

JOURNEY TO THE CENTRE OF THE EARTH™

INSTRUCTIONS

Journey to the Centre of the Earth is a captivating adventure full of exciting arcade games, each one more surprising and fun than the previous. This game is a must for adventurers interested in the Unknown! Journey to the Centre of the Earth was developed as a homage to the universally known French author, Jules Verne, the writer whose works are the most translated in the world after the Bible.

LOADING INSTRUCTIONS

Amiga

When the Workbench-screen appears, insert disk A into disk drive df0. Follow the instructions on the screen.

Atari ST

Insert disk A into disk drive A. Open the "contents" with a double-click on the disk drive A symbol. Start the program with a double-click on the program icon.

IBM PC

Begin as with the system-disk.

Type VOYAGE and press RETURN.

The program automatically recognizes the following options:

- EGA Card
- IBM Joystick
- AMSTRAD Joystick
- MICROSOFT Mouse
- AMSTRAD Mouse

CBM 64/128

DISK: Type LOAD "*",8,1 and press RETURN. Game will load and run automatically.

NOTE: When prompted to insert the other disk (turn disk over).

You can play with mouse, joystick or keyboard. The choice is made in the following way:

KEYBOARD: Press any key.

MOUSE : Press LEFT mouse button.

JOYSTICK : Press FIRE button.

If you are not in possession of any of the above mentioned options, do not despair! The game also runs with a CGA card and the keyboard!

USE OF THE KEYBOARD:

- Various controls with the cursor keys.
- Confirmation with the ESC key.
- An accurate adjustment of the various controls may be made by permanently pressing the SPACE bar.
- S key = Sound on/off.

WARNING! The chosen option can only function correctly when correctly installed.

EGA CARD

- Make sure that the EGA card is correctly configured.
- With compatible cards it is necessary to install the EGA BIOS device.

IBM JOYSTICK

- You require the appropriate joystick card.
- Connect the joystick with the card before beginning the game.

AMSTRAD JOYSTICK

- Connecting the appropriate joystick is enough.

MICROSOFT MOUSE/AMSTRAD MOUSE

- Connect the mouse before you begin.
- Install the mouse device (MOUSE.COM or MOUSE.SYS) before you begin.

Should the game still not function correctly (this can happen with computers which are not 100% compatible), follow the instructions described below:

Specify as follows:

- E for EGA card.
- J for IBM joystick.
- S for mouse.

If you specify one or more options, the automatic-recognition system no longer functions. You must therefore specify all options. For example:

EGA card	write VOYAGE E
EGA card and IBM joystick	write VOYAGE E J
EGA card and mouse	write VOYAGE E S
EGA CARD and IBM joystick and mouse	write VOYAGE E J S
CGA card and IBM joystick	write VOYAGE J
CGA card and mouse	write VOYAGE S
CGA card and IBM joystick and mouse	write VOYAGE J S

CONTROLS

Keyboard

Movement with cursor key.
Confirmation with the SPACE BAR or RETURN.
Keys are redefinable.

Joystick/Mouse

Movement with the control-stick or mouse movements.
Confirmation with FIRE BUTTON or mouse.

THE GAME

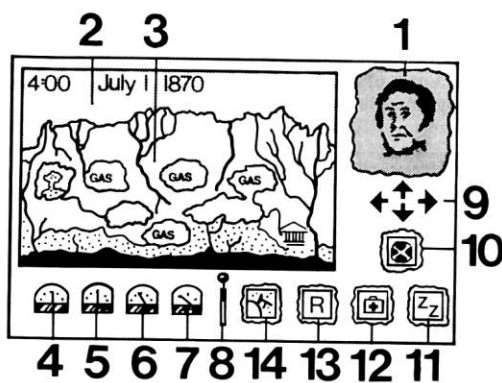
Choose a famous scientist

You may select one of the four eminent scientists who each have very different personalities. The younger scientists have better physical qualities, the older scientists are more intelligent - however, all have the usual human character defects; no-one is perfect....

Your Objective

To reach the centre of the earth safe and sound, in order to prove to the world the theory of your illustrious colleague, Professor Otto Lindenbrook.

Your Equipment



THE CONTROL PANEL

DESCRIPTION OF THE CONTROL PANEL

1. Your PORTRAIT, fresh and brilliant... at least at the start.
2. The TIME AND DATE. This will enable you to find your position in time and keep a logbook of events.
3. A cut-away MAP of your itinerary established during the first expedition. It shows the zones to avoid and your objectives.

HEALTH INDICATORS

These reflect your decisions and events, and influence your general condition.

Indicator	Favourable Influences	Unfavourable Influences
4. FOOD 1 month's reserve	Rationing Rest	Time Physical effort
5. WATER 10 days max. reserve	Search for water	Time Physical effort Error in the search for water Too much rest
6. VITALITY	Food Water Conditioning Rest	Physical effort Too much rationing Incidents Accidents
7. PHYSICAL	Conditioning Rest	Wounds
8. GENERAL CONDITION	If the 4 above indicators increase	If the 4 above indicators drop... Death!

Actions	Objectives	Display	Handling
9. MOVE AWAY FROM AND RETURN TO ICELAND	Reach the centre of the earth		Message which contains clues of your position enabling your itinerary to be marked on the control panel map.

GO UP

GO DOWN

These four directions, combined with those of the wind, enable the boat to be steered on the sea.

10. SEARCH FOR WATER	To avoid dying from thirst.	Arcade game	Fill your pail with drops of water before the spring dries up!
11. REST	To maintain shape and vitality	Chronometer	Choose a rest time using the cursor.
12. HEALTH CARE	To maintain physical health	Health panel first-aid kit	After diagnosis choose amount of health care
13. RATIONING	Save on food and water		Select rations
14. STUDY	Find depth in the Earth's crust	A table of geometric formations and samples of the site	Compare rocks and fossils with the possibility of marking your itinerary on the map.

Arcade Games

Different arcade games may appear at any time: avoid an attack by reptiles or falling rocks... You should always be at your physical and mental best.

TIPS

- If you are eliminated early in the game, you may restart by quickly repeating the prologue.
- With a 1-month food reserve, it is obvious that the adventure cannot exceed this period.
- Objects found on the way are clues as to your position on the map with respect to the itinerary used by the previous expedition.
- Carefully mark your position on the map - you alone are responsible. Many underground zones look alike.
- Pay close attention to your health.
- There may be surprises!

Created by CHIP

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