

THE
BIG RED
ADVENTURE



AMIGA

The Big Red Adventure

BIG RED INTRODUCTION!

In the old Russia there was Communism, queues, the Kremlin, Lenin, the KGB, queues, Karl Marx, the Cold War and queues...

But in the new Russia, things have changed.

Now there is Capitalism, KGB TV, Burger Czar and Trotsky Interactive Games...

Oh, and queues (some things never change)...

Embroiled in this seething cauldron of cutthroat competition and cruel commercial cossacks, we find the beginning of our adventure - A BIG RED ADVENTURE that spans an entire continent.

In a story of truly epic proportions, we are taken on a crazy, off-the-wall flight of fancy, from the snowy streets of Moscow, slipping and sliding across the icy steppes of Zerograd, along the route of the famed Orient Express - and in to the deep red heart of a secret so weird even David Lynch could never match it...

BIG RED REVOLUTION!

In spite of the benefits of Perestroika, not everyone is happy with the decline of the Soviet state. In a secret meeting place somewhere in Moscow, a few old men in faded Red Army uniforms hark back to the days when Marx was called Karl and not Groucho or Harpo.

They formulate a cunning plan to return Mother Russia to Communist rule - only, they didn't reckon on a trio of foreign adventurers accidentally getting in on the action...

BIG RED CHARACTERS!

DOUG NUTS

Doug's a techno-nerd of the first order. There's nothing he likes better than playing with his dongle or fiddling with his software. He often puts his ability with electronics to criminal use - sometimes with hilarious results...



DINO FAGOLI

An ex-boxer of Italian origin, Dino's more than a little punch-drunk, but he's basically a decent and honest kinda guy. He often falls into traps set by people taking advantage of the fact that his brain's the size of a shrivelled walnut...

DONNA FATALE

Donna has the sort of past people describe as being 'Chequered'. What they really mean, of course, is 'sordid'. Forever trying to cover-up the indiscretions of her youth, she is often at the mercy of ruthless blackmailers.



BIG RED CONTROLS!

Moving the Characters Around the Screen

Using the **MOUSE**, move the **CURSOR** to wherever you want either Doug Nuts, Dino Fagoli or Donna Fatale to go, and press the **LEFT MOUSE BUTTON**. Doug, Dino or Donna will then walk to the place where you pointed and clicked.

Using the Inventory

Hold down the **RIGHT MOUSE BUTTON** to bring up the **INVENTORY SCREEN**. This displays all the **OBJECTS** you have collected along with **ICONS** representing your **INVENTORY OPTIONS**:

1. *OPEN/CLOSE*
2. *PICK UP*
3. *EXAMINE*
4. *TALK*



With the **RIGHT MOUSE BUTTON** still held down, drag the **CURSOR** over to the **ICON** you want to select. Said **ICON** will be highlighted by a **Big Red Border**. Let go of the **RIGHT MOUSE BUTTON** and the **INVENTORY SCREEN** will disappear, leaving you with your selected **INVENTORY OPTION**.

Using the Inventory Options

1. *OPEN/CLOSE*

To use the **OPEN/CLOSE ICON** follow the above instructions for selecting it. Once back in

the gameword, drag the OPEN/CLOSE ICON CURSOR over the object you want to open/close and press the LEFT MOUSE BUTTON. TEXT will appear underneath the ICON CURSOR informing you that you are about to open/close the object.

2. PICK UP

To use the PICK UP ICON follow the above instructions for selecting it. Once back in the gameword, drag the PICK UP ICON CURSOR over the object you want to pick up and press the LEFT MOUSE BUTTON. That object should then appear in your INVENTORY.

3. EXAMINE

To use the EXAMINE ICON follow the above instructions for selecting it. Once back in the gameword, drag the EXAMINE ICON CURSOR over the object you want to examine and press the LEFT MOUSE BUTTON. One of the game characters will then give you information about that object.

4. TALK

To use the TALK ICON follow the above instructions for selecting it. Once back in the gameword, drag the TALK ICON CURSOR over the character you want to talk to and click on the LEFT MOUSE BUTTON. If the character has anything to say, he or she will then say it. Sometimes there will be multiple choice questions or replies for your game character. To select a question/reply, drag the cursor over the question/reply you want. When it highlights, click on the LEFT MOUSE BUTTON and your game character will ask that question/give that reply.

Using the Cursor (in general)

The CURSOR is the most important interface aspect in playing The Big Red Adventure. You use it to move your game character around in the gameworld, to select and use objects, to choose inventory icons and to talk to other characters. If you drag the cursor over an object, TEXT will appear underneath informing you whether you can use or collect the object(s). Sometimes the text will give you a clue, and sometimes the text will not appear at all. If this is the case then select the EXAMINE ICON and text should then appear.

Combining Objects

To combine TWO OBJECTS from your inventory, select OBJECT 1 from the inventory and drag its icon over to your game characters hand. Then bring up the inventory again, select OBJECT 2 and your game character will tell you whether the two objects have been combined or whether a new object has been created by the combination of OBJECTS 1 and 2.

BIG RED OPTIONS!

To bring up the Options Panel, press the ESCAPE key on your keyboard. The following options should appear:

MUSIC - Play the game with the music on or off.

SFX - Play the game with the sound effects on or off.

SAVE A GAME - Save your game.

LOAD A SAVED GAME - Pretty self-explanatory really...

CONTINUE - Continue a game.

EXIT TO AMIGADOS.

To select any of the above options, drag the CURSOR over an option and press the LEFT MOUSE BUTTON.

BIG RED HINTS!

Pick up, open/close and examine every object to glean as much information as possible. Likewise, try and talk to everyone you meet.

Profound Statement #1: The Big Red Adventure is just like real life - you have to put as much as you can into it, to get anything of value out of it...

And with that little homily, it's Game On. Enjoy.

BIG RED CREDITS!

Design and Development

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Background Graphics

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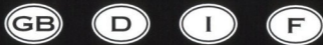
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HEALTH WARNING

Some times exposure to flashing lights and quick changes in light patterns, can cause epileptic seizures in some people. Please contact your doctor if any one in your family has suffered from, or suffers from, epilepsy. If you feel dizzy, have involuntary convulsions, altered vision, or other symptoms, stop playing immediately and consult a doctor.

In any case it is recommended that the player sits a certain distance from the monitor or television and rests for 10 minutes for every hour of playing.



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