



LOST
CAN YOU GUIDE ME HOME?

GETTING STARTED



System Requirements

Any Macintosh computer with a PowerPC processor running at 233Mhz or faster
MacOS 9.1/OS X 10.1.3 or later
64 MB RAM
100MB free hard disk space
4xCD-Rom drive
QuickTime 4.0

Installation

1. Insert the Sheep CD into the CD drive and double-click on the Sheep CD icon it appears on your desktop. Now read the file called "ReadMe".
2. Double click on the "Sheep Installer" icon.
3. You will now be presented with the game's installation screen.
Follow the on-screen instructions to install the game to your hard disk.

To play Sheep on you computer:

Once Sheep has been installed it will create an alias on your desktop. In order to run the game simply double-click on the Sheep alias icon.

Remember: in order to run the game the Sheep CD must be in the CD drive.

CONTROL CONFIGURATION

In Sheep, the player takes control of a Herder. The herder can be controlled by a variety of methods. The game comes with each of these control methods set to a default as follows:

Keyboard:

Cursor keys: Controls the direction of the herder.
Shift key: Run
Control key: Creep/Activate/Pick-Up Sheep/Throw Sheep
Space bar: Shout/Drop Sweets
Tab key: Show level map

Mouse:

Mouse highlight: Controls the direction of the Herder (the mouse controls the position of the circular highlight, the Herder will run towards the circular highlight)
Mouse button: Run
Control key: Creep/Activate/Pick-Up Sheep/Throw Sheep
Space bar: Shout/Drop Sweets
Tab key: Show level map

Joypad/Joystick control:

Directional stick or pad: Controls the direction of the Herder
A button: Run
B button: Creep/Activate/Pick-Up Sheep/Throw Sheep
C button: Shout/Drop Sweets
D button: Show level map

Each of the control methods can be customised, this can be done via the Configure option in the Main Menu. You may assign different keys and/or buttons to particular actions. The control method can be changed at any time if a player playing a level by pressing K (to select keyboard or joystick/joypad) or M (to select mouse).

The Escape key will pause the game.

INTRODUCTION

Many aeons ago, the ancestors of today's modern Sheep were sent out across the galaxy from the Sheep home star system of Ovis Aries. A few of these explorers landed on a small green and blue planet called Earth. Their mission was to pose as passive creatures, taking the details of their habitat into their group consciousness.

However, wallowing in grass and sunshine, the Sheep soon forgot about their mission, and they slowly became domesticated by Man. The Sheep on Earth diversified into many different breeds, including the mysterious and evil 'Killer Sheep', and the fabled 'Golden Sheep'.

Now the Sheep ancestors have returned to Earth from Ovis, to reclaim their lost flocks. To achieve this without fear of attracting the unwanted attentions of Man, they abduct several Earth inhabitants and supplant desires in their minds to round up all Sheep and bring them to the fabled Mount Mouflon for the journey home. The alien sheep have planted a series of rewards along the way - 'guide points' - as well as Sheep enhancing technology - 'convertors' - which will help the Sheep survive the hazardous journey. The Sheep follow their newly-appointed guides in the belief they are going to their mythical dreamland - 'Blue Hawaii'.

However, one thing stands between the Sheep and 'Blue Hawaii'; the evil Mr.Pear. From his floating space laboratory, he plans to control the world, by implanting Sheep genes into all life on Earth so they will be submissive. To do this, he must gain control of the precious lifeform known as 'SHEEP'.

AIM OF THE GAME

The aim of the game is to get as many Sheep through the 7 hazardous worlds as possible.

The player will start each level with a flock of Sheep, and the aim is to persuade the Sheep to navigate their way to the Level Exit while keeping as many alive as possible. There will be many hazards and obstacles to avoid, and just as many bonuses to be found.



The player has a choice of 4 Herders to control. Use the Herder to persuade your flock of Sheep to negotiate the 7 hazardous worlds. The player does not have direct control of the Sheep, but is able to control the Herder using the Controller. The key to success lies in mastering how the Sheep react to the Herder and the obstacles in all situations, and using the Herder to make the Sheep go where the player wants them to go.

NOTE: Once the player has managed to get a number of Sheep out of the level exit, they must follow the Sheep into the exit and press the activate button/key to leave the level. WARNING: If the player chooses to leave a level, any Sheep remaining on the level will be lost!

MAIN MENU

Use the cursor keys to move "Sparky the Sheep" up and down until he is standing next to the option you wish to select. Press Enter to select the option. Press the Escape key, or move Sparky to the "back" button if you wish to go back to the previous menu at any time.



There are 5 options in the Main Menu:

New Game: This allows the player to start a new game of Sheep.

Load Game: This allows the player to load a saved game.

Training: This allows the player to play through 4 Training Levels which will teach the player the basics of the game.

Configure: This allows the player to configure options for Control Method, Sound Options, Difficulty Level and to view the High Scores.

Exit Game: This exits Sheep and takes the player back to the Finder.

SELECT HERDER SCREEN



To play the game, the player has to choose a Herder to control. The player has a choice of 4 Herders to select from. Each has its own characteristics (speed, how scary they are to the Sheep etc...) and is suited to herding specific Sheep Breeds through specific levels. Players will soon discover which Herders suit their style of play best.

NOTE: Unlike the sheep, the herders are indestructible. Obstacles which will destroy sheep may knock the herders over, slow them down etc... but they will always survive.

WORLD MAP SCREEN



This screen lets the player know which world they are about to enter. It is an indication of how far the player has progressed and no selection is required at this point. Just press Enter to go to the Level Select Screen.

LEVEL SELECT SCREEN



This screen shows the player which world they are in, and which of the 4 levels are available to them. When a level is selected and is loading, the player will be shown the time limit and minimum number of Sheep which have to be rescued to progress to the next level.

Once a level has been completed, a flag will appear by it in the Level Select Screen and this level will no longer be selectable. The player will then have to select another level to tackle. Once all 4 levels in a world have been completed, the player will be moved onto the next world and the next 4 levels.

BREED SELECT SCREEN



Before the player starts a level, they have to select a Breed of Sheep to take through that level. There are 4 Breeds to choose from, and they all have different characteristics (speed, inclination to flock, courage etc...)

Once a Breed has been selected and used to complete a level, a flag will appear next to that Breed and the player will have to choose one of the remaining Breeds to tackle the remaining levels.

Each world contains 4 levels, and the player has to herd all 4 Breeds throughout each world. Some Breeds are suited to navigating some levels better than others, and this will become apparent as the player becomes familiar with the game.

Once a Breed has been selected, the level will start!

HERDERS

A choice of four player characters each with different strengths and weaknesses.



Bo Peep

Shepherd by day, and lead singer of a rock band by night. Has 'a way' with sheep, coaxing even the most stubborn out of danger.



Adam Half Pint

Once a Bank Manager, Adam now pursues a more laid back lifestyle as a private eye. His attitude to sheep is one of kind brutality.



Motley

Motley is a simple pet, who dreams of being a sheep dog. She can be intimidated by some of the harder sheep breeds.



Shep

Shep is a highly intelligent sheepdog. He is old and a little slower than he used to be, but he refuses to retire.

SHEEP BREEDS

There are four breeds of sheep, each with their own distinctive styles. They do, however, share the same common trait of stupidity.



Pastoral

Normal, boring sheep who are scared of everything. These are your basic, everyday sheep.



Factoral

Dedicated followers of fashion and not afraid of anything. Too stupid to distinguish between danger and safety.



Long Wool

Sub culture sheep, like bikers, rockers and crusties. Love rock music! Not as cowardly as most sheep but still stupid.



Neo Genetics

They give off a cool hard exterior, but in reality are still stupid and cowardly. Good with computers and traffic.

GAME SCREEN



- The number of Sheep alive on the level.
- The number of Sheep which have been saved on the level.
- The remaining time left to complete the level.
- The number of bonus credits collected on the level.
- The player's flock of Sheep.
- The player's Herder.

This shows a typical view the player will have while playing a level. The icons on the top of the screen give the player information on how well they are doing.

LEVEL COMPLETE SCREENS



This screen appears when the player has successfully completed a level, and shows the number of Sheep saved, the time taken, and the number of points scored.

The player has three options at this point:
Continue: This takes the player to the next level.

Replay: The player can play the previous level again.

WARNING: When you choose to replay a level, you are "gambling" with the points you have just scored, and the progress you have just made.

Save: This saves the player's progress. Players can save multiple games.

QUICK START: TO START THE TRAINING LEVELS

- Use the cursor keys to move Sparky to the option you wish to select.
- Press Enter to confirm the selection.
- Select "Training" from the Main Menu Screen.
- Select the Herder you wish to use from the Select Herder Screen.
- The World Indicator will show that you are about to enter the Training World. Press Enter to continue.
- Select the Training Level you wish to play.
- Select the Breed of Sheep you wish to take into the level.
- Once the level has finished loading, press any key to start the level.



SOUND OPTIONS

The player should use this screen to configure all the audio options in the game including music and sound effects.

Use the cursor keys to move Sparky the Sheep onto the sliding switches and adjust the levels.

The sliding switch on the left adjusts the volume of the sound effects.

The sliding switch on the right adjusts the volume of the in-game music.

The 2 green triangles allow the player to play each of the music tracks associated with each world.

Move Sparky the Sheep onto the green triangle on the left and press Enter to listen to the previous music track, do the same on the green triangle on the right to listen to the next music track.

DIFFICULTY LEVEL



Sheep has 3 levels of difficulty: Easy, Medium and Hard.

The difficulty level which is currently selected is shown in white text.

The difficulty level dictates the number of Sheep that must be saved, and the time allowed to save them, for a player to progress to the next level.

As the difficulty level increases, the number of Sheep that must be saved goes up.

In addition, each Sheep saved, Bonus Credit collected etc... is worth more as the difficulty level is increased. This will be reflected in the player's score.

HIGH SCORE SCREEN

RANK	NAME	SCORE	TIME
01	STEVE	0010000	04:00
02	KEV	0009000	04:00
03	REN	0008000	04:00
04	DYRIS	0007000	04:00
05	ANDY	0006000	04:00
06	WALTER	0005000	04:00
07	JACOB	0004000	04:00
08	STUART	0003000	04:00
09	MARCUS	0002000	04:00
10	DAVE	0001000	04:00

This screen shows the highest scores, and the names of the players who scored them.

ENTERING INITIALS INTO THE HIGH SCORE TABLE

If a player gains a score which is high enough to warrant a position on the High Score Table, they should use the keyboard to enter their name. The game will keep a record of all the high scores.

LOADING AND SAVING



From the main menu, the player can load a previous game. Select the Load Game option, then select which saved game you wish to load.

When the player has completed a level, they are given the option to Save their progress. Players can make multiple saves, and name them accordingly. Using this method, it is possible for a number of players to take turns playing Sheep on one computer, and still keep track of their individual progress.

BONUS GAMES

Every level contains a Golden Sheep, and if the player collects all of the Golden Sheep in a world, they will be given access to a Bonus Game. When a Golden Sheep has been collected for a level, the Golden Sheep icon appears next to that level in the Level Select Screen.

REPLAY MODE

Once a player has completed any levels and saved their progress, they are able to replay these levels again. To access these levels, go to the Main Menu and select Load Game. The player is then given the option to either resume their game (continue their adventure), or replay a level. Select Replay, and the player will be presented with the Replay Mode screen. Use the cursor keys to move Sparky and select the level you wish to replay by using the 2 red buttons and the Enter key to select the next level, or previous level respectively. When you have selected the level you wish to replay (see the graphic and text shown), move Sparky to the green arrow and press Enter. The chosen level will now start.

Note: When replaying levels in this way, the score is always zero at the start of the level. It is a good way of practising for each level, and high scores and fastest times are recorded for levels played in this way so that players can compete against others on a level by level basis.

HINTS AND TIPS

Moving a Herder towards the Sheep will cause the Sheep to move away. Making the Herder run will cause the Sheep to move faster. Making the Herder creep will allow the Herder to get closer to the Sheep.

There are various obstacles and characters in the levels which will affect the Sheep. Some will kill the Sheep, some will force them to move, some will cause them to be "cast" (flipped onto their backs). Cast Sheep cannot move and will die if left on their backs for too long, and the Herder can "uncast" (pick up) the Sheep by standing by the Sheep and pressing the activate button/key.

The Herder can also pick up individual Sheep by getting close and pressing the activate button/key. The player may need to creep up to the Sheep to get close enough to do this. When the Herder has picked up a Sheep, pressing the activate button/key again will throw the Sheep.

Pressing the shout button/key will cause the Herder to shout. This will scare and scatter any Sheep in the immediate vicinity. Shouting is also a good way of dislodging stubborn Sheep!

Use the level maps (TAB key) to plan the most efficient routes.

There are power-ups scattered throughout the levels which can be used to influence the Sheep and help the player navigate the obstacles (the radio for example causes the Sheep to follow the Herder for a short time).

There are notice boards scattered throughout the levels which will give the player clues if the Herder approaches them.

CUSTOMER SUPPORT

Every effort has been made to make Sheep as compatible with current hardware as possible. However, if you are experiencing problems with running Sheep, please read on. The following information **MUST** be obtained **BEFORE** contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).

2. A listing of your machine specs, including:

CPU speed and make (e.g. iBook 366Mhz)

Amount of RAM (e.g. 128Mb Ram)

Hard disk size and amount of free space (e.g. 12GB)

All the information required can be obtained by clicking on the Apple System profiler (under the Apple menu on your desktop) and reviewing the details provided therein.

OUR TECHNICAL SUPPORT CONTACT DETAILS

Web address: www.feral.co.uk.

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

E-mail: sheepsupport@feral.co.uk.

If you cannot find an answer to your question on the website, please email us at sheepsupport@feral.co.uk. We aim to reply to you within 24 hours. Remember to include a report from the Apple Systems Profiler with your email. Or if you prefer:

Tel: 1-214-855-5955x20

Please note this is teh technical support line of MacPlay, Feral's distributor in North America

CREDITS

Created by: Mind's Eye Productions Ltd

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SHEEP



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