Little Big Adventure

TWINSEN'S ADVENTURE

ENGLISH

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

❍ Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.

❍ Preferably play the game on a small television screen.

❍ Avoid playing if you are tired or have not had much sleep.

❍ Make sure that the room in which you are playing is well lit.

❍ Rest for at least 10 to 15 minutes per hour while playing a video game.

Little Big Adventure™

CONTENTS

Welcome To
Little Big Adventure!

In designing and making this game, we have tried to maintain a certain philosophy of gameplay based on the following points:

❍ An easy to use interface that lets the player concentrate on the game, not the controls, but which also allows for a deep and rich gameplay experience.

❍ Maximum interaction with the game environment. This includes interaction with the background, as well as the different characters. The player is not stuck on a single path through the game, and the choices you make truly affect the environment and the outcome of the game.

❍ In tone, we have striven to produce a realistic, yet slightly cartoonish environment. We hope this enhances the player's enjoyment of the game, and intensifies the story's interesting mix of humour and drama.

Little Big Adventurer"' is a strange and mysterious journey through a surreal and dangerous world. You take the role of Twinsen, a young Quetch entreated in a dream by the Goddess Sendell to come to your planet's rescue. It is your destiny to restore peace and harmony to your world. You begin your quest imprisoned in an asylum. From the start it is difficult to know whom to trust, or where to go. The tyrant Dr. Funfrock has taken over your home planet of Twinsun and has imposed his brutal methods of control over the entire population. His primary weapons are his ability to clone different species and teleport these clones anywhere on the planet. There are four main species on the planet: Quetches (Twinsen is a member of this pony-tailed group), Grobos (they look like elephants), Spheros (round little guys) and Rabibunnies.

All species suffer under his reign of terror, but few are capable of resistance. You must find those who can help you, travelling great distances in your quest to save the world and stop the evil Dr. Funfrock. At any moment your enemies may overtake you, stopping you in your pursuit of the quest. Be wary and you will find a glorious tribute awaits your success.

System Requirements

❍ 25MHz 486 or higher (486DX2-66 or higher recommended)

❍ 4 MB RAM (8MB recommended)

❍ 11 MB hard disk space (36 MB required to store spoken word voice files on your hard disk for faster access during gameplay)

❍ 256-colour SVGA VESA-compatible graphics card with 512KB RAM

❍ MS-DOS 5.0 or higher

❍ Single-speed CD-ROM drive (Double-speed recommended

❍ Sound Blaster or compatible recommended sound card.

Installing the Game

1. Boot your computer and insert the *Little Big Adventure* CD–ROM into your CD drive. The inserted CD is required to run the game.

2. From the DOS prompt, change drives to your CD drive (usually D:).

3. At the D:> prompt, type **install** and press **ENTER**. The Language menu appears.

4. Use the **up**/**down** arrow keys to highlight the language you want. Press **ENTER**, and the Installation menu appears.

5. Highlight READ THE README.TXT FILE and press **ENTER** to view information which may have become available after this manual was printed.

    ❍ Press **PAGE UP**/**PAGE DOWN** to see more text.

    ❍ Press **ESC** to return to the Installation menu.

6. Highlight HARD DRIVE INSTALLATION and press **ENTER**.

7. Highlight the disk letter you want to install to (default is C:) and press **ENTER**.

8. At the Directory Name prompt, press **ENTER** to accept the default directory (1LBA), or backspace and enter the directory name you wish the game to run from.

After you press **ENTER**, installation to your hard disk proceeds. After a few moments, the Configuration menu appears. Use this menu to configure the game for your system.

   ❍ To highlight an option, use the **up**/**down** arrow keys on your keyboard.

   ❍ To select an option, press **ENTER**.

The menu contains the following options:

VIDEO CARD CONFIGURATION: Select this option to select from a menu of supported graphics cards. If you're not sure what kind of card you have, select DON'T KNOW.

MUSIC SOUND CARD CONFIGURATION: Select your music sound card from a list of supported cards. Depending on which card you select, you may be prompted to enter additional parameters for your music card. Select NO MUSIC if you don't have a sound card.

FX SOUND CARD CONFIGURATION: Select the sound card used for sound effects in the same manner as you selected a music card.

Note: *If you have a Pro Audio Spectrum 16, select Sound Blaster 1.*

SPEECH CONFIGURATION: This option displays the Voices Options menu with the following options:

SPOKEN LANGUAGE: Highlight this option and press **ENTER** to select the language you wish spoken voices to use.

DISPLAY TEXT IN THE GAME: Toggle between YES/NO to choose whether spoken words are displayed on the game screen.

KEEP SPEECH FILES ON HARD DRIVE: Toggle between YES/NO to choose whether spoken word voice files are stored on your hard drive for faster access during gameplay (25 MB additional hard disk space required).

DELETE ALL SPEECH FILES NOW: Delete all speech files currently stored on your hard disk.

RETURN: Return to Configuration menu.

Note*: During the game, you travel to several different islands. Each island has its own speech file which is loaded on your hard drive when you enter the island. When you go to a new island, the system automatically deletes the oldest file if you don't have enough space for the new file. If you still don't have enough space, the system will run the speech file from the CD, not the hard drive, in which case CD-Music is not available. When you quit the game, the system automatically deletes all speech files on the hard drive, unless you have KEEP SPEECH FILES ON HARD DRIVE toggled to YES. This saves space on the drive, but requires that the system reload the files each time you return to your game.*

SAVE PARAMETERS: Save current parameters to a configuration file on
    your hard disk.

UNINSTALL THE GAME: Completely delete Little Big Adventure from your
    hard disk. If you choose this option, you are prompted to select YES
    to confirm deletion or NO to return to the Configuration menu.

READ THE README.TXT FILE: See step 5 for read me file instructions.

QUIT TO DOS: Return to the DOS prompt. Select this when you're ready to
    begin your game.

   Note*: If at a later time you wish to change your configuration, type* **setup** *and press* **ENTER** *from the \LBA directory on your hard drive. The Configuration menu appears.*

Starting the Game

After completing installation and selecting the proper configurations for your game, you return to the DOS prompt.

❍ To begin the game, type **Iba** at the C:\LBA> prompt. The logo, title, and introductory dream sequence screens appear. Press **ESC** to bypass these screens. The Game Selection menu appears.
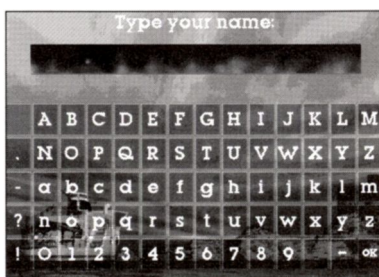
Game Selection Menu

The options listed are: NEW GAME, CONTINUE SAVED GAME, OPTION MENU, and QUIT.
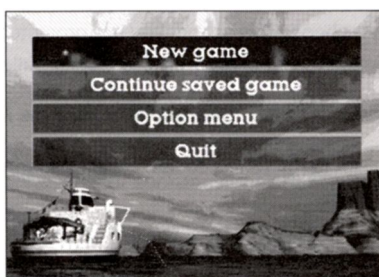
❍ To select an option, use the **up/down** arrow keys to highlight the option you want, and press **ENTER**.

If this is your first time, select NEW GAME. A Character Grid screen appears. Enter a name for your game–your game is saved under this name.

To Enter a Name:

1. With the keyboard, type the name you want, or use the arrow keys to highlight a character on the grid.

   ❍ If you are using the arrow keys, press the **SPACEBAR** to confirm the character you want. To delete a character, use the **BACKSPACE** key. The characters appear in the text box above the grid.

2. Continue this process until you're finished. Press **ENTER**, or select OK from the Character Grid to exit this screen and go to the introductory sequence.

The introductory sequence gives you some background information on Twinsen and the evil Dr. Funfrock.

   ❍ To scroll through the introductory text, press the **down** arrow key.

   ❍ To skip this sequence, press **ESC**.

After the game loads, you find yourself, as Twinsen, at the beginning of your adventure. Now maybe you should try to get someone's attention so you can investigate this dismal place! Good luck!

Moving Through the World

To move Twinsen around the Game screen, use the arrow keys on your keyboard.

Up moves Twinsen forward.

Left arrow turns him counter clockwise.

Right turns him clockwise.

Down moves him backward.
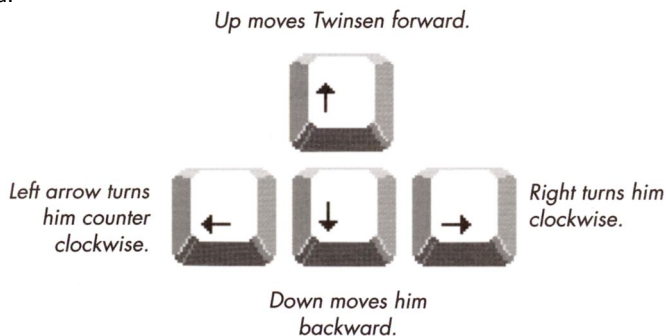
As Twinsen moves to the edge of the Game screen, you may want to centre him in order to get a clear view of your surroundings.

❍   To centre Twinsen in a scene, press **ENTER**.

Note: *If the story line dictates that a scene be viewed in a certain way, you won't be able to centre the scene.*

The game comprises many locations, each location consisting of several scenes.

❍ To exit a scene, move Twinsen to the edge of the scene and keep moving. That scene fades out and, after a moment, he reappears in the next scene.
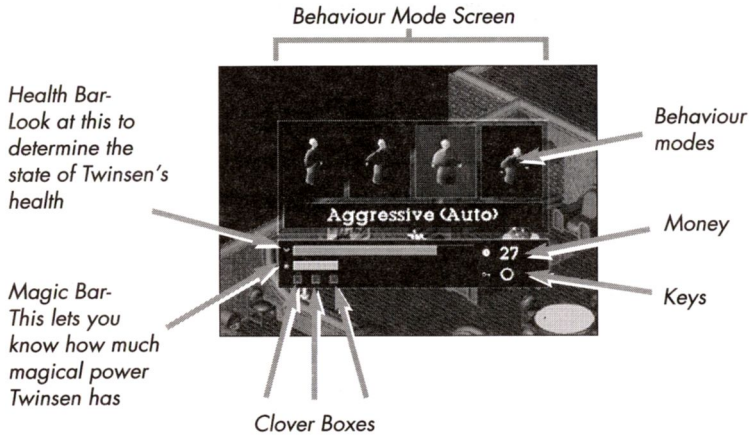

Exit a
scene
here

Changing Your View

If you like, you can zoom in on a scene to see if you are missing anything important.

❍ To zoom in on a scene, press **F5**. Press the key again to return the view to normal.

Behaviour Modes

Every situation in which you find yourself can be approached in a different way. You make the decision and control Twinsen's behaviour. There are four different modes to choose from. The default mode is NORMAL, but you can change this at any time.

Behaviour Mode Screen

Health Bar-
Look at this to
determine the
state of Twinsen's
health

Behaviour
modes

Aggressive (Auto)

Money

Magic Bar-
This lets you
know how much
magical power
Twinsen has

● 27

Keys

Clover Boxes

To Change Behaviour Modes:

1. Press and hold **CTRL**. The game pauses and the Behaviour Mode screen appears. There are four windows, one for each Behaviour mode.

2. Use the **left/right** arrow keys to highlight the mode you want. When you've made your decision, release **CTRL**. You return to the Game screen and continue the game in the new mode.

You can change Behaviour modes quickly by pressing a key. Each mode has a corresponding key as listed on page 12.

Normal

In this mode, Twinsen moves normally at an easy pace. Press **F1** to select this mode.

Athletic

If you need to get out of a sticky situation in a hurry, use this mode: Twinsen runs as if his life depended on it. Press **F2** to select this mode.

Aggressive

Auto or Manual. In this mode, Twinsen is on guard, wary and ready for a fight. Press **F3** to select this mode. You can change Aggressive from Auto to Manual. See The Action Commands below, or Option Menu for more information.

Discreet

If you need to sneak past an adversary, or are furtively reconnoitring an area, select this mode. Twinsen will tiptoe silently around any problems. Press **F4** to select this mode.

The Action Commands

In each Behaviour mode, you can perform different actions. For example, when you are in your NORMAL Behaviour mode, you can talk to people, use items, manoeuvre levers and grates, investigate areas, and open closets, drawers, etc..

❍ To perform an action, press the **SPACEBAR**. Depending upon the mode you are in, Twinsen responds accordingly.

In the ATHLETIC mode, the action command makes you jump. You can change the direction of the jump by using the **arrow** keys while pressing the SPACEBAR. You can also stop a jump in mid-air by pressing the down arrow key.

In the AGGRESSIVE mode, the action command makes you fight. Twinsen has three fighting movements: a kick and two different punches. As Twinsen successfully gains a new magic level, the force of his blows increases. The Aggressive Behaviour mode has two play control options: Auto and Manual.

In Aggressive-Auto mode, Twinsen fights automatically when you press and hold the **SPACEBAR**.

In Aggressive-Manual mode, use the controls below to make Twinsen fight:

    SPACEBAR + **left** arrow: Punch left

    SPACEBAR + **up** arrow : Kick

    SPACEBAR + **right** arrow: Punch right

Hint: At certain times, fighting in the Aggressive-Manual mode is the best way to beat an opponent.

To change between Aggressive-Auto and Aggressive-Manual:

1. Press **F6** to display the Option menu.
2. Select ADVANCED OPTIONS from the Option menu. The Advanced Options menu appears.
3. Select AGGRESSIVE from the Advanced Options menu, and press **ENTER** to toggle between the two modes.

If DISCREET mode is active, Twinsen crouches down and, at times, becomes invisible to his foes.

Conversing With the Creatures

To discover the information you need to finish your quest, you must speak to different creatures and characters in the game. Sometimes they're helpful, and sometimes they're downright nasty.

❍ To speak to a character, approach them in Normal mode and press the **SPACEBAR**. A text box opens up, and spoken dialogue begins.

❍ To page forward through the text, press the **up/down** arrow keys, the **SPACEBAR**, or **ENTER**.

❍ To cut off the conversation (in case you've heard this sob story before), press **ESC**.

Follow this procedure for reading posters and signs, and buying life candies.

Goodies to
Keep You Going

Throughout Little Big Adventure, Hearts, Clovers, Boxes, Magic Flasks, Money, and Keys are hidden to help you on your journey. Without these aids, Twinsen cannot advance through all the levels of the game. Clones guard some of these items, but you can collect them after defeating the clones in combat. A graphic tally of the items you've accumulated is kept in the Behaviour Mode screen.

HEARTS: Give additional health. Each time you pick up a heart, the red Health Bar increases; if you suffer damage, the Health Bar decreases.   At every impact, a star appears above the head of Twinsen, indicating that he has suffered some damage. When the Bar is completely red, your life points are at a maximum. If you run out of health and have no additional lives, the game ends.

LUCKY CLOVERS: These four-leaf clovers are truly lucky for they give
Twinsen an additional life, or they can restore Twinsen to his full
power.

If you have a Clover when your health runs out, you automatically get
another life. You can also choose to restore your health and magic
before you lose your life.

❍ To use a Clover to restore Twinsen, access your Inventory by
pressing **SHIFT**. (See *Inventory* for more information.)

If you have a Clover available, it will be displayed in your Inventory (as well
as the Behaviour Mode screen). Once you select the Clover, your Health and
Magic bars return to maximum levels. This can be helpful, but be cautious as it
costs you one of your lives.

If you die and have no Clovers left, you restart the game at a point
predetermined by the story line (usually at the beginning of an island). You
restart the game with half the maximum life, magic, and clovers available.

CLOVER BOXES: These boxes act as storage space for the clovers you
find. You begin the game with two boxes displayed on the Behaviour
Mode screen. If you find a third clover, you can't store it unless you
have found another box. There are a set number of boxes available;
they are rare and precious, so search for them diligently.

MAGIC FLASKS: Each blue flask contains magical power that helps
Twinsen fight Funfrock and his cohorts. The blue Magic Bar increases
as you pick these up, and decreases when you use the Magic Ball.
The more magic power you possess, the farther the ball can be
thrown. Your potential magical power also increases each time you
pass a certain level in the game.

KASHES (Money): You'll need money to buy items along the way. Just as
in our world, there is no free ride. There are some items you must
have before you can continue, so accumulate as much money as you
can.

KEYS: Open locked doors. Use keys in the areas where you find them, as
you lose the key when you leave the area. In that case, you must
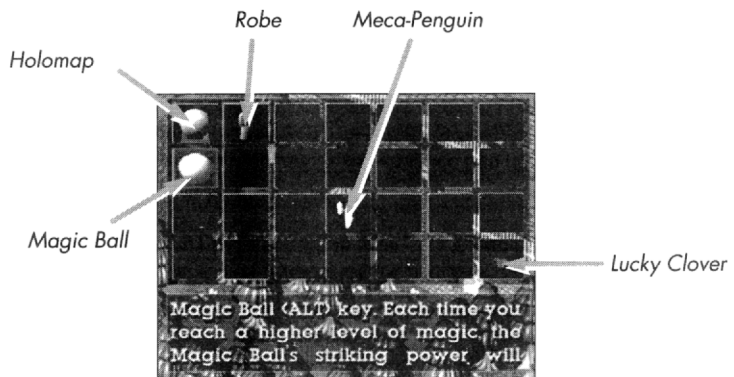return to the area, retrace the key, and use it before leaving. After you

use a key, it is no longer available. Doors open when you touch them if they aren't locked. Don't try to blast your way into a locked door--it won't work. Come back later to determine if you can now enter.

❍ To find objects and items, from NORMAL mode move Twinsen in front of an object (e.g., a wardrobe), and press the **SPACEBAR**. If an item is hidden, it will pop out when you perform this command. Make sure you investigate all areas thoroughly.

❍ To pick up an item, move Twinsen over the object. It will be listed on the Behaviour Mode screen.

Your Inventory

As well as the items mentioned above, you find, buy, steal, etc., special objects during your journey. These end up in your inventory.

❍ To access your Inventory box, press the **SHIFT** key.

❍ To highlight an item in your inventory, use the arrow keys. The text window below contains a description of the item. Press the **SPACEBAR** to page forward in the text.

❍ To select and use an inventory item, press the **ENTER** key. If the item is not appropriate for a certain situation, you will not be able to select the item.

❍ To exit the Inventory box (without selecting an item), press **SHIFT** or **ESC**.

Holomap · Robe · Meca-Penguin · Magic Ball · Lucky Clover

Magic Ball (ALT) key. Each time you reach a higher level of magic, the Magic Ball's striking power will

Examples of Inventory items:

Holomap

The Holomap indicates Twinsen's location on the planet, and shows you the places you need to investigate. Once a location is mentioned, it appears on the map. Large red arrows indicate the places you must visit to finish your designated tasks. Once you've accomplished a task, the arrow disappears from that site. If Twinsen is actually on an arrow, you are in the right place! You can view the Holomap from your Inventory, or you can access it by pressing **H**.

❍ To view different locations on the Holomap, use the **left/right** arrow keys. The text box displays information on each location.

❍ To rotate the entire map, press CTRL + any arrow key.

Magic Ball

The Magic Ball is your best weapon against some enemies. It can also be used to retrieve thrown keys and to activate switches.

❍ To throw the Magic Boomerang Ball, press ALT. The ball comes back to you after you throw it, so you don't need to run after it. Each time you throw the ball, you decrease your store of magical power. You can still throw the ball once your store is depleted, but your range is limited.

Note: The trajectory of the ball changes in different Behaviour modes. Try them all out to see what works best when fighting certain foes.

Lucky Clover

The four-leaf clover, when selected from your Inventory, restores Twinsen's Health and Magic bars to a full status. Clovers are also displayed on the Behaviour Mode screen.

Meca-Penguin

The Meca-Penguin can be used to divert some of the clones, but remember, they only work at certain times. They can only be used in a clear, flat spot, and not on the edge of a scene. You can't select this item from the Inventory at an inappropriate time.

Option Menu

The Option menu contains options that allow you to control the game's volume, save multiple games, and change the way the game looks and runs.

❍ To select options from this menu or its sub menus, use the same method as described for the Game Selection menu.

From the Game Selection menu, select OPTION MENU. The Option menu contains the following options:
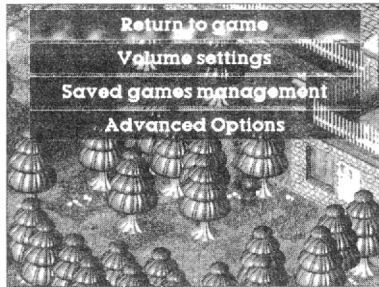
RETURN TO PREVIOUS MENU: Select this option to confirm your choices and exit to the Game Selection menu.

Volume Settings

This option lets you adjust the volume in your game.

The options available are:

RETURN TO PREVIOUS MENU: Select this option to confirm your choices and exit to the Option menu.

VOLUME-MUSIC: Select this option to adjust only the music volume.

VOLUME-SPECIAL EFFECTS: This option changes the volume of the voices and the sound effects.

VOLUME-CD: This option applies to those users who have an internal CD-ROM drive with a direct audio cable connected to the sound card.

VOLUME-LINE IN: This option applies to those users who have an external CD-ROM drive with a jack-to-jack cable link to their sound card.

VOLUME-MASTER: Adjust this option to raise or lower your total volume, both music and special effects.

SAVE PARAMETERS: Select this option to save the sound levels you have chosen.
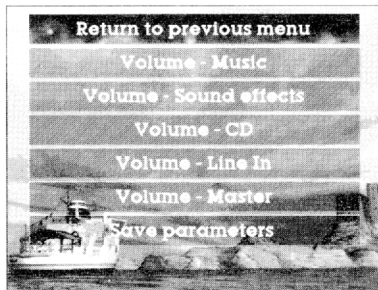
Note: *The above-listed options may not appear, depending upon the sound card you are using. We suggest you play around with the various settings to achieve the best quality sound for your system.*

❍ To adjust the volume, use the **left/right** arrow keys.

❍ To save the volume settings you want, select SAVE PARAMETERS and press **ENTER**.

Saved Games Management

Select this option to copy and delete saved games. A menu appears with the following choices: RETURN TO PREVIOUS MENU, COPY SAVED GAME, and DELETE SAVED GAME.

To Copy a Game:

1. Select COPY SAVED GAME. A list of your saved games appears. Select the game you want to copy and press **ENTER**.

2. The Character Grid screen appears. Enter a new name and press ENTER. The game saves under the new name and will now appear on the list of saved games.

You automatically return to the Saved Games Management menu. Select RETURN TO PREVIOUS MENU, then RETURN TO GAME to continue your game in progress.

To Delete a Game:

1. Select DELETE SAVED GAME. A list of your saved games appears. Select the game you want to delete, and press **ENTER**.

2. You are prompted to select CANCEL or DELETE. Select DELETE and press **ENTER**. The game will be deleted from your files. Select CANCEL to return to the Saved Games list.

❍ To exit the Saved Games list, press ESC.

Advanced Options

The Advanced Options menu contains options that change the way the game looks and plays.

❍ To toggle through the choices, press ENTER.

The options available are:

AGGRESSIVE: Choose AUTO or MANUAL. See *The Action Commands* for a complete description of the two play control modes.

POLYGON DETAIL: Choose FULL, MEDIUM, or LOW. The greater the polygon detail, the more satisfying the game's aesthetic experience. However, if you want the game to run faster, you can lower the detail.

SHADOWS: Select this option to determine the extent and depth of shadows in the game. You have a choice of three options: SHADOWS FOR ALL ANIMATED OBJECTS, NO SHADOWS, or CHARACTER SHADOWS (i.e., not for bullets, weapons, etc.). Again, this affects game speed.

NO SCENERY ZOOM/SCENERY ZOOM ON: Toggle this option ON/OFF When off, the game does not automatically zoom in during key parts of the story. You can still manually zoom in on objects by pressing **F5**.

Note: During the game you can access the Option menu by pressing F6. In this case, RETURN TO PREVIOUS MENU becomes RETURN TO GAME.

Saving and Loading Games

In Little Big Adventure, your game is automatically saved during various milestones in the game. These invisible milestones usually occur at the beginning of an island, but it can vary depending on your location. We want you to relax and enjoy playing the game, not worry about saving games. See Saved Games Management for information on copying and/or deleting saved games.

To Load a Saved Game:

1. You can return to a game by selecting CONTINUE SAVED GAME from the Game Selection menu. A list of saved games appears.

   ❍ If the list is long, use the **up/down** arrow keys to view and scroll through the entire list.

2. Select the game you want and press **ENTER**. You return to the game at the point where you left off.

Quitting the Game

To Quit the Game:

1. Press **ESC** at any time. A menu appears with two choices; CONTINUE or QUIT GAME. Select QUIT GAME with the **up/down** arrows, and press **ENTER**.

2. The Game Selection screen appears. Select QUIT and press **ENTER**. You return to DOS and the game is saved automatically at the last milestone you passed.

Pausing the Game

   ❍ To pause the game, press **P**. Press any key to continue the game. You can also pause the game by pressing ESC. Select CONTINUE GAME when you want to return to the game.

Tips and Tricks

○ When Twinsen is hit by someone or something, little stars pop up. These indicate loss of life points. These points are not necessarily equal to the amount of health gained by a heart. Different opponents and weapons inflict varying degrees of damage.

○ If stars don't appear when Twinsen hits someone, he is either not strong enough (i.e., hasn't obtained a certain level of magic), or the method of combat he's using is inappropriate.

○ Beware the White Grobo clones! If you get hit by one of their sleeping balls, you return to the asylum and must begin again.

○ Search in all the closets, trash cans, chests, and flowerpots to find money, magic, keys, etc. Also remember to speak to as many characters as you can, and read the signs and posters.

○ Little keys can be found just about anywhere; try killing a doctor to see what happens! If a key is thrown, and you can't find it, throw the Magic Ball to retrieve it.

○ Each time Twinsen is hit, he automatically falls backward. If you are being attacked, or are under fire, try moving backward rather than running away.

○ Don't hesitate to spend money, buy objects, and interact in any way with the people and things around you. You are not penalised, and you will find in the game all the items you need to complete the game.

○ If you are not having any success while in one Behaviour Mode, try another. This applies when speaking to characters, as well as in movement, and fighting.

○ You can always return to an island if you have not found the items you need, or if you haven't completed the tasks you must perform.

○ If Twinsen is behind a bit of the scenery and you can't see what direction he is facing, display the Behaviour Mode screen. The mode windows show his orientation in the scene.

CREDITS

At Adeline Software International
Game Created and Developed by: Adeline Software International
Game Design: Adeline Software International from an original idea by Frederick Raynal
Programming: Frederick Raynal, Laurent Salmeron, Serge Plagnol, Frantz Cournil, Olivier Lhermite
3D Objects & Animations: Didier Chanfray
Scenery Graphics: Yael Barroz, Jean-Marc Toroella
Story & Design: Frederick Raynal, Yael Barroz, Jean-Jacques Poncet, Didier Chanfray, Laurent Salmeron
Dialog: Jean-Jacques Poncet
Story Coding: Sebastien Viannay, Frantz Cournil, Jean-Jacques Poncet
Video Sequences: Frederic Taquet, Didier Chanfray
Music Composed by: Philippe Vachey
Sound Effects: Little Phil. V
Testing: Nicolas Viannay, Alexis Madinier, Lionel Chaze, Vijay Maharaj
Quality Control: Emmanuel Oualid
Character Voices/French Version:
Female Rabibunnies: Catherine Margaillan (Kimi)
Zoe, Elves, and Sendell: Julie Bataille
The Horses, The Dino-Fly, Dr. Funfrock, & Voice Over: Pierre-Alain de Garrigues
Twinsen, Civilian and Soldier Quetches, Grobos and Groboclones, Spheros, and Rabibunnies: Sylvain Caruso
American Version:
Zoe and Sendell: Trish Kessler-Caffrey
Female Rabibunnies and Elves: Vivienne Vermes
Voice Over, Horses, and Spheros: Ian Marshall
Dino-Fly, Dr. Funfrock, Grobos and Groboclones: Christian Erickson
Twinsen: Dana Westberg
Civilian and Military Quetches, and Rabibunnies: Joe Sheridan
German Version :
Zoe and Female Rabibunnies: Doris Streibl
Elves and Sendell: Sabin Kreft:
Voice Over, Grobos and Groboclones, Dino-Fly, Spheros: Ybrg Schnass
Civilian and Military Quetches, Horses: Mickael Jacob
Twinsen, Dr. Funfrock, and the Rabibunnies: Roland Waden
Original Soundtrack and Voices recorded at Studio Delphine, Paris, France
Sound Engineer/Music: P. Sigwalt
Programming: O. Balenghien
Assistant: Bertrand
Package Design: Frederic Taquet
Sound Engineers/Voice: Yves Robourbon, Francois Zinzin
The Adeline Software international team was directed by Frederick Raynal
Special Thanks To: Delphine Software

At Electronic Arts:
Producer: Randy Breen
Assistant Producer: Matt Wolf
Product Manager: Al King
Package Design: E. J. Sarraille
Package Art Direction: Nancy Fong
Documentation: Chris Morgan / 3 Point Design
Euro Documentation: Neil Cook
Documentation Layout: Caroline Arthur
Testing Manager: Al Roireau
Lead Tester: Mike Yasko
Product Testing: Ivan Foong, Anji Mayfield, Joanna Pataki
Quality Assurance: Walt lanneo, Graham Wood, Rafael Colantonio
Special Thanks To: Colin McLaughlin, John Williams

PROBLEMS WITH THE GAME?

If you are experiencing problems or receiving error messages while installing or playing the game, we can help.

First, please make sure that you have read the **Installing the Game** and the **System Requirements** section of your manual thoroughly.

If you have followed the directions in the documentation, and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

Note: Before attempting any of the following suggestions, please make sure you are familiar with the DOS commands being used. Consult your DOS manual for more information.

Sound Card Compatibility

Little Big Adventure provides specific support for several sound cards including the following: Sound Blaster, 100% compatible Sound Blaster, Sound Blaster 16, and Gravis UltraSound. When you configure your game (see **Installing the Game** page 5), the entire list is displayed. Check this list to verify your sound card compatibility.

Video Card Compatibility

Little Big Adventure supports all VESA compliant video cards. A list of the specific cards and chipsets supported can be found in your Configuration main menu. To access this menu and view these cards, type **setup** at the LBA directory If any of these specific supports do not work, we strongly suggest you fall back on your standard VESA driver.

TSRs/Device Drivers/DOS Shells

TSR stands for Terminate and Stay Resident. A TSR is a program that automatically starts up when you start up your computer from a hard drive. These programs are usually installed in your AUTOEXEC.BAT file (found in your root directory, usually C:). Device Drivers and DOS shells are also loaded automatically. These are usually installed in your CONFIG.SYS file (also found in your root directory, usually C:).

These TSRs or Device Drivers sometimes interfere with our software, or take up valuable memory our software may need. We recommend that you not run any such programs, device drivers, or shells when attempting to use our software.

CHECKING THE AMOUNT OF AVAILABLE MEMORY:

Little Big Adventure requires extended (XMS) memory. Sometimes loading drivers and TSRs into low conventional memory will free up XMS memory. You may wish to disable any third party expanded memory manager so these drivers and TSRs are not loaded into high memory. If you experience any difficulty with the speed of the game, follow the instructions below to free up additional extended memory.

FREEING UP ADDITIONAL MEMORY USING THE DOS BOOT DISK:

Users WITHOUT a memory manager (HIMEM.SYS): It is not possible to free up much more base memory without using a memory manager, which allows one to access Extended Memory (XMS).

Creating a Boot Disk for LBA

Here are the steps for creating a DOS boot disk. (If you are at all unfamiliar with the DOS commands being used, please consult your MS-DOS manual for more information.)

IMPORTANT: To create a DOS boot disk you need a blank disk the some size and density as your A: drive.

1. Type **C:** and press **ENTER**

2. Insert a blank disk into drive A:.

3. Type **FORMAT A:/S** and press **ENTER**

4. You are prompted to insert a blank disk into drive A:. DO so if you haven't already, and press **ENTER**.

5. Once the disk has finished being formatted, you are asked to label (name) the disk. Type in a label or press **ENTER** for no label.

6. You are now asked whether you wish to format another disk. Type **N** and press **ENTER**.

7. You must now create a config.sys file on your boot disk by typing the following at the C: prompt:

EDIT A:\CONFIG.SYS and press **ENTER**

When the blue edit screen appears, type in:

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH

FILES=30

BUFFERS=30

DEVICE=C:\(PATH TO YOUR CD-ROM DEVICE DRIVER)

> Add your cd-rom device driver to the previous line just it appears in the config.sys file on the root directory of your hard-drive. To view this file type the following from the Dos prompt;

> **TYPE C:\CONFIG.SYS** and press **ENTER**.

> When the file is displayed, look for the line that relates to your CD-Rom drive, and write it down on a piece of paper. For example, the usual line for a Panasonic CD-drive connected to a SoundBlaster 16 would be;

> device=c:\sb16\drv\sbcd.sys /d:mscd001 /p:220

8. Exit and save this file by pressing

ALT-F

X

Y

9. You will also need an AUTOEXEC.BAT file on your boot disk. To create one, type:

EDIT A:WUTOEXEC.BAT and press **ENTER**.

When the new screen appears, type:

PROMPT PG

PATH=C:\DOS

C:\(path)\MSCDEX (all parameters as they appear in the AUTOEXEC.BAT) on drive c:

Add your MSCDEX to the previous line just it appears in the autoexec.bat file on the root directory of your hard-drive. To view this file type the following from the Dos prompt;

TYPE C:WUTOEXEC.BAT and press **ENTER**.

When the file is displayed, look for the line that contains MSCDEX, and write it down on a piece of paper. For example, the usual line for a Panasonic

CD-drive connected to a SoundBlaster 16 would be;

device=c:\dos\MSCDEX /d:mscd001 /v /m:15

C:\(path to your VESA driver, e.g c:\vesa\vesa.com)

Note: This final line may not be required if your video card has a VESA driver built into its ROM BIOS (for more information about VESA drivers see Video Card Compatibility)

10.   Exit and save this file by pressing:

ALT -F X

Y

IMPORTANT: Remember to boot your PC from the DOS boot disk whenever you install the game, and every time you play LBA (see below).

TO START UP YOUR MACHINE USING THE DOS BOOT DISK:

1. Insert the DOS boot disk into drive A:, then restart your machine. Your computer will boot up to the A:> prompt.

2. Type **C:** and press **ENTER** to return to your hard drive.

Video Card Compatibility

LBA's high resolution graphics require both a VESA compatible SVGA video card and VESA Super VGA BIOS Extension installed before you start the game. VESA stands for Video Electronics Standards Association. This standard allows the graphics to be displayed on any video card that is VESA compatible without the need for the game's programmers to know precisely how each individual card works.

If when attempting to run the game in high-res mode you get either a blank screen or garbled graphics, your video card probably needs a VESA driver loaded prior to playing. Consult the documentation and software that came with your video card on the loading of the driver, or contact your video card manufacturer.

Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).

- A listing of your machine type and hardware contents, including CPU, sound and video board details.

- The DOS version number you are currently running.

- Your mouse and driver type.

- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.

- Your CD-ROM drive type and CD-ROM extensions version

- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service,

PO. Box 835, Slough, Berkshire, England SL3 8XU

Notice

ELECTRONIC ARTS RESERVES THE RIGHT TO MAKE IMPROVEMENTS IN THIS PRODUCT DESCRIBED IN THIS MANUAL AT ANY TIME AND WITHOUT NOTICE.

THIS MANUAL, AND THE SOFTWARE DESCRIBED IN THIS MANUAL, IS UNDER COPYRIGHT. ALL RIGHTS ARE RESERVED. NO PART OF THIS MANUAL OR THE DESCRIBED SOFTWARE MAY BE COPIED, REPRODUCED, TRANSLATED OR REDUCED TO ANY ELECTRONIC MEDIUM OR MACHINE-READABLE FORM WITHOUT THE PRIOR WRITTEN CONSENT OF ELECTRONIC ARTS LIMITED, PO. BOX 835, SLOUGH, BERKS SL3 8XU, ENGLAND.

ELECTRONIC ARTS MAKES NO WARRANTIES, CONDITIONS OR REPRESENTATIONS EXPRESS OR IMPLIED, WITH RESPECT TO THIS MANUAL, ITS QUALITY, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THIS MANUAL IS PROVIDED "AS IS". ELECTRONIC ARTS MAKES CERTAIN LIMITED WARRANTIES WITH RESPECT TO THE SOFTWARE AND THE MEDIA FOR THE SOFTWARE. IN NO EVENT SHALL ELECTRONIC ARTS BE LIABLE FOR ANY SPECIAL, INDIRECT OR CONSEQUENTIAL DAMAGES.

THESE TERMS AND CONDITIONS DO NOT AFFECT OR PREJUDICE THE STATUTORY RIGHTS OF A PURCHASER IN ANY CASE WHERE A PURCHASER IS A CONSUMER ACQUIRING GOODS OTHERWISE THAN IN THE COURSE OF A BUSINESS.

Limited Warranty

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address on the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

Media Replacement

Electronic Arts will replace user damaged media if the original media is returned with a Eurocheque for £10.00 per CD, payable to Electronic Arts Ltd.