

PRISONER OF ICE



Chaosium Inc.

PC CD-ROM



BRUNO BONNELL presents AN INFOGRAMES MULTIMEDIA / I•MOTION PRODUCTION : PRISONER OF ICE
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PRISONER OF ICE



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PREFACE

CONTENTS OF "PRISONER OF ICE" CD-ROM

- The game in 640x480 SVGA resolution (256 color).
- The game in 320x200 VGA resolution (MCGA 256 color mode).
- The game instructions for DOS (README.TXT file).
- The game instructions for WINDOWS (README.WRI file).

HOW TO READ THESE INSTRUCTIONS

Words inside a box always refer to a key on your keyboard (e.g. *key*) or a "button" displayed on the screen (e.g. *button*). Words displayed in bold represent commands entered in DOS. (Not the "MS-DOS Prompt" from Windows. Make sure you've quit Windows to run these commands. From Program Manager choose File and then select "Exit Windows.")

YOUR CD-ROM DRIVE

Each of your drives is assigned a letter. Generally:

- A is the first diskette drive.
- B is the second diskette drive.
- C is always the first hard disk drive.
- D is usually the CD-ROM drive.

For the sake of convenience, this manual assumes that your CD-ROM drive is identified by the letter D. If this is not the case, replace the letter D in the instructions below with the real letter of your CD-ROM drive. If you are uncertain, check to see which letter is assigned to your CD-ROM drive while your computer is booting up. If you have more than one hard disk or partition, the CD-ROM will be assigned a letter, most likely E or F.



PRECAUTIONS

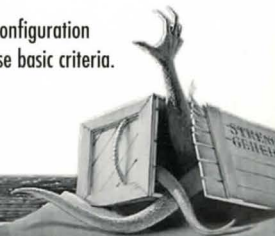
A few last-minute changes may have been made between the time these instructions went to press and the time the Prisoner of Ice CD-ROM was completed. If so, you can find out about these changes in the README.TXT file located on the Prisoner of Ice CD-ROM.

To access the README.TXT file

- Start your computer.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- If your computer boots up to windows automatically, exit to DOS.
- At the prompt, the computer displays C:\>.
- Type: edit D:\readme.txt and press **ENTER** .

EQUIPMENT REQUIREMENTS

To run Prisoner of Ice, you must make sure you have at least the minimum configuration specified below. Contact the retailer if your configuration does not match these basic criteria.



Necessary equipment

- 100% compatible IBM PC AT, 486 DX 33 minimum.
- Hard disk (with 50KB free per saved game. 20 saved games = ~ 1 MB.).
- Mouse (Microsoft compatible).
- CD-ROM drive (double speed minimum recommended).
- Sound card: Sound Blaster or 100% compatible.
- MSCDEX version 2.21 or higher (comes with DOS 6.0 and above).

To run the SVGA version

- 8 MB RAM minimum.
- 640x480 SVGA graphic mode, 256 colors (VESA compatible).

To run the VGA version

- 4 MB RAM minimum.
- 320x200 VGA resolution, 256 colors (MCGA mode).

Optional equipment

- Microsoft WINDOWS version 3.1 or higher.

STARTING THE GAME

Prisoner of Ice does not need to be installed onto your hard disk. However, a directory will be created on your hard disk when you start the game for the first time, to store the configuration file as well as saved game files.

STARTING THE GAME UNDER DOS

- Start your computer.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- The computer displays C:\>.



To play Prisoner of Ice in SVGA (high resolution: 640x480 pixels), type:
D:\ice640, then confirm by pressing **ENTER**.

To play Prisoner of Ice in VGA (low resolution: 320x200 pixels), type:
D:\ice320, then confirm by pressing **ENTER**.

Configuring the Game for the First Time

If you're starting the game for the first time, a number of screens will appear to define various necessary settings before you start the game. If you encounter any problems during this phase, refer to the Troubleshooting Guide at the end of these instructions.

Creating the Directory

The first screen notifies you that the game is about to create the directory C:\MOTION\ICE on your hard disk. Confirm this operation by clicking the box.

Every time you decide to save a game, it will be stored in the directory C:\MOTION\ICE (the names of these saved files all have the extension .ICE and each one takes about 50KB). This directory also contains your computer's configuration files; these files are called ICE.CFG and ICE.PCK, and will be modified every time you decide to change the configuration or the options (see Reconfiguring the Game).

NOTE: Saved games in SVGA and VGA are different; they do not overwrite each other, and a game from one mode cannot be used in the other.

Sound Card Configuration

The next screen allows you to configure your sound card. There are two types of sound available on your sound card. The first concerns the played back sound effects and noises; the second, synthesized music. For this reason your sound card's configuration must be specified in two ways (sound effects card / music card).



NOTE: To allow you to check your selection, we have added the functions "Test sound effects" and "Test music."

- If the test result is not conclusive or if the computer locks up, reconfigure the card by changing the settings.
- If no sound at all comes out, check the connection of your loudspeakers and the volume button. Click the area of your choice using the LEFT button to access the next screen or the RIGHT button to cancel the procedure.

Sound Effects Card Configuration

Identify the make of your sound card. If it is not among the list of cards handled by the game, check its compatibility with one of the listed cards and select that one. (Most cards are at least Sound Blaster compatible.)

SOUND EFFECTS CARD SELECTION
ADLIB GOLD
GRAVIS ULTRASOUND
PRO AUDIO SPECTRUM
SOUND BLASTER
SOUND BLASTER PRO
SOUND BLASTER 16 / AWE 32

Next you need to select a series of three settings. Some cards, however, may not require all three settings. These settings must match the actual settings of your sound card. Selecting an incorrect value can lock up your system. If you make a mistake, you can use the **ESC** key to return to the previous screen.

To ensure that your sound card is installed correctly, refer to the manuals supplied with your card. Very often, utilities supplied with the card allow you to know the value of the various settings precisely. You can also check your autoexec.bat file (at the DOS prompt, type edit C:\autoexec.bat

SOUND CARD CONFIGURATION
SOUND EFFECTS CARD CONFIGURATION
MUSIC CARD CONFIGURATION
TEST SOUND EFFECTS
TEST MUSIC
SAVE AND START-UP GAME
CANCEL CONFIGURATION

and press **ENTER**; look for a "SET BLASTER=Axx lxx Dxx ..." line which will have the numbers for the various settings below. For example, "A220 I5 D1" translates to an address of 220, IRQ number 5, and DMA channel 1.

NOTE: If you are using a correctly installed Sound Blaster type card, the game will try to detect the configuration automatically and display the detected values as default values.

If the sound effects card requires an address selection, this screen appears:

Use the LEFT button to click the address of your card (the address is the beginning of the memory zone assigned to your sound effects card) or the RIGHT button to cancel and return to the previous menu.

PORT
220
240
260
280

IRQ
2
5
7
10

If the sound effects card requires an IRQ number selection, this screen appears:

Use the LEFT button to click the IRQ of your card (the IRQ is your sound effects card's priority over the other peripherals) or the RIGHT button to cancel and return to the previous menu.

NOTE: Two peripherals cannot have the same IRQ number.

DMA

0

1

3

If the sound effects card requires a DMA channel selection, this screen appears:

Use the LEFT button to click the DMA channel of your choice (the DMA channel is used for quickly transferring data between your sound effects card and your computer's memory) or the RIGHT button to cancel and return to the previous menu.

NOTE: Two cards cannot use the same DMA channel.

MUSIC CARD SELECTION

ADLIB

SOUND BLASTER FM (OPL2)

SB PRO/PAS 16 (OPL3)

SOUND BLASTER AWE 32

GRAVIS ULTRASOUND

Music Card Configuration

If the music card requires an address selection, this screen appears:

Use the LEFT button to click the address of your choice (the address is the beginning of the memory zone assigned to your music card) or the RIGHT button to cancel and return to the previous menu.

PORT

220

240

260

280

IRQ

2

5

7

10

If the music card requires an IRQ number selection, this screen appears:

Use the LEFT button to click the interrupt of your choice (the IRQ is your music card's priority over the other peripherals) or the RIGHT button to cancel and return to the previous menu.

NOTE: Two peripherals cannot have the same IRQ number.

Once you have completed the configuration, return to the Configuration Menu. Select the option "Save and Start-Up Game." The game will start.

Reconfiguring the Game

- If you should ever change and/or upgrade your computer equipment (e.g., purchasing a new sound card, etc.), you will need to reconfigure Prisoner of Ice so that the game recognizes and works with your new hardware configuration.
- To play Prisoner of Ice in SVGA (high resolution: 640x480 pixels), type: D:\ice640—CONFIG then confirm by pressing **ENTER** and repeat the configuration procedure as previously described.
- To play Prisoner of Ice in VGA (low resolution: 320x200 pixels), type: D:\ice320—CONFIG then confirm by pressing **ENTER** and repeat the configuration procedure as previously described.

STARTING THE GAME UNDER WINDOWS

- Start your computer.
- Insert the Prisoner of Ice CD-ROM into your CD-ROM drive.
- Run WINDOWS (if it's not automatically run at start-up) by typing "win" and pressing the **ENTER**.
- From the "Program Manager" window click the File command from the main menu. Next click the "Run" option.
- In the dialogue box the cursor is flashing in the Command Line input box.

To start the SVGA version: Type D:\ice640 in the box, then click **OK**.

To start the VGA version: Type D:\ice320 in the box, then click **OK**.

NOTE: Some difficulties have been detected under several Windows configurations. In the event of a problem, go to DOS (press Alt F4) and start up the game following the instructions on page 3.



PLAYING PRISONER OF ICE

You are Lieutenant Ryan, a young officer working for the U.S. Secret Service and are assigned to serve with the Royal Navy on the eve of World War II. A powerful European adversary has discovered an ancestral threat held trapped inside the ice of the South Pole. Your mission is to prevent the Prisoners of Ice from becoming part of your adversary's war machine. You must not fail: The fate of nations lies in your hands.

Moving Around the Screen

Position the cursor onto the spot you wish to move. Next click the RIGHT or LEFT mouse button.

NOTE: Your cursor must not be on an interactive area (character, object or set element) indicated by text in the black space at the bottom of the screen.

Interacting

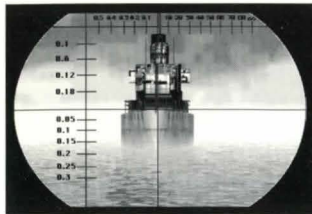
Position your cursor on an interactive area (character, object or set element).

RIGHT mouse button: LOOK, EXAMINE.

LEFT mouse button: INTERACT.

- Interacting with an object = Pick up, activate, use (open a door, etc.).
- Interacting with a character = Talk to.

The "Talk to" action sometimes opens a window containing a number of key words. If so, simply click the key word of your choice to trigger the corresponding dialogue automatically. The RIGHT button is used to exit the current dialogue.



Handling Objects

- Inventory: Move the cursor to the black space along the top of the screen. The objects you have collected are then displayed automatically.

- Choosing an object: Position the cursor on the object of your choice (text at the bottom of the screen describes the object upon which the cursor is located). Click the LEFT

mouse button (Pick-Up action). Your cursor becomes a representation of the chosen object.

- Using a chosen object: Once chosen, move the object of your choice to the place or to the spot you intend to use it and click the LEFT mouse button.
- Releasing a chosen object: Click the RIGHT mouse button. It will remain in your inventory.
- Assembling two objects in the inventory: Some items can be used on each other to create a necessary item. Position the cursor on the object of your choice in the black space. Click the LEFT mouse button to pick up the chosen object. Move through the inventory to the second chosen object and click the LEFT mouse button again. The assembled object replaces the other two in the inventory. If the two chosen objects are not compatible, nothing happens.

GAME PLAYING ICONS

The function of the icons that you will encounter when playing Prisoner of Ice are as follows:

- Pointing hand – mouse pointer, cursor.
- Clock – indicates that you must wait until the action in question is completed.
- Book – indicates that text only or text and voice is taking place (lips icon will appear for voice only).
- Disc – indicates that your computer system is accessing the CD-ROM drive.



Keyboard Shortcuts

You can use a number of keys on the keyboard to modify several settings while the game is in progress without having to go through the sequence of screens mentioned above:

ESC	: go to the main menu.
F2	: go to the save menu.
F3	: go to the load menu.
F4	: go to the options menu.
S	: enable/disable the sound effects.
M	: enable/disable the music.
V	: enable/disable the voices.
T	: enable/disable the text display.
P	: pause (the game "freezes" until you press the same key a second time).
PAGE UP	: increase the sound level of the voices.
PAGE DN	: decrease the sound level of the voices.
J	: activates/deactivates stand-by mode.

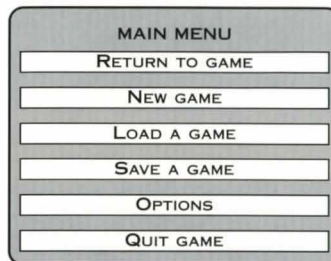
Numerical Keypad (make sure it is activated with the Num Lock key)

+	: increase the sound level of the sound effects.
-	: decrease the sound level of the sound effects.
/	: increase the sound level of the music.
*	: decrease the sound level of the music.
5	: immobilizes the hero (stops the hero in his tracks so that you may rethink your decision on a moment's notice).
INS	: same function as clicking the left mouse button.
DEL	: same function as clicking the right mouse button.

Cursor Keypad

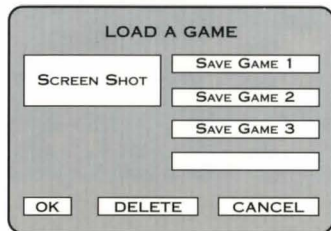
The     arrows are used to move the cursor.

The following keystroke combinations are used to move the hero:



The Main Menu

At any time during the game you can access the main menu screen by pressing the **ESC** key.



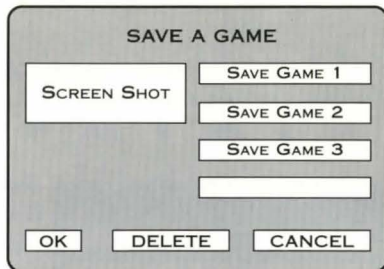
Loading a Game

NOTE: In Prisoner of Ice, this program automatically saves the game in progress before certain "critical" scenes occur (i.e. scenes with a Game Over risk). These saved games all appear under the name of "TROUBLEJOKER." Thus, if you lose, there likely exists one of these TROUBLEJOKER games at the point before you lost. You can only default back to a previously saved game.

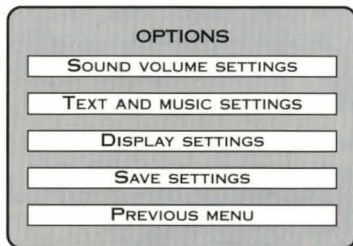
Saving a Game

If you click **DELETE**, the program will prompt you to confirm: "Delete this saved game?"

Click **YES** to confirm, or **NO** to keep the saved game.



Options

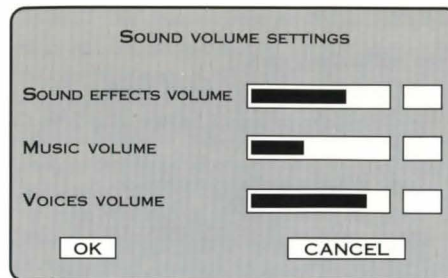


At any time during the game you can access the options screen by pressing the **F4** key.

Sound Levels Settings

To set the volume, click the level you want (quieter to the left, louder to the right); or you can keep the button down and "drag" the level up and down until you reach the setting you want, then release the button.

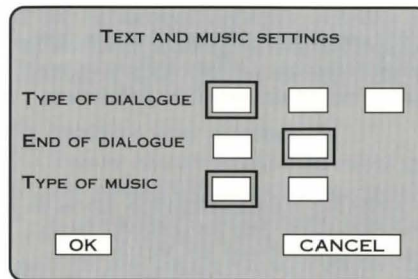
NOTE: If the volume was deactivated, this adjustment activates it.

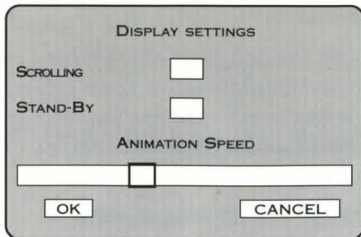


Text and Music Settings

The icon controls on this menu screen enable you to run the game:

- With dialogue text only, dialogue text and voice simulation, or voice only.
- In test mode with "click" to advance the action after dialogue is spoken or with automatic "no click" advancement.
- With or without accompanying musical tracks from the CD-ROM.





Display Settings

These settings enable you to:

- Set the animation speed by clicking directly at the chosen level (higher speed to the right, lower to the left).
- Enable or disable scrolling mode (controls movement of background scene shifts.) This option is recommended if you are running the game in VGA mode, but is not recommended if you are running the game in SVGA mode.

TROUBLESHOOTING GUIDE

The error messages listed below may appear when the game is being installed or when it is running. These errors can be due to an incompatibility between your computer's hardware or software configuration and the required configuration (please see "Equipment Requirements" and your computer's User's Guide for more details).

If you have a problem with the sound

If the sound quality is poor (hissing, crackling, etc.) the problem may be due to incompatibility between the video card in SVGA mode and the sound card. Using a SVGA compatibility driver such as UNIVESA, UNIVBE or TLIVESA should solve the problem. (Some such VESA utility software should come with your video card. Check your video card manual for details.) It may be that the sound card is not correctly installed or configured. Try running the configuration utility for the card and verify that the settings are correct. Some sound cards may be set to play in Windows, but need to run a driver to play correctly in DOS. Again, check your sound card's manual.

MOUSE-00: Mouse driver not found

No mouse driver has been detected. Check for a mouse driver in your autoexec.bat file. An easy way to check for the presence of such a driver is to use the EDIT text editor supplied with DOS. Type "edit C:\autoexec.bat" and press **ENTER**. There should be some line with an identifiable reference to a mouse. If there's a "REM" at the beginning of the line, remove the "REM." If there's no line, check config.sys or re-install the drivers from the original diskettes supplied with your mouse. Often, typing mouse and pressing **ENTER** will load a mouse driver in DOS.

MOUSE-01: Incompatible mouse driver

The mouse driver detected is not compatible with the Microsoft standard. Re-install the drivers from the original diskettes supplied with your mouse or use the driver supplied with DOS.

MEMORY-00: Not enough conventional memory

To check the free conventional memory available to you, use the MEM utility supplied with DOS. You must have at least 300K free under the "largest executable program size" listing. (**NOTE:** 1K equals 1024 bytes, thus 300K is 307,200 bytes). This should rarely be a problem.

To optimize your memory

- If you are using Quarterdeck's QEMM memory manager (in which case it appears in your config.sys file), use the OPTIMIZE utility. Type optimize and press the **ENTER** key.
- If you are using the EMM386 memory manager, use the MEMMAKER utility which comes with MS-DOS 6.0 and after. Type memmaker and press the **ENTER** key.

These two programs will reorganize the way your memory is set and will try to use it as efficiently as possible, thus making space.

NOTE: Remember that the minimum conventional memory required to run Prisoner of Ice is 300K.

MEMORY-01: Not enough EMS memory

Prisoner of Ice does not require EMS. For older versions of DOS it's usually best to disable EMS (defaulting to XMS) to run Prisoner of Ice. (Remember the VGA version requires 3 megabytes of XMS to run and the SVGA version requires 7 megabytes of XMS.) To check if EMS memory is set up, use the MEM utility supplied with DOS (**NOTE:** 1K equals 1024 bytes). If there's no line for EMS (or Expanded memory) it's not running.

You can use MEMMAKER or OPTIMIZE to disable EMS automatically, or if you're using a version of DOS without MEMMAKER, you can edit the config.sys file by typing edit C:\config.sys and pressing **ENTER**. Free the memory used as EMS by removing RAM (if present) from the line for EMM386.EXE, and inserting a "NOEMS." Thus: DEVICE=C:\DOS\EMM386.EXE RAM I=B000-B7FF becomes DEVICE=C:\DOS\EMM386.EXE NOEMS I=B000-B7FF

NOTE: Your line will probably look somewhat different.

VIDEO-00: SVGA driver (VESA compatible) not found

The driver used with your video card is not compatible with the VESA standard. Check your video card installation diskettes for a driver that is compatible. There are also generic drivers (UNIVBE or UNIVESA) available on our TechBBS (310-576-1820) and through on-line services such as America Online, CompuServe, and the Internet.

NOTE: As of this writing, we're working on having the UNIVBE driver available in a directory on the Prisoner of Ice CD-ROM. Check the Readme.Txt file.

VIDEO-01: Video mode is not supported

The video mode (graphic resolution) used by the product is not supported by your video card. Check your video card installation diskettes for a driver that is compatible.

FILE-00: File reading error

An error has occurred while reading data. Repeat the operation. If the error persists, try cleaning the CD-ROM or call I•Motion Technical Support at 310-576-1885.

FILE-01: Cannot create a directory

Your hard disk is either full or damaged. Refer to your DOS manual to repair the error.

FILE-02: Cannot create a file

Your hard disk is either full or damaged. Refer to your DOS manual to repair the error.

Readme.Txt

Remember to check the Readme.Txt file on the CD (edit D:\readme.txt and press **ENTER**) for last-minute technical information. It will also have general information/suggestions on memory, hardware, and other operating systems such as OS/2 Warp and Windows 95.



Contacting I•Motion

If you have tried all the suggestions made in this section and still cannot solve the problem, contact our Technical Support staff. Make sure you have the answers to the following questions:

Type of computer (486, Pentium, etc.): _____
Largest executable program size*: _____
Total extended memory (XMS)*: _____
Make and type of sound card: _____
Make and type of CD-ROM drive: _____
Do you use hard-disk compression? _____
DOS version: _____
Make of the graphics card: _____

Also have handy a copy/printout of your config.sys and autoexec.bat files.

* Use the MEM command (type mem and press **ENTER**) to display this information.

Technical Support

If you are having problems getting the game to function properly, you can call Technical Support between 9:00AM and 5:00PM (Pacific Standard Time) at 310-576-1885. There will be late-breaking information available on the phone system itself. If our staff is busy you can leave a message and one of the technicians will call you back. You may also reach us through our technical support BBS at 310-576-1820 using standard settings or by FAX at 310-576-1889. Also, we anticipate providing tech support via the Internet (at www.imotion.com) at some point in the near future.

You can contact I•Motion Customer Support by mail at the following address:

I•Motion, Inc., 626 Santa Monica Blvd., Santa Monica, CA 90401

Or by phone, fax, e-mail, and Internet:

Phone: (310) 576-1885 (9am-5pm PST, 7 days a week, except holidays)

Fax: (310) 576-1889

e-mail: IMOT@AOL.COM

Internet: [HTTP://WWW.IMOTION.COM](http://WWW.IMOTION.COM)

If you fax or e-mail, please include a copy of your config.sys and autoexec.bat files in your message. The phone system itself will have late-breaking information and solutions to common problems available by touch-tone selections. You'll need a pen or pencil to write down the information.

PRISONER OF ICE

If you need a game hint, you can reach the Hintline at 900-88-IMOTION (900-884-6684). You must have a touch-tone phone to use this service. The Hintline is open 24 hours a day. The charge is \$1.25 the first minute, 85 cents each additional minute. All long distance charges are included in these prices. Only U.S. residents may call the Hintline. Callers under the age of 18 must obtain their parents' permission before calling the Hintline.

You can also request hints by writing to I•Motion, Inc. at the technical support address listed below:

I•Motion, Inc.

626 Santa Monica Blvd.

Box 417

Santa Monica, CA 90401

Via the Hintline, you can play a telephone quiz about Prisoner of Ice and win prizes such as I•Motion CD-ROM games. (Drawing for these prizes will be held on January 8, 1996 – see enclosed details).

For Product Information and Ordering, please phone 800-443-3386.

For Technical Support, please phone 310-576-1885.

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Santa Monica, CA 90401