

## Acorn Archimedes and RISC PC Data Card

### LOADING INSTRUCTIONS:

#### Running from Floppy Disk

Flashback requires at least **720K** of free memory in order to run, it may therefore be necessary to quit any other loaded applications, before running. To run Flashback, place disk 1 into the floppy drive and open the disk window. Now double-click on the **!Flashback application icon**, after a few seconds the program will run automatically.

If your machine has only 1 Megabyte of internal memory, it will not be possible to run Flashback from the desktop due to the amount of memory used by resident programs. To disable them, turn on the machine and insert Flashback disk 1 into the floppy drive. Now reset the machine, by pressing **CTRL, SHIFT** and **BREAK** simultaneously, keep the **CTRL** key depressed for a while longer, and keep the **SHIFT** key depressed until the machine displays the message '**RISC OS 1024K**'. Flashback will now run automatically. When the game is run in this manner, when quitting you will be returned to the system prompt rather than the desktop. To return to the desktop type '**Desktop**' followed by **RETURN** at the system prompt.

Flashback is a multi-disk product. When you start a new level or return back to the main menu, you may be prompted to insert the disk containing that level into the floppy drive. The disks are organised as follows:

On high density disks:	Disk 1	Startup, Options, End Sequence and Levels 1, 6 and 7
	Disk 2	Options, Levels 2, 3, 4 and 5.
On low density disks:	Disk 1	Startup, Options and End Sequence
	Disk 2	Levels 1 and 3
	Disk 3	Level 2
	Disk 4	Levels 4 and 5
	Disk 5	Levels 6 and 7

#### Installation to Hard Disk

You will need approximately 2.5 Megabytes of space on your hard disk to install Flashback. Open or create the directory window into which you wish to install Flashback. Now insert the first Flashback disk into the floppy disk drive and open the directory window. Drag the **!Flashback application icon** from the Flashback directory window to the directory window of your hard disk. You will need to repeat this procedure for each of the Flashback disks. Please ensure the **NEWER** and **FORCE** filer copy options are set before installing the game.

#### Running from Hard Disk

Open the directory window into which you installed Flashback, and double-click on the **!Flashback application icon**.

### CONTROLS

Flashback can be controlled using the keyboard or a standard multi-button Acorn joystick. It should be noted that not all machines have a joystick port, if your machine does not have one, you will need to purchase an additional board.

The keyboard controls are as follows:

<b>A</b>	Left
<b>S</b>	Right
<b>/?</b>	Down
<b>“</b>	Up

These controls are used for:

- Moving Conrad during the game.
- Selecting an object from the inventory.
- Moving the cursor through the menus.

KEY	TYPE	RESULT
SHIFT	ACTION	Run, Jump, pick up objects.
RETURN	USE	Activate objects found in the game.
SPACE	ARM	Draw and holster the gun.
TAB <-	Inventory	Swaps to and from inventory.
ESCAPE	Options	Cuts short cinematic sequences.
F1	Cinematic	Displays in-game option screen.
F2	Cinematic	Displays SOME of the cinematic sequences.
F3	Cinematic	Displays MOST of the cinematic sequences.
F4	Cinematic	Displays ALL of the cinematic sequences.
F5,F6	Sound	Toggles level introduction cinematics on and off.
F7,F8	Sound	Sound effect volume up and down
		Game Jingle volume up and down.

## Using Joysticks

The Up, Down, Left and Right directions on the joystick replace the keyboard keys. Flashback is capable of supporting up to three buttons, there use is as follows:

Button 1	ACTION (replaces the SHIFT key).
Button 2	USE (replaces the RETURN key).
Button 3	ARM (replaces the SPACE key).

If your joystick supports less than three buttons you will still need to use the keyboard for the buttons not supported.

## Main Menu

OPTIONS: To select an option, use **UP/DOWN** to move the highlight, **LEFT/RIGHT** to change the settings and the **ACTION** key to select the option.

## Save Game

To use the Save Game feature, you will require a blank, formatted disk, or if you have a hard disk and would prefer to save to the hard disk, you will need to change a system variable which is defined in the **!Run** file on disk 1, full instructions are contained within the file.

Throughout Flashback you will encounter '**Save Pillars**'. When activated these memorise Conrad's exact position in the game. This position can be restored if you abort the game or Conrad dies. You can save this position to disk using the Save Game option from the in-game option screen.

If you have not activated a 'Save Pillar' within the game, you will see '---' after the Save option, if you have activated one, this will be changed to 'A'. Use the left and right directions to change the letter, pressing **ACTION** will save the last stored position to disk.

Saved positions can be restored from the '**Reload**' option on the main game option screen.

## ADDITIONAL INFORMATION

To fully appreciate the sound, connecting external speakers and listening through headphones is thoroughly recommended. The game is **RISC PC** compatible and makes use of the **VIDC20** to provide more accurate colour rendition.

Additional game configuration information can be found in the **!Run** file of the **!Flashback** application icon on disk 1. Further changes and additions (if any) will be detailed in a **!ReadMe** file on disk 1.

## CREDITS

Acorn Archimedes version programmed by David Lawrence.

Software Coordination by Stuart Hibbert.

Paper Part Coordination by Bob Kenrick.

Original concept and versions by Delphine Software International.

© 1993/1994 Delphine Software International and U. S. Gold Ltd. All Rights Reserved.

ACORN, the ACORN logo and ARCHIMEDES are trademarks of Acorn Computers Limited.

© Acorn Computers Limited 1991. All rights reserved.