

Jack Orlando

A CINEMATIC ADVENTURE

Director's Cut

MANUAL

English

SOUNDTRACK
HAROLD FAIRMAYER



Toontrax 

ZUXXEZ
ENTERTAINMENT AG



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PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to a daily dose of flashing or similarly strong lighting effects. Such individuals may experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure. If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before you use this game. Parental guidance is suggested for all children using computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game,

TURN IT OFF IMMEDIATELY

and consult your doctor before playing again.

PRECAUTIONS DURING USAGE

- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- While playing a computer or video game, be sure to take a break of 10-15 minutes every hour.

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SYSTEM SPECIFICATIONS

REQUIRED

- Windows[®] 95 / 98 / 2000 / Me
- DirectX[™] 8.0 or higher
- Pentium[™] 200 MHz
- 64 MB RAM
- DirectX[™] 8.0 compatible video card
- Windows compatible sound card
- 8x or faster CD-ROM Drive
- Mouse or keyboard

RECOMMENDED

- Windows[®] 95 / 98 / 2000 / Me
- DirectX[™] 8.0 or higher
- Pentium[™] 333 MHz or faster
- 128 MB RAM
- DirectX[™] 8.0 compatible video card
- Windows compatible sound card
- 12x or faster CD-ROM Drive
- Mouse or keyboard

INTRODUCTION

Dear Player,

Thank you for choosing Jack Orlando Director's Cut. This game has been more than two years in the making, an adventure which we're really proud of - high-resolution graphics with 65,000 colors, smooth scrolling, flowing animation, many active characters, lavish dialog and above all, a gripping and extensive plot.

Experienced art cartoonists designed every scene, using the air-brush technique to scan, touch-up, and blend in the hand-drawn foreground animation. Every individual animated image was done by hand, then colored by computer.

To give our film the music it deserved, we got one of the best; Harold Faltermayer, whose soundtracks for Beverly Hills Cop and Top Gun, to name just a few, brought him fame the world over. So get ready for detailed graphics, a high quality soundtrack and dramatic action combined to give you a unique game experience.

Have a great time!

Your Jack Orlando Team

THE STORY

1933 will go down in the history books as the year America passed the 21st Amendment to the Constitution - Prohibition is over. To the delight of millions, alcohol can now flow freely across this thirsty land. Two days before the official proclamation announcing this historic change, clubs and bars across the land are stocking up on quality whiskey. Even Jack Orlando, private investigator and well-known bootlegger enemy is drawn to the golden liquid. Jack, however, is not sharing in the excitement accompanying the new law, for his life has become a monotonous journey, marked these days mostly by cheap whiskey and late nights in dive bars and run-down neighborhoods. Until one night... Jack Orlando - a cinematic adventure is the story of a scruffy but shrewd private investigator, called Jack Orlando who becomes involuntarily involved in a mysterious case of murder. He has only 48 hours time to slip the noose and to find the real offender. And as if this was not enough, he quite unexpectedly finds himself caught up in a web of intrigue...

Who is the guilty party? How can he get rid of the suspicion pointing at him?

Shady figures, crafty gangsters, explosive situations and tricky riddles characterize the game from the beginning to the end.

YOU are JACK ORLANDO and YOU determine the protagonist's destiny ...

INSTALLATION

Jack Orlando Director's Cut is based on DirectX 8.0 technology - that means the game will only run if you have installed DirectX 8.0 or higher.

To install DirectX 8.0 put the Jack Orlando Director's Cut CD -ROM in your drive. If you have activated the Autorun function of your CD drive, a menu will appear. Select "INSTALL DIRECTX 8.0" to install the DirectX driver.

If your Autorun function is disabled open your Windows-Explorer, select your CD-ROM drive and double click on the file AUTORUN.EXE. A menu will open. Click now on the button "INSTALL DIRECT X"

Note: After installing DirectX it is necessary to restart the system, otherwise the game will not run.

You can now install the game. Put the Jack Orlando Director's Cut CD-ROM in your drive. Select the option "INSTALL GAME" from the Autorun menu.



If the AUTORUN function of your CD drive is deactivated open the Windows Explorer, select your CD-ROM drive and double click on AUTORUN.EXE.

During the installation, you may choose from the following options:

- ⇒ Minimum Installation
- ⇒ Full installation

Minimum installation requires at least 200 MB free hard disk space, the full installation 700 MB. To achieve maximum performance full installation is recommended.

After the game is installed, you can start it from the Autorun menu which looks like this:



You can also start the game over the Program Manager. First, ensure that the correct CD-ROM is in your drive and then click on START ⇒ PROGRAMS ⇒ JACK ORLANDO ⇒ JACK ORLANDO.

In this menu you can choose if you want to play in a window or in the full screen mode. Just activate the checkbox "RUN IN WINDOW" and the game will start in window mode, otherwise the game starts in full screen mode.

You also have the possibility to choose the normal or the easy mode. The normal mode is set as default. If you want to play the simpler version just mark the box " EASY VERSION".

UNINSTALL

To uninstall the game, click on START ⇒ Programs ⇒ Jack Orlando ⇒ Uninstall game.

Now follow the instructions on the screen.

NOTE: Only the game components will be uninstalled. The saved games will not be removed. If you want to delete them, open the Windows Explorer and select the Jack Orlando directory (C:\Program Files\ Jack Orlando). Now you can delete the Jack Orlando directory.

GETTING STARTED

When you start the game following screen will appear allowing you to decide between:



INTRODUCTION: shows you a video telling you the story of Jack Orlando – a renowned Private Detective in a town somewhere in America of the Thirties.

NEW GAME: starts your adventure and every time a new game.

LOAD GAME: calls up games you've saved in the past. If you're playing Jack Orlando for the first time, or if you haven't any saved games, then of course this has no function as yet.

QUIT GAME: exits the game and returns to windows desktop.

THE SCENE OF CRIME

The game starts in an alley, where Jack has been knocked unconscious - THE SCENE OF THE CRIME. Next to Jack lies a dead man, Major Pete Reynolds. A passing citizen sees the two men and informs the police.

Depending on the mode you selected at the beginning of the game (easy or normal) the arriving cops will take Jack to the police station or will let him go to prove his innocence.



INVENTORY

During the game Jack can collect different things: some are necessary some are useless. Jack puts them in his coat. You, the player, can open Jack's inventory at anytime. Press the F1 key and Jack's trench coat will appear on the screen. If you picked up something you can also press the right mouse button to open the inventory.

You have here the possibility to combine items. Just take an object and put it over an another. If this combination is possible you will see a popup how Jack is combining the two things with each other.



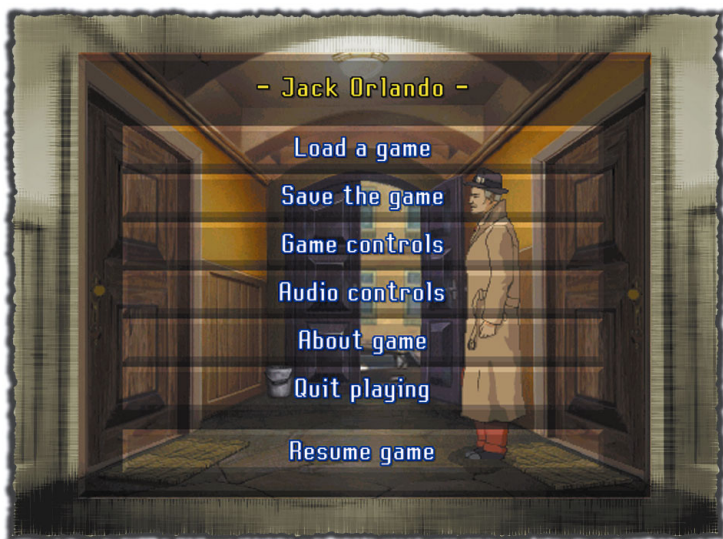
GAME OPTIONS

MAIN MENU

This part of the program allows you to modify different game settings.

You can open the Main Menu of the inventory by clicking on OPTIONS or by pressing the F4 - key (see also the list of keyboard shortcuts).

In the Main Menu you have the possibility to load a game, save a game, define the Game and Audio Controls, see the credits, exit and resume a game. It look like this:



LOADING A GAME

Use this option to load a saved game. You can also click on QUIT to start a new game. You can also press the F6 - key. With this shortcut you can load a saved game quickly.

SAVING A CURRENT GAME

When you are playing an adventure game like this, it's always better to save the current game so you can start where you left off at anytime.

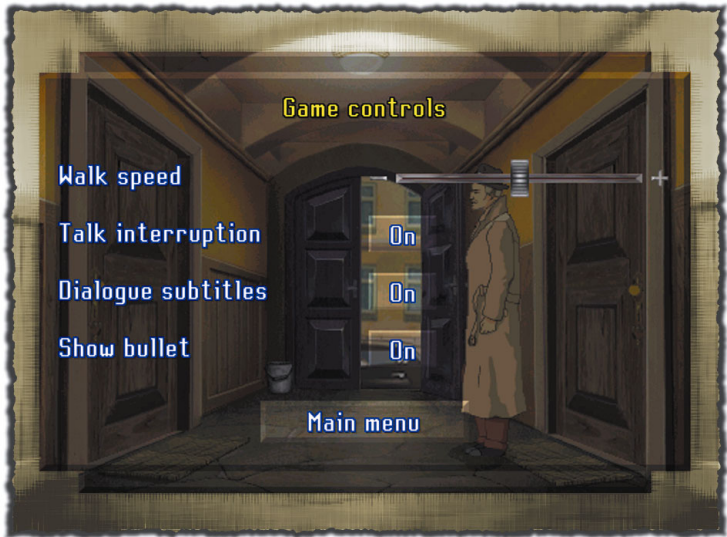
Click to open the storage area window on your screen. Choose a free line or overwrite an existing one. Type in a concise description of your current game situation and press ENTER. If you change your mind, you can abort by pressing QUIT.

Note: Especially in the normal version it is better to save frequently. Before starting an action with an uncertain result E.g. stealing a crank, it is better so save first. In this case, it is also useful to use the Quick Save shortcut F5. **Please remember:** Jack can die in this mode, so you will need to start the game again, if you have not saved!



GAME CONTROL MENU

Click in the Main Menu "Game Controls" and the following menu will open:



WALK SPEED: how you prefer - from slow to fast. This option can also be used to match the game to your PC's speed.

With the **TALK INTERRUPTION** control you can set whether or not you can break off a particular conversation, using your left hand mouse button. This is useful should you want to play the scene through again. When a conversation line which you've already seen appears on the screen, press your left hand mouse button to interrupt and get to the next sentence.

As a rule, only the choice of questions (which Jack can ask the different characters) appears on the screen. All other dialogs are spoken. Use the control **DIALOGUE SUBTITLES** to bring up the subtitles for all spoken lines.

To choose the individual mouse icons (Hand, Magnifier, Fist, etc.), just press your right hand mouse button until you have the one you want. Optionally, you can click on **SHOW BULLET ON**. Now you can use the Bullet to choose your mouse icon. Just click your right hand mouse button, and you'll see the Bullet on your screen, with all available mouse icons.

AUDIO-CONTROL

Here you can make settings which influence the background music.

The **MUSIC VOLUME** sets the volume level at which the background music will be played during the game. As soon as you move the controller you'll hear the new volume level.

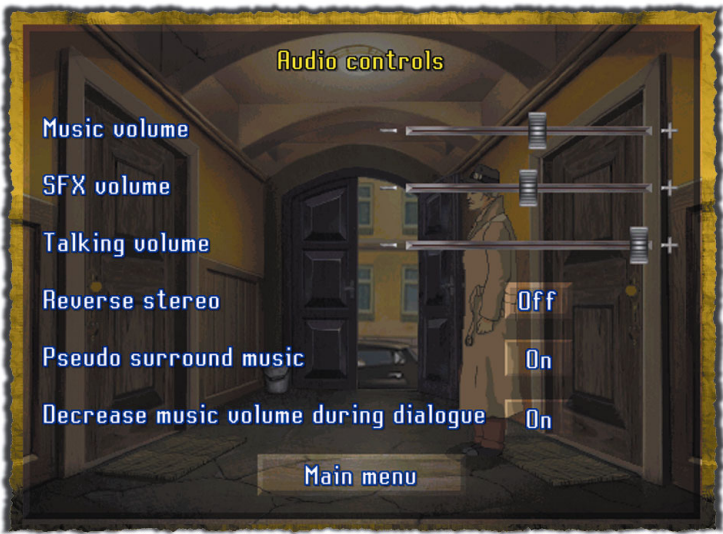
The **SFX VOLUME** works the same way, but applies to all the game sound effects (footsteps, doors, cars, animals, etc.). Do not set this too loud, or you will have difficulties understanding the dialogue lines.

The **TALKING VOLUME** sets the speech volume level.

The option **REVERSE STEREO** switches your stereo channels. In other words, sounds meant for the left channel will be played on the right channel, and those meant for the right will be played on the left. If your speakers are properly connected, leave this OFF. If your speakers are improperly connected, this will rectify the problem.

PSEUDO SURROUND MUSIC creates the impression that sounds are coming from a greater distance. This should normally be set OFF, but you might want to experiment a bit.

DECREASE MUSIC VOLUME DURING DIALOGUE should normally be set to ON. This will reduce the music volume while characters are talking, thereby making them easier to understand.



ABOUT GAME

Here you'll find all the names of those who were involved in the game. Just click on OK to return to the menu.

QUIT PLAYING

Click on this button to quit the game. Then confirm by clicking YES to return to the desktop, or click NO to return to the menu. If you have started the game in window mode, you can also click on the little X (top right) to close the game. When you quit, remember to save!

RESUME GAME

Click on this to return to the game. Then you can get on with solving the case in your own time.

CONTROLLING THE GAME

The whole game is controlled with the mouse. There are six different mouse icons which you can use for different operations. Two methods of how to call up the desired functions are at your choice:

By pressing the right mouse button you can change the cursor directly to call different actions or by pressing the right mouse button calls up the bullet from which you can choose the desired action.

Both methods have the same effect. They change the cursor and cause an action. The following commands are at your disposal:



ARROW - WALK AND TALK

You'll always see the mouse arrow on your screen at the start. In other words, that's the standard, or default.



Use this icon to get Jack to move or to start a conversation. Click the left mouse button on the location to which you want Jack to go. If he's allowed to go to that location he'll make his own way there. And if you want Jack to start up a conversation with someone, just click on that character with your left mouse button.



If you've got the arrow pointing to an alley where Jack can go, or a door through which he can go, the arrow will change into a live direction pointer. Click on your left hand mouse button and Jack will go there.



MAGNIFIER - LOOK AND EXAMINE

If you place this icon over an object on which you can get some information, the Magnifier pulses. If you click on your left hand mouse button, Jack will describe the object and a written description will also appear on your screen.



HAND - TAKE AN OBJECT

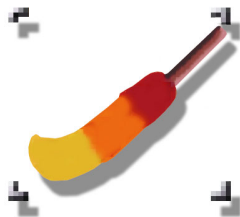
With this you can take objects, give objects which you already have to others, or you can combine one object with another. To take an object, place the hand over it and press your left mouse button. Jack will go to the object and take it. You'll see that object replace the hand on your screen. You can now combine that object with another one which will then behave just like the Magnifier.

When you place an object over another object with which it can be combined, its corners will glow white.

To take the object, open the inventory and deposit it there . When you move any mouse icon to the top of your screen, the inventory will appear and the icon will change into the Hand, with which you can take one of the objects out of your inventory.

You'll also see the name of the object over which the icon is placed. To combine two objects, like a hook and a rope, for example, lift one of them with the Hand and lay it on the other with a left hand mouse button click. On your screen you'll see Jack, in close up, combining the two objects; but only if the two objects can be combined with another.

You can also use the Hand to give an object to another character in the game. As soon as you've got an object in the Hand just click your left hand mouse button on the character to whom you want Jack to give the object. However, that character may not always take the object.





FIST - PUNCH

Use this to threaten or punch somebody or to break something. Don't forget though, this is a last resort. Try other methods first to get what you want. You'll find in most cases that a well planned conversation is a better solution. Use the Fist just like any other icon: place it on your target character or object and press your left hand mouse button.



COLT - SHOOT









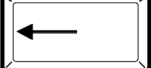
Jack uses his Colt to shoot people, or just to scare them. As in the case of the Fist, it's a last resort thing again. You'll probably get what you want with clever conversation. Use the Colt just like the Fist. But first you'll have to find it ...



KEYBOARD SHORTCUTS

Optionally, you can also use your keyboard to execute the most frequent game options like Load, Save, Exit.

The key functions are listed below:

KEY	FUNCTION
	Opens the Inventory (Jacks' trench coat)
	Saves the actual game
	Loads an existing game
	Opens the Main Menu (Option Menu)
	Quick Save
	Quick Load
	Quits game
	Shows the map (only in the city available).
	Leaves the current building / location

CHARACTER DESCRIPTION

Some game characters are described below. Their descriptions should help you to better understand the game and its goal.

Jack Orlando is a 39 year old private detective with life experience and the main character of the game. He is a balanced person who can sometimes however, react aggressively.



The first policeman, who arrests Jack at the beginning of the game is Alex Rauer. He is 35 years old, inexperienced and reckless. He is only doing his job, and he tries to do it as well as possible.

Tom Rogers, 46, Inspector at the local police department. A very quiet and mysterious person.

He leads the murder inquiries in the Pete Reynolds case in which Jack is involved.



Another policeman - Steven Johnson, 37, is an experienced and balanced person. He arrests Jack and conducts him to his cell. He is not as impulsive as his colleague.



Alice Stone is Jack's neighbor. She is a 32 year old housewife and a good friend of Jack's. Jack can speak to her about nearly all his problems.

Joe Astor a 14 years old shoeshine boy. He is a nice guy who pays attention to what happens in his neighborhood and what his customers talk about.



Daisy Simour, 67, flower shop assistant - an old woman, who has missed the changing times. She sits in front of the Cotton Club and sells flowers.

Arnold Johnson is 27 years old. He is a porter, indifferent, very disciplined and polite. He stands in front of the Hotel Paradise.





Leone Detteli, 34, grass. He is a very mysterious sly fox. He is a born braggart. He stands at the corner next to the Cotton Club in the city.

Gabriel is a call girl at the O'Granis Night Club. She is 24 years old, very boisterous, impudent and regards herself as the beauty of the city.



The owner of the Cotton Club. He likes sticking his nose in other peoples affaires. He thinks he is important and every one must believe what he says.

Ella Wilson is a 21 year old woman. She is a guest in Hotel Paradise, young and childish. She searches for young men and the meaning of life.



This good-looking man is August Bellinger. He is 35 years old, quiet and generous, however he is unscrupulous and very rude when facing strangers.

This strong man is Biff Baracus. He is 27 years old and lives in Jack's neighborhood. He does not want to be disturbed. He does not like strangers especially those, who want to steal something from him.



Clara Pollock - a 76 year old woman curious and slightly naive. She is Biff's neighbor and a good friend of his.

Okahara MingTo is a street vendor in front of a Chinese laundry.

His age is 32. He is a mysterious person who seems to have many secrets..



A destitute - one of many homeless people on the streets of the 30ies. He is insidious, vindictive and very violent. There is no chance of trading with this guy.

The young girl's name is Elizabeth. She is 27 years old and a quiet and sensitive and a very romantic person.





Louis DeLare is 32 years old and works as a receptionist at Hotel Paradise. He is the typically arrogant type, who thinks, he is better than the rest.

Rosemarie Gorman is one of the hotel guests. Her age is 31. She is an unfriendly woman, who believes, that the whole world revolves around her.



Bill Kowalsky is 55 years old. He is a caretaker in the city a friendly, but not very talkative person.

Jerry Cooper "The Bottle", 49, destitute. He is a quiet and kind person, who is glad when he has somebody to talk to. He has known Jack for long time.



Giuseppe Elgardo is a 52 year old man. He is a hotel guest, and an energetic, businessman, always bad mannered and discontent.

THINGS TO COLLECT

Variations of all the classical adventure puzzles are integrated into "Jack Orlando".

Jack can include almost every object he finds during his investigations into his inventory. Certainly, you can collect quite a few useless and unnecessary items, but sorting them from the important ones, or thinking of possible uses for them will take a lot of concentration and logical skill.

Various objects can be combined, so that new possibilities often present themselves to you.

DIALOGS

You have the freedom of choice- there are always several answers to any question asked and every answer causes the person spoken to react quite differently. This results in different solutions, sometimes leading you to new locations ...

HOLD ON!

The next pages contain a few hints for solving the first riddles.

If you want to try them alone, skip the next three pages and continue reading from page 37.

SOLVING THE FIRST RIDDLE

Whichever riddle comes first depends on the mode selected at the beginning of the game.

The game always starts with the "Scene of the Crime". Jack is lying next to a dead man, an old woman calls the police and two policeman appear and handcuff Jack.

In the **EASY MODE** Jack is not arrested. The Inspector "Tom" comes and gives him 48 hours to solve the murder.

In the **NORMAL MODE** Jack is arrested and thrown into jail. To get out, he must take the spoon from the table and must talk to Bernardo Mallone - a gangster who is in the cell.



Jack receives information only when he hits Mallone. Use the bullet and select the fist. Use the fist on Mallone and then he will speak. He tells Jack something about the big gangster boss Don Scaletti.

After this scene a policeman brings Jack to the Inspector. Tom, the inspector - an old friend of Jack's - gives him 48 hours to find the real offender. Jack is brought back to his apartment.

The easy version also starts from this point.

Enter the corridor to Jack's apartment and use the hand cursor on the carpet. Jack now heaves the carpet and takes the door key to his apartment. Now use the key to unlock the door.



When you click with the key on the door, to enter Jack's apartment, his neighbor Alice Stone comes out to talk to Jack. She invites Jack in for a coffee - but first Jack must take a shower.

INSIDE JACK'S APARTMENT (EASY AND NORMAL VERSION)

Go to the left side to Jack's bathroom. You will not see inside the bathroom, but you will hear Jack washing himself. After a few seconds he comes back out.

On the couch you will find a purse. Again, use the hand cursor to take the money from the purse. It is necessary to take the duster, leaning next to the bookshelf. Then open both bottom drawers of the bookshelf. In one you will find a notebook in the other you will find a key. This key leads you to another drawer on the other side of the room.



Go now to the right. Next to the desk you will see another drawer - it is locked. Open your inventory and take the key. Use the key to unlock and open the drawer.. Inside you will find Jack's gun. Now you have another mouse cursor available: the pistol.

Now you can go to Jack's neighbor - Alice. Jack knocks on the door before he enters her apartment. Talk to her, look around and take all you can - some things will probably be useful in further scenes ...

Now try to solve the riddles alone.



REMEMBER: take all and talk to all persons. Information are very precious in this adventure especially in a murder case

GOOD LUCK !

TROUBLESHOOTING

We have run this game through many exhausting tests on a lot of different hardware configurations, so that no difficulties should arise. Never the less it is not possible to test all configurations.

Before you contact our technical support, please read through the following tips. If you should still have difficulties check the following hardware details.

- Which operating system are you using?
- What type of processor does your PC. have and with how much RAM is it equipped with?
- Which version of DirectX are you using?

Information about your version of DirectX.8.x can be gained from the DirectX diagnosis program.

Click on START then on execute and enter DXDIAG as a prompt. Under the menu item System you will find exact information about your computer.

- What types of graphic and sound cards are installed into your computer?

For information go to the Windows hardware manager (START then settings, system control, system, hardware manager.)

SOUND

Call up the DirectX diagnosis program as described above. Click on the card index Sound.

The sound hardware accelerator is normally set to Maximum - 100% (maximum acceleration). Set the slide control to the next step down (Standard acceleration) and start the game again.

If you should still have sound problems re-open DXDIAG and set the slide control to Minimum Acceleration. If the problem persists switch off the accelerator completely , set the slide control to No Acceleration.

If this option does not bring any results you may need a driver update.

Under <http://www.windrivers.com> you'll find a list of all hardware manufacturers. On their individual web sites you will generally find the current drivers as a free down load.

GRAPHICS

Call up the DirectX diagnosis program as described above. Click on the card index Display.

In this option there are three test possibilities open to you: AGP Surface Acceleration, Direct3D acceleration and DirectDraw acceleration.

Test all modifications. If a fault should occur in one of the options you have the possibility of deactivating. The AGP Surface Acceleration and the Direct3D acceleration can be deactivated. The DirectDraw acceleration should not be deactivated, otherwise the game cannot be restarted.

If these options do not bring any results you may need a driver up-date.

Under <http://www.windrivers.com> you'll find a list of all hardware manufacturers. On their individual web sites you will generally find the current drivers as a free down load.

IMPORTANT:

If you update you graphic card driver it is absolutely necessary to reinstall DirectX.8.x

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Any questions? suggestions? wishes?

Your opinion counts! The new forum offers the possibility giving a feedback to all ZUXXEZ Games, you can change tips and tricks there with other players.

German Message Board: <http://boards.topware.de>

English Message Board: <http://board.zuxxez.com>

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Recording Studio
Tonstudio Mannheim

Additional Keyboard & Midi-Programming
Mario Schneider, Gernoth Rothenbach

Lyrics by
David A. Cooke

"I CLOSE MY EYES AND THINK OF YOU"
sung by
Julia von Miller

Original Soundtrack available from
BMG ARIOLA

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