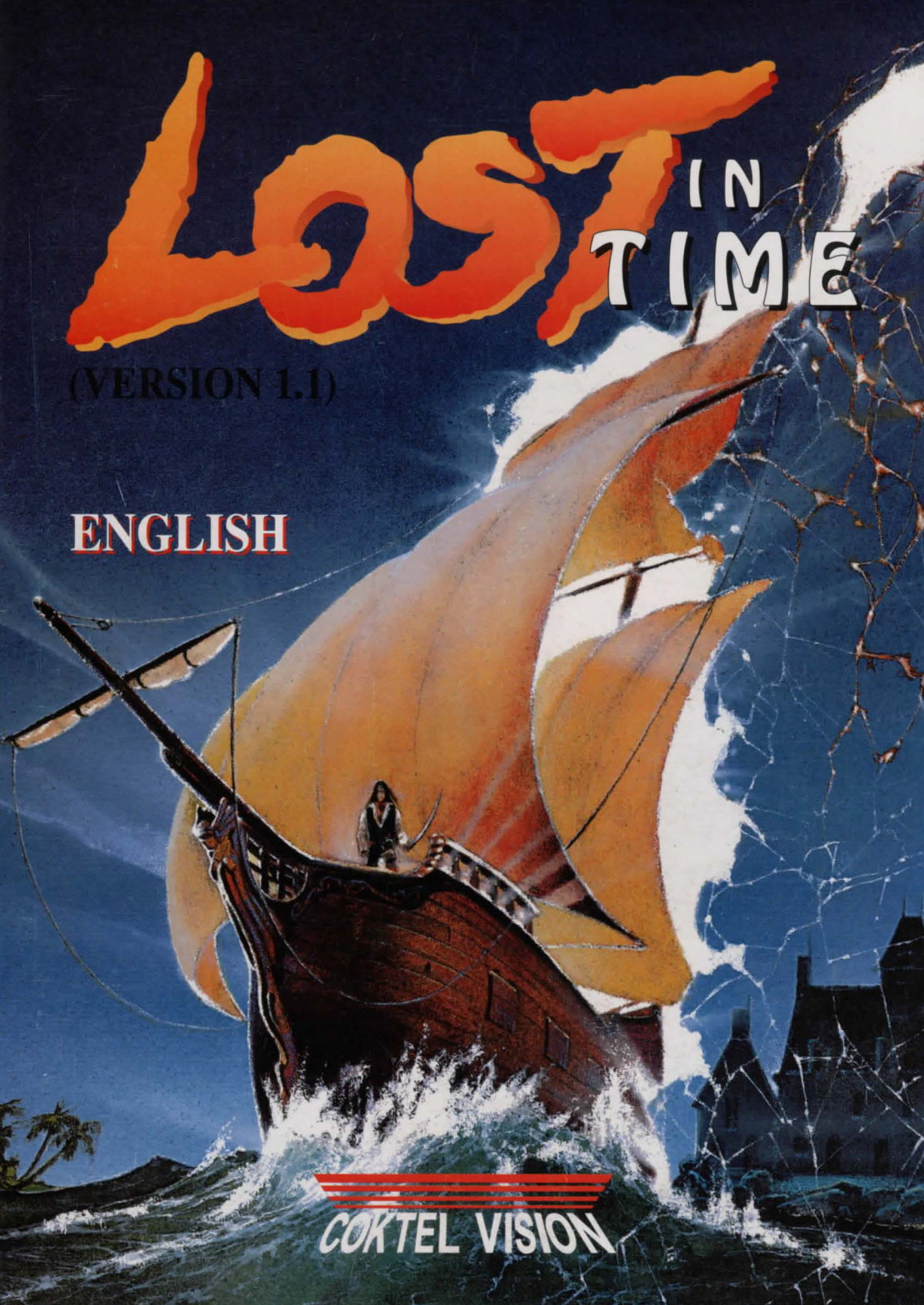


Lost IN TIME

(VERSION 1.1)

ENGLISH



COKTEL VISION

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WITH SPECIAL THANKS TO:

Mayor of CARANTEC (Brittany) and Isabelle ARDELLE (Tourist Office of Carantec in Brittany) : for their friendly cooperation.
Mr. COLETERE : owner of the motorboat "Ile de Batz" in Morlaix (Brittany) for their boat return trips on the island.
Mrs. SABATIER : Equipement du Finistère-Phares & balises de Brest (Brittany), for giving us access to the lighthouse.
Mr and Mrs CHAPOULLIE : for allowing us to film the interiors of their home in Bergerac (Périgord).
Mr Jean-Luc VERNON : from the "Club hippique des Etangs de Meudon".
Production : COKTEL VISION

SPACE-TIME POLICE

TOP SECRET

MISSION REPORT by Agent MELKIOR April 2092

This report summarizes the events that lead to the arrest of JARLATH EQUUS, who was responsible for stealing a valuable sample of the element AMERICIUM 1492. He hid the radioactive material in the past, endangering the equilibrium of the time continuum. For this reason the Space-Time Police were assigned to handle the case.

The disks enclosed with this manual will allow you to relive this mission as DORALICE PRUNELIER. She is a woman who was selected without her awareness by the Central Computer of the Space-Time Police because of her historical-temporal ties with JARLATH EQUUS.

The events in this game take place in three locations and two time periods:
1992 - Manor de la Prunelière - Atlantic Coast - Europe.
1840 - Ship - The Briscarde - Caribbean Sea.
1840 - Island of St. Cristobald - Caribbean Islands.

INTERACTION

In order to correctly use the disks enclosed with this manual, please follow these instructions. You may use the mouse exclusively. In this manual "left click" means "click the left mouse button" and "right click" means "click the right mouse button".

THE SCREEN is divided into four areas from top to bottom:

- The icon bar appears when the arrow cursor is brought to the top of the screen.
- The central area is where the adventure takes place.
- The dialogue box is where text appears.
- The bottom line is where the names of objects, places and characters appear.

THE FUNCTION OF THE CURSORS

Moving the arrow cursor on the screen corresponds to "looking at" or "acting upon". It enables you to find:

- **Exits or directions** to go which appear as "swinging door" icons or green arrows depending on the location.
- **Particular objects, places and characters** whose names appear on the bottom line.

The object cursor appears when you pick up or use an object.

The "OK" cursor appears when there is text to be read. When you have read the text on the screen left click to bring up the next part of the text or to continue if there is no more text. Right click to skip the text and continue.

HOW TO USE OBJECTS

When you left click the arrow cursor on a usable object, you pick up the object and the cursor becomes an object cursor:

- The object goes into your inventory when you right click.
- The object can be used by left clicking the object cursor on another object, place or character. The message:
"USE(object) ON(object, place or character)" appears on the bottom line. Left click to proceed with the action. Right click to abort the action.

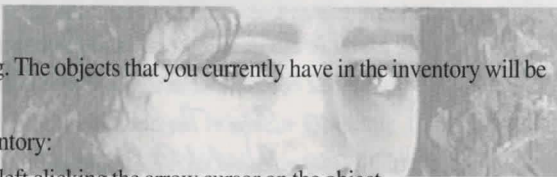
2

INVENTORY

The inventory can be opened by right clicking. The objects that you currently have in the inventory will be displayed.

To use an object on another object in the inventory:

1. Take an object in the inventory by left clicking the arrow cursor on the object.
2. Bring the object cursor to the icon bar at the top of the screen.
3. Left click the object cursor on the INVENTORY icon.
4. Left click the object cursor on the desired object.



THE ICON BAR

Six functions are available by bringing the arrow cursor to the top of the screen and left clicking it on the desired icon. Right click to exit a function.

1. CONTROL PANEL

SAVE: Left click on SAVE when you want to save at a point in the game. There are 30 lines on which 30 games can be saved.

Choose a line by left clicking on the up or down arrow and then left click on the desired line. The name of the place in the game will appear automatically or you can type in a different name.



LOAD: Left click on LOAD when you want to restore a previously saved game. Choose a line by left clicking on the up or down arrow and then left click on the desired saved game.

Pictures of where the games were saved appear in the window.

QUIT: Left click on QUIT when you want to quit the game.

2. JOKERS



There are a few "jokers" available in various places throughout the game that will give you some hints if you are stuck. You are only allowed to use three.

3. NOTEBOOK



Clues (INDEX), dialogues with the main characters (DIALOGUE) and what has happened in the game (MEMO) are automatically recorded (indicated by a flashing notebook icon) and can be checked as often as you want. You also have an additional page (the last page of MEMO) to type your own notes. Left click on your choice: INDEX, DIALOGUE, MEMO, NEXT PAGE or PREVIOUS PAGE (in MEMO) or EXIT.

4. INVENTORY



This is another way to open the inventory.

5. MOVEMENT



A "map" of each of the three locations allows you to go directly to a place that you have already visited. Left click on the name of the place on the "map" that you want to go to.

6. OPTIONS



MUSIC: Left click on MUSIC to turn the music on or off. An ">" indicates that the music is on.

INFO: Left click on INFO to see the date, time, percentage of the game completed and total amount of time in the game.

3



EVALUATION AND PSYCHOLOGICAL PROFILE OF DORALICE PRUNELIER
by Colonel Orson, recruitment specialist

The year is 1992. The subject is a young woman, 27 years old and extremely intelligent. She works as a ship's captain which allows her to be financially comfortable.

Note: She is a gambler. Everything she earns disappears. Her job is a good reflection of her independent nature and her restlessness. She prefers the danger of jungles to the luxury of palaces. Her father is an ethnologist, a specialist in Amerinds, who loves open spaces. Her mother is a famous Brazilian singer with the Opera of Manaus. The subject lives in a luxurious apartment in Paris where she often entertains her many friends and enjoys cooking exotic meals for them. She has a taste for fine liquors: Whiskey, rum and cognac. Her favorite drink is the Pina Colada. Her favorite foods are eggs prepared in any and all imaginable ways with anything and everything.

She adds salt and pepper before tasting and likes spicy hot dishes. She loves old-style jazz. She hates chess but adores Go. She cannot understand bridge but plays Scrabble with her best friend. She is healthy and strong and has taken up several different sports: Hang gliding, aikido, scuba-diving, but there is none that she really prefers. She does not smoke. She detests weapons. She does not support any form of corporatism, politics or religion. She is not gullible or superstitious. She believes in science and is always searching for new sensations and unusual activities. She touches everything but does not take time to examine things more closely.

For this reason she can give the impression that she is superficial.

Sometimes she appears thoughtless or reckless. She loves difficult situations where her judgement, observation skills and deductive mind can be tested. She has a passion for old American TV series, particularly MacGyver, Colombo and Mission Impossible.

The subject is stable and well-balanced. She has all the attributes required to accomplish the mission that will lead to the arrest of Jarlath Equus.



REPORT CONCERNING THE ACTIVITIES OF JARLATH EQUUS
by Professor Nathaniel, expert in temporal criminology

EUROPE - 2092

JARLATH EQUUS belongs to the "new generation of historians" who specialize in the synthesis of history and physics and are involved in the confidential research program studying travel in space and time. He has stolen a sample of Americium 1492, a newly discovered material with revolutionary military applications, which he plans to eventually use for great personal gain. Unfortunately 3000 years are necessary for this material to become safe to use because it has the unpleasant quality of being radioactive. Jarlath has devised a daring plan: He traveled back 3000 years in time and hid the sample beside a mummy in a golden Egyptian sarcophagus. Then as the years have gone by, he has kept track of his "treasure".

CRISTOBALD ISLAND- 1840

In 1840 the treasure belonged to a tribe on the West Coast of Africa. Hoping to take it back without attracting the attention of the Space-Time Police, Jarlath decided to establish himself on a Caribbean Island by marrying the daughter of a rich plantation owner. Taking advantage of the slave trade, he sent for the treasure as well as for a few slaves. Then, on the island, he prepared the final part of his plan: He hired a pirate to wreck his ship with the treasure aboard near a seaside manor he had purchased on the coast of Europe. In this way the treasure would be safely hidden from the Space-Time Police.

COMMENTS:

We find ourselves facing a sensitive case of temporal manipulation with recursive characteristics. The percentage of paradox having reached a critical ceiling, an upheaval or even the destruction of the inner structure of the universal biological inheritance must be anticipated. Only the extraction of the disturbing element from the factual context can correct the perverse effects.

SUGGESTED POINT OF INTERCEPTION: PARIS - 1992

THE CONCLUSIONS OF THE "AMERICIUM 1492" AFFAIR
AN EXCLUSIVE INTERVIEW WITH AN S.T.P AGENT



AMERICIUM 1492

A trace of this element was first detected by accident on a meteor fragment owned by a family of collectors for more than a century. Chance played a role a second time when a crystal weighing several tons was discovered approximately one hundred feet below the surface of the Gulf of Mexico. It was determined in a laboratory located on a satellite, that the crystal could withstand extraordinary temperatures and rates of acceleration. The applications for an element with these properties would be revolutionary, especially for the military. One detail needs to be mentioned: The element has been given the atomic code name Americium 1492. It is composed of heavy molecules and has a high level of radioactivity that lasts three thousand years. This may jeopardize its immediate application since it cannot be used as long as it is radioactive.

Professor Falco, specialist in quantum mechanics
From his book "The Past Future", (January 2092)

The New Event: Agent Melkior, can you remind us of the role of the Space-Time Police in 2092?

MELKIOR: As you know, recent discoveries allow us to travel back in time with the use of a simple instrument worn on the wrist that generates an intense magnetic field. Time travel is a privilege and is limited to a few trusted people. The inevitable consequences of such an extraordinary discovery lead to the creation of the Committee for Temporal Ethics. Only observation of the past is authorized. Any other sort of intervention is forbidden because of the danger involved.

N.E.: You have just solved the case of the stolen Americium 1492 that we all heard about.

M.: I'm not the only one who deserves the credit. We owe much more to Doralice Prunelie, a lovely person who lives in 1992, for the solution to the case. I met her in 1840, aboard a ship called the Briscarde where I was working disguised as a cook.

N.E.: It seems that the S.T.P. prefers to use persons from the past for interventions. Can you explain to us how she was chosen?

TRAVELING IN SPACE AND TIME

At the end of the 20th century modern biologists were already using the retro-evolution of sick cells which allowed them to go back to a healthy structure and influence a new and positive evolution of the organism. At the same time theoreticians in thermodynamics were demonstrating the macroscopic reversibility created by intense magnetic fields. Thanks to the convergence of the two scientific fields, it took less than a century to develop the techniques necessary for the evolution of matter to the past. The purpose was not to rejuvenate the subject but to rejuvenate his environment. This technology, which today has been miniaturized, allows us to go back in time.

Professor Falco, specialist in quantum mechanics
From his book "The Past Future", (January 2092)

M.: Well, Jarlath Equus, the criminal I was following, not only went back in time, he also influenced events. For that reason, the "Theory of Possible Futures" was to be applied and his fate was doomed. We just had to choose from all the possible futures, a temporal line that included his death as punishment and, of course, one that included the existence of Doralice Prunelie.

N.E.: Precisely what mistake did Jarlath make?

M.: His first mistake was to marry, in 1840, Velvet Rochefort de la Prunelie after having caused the death of her father. His second mistake was to bring to the Island of St. Cristobald his "treasure" (the stolen goods) and a slave named Yoruba. Yoruba had a child with Velvet and Doralice Prunelie is a direct descendant of that child several generations later. Our historians detected the temporal wound caused by those two events which allowed us to localize Jarlath on this Caribbean Island.

N.E.: And you neutralized Jarlath on that island?

M.: Not me, Doralice. I wasn't able to localize both the individual and the "treasure". And I was in danger of losing one or the other. It was necessary for him to be confident of his plan in order for me to be able to track him down. He wasn't cautious with Doralice, who was a dangerous opponent. She was the one who defeated him.

N.E.: Has Doralice been informed of her role in the whole affair?

M.: The Code of Temporal Ethics forbids such a thing. She continued her life in the 20th century. Normally she wouldn't be aware of anything, but I really would like to have her as a partner again.

CONTACTS DURING OPERATION

YORUBA

The descendant of a family of Egyptian priests and the guardian of his tribe's treasure, the sarcophagus of Pharaoh Amenotep. He was taken from his tribe by Jarlath, who brought him to the Island of St. Cristobald and made him a slave. He became the lover of Jarlath's wife, Velvet Rochefort de la Pruneliere. Doralice and Melkior will free him while aboard the ship sailing to Europe.



VELVET

Jarlath married her to inherit the plantation and her father's name. Neglected by her husband and lonely during his long absences, she fell in love with Yoruba and had a child by him. She will lead Doralice to Maximin.

PHILIBERT

The Captain of the Briscarde. Jarlath paid him to sink the ship transporting the sarcophagus off the shore of the manor he owns on the Atlantic Coast in Europe. His men fear him because of his revolver with a magnetic grip that works only with his magnetized rings.



OSWALD

A sailor on the Briscarde. He hates the Captain and is waiting for the opportunity to start a mutiny. Doralice will help him steal the Captain's revolver in exchange for the promise that he will help her escape.

MAKANDAL

The healer on the Island of St. Cristobald. He spends his time trying to avoid the excessive passion of Delia. Doralice will have to convince him to heal Yoruba.



DELIA

The fortune teller and Velvet's confidant. She is madly in love with Makandal and spends her time concocting love potions to use on him. She will help Doralice find Velvet.

CELEUCIE

The cook at the plantation and Amilcar's mother. Velvet entrusts Maximin to her care but Jarlath succeeds in distracting her and endangering Maximin's life.



AMILCAR

The young son of Celeucie and Makandal. He tries to fool Doralice but he will lead her to Makandal.

SERAPION

The storyteller. He knows everything that happens on the plantation, especially about the arrival of Jarlath and the death of Velvet's father. Unfortunately, he loses his voice and cannot speak. When Doralice heals him he will help her to enter the plantation.



MAXIMIN

The son of Yoruba and Velvet and the great-great grandfather of Doralice. His life is in great danger because of Jarlath.

GALIPO

The parrot that Makandal gave to the Captain. When Philibert locks Doralice in his cabin it deters her from searching the place.

START UP PROCEDURE

1- AMIGA

Insert Disk 1 in the drive. Switch on your computer, the software will be automatically loaded.

GENERAL REMARKS on the best operating conditions for the PC HD and PC CD-ROM versions.

- Your computer has to have a total of 570 Kbytes of conventional RAM memory available (not taking into account extended memory).
- Your computer has to have at least 150 Kbytes extended XMS memory available.
- To hear the sound track, the soundcard has to be compatible with SoundBlaster or ProAudio.

2- IBM PC AND COMPATIBLES, HARD DISK

Insert Disk 1 in Drive A(or B) and type **A:INSTALL**, then press **←** or **B:INSTALL** and press **←** and follow the instructions on the screen. The installation offers you the choice of the disk drive C:, D:, E:..., but creates automatically a sub-directory COKTEL/LOST. All you have to do to start is to get into the directory COKTEL by typing **CD COKTEL**, then press **←**. Type **LOST** and press **←**.

COMMENTS

A/ If you load the game through DOS and wish to change the configuration of your PC (graphic card, sound card, mouse, etc.), all you have to do is to get into the directory COKTEL/LOST by typing **CD COKTELLOST**, then load the game by typing **SETUP** and **←**.

B/ If you don't have enough RAM (you will be informed of this on the screen).

You can increase conventional memory space, you can do this by:

- decreasing the number of files and buffers in your CONFIG.SYS file. To make changes to this file consult your micro-computer manual. After using the game it is imperative that you restore the CONFIG.SYS file to its original state.

N.B: the number of files must be at least 16.

- creating a bootable system disk using a virgin disk. To do this follow the instructions in your MS-DOS manual. Whenever you want to use this game, insert this disk in the drive

before switching on the computer. Start the game in the manner indicated above.

C/ To make the most of your machine's capacities, compress regularly your hard disk (e.g. by using a COMPRESS tool).

D/ In case of a problem, please check all the above-mentioned points, then set up the configuration of your sound card (channel DMA and IRQ number) using the advanced configuration option of the Set-up menu.

3 - CD ROM

Insert the CD in the CD ROM drive.

Get on to your CD path (e.g. D:), type **INSTALL**, then press **↵**. Follow the instructions on the screen. After loading, all you have to do to start is to get into the directory **COKTEL** and type **LOST**, then press **↵**.

COMMENTS

A/ If at a later point you want to change the configuration of your PC (graphic card, sound card, mouse, etc.), get into the directory **COKTEL/LOST** by typing **CD COKTEL/LOST**. Load the game by typing **SETUP** and then press **↵**.

B/ If you don't have enough RAM, refer to chapter 2, paragraph B, IBM compatible PC, of the Start-up procedure.

C/ In case of a problem, refer to chapter 2, paragraph D, IBM compatible PC.

8 CARRY OUT THE PROTECTION TEST (except for CD ROM version)

You have a small booklet made up of colors with a letter and number on them. The test takes place on the screen where you will see three displays and a keyboard with 8 coloured and numbered keys.

A code will appear made up of a letter and three figures e.g. C 127. Take your booklet, find the colour corresponding to this code e.g. Green. Press the number key corresponding to the said colour, then press **↵**.

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