



I N S T R U C T I O N M A N U A L



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T H E A R R I V A L

CD-ROM ADVENTURE

ABDUCTED! You're in a cold, steel room. A window provides you a view of...outer space?!?!? What is this? A prison cell? Exactly. And your first mission is to escape from the cell. What then? Well, explore and find out what the real purpose of this alien facility is. You must escape and find your way back to Earth...TO WARN THEM!!!

HARDWARE REQUIREMENTS

To run "The Arrival," you must have:

- PENTIUM 60 OR FASTER MICROPROCESSOR
- 8MB RAM
- 4X CD-ROM DRIVE MINIMUM
- A 100% WINDOWS 95-COMPATIBLE COMPUTER SYSTEM (INCLUDING 32-BIT WINDOWS 95-COMPATIBLE DRIVERS FOR CD-ROM DRIVE, VIDEO CARD, SOUND CARD AND INPUT DEVICES)
- HARD DRIVE WITH 4MB OF FREE SPACE
- WINDOWS 95 OPERATING SYSTEM
- VIDEO CARD WITH DIRECTX SUPPORT
- MOUSE

RECOMMENDED HARDWARE:

- PENTIUM P-90 OR FASTER
- 16MB OF RAM
- 2MB PCI VIDEO CARD

Please make sure your computer system is 100% Windows 95 compatible. "The Arrival" is not compatible with Windows 3.1 or other operating systems. Note: for "The Arrival" to work best, it requires that your system have the latest Windows 95 drivers for your CD-ROM drive, sound card and video card. If you have any problems running the program, older sound or video drivers are the most likely cause.

INSTALLING "THE ARRIVAL"

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel).
2. Insert "The Arrival" into your CD-ROM drive and wait a few moments until the Autorun screen appears (if the title screen does not appear, refer to AutoPlay in the Troubleshooting section).
3. There are two buttons on the Autorun screen. Click the Install button to begin the installation process and then follow the on-screen instructions.



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After "The Arrival" setup is complete, your computer will install the Microsoft DirectX drivers if you do not already have them. After installation of DirectX is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX, refer to the Troubleshooting section.

If you EXIT "The Arrival" but leave the disc in the drive, select from the Windows 95 menu: START/PROGRAMS/ GAMES/The Arrival.

README: The README file contains important information that was not available when this manual was printed. Please review for potentially useful information (and maybe a hint or two).

AUTORUN BUTTON FUNCTIONS

INSTALL - Installs the game.

RUN - If the game has already been installed to your system, click this button to play.

EXIT - Click this button to close the Autorun screen and exit "The Arrival."

TITLE SCREENS

Upon running "The Arrival" for the first time the introductory movie will play in its entirety. You will then be presented with the title screen.

Your options here include:

NEW GAME - TIMED: Play a new game with time limits to complete certain portions of the game.

NEW GAME - UNTIMED: Play a new game with no time limits imposed.

LOAD SAVED GAME: Reload a previously saved game.

EXIT - Click this button to close the Autorun screen and exit "The Arrival."

CONTROLLING YOUR ENVIRONMENT

Windows 95 allows you to adjust the volume and balance the audio. Click on the small "speaker" in the bottom right portion of your Windows 95 desktop (the tray) to adjust the game's audio.

UNINSTALL

Should you need to remove the game from your computer system, simply utilize the standard Windows 95 Uninstall capability which can be accessed from the Windows 95 menu as follows:

START / SETTINGS / CONTROL PANEL

A window will open up, open the icon titled Add/Remove Programs. Select The Arrival - Remove Only by clicking on it once. Click Add/Remove. Click Yes to confirm your intent to remove the game.



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PLAYING THE GAME

Your mission – escape. Through your explorations you will discover the history and purpose of this PLACE. As you proceed you will encounter multiple challenges and puzzles. Solving them reveals more and more information required for your success. There are multiple paths through the game. If you have difficulty overcoming a challenge, try a different route. Explore, explore, explore. But beware the other prisoners – are they friend? Or foe? User Interface – “The Arrival’s” user interface consists of a main view window and five ACTION icons. The main view window represents your point of view and can be panoramic, scrollable and fixed.

TO ACCESS THE FIVE ACTION ICONS, RIGHT-CLICK THE MOUSE:

The **EYE** icon represents the look feature. Clicking on various items will give brief descriptions.

The **HAND** icon represents the action feature. Clicking on various items allows you to retrieve items, push buttons, activate panels, move switches and to move through doorways, elevators or other portals. A grab-bing motion of the Hand indicates an active object or spot. Pointing left or right at the edge of the screen indicates the option to rotate your view. To exit a screen, move the hand to one of the edges. The hand will wave back and forth to indicate you may exit at that point.

The **BACKPACK** icon will display a list of items that you have collected in the game. The last selected inventory item will be active the next time you access the backpack button.

The **OPTIONS** icon allows you to EXIT the game, SAVE and LOAD games or start a NEW game. It also allows you to toggle ON/OFF basic game settings including sound effects, CD audio, transition animations and full screen display. Performance can be adjusted with the Force Sync and Low Mem/2x CD-ROM options. Do not alter default settings unless instructed by Technical Support.

The **OFF** icon allows you to exit the menu.

INVENTORY

You are given a backpack for storage. You are allowed to keep items and objects found throughout the environment in the backpack. The backpack, or inventory, is accessed with the Backpack button on the ACTION icon interface. Whenever an item is picked up by clicking on it, it is automatically placed in the inventory/backpack. Items can be retrieved from the backpack by clicking on them. They are then active until the HAND ACTION icon is clicked. You can also use the EYE ACTION icon to gain further information on each item in the backpack.

QUITTING

To stop playing “The Arrival,” press Alt-F4 . If you plan to return to the game you’re playing, be sure to SAVE the game before quitting.



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HINTS

Pick up everything you can. Odds are, at some point, all those strange items will serve a purpose. If you get stuck and can't figure out how to proceed, try looking through all the items you've found and think about how each might be of use. Talk to other prisoners, interrogate robots (only friendly ones). Think about what you've seen elsewhere as you explore the environment. Chances are you'll find a connection and a hint to the solution.

Single-screen puzzles – if you're stumped by a single-screen puzzle, press "?" for a hint. After all appropriate hints have been provided, you will be asked if you would like the puzzle solved (you need to solve the puzzles to gain valuable information for later use). You will also be presented with an option to cycle through the hints prior to solving the puzzle if you would like to try again.

HOT KEYS

F1	ARRIVAL HELP
F2	GAME OPTIONS
F3	LOAD GAME
F4	SAVE GAME
?	PUZZLE HELP
ALT-Q	QUICK ESCAPE
ARROW KEYS	SCROLL THE SCREEN

TROUBLESHOOTING

If you are having problems running "The Arrival," please check the README file or the minimum system requirements to be sure your computer matches the system requirements. Also check your Windows 95 configuration file for possible conflicts.

AutoPlay – If "The Arrival" title screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull down menu.
3. Double-click on "The Arrival" icon in the window or right-click on the icon and choose the AutoPlay option.
4. After "The Arrival" title screen appears, click on the Play/Install button. If the AutoPlay feature does not function, please check the following:
 - a. Make sure the CD is clean and properly placed in the CD-ROM drive.
 - b. Your CD-ROM driver may not be optimized for use with Windows 95. To verify this, perform the following steps:
 - Open the Windows 95 Control Panel folder and double-click on the System icon.
 - Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.



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DirectX – Upon completion of "The Arrival" setup, the install process will continue by determining if Microsoft's DirectX needs to be installed on your computer. If so, Setup will install the appropriate files on your computer. After installation is complete, you will need to restart your computer in order for DirectX to take effect. If you already have other Windows 95 games on your computer, chances are you already have the release version of DirectX installed on your computer. In this case, "The Arrival" installer will detect that you have DirectX installed, and the game installation process will be complete.

Movies don't play properly – Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum transfer rate of 600 bps (a 4x speed drive).

Game freezes – Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripherals.

No sound, partial sound, or no voices/sound effects – Make sure you have a 100% Windows 95 (Sound Blaster) compatible sound card in your computer. Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level. Make sure you are using the latest Windows 95 32-bit sound drivers for your sound card.

Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows to be sure all is correct. See your card's manual and your Windows manual for details.

Game too slow – If your computer has a turbo button, make sure it is on (or set to the highest MHz possible). Check for other programs running.

TECHNICAL SUPPORT

If you are still experiencing problems, please contact technical support:

via e-mail: TWIinfo@aol.com or via phone: (800) 224-3001

or mail: LIVE Interactive c/o Entertainment Media Services, 1657 Euclid Street, Santa Monica, CA 90404

Prior to contacting Technical Support, please have your system up and running and make a note of your system type and configuration. Technical Support is available 8:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday. Please include your telephone number in any written or voice mail correspondence.

Special thanks to: Adriana Walsh, Kathy Walsh, Teri Goger, Kit and Neil Goger, Diana Schwartz, Bernie Tyler, George and Josephine Stojasavljevic, Jack and Margaret Cota, and Jaqueline Townsend. Distributed by LIVE® Interactive "The Arrival" Motion Picture and Artwork © LIVE Film and Mediaworks Inc. 1996 All Rights Reserved.

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