

FLASHBACK™

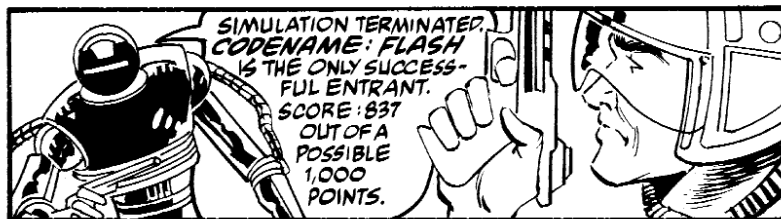
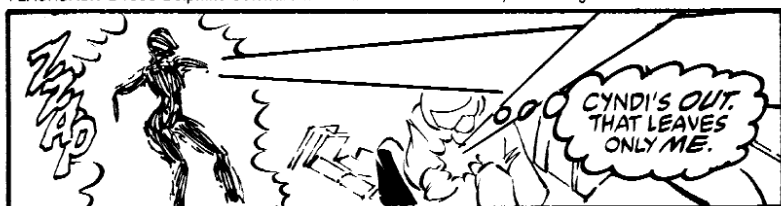
A close-up of a person's face, focusing on the eyes and forehead. A bright, glowing orange and yellow light source is positioned on the forehead, emitting a beam of light that extends upwards. The face is surrounded by a blue, ethereal glow, with several blue energy lines or sparks radiating from the top of the head. The overall effect is one of intense energy and focus.

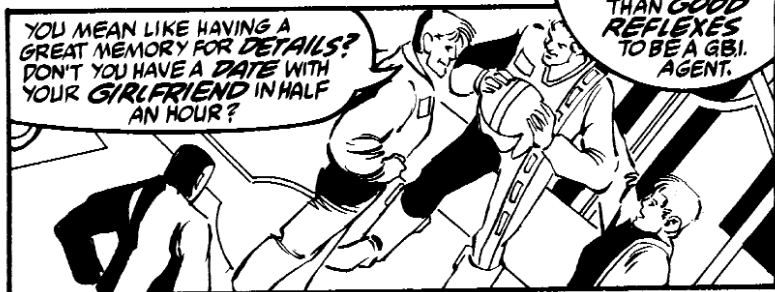
INSTRUCTION MANUAL

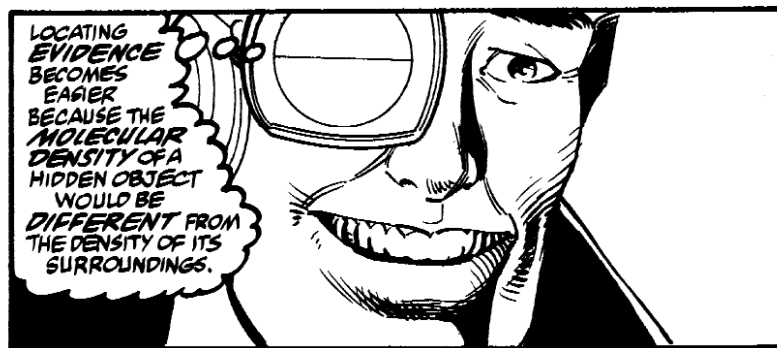
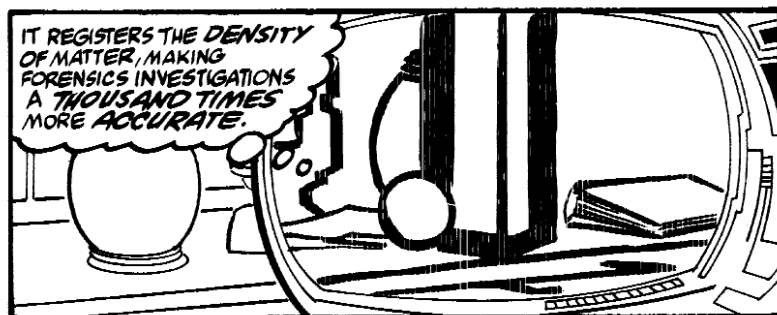
CONRAD B. HART, AGENT OF THE GALAXIA BUREAU OF INVESTIGATION, BARELY HAS TIME TO THINK. SO MUCH DEPENDS ON HIS INSTINCTS.



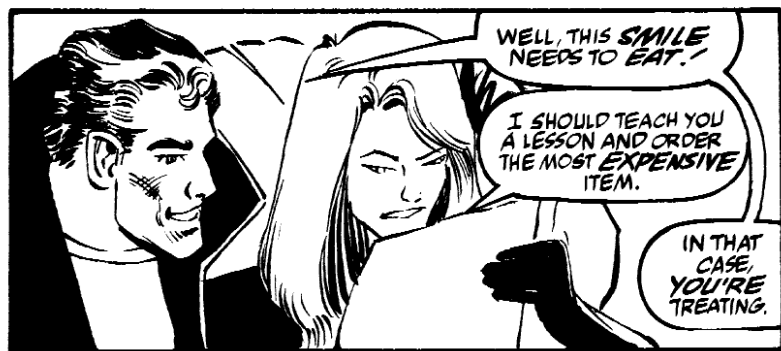
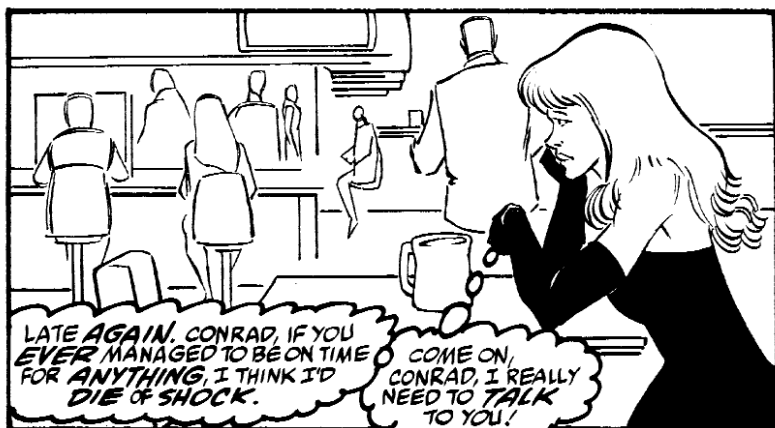
FLASHBACK: The Quest for Identity™, Vol. 1, No. 1. Writer: Jim Moore, Penciler: Mike Harris, Inker: Frank Percy, Letterer: Rick Parker, Editor: Glenn Herdling. Published by MARVEL COMICS. FLASHBACK ©1993 Delphine Software International and U.S. Gold, Inc. All rights reserved.





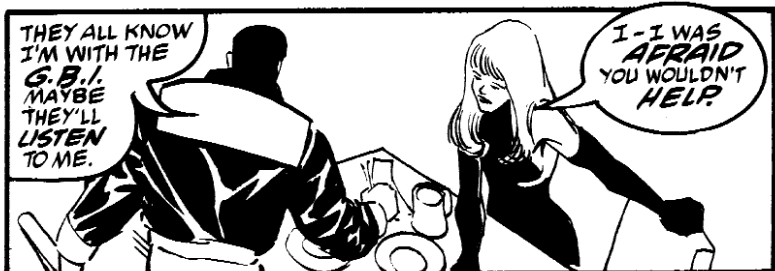


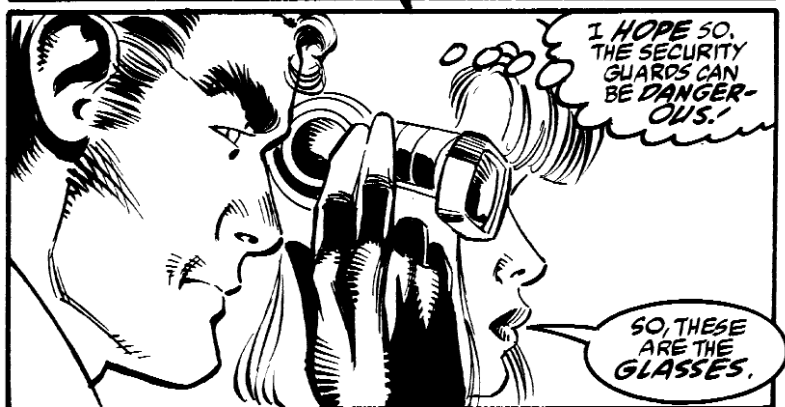


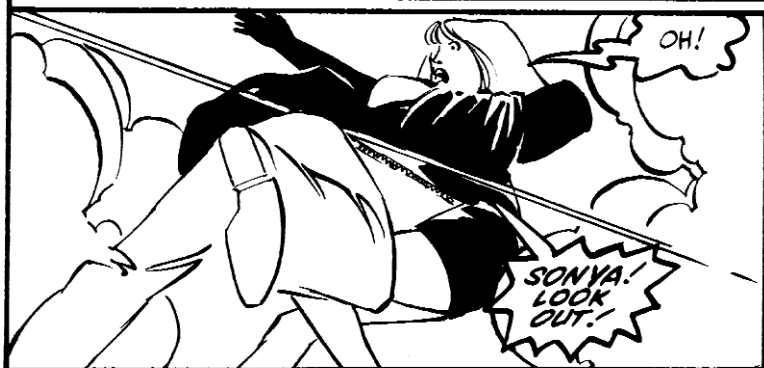
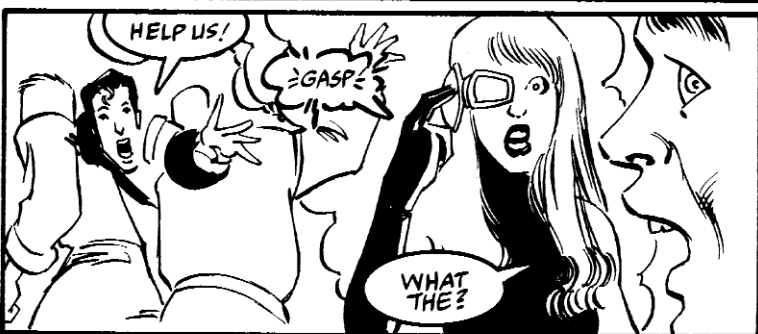
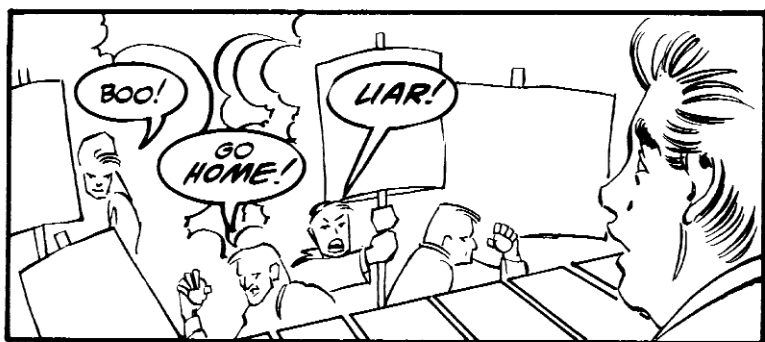


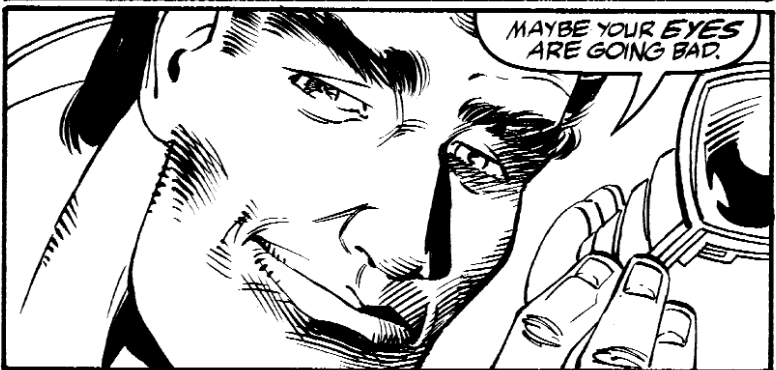
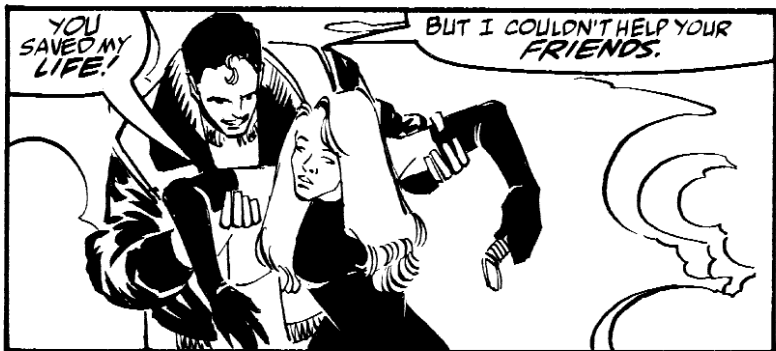


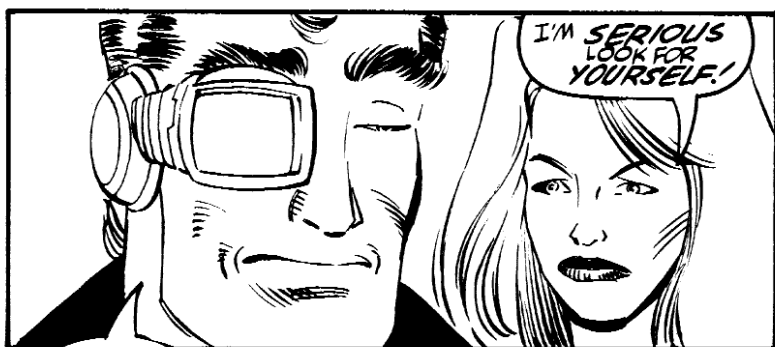


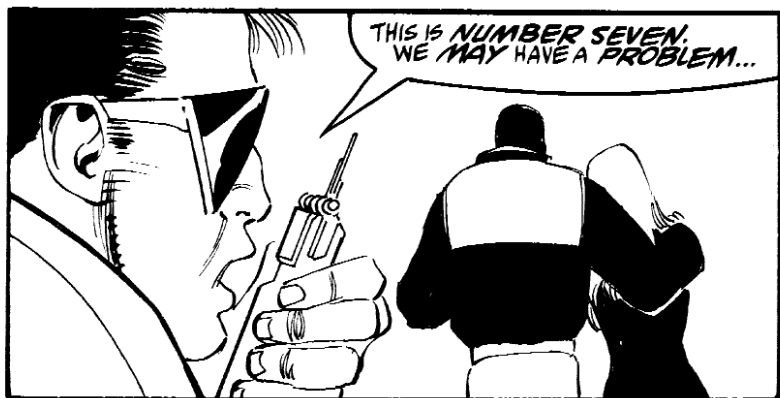
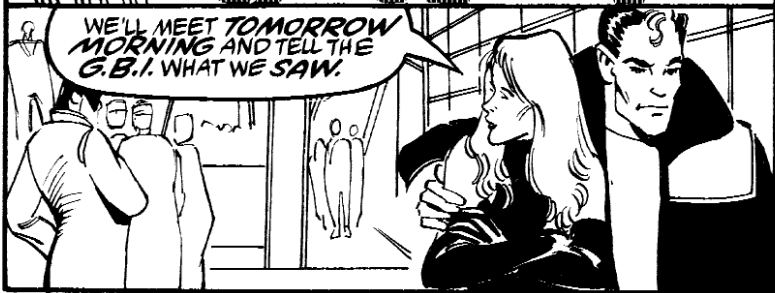












TWO DAYS LATER...

I'M BEING
FOLLOWED
AND I STILL
CAN'T REACH
SONYA...SHE'S
GONE--
JUST LIKE
IAN!

THESE
HOLOCUBES
ARE MY ONLY
CHANCE!
I JUST HOPE
I'M NOT...

TOO LATE!

AAARGH!

THAT
GOT
HIM!

NOW OFF TO TITAN'S
SPACE STATION FOR
REPROGRAMMING.

CONRAD'S
ONLY HOPE LIES
IN THE MISLABELED
HOLOCUBE
IN HIS JACKET...

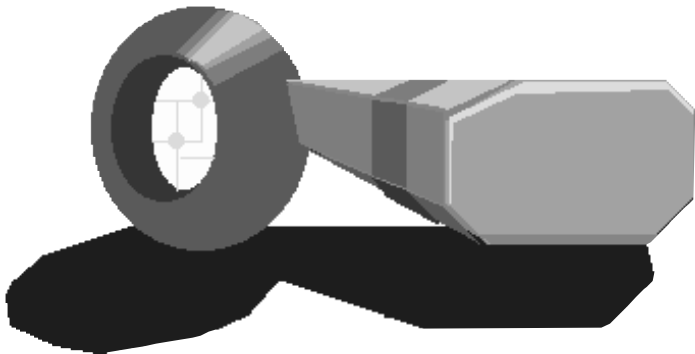
THE ADVENTURE BEGINS

You are Conrad Hart, graduate student, agent of the G.B.I. (Galaxial Bureau of Investigation) and overall cool dude. You must fight your way through 7 hazard-packed levels to retrieve your memory and probe hostile alien worlds to unlock the secrets of the invasion plot.



CONTENTS

INSTALLING FLASHBACK™	17
GETTING STARTED	18
SUMMARY OF GENERAL COMMANDS	19
FLASHBACK 5-MINUTE WALK-THROUGH	20
INTERACTING WITH YOUR SURROUNDINGS	22
INVENTORY MENU	23
OBJECT LIST	24
MISCELLANEOUS DEVICES	25
CALLING TRANSPORTATION	27
HAZARDS	28
HINTS AND TIPS	30
CHARACTER MOVES	32



You can play Flashback directly off the CD-ROM -- just double-click the "Flashback™" icon to begin.

To speed up load times, you should probably install the game to your hard disk. To do so, just drag the "Flashback" icon to your hard disk. You can then eject the Flashback CD-ROM and play the copy on your hard disk.

GETTING STARTED

After the Title screen appears, an animation sequence starts playing. Press the mouse button or any key to jump to the Main Menu.

MAIN MENU

Use the arrow keys to highlight an option and hit return to select it.

START

select to start a new game.

SKILL

Choose easy, normal or expert.

PASSWORD

Enter a password to start the game from the beginning of the level that the Password corresponds to. When you have entered all the letters, press the Start button. If the password is incorrect, you will return to the Main Menu. At the start of each level, a new password will appear at the top of the screen. Write it down for easy reference.

CONTROLS

Displays the keyboard controls.

DEMO

Runs a demo of the game. Pressing the mouse button or any key will return you to the Main Menu.

QUIT

Quits out of the game.



SUMMARY OF GENERAL COMMANDS

Flashback™ Mac game controls



MENU BAR

To access the menu bar press the ESC key.

FILE MENU

Open game ⌘ O -

Quit game ⌘ Q -

Open a saved game

Quit Flashback

GAME MENU

Sound -

Full Speed -

Show Password -

End Game -

Toggles sound ON or OFF

Turns off the Speed Governor

Shows your current password

Aborts game in progress

FLASHBACK 5-MINUTE WALK-THROUGH

Walk to the right edge of the cliff and hold down the shift key and press the down arrow. This will allow Conrad to climb down and then drop to the bottom of the screen.

Turn and walk to the left edge of the cliff and climb down into the next room.

Walk to the left and you will notice that you are standing over a Holocube, press the shift key to pick it up.

To use the holocube, press Tab to bring up your inventory, use the arrow keys to select the holocube, press Tab to close the inventory, then press Return to use the holocube.

Walk a few paces to the right so you are standing at the beginning of the wooden platform, press and hold the up arrow to climb out of this room. Climb up to the upper right side of the screen.

Walk into the room to your right.

If you are playing on Normal or Expert mode, you will now see a Robot Watchdog; to shoot the Robot Watchdog, arm yourself by pressing the spacebar. When you do this, a detector will come out of the watchdog, crouch down by hitting the down arrow and fire your gun by hitting the shift key.



To jump the large gap, hold down the shift key and hit the up arrow.

Now walk to middle of the platform, arm yourself, kneel down and then perform a combat roll by hitting the right arrow. You will then roll into the next room. Be careful; if there is a guard there-shoot fast.

To get to the ledge in the upper right corner of the screen, climb down one level and do a running jump by holding down the shift key and

pressing the right arrow once. From the middle platform, arm yourself and slowly walk off the right side of the platform, and as soon as you land, shoot the guard to your right.

Once you climb down to the next room, you will find a guard, he is holding an energy cartridge that you will need. To open the door he is behind, you can use the pressure pad on the right side of the screen (Hint: go to the bottom and come up from behind him, it's easier) Don't forget the cartridge, it's empty so the next step is to recharge it.



Once you have the cartridge, climb down to the next level, you will need to work your way to the bottom of the screen by jumping and climbing the platforms on the screen. In the next room to the right you will notice a disintegrator field; don't get too close or you will get fried. Continue to the next room, watch out for the electrified floor, you can run or jump over these spots, but standing on one is a really bad idea. When you walk over the pressure pad, the elevator will drop down, climb up onto it. To your right is an energy generator, use the tab key again to bring up your inventory, select the cartridge, and close the inventory, when you are in front of the energy generator, press the Return key to charge the cartridge. You can also recharge your shields in these same generators.



This should give you all the basic skills to continue the game on your own. Good luck!

INTERACTING WITH YOUR SURROUNDINGS

The instructions below are for the default control settings:

As you move through each level, you will come across many people and objects. Each time you come across one, its name and an icon will be displayed at the top left of the screen. The icon will explain which way you can interact with the object. Pressing the “Action” button performs the action indicated by the icon. The various icons are as follows:



TAKE - Pick up an object (stone, key, etc). and place in your inventory.



TALK - Talk to a person.



RECHARGE - Recharges your shield or cartridge



USE - Insert an object into a device meant for that purpose (example: insert a key into a card lock, a cartridge into a recharger). It will also give an object to someone.



LOOK - Examine an object or a notice.



ACTIVATE - Press a button to open a door, call an elevator, etc.



To Open\Close the Inventory, press the Tab key. At the start of the game, there are already several objects listed. As you 'Take' items while progressing through each level, they will be added to your inventory. At the end of each level, any unnecessary objects will be discarded and you may be given extra objects to help you complete the next level.

After opening up the inventory, use the left, right, up and down arrow keys to highlight an object. Select the object and exit the inventory by pushing the Tab key. The last selected object will now be moved to the beginning of the inventory. If you give away the object, the previously selected object becomes current again.

The current object is displayed at the top right hand corner of the play screen.

Pressing the Shift Key while in the inventory menu will display the current score and difficulty level.

OBJECT LIST

Here are some of the objects which you may find in the course of the adventure.



HOLOCUBE - Contains important information.



FORCE FIELD - Creates an energy barrier that stops enemy shots.



CREDITS - Money.



MECHANICAL MOUSE - Advances along the ground setting off pressure pads and cameras.



STONE - Can be thrown or placed.



EXPLODING MOUSE - Like the mechanical mouse, but explodes at the slightest touch. May be picked up when not moving.



MAGNETIC CARTRIDGE - Creates an energy source when recharged and placed in the generator.



ID CARD - Identity card. Some may be used as keys.



TELEPORT REMOTE CONTROL - Only works with the Teleport Receiver by teleporting you to the receiver's position. You can get the receiver back automatically by placing the Teleport Remote Control on the ground.



TELEPORT RECEIVER - Only works with the Teleport Remote. It teleports you to where the receiver is thrown or placed.

Used with certain objects to activate them.



TELEPORT - Teleports you towards a mission or to a place which is inaccessible on foot.



ENERGY GENERATOR - Recharges the shield or magnetic cartridge.



CAMERA - Opens or closes a door, calls an elevator, etc. It also triggers the laser cannon's fire.



PRESSURE PAD - Opens or closes a door, calls an elevator and may also set off an alarm.



CARD LOCK - Used with a card, opens doors.



KEY LOCK - Used with a key, opens a door or trap-door.



SAVE - Saves the game where the station is.



SHIELD - The shield is an item in your inventory. You start with 4 shields, and each time you are hit, you will lose 1 shield. If you have no shields left and you take a hit, you lose your life. You can recharge your shield using the energy generator. However, look out for the following death hazards:



DISINTEGRATOR - Loss of life if you cross this.



ELECTRIFIED FLOOR - Run or jump over it.

To call a taxi - Stand facing the taxi station and press shift key.

To take the subway - Stand in the entry zone, wait for the train to arrive and press the shift key. To get off at a station, press the shift key.



HAZARDS

There are various enemy and killer objects in the game. Destroy enemies with your gun. However, some killer objects can not be destroyed.

These objects are as follows:



LAND MINE - Explodes when you pass over or near it. An explosion destroys one shield. Avoid them by jumping over them.



FALLING MINE - Explodes on contact with the ground, an object, or a character, etc. and destroys one shield. If any object passes beneath one of these mines it will cause it to fall.



LASER CANNON - Try to avoid its deadly rays. It is activated by a camera or pressure pad.

If Conrad falls more than two floors, he loses his life. However, it is possible to stop him from falling if he is lucky enough to catch a side wall.

GENERAL INFORMATION

Before starting your quest, pick up the holocube and read the information. Get information from people you talk to.

Search the screen for objects which may not be obvious at first glance.

Keep an eye on your shields; you may be closer to death than you think.

Save the game regularly.

LEVEL 1: PLANET TITAN

Conrad awakens on the artificial jungle of the planet Titan. He has no memory of past events nor the circumstances which brought him to this place. However, he finds a holocube which contains information to help him piece together his memory. Conrad must fight hostile mutants, watchdog robots, and avoid deadly traps to find his way out of the jungle.

Hint: Pressure pads are activated by running or walking across them, or by the weight of an object.

LEVEL 2: NEW WASHINGTON

Conrad manages to find his friend Ian and recover his memory. He knows he must return to earth to stop the Alien conspiracy. Unfortunately the voyage to earth is expensive. Conrad must earn credits by completing some jobs.

HINT: Don't leave out any of your options during a last minute decision.

HINTS AND TIPS

LEVEL 3: DEATH TOWER

Conrad is a contestant on “The Death Tower” television game show to try to win a free ticket back to Earth. The Death Tower is a dangerous labyrinth guarded by formidable replicants having the power to move at breathtaking speed.

HINT: The path that is most obvious is not always the quickest.

LEVEL 4: EARTH

Once on Earth, the aliens discover his true identity and try to liquidate him. After escaping he finds his way to the aliens’ headquarters. Conrad must face watchdogs, replicants, laser cameras and rockets.

HINT: There are lots of secret passages in this club.

LEVEL 5: THE SECRET BASE OF “PARADISE”

In the Paradise Club Conrad uncovers the aliens’ plan to dominate the human race. Unfortunately he is discovered by the aliens and captured.

HINT: Practice using the teleporter.

LEVELS 6 & 7: THE PLANET OF MORPHS

Conrad finds himself on the planet Morph, the home of the aliens. He sets out to find crucial information which will destroy the planet.

HINT:

1. Sometimes the best thing to do is the most obvious.
2. Try to attack the aliens from all sides.

RESETTING THE GAME

When playing the game, you may reset it by pressing ESC and selecting “End Game” from the “Game” menu.

END OF GAME

If Conrad loses his life, the game is over, and the Continue screen will be displayed. If you decide to continue, press the space bar or mouse button to start the game from the last saved point or the beginning of the last level. If you do not wish to continue, press any other key to speed up the counter.



CHARACTER MOVES

Timing is essential to good play control. Keep in mind that tap means to quickly press down then release a key. Hold down means to continue pressing down a key, even when pressing other keys.

To make elevator go up/down:

Hold down the shift key and up or down arrow key.

To run:

Hold down the shift key, then the left or right arrow key.

To Somersault while running:

Hold down the shift key then tap the left or right arrow key; then tap the down arrow key to somersault.

Small jump:

Hold down the shift key and tap the up arrow key.

Going down one floor:

Stand at the edge. Hold down the shift key and then press the down arrow key.

Going up one floor:

Method 1-Stand under the ledge. Hold down the up arrow key.

Method 2-Tap the up arrow key then hold down the shift key. Tap the up arrow key to pull yourself up.

Running long jump:

Hold down the shift key then tap the left or right arrow key, then tap the up arrow key to jump.

Run and hang onto a higher floor automatically:

Hold down the shift key then tap the left or right arrow key.

Hang to the left or right towards a lower floor:

Hold down the shift key then tap the down arrow, then tap the arrow in the opposite direction to turn around.

Walk with the gun:

Tap the space bar to pull out the gun. Press the left or right arrow to move with the gun out. Press the shift key to take aim.

Somersault with gun:

Tap the space bar to pull out the gun. Tap the down arrow to kneel, then tap the left or right arrow twice to roll.

Drop down a floor with the gun drawn on landing:

Tap the space bar to pull out the gun. Advance to the edge by pressing the left or right arrow. When at the edge, tap the left or right arrow once more to drop down.

Climb up a floor with the gun drawn:

Hold down the up arrow. When pulling yourself up, tap the space bar.

Somersault:

Hold down the down arrow. While crouching, press and hold the left or right arrow key, then you must let go of the down arrow.

CREDITS

MACPLAY

EXECUTIVE PRODUCER:

Alan Pavlish

PRODUCER:

Kerry Garrison

LINE PRODUCER:

Kimo Yoshida

DIRECTOR OF QUALITY

ASSURANCE:

Kirk Tome

LEAD TESTER:

Chris Benson

PLAY TESTERS:

Yuki Furumi

Reginald Arnedo

Raphael Hernandez

Brian Rollason

Robert Rooke

Jason Suinn

MAC PROGRAMMING:

Scott Shumway

LEAD ARTIST:

Mike Kennedy

ADDITIONAL ART:

Dan Barry

MANUAL DESIGN &

LAYOUT:

Ulises Gerardo

MUSIC CONVERSION:

Paul Gorman

MUSIC MANAGEMENT:

Michael Pukish

DELPHINE

GAME DESIGN:

Paul Cuisset

PROGRAMMING:

Benoist Aron

Philippe Chastel

Paul Cuisset

Thierry Gaerthner

Frederic Savoir

Alain Ramond

GRAPHICS:

Patrick Daher

Thierry Levastre

Denis Mercier

Thierry Perreau,

Christian Robert

Fabrice Visserot

MUSIC:

Jean Baudlot

Fabrice Visserot

SOUND EFFECTS:

Benoist Aron

Philippe Chastel

Paul Cuisset

Fabrice Visserot

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay 17922 Fitch Avenue Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with Customer Service representatives available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

Interplay BBS: We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. This is a free service.

America Online: You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

CompuServe: We are located in the Game Publishers B Forum, type 60 GAMBPUB at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMBPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for Macplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

GEnie: We are located in the Games RoundTable by Scorpia, type M805;1 at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

PRODIGY® Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B."

Internet: You can reach MacPlay with "71333.1467@compuserve.com". Many MacPlay demos and patches are available at Internet FTP sites.

LIMITED WARRANTY

MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose are disclaimed. MacPlay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and \$5.00 to:

WARRANTY REPLACEMENTS

MacPlay 17922 Fitch Ave., Irvine, CA 92714
System Upgrades

MacPlay has a system upgrade policy. At any time after purchasing any MacPlay product, you may send us your original disks and a check for \$15.00 (U.S. funds) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change).

Copying Prohibited

This software product and the manual are copyrighted and all rights are reserved by MacPlay and are protected by the copyright laws that pertain to computer software. These disks are not copy-protected. This does not mean you may make unlimited copies. You can back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person. ©1992-94 Delphine Software and Interplay Productions. All rights reserved. Flashback is a trademark of Delphine Software. Macplay is a trademark of Interplay Productions. All rights reserved. Macintosh is a registered trademark of Apple Computer, Inc..

NOTICE: MacPlay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.