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WINDOWS™  
98/ME/2000/XP

# Curse of Atlantis™

T H O R G A L ' S   Q U E S T

FROM THE DEPTHS OF  
THE SHADOWS, EMERGES  
A CONQUERING HERO

THE  
ADVENTURE  
COMPANY

# Curse of Atlantis

THORGAL'S QUEST

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## Introduction



On a far-away shore, a mysterious old magician shows Thorgal, a mighty Viking warrior, a mirror in which he can see his own future. The vision he sees is horrific: Thorgal raises his bow, aims at his intended target and releases an arrow to kill his own son...

Take on the role of Thorgal, descendant of Atlantis, and confront every danger and travel through the portals of time and space to protect your loved ones and solve the mystery surrounding the vision. Fate and destiny are in your hands.

## System Requirements

Windows® 98/ME/2000/XP

Pentium® II 450 MHz or Equivalent Processor

64 MB RAM

12x CD-ROM Drive

8MB DirectX® Compatible Video Card

DirectX® Sound Card

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## Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert the **Curse of Atlantis™: Thorgals' Quest** CD into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.



If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows® desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Install.exe (i.e.: D:\Install.exe)

Or

- a) Double-click on 'My Computer.'
- b) Right-click on the CD-ROM drive with the **Curse of Atlantis™: Thorgal's Quest** CD and select 'Open' to access the contents of the CD.
- c) Double-click on the 'Install' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.
4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
5. To launch the game, from the Windows® desktop, select:  
Start -> Programs -> Thorgal -> Play Curse of Atlantis

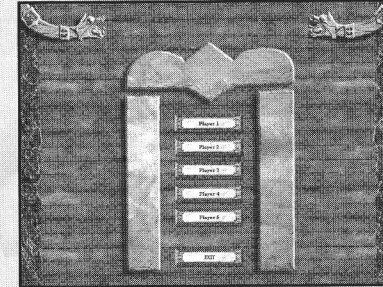
## Uninstall Instructions

To uninstall **Curse of Atlantis™: Thorgal's Quest**, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> Thorgal -> Uninstall Curse of Atlantis

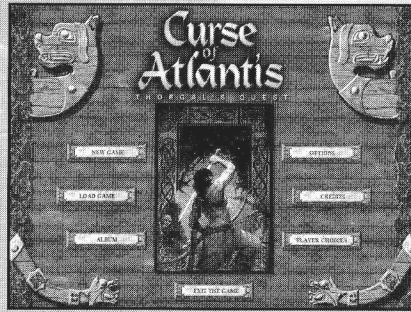
## Player Selection Screen



When you launch **Curse of Atlantis™: Thorgal's Quest**, you will be taken to the Player Selection Screen. Select a Player slot and you will continue to the Main Menu.



## Main Menu



At the Main Menu you may access the following:

**New Game** – Begin a new game

**Load Game** – Load a previously saved game

**Album** – View the evolving storyline of the game in a beautiful comic book scenario

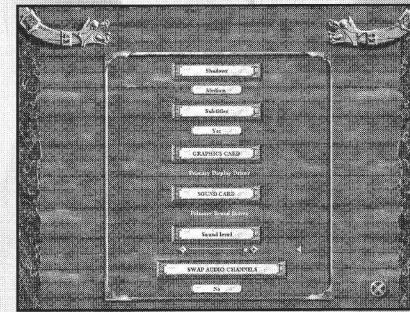
**Options** – Adjust the various graphic and sound options

**Credits** – A list of all the people who made the game

**Player Choices** – Return to the Player Selection Screen

**Quit** – Exit out of the game

## Options Menu



In the Options Menu, you may adjust the following:

**Shadows:** Select the level of shadowing visible in the game

**Subtitles:** To have the subtitles visible or hidden during gameplay

**Graphics Card:** Select the graphics card

**Sound Card:** Select the sound card

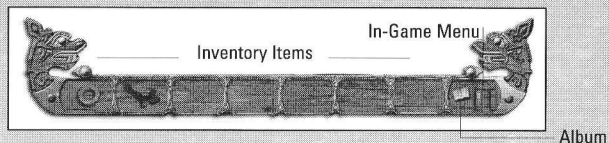
**Sound Level:** Adjust the volume of the in-game sound

**Swap Audio Channels:** Select to have the sound come

through the other speaker. For example: a sound may only be broadcast through the right speaker. If the Swap Audio Channels is selected as 'Yes,' that sound will now be broadcast through the left speaker. Most sounds in the game, however, are broadcasted in stereo through both speakers.

Click the icon on the bottom right of the screen to return to the Main Menu.

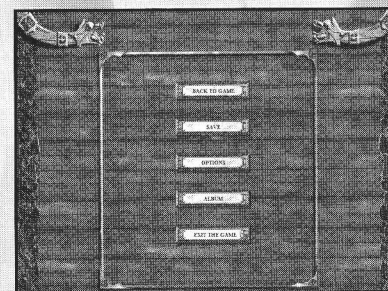
### The Activity Bar



During gameplay, right-click to access the Activity Bar. The Activity Bar will open on the bottom of the gameplay screen.

From the Activity Bar, you will be able to access the In-Game Menu, the Inventory items and the Album.

### In-Game Menu



During gameplay, right-click to access the Activity Bar. Click on the Archway icon on the bottom right of the Activity Bar to access the In-Game Menu.

From the In-Game Menu you may access the following:

**Back to Game** – Return to gameplay

**Save** – Save your game in progress

**Options** – Adjust the various graphic and sound options

**Album** – View the evolving storyline of the game in a beautiful comic book scenario

**Exit the Game** – Return to the Main Menu



## ***Inventory***

During gameplay, right-click to access the Activity Bar. From the Activity Bar, you will be able to access the inventory items you collect during gameplay.

When you collect an inventory item during gameplay, a small box with the image of the item will appear on the upper-left corner of the gameplay screen. This indicates that the item has been collected and has been placed in your inventory.

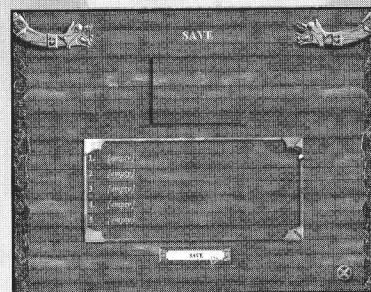
To access an item from your inventory, right-click to access the Activity Bar. The inventory items will appear in separate slots on the Activity Bar. Click on the item you wish to use. You will then return to gameplay, with the inventory item beside the cursor.

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## ***The Album***

As you progress through the adventure, the storyline will appear in beautiful hand-drawn illustrations in the Album.

## ***Saving Your Game***



To save your game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the Archway icon on the bottom right of the Activity Bar to access the In-Game Menu. Select 'Save' to access the Save Menu.

Click on one of the available spaces and then click on the 'Save' button. Your game will be saved and you will return to gameplay.

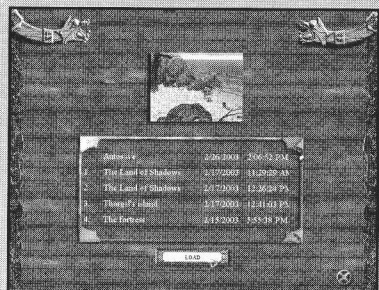
To overwrite a previously saved game with a new one, click on a previously saved game. You will be prompted to confirm that you want to overwrite the saved game. Select



to overwrite the saved game and your new game will be saved in that location. You will then return to gameplay.

Please note: As **Curse of Atlantis™: Thorgal's Quest** is a challenging game, we recommend that you save your game often!

### Loading a Saved Game



To load a previously saved game, right-click to access the Activity Bar. The Activity Bar will appear on the bottom of the gameplay screen. Click on the Archway icon on the

bottom right of the Activity Bar to access the In-Game Menu. Select 'Exit the Game' to return to the Main Menu.

At the Main Menu, select 'Load' to access the Load Menu. Each saved game is indicated by an image of the location where the game was saved, and the name of the location where it was saved. Each is date and time stamped. Click on the saved game image you wish to return to, click on the 'Load' button and you will then return to that part of gameplay.

### Cursor Explanations



**Selection Cursor:** General cursor for selecting menu items, etc.



**Directional Cursor:** Indicates that you may move your character in that direction.



**Action Cursor:** When spinning, this indicates that an action is possible here, sometimes requiring an inventory item.



**Inventory Cursor:** Indicates that you may collect this item into inventory.



**Conversation Icon:** Indicates that you may speak with this character.

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### **General Gameplay Items**

1. To make Thorgal run, double left mouse-click when you have the Directional or Action cursor.
2. When an item or person can be interacted with, they will appear to 'light-up' when you scroll over them with the cursor. When you are not certain what to do in a location, it is a good idea to move your cursor over the gameplay screen to see what might be possible.

## **First Five Minutes of Gameplay**

### **The Viking Village**

After the introduction, you find yourself, as Thorgal, on the dock outside a roughly hewn house, while the storm winds blow around you.

Enter the house. This is Oldreif's home and he is the ruler of this island. Speak with him until all conversations have been exhausted. (This means you might have to click on him again, until a line of dialogue is repeated.) Oldreif complains about the storm and that the wind was so strong he had to tie down the bell as it was ringing wildly. Speak with Oldreif about the possibility of traveling through the forest to get to the other side of the island. Oldreif refuses to let you cross the bridge because of the danger that the Pillagers in the forest pose to all strangers passing through.

During a cutscene, the magician, Noral, appears. Cross the room and speak to him. He suggests you look into the mirror to see your destiny reflected within. Cross to the chest to the left of Noral and pick up the mirror. During this cutscene, you see that your son, Jolan, is in danger, apparently by Thorgal himself. Speak with Noral again. He



mentions that there is a fisherman, named Maleb, who might lend you his boat to get home, however he is on the other side of the island. When Noral leaves, another cutscene appears, where you see how magical Noral truly is, and you are left standing outside alone.

Walk to the right of the gameplay screen, to the end of the village path, and you will come upon the drawbridge. Examine the mechanism to discover that there is a piece missing to make it operational.

Return to the village. You will see a woman kneeling on the ground, busy tending to her chores. Behind her is a spot on the grass which is worn down from use. By the wall there is a rotating target. Stand in the worn out spot and take aim at the target. Aim at the center of the target, and release the arrow to hit the target. Once you have hit three arrows into the target, (you have many chances to try) the music will indicate that you have completed this task.

Speak to the woman who is kneeling on the ground. She will tell you about the dragon who lives in the forest. She will also tell you that the lever to the bridge is hidden in Oldreif's house. As you have already successfully shot three arrows into the target, she gives you her son's knife. If you

haven't already shot the target three times, go back to the target and when you have completed this task, speak with her again to receive the knife.

Return to Oldreif's house, but instead of going inside, go around the side of the house, to where you first arrived, and find the bell. Select the knife from inventory and cut the rope. This will trigger a timed sequence and you must now return to the house. Once you enter, Oldreif will leave to re-secure the bell and stop it from ringing. Hurry, you only have a short period of time to take the lever for the drawbridge before he returns. The lever is behind the shield, to the right of the entrance door.

Once you have the lever, return to the drawbridge. Select the lever from inventory and pull it to raise the bridge.

Walk across the bridge, and enter the Pillagers' Forest.

Enjoy the rest of the adventure!



## Credits

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**Special thanks to:**

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Timera Tahirou.

## TECHNICAL SUPPORT

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

**Online Support** – <http://www.theadventurecompanygames.com/tac/support>

Please visit the Support section of our Web site at:

[www.AdventureCompanyGames.com](http://www.AdventureCompanyGames.com)

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

**Phone Support – 416-638-1170\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

**Please have the following ready:**

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

**\* Phone support is located in Toronto, Canada.**

Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.



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The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order payable to DreamCatcher Interactive Inc. for US\$8.00 to cover postage and handling fees.

### Please be sure to include the following:

- Full Name
- Address, City, State/ Province, Zip Code/ Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

### Mail To:

The Adventure Company  
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**Please read this caution before you or your child play a video game:**

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

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

### **Standard Precautions When Playing Video Games:**

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.