

ORION BURGER



EIDOS

Epilepsy Warning

Read before using your Macintosh or Compatible computer or allowing your children to use the system.

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a monitor screen and while playing games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk:

Prior to use

- If you or anyone in your family has ever had an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
- Sit at least 2.5 ft. away from the screen.
- If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
- Make sure that the room in which you are playing is well lit.

During use

- Rest for at least 10 minutes per hour while playing a video game.
- Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions IMMEDIATELY discontinue use and consult your doctor.

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As any hungry space-tramp will tell you, Orion Burger is the largest fast-food chain in the entire galaxy. In fact, the company's motto is "Googols and Googols Served." That's a whole lotta burgers! With this kind of volume, Orion Burger needs a constant supply of fresh protein for their restaurants. That's where protein procurement agent Zlarg comes in.

As our story opens, Zlarg is completing his latest protein harvest. After the last of the planet's inhabitants are hosed up into the spaceship, Zlarg's faithful assistant, Flumix, sets a course back to Orion Burger headquarters where their precious cargo can be processed into burger meat.

Zlarg checks in with the boss to get his next harvesting assignment: another far-flung planet filled with lots of free-range protein-laden beings. The planet is Earth. But before you start packing, be assured

that all is not lost. Thanks to some heavy lobbying by an alien-rights group called the Planet Huggers, Orion Burger can no longer indiscriminately 'clear-cut' a planet – intelligent life is too scarce a resource to be used as burger meat! In these more enlightened days, a randomly-selected specimen must first be subjected to a battery of intelligence tests. If the specimen passes all of the tests, Orion Burger has to move along and find another planet to obliterate. If the specimen fails any of the tests, the planet Earth will come to a ...er, grinding halt. With reports of the Planet Huggers monitoring Orion Burger's protein-harvesting activities, Zlarg is reminded to play by the rules, and ensure that Earth-life is "suitable" for harvest.

Well, guess what? You, Wilbur Wafflemeier, are the human test subject. Without so much as a dinner and a movie,

you're whisked aboard the Protein Harvester orbiting high over the Earth and strapped down to some kind of IQ testing contraption. We're definitely not in Kansas anymore, Toto!

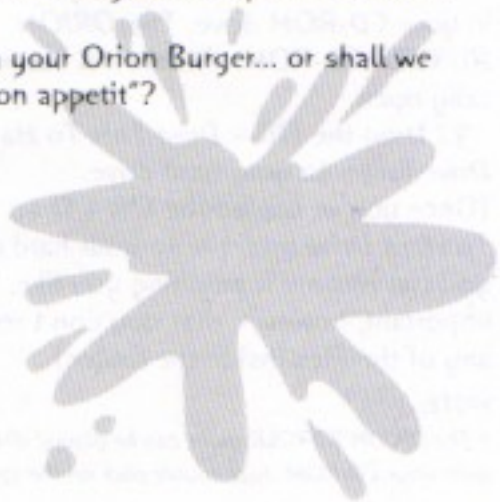
Unable to escape, you're subjected to painful jolts from a set of electrodes that measures your "neurosynaptic bandwidth." This is your first test: the Neuroanalysis Test. Sorry to say, you have failed. Miserably. You are what they call synaptically-challenged.

Next stop, the Abduct-o-tron, where Flumix prepares to erase your memory and send you back to Earth to the exact time and place you were originally abducted (standard abduction protocol requires that you be returned so that you don't know you were gone and no one else does either). From there, you'll be harvested along with the rest of humanity and ground to a disgusting pulp, to be rein-carne-ated, shall we say, as an Orion Burger.

However, as luck would have it, a mysterious ally (a Planet Hugger perhaps?) has sabotaged the Abduct-o-tron. You are sent back to Earth to a point in time prior to your abduction, with your memory intact. You have entered a loop in time. A loophole, actually, that gives you multiple chances to pass all of the tests.

So with time on your side, get ready for some juicy, mouth-watering, time-warping fun, as you use your wits to save the Earth from being served up with a side of fries.

Enjoy your Orion Burger... or shall we say, "bon appetit"?





INSTALLATION & SET-UP

Read This First

This document contains important information. We recommend you read the entire file before proceeding with installation.

INSTALLATION:

1. If you have an external CD-ROM drive, turn it on first, then turn on your computer.
2. Put the *ORION BURGER* game disk in your CD-ROM drive. The *ORION BURGER* CD-ROM window will automatically open.
3. Drag the *OB - Drag This To Hard Drive* folder to your hard drive. (Once you've copied the *OB - Drag This To Hard Drive* folder onto your hard drive, you can rename it anything you like. It's important, however, that you don't rename any of the files inside the folder.)

NOTE:

• The *ORION BURGER* game can be played directly from your CD-ROM. Just double click on the applica-

tion icon. This method is not recommended, however, as gameplay will be slower.

FOR YOUR SYSTEM FOLDER:

1. The *For Your System Folder* contains *Sound Manager 3.1*. If you already have this (or a later version), installation of the application is not necessary. Otherwise, drag it onto your *System* folder.
2. Reboot your computer to activate the new version of *Sound Manager*.

TO PLAY:

Once installation of the game and system files is complete, double click on the *ORION BURGER* application icon.

Improving performance:

For maximum performance, turn off all unnecessary applications, utilities and inits (e.g. screen savers, clocks etc.) before playing *ORION BURGER*.

INSTRUCTIONS FOR PLAY

A. One method of increasing performance is to give the *ORION BURGER* application extra memory in the *Get Info* box. After normal installation:

1. Select *About This Macintosh* under the *Apple Menu*. Check the amount of free memory in your computer.
2. Select the *ORION BURGER* application icon on your hard drive.
3. Select *Get Info* from the *Finder's File menu*.
4. Set the *Preferred Size* to the amount of free memory you have, less the 200k needed for the running of the Macintosh operating system.

B. If you have more than 8MB free memory, you can try the following method as well as method (A) above:

1. Open the *Memory control panel*.
2. Set the size of your disk cache to a large value (1024k for example).

NOTE:

• If you increase the size of your disk cache, be sure you leave enough memory to run the game.

C. Virtual Memory will also increase the speed of the game. In the *Memory control panel*, turn *Virtual Memory* on, set the amount of virtual memory to 30MB or more, then increase the memory to the application as described in method (B) above.



INSTRUCTIONS FOR PLAY

Zlarg's intelligence tests are pretty darn hard. Naturally, he's not going to make it easy on you - after all, he wants to slather you with secret sauce and eat you! Fortunately, a member of the Planet Huggers is stowed away aboard Zlarg's ship. Thanks to her mischief, the consequences of failing one of Zlarg's tests are not as bad as they would be otherwise. After failing a test, you are accidentally sent back to Earth to a point in time before your original abduction, thereby creating a loop in time. This loop enables you to re-live the day of your abduction over and over again, each time a little better prepared than the last.

So, with the entire population of Boonsville to help out, it's up to you to pass the bizarre alien IQ tests and save the Earth from a grisly demise. Don't feel bad if you fail a test at first. Often times, it's nearly impossible to pass until you've had a

chance to nose around and learn a few things first. If at first you don't succeed...

GAME INTERFACE



To move around the screen, click on the spot where you want Wilbur to walk. If he's able to go there, he'll walk to the spot.

To exit to a different game screen, move the mouse until the cursor becomes a pointing arrow, then click.

The following are the tools you'll need to interact with objects and characters in *ORION BURGER*.

Click on the eye icon to take a closer **LOOK** at an object. The cursor becomes the *Look At* icon. Now, click on an object (either on screen or in your inventory).



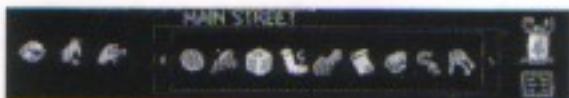
Wilbur will describe what he sees. (You can also use the "L" or "A" keys to change the cursor into the *Look At* icon.)



Click on this icon to **TAKE** an object into inventory. The cursor becomes the *Take* icon. Now, click on the object you wish to take. If he can, Wilbur will take it into inventory. (You can also use the "T" or "S" keys to change the cursor into the *Take* icon.)



Click on this icon to **USE** or manipulate an object. The cursor becomes the *Use* icon. Next, click on the object you wish to manipulate (either on screen or in your inventory). Wilbur will perform the action or offer his excuses if he can't. (You can also use the "U" or "D" keys to change the cursor into the *Use* icon.)



The Inventory

This is where Wilbur stores all the items you collect.

To use an inventory object, first click on it. Then, click on the object you wish to use it on (either on screen or in your inventory).

If you have more objects than can be seen on the viewing screen, the inventory's scroll bars will become active. Click on the scroll bars to view hidden objects.



As you pass the mouse over someone Wilbur can **TALK** to, the *Talk To* symbol will appear. Click on the person you want to talk to.

Abduct-o-tron

While on Earth, you have a short amount of time to prepare before being abducted again. If you're



ready to attempt the test, press the Abduct-o-tron button. (You can just sit tight and wait for your eventual abduction, but this is a whole lot faster.)

Alternately, if you're aboard the spacecraft or at a test site, and you're anxious to get back to Earth, press the Abduct-o-tron button. (This is equivalent to failing the test, which is not a problem since you can always get it right the next time.)

The Abduct-o-tron button can be found on the lower right-hand corner of the game screen.

The Stowaway

Astral, the Planet Hugger spy, is your line on hints. When you're thrown into the brig after passing a test, have a chat with Astral. She's been around the galaxy a few times and may be able to point you in the right direction.

TIMEWARPING FOR BEGINNERS

So, you keep being abducted and returned to the same point in time on Earth. Here

are a few tips for those of you who are new to time travel:

- Until you successfully pass ALL of the aliens' tests, you'll have to start your day anew (and pass each test all over again). To save you from having to re-take a test you've already passed, Wilbur will automatically race around collecting everything he needed for previously passed tests. When he finishes, you are free to focus on the CURRENT test scenario.
- The game timer halts when you're in a conversation (so you don't have to be a speed reader).
- Remember, things happen at the same time each "new" day (for instance, the pink truck barrels through town no matter where in town you happen to be).
- If you're abducted and you fail the current test, you'll be returned to Earth. Of the objects you collected, only those you used successfully as part of the test solution remain in your inventory. Otherwise, objects will have to be collected again. Saving the game frequently will allow you to

return to your current test scenario with collected objects intact, however, be aware that in opening a saved game, you also inherit the time that has elapsed since your last abduction. If you've done a lot of wandering around, it may be best to start the day afresh. If you're close to figuring out what you need for the next test, it may be helpful to continue working on that test from a saved game. You'll figure out which is best!

MAIN MENU



- Click **INTRO** to see the Introduction;
- Click **NEW GAME** to start a new game;

- Click **LOAD GAME** to load a previously saved game;
- Click **RESUME GAME** to resume a game currently in session;
- Click **CREDITS** to see credits;
- Click **EXIT** to exit.

NOTE:

The first time you run ORION BURGER, you'll see the Intro, then proceed directly into the game. Subsequent times you run the game, you'll start at the Main Menu.

GAME MENU

During gameplay, use the standard Macintosh *File* Menu to perform the following functions:

- **Open** a previously saved game
- **Save** current game
- **Return** to Main Menu
- **Quit** to the Finder

*You can also use the command keys for the above functions (see *Shortcut Keys*, p. 10).*

SHORTCUT KEYS

MACINTOSH

L or **A** Changes cursor into **LOOK** icon

T or **S** Changes cursor into **TAKE** icon

U or **D** Changes cursor into **USE** icon

⌘ O Brings you to **Open Saved Game** menu

⌘ S Opens **Save Game** menu

⌘ M Returns you to **Main Menu**

⌘ Q Quits to the Finder





HINTS

Here are some bite-sized hints to help you through Zlarg's Neuroanalysis test.

Neuroanalysis Test

Note: Each hint block consists of two or three hints: the first hint will give you a vague push in the right direction; the second hint gives you a more direct pointer; the final hint tells you exactly what you need to do.

Help! I've been abducted by aliens!

- ★ Escape is pretty much out of the question, so ask lotsa questions and learn everything you can from these green fellas.
- ★ Take Flumix's advice: conduct as much of the simulated nerve impulse as you possibly can!

☆ Okay. So your noggin didn't "conduct" very well. Time for your backup plan! You do have one, don't you?

**I'm loitering on Main Street.
What now?**

- ★ Thank your lucky stars that the Abduct-o-tron didn't work properly. You were sent back to Earth, but to a time shortly before your original abduction! You're gonna get another crack at the Neuroanalysis Test whether you're ready for it or not!
- ★ Talk to the local yokels and see if they can help you make some headway.
- ☆ Go visit Harry the barber.

What should I talk to Harry about?

- ★ What you learn from Harry will give you all the information you need to pass the test.
- ★ Everyone likes someone who takes an interest in their interests.
- ☆ Harry never takes his eyes off the set. TV is Harry's life. Talk to him about it.



What else can I learn from Harry?

- ★ You can learn more than you ever cared to know about the gizillions of channels Harry gets.
- ★ You can also learn about the problems he's had with his satellite dish.
- ☆ You'll learn Harry keeps a scarecrow on his roof to keep birds away from his satellite dish.

Is there anything to see at the barber's?

- ★ Yup.
- ★ Take a quick spin around Harry's barber shop.
- ☆ Look at the jar of blue goop on the Lazy Susan. It's important.



Is there anything else to do at the barber's?

★ You've been looking pretty scraggly lately.

★ You are at a barber's, after all.

☆ Ask Harry for a haircut.

What should I do when he asks if I want hair wax?

★ Ask if he'll give you some of the blue stuff.

★ Find out why he won't give you any.

☆ Ask Harry about the toxic wax and about the "hot dog guys." You'll learn that Majik™ Styling Wax is super-conductive. (Super-conductive, you say? Hmm. That oughta help conduct those nasty ol' simulated nerve impulses!)

How do I get the Majik™ Styling Wax?

★ You'll have to fool Harry into thinking he's giving you regular wax.

★ Harry's so good at cutting hair, he doesn't even have to take his eyes off the television.

☆ If you spin (Use) the Lazy Susan, the Majik™ Wax will be right where Harry expects the regular wax to be when he dips his comb.

Harry won't let me touch the Lazy Susan!

- ★ Of course he won't. At least not while he's around.
- ★ What irks Harry more than anything?
- ☆ Harry hates it when birds land on his satellite dish and mess up his TV signal. While Harry is up on the roof re-aiming his dish, you can go down to his barbershop and spin the Lazy Susan into position.

How do I get the birds near the dish with that scarecrow around?

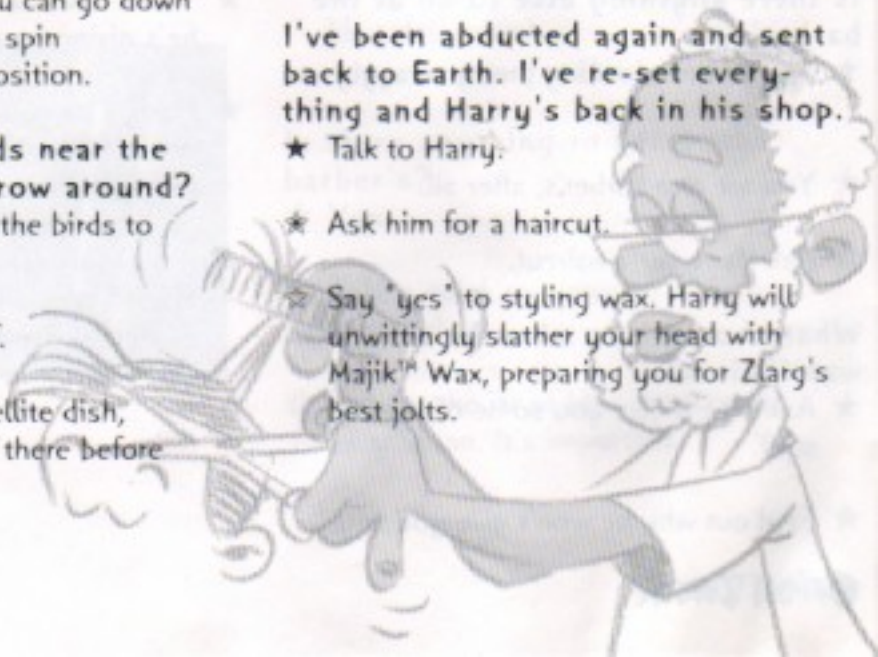
- ★ You don't have to get the birds to mess it up.
- ★ You can do it yourself.
- ☆ Re-aim (Use) the satellite dish, then skedaddle out of there before Harry catches you.

Can I persuade Harry to give me another haircut so I can get some of that Majik™ wax?

- ★ Nope. He's already given you a haircut.
- ★ Maybe you can "uncut" your hair.
- ☆ Press the "Abduct-o-tron" button to start your day afresh.

I've been abducted again and sent back to Earth. I've re-set everything and Harry's back in his shop.

- ★ Talk to Harry.
- ★ Ask him for a haircut.
- ☆ Say "yes" to styling wax. Harry will unwittingly slather your head with Majik™ Wax, preparing you for Zlarg's best jolts.



If you can still function after all that simulated nerve impulse has short-circuited through your super-conductive hair, then congratulations, you just passed the Neuroanalysis Test!

Here are a few tips to get you started on the final four tests...

Survival Test

You're in a mighty big bind for such a little fella. Your pet gerbils have been transformed into a buck-toothed militia that will shoot at anything that moves (and we do mean anything). Before you can escape from the cage, you'll need to deactivate those nasty varmints. The ray gun should warm things up a bit, if you use it wisely.

Sensory Perception Test

Your first challenge is to get ol' man Perkins off his island. Perkins insists that as long as he owns the island, no one is coming ashore. Judging by the double-barreled shotgun in your face, "pretty

please" isn't going to work.

Language Test

Bork exterminator for the day, eh? Each bork must be exterminated a different way. Unfortunately, the gizmo with the extermination instructions is in "bork-ese," the aliens' language. To decipher the instructions, you've got to learn to speak their language. Observe these hyperactive gremlins long enough, and their words will begin to make sense.

Logic Test

Convinced that humans are hopelessly illogical, Zlarg has devised his coup de grace: you have to make several of your Boonsville neighbors happy. Start by doing a good deed for Elmo, and you'll be on your way.



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Burl

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Sheriff

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Odie

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Roxy

Vera

Eugene

Stolie

Borks

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Truffles

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Thanks to Lynda Gran for our paychecks,
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Thanks to Vancouver Island Brewing
for keeping us happy every weekend.

Very Special Thanks to Significant Others
and Offspring who often made do without their
loved ones so that this product could be made.

NOTES

NOTES

Each time you receive a new software product, you should read the product documentation and manuals at any time and in your office. These documents will help you understand the product, what is required to run it successfully, and how to troubleshoot any problems that may arise. It is important to read the documentation and manuals at any time and in your office. These documents will help you understand the product, what is required to run it successfully, and how to troubleshoot any problems that may arise. It is important to read the documentation and manuals at any time and in your office. These documents will help you understand the product, what is required to run it successfully, and how to troubleshoot any problems that may arise.

Customer Service

At Orion Burger, we are committed to providing you with the best customer service possible. Our support team is available 24/7 to assist you with any issues you may encounter. We will do our best to resolve your problem as quickly as possible. If you need further assistance, please contact our support team at 1-800-555-1234. We are here to help you get the most out of your Orion Burger software. We will do our best to resolve your problem as quickly as possible. If you need further assistance, please contact our support team at 1-800-555-1234. We are here to help you get the most out of your Orion Burger software.

- A copy of the software is included in the software box.
- The software is available on CD-ROM in the CONTROL PANELS FOLDER.
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Our Technical Support team is available 24/7 at 1-800-555-1234. Our online support is available at www.orionburger.com. Please contact us if you need any assistance.

NOTES

Limited Warranty

Eidos Interactive reserves the right to make improvements in the product described in this manual, at any time and without notice. Eidos Interactive makes no warranties expressed or implied, with respect to this manufactured material, its quality, merchantability or fitness from any particular purpose. If any defect arises during the ninety day limited warranty on the product itself (i.e. not the software program, which is provided "as is") return it in its original condition to the point of purchase.

Customer Service

Please read the following section **before** calling the Technical Support Line:

Because of the many of different hardware and software combinations possible with today's Mac's, you may still have to refer to your computer manufacturer, or software publisher in order to properly configure their product to run with our game. If at all possible, be near your computer when you call. The Customer Service agent will need specific information about your machine and may need you to access or change some files while you are on the phone. If it is not possible to be near your computer, be sure to have:

- A listing of all of your machine's hardware and its settings.
- The contents of your EXTENSIONS and CONTROL PANELS FOLDER.
- All the information regarding memory and system software.
- The current configuration of your game.

Our Technical Support Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00AM to 5:00PM Pacific Time.

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I N T E R A C T I V E