

LK MILON

REAH™

FACE THE UNKNOWN



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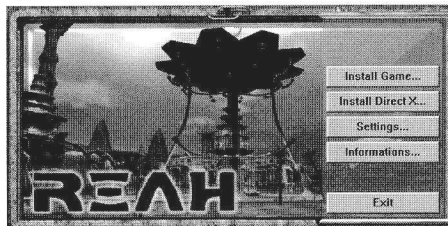
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REAH

ENGLISH

I. First Start-up

After the CD is inserted in the drive, the game will start automatically. In a few seconds the start screen of the game should appear:



If it does not appear, the game must be started manually. This can be done by opening the *My Computer* icon and then clicking on the **REAH** icon. You can also click on the **START** button, then select the *Start Game* from the menu, write

D:\AUTORUN.EXE in the highlighted window and press the *OK* button. If the current CD-ROM drive is represented by a letter other than D, you must of course change the letter D in the above example to the right letter. After the game start window appears there are five options available: *Install Game*, *Install DirectX*, *Settings*, *Information* and *Exit*.

Both the game and the start panel are mouse-operated in the general Windows 95 manner.

I.1. Install Game

Before you start the installation, make sure your equipment meets the hardware requirements. To start the game, you need as a minimum: **P75, 16MB RAM, CD-ROM 4Xspeed, Windows 95 compatible sound card, installed DirectX drivers.**

W A R N I N G !

EPILEPSY WARNING

Please read before using any video game or allowing your children to use it.

Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour playing video games.

To start your adventures in REAH you must first install the game. This is done with the *Install Game...* button. After pressing the button, the following window appears:



This makes it possible to enter the target folder where the files necessary for correct operation of the game will be copied to. We recommend that inexperienced users accept the prompted folder. After pressing the *OK* button the installation process will begin. Depending on the speed of the CD-ROM drive, it can take up to about ten minutes. During the installation about 170MB of data will be moved to the hard disk. After a successful installation of the game two additional buttons should appear in the start window: *Start* and *Deinstall Game*.

I.2. Install DirectX

REAH is a game designed for a maximum use of the Windows 95 system. The DirectX technology is used to achieve as good quality as possible. If the DirectX drivers are not installed, this has to be done before the installation or first start-up of the game. The installation process is simple - just press the *Install DirectX Drivers...* button and properly respond to all suggestions displayed on the screen.

I.3. Settings

With this button the language can be selected in which the game will communicate with the player.

I.4. Information

After pressing this button you can read the latest information on the game.

NOTE: As this manual is published slightly in advance of the game itself, the Information may contain significant data concerning the game which are not included in the manual. Please read the information carefully.

I.5. Deinstall Game

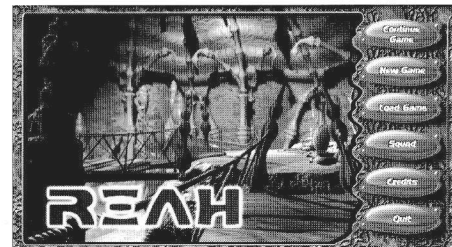
By pressing this button all data entered during game installation will be removed from the hard disk.

I.6. Exit

With this button you will leave the start screen and return to Windows 95.

II. Game

There are six buttons available on the right side of the screen:



II.1. Continue Game

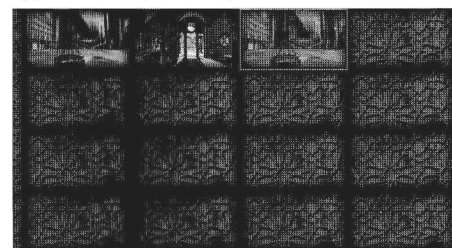
Press this button to resume the game from the point where it was last ended. Of course, this option is not available during the first start-up of the game.

II.2. New Game

Press this button to start the game from the beginning.

II.3. Load Game

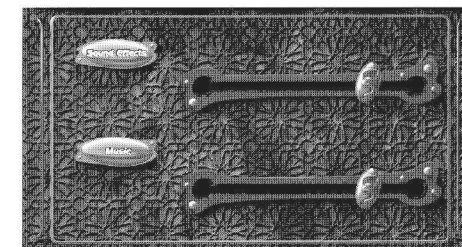
With this button you can load the saved game status. The following screen will appear after pressing the button:



Each record is presented symbolically by means of pictures from the game. Empty boxes mean saved games. The saved games are selected by clicking on the right field and confirming the choice with the *OK* button.

II.4. Settings

By pressing this button the sound and music setting control panel will appear.



Use the buttons on the left-hand side of the screen to turn on and off sound effects and music. The slide controls in screen centre can be used to set the required volume levels.

II.5. About the Game

This button displays a list of persons involved in the work on the game.

II.6. Exit

By pressing this button you will leave the game and return to Windows 95. Remember that each time the game is left the current location is recorded where the game was ended. This point can be easily recovered by selecting the *Continue Game* option from the game title screen.

III. How to Play REAH

After starting the game (the *New Game button*) the appropriate game screen will appear. Hereafter in the manual it will be called the action screen, as this is where the whole plot of the game takes place, this is where you perform all operations necessary to move in the REAH world, collect objects, solve puzzles etc.

III.1. How to Play

The whole action of the play is controlled by the mouse. Moving the mouse cursor on the screen you will notice that it takes different shapes depending on the operation you can perform at the given moment.



basic cursor shape, meaning nothing special...

In the game it is possible to make smooth turning at any place you have reached! After pressing the left mouse button and holding it for a while (about 0.5 - 1 second), the mouse cursor will change shape and enable you to make smooth 360 degree turns. The rotations are made by dragging the mouse in the required direction, of course while holding the left mousebutton pressed. The meaning of turning cursors:



turn left or right;

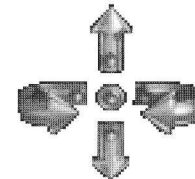


in addition to turning it is also possible to look down;



turning and looking up or down.

In the bottom left corner of the screen there is an icon which indicates the turns you can make (before you press and hold the left mouse button).



turning and looking up or down possible.

Of course, apart from turning round, in the game you also walk (or sometimes even run). When the mouse cursor is moved on the screen (this time with no mouse button pressed), it will sometimes change shape, informing you of the operations you can perform. Note: the actions described below are performed by single and rather short clicking of the left mousebutton. Longer holding of the key pressed will always cause switching to the "turning mode". The following actions can be performed in game:



go to a new place;



lift (take) an object;



"action" (use an object, perform an action, etc.);



close-up;



return from close-up.

III.2. Pocket

Situated below the main action screen is an inventory in which all the objects collected are kept. It is not too big, but during your adventures on REAH there is no need to collect everything you come across.



The active object is always highlighted and it is activated automatically after the place where it can be used is indicated on the action screen. This means that there is no need to test each object collected in any other location accessible in the game!

IV. Game Options

Above the main action screen there is the option menu. During the game the menu bar is hidden. It can be displayed by moving the mouse cursor above the game "action area" (close to upper edge of the screen). The button bar will then appear:



IV.1. Help

Displays the help screen.

IV.2. Save Game

The button makes it possible to save the current status of the game. Because of nature of REAH (no dead end) the game record is an auxiliary function and it can be used for example to replay interesting parts of the game or animation. After this function is called, a screen will appear similar to that described in the **Load Game Section** (II.3). The only difference in the handling of this screen is the possibility of indicating empty windows in which the current saved game will then appear.

IV.3. Load Game

Makes it possible to load the recorded game status. The function is described in the **Load Game Section** (II.3.)

IV.4. Sound

This button makes it possible to set the parameters of the sound played. For detailed description see Section II.4.

IV.5. Exit

Makes it possible to leave the game.

It is also possible to quickly call any of the options described, using a hot key. And so,

F1 calls the *Help* option,

F2 - *Save Game*,

F3 - *Load Game*,

F4 - *Sound*,

F10 or **Alt-F4** - *Exit*.

V. Additional Hints

1. When setting the volume of sound effects and music, remember that their maximum volume depends on the volume set by the system Volume Control.
2. During the deinstallation (and reinstallation) of the game no saved games are removed from the disk.
3. On slower computers (up to Pentium 100) with slow CD-ROM readers (under 8xSpeed) music should be turned off to improve smoothness of the game.
4. If the image or sound fails, the reason could be an incorrect configuration of the Windows 95 system. This can be checked by displaying the information contained in **Performance** in the **System/Properties** option. Correct configuration of the CD-ROM is particularly important. CD-ROM readout optimisation should be set for a *4-Speed or faster drive*.
5. If the game is left idle for longer than 5 minutes, the program automatically switches to the "dozing" state. It is practically unnoticeable to the player. Its only symptom is the turning off of music. Return of the game to the normal state takes place when executing the first animation (e.g. transfer to another location). If music was on when the game switched to the dozing state, its playing will be resumed automatically after the game is activated.
6. The appearance of a flag on the map in the bottom right corner of the screen means the state of the game can be saved at the current location. Except at the puzzle locations where no flag occurs.
7. Exiting the game by means of the **Alt+F4** keys will not be accompanied by automatic recording of the game status.

VI. Possible Troubles

As troubles might occur in installing or starting REAH, we present several possible examples of computer behaviour in the event the game operates incorrectly. Please note that the program has been tested carefully and it works correctly on all computers available to the publisher, meeting the hardware requirements. Unfortunately, owing to a great diversity of hardware configurations and the use by customers of different extras, expansion hardware/software, etc., we are not able to check the program on all possible computer configurations. Therefore we cannot be held liable for any defective operation of the program and the resulting consequences.

VI.1. Error Messages

"No DirectX Drivers"

No DirectX drivers have been installed in the Windows 95 system. They should be installed from the game start panel.

"No Multi-media Controllers"

No multi-media controllers have been installed in the Windows 95 system. All the **Multimedia** group components of Windows 95 must be installed.

"Error Reading CD"

The CD-ROM drive is probably soiled or incorrectly installed.

VI.2. Other Problems

A part of the Windows 95 system or the DirectX controllers probably has been damaged. The best way out is to reinstall the system.

FOR NATIONAL HINTLINE SEE PAGE 46

WARRANTY

Project Two Interactive warrants to the original purchaser of this computer software product that the media on which the software programs are recorded will be free from defects in materials and workmanship under normal use for a period of 90 days after the date of the original purchase. ("the Warranty Period"). During the Warranty Period defective media will be replaced free of charge if the original product is returned to the Retail outlet where originally purchased, with dated proof of purchase.

This warranty is in addition to and does not affect your statutory rights.

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