ANACHRONOX

AN EPIC SCI-FI RPG ADVENTURE

TEEN

T

CONTENT RATED BY
ESRB

ION STORM

EIDOS
INTERACTIVE

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

ESRB Rating

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Handling Your Compact Disc

The PC compact disc is intended for use exclusively on IBM-compatible systems with the minimum configurations specified in the system requirements of the game purchased.

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
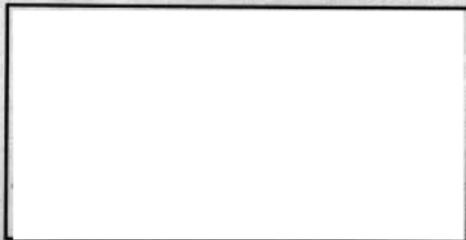- Always store the disc in its protective case.

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SETUP AND INSTALLATION

To Install ANACHRONOX

Insert the *Anachronox* CD into the CD-ROM drive.

If the AutoPlay on your CD-ROM drive has been enabled, click the "Install *Anachronox*" button and follow the instructions.

If the installation does not appear after a minute or so, double-click the *My Computer* icon on your desktop. Double-click the icon that represents your CD-ROM drive. Once you see a list of the files on the CD, click on the AUTOPLAY.EXE file. You will then see the AUTOPLAY screen. Follow the Installation instructions.

If you experience difficulties installing *Anachronox*, please consult the README file.

NOTE: You will need to have CD2 in your CD-ROM drive at all times while playing *Anachronox*.

Special Installation Notes: SWEARING OFF

Parents: There isn't a lot of bad language in *Anachronox* (it's basically a PG-13 movie), but if you'd rather have the kids avoiding any rough language, please choose "Yes" for SWEARING OFF during the installation routine. There isn't much, but if you're sensitive to such stuff, we'll take it out for you! To change the status of SWEARING OFF, you will need to reinstall the game.
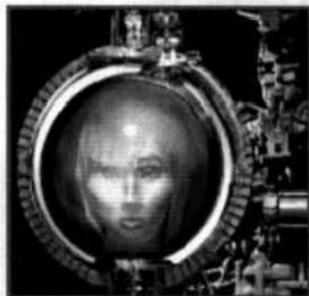
MEET FATIMA

Hi, there. I'm Fatima Doohan, Sly Boots' secretary. Or I was ... actually now I'm dead. Strange to say, I'm still his secretary. It's a long story, but here goes. After I died, Boots had my brain matrix digitized, and now I live in a tiny digital apartment inside a Cordicom LifeCursor. That's a little flying arrow that helps folks through life. Think of it as an FDA — a Flying Digital Assistant. Or a prison, which is how I think of it. But enough about me. We're here to learn about getting around the world and stuff. So ....

We live and work on Anachronox. Well, I work — I don't know what you'd call what Boots is doing. If feeling sorry for yourself is a job, well, then he's working too.

Anyway, Anachronox is a long-abandoned alien city-planet floating inside a huge sphere in the center of the galaxy. These spheres were created by the same or some other unknown alien race, and are used to travel from system to system. Our particular sphere is called Sender One. Most people use spheres to travel, except for unlucky, broke detectives who can't find a job because they are completely lazy and ....

Sorry. Being dead sucks. Let's move on.

# STARTING A NEW UNIVERSE

Well, first off, you need to run the game.

- Insert the CD and select **PLAY ANACHRONOX** when the **AUTOPLAY MENU** appears.
- If you have **AUTOPLAY** disabled, you can double-click the Anachronox icon on your desktop.
- Or, go to START \ PROGRAMS \ EIDOS INTERACTIVE \ ANACHRONOX \ ANACHRONOX.

Next you'll see some cool logos. But you wanna play the game, right? Press [Esc] or [Spacebar] to get to the Main Menu. The first menu item is New Universe.

Move your cursor over the big **NEW UNIVERSE** box.

Suddenly, you'll get the choices **Really Easy**, **Normal**, and **Way Too Hard**. Me, I'd click on **Normal**. What's life without the challenges? Likewise, why would you put yourself through the wringer if you don't have to? Really, you can choose whichever you want. I don't care.

We'll get to the other menu items later.
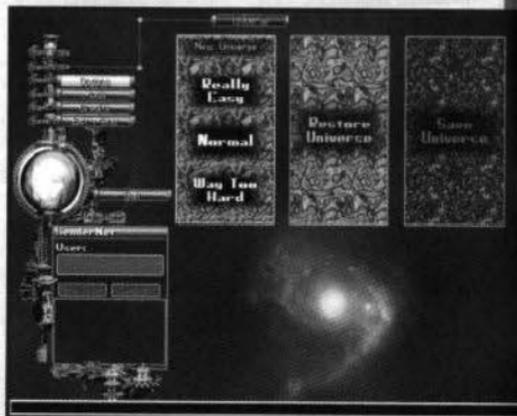
THE CHARACTERS

SLY BOOTS, Detective

Weapon: GUNS • WorldSkill: PICKLOCK

This is my boss. Looks sharp as a tack, huh? Back in his day, he was a hotshot detective on Cordica. Now he's more concerned with drinking away his woes at Rowdy's and dodging his creditors. At least he can pick a mean lock. I gotta give him that.

GRUMPOS MATAVASTROS, Curator (Retired)

Weapon: STAFFHEAD/STAFFCAPS • WorldSkill: YAMMER

Scholar, outdoorsman, eccentric recluse and renaissance man, Grumpos Matavastros is also one of the hairiest men in the galaxy. Retired from the MysTech Museum, he now devotes his life to the study of MysTech. He's always cranky, rarely laughs, and could probably blabber a foe to death.

PAL-18, Personal Android Lackey

Weapon: CORDICORPS/BATTLECLAW • WorldSkill: COMPTALK

Built by Cordicom Toys, this Personal Android Lackey (Model 18) has been Boots' friend, servant and babysitter for the last twenty years. Boots has been abusing him for that entire time, but poor ol' PAL takes it in stride. He's handy for interfacing with computers and sports a special claw enhancement for self defense.

DR. RHO BOWMAN, Scientist

Weapon: SCIENTIFIC DEVICES • WorldSkill: ANALYZE

She was the star of the scientific community until she published a controversial book about her research into MysTech. The scientific community turned on her, declaring her a heretic and criticizing her for peddling bad science. She didn't take it personally. Rho is good at analyzing stuff, and has all sorts of weird devices.
Don't get on her bad side.

PACO "EL PUÑO" ESTRELLA, Superhero

Weapon: HEROIC FIGHTING TECHNIQUES • WorldSkill: RAGEMIGHT

His series was the flagship of the Krapton line of comic books until the company went bust and Paco dropped off the map. His RageMight power allows Paco to bust through barriers with his enormous fists. It is rumored that he's lost the ability to fly.

STILETTO ANYWAY, Mercenary

Weapon: KNIVES • WorldSkill: THROWLOONIE

She used to hang out with Boots, but prefers the company of knives these days. She has a pretty accurate throwing arm. That's all I prefer to say about her.

THE MAIN MENU

At the **MAIN MENU**, you've got three categories in the **UNIVERSE MENU**:

NEW UNIVERSE / RESTORE UNIVERSE / SAVE UNIVERSE

Well, you know about the first one. I talked about it back on page 6.

Save Universe

TIME MINDERS see all of time at once. Touch one, and you freeze a moment in time. If you wish to save your game, you'll need to find a **TIME MINDER** and click on it, then click on a saved game slot, under **SAVE UNIVERSE**.

If you want the ability to save anywhere, go to **OPTIONS**, **GAME OPTIONS**, and change **SAVE POINTS** from "Time Minders" to "Anywhere." You will now be able to press (Esc) at any time and save your game (except during cinematics). Well, I'll let it go this time, but really.

Restore Universe

If you've previously saved a universe, you can load your saved game here. Click on the saved game you wish to load, and continue your game. That's it, that's all.
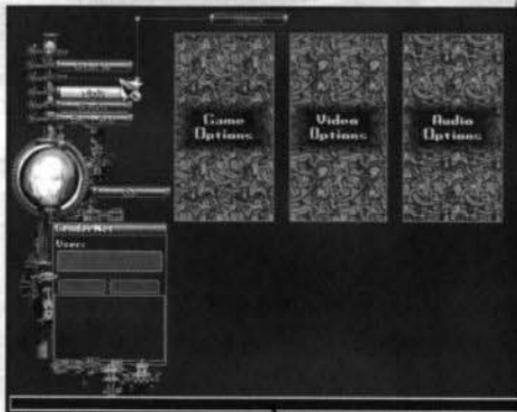
Quit

Exit the game and go back to your regular ol' life.

OPTIONS MENU

If you need to change stuff, like **CONTROLS**, **VIDEO**, **AUDIO** or **SUBTITLES**, this section is where you do it. If you're confused about something, put your cursor over the button and read what it says on the **INFO BAR** below.

Info Bar

GAME OPTIONS

Configure Keyboard

This is how you can change what key triggers what action. (The keys are discussed later, on pages 14-15.)

To change a key:

1. In the list, click on the command you want to change.

2. On the keyboard, press the key you would like to assign to that command.

Presto, the key is now reconfigured. When you are done, click "Accept" to save your changes, or "Cancel" to go back to the previous configuration. Click the Default button to restore the default configuration.

Explore Mode

Explore Mode is when you're just walking around.

Interactive Mode

Interactive Mode is when you're "in" something, like a mini-game or a puzzle.

Mouse Setup (for both Modes)

You can change the speed at which your Cordicom LifeCursor responds to your mouse. Click on the bar to adjust the sensitivity ... the farther to the right that you click, the faster the mouse responds.

Sensitivity

X-sensitivity. Controls the left/right speed of the cursor.

Y-sensitivity. Controls the up/down speed of the cursor.

Invert mouse. The default is "mouse forward, cursor up. Mouse back, cursor down." If that's not comfortable, you can reverse (invert) the actions.

Camera Settings

Camera lag. Adjusts how tightly the camera follows the character.

Camera distance. Adjusts how far behind the character the camera follows.

Camera height. Adjusts the height offset of the camera above the character.

Screen inner border. Adjusts the inner area of the screen where you can move the cursor around without making the camera move.

Screen outer border. Adjusts the "edge zone" around the screen that moves the camera.

Save Points

Time Minders. You will only be able to save your game by clicking on a TIME MINDER.

Anywhere. You can save anywhere you want by pressing [Esc] and clicking on a saved game slot.

Subtitle Options

Voice-over only. This is the coolest setting; the characters' voices will be heard during the cinematics.

Subtitles only. Text will appear during the cinematics, without the audio.

Subtitles and Voice-over. Audio and subtitles are turned on during cinematics.

Video Options

Resolution options. Toggles between Low-Res (640x480) and Hi-Res (1280x960) video modes. High resolution looks better, but gives a slower frame rate.

NOTE: Your video card may not support Hi-Res mode. If not, you'll have to run in Low-Res.

Gamma Correction. Adjusts screen brightness of **Anachronox**.

Window Options. Choose whether to play **Anachronox** in a window or in full-screen mode.

Fancy Menu Graphics. You can turn off the Fancy Menu Graphics to improve performance on the menu screens.

Audio Options

Master Volume. Adjusts volume on all sound simultaneously.

Ambient Volume. Adjusts background sound-effects volume. These are usually sounds associated with the local environment.

Interface Volume. Adjusts interface sound volume (e.g., mouse-clicks).

Cinematic Volume. Adjusts spoken dialog volume.

Music Volume. Adjusts background music volume.

3d Sound Options. If you have a card that supports EAX or A3D, select the proper setting to get 3D and environmental sound. You may not get any sound at all if your sound card does not support this feature.

MODS Menu

You can import user-created APE Arcade games or Other Planets into **Anachronox**. More information about this can be found in the README file, or online at www.anachronox.com and www.planetanachronox.com.

Exit Menu

Returns back to the game.

Credits

Does anyone need help with this? Really?

PLAYING THE GAME

After the introduction, you'll see me floating around in front of Boots ... from the outside I look like a floating arrow, or a spaceship, or whatever.

USING ME (Fatima the LifeCursor)

The LifeCursor will spin when you are hovering over something you can interact with. Point me at a person and click, and you'll talk to the person (assuming you're close enough). Point and click on an item to look at it, pick it up or use it. I'm pretty all-purpose that way.

I will also be available to keep track of your current goals.

Moving

You move around by pressing the WASD keys and steering with the mouse.

W or ↑ Move forward	A or ← Move left
S or ↓ Move backward	D or → Move right

That's as straightforward as I can make it. But wait, there's more!

NOTE: If this is your first time around and you're a little fuddled, don't worry. I'm here for you, and I'll walk you through the first bits.

Interacting

🖱 Use an item, talk to a character, or interact with the game world.

Esc Go to the Main Menu. This is where you can choose to Save or Restore a universe, Quit the game and make other major life-affecting decisions like that.

F1 Talk to me (Fatima). I'll be more than happy to remind you of your current goals.

F2 Save Universe. Remember, you can only Save Anywhere if it is turned on in the Game Options. Otherwise, go pet a Time Minder.

F3 Restore universe. If you goof up big time, you can always load a saved game.

F4 Select game options. Controls, Video, Audio — you know, the stuff I already told you about.

F5 Status/Inventory. This lists everything that you're carrying, and gives your characters' current ... um ... status.

F10 Quit. All right, be that way. Remember to pet a Time Minder and save your progress before you exit!

F11 Use the camera to take a picture. When you are using the camera, press ↑ and ↓ to zoom in and out. Press ← and → to select the picture slot. When you are ready to take the picture, press Enter. If you wish to delete a picture you have taken, select the picture slot and press Del. Press Esc when you are done using the camera.

Tab Cycle characters. This only works if you have more than one person in your party. Remember, in order to use someone's WorldSkill, that character will need to be the leader of your party.

Ctrl 🖱 Use the lead character's WorldSkill.

Pause Pause the game; press it again to continue.

Spacebar World Select. This allows you to interact with the object or person directly in front of you.

ROWDY'S:
LEARNING HOW TO DO STUFF

This is the place the action starts. After he has a somewhat intense discussion with a hired leg-breaker, I tell Boots to go find a job. If you press F1, you can see the tasks I've listed. I mean, you can't just walk out into the Bricks unprepared, right? So, we've gotta do four things. If you feel up to doing this on your own, put the manual down and go for it.

THE FOUR THINGS TO DO

1. Find someone who has a lead on a job.

2. Grab the camera off your desk.

3. Find some cash, maybe in a back room.

4. Pet the Time Minder, to be safe.

Simple enough, huh? You can click on people to talk to them, and when you see the cursor spin on an item, you can click on it to have Boots look at it or pick it up. If you click on the woman standing at the bar, she might know of someone to talk to about a job. That takes care of #1.

Go right at the bar, past the tables, and up the ramp. The ramp leads upstairs to Boots' office. Go through the door, and you'll see the camera lying on the desk. Walk over there and click on the camera. Boots will get it. Now you can take pictures! That takes care of task #2. Now we need to finish our last two quests.
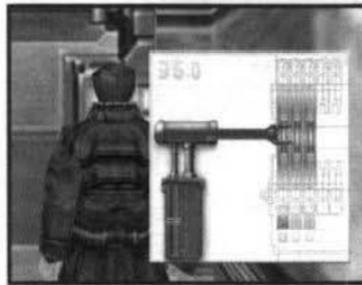
Go click on the backroom door in the office. Hmm, you'll need to pick the lock. Luckily, Boots' WorldSkill is PickLock. (How convenient, huh?) If you hold down Ctrl and click on the door, you'll be able to use Boots' PickLock WorldSkill. Click on the "?" icon to learn how to play the game. Once you've succeeded in picking the lock, go into the back room, and look to the left. There's some money lying on a crate. Click on it to pick it up. #3 is toast! Each character in your party has a WorldSkill that will allow them to interact with different things or people in the game.

All that remains is to go downstairs and click on the Time Minder on the far side of the bar. You can save your game at any Time Minder. They are plentiful, but if you're worried, you can turn Save Anywhere ON in the Options menu.

Now head out the door and get ready for the Bricks! Let's be careful out there, OK?

EQUIPPING

It's important to be able to use the stuff you pick up. That's the whole point.

1. Press F5 to go to the Status/Inventory screen.

2. Make sure you're in Equip mode by clicking on the Stat/Equip button.

3. Click on the face of the character you wish to Equip.

4. In the Current Equipment section, you see the list of items that are currently equipped. Clicking on each icon in this section shows a list of items that can be equipped in that slot. There's an icon/slot for each kind of device you can equip.
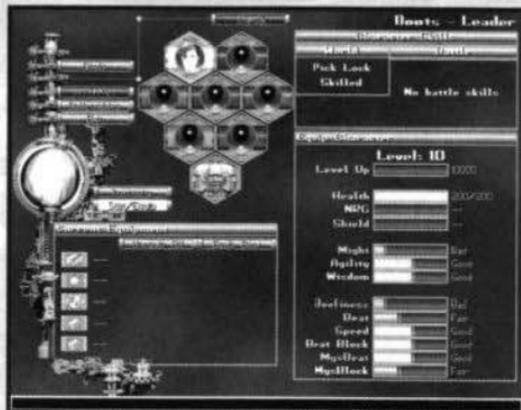
Beat Weapon. Each character prefers a different weapon type. Select the best weapon available.

MysTech Device. Similar to weapons, different people use particular MysTech devices better than others.

Shieldcell. Anyone can use a shieldcell. I highly recommend it for some additional protection, plus you'll need the NRG for MysTech. I mean, should it awaken. Ahem.

Aux Item 1. Aux Items will improve your characters' abilities in battle. Each one is different. If it helps in battle, equip it!

Aux Item 2. See, you don't have to choose just one. Double up for twice the battle boost.

5. Click on an item to equip that item. If you click on the Equip Best button, it will pick the best item available. The best overall item may not always be best for your specific situation, so be careful!

WORLDSKILL

This is important, so pay attention: each person who joins you in your adventure has a unique WorldSkill. A WorldSkill is an innate talent … but find a Mentor who teaches the techniques of that particular skill, and the innate talent is refined and polished until the person becomes a Master. That's a good thing.

For example, Sly's WorldSkill is PickLock. He's good at opening doors and chests, but he's not great. If he finds a PickLock mentor, he'll become a Master at the skill. Then nothing will slow him down … except perhaps his other innate talent of Extreme Laziness, at which he is already a master.

USING

To use an item:

1. Press F5 to bring up the Status/Inventory screen.

2. Click on the Inventory button and choose a character to use the item.

3. You can hold the cursor over each item to get a short description. Click on the item you want to use (like a HealGrease, for instance).

ADJUSTING NRG

NRG stands for Neutron-Radiated Glodents. These critters are a power source for shields and MysTech items. (Yes, they're real rodents. Most people try not to think too much about that.) Once someone in your party equips a shieldcell, your NRG will automatically power your shield. Later in the game, you will use NRG for MysTech as well.

Once you have MysTech, you will need to allocate NRG to your shield manually. This can be done by going to the Stat/Equip screen, selecting the character, and clicking on the Shield bar under Character Stats. If the bar is highlighted, you can also press left or right to change the shield NRG level. The amount of

NRG you can allocate is limited, and is subtracted from the total NRG that is available for MysTech.

Using MysTech and shieldcells during battles will consume NRG. Recharge your NRG with items such as Batts and Glodents.

BATTLE

Soon after leaving Rowdy's, Boots will get into a battle, but not for very long. With a broken gun and no clue about how to fight, Boots will need to go to Whackmaster Jack's for some training. Jack will teach you how to battle enemies, and may even give you a weapon, if you're lucky.

Be warned — once you're in a fight there are only two ways to get out. You can eliminate your opponents entirely, or everyone in your party gets walloped unconscious. Go for the first option; the second one sucks.

THE INTERFACE

This can be confusing at first. Whackmaster Jack should explain it all to you, but if you get cross-eyed with info overload, here's another way to look at it.

Recovery time. When you're in a fight, small portrait panels of everyone on your team appear. Around the picture of each character is a circle. When the circle is green, that character is ready to launch a new attack. After each attack, you'll see the circle disappear and then begin again, in red. The circle must be complete before you can act again.

Health. To the right of each portrait is a Health Bar, indicated by a red cross. When the bar is entirely full and green, the character is at full health. When it's only partially full and is yellow, the character is hurting. When it's mostly gone and red, the character is in danger. The number on the health bar represents the current number of hit points for that character.

NRG. Below the Health bar is the NRG bar. Use of shieldcells and MysTech require NRG, so make sure to have your NRG charged up before entering into a battle. For more information on NRG, see "Adjusting NRG" on page 20.

Bouge. The bottom bar displays your Bouge level. Bouge is required to power your battleskills, and slowly increases during a battle. Different battleskills require different levels of bouge; when the bouge level is high enough, each battleskill will become active. You'll need to decide whether to use less effective battleskills quickly, or wait until your powerful battleskills become active when your bouge level rises high enough. Find special items and use them to get new battleskills.

THE ACTIONS

Battles are icon driven — select the character you wish to use, then select the action you wish to take for the current attack round. If you have selected an action and wish to cancel it, use right-click to cancel. An 'X' over a character generally means you are unable to perform the selected action on that character. In a nutshell, you can do six things during an attack round:

Beat Attack. Once you have a Beat Weapon (like a gun, for instance), you can use it. Click on Beat and then select the enemy you want to attack, by selecting the icon representing that enemy. When the cursor is held over the enemy's icon, a circle will appear on the enemy if you are able to attack that enemy from your current position.

Move. If you need to get close because your fighting style is up close and personal (like Grumpos', for instance), use Move to get in their faces. Select Move and slide the cursor over the icons which represent the places you can move to, and make your selection. A different place in the battle area is highlighted for each Move icon.

Use Item. In the middle of a fight, you can use Healing Items, NRG Items, or Battle Items (like Bindlebags, which are essentially grenades). When you select an item to use, you'll have to select who you want to use it on. Keep an eye on any friends who might be running low on health, and don't waste your time trying to attack friends or heal enemies. You can't.

MysTech. If and when MysTech awakens, you can equip and use a piece of MysTech. Well, it's not that easy, actually. You'll need a shieldcell equipped and powered up with NRG that you've either bought or found. **Then** you can use MysTech. Select MysTech, select the power level, and then select the enemy you want to attack. There are rumors of an Elementor System, where MysTech elements combine to make new and more powerful weapons ....

Battle Skill. All characters have special battle skills that they learn to use throughout the game. Each battle skill has a completely different effect; you'll need to experiment with them to see what they do.

Use. Occasionally you can use nearby objects in the middle of a battle. This can come in handy if you need to distract or block your opponents.

Well now, that was all very helpful, I'm sure. Whackmaster Jack is actually a pretty good teacher, so pay attention to what he tells you. Learning how to fight is more than just survival … it's a great way of getting items, experience and moolah.

If at least one of your team is still standing at the end of a battle, everyone who's been knocked silly is revived up to one hit point. That makes it pretty important to get them healed up before the next battle!

MINI-GAMES

There are lots of little 2-D arcade games throughout **Anachronox**. The first one you'll find is called OX, and it's at Rowdy's.
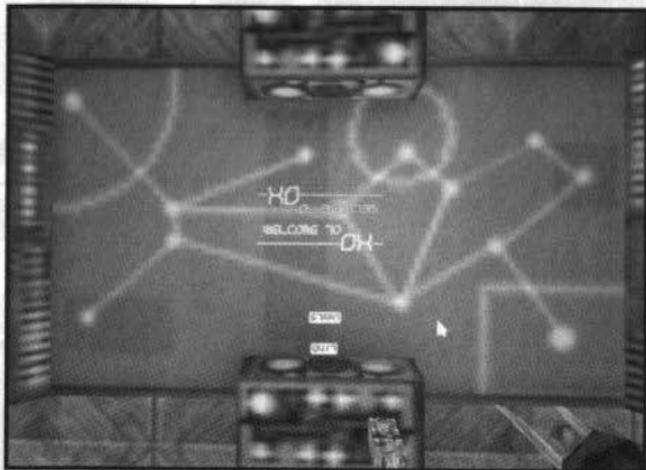
There are a number of 3-D minigames in **Anachronox** as well. Each game explains the controls and the goal before you play.

COLLECTING COLLECTABLES

As you go through the game, people will ask Boots or his companions to find certain items. I'll keep track of these Collectables for you. You don't want to be the one who only got 19 outta 20, do ya?

GO AND PLAY!

Word is out that the Supreme Creators of the Universe may have designed all space and time with the singular intent of making it fun to explore. Rumor has it there are tons of secrets, just waiting to be uncovered by the intrepid explorer or team. Don't be shy ... get out and see the sights!