20,000 LEAGUES UNDER THE SEA

Extracts From Professor Aronnax's Log-book

November 15th :
We've been captain Nemo's prisoners for three days in this strange aquatic machine known as the Nautilus.
After a long sleepless night, I decided to keep a log book, for I have no alternative but to live this fabulous adventure to the full so that I may share it with the whole world.

November 17th :
Councel, my devoted servant, is adjusting admirably to our new lifestyle. But I fear the worst for Ned Land; this harpooner is a violent and impulsive man. He will find it hard not to come to blows with Nemo.

November 21st :
My host's nature never fails to intrigue me; what does his face hide ? One thing's for sure; this brain has seen and perceived things that the world doesn't know exist. I sometimes feel as if he can see into the future...

December 30th :
This submarine is a real miracle. Everything is so well organised. The lounge alone rivals the luxury of a baroque palace and its porthole gives the most beautiful view of the underwater world that I've ever been able to admire. What wonders, or perhaps monstrosities, will I find there?

January 12th :
One month has passed already. My dealings with Nero are very regular. He keeps me in the dark about our situation and I need to pay a lot of attention and think hard to deduce any more about it. I'm trying to work out our route but there aren't many clues.

January 14th :
The library is incredibly well stocked. I spend hours there, learning about a world I thought I knew better; perhaps it holds secrets about the Nautilus too. Alas, the Captain has ruled it out of bounds to me for some time; his nerves are on edge, so I'll have to keep a low profile until things calm down.

Febuary 2nd :
Do you Know what real fear is? I discovered it yesterday for the first time in my life, when a shoal of sharks came out of the shadows. Fortunately, I was armed! Now that's all over. I wonder whether Nemo would have saved me?

Febuary 25th :
What joy, what a sense of power I felt this morning at the helm of the Nautilus. Of course, the Captain was there, but it was I, and I alone, who steered the submarine. It wasn't easy, and Nemo's presence, tense and overbearing, ready to snatch the controls at the slightest mistake, didn't help much.

Febuary 28th :
Does music really have a soothing effect? I think so, and the Captain's enthusiastic reaction when I played his favourite tune convinced me. Apparently, he is putting the organ at my disposal.

March 10th :
After so many days without setting foot on land, I was able to go for an hour's walk on a small Pacific island this morning. Contrary to first sight, this land was not deserted; traps, bridges, dug-outs and the presence of hostile natives lying in wait behind the dense vegetation were all in evidence. I certainly discovered some strange things...

March 21st :
My travelling companions can take no more. As for me, I know I still have a lot to learn and I cannot envisage running away. But will I find another chance to escape?

March 26th :
I have been confined to my cabin for three days for having 'threatened' the security of the Nautilus. Captain Nemo worries me; I wonder if he's not slowly sinking into madness. Maybe I should have listened to Ned Land when he urged us to escape. I'm frightened...

April 12th :
A nightmare vision. I could never imagined that such a monster could exist; an enormous squid attacked the Nautilus, threatening all our lives with its powerful tentacles. It's the beginning of a merciless struggle whose violence I just daren't imagine.

1) AN OPEN LETTER FROM THE AUTHOR TO THE PLAYER

You are Professor Aronnax; you have been plunged into a mysterious and unknown world which you will gradually discover, burning you with its reality.

But know this:

-Captain Nemo is a strange and dubious character. Keep on the right side of him, don't try his patience and, above all, don't annoy him ; he'll isolate you with no regrets.
Learn to know him.

-The Nautilus is a brilliantly run microcosm. You will have to familiarise yourself with things you know very little about. But be careful; the things you do may help or harm you now or later.

-The deep sea world is a marvellous world, but don't let yourself be carried away by your dreams; it is a cruel world without pity.

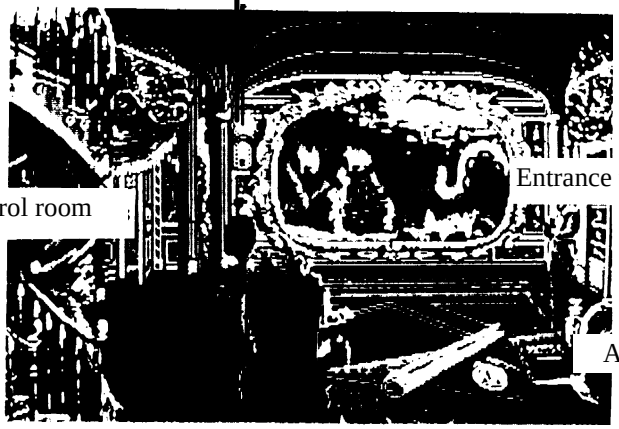
-Most important of all, don't forget that your aim is to tell people about this fantastic adventure ; find your route and plot it on the map; keep a note of all the essential information which you will be given throughout your voyage, but don't forget to escape; choose the right moment.

2) HOW TO USE THE NAUTILUS

This is... **the living room ; all the sumptuous luxury of a Baroque palace.**

The manometer and the speedometer keep you informed of the progress of the Nautilus

Open the port-hole:
it holds amazing discoveries for you



Entrance to the library

Entrance to the control room

Aqualung

The map will enable you to follow your route. You can use the compass, for example, to find where you are.

Compass

Always carry your notebook with you everywhere you go.

The aqualung is indispensible for leaving the submarine. It is also wise to take a gun with you ; anything can happen!

The control room; heart of the Nautilus

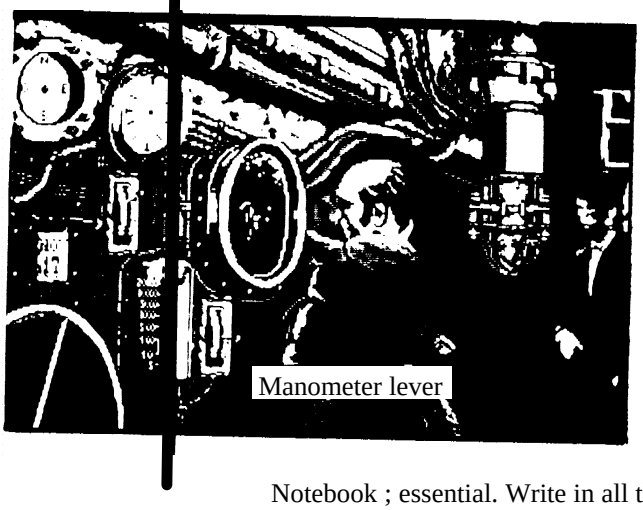
You can light up the depths of the ocean with the beacon.

The periscope is at your disposal but you cannot use it when the Nautilus is more than 10 metres down.

Speedometer

Entrance to the living room

Compass



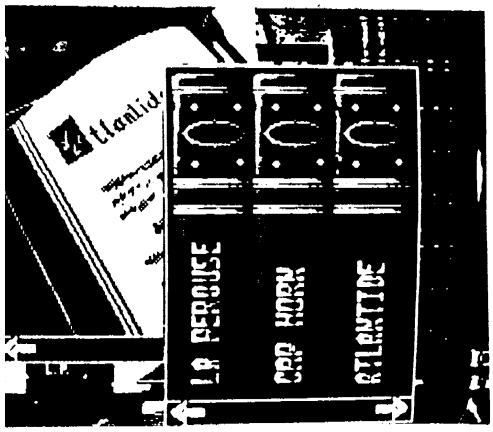
Thanks to the calendar, you can keep track of the passing of time.

Manometer lever

Helm

The manometer indicates the progression of the Nautilus

Notebook ; essential. Write in all the relevant information by pressing the mouse at the right times. But be careful ; you have very little room left in your notebook, so don't write just anything!



The heart of the library contains magnificently bound works. Discover them by choosing the shelf you want. Use the arrows to move along each section.

THE MAP:

This map, which is always at your disposal in the living room, will enable you to make a written note of your route on it. But you will have to work it out from Nemo's remarks and from the information you will gain from the navigational instruments. Place the numbered tokens on the map in the correct order and don't hesitate to correct them. To do this, press the mouse over one of the numbered tokens. You can take back a token and move it at any time. It's up to you to find on the map the route Captain Nemo has chosen and to place the tokens in the right order.

...It's up to you to discover the treasures of the library, the submarine's deck and the dangers of the outside world.

3) TO START THE PROGRAMME

THOMSON	:	Type **RUN "AUTO.BAT**
ATARI ST	:	Click the mouse on **LOADER.PRG**
AMSTRAD	:	Type **| CPM** (to obtain | press SHIFT and @ simultaneously) then LOADER. On an AZERTY keyboard, you get ù.
AMIGA	:	Press simultaneously the CTRL key and the two A keys on the left of the space bar.
PC and SIMILAR	:	Type **LOADER** then ENTER. If you make a mistake or if you are using the programme with a graphic card, delete the CARTE.INF file. To do this, switch on your computer and type DEL CARTE.INF then ENTER.

4) REMARKS

On some versions, at the beginning of the programme you will be asked two successive, contingent questions about the background color, e.g B12 and B13. To answer, please consult the colour chart in the box. For both questions, select the corresponding colour on the screen. Be careful ; the slightest mistake will make you to have to start the programme again.

5) TO SERVE YOU BETTER

We have taken the greatest care in the production of this programme. If, however, an error has crept in , despite our various tests, or if you have a comment to make which would help us to improve this programme, please don't hesitate to contact us ; the programme will be modified by the next edition.

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