

# INSTALLATION

## SYSTEM REQUIREMENTS

### Required set-up:

486 I)X 66 or better. Quad speed CD drive. 16 Meg memory. 1 Meg video card. Soundblaster compatible sound card. 120 Meg of hard disk space.

### Recommended set-up:

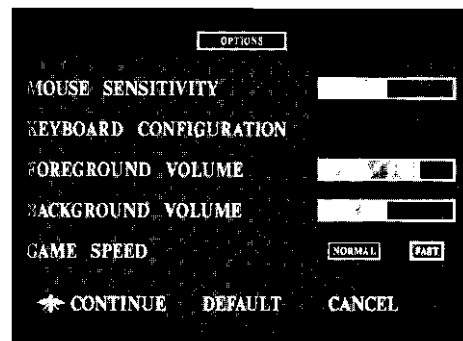
Pentium 120 or higher, 8 speed CD drive or faster, 16 Meg memory, 1 Meg video card, Soundblaster 16 or compatible. 120 Meg of hard disk space.

## INSTALLATION

From the DOS prompt, change to your CD drive (usually D:) and type: INSTALL

This will take you to the installation program. From here you must select the destination path for Sign of the Sun. After files have been installed you must define which sound card you are using.

## OPTIONS



Sign of the Sun has many options to enable you to define your game. The options menu is available from the main menu. Options include Sound FX volume and music volume controls.



The key configuration option enables you to define which keys you would like for each action. The mouse sensitivity option defines how sensitive the pointer is to movements of the mouse.



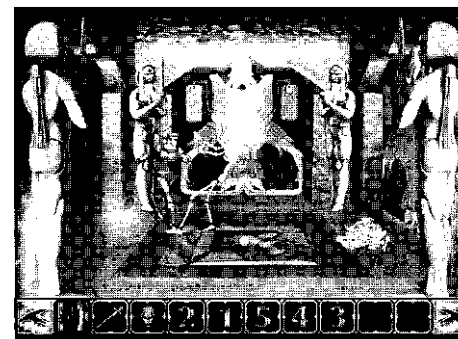
# STORY

It is the near future. Several unforeseen nuclear disasters have lead the Earth into a new phase of evolution. These unprecedented events have caused Earth's solar orbit to diminish. The Earth now encircles the sun at a greatly reduced distance.

In just four years global temperatures have risen by an average of 24 percent. Deserts have been formed. Continents have been transformed. Populous distribution has metamorphosised to an unexpected and dangerous level.

Burning deserts of relentless heat and radiation now cover 30 percent of the land mass and they are slowly increasing. These deserts are deadly to all life, yet mankind needs to establish itself upon these barren lands or it will face extinction.

These are desperate times. But like a burning torch in the night, there is a chance for humanity.



A metal ore discovered by a deep mining corporation appears to have remarkable properties. A small layer of refined Morium ore seems protection enough against the extreme radiation and heat of the barren desert. However, the weathering and testing of the metal in the hostile wastelands would take too long, too many valuable years.

Morium needs to be tested in the ultimate extremes, in the place which gave life and now threatens to take it away, a place under which man has basked and prospered and a place filled with unimaginable heat and inconceivably high radiation: The Sun.



Introducing James Mariner, selected test pilot of the multinational interstellar agency. His task: to pilot the Firefly, an experimental craft plated with Morium and modified to test the metal to its extremes.

Firefly's mission: to deploy a probe within the sun's corona, retreat to a safe distance and await the probe's data transmissions.

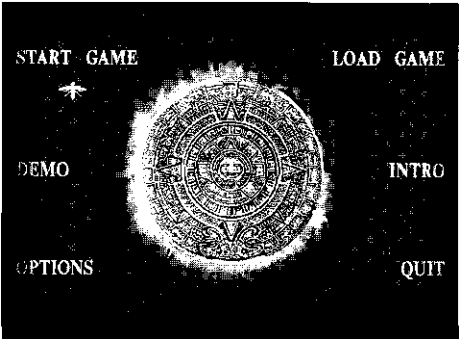
Events, however, do not go to plan...

Scanned by Underdogs  
Home of the Underdogs  
<http://www.the-underdogs.org/>

# STARTING AND SAVING THE GAME

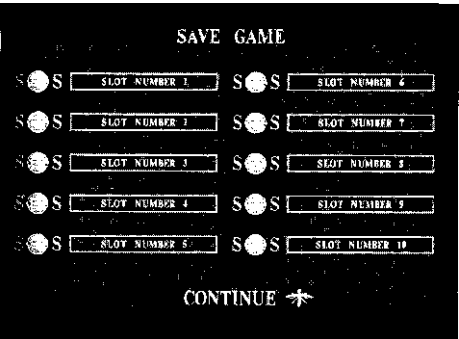
Change to the drive and directory to which you installed Sign Of The Sun. From the DOS prompt type: GO to start the game. In a short time the game will load and the main menu will appear.

## STARTING A NEW GAME

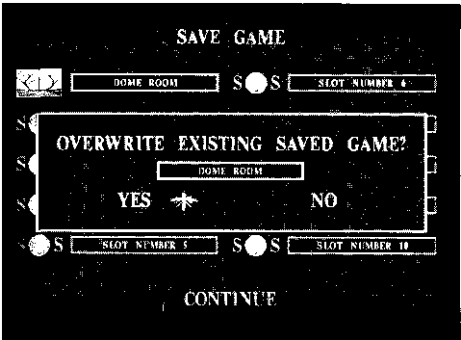


From the main menu, click upon NEW GAME and play will commence.

## SAVING YOUR CURRENT GAME



Press <ESCAPE>. This will take you to the in-game menu. Select the SAVE GAME option. A new screen will appear with 10 save game slots. Each slot is comprised of a thumbnail image of your current location and an area available for a short description. Click on a free slot and enter a game name then press return. If there are no free slots then you will need to overwrite a previous game. Again, click on the desired slot. A request window will open to confirm you wish to overwrite that saved game. Click yes then enter a description and press return.



If you do not enter a description then the computer will automatically insert a brief description of the current room.

## LOADING A SAVED GAME

To load a game from the main menu select LOAD GAME. The screen will change to display the saved game slots. Click on a saved game slot to load that game.

To load a game during play simply press the <ESCAPE> key, then select LOAD GAME from the in-game menu. The screen will change to display the saved game slots. Click on a saved game slot to load that game. The computer will open a request window to ensure you are not loading a game accidentally. Click yes to load the game.

## PAUSING

During play pressing the P key will halt play. Pressing it again will restore play.

## QUITTING A GAME

To quit a game from the main menu select quit and the game will exit. From within a game press <ESCAPE> and select quit from the in-game menu. In both cases a request window will ask you for verification.

# CONTROLS

## KEYBOARD

James, the main character, is controlled by the keys on the numerical pad:

7 Punch (left hand)	8 Walk forward	9 Punch (right hand)
4 Turn left	5 Duck	6 Turn right
1 Kick (left leg)	2 Walk backwards	3 Kick (Right leg)
0 Pickup (only where object available)		DEL: Examine an object.

8 & 4 together: Curve forward left  
8 & 6 together: Curve forward right  
2 & 4 together: Curve back left  
2 & 6 together: Curve back right

<ENTER> Use object denoted in inventory.  
<SPACE> Toggle inventory.  
< and > Select object left/right  
Select an object to use with another object.

## MOUSE

James is also controllable with the mouse. To move James around the game area position the pointer at its location and click the left mouse button. The cursor is adaptable, if over an object it will flash and if over a location exit it will change to denote the direction of the exit.

The left mouse button when clicked in the inventory will prompt James to use the object. The right mouse button initiates a brief description of the object, clicked again provides further detail.

However, actions such as duck, punch, kick and multiple inventory commands are still controlled via the keyboard.

# OBJECTS

## Pickup:

To pickup an object get as close to it as possible and press the keypad 0 or INSERT key.

## Mouse:

As the cursor passes over an object it will pulse.  
To collect this object click the left mouse button.

## Using:

Activate the inventory by using the <SPACE> bar. Either: Select the object required with the '<' and '>' keys then press return to activate; or do both actions simultaneously by clicking the left mouse button over the required object.

To use one object with another, move the selector with the '<' and '>' keys until it is over the first object. To select it press the '/' key. Then move the selector until it is over the second object and press <ENTER>.

## The Hand:

In the inventory there is an icon with a hand on it. This icon is used when there is an area in the game where James needs to manually alter/touch/move something. To use this item move the selector across onto it and press <ENTER>.



# TUTORIAL



You have been abducted by the Firons and teleported into the observation room. You have in your pockets: a gun, an ID tag and a suit crystal. Arm yourself with your gun by using it. Walk off the teleport platform and Firons will appear. Shoot them with your gun (Use left punch to fire). Shooting the one on the teleport pad will break the glass. Jump down the now-opened ventilation conduit to make your escape.

You fall down into a cave system and your suit crystal has fallen out and now lies on the ground so pick up suit crystal. Walk to the right, until you see an abyss. Pick up the torch on ground. Return to the left. Light the torch in lava at back of cavern. Exit the screen to the left. Use suit crystal. Walk through the force field. Pick up the rope on alter. Pick up the half mask near the entrance and the hook which the mask was hung on. Return to the chasm. Use the hook with the rope. Use rope and hook near stalagmite to throw it across the abyss. Balance on the rope across gap, use left and right keys to balance. Pick up rock on far side of abyss. Walk up and out of entrance on the other side of the abyss.

Pick up half crystal that shines on the Sun's surface. Walk down right to lower exit. Enter first lava room from the far side. Pick up the health potion and return to the abyss. Use rock to throw it across the abyss. Walk across the rope James will balance himself on the way back. Pick up the rock again. Return to the altar, where the rope was found. Use rock on the stone pressure pad, note the door on left stays open after James steps off the pressure pad. Walk left and the

guardian bird appears. James must fight the bird. Exit through the now open portcullis on the left.

In the center of the room there is the second half of the yellow crystal. Collect it and use it with its other half. The now whole crystal should be placed in the cavity upon the altar. This action reveals 4 further crystals. Pick up the four crystals and return to the strange stone calendar. Standing almost central, use the four crystals. This will initiate an ancient mechanism. Collect the pieces of statue that appear. Go back to the altar room and exit through the large archway.

Using the six pieces, create two three piece statues. The pieces must be in the correct order. If a piece has been placed correctly then its representative whisker upon the large stone cat's face will light up. Once the golden object has been collected return to the starting area and leave via the south exit.

## WARRANTY

Project Two Interactive warrants to the original purchaser of this computer software product that the media on which the software programs are recorded will be free from defects in materials and workmanship under normal use for a period of 90 days after the date of the original purchase, ("the Warranty Period"). During the Warranty Period defective media will be replaced free of charge if the original product is returned to the Retail outlet where originally purchased, with dated proof of purchase.

This warranty is in addition to and does not affect your statutory rights.

This warranty does not apply to the software programs themselves which are provided "as is" nor does it apply to media which may have been subject to misuse, damage, corruption or excessive wear.