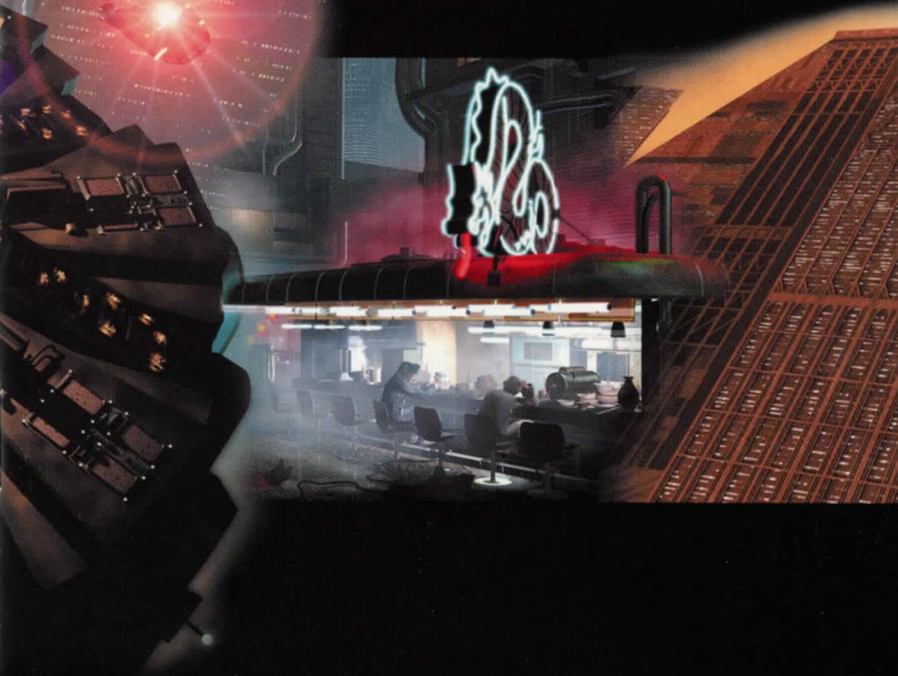# BLADE RUNNER™

THE FIRST REAL TIME 3D ADVENTURE

setup

Insert CD number 1. Click on "Setup." This will launch the Setup program. Answer the questions and follow the instructions. You will have three options regarding the amount of software you wish to install. Depending on this, you may need all four CDs.

The disk space required for each installation level will be displayed next to the option.

1. Minimum Installation
2. Medium Installation
3. Maximum Installation

Reboot your system when you are finished if you installed DirectX, which is required to play Blade Runner.

contents

game world

Replicant\rep'-li cant\n. See also Robot (antique): Android (obsolete) Nexus (generic): Synthetic human, with paraphysical capabilities having skin/flesh culture. Also: Rep, skin job (slang): Off-world use: Combat, high-risk industrial deepspace probe. On-world use prohibited. Specifications and quantities—information classified.

New American Dictionary. Copyright (C) 2016.
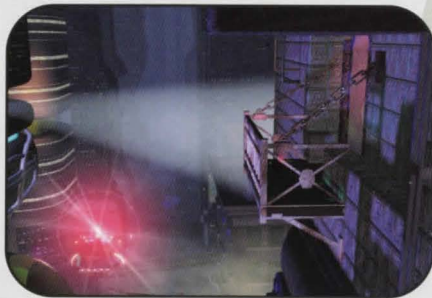
Welcome to Los Angeles, 2019. Life on Earth has changed dramatically. The gnarled buildings of downtown Los Angeles are drenched in the mist and shadows of uncertainty.

Off-world colonization has become reality. Replicants are illegal on Earth—by penalty of death. As part of a special police squad—Blade Runners—you have orders to shoot to kill, upon detection, any trespassing Replicant.

This is not called murder.

It is called retirement.

You are Ray McCoy, a rookie Blade Runner. Usually, you're assigned to false leads and public complaints. But a rash of Replicant detections and your new Lieutenant have given you the chance to investigate an especially vicious case of animal murder. Most people in LA, 2019 wouldn't think of killing one of the precious few real animals left.

Replicants may be involved.

in-game navigation

You can control McCoy throughout the game simply by using the mouse. Click on an object to investigate it, click on people to start a conversation, and click on a spinner police vehicle or an exit to leave a scene.

There are four basic mouse cursors that indicate what McCoy can do:

This is the basic mouse cursor that allows you to move McCoy throughout a scene. Left-click once on the ground with this cursor and McCoy will walk to that location. Left-clicking repeatedly will increase McCoy's speed.

The animated green cursor indicates that McCoy can perform an action on an object. By clicking on another character, McCoy will initiate a conversation. Hit the ENTER key to skip through dialogue you've already been through. If you click on an object, McCoy will investigate the object. By left clicking on McCoy, you will access the Knowledge Integration Assistant (KIA) and the options screen.

When the cursor is placed over an exit, such as the edge of the screen or on a spinner, this animated blue cursor will appear. The cursor will move in the direction that you can exit. Clicking while the cursor is in this state will move McCoy to the exit.

By right clicking on McCoy or pressing the space bar, you will place him in Combat Mode and he will draw his weapon. The cursor will change to crosshairs to indicate Combat Mode. The gray crosshairs will turn red and rotate when placed over a target that McCoy can shoot. Left-click when the crosshairs are red to fire at a target.

A thorough investigation will expand your knowledge and enable you to explore more of the game world.

characters

There are over 70 characters in the game. All of them have their own Artificial Intelligence (AI) and may be assigned a different agenda every time you play. They move through the game world and trade information about what they have seen, what they are trying to do, and who they view as friends and enemies. You may or may not find your suspect at any corner. They may or may not decide to have a shoot out with you right on the spot.

Because the other characters have their own agendas, they may pick up the information you miss or leave behind. But don't worry, you can often retrieve missed clues at Headquarters in the Police Mainframe, or gain specific knowledge second hand from other characters.

As you embark, you must leave your expectations at the door. Reading a note, questioning a suspect or shooting at a fleeing figure will alter the storyline and spin you off in a whole new direction. Playing in Real-Time means you never play the same game twice and the surprises keep coming— right up to the end.

kia
(knowledge integration assistant)

This police-issue handheld computer is called the Knowledge Integration Assistant because it collects facts, organizes them, and deduces connections between them. The KIA interface is also used for adjusting game settings, getting on-line help, saving and loading games, and exiting to Windows®. These game-related functions are described in the Game Options section.

Access KIA by clicking on McCoy or pressing the TAB key. There is a row of blue buttons at the top of the screen. The first three buttons bring up the Crime Scene, Suspect and Clue panels, which are described below. KIA keeps a history list of the panels you access; the fourth and fifth buttons will move you back and forth through the list, much like a web browser's Back and Forward buttons. The sixth button exits KIA, returning you to the game world.

Crime Scene Panel This panel displays a crime scene, along with every known suspect and clue pertaining to it. Cycle through the crime scenes McCoy is investigating by using the arrow buttons to the right of the crime scene's name. Cycle through the related suspects by using the buttons under the suspect photo area. Click on the suspect photo to jump to his or her Suspect panel. Related clues are displayed to the right; click on a clue to replay its information.
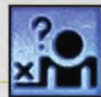
Suspect Panel This panel displays all available information about a suspect. At the top is the suspect's name.

Below the name is your best available photo of the suspect, a list of crime scenes they are implicated in, and a list of related clues. Click on the

name of a crime scene to jump to its Crime Scene panel.

Each clue about a suspect is arranged by KIA into four categories: Whereabouts, M.O., Replicant and Non-Replicant. If a clue does not fall into any of these categories it is placed into the Other category. A whereabouts clue offers some indication of where the suspect has been or is likely to be. An M.O. (or Modus Operandi) clue offers an indication of how this suspect operates—what they may be likely to do in the future. A Replicant clue is an indication that the suspect may be a Replicant. Conversely, a Non-Replicant clue is an indication that the suspect in question is not a Replicant. There is a checkbox for each clue category, allowing you to control which clues are displayed in the list on the right.

Clue Panel This panel is a master list of all the clues you have acquired. McCoy enters all sorts of information into KIA; much of it is not directly tied to any crime scenes or suspects. The Clue

panel is the only place where you will find these clues. On the left is a list of filters, which may be applied to the clue list. As you pass the mouse cursor over a clue in the list, information about it will appear in the small window at the bottom of the screen.

New clues have a flashing arrow next to them; after you have played back a clue in KIA, the arrow will disappear. This allows you to spot new information quickly.


There are two more types of information visible in KIA. The first is McCoy's money, measured in Chinyen. This is displayed in a small window on the right side of the screen. McCoy gets money for retiring Replicants; he will occasionally find ways to spend it, too.

The second piece of information is McCoy's ammunition. There is a bullet icon at the bottom of the screen. Holding the mouse cursor over it will bring up a message indicating how many bullets McCoy has left. As McCoy acquires deadlier kinds of ammunition, new bullet icons will join the original one. Click on a bullet icon to load that type of ammunition into McCoy's gun.

game options

To access game options, click on the OPT button in the upper left corner of the KIA screen or press the ESC key. This replaces the row of six blue buttons with a new set of six yellow buttons. From left to right they are: Settings, Help, Save, Load/New Game, Quit and Resume. Help provides some basic on-line reminders of how to play the game, and Quit exits to Windows®. Resume functions identically to its counterpart on the KIA screen, returning you to the game world. Settings, Save and Load are described below.
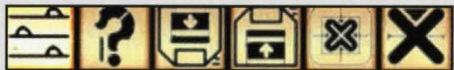
Settings Set your desired Music, Sound Effects, Ambient Sound and Speech volumes by adjusting the corresponding slider. You can also set the screen brightness by adjusting the Gamma Correction slider.

Below the sliders, is a row of five radio buttons that control how conversation choices are handled. During a conversation McCoy will sometimes have a choice of things to say; for example, he could choose to arrest or release a suspect he is interviewing.

If one of the first four buttons is chosen, McCoy is placed into an automatic conversation mode. He will automatically choose something to say based on the agenda you have chosen for him. The agendas are Polite, Normal, Surly and Erratic (random choices). The fifth button, User Choice, causes a menu to be displayed whenever there is a conversation choice, allowing you to choose for yourself what McCoy will say.

Save To save your place in the game, type in a description and press the Save button. If you wish to save over a previous game, click on its name in the list before typing in a description.

Load/New Game Click on the description of the game you wish to load, or click on one of the three new-game options: Easy, Medium or Hard. The difficulty levels affect how hard it is to kill other characters, how easily they can kill you, and how much money and ammunition you have.

spinner

To get around LA, Blade Runners travel in Police Spinners. A Spinner allows McCoy to fly from one area to another in style. Climb inside by clicking on a Spinner with the blue entry cursor. Once inside, you will see a map of the city with pertinent locations relevant to your investigation.
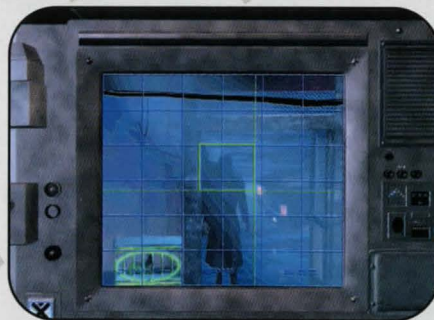
Click on your desired destination, and your on-board navigation system will do the rest.

As you make progress in your investigation, the map will expand to include more locations to explore.

esper

The ESPER is a photograph analyzer that allows you to zoom in and pan around a picture to look for clues.

When you get a photograph, it will be stored in your KIA for later analysis. There is an ESPER machine at Police HQ in the main-frame room and one at McCoy's apartment. Click on the ESPER. Photos you have will pop-up on the screen. Select the photograph you wish to analyze.

Then select and enhance any part of the image by holding down the mouse button and dragging a box to highlight the area of enhancement. You can zoom out by using the right mouse button. When you find something interesting, a hard copy of the enhanced image will be added to your KIA.

Finding clues with ESPER will take a little practice, so be patient.

police headquarters

Be sure to check in at HQ on a regular basis. You can have clues analyzed in the Lab, download clues put into the Mainframe by other Blade Runners, practice your shooting skills, check-in with Lieutenant Guzza and interview suspects detained in lock-up.

mainframe

All Blade Runners use the Police Mainframe computer. You should periodically upload the new information stored in your KIA to the Mainframe. Click on the monitor at the right side of the screen to upload. This will also download clues put into the Mainframe by other Blade Runners. Modified KIA devices may have clues selected (with the right mouse button) which do not upload to the Mainframe.

lab

The Lab is located on level three at HQ, and run by an officer named Dino Klein. He will analyze any evidence that's been uploaded into the Mainframe. Check in with him regularly, since as he can provide detailed information on clues that come through his Lab.

NOTE: Dino cannot analyze clues unless you have uploaded them to the Mainframe.

combat course

The purpose of this area is to teach you target recognition, reaction and timing. Draw your weapon and shoot the targets. Get used to your gun, because you'll need to react quickly when you're in the field. You can check your score by clicking on the computer monitor in the hallway outside. It's above the entrance to the Mainframe and ESPER.

mccoy's apartment

You can do some photographic clue analysis by using the ESPER in your apartment.

Check the messages on the answering machine in the bedroom, as they may contain clues. You'll be spending long nights on the job. Be sure to spend time with your dog Maggie and get enough sleep.

voigt-kampff

Sometimes, you'll be given the chance to administer the Voigt-Kampff (VK) test to a suspect. This will usually happen automatically. While administering the test, monitor the two needles on the left. The further the top needle moves to the right, the more likely it is that the subject's response is human; the further the bottom needle moves to the right, the more likely it is that the subject is a Replicant. The center-sweeping needle is the reaction gauge, which measures the intensity of the subject's responses.

When the test begins, press the red button to calibrate the machine. It is possible to manually adjust the machine by moving the small calibration slider above the reaction gauge, but this is a violation of department procedure and is not recommended. If you're confident that the machine is calibrated correctly, press any of the three buttons on the right to begin the test.

Using the VK test to detect Replicants is not an easy task. You must ask a good combination of low, medium and high intensity questions in order for the test to be effective. Select each type of question by clicking on one of the three buttons on the right. Too many high-intensity questions may annoy the subject, while too many low-intensity questions will not produce accurate results.
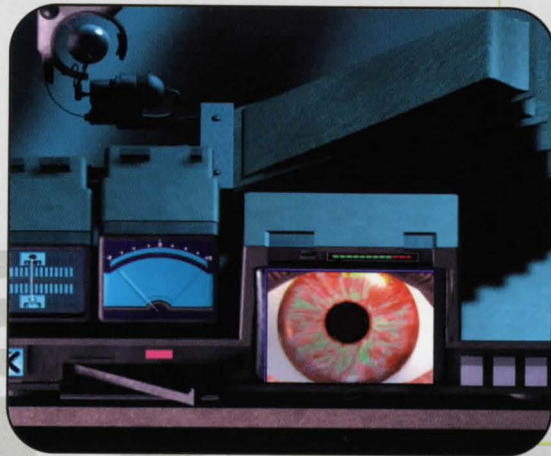
If the machine determines that the subject is definitely a Replicant or definitely human, the test will end automatically and the information will be added to your KIA.

successful missions

This is a game of patience and detail. Don't be too quick to leave an area without thoroughly checking around. Make good use of your KIA—it's your best friend. Other Blade Runners can pick up anything you miss, and they could get ahead of you and steal your retirement bonuses.

As you find more clues you may want to go back and interview people you have already talked to. They may have more information for you based on what you have found.

Remember it's a tough, gritty world out there, so don't let your guard down, or it might just be you who receives an early retirement!

troubleshooting

For last minute changes and notes, please examine the READ ME.TXT file on CD number 1 or visit our website (www.westwood.com) for up-to-the-minute Blade Runner information. You may also call Virgin Interactive Customer Support at (714) 833-1999.

System Agent software available for Windows® 95 (Plus! Pack), can cause peculiar behavior during the Blade Runner install process. We recommend against running System Agent software while installing the game.

Why doesn't BR install onto my hard disk?

Make sure you have enough free hard disk space. Blade Runner requires a minimum of 150 MB to install. We recommend against using disk compression software with Blade Runner.

Why doesn't BR load?

Make sure you have enough free memory. If you are very low on RAM (16MB), Windows® 95 will try to create a temporary swap file on your hard drive. If Windows can't create the swap file, BR will either run very slowly or not at all.

Why do I get a black screen when I click on the BR game icon?

Blade Runner requires a 2 MB video card capable of displaying 640x480 pixels in 16-bit color (also called

"highcolor"). Windows® 95 users must be running DirectX 5.0 (included on the Blade Runner CD). Windows® NT users should be running under NT 4.0 and Service Pack 3 (or higher versions). If you are still having problems, you may need to contact your video card manufacturer for updated video drivers.

Why doesn't the sound work?

Make sure your speakers are powered on and connected to your PC. Make sure that your speaker volume controls are adjusted correctly. If your sound card is not supported in its native mode by Microsoft® Direct Sound the sound quality may suffer. If all else fails, try contacting your sound card manufacturer to see if there are new drivers available for your sound card.

The game runs slowly on my system. What can I do?

Blade Runner requires a 2 MB video card. Lower memory video cards render the game to slow to play.

Windows® 95 users must be running DirectX 5.0 (included on the Blade Runner CD). Windows® NT users should be running under NT 4.0 and Service Pack 3 (or higher versions).

Do not run other applications while running Blade Runner. This will cause the game to run slower.

Running Blade Runner while connected to a network will also cause the game to run slower. Try running the game without connecting to your network when you start Windows®. If you have enough free hard drive space, try re-installing at a higher level.

Why do the movies stutter?

BR requires at least a 600KB per second ("quad-speed" or "4x") CD-ROM drive. You can improve movie playback performance by following these step-by-step instructions.

a. Go to the START / SETTINGS / CONTROL PANEL menu.
b. Double-click on the SYSTEM icon.

c. Click the PERFORMANCE tab, then click the FILE SYSTEM button.

d. Click the CD-ROM tab.

e. You will see a slider labeled SUPPLEMENTAL CACHE SIZE. Slide the slider all the way to the right. Remember, however, that increasing your cache size reduces the memory available to the rest of the system while in Windows®.

f. Next, look for a window labeled OPTIMIZE ACCESS PATTERN FOR: In the window, choose the one that best describes your CD drive (quad and higher speed drive).

g. Click the APPLY button. You will get a window asking you to restart your machine. Do so.

h. Once you have restarted, run the game normally. This should also increase the performance of any other CD title you have. This will cause the game to run slower.

Running Blade Runner while connected to a network will also cause the game to run slower. Try running the game without connecting to your network when you start Windows®.

technical support

BEFORE YOU CONTACT TECHNICAL SUPPORT:

If you are have having problems, please consult the "Troubleshooting" section of this manual. We receive many inquires every day, so in order to serve you more efficiently, please have the following information available:

1. The correct name of the game.

2. The type of computer you are running the game on.

3. The information listed when right clicking on the Windows® 95 desktop icon corresponding to your computer and selection properties. This includes information about the Windows® 95 version number, amount of memory and type of CPU.

4. Exact error message reported (if any).

5. The contents of your AUTOEXEC.BAT and CONFIG.SYS files.

HOW TO CONTACT TECHNICAL SUPPORT:

INTERNET: WORLD WIDE WEB

Our site consists of all current Frequently Asked Questions along with Quick Solutions. This is updated on a weekly basis, and can be accessed at any time.

INTERNET:FTP

If you're looking for our latest support files for any of our products, you'll be able to get them from our ftp site at ftp.westwood.com.

INTERNET: E-MAIL

For those questions for which you are unable to find an answer on our website, send e-mail to: support@westwood.com with any specifi queries you may have.

warranty

Westwood Studios and Virgin Interactive Entertainment, Inc. reserve the right to make improvements in the product described in this manual at any time and without notice.

This program will perform substantially in accordance with the published specifications, the documentation, and authorized advertising. Westwood Studios/Virgin Interactive Entertainment, Inc., when notified of significant errors within 90 days of purchase, will at its options 1. correct demonstrable and significant program or documentation errors within a reasonable period of time; or 2. provide the customer with a functionally equivalent disk; or 3. provide or authorize a refund.

If the program disk is damaged within 90 days of purchase, Westwood Studios/Virgin Interactive Entertainment, Inc. will replace the disk with a functionally equivalent disk within a reasonable period of time upon receipt of the damaged disk by Westwood Studios/Virgin Interactive Entertainment, Inc.

Westwood Studios/Virgin Interactive Entertainment, Inc. does not warrant that the functions of the software will meet your requirements or that the software will operate error-free or uninterrupted. Westwood Studios/Virgin Interactive Entertainment, Inc. has used reasonable efforts to minimize defects or errors in the software. The purchaser assumes the risk of any and all damage or loss from use or inability to use the software.

Westwood Studios/Virgin Interactive Entertainment, Inc. makes no other warranties, express or implied, with respect to the manual or the software described in this manual. In no event shall Westwood Studios/Virgin Interactive Entertainment, Inc. be liable for direct or indirect, incidental or consequential damages resulting from any defect in the software, even if Westwood Studios/Virgin Interactive Entertainment, Inc. has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of implied warranties or liability for incidental damages, so the above limitations or exclusions may not apply to you.

The Entertainment Software Rating Board has rated this product. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
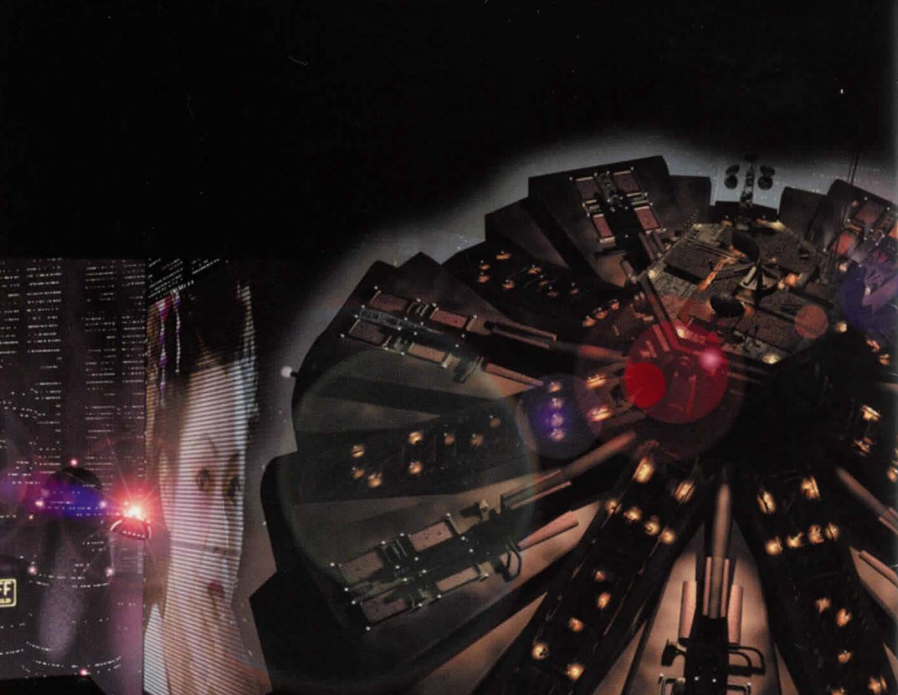
Westwood™

S T U D I O S

www.westwood.com

M83116-1