

When you find an object, it will be possible for you to "PICK UP" the item with the appropriate icon. It will then become part of your inventory and you will be able to "USE" it when you wish.

You can also get rid of unwanted objects by using the icon "PUT DOWN". But remember, once an object is "PUT DOWN", it will be lost forever.

Throughout your journey, you will meet many different characters with whom you can converse. There are a selection of icons designed for this function.

The icon "TALK" will permit you to engage in conversation. You will then have the possibility of choosing between two phrases by using the ARROW situated to the right of the phrases. Now click on your chosen response and wait for the characters reply.

If you want the character to begin the conversation, you must click the icon "LISTEN". You respond by using the procedure "TALK" as previously described.

During a dialogue, you also have the possibility to "GIVE" an object to a character or to "use" an object, thanks to these two supplementary icons.

When a character gives you an object or proposes that you take one, it will automatically be placed in your inventory.

Some last words of advice before beginning this fabulous adventure:

- You might have to pass through the same stage several times, but meeting most of the characters will only take place once.
- Be careful:- do not systematically take every object that you find and be sure to use them wisely.
- Use the "Save-Game" feature regularly.
- Good luck. . . You'll need it!



### DIFFERENT ICON FUNCTIONS (Amiga & Atari ST)

#### 01 - "GIVE"

Is used for giving an object to a character before, after, or during a conversation, at the most opportune moment.

#### 02 - "TALK" -

When you are in the dialogue phase, the icon "TALK" will permit you to start up a conversation, click one of the following two phrases after having selected it with the arrows to the right of the screen.

#### 03 - "LISTEN" -

During the dialogue phase, you can allow the character to speak first by clicking the icon "LISTEN".

#### 04 - "USE" -

As its name suggests, this icon allows you to "USE" an object for a specific objective. It will permit you to execute an action at a precise time and place, by directly or indirectly making use of a transported object. The functions of this icon must be taken in the broadest sense of the term "USE".

"USE" a key in a lock to open a door.

"USE" a sword against someone in order to challenge him to a duel.

"USE" a rope to climb a wall.

"USE" a gold bar in the reactor to travel.

## ATARI 520

### (version 6 single side disks)

Insert disk 1D in drive A. Then turn on your ATARI. Double click the icon "EXPLORA.PRG" and follow the instructions displayed on the screen. The program is capable of functioning with a second disk drive. So, if you possess a drive B insert disk 5S from the beginning.

### Hard Disk Installation Atari ST:

Create a directory EXPLORA.II

Copy all the files from all the disks into this directory then use from hard disk in the normal way.

*We have tried our best to avoid unnecessary switching of disks when the game is in progress, thanks to a sensible allocation of files for each separate disk.*

*For those of you who are not lucky enough to have a second disk drive, only the dialogue phase will necessitate repeated disk changes. If you are in a hurry, we would recommend that you use the icon "DIAL" allowing you to avoid disk changes with each character's voice.*

Do not forget to click the left button of the mouse after each disk change.

After certain phases of the game or following the death of your hero, a mouse will appear on the screen indicating that you may continue playing or start over again by simply clicking the mouse.

## 11 - "SAVE" -

After having selected the icon "SOS", you can "SAVE" the game in progress by clicking the icon "SAVE" and by following the instructions on the screen. You will require a blank formatted disk before you can "SAVE" the game.

## 12 - "LOAD" -

After having selected the icon "SOS" you can reload a previously saved game by clicking the icon "LOAD" and by following the instructions on the screen. You will require your previously saved disk for re-loading.

## 13 - "EXIT" -

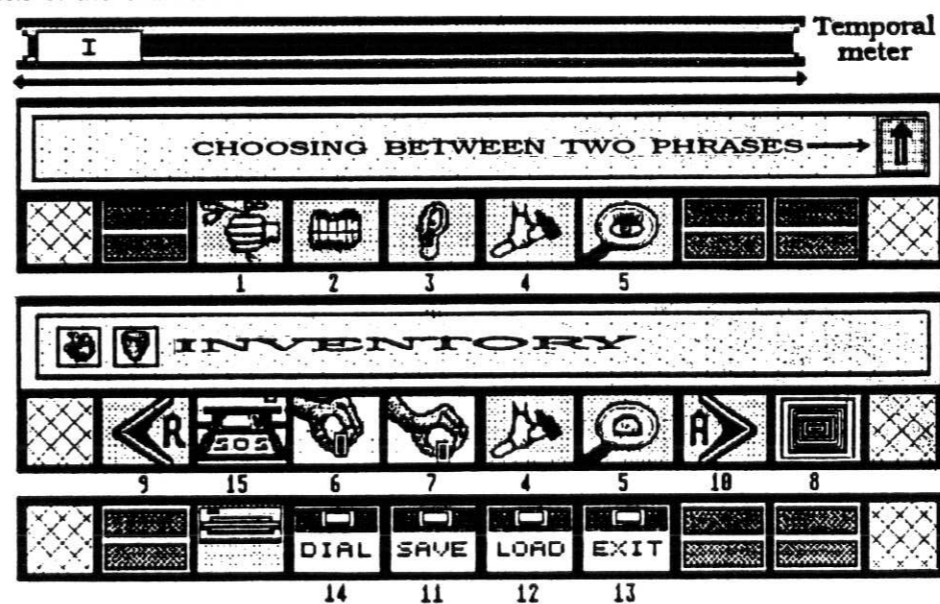
A simple click of the mouse on this icon will allow you to return to the principal instrument panel, (generally after selecting the icon "DIAL.")

## 14 - "DIAL" -

After having selected the icon "SOS", you click the icon "DIAL", then click the icon "EXIT". This will allow you to turn off the vocal synthesis of the dialogue with the characters and will reduce the time spent on disk swapping.

## 15 - "SOS" -

Click this icon when you wish to save or reload a game, also to delete or to restore vocal synthesis of the characters.



# MEANWHILE...

After a great many adventures and a frenetic chase in a spatio-temporal universe, you have finally caught up with your father's murderer and you are about to return to the family chateau in 1922.

EXPLORA is still there, but does this technological wonder invented by an aged scientist at the very beginning of the twentieth century have enough fuel to bring you back to your origins?

Unfortunately, the teleportation phase is disturbed by a major incident - a disorder in the temporal turbines has caused the engine to overheat and to use up too much of the metal essential to fuel the supergenerator.

Once again catapulted into the world of the unknown, you are going to have to use every last bit of intelligence to come out on top of these new trials. Your main preoccupation will be finding the metal so necessary to fuel Explora.

*A blue lagoon surrounds you as far as the eye can see, but you seem to be able to make out a rocky coast line in the distance. You have been catapulted on to the bridge of a very strange ship; an odd frightening humming mixes with the sound of the waves and sea monsters jump out of the water causing the ship to founder. Quickly you throw the few coins left in your pocket into the supergenerator and find yourself in the courtyard of a sumptuous palace. What are those metallic sounds? Could it be musketeers sharpening their foils? A horseshoe you find on the ground will once more fuel the supergenerator which seems to accept any kind of metal. Scarcely have you recovered from this new trip than you meet a woman as seductive and beautiful as the sirens of ancient legend, who embraces you, calls you Ulysses and invites you into her bed!*

## PC. ICON CONTROLS

(refer to pages 9 and 11 for diagrams)

### 01. GIVE (F2)

Is used for giving an object to a character before, after or during a conversation, at the most opportune moment. The procedure is as follows: Click on the icon "GIVE" or press F2. Then click on the object you wish to "GIVE".

### 02. TALK (F3)

When you are in the dialogue phase the icon "TALK" will permit you to start up a conversation, click one of the following two phrases after having selected it with the arrows to the right of the screen. You can select the phrase of your choice by pressing F9 and validate it with F10.

### 03. LISTEN (F4)

During the dialogue phase, you have the chance of giving the character the right to speak first by clicking the icon "LISTEN".

### 04. USE (F5)

As its name indicates, this icon allows you to "USE" an object for a specific reason. It will permit you to execute an action at a precise time and place by directly or indirectly making use of a transported object. The function of this icon must be taken in the largest sense of the term.

#### "USE".

"USE" A key in a lock to open a door.

"USE" A sword against someone in order to challenge him to a duel.

"USE" A rope to climb a wall.

"USE" A gold bar in the reactor to travel.

The procedure is as follows: Click the Icon "USE" then click the object you wish to use. Finally click the part of the screen where you wish to "USE" the object. Be extremely precise in positioning the mouse's pointer. Do not hesitate to repeat an action several times in case of doubt. If an action is possible a message will appear on the screen.

### 05. SEARCH/EXAMINE ICON - MAGNIFYING GLASS (F6)

Thanks to this icon you are able to "EXAMINE" every nook and cranny of the screen to discover objects. To do this you must first click the "EXAMINE" magnifying glass icon (F6). Then sweep the cursor over the area of the screen you wish to examine. If an object is revealed a message or picture will appear on the screen. The "EXAMINE" icon can also be used to analyse an object in your inventory. The procedure is very simple:

Click the "EXAMINE" icon, then click the icon representing the object you wish to analyse. In the case of a specific metal object, if you "EXAMINE" it when the reactor is activated, then the temporal meter will indicate the possible destinations (in the case where you choose to "USE" the object in the reactor).



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