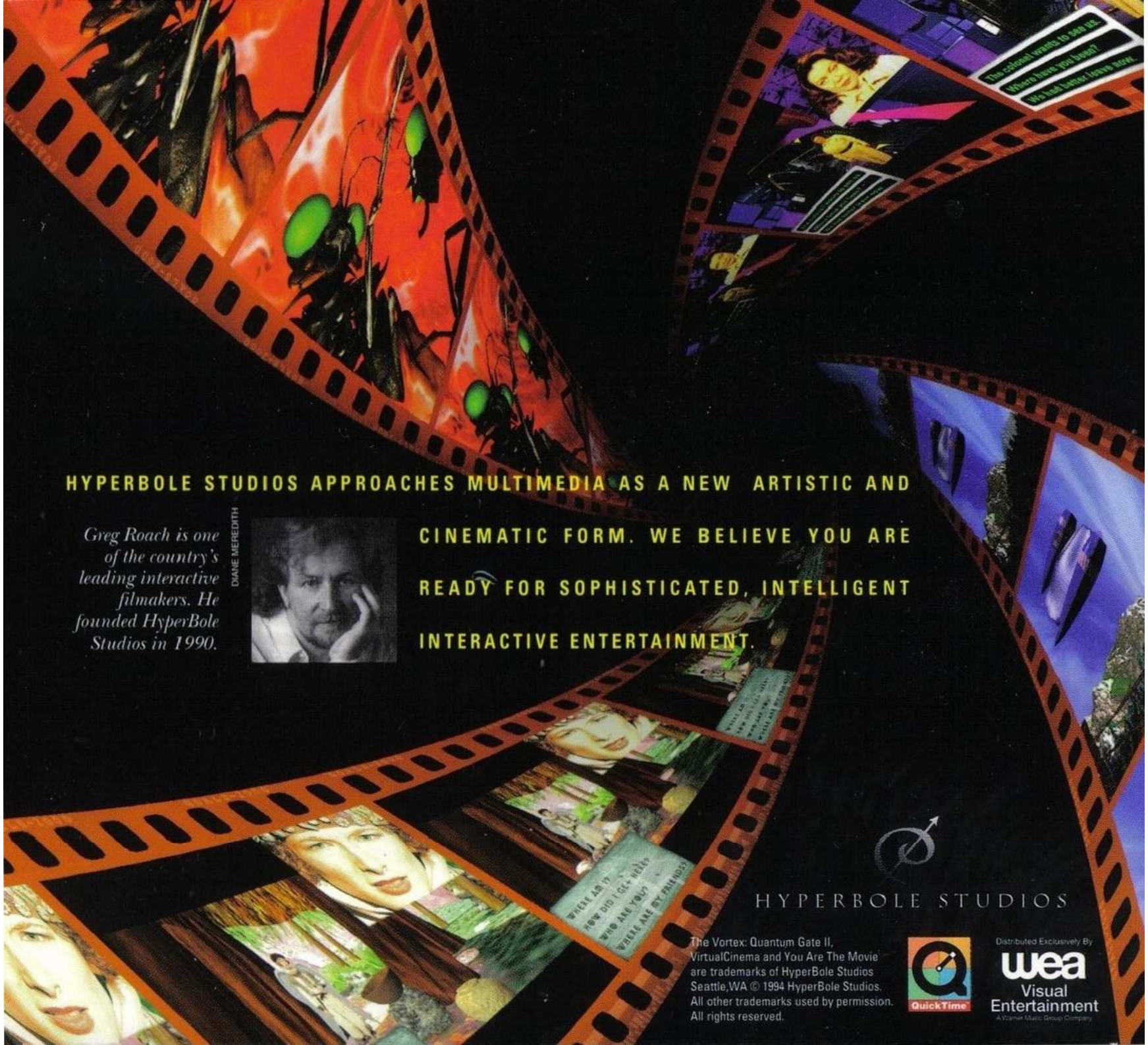

THE
VORTEX
QUANTUM GATE II
WARNING
Contains strong language and mature themes.
VC
A VirtualCinema™ movie by Greg Roach


The colonel wants to see us.
Where have you been?
We had better leave now.
HYPERBOLE STUDIOS APPROACHES MULTIMEDIA AS A NEW ARTISTIC AND
CINEMATIC FORM. WE BELIEVE YOU ARE
READY FOR SOPHISTICATED, INTELLIGENT
INTERACTIVE ENTERTAINMENT.
Greg Roach is one of the country's leading interactive filmakers. He founded HyperBole Studios in 1990.
DIANE MEREDITH
HYPERBOLE STUDIOS
The Vortex: Quantum Gate II, VirtualCinema and You Are The Movie are trademarks of HyperBole Studios Seattle,WA © 1994 HyperBole Studios. All other trademarks used by permission. All rights reserved.
QuickTime
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wea
Visual Entertainment

HELLO, AND WELCOME TO THE VORTEX.

The Vortex is probably going to seem pretty different from most other entertainment CD-Roms you may have seen. That's good. That's what we want. We want our product to be different from other computer games. Because it's not a game. Sure, some of it looks a bit like a game, but that's where the similarity ends.

It's a movie.

We want to create a new kind of movie. One where you're the star - the most important character. One where you move through the world of the film with great freedom, yet where the story can move forward the way that good stories need to. One where your involvement in the world isn't broken every few minutes by dying and starting over. To make this new kind of movie we use a technique called VirtualCinema™.

VIRTUALCINEMA

VirtualCinema is a high-performance software engine designed to handle CD-ROM and digital video as efficiently as possible so that the story can flow smoothly. The movie is "smart" and learns from every choice you make. These choices tell the movie how to present itself. Everything from the plot and characters to the music and screen displays will change according to your actions.

VirtualCinema is also a screen or interface design that lets you experience the movie through the eyes and mind of the central character. You have a great deal of freedom in this "storyworld" that we've created. This interface lets you interact with your physical surroundings, other characters, and even elements inside the central character's own mind. Thoughts, memories and dreams are just important as objects or people.

So, while you don't have to be an avid game player to enjoy The Vortex, there is a central mystery that lives at the heart of the movie. Unless you solve it you won't be able to escape the vortex and bring the movie to its proper end.

We're very excited about The Vortex and we hope you enjoy your new movie as much as we enjoyed creating it for you.

Thank you for joining us on this adventure.



GREG ROACH

Icons & Cursors

Your path through the viewing of The Vortex is controlled by a series of icons and cursors that you'll encounter during your experience. They are used to ask questions, convey emotions, take actions, or generally control your own experience through the film. In all cases, clicking on an icon will activate that icon and clicking when a specific cursor is visible will activate that cursor.

Question Icons

There are many different question icons to explore during your viewing of *The Vortex*. They represent questions that, once thought of, Drew may ask of any character he may encounter during his adventure. To ask a question, simply move the mouse to the icon that represents the question and click. When you first move the mouse over the question icon, the cursor will change to a thought balloon. When you click, it will remain a thought balloon, indicating you're now ready to ask the question. To do so, move the thought balloon over a character in the background. When the question may be asked, the cursor will change to a speech balloon. Click to ask the question of that person.

Question icons appear in the upper left portion of the screen.

Emotion Icons

These icons represent Drew's state of mind. The three primary icons you will encounter are:

Anger *(represented by the fire icon)*
Balance *(scales icon)*
Sorrow *(tear icon)*

These three emotions represent Drew's choices... and your own. If you select Anger when it is available to you, it will significantly alter the path of the story... possibly resulting in an ending you did not expect.

Other emotion icons may include a hammer or a fist, both of which initiate a more aggressive line of conversation.

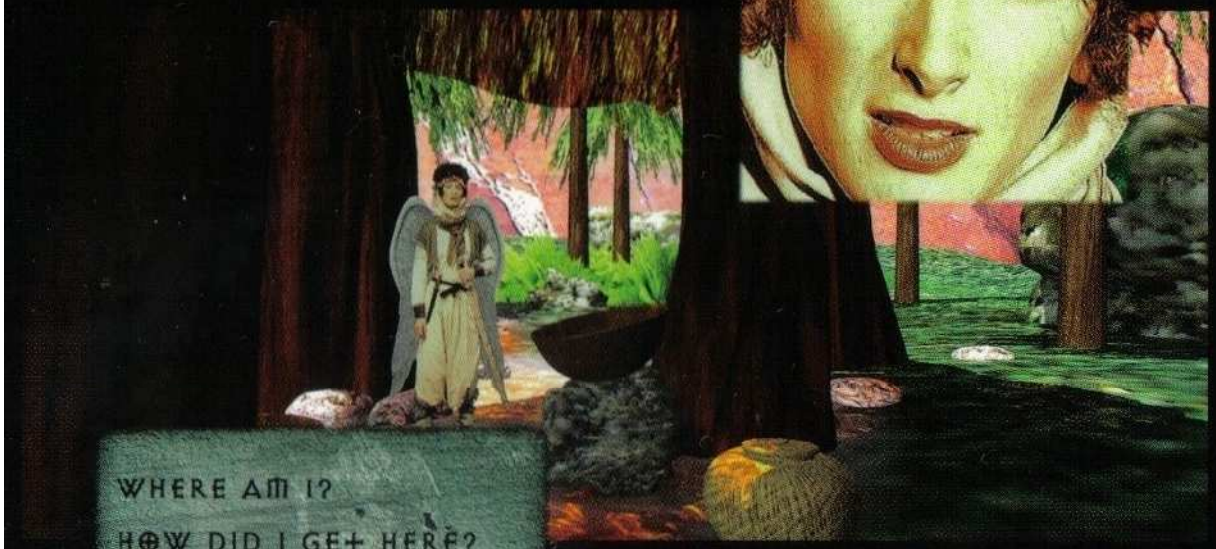
Emotion icons will appear at the bottom of the screen.

Action Icons

These are used to allow Drew to do certain things, and most often cause you to go see someone specific.

Action icons will appear at the lower right portion of the screen.

Interface Navigation



Action bolt — indicates an action can be taken.

Memory — activates a memory of Drew's connected with the events facing him.

Sight — the eye appears when you can examine something more closely.

Sound — ear appears when Drew can listen for more information.

Speech/Thought Balloon — explained under "question icons" above.

Vortex — appears at the top of the screen, and is used to exit the movie and return to the main menu. To return to where you left off, select "Resume Movie".

PAUSE **Pause** — used to pause the movie at any time. To activate click the left mouse button. To resume, click again.

Navigation pointers — five pointing hands (left, right, up, down, forward) — control Drew's movement through navigable areas of the film. The hand pointing down indicates a reversal of direction.

The story so far ►