA VBE driver does not work with The Last Express, then you may try SciTech's Display Doctor display driver that is included with The Last Express. The driver is located in: D:\DOS\SCITECH on CD 1 of The Last Express. Display Doctor is best installed from Windows 3.1 or Windows 95. Please note that although we have included Display Doctor for your convenience, this is a shareware product produced by another company. If it works for The Last Express and solves compatibility problems for you, then you may want to continue using it for this and other games. To register your copy of Display Doctor, follow the instructions on-screen during the installation process.

Choppy Sound or Dropouts During Normal Game Play

If you experience choppy sound or sound dropouts during normal game play, it is an indication that your CD-ROM drive cannot seek quickly enough to keep up with the program's demands. The performance of your CD-ROM drive may be improved by changing its cache settings and making sure that

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Sound Blaster Compatible Cards

Some sound cards may be advertised as being 100% Sound Blaster compatible but still may not work with The Last Express. This is because many 16-bit sound cards only emulate 8-bit Sound Blaster cards. The Last Express requires a 100% Sound Blaster 16 compatible card.

Mouse

The Last Express requires a Microsoft-compatible mouse to run. A mouse driver must be loaded before the program is run.

Adjusting Sound and Brightness Levels

The volume and brightness levels can be adjusted with the controls on the egg interface screen.



About the Game Designer

Jordan Mechner is the author of the computer games *Karateka* (1984), *Prince of Persia* (1989), and *Prince of Persia 2: The Shadow and the Flame* (1993), and writer-director of the award-winning short documentary film *Waiting for Dark*. He is now a screenwriter based in Los Angeles.

About the Composer

Elia Cmiral comes from an old Czech theatre family. He has composed numerous film, theatre, and ballet scores in the U.S., Sweden and Czechoslovakia. His recent film credits include *Ronin* (1998), *Stigmata* (1999), and *Battlefield: Earth* (2000).

A Note on the Production

Inspired by Toulouse-Lautrec and turn-of-the-century Art Nouveau painters, the distinctive look of the animated characters in *The Last Express* is the result of a new process developed by **Smoking Car Productions** to turn live-action footage into cartoon animation.

We are indebted to the many train enthusiasts and organizations in the U.S. and Europe who have given their time and unique resources to help make *The Last Express* true to the historical period in spirit and detail. This project would not have been possible without their help.

CREDITS

Smoking Car Productions

GAME DESIGNER

/DIRECTOR

Jordan Mechner

WRITTEN BY

Jordan Mechner and
Tomi Pierce

TECHNICAL DIRECTOR/ DIRECTOR OF SOFTWARE

DEVELOPMENT

Robert Cook

ART DIRECTOR

Nicole Tostevin

3D ART DIRECTOR

Patrick Ladislav

PRODUCER

Mark Netter

PROGRAMMING AND

TECHNICAL DESIGN

Mark Moran (Lead)

Noel Marrero

Justin Gardner

EXECUTIVE PRODUCERS

Jordan Mechner

John Eaton

Tomi Pierce

Jon Hamren

ASSISTANT ART DIRECTOR

Juliana Wade

TECHNICAL PRODUCTION

SUPERVISOR

Mitchell Dyck

BACKGROUND

ILLUSTRATIONS

Jersey Smith

ROTSCOPE DESIGNER

Nicole Tostevin

SUPERVISING SOUND

EDITOR/MIXER

David E. Nelson

MUSIC COMPOSED BY

Elia Cmiral

PRINCIPAL 3D ARTIST

Donald Grahame

WINDOWS

PROGRAMMING

Benbuck Nason

MACINTOSH

PROGRAMMING

Sean Ansonge

ADDITIONAL

PROGRAMMING

Randy Angle

NIS MANAGER

Anita Allison

SPECIAL F/X NIS

COORDINATOR

Michael Kosacki

LEAD CHARACTER

ANIMATORS

Dana Schechter

John Punsalan

Christian Northcott

CHARACTER ANIMATORS

Claudia Candia

Lawrence Hamashima

Ian Berry

Dennis Magliocco

James Courtney

R. Kevin Clarke

Javier Rocabado

PRODUCTION ARTIST

Chris Larrance

ADDITIONAL

ILLUSTRATION

Ian Berry

BACKGROUND PAINTER

Claudia Candia

ADDITIONAL

BACKGROUND PAINTER

Mary Ann Zapalac

SPECIAL

EFFECTS ANIMATION

Michael Kosacki

Anita Allison

Chris Larrance

LEAD FIGHT ANIMATORS

Juliana Wade

Christian Northcott

LEAD ROTOSCOPE

TRAIN ANIMATOR

Dana Schechter

FIREBIRD ILLUSTRATOR

Lawrence Hamashima

CONDUCTOR SKETCHBOOK

ARTIST

James Courtney

LEAD CALLIGRAPHER

Dan Kern

COSTUME PAINTERS

Liz Rankich

Corby Waste

3D MODELERS

Brian Levy

Thalia Georgopoulos

ADDITIONAL 3D

MODELING

Graham Kimpton

Joon Moser

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David J. King

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3D ART ASSISTANT

Sandrine Ragueneil

ADDITIONAL RENDERING

Stephan Hendee

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Graham Kimpton

ADDITIONAL EYEPOINT**SETTING**

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Guido Muzzarelli

LEAD ANIMATION TECH

Amber Reed

ANIMATION TECHS

Greg Meyers

Ken Miller

ADDITIONAL NIS TECH

Mary Ann Caminero

DIGITAL TRANSFER**MANAGER**

Guido Muzzarelli

QA DATABASE MANAGER

Andy Edlin

ADDITIONAL QA TESTING

Amber Reed

Christian Northcott

LOCALIZATION PRODUCER

Meg Storey

SYSTEMS MANAGER

Matt O'Connell

BOOKKEEPER

Charles Cook

OFFICE MANAGER/**RESEARCHER**

Dan Kern

ASSISTANT OFFICE**MANAGER**

Gretchen Hildebran

LEAD AVID EDITOR

Terry Schwartz

ADDITIONAL AVID EDITOR

Claire Calvino

ASSISTANT AVID EDITOR

Jon Thompson

ADDITIONAL LIGHTWORKS**EDITOR**

Guido Muzzarelli

SOUND DESIGN/EDITING

Kerry Rose

ASSISTANT SOUND EDITOR

Tim Halbur

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Mark Pace

FRENCH TRANSLATOR

Patricia Plancq

SERBO-CROATIAN**TRANSLATOR**

Danica Milosevic

ARABIC TRANSLATOR

Nadia Hartmann

HISTORICAL RESEARCH

Patrick Ladislav

Greg D' Elia

Noah Johnson

MAPS RESEARCH

Samuel Ernest

RESEARCH**PHOTOGRAPHER**

Kees Van Voorthuizen

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Joan Pearce Research

Peter Sloman

Callista Card

Cast

ROBERT CATH

David Svensson
Voice: C.W. Morgan

ANNA WOLFF

Dunja Djordjevic
Voice: Ingeborg Weinmann

AUGUST SCHMIDT

Josef Scholz

KRONOS

Mujahid Abdul-Rashid

TATIANA OBOLENSKAYA

Corinne Blum
Voice: Yelena Danova

ALEXEI DOLNIKOV

Mikhail Douniyev

GEORGE ABBOT

Chris Murray

MILOS

Dermot Robinson
Voice: Zoran Danilovich

VESNA

Eileen Weisinger
Voice: Danica Milosevic

VASSILI OBOLENSKY

Dick Mallon
Voice: Anatoly Turmov

KAHINA

Nkechi Emeruwa
Voice: Lumi Muliro

CONDUCTOR 1

Benny Buttner
Voice: Tony Saccardi

CONDUCTOR 2

Jacques Moyal

TRAINMASTER

Robert Vallerga
Voice: Thierry Rosset

TYLER WHITNEY

David Berkson
Voice: Tim Wiggins

MADAME BOUTAREL

Marla Craig
Voice: Martine Jardel

MONSIEUR BOUTAREL

Fred Adler
Voice: Alexis Biolley

FRANÇOIS BOUTAREL

Scott Streeter
Voice: Hamilton
Beaumont

SOPHIE

Diana Aldcroft
Voice: Sabine Rioufol

REBECCA

Lauren Hall
Voice: Lisa Monihan

IVO

Andy Murray

SALKO

David McCrea

MAHMUD

Joseph Rocha
Voice: Albert Menaghi

YASMIN

Nicola Frances
Voice: Ida Dudam

HADIDJA

Suzanne Lang
Voice: Fatma Emsawaf

FATIMA

Sarah Kliban
Voice: Duja Omran

VOICE OF ALOUAN

Rabab Tawfik

HEADWAITER

John Ferreira
Voice: Eigil Qwist

WAITER 1

Philippe Beaufils
Voice: Didier Disenhaus

WAITER 2

Mick Berry
Voice: Philip Glade

ENGINEER/FIREMAN

James Burke
Voice: Goran Duvanich

FLOWER SELLER

Suzanne James
Voice: Mara Mathan

TURKISH BOY

Husain Kurwa

COOK

George Hickenlooper

KITCHEN AIDE

Mark Moran

POLICEMAN 1

Jeff Seaberg

POLICEMAN 2

Pat McCullough

MOTORCYCLIST

Kathryn Dixon

PORTER EINS

Jordan Mechner

PORTER ZWEI

Robert Cook

TURKISH PASSERBY

Anita Allison

MAX

Kodiak

ADDITIONAL VOICES

Stephane Blanchard
Benny Buttner
Walter Dickhaut
Kathy du Chateau
Dominique Gaspar
Farhang Khazeie
Thuy-Ly Le
Mara Mathan
Celia Maurice
F. Semra Muratoglu
Mimi Muratoglu
Memdu Muratoglu-High
Mahmet Oz
Maxi von Rennenkampf
Fadil Sabuncuoglu
Selma Sabuncuoglu
Jean-Luc Stora
Aydan Vandevere

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MASTER

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2ND ASSISTANT DIRECTOR

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Cecily Jordan

Barbara Schwartz

STUNT COORDINATOR

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Allan Kelley

ADDITIONAL 1ST

ASSISTANT CAMERA

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GAFFER

Eric Stromberger

BEST BOY ELECTRICIAN

Tom Chandler

KEY GRIP

Damian Lucas

BEST BOY GRIP

David "Skippy" Shippey

SWING GRIP

John Trunk

DOLLY GRIP

Lisa Harper

WARDROBE ASSISTANT

Ringit Gurlich

WARDROBE INTERN

Sandrine Raguene

2ND WIG/HAIR

Margarita Pidgeon

ASSISTANT MAKEUP

Sandra Badillo

Laura Carponara

Lily Rogers

SET PROPERTY MASTER

Sue Chan

ART DEPARTMENT

INTERNS

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Jeremy Hopwood

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Delphi

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COMPOSITING

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Patrick Ladislav

ROTSCOPE SUPERVISOR

Nicole Tostevin

ASSISTANT ROTOSCOPE

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Tora Chung

Samuel Ernest

Victoria Gamburg

Saisie Jang

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MASSEUSE

Maryse Gerbaud

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Cinerents West,

San Francisco

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STOCK**

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CAMERAS

Adolph Gasser, Inc.

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INSURANCE

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FILM PROCESSING

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FILM TO DIGITAL POST

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SPECIAL THANKS TO

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Model Train Unit

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SPECIAL THANKS TO

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Andrea Kathryn Devaux

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Poolside Studios

ZOETROPE FACILITIES

MANAGER

Bill Kinder

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Sound

RECORDED BY

Poolside Studios/Outpost

San Francisco

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Josh Rosen

ADR EDITOR

Joe Bini

SOUND EFFECTS EDITOR

Eric Holland

ASSISTANT EDITOR

Jake Tornatzky

FOLEY ARTIST

Jennifer Myers

STUDIO MANAGER

Christophe Murphy

MUSIC RECORDED AND

MIXED AT

Forte Music Studios

Los Angeles

VIOLIN SONATA IN G BY

CESAR FRANCK

Courtesy of

James & Aster, Inc.

Featuring Josef Suk

**Behind The
Scenes**

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Timothy Melchior

EXECUTIVE PRODUCER

Bruce Friedrichs

PRODUCERS

Mark Netter

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PRODUCER'S ASSISTANT

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LIGHTING DIRECTOR

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Gary Finlan

VIDEO PRODUCED BY

The Association

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Michel Godmer, Le Figaro
Interplay QA Dept.

Dedicated to the memory of Lisa Rosegg

