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HEUREKA® Klett

Original Title: "Bioscopia",
 © HEUREKA-Klett Softwareverlag GmbH Germany
 produced by Ruske & Pühretmaier Multimedia GmbH

Bioscopia

TIME IS RUNNING OUT



Tivola
ENTERTAINMENT

2 CD-ROM
SET

Tivola
ENTERTAINMENT



Installation/ De-installation

Windows 95, 98, NT, ME, 2000, XP

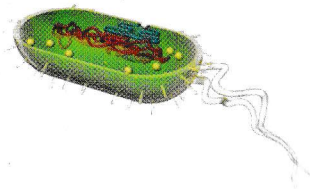
Insert the CD "Bioscopia 1" into your CD-ROM drive. Select the "run" command from the "start" menu. Type "X:\ Setup.exe" into the dialogue box or open "my computer", click on "X" and choose "setup.exe" (replace "X" by the letter representing the CD-ROM drive). Follow the instructions on the screen. In order to de-install "Bioscopia", insert the CD "Bioscopia 1" into the CD-ROM drive. Select the "run" command from the "start" menu. Type "X: Bioscopia Delete.exe" into the dialogue box (replace "x" by the letter representing the CD-ROM Drive) or select "programs" from the "start" menu, click on the icon for de-installation and follow the instructions.

Macintosh

Start the game by double-clicking on the „Bioscopia“ symbol.



To de-install the game, click on the icon for de-installation and follow the instructions.



Installing Quicktime

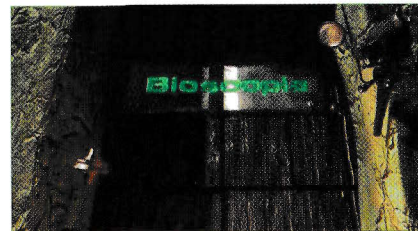
You will need „Quicktime 4.0“ in order to play Bioscopia. If you do not already have this Quicktime version, the program will give you the option to install it automatically.

Help

Lost or stuck in Bioscopia? Find and read the help-PDF file on the 1st Bioscopia CD. You need Acrobat Reader to access the help.pdf. If you don't have this product, you can install it directly from the 1st Bioscopia CD.

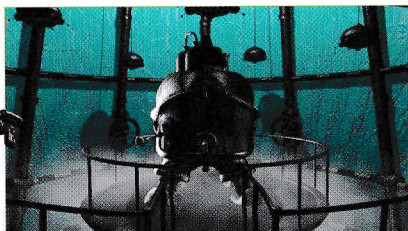
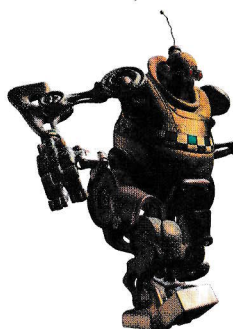
Starting the game

When you start the game, you can choose between starting a new game, entering a saved game or getting directly into the Brain Center.



The Story of Bioscopia

In the far future, in a remote mountain location, experiments with artificial intelligence took place at the laboratory Bioscopia. The scientists working at Bioscopia created intelligent robots with human characteristics, their intention being to exploit them as cheap slave labor. Somehow the experiments got out of hand, the robots turned evil and overpowered their creators. The only way to stop them was to disable their power source by disabling the power generator of Bioscopia, which the last surviving scientist devoted the last moments of his life. Years later a curious researcher seeks Bioscopia, unaware of the dangers lurking there. She finds and enters Bioscopia, she sets off alarms, enables the evil robots and finds herself trapped! It is up to you to find her, save her from death and unlock the secrets of Bioscopia.



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Bioscopia Brain Center

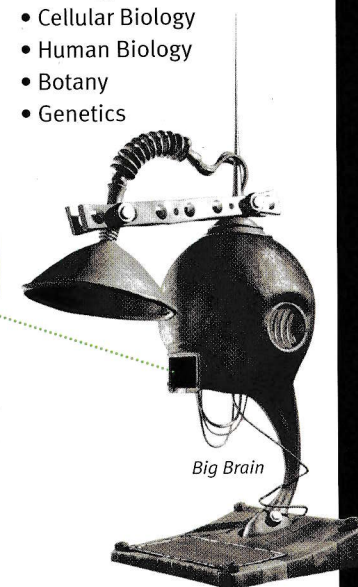
To get to the precious knowledge of Bioscopia, you will want to visit the Big Brain, the central computer where the results of experiments and important data is stored.

Scrolling over the fields shows the five main topics of:

- Zoology
- Cellular Biology
- Human Biology
- Botany
- Genetics



Click the highlighted fields to get to each topic. You can either enter the contents of the main topics here or simply click onto the highlighted field again to enter the first chapter of the chosen topic. To exit, click on the highlighted Bioscopia symbol in the lower right corner of the Big Brain.



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The Bioscopia CD-Player



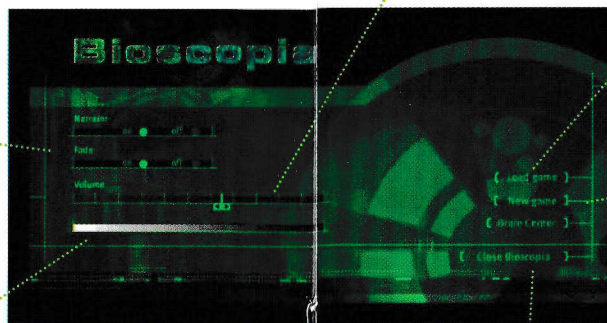
To open the Bioscopia CD-player, click on the gold CD symbol in the top right-hand corner of your screen.

Here you can switch the fading effects between the various pictures on or off.

Switching the fading effects off will accelerate the changeover between pictures in slower computers.

Make sure you change the brightness of your monitor in such a way that you can easily see all the gray tones.

6



volume control

If, at any point, you want to save the game you are currently playing, click here. Enter a name, then click on "OK". Click on "Back" to get back into the game and carry on playing.

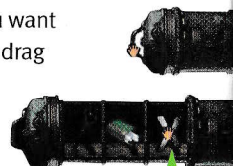
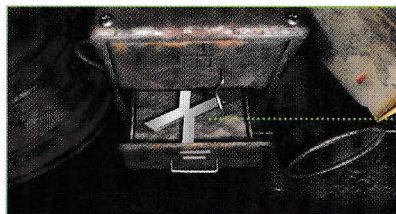
If you want to carry on playing with a previous score, click here. The list with your saved scores will appear, choose one and click "OK". Click "Back" to get to the saved point in the game you have chosen.

This is where you can end the game.

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Inventory Box

In many places you can collect objects that might be useful later in the game. You'll find a key, for example, to open the door to a building. Drag and drop the object into the inventory box, which will automatically open up. If you want to use the object later just drag and drop again. If you drag an object into the wrong place it will automatically slide back.



Navigation

Movement

When you move the mouse symbol across the screen, it will change into various symbols of hands. These allow you to move in various directions. The symbols show you in which direction your click leads you.



move forward



turn around



walk right



move up



walk left



move down



turn right



move back



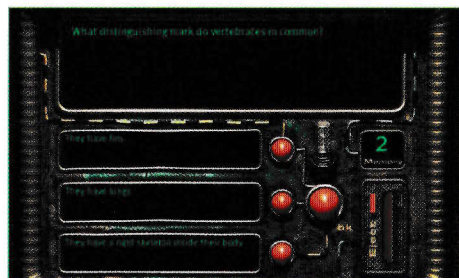
turn left

Actions

When you can do something, such as opening a door or a drawer, your mouse turns into a little hand. Click on the object and use the hand to carry out the action.

Key Card Charger

A lot of closed gates and doors can be opened with the blue and red rechargeable key card. You need to recharge the key card by answering questions on biology correctly. Answers to all questions are found in Bioscopia's central computer, accessible through the Big Brain.



Help

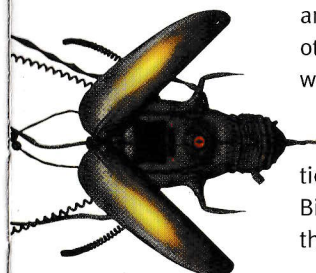
At crucial points in the game you will find short help messages at the bottom of the screen.

Video Tools



To start a movie, click on the single arrow pointing right. You can also forward and rewind the film by using the double arrows, or move within the film using the control switch to focus on exactly what you want to see.

Riddles



Bioscopia contains a lot of mysterious riddles and tasks. Some of them require logical thinking, others knowledge of Biology. A strange machine with buttons, handles and panels may appear and challenge you with biological riddles.

The objects you collect and use are often tied to the educational contents of the Big Brain. Checking it out will help you solve the riddles.

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