

SPECIAL EDITION

TOTAL ECLIPSE

PLUS

TOTAL ECLIPSE II

THE SPHINX JINX

SPECTRUM

TOTAL
ECLIPSE

FEATURING TREESCAPE™ BY MAJOR DEVELOPMENTS

26th October 1930, Egypt.

After a three day journey involving most methods of transport one can think of, and a few one probably would not like to, I arrived at Ankh-Arah village. It was a fairly typical North African town, with dry dirt streets, square whitewashed houses, and a stone well in the main square.

I jumped clumsily down from my "taxi" and paid the camel driver his money. Doing a quick calculation in my head I came up with the same answer as when I started the journey - five shillings and sixpence for a six mile camel ride. Captive markets such as helpless English Archaeologists obviously lend themselves to exploitation by the locals...oh, well. At least I had learnt the knack of getting off a camel without landing on my head, and that probably lowered the price by sixpence or so.

The driver unstrapped my two cases and let them drop to the ground. Without any ado he spurred his camel, turned about and was gone, leaving me looking rather lost in a slowly settling cloud of dust.

I retrieved my cases and set off in search of somewhere to stay.

It took me twenty minutes to find the only inn in the village: a small sandstone building like all the others, with two bedrooms, a hole in the ground for a latrine and enough insect life to set the whole English population scratching themselves. The owner, who charged in similar vein to the camel driver, grudgingly showed me my room.

Although the straw-stuffed bed was scratchy and lumpy, I fell asleep almost immediately, intending to get up early the next day in order to start my exploration of the gigantic pyramid, which stood in the dried up river valley a couple of miles to the south of the village. That should give me a few hours at least before the eclipse.

As I drifted to sleep, I dreamily wished that I had brought an alarm clock.

I need not have worried. The innkeeper's cockerel awoke me far too early in the morning for my liking. Silently cursing it and the population of bedbugs in the mattress. I dressed and packed my equipment for the day. In a sudden fit of self-reflection, I noted how calmly I was taking it all. The End of the World is, after all, not your normal run-of-the-mill sort of problem. Panicking would have achieved little, so I held back the urge to do so.

The sun was just creeping sleepily over the horizon as I left the hotel and turned south along the little used track that ran to the only airfield within twenty miles.

The mechanic, who seemed to be the only inhabitant of the place, showed me to their only plane. "Tiny" had called ahead and arranged everything in advance, so all I had to do was pay for it. Again.

It was a clapped-out Sopwith Camel. As I climbed into the cockpit, I reflected that, in Egypt, you tend to find yourself travelling by Camel most of the time. The mechanic heaved on the propeller several times before the plane's engine spluttered into life, and only just managed to jump clear of the blades as I rolled forward. I am not an experienced aviator and had no idea as to the practical value of checks.

Still, he seemed unharmed and gave me a friendly wave as I passed overhead.

At least, I think it was friendly.

It was still early morning by the time I reached the pyramid, and I stood in awe at its base, looking up at its silhouette against the sky. By squinting into the sun I could just make out the tiniest sliver of crescent moon, which would soon eclipse the sun.

All the other exploration work I had conducted had been very much smaller than this, and took months of painstaking effort, researching and training.

It was too big. I would never make it in time. The shrine that "Tiny" had identified was right at the apex.

Skirting the base of the pyramid, I saw the door into the ante-chamber..

BACKGROUND

It is written that, in the heart of ancient Egypt hundreds of years ago, the High Priest of the day had become annoyed. His people were revolting and refused to continue the sacrifices to Re the God of the Sun. His anger had erupted so he set an ominous curse as punishment to the people.

A great pyramid was erected and at the topmost chamber a shrine was built for Re the Sun-God. The curse was set. Should anything ever block the sun's rays during daylight hours it would be destroyed.

It is now 26th October 1930 and in just 2 hours the moon will totally eclipse the sun, triggering the curse of Re, causing the offending moon to explode, showering the Earth with colossal meteorites thus upsetting the ecological balance and plunging civilisation into a dark age of starvation and conflict.

YOUR MISSION

It is 8 o'clock, you have just landed your bi-plane next to the great pyramid. Your mission is to reach and destroy the shrine of the Sun-God Re, which is located at the apex of the pyramid.

TREASURE

Collect as much as possible - you're gonna be rich! First day's target £125,000.

YOUR EQUIPMENT

- A revolver - plus an ample supply of bullets.
- Your wrist watch - the eclipse is due just before 10 o'clock.
- A water bottle - keep this topped up - it is very hot! It is not healthy to be without water for long periods.
- Your trusty compass - an essential item for successful orientation.

THE SCREEN DISPLAY

- Top left - Ankhs collected.
- Top middle - Value of treasure collected
- Top right - Current state of the eclipse.
- Main window - Freescape 3D generated view of your present surroundings.
- Message display - (Under main window). This normally indicates your current location plus the height of this chamber above sea level shown in cubits, e.g. 24c = 24 cubits. The entrance to the shrine is at a height of 72 cubits.
- Bottom left to right - Wrist watch, water bottle, heart beat, compass.

LOADING - SPECTRUM

Cassette - TOTAL ECLIPSE Side 1 - TOTAL ECLIPSE II Side 2
SPECTRUM 48K and SPECTRUM PLUS
LOAD"" then press ENTER

SPECTRUM 128K, SPECTRUM +2 and SPECTRUM
Select 48k Mode - LOAD"" then press ENTER

CONTROLS

| | | |
|---|---|---|
| Move Forward  or  | Step Size Change SLOW, MEDIUM OR FAST  | Look Up  |
| Move Back  or  | Angle Change SMALL, MEDIUM OR BIG  | Look Down  |
| Turn Left  or  | FOR CURRENT STATE SEE HEIROGLYPHICS ABOVE THE WATCH | Face Forward USEFUL IF DISORIENTATED  |
| Turn Right  or  | U Turn  | Height Change STAND OR CROUCH  |
| THESE CONTROLS ABOVE ALSO MOVES SIGHTS IF GUN IS DRAWN | Draw Gun/ Replace Gun  | Interrupt Game SAVF. LOAD AND ABORT OPTIONS  |
| Rest HOLDING R CALMS THE HEART  | Fire Gun  | |

ACKNOWLEDGEMENTS

Total Eclipse & Total Eclipse II have been designed and programmed by Major Developments. Chris Andrew, Ian Andrew, Sean Ellis & Paul Gregory. Cover Artwork by Steinar Lund. Additional artwork and design by Peter Carter. Additional contributions by Kim Carpentier, Helen Andrew, Andy Tait and Mary Moy.

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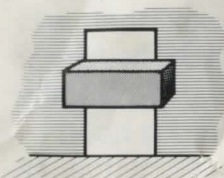
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INFORMATION



TREASURE

Touch treasure to collect.



LOCKED CHAMBER BARRIERS

Touch barrier to open. Requires one Ankh.



ANKHS

Look out for and collect the Ankhs - the symbols of life. Use to remove some barriers on locked chambers. Touch Ankh to collect it.



WATER TROUGHs

Touch trough to collect water

There are many unsolved mysteries, and undiscovered chambers. Watch out for poison darts, many previous explorers have perished by these!

ENTRY FORM

WIN A TRIP TO SEE A REAL TOTAL ECLIPSE IN HAWAII!!

The highest documented score on the original Total Eclipse will win a 10 day holiday for 2 to Hawaii!

The winner and a companion will be able to witness the Total Solar Eclipse due in July 1991. The value of this prize is well over £2,000. A trip of a lifetime!

Instructions:- Play Total Eclipse until you have attained the highest score you can. Then draw a map of the locations visited and describe how the score was achieved. The highest verified score (shown as £ on the screen) will win the prize. In the event of a tie, the entrant with the best accompanying map will win the prize. (See full rules overleaf).

Complete the details below, then detach this form. Attach your map and details of how your score was attained to the entry form, then post to:-

Total Eclipse Competition,
Home Computer Club,
Book Club Associates,
SWINDON X, SN99 9XX.

High Score £ _____
Name _____
Address _____

Telephone No. _____
Membership No. _____
Computer owned _____

DETACH HERE

WIN A TRIP TO SEE A REAL TOTAL ECLIPSE.

COMPETITION RULES

1. The competition is open to all members of the Spectrum, Amstrad, Atari and Commodore Home Computer Clubs who purchase Total Eclipse from the Home Computer Club. The competition may not be entered by employees of BCA or Incentive Software Limited, or their agents or families of BCA or Incentive Software Limited employees and families of BCA or Incentive Software Limited agents, or any person connected with the running of the competition.
2. The prize is a trip for two persons to Hawaii, departing 4th July 1991 from London to witness the Total Eclipse. Return flights, ground transportation to hotels and hotel accommodation only are included in the prize. All meals and other expenses will be at the cost of the prizewinner.
3. The winner will be the entrant with the highest legitimate score from the original Total Eclipse game. All entrants must submit a map of the game verifying how they obtained their high score. The accompanying map will be used by Incentive Software Limited to verify the score. The decision of Incentive Software Limited will be final.
4. In the event of a tie, the prize will be awarded to the entrant who, in the opinion of the editor, submitted the best designed map. The editors decision will be final and no correspondence will be entered into.
5. All entries must be on the original entry form.
6. All entries must be received by 31st December 1989. The result will be announced by 28th February 1990.
7. A full copy of the results will be available after 28th February 1990 to anyone who sends a SAE to the competition address.
8. There is no cash alternative to this prize. In the event of the winner not wishing to accept the prize, then the next highest score will be awarded the prize.
9. The entry form will become the absolute property (including copyright) of BCA. Competition entries cannot be returned.
10. BCA or Incentive Software Limited are not liable for late or lost entries.
11. By entering into the competition, entrants will be deemed to have accepted the conditions of entry and instructions given.

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or direct from Incentive Software Ltd.

DETACH HERE

HINTS

1. Heart. Keep your heart beat slow. If this gets dangerously fast you may have a heart attack, so it is best to REST (See Controls).
2. Watch Your Feet. Look before you walk - ensure there is steady ground in front of you by looking down, especially when entering a new area.
3. Entry to the shrine is via the Shabaka Chamber at a height of 72 cubits (72C).
4. Disorientated? Use the face forward control key for quick re-orientation.
5. Leave no stone unturned! Explore everywhere, look around, under and behind everything. Making a map of your travels could be helpful.
6. If all else fails try shooting it.

TOTAL ECLIPSE II THE SPHINX JINX!

Having successfully destroyed the evil shrine, your mission now, in Total Eclipse II, is to rebuild the mighty Sphinx that was destroyed in the ancient revolution. Its former greatness can only be restored before the Eclipse, which is now due in just one hour.

You must locate and collect the 12 parts of the Sphinx that were hidden in the underground network of tunnels and caverns - Good Luck!

You can play Total Eclipse II without having first completed Total Eclipse.

Look out for the Solid Gold Bars!