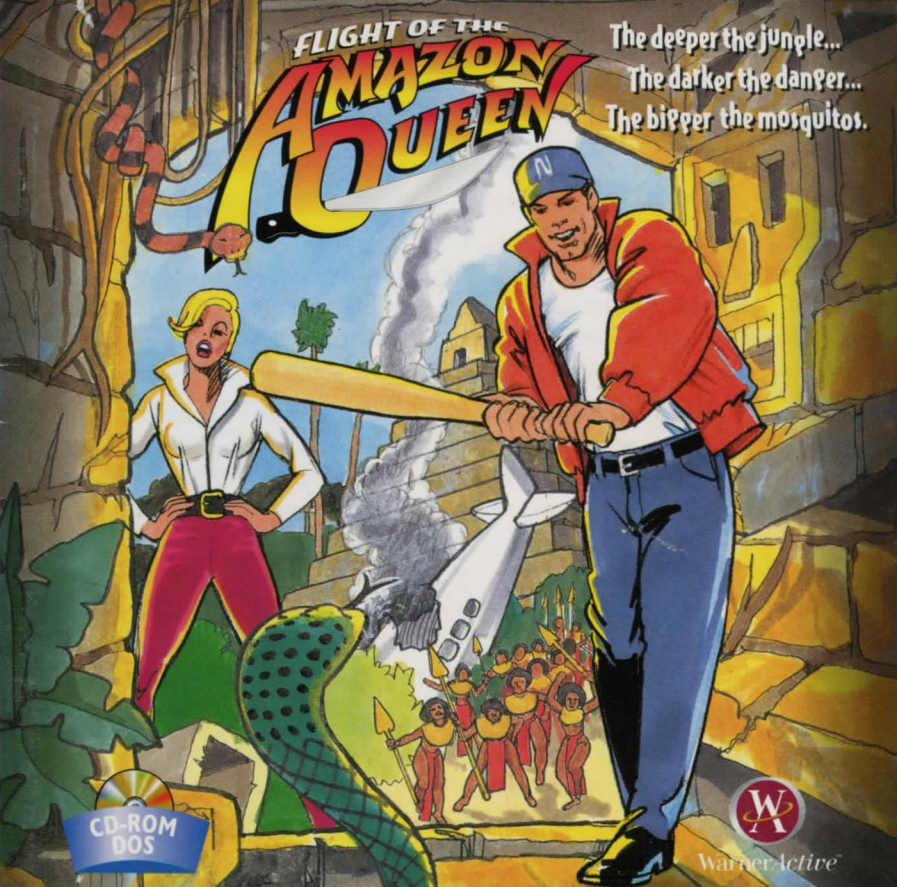


FLIGHT OF THE
**AMAZON
QUEEN**

The deeper the jungle...
The darker the danger...
The bigger the mosquitos.



CD-ROM
DOS



Warner Active™

What The Heck Is This Game All About?

Brimming with action and adventure, Flight of the Amazon Queen is an irreverent spoof on the adventure serials of the 1940s. In this game you play the role of Joe King, pilot-for-hire, adventurer extraordinaire, making your way through the South American jungles circa 1949.

Joe is contracted out to fly movie star Faye Russell to a remote Amazon location to shoot her latest film, Jungle Passion. Trouble is, he has to outsmart a couple of thugs and beat an unscrupulous fly boy named Anderson just to get the chance. It's your job to take control of Joe, help him escape from the hotel and foil the flying Dutchman.

Once airborne, disaster strikes and Joe crashes into the middle of the jungle. Can he get out in time to get Faye to her shoot, rescue an Amazon princess, escape from a dangerous temple, and save the world from an evil mad scientist?

That's up to you...

How Do I Control Joe?

In case you skipped the section "What The Heck Is This Game All About", that little guy is called Joe King.

The screen is broken down into two areas: the **Play Area** (the top three quarters of the screen) and the **Control Area** (the bottom quarter of the screen). To control Joe you will on occasion need to use both areas. Here's a description of each area.

The **Play Area** is where all the action takes place. It is a representation of a location from the story that Joe can walk around and interact with. You can move the mouse pointer around this screen pointing to objects and characters that may appear here.

The **Control Area** consists of the Command Line, Control Panel and the Inventory Box.

- The Command Line is the strip between the Play Area and the bottom of the screen where the commands that you construct are displayed.
- The Control Panel consists of a number of graphic images of Actions. These Actions are *open*, *close*, *move*, *give*, *look at*, *pick up*, *talk to* and *use*. Pointing at the images will display the Action names on the Command Line.
- The Inventory Box displays up to four of your inventory Items at any one time. It also contains the left and right arrow icons. Pointing at the desired Item will display it's name on the Command Line.

Moving Joe Around The Screen:

- To make Joe walk to a point in the Play Area, just point the mouse pointer and click the Left Mouse Button (LMB). Joe will walk as near as possible to that area. If you select a place on screen that Joe cannot reach, he will tell you - in which case you may need to find an alternative route.
- To make Joe walk to an Object, simply point the mouse pointer at that Object and press the LMB.

How To Make Joe Do Things:

- In order to make Joe do your bidding, you must construct a command. A command consists of an Action and an Item or Object. For example you could select the *open* Action from the Control Panel followed by the *door* Object from the Play Area. Click the LMB to make Joe do the command.
- Commands may also consist of Actions followed by an Object or Item followed by another Object or Item. For example you could select the *use* Action from the Control Panel followed by the *crowbar* Item from the Inventory Box. The command *use crowbar on* will appear on the Command Line. Now select the *chest* Object in the Play Area and click the LMB. The command *use crowbar on chest* will be carried out.
- Some Objects will have a default Action associated with them which is displayed on the Command Line. In the first room in the Hotel for example, the *curtain cord* Object has a default *use* Action. When you point the mouse pointer at the *curtain cord*, the Command *use curtain cord* appears on the Command Line. You can make Joe perform this default Action by clicking the Right Mouse Button (RMB).

Using Your Inventory Items:

- To move through the inventory one item at a time click the LMB on the required arrow icon.
- To move through the inventory four items at a time click the RMB on the required arrow icon.

- All inventory items have a default Action attached to them. This is usually *look at*. You can automatically select the default Action by clicking the RMB on the Item. With the *baseball bat* Item for example, the default Action is *use*. By clicking the RMB on the *baseball bat*, the command *use bat on* will appear on the Command Line. To complete the command point to an Object in the Play Area (such as a door) and click the LMB. The command *use bat on door* will be carried out.
- Clicking the LMB on an Item will automatically look at it regardless of the default Action.

The ALWAYS command:

- You can change the default Action of an Object in the Play Area or an Item in the Inventory Box by simply clicking on the desired Action graphic in the Control Panel with the RMB then clicking on the desired Item or Object with the RMB again.
- You may find this useful if you come across an Object that you may want to use a lot, but has a different default Action. For example, if you find a lever that has a default of *look at*, you can change it to *use* by clicking on the *use* Action with RMB. The command *always use* will appear in bright blue in the Command Line. Simply click on the lever Object with the RMB again. Now the lever's default Action will always appear as *use lever*.

Cutaway sequences:

A cutaway sequence can occur in the same location as Joe or in other locations with other characters. Cutaways are non interactive and usually progress the story and/or offer some clues. When a cutaway occurs the Control Panel and Inventory Box will turn black and white and the mouse pointer will disappear.

Cutaways can be skipped by pressing the ESCAPE key, with the exception of sequences that contain important story information and are only played once.

I Feel Lonely And Would Like To Talk To Somebody.

You'll find the jungles of South America teeming with interesting people to talk to. Most of them will have something useful to tell Joe, while others will just want to talk. Don't forget to return to your new found friends to talk some more, as many of them will have new things to say as your adventure progresses.

Most characters will have a default *talk to* Action associated with them, so you can simply click the RMB to initiate conversation. A list of sentences that you can say to the character will appear on the bottom of the screen where the Control Area is usually situated. Pointing at these sentences will cause them to highlight, and clicking the LMB will make Joe speak that sentence.

If you want to stop talking to a character simply select an exit line. This is usually the last sentence to be displayed and will say goodbye or something similar. If no such options are available, simply press the ESCAPE key.

If I Press A Key What'll It Do?

A number of keyboard shortcuts have been included to allow you to restart or quit the game, use your journal or select commands from the Control Panel. And here they are!

F1 – Opens your Journal allowing you to load or save a game, or adjust music volume or text speed. Pressing the F1 key during a cutaway will skip it and go straight to the Journal, if the cutaway can be skipped.

F5 – Restarts the game. You are prompted to make sure you really want to restart.

F10 – Quits the game. You are prompted to make sure you really want to quit.

ESC – Quits through cutaway sequences. Not all cutaway sequences can be skipped, some contain important story information and are only played once. It also closes the Journal.

SPACE BAR – Skips through text speech and CD voice samples. Very handy if you've heard the speech before or if you've already read the text speech.

The commands in the Control Panel can be selected by pressing the following keys.

- | | |
|--------------------|--------------------|
| O – Open | L – Look at |
| C – Close | U – Use |
| M – Move | T – Talk to |
| P – Pick up | G – Give |

1 to 4 – Selects the corresponding inventory item (if available). While in dialogue mode, keys 1 to 4 select the dialogue choices 1 to 4.

CURSOR KEYS – Move the mouse pointer around the screen.

CTRL – Same as the left mouse button

ALT – Same as the right mouse button

It's 8 AM In The Morning And I Gotta Go To Work. How Do I Stop This Thing?

If more pressing matters need to be attended to and you haven't finished playing the game yet, then we have a solution. You can save your current position in the game by using your trusty Journal.

Press the F1 function key, or LOOK AT or USE JOURNAL to bring up the Journal screen.

MAKE ENTRY:

This option allows you to save the position of your current game. There are 100 save game positions in the Journal, which are broken down into 10 save game slots per Journal page. You can select a new Journal page by clicking on the letters that range from A to J on the side of the Journal. To save a game, first select a slot then type in your save name then press ENTER or click on the MAKE ENTRY button. You will be asked to confirm whether you want to save the game. Click on the YES button to save, or the NO button to return to the main Journal selection.

READ ENTRY:

This option allows you to load a previously saved game. Simply select one of the save game slots and click on the READ ENTRY button. You will be asked to confirm whether you want to load the game. Click on the YES button to load, or the NO button to return to the main Journal selection.

CLOSE:

This option closes the Journal, returning you to the game. You can also exit the Journal by pressing the ESCAPE button.

GIVE UP:

This exits the game. You will be asked to confirm whether you want to exit the game. Click on the YES button to exit, or the NO button to return to the main Journal selection.

Word Balloon: This is a CD-ROM feature only, allows you to toggle the voice samples on and off.

Sfx Speaker: This toggles the sound effects on and off.

Text Icon/Scale: The scale adjusts the speed at which the text is displayed on screen. The box allows you to turn the text on (applicable for the CD-ROM version only).

Music Icon/Scale: The scale adjusts the volume of the music. The box allows you to turn it on/off.

Information Icon: This displays copyright information as well as the Version number and Language type.

My Screen Has Gone All Funny!

If you leave the game alone for more than 5 minutes, one of a variety of screen savers will spring in to action.

If a screen saver has been activated simply press a key or click the mouse to return the screen to normal.

Is There Anything Else I Should Know?

Yeah. Look at everything you can, and pick up everything that can be picked up. If someone tries to stop you from picking up something or going somewhere, chances are it's important.

As a rule of thumb if you try and pick up something and you get one of the usual brush off responses, then you probably don't need that object.

In some situations (although it is extremely rare) you may need to use an object with another object (as opposed to an item with an object). And don't be afraid to use inventory items with other inventory items.

Also, if you have an item that you think someone may need, you may have to talk to them about it before giving it to them. Otherwise Joe has no idea that this person would want whatever you want to give them.

Troubleshooting

Some systems may require that you increase the amount of free conventional memory. You may also want to SAVE the game during play.

Credits

Story and Game Design / John Passfield, Steve Stamatiadis

Programming / John Passfield, Tony Ball

Graphics and Animation / Steve Stamatiadis

Script / John Passfield with Steve Stamatiadis

Project Management (Renegade) / Graeme Boxall

Music and Sound Effects

Richard Joseph with Graham King, David Punshon, Chris Maule, Jason Page

Additional Sound Effects / George Stamatiadis, Steve Stamatiadis

Quality Assurance

Graeme Boxall, Dan Thompson, Vanessa Sanders, Eric Matthews, Simon Knight, John Phillips, Richard Hewison, Tonia Walden, John Barry, Paul Coppins, Bill Passfield, Laurence Scotford, Sarah Tanser, Mark Lane, Steve Kelly, Rob Smith, Mark Dearsley, David Wilkin, Tim Mawson, Andrew Entwistle.

Voice Recording Project Management / Inverse Pictures

Voice Producer/Director / Will Jeffery

Executive Voice Producers

John Passfield, Steve Stamatiadis

Production Assistants

Jake West, Rebecca Eve

Sound Mixer / Ben Baird

Recorded at Sound Development Studios, London

Voice Artists

Brad Lavelle / Joe King, Commander Rocket Comic Characters

Tom Hill / Sparky, Jimmy, Gorilla, Skip, Prisoner with Puppet, Wedgewood, Guard Dog, Monkey

Bill Hootkins / Frank Ironstein, Bellboy, Bud, John, Chef, Spaced out Prisoner

Enn Reitel / Anderson, Klunk, Rico, Henry, Charon, Crystal Robot

Penelope Keith / Temple Guardian

Jon Coleman / Trader Bob

Debbie Arnold / Princess Azura, Lola, Amazon Guard

Barry James / Ian, Pygmy Chief, Eddie

Lisa Valdez / Faye Russel, Rita, Showering Amazon

Jessica Martin / Naomi, Secretary, Zombie Woman

Regina Reagan / Mary-Lou, Witch Doctor, Lola

Mike Hurley / Klunk, Big Hugh

For Bitmap Brothers, UK

Special thanks to: Eric Matthews, Steve Kelly, Mike Montgomery

For Interactive Binary Illusions, Australia

JASPAR Game Engine and other development systems: John Passfield; JASPAR PC Conversion: Tony Ball, John Passfield; PC/Amiga Graphics Routines: Tony Ball; Dyalum System: Tony Ball, Steve; Stamatiadis, John Passfield; Character Design: Steve Stamatiadis; Game Editing: John Passfield; Promotional Art Work: Peter Mullins; Manual written by: John Passfield with Steve Stamatiadis

Special thanks to

Ron Gilbert, Aric Wilmunder, George Lucas, Steven Spielberg, John Williams, Halloween Harry

Extra special thanks to

Peter Mullins, Liz Pickering, Hugh Fleming, George Stamatiadis, Darren Roach
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