



N O C T R O P O L I S



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INTRODUCTION

Comic book fanatic Peter Grey is about to lose his grip. His business has turned belly-up. His wife and best friend are dirty. And he's slipping farther and farther away from reality. Heavily in debt and heartbroken, the suicidal Grey seeks salvation as the superhero Darksheer, fighting to save seedy Noctropolis from the vice-like jaws of doom.

Join Peter Grey as he confronts a world of lust and greed, where temptation is an aperitif and the main course is unbroachable despair. Can he resist the arch villain Flux's devilish minions? Can he hold out long enough to change the course of fate? Can he become more than just another paper hero?

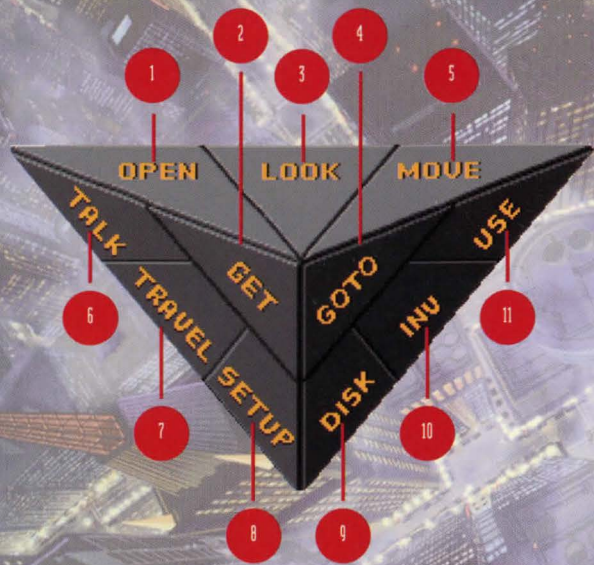


THE PYRAMID

The Pyramid contains all the commands you'll need to survive in Noctropolis. Some commands remain active until you choose another command; others become inactive once you use them.

NOTE: This manual assumes mouse control. Keyboard controls are listed on the back of the CD case.

- To view the Pyramid, **right-click** the mouse.
- To use a command, **left-click** on it. When using cursor commands, click on the person or object on which you want to use the command.
- To exit the Pyramid without selecting a command, **right-click**.



1. Open a door, window, drawer, etc.
2. Pick up an object.
3. Look at a person or object.
4. Go to an area or person.
5. Move an object. Look at a person or object.
6. Speak to a person or thing.
7. View the City Map of Noctropolis and select a destination.
8. Music, sound, and text options.
9. Save or load a game.
10. View your inventory.
11. Use inventory item.

CURSOR COMMANDS

When you select OPEN, MOVE, GET, LOOK, GOTO, or TALK, the cursor changes to reflect the selected command when you pass it over an appropriate item on the screen. For example, when the OPEN command is active, the cursor arrow becomes an OPEN cursor.

- To use a cursor command, move it to the person or object on which you want to use it, then left-click.

T **NOTE:** The ankh symbol appears during disk access; all commands are disabled until it disappears.

READING COMIC BOOKS

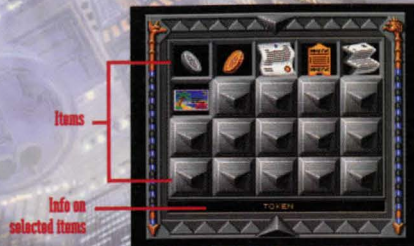
Use the following instructions to read and enjoy the Darksheer comic books you'll find:

- To start reading, GET the comic book or LOOK at it in the inventory box.
- To page forward and backward, left-click NEXT PAGE and PREV PAGE.
- To read, left-click each character and panel on the screen.
- To exit the comic book, right-click.

INVENTORY - USING OBJECTS

Your inventory displays all the items you are carrying. When you move the cursor over an item in your inventory, the item's name appears in the info box.

The INV and USE commands are used to view and use items in your inventory – they cannot be used on items not in inventory.



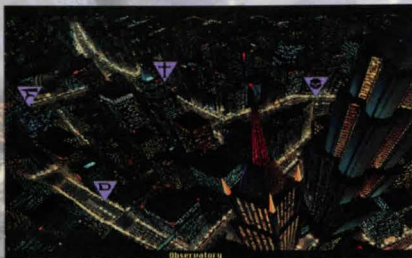
- To view your inventory, select INV. Left-click on an item for a description.
- To use an item in your inventory, select USE, then left-click on an inventory item.
- To pick up an object and place it in your inventory, select GET.
- To exit the inventory box, right-click.

EXIT

Some scenes can't be exited using TRAVEL. These scenes may have an *exit* area. Move the cursor around the screen until the cursor becomes a red EXIT sign, then left-click to exit the scene. It's usually at the bottom of the screen.

THE CITY MAP

The City Map is your guide to the City of Night and your only mode of travel around Noctropolis. The people you meet tell you of new locations within Noctropolis. Use the TRAVEL command to go to those places.



- Use the TRAVEL command to call up the city map of Noctropolis.
- To leave the City Map, select a destination by selecting a map icon. (See below.)
- To scroll up and down the City Map, move the cursor to the top or bottom of the screen.

NOTE: The City Map can't be accessed from some screens; use the GUIDO command to move to another screen and try again. Conversely, some screens can only be exited using the TRAVEL command.

MAP ICONS

When the City Map of Noctropolis appears, the places you can go within the city are marked by map icons. The further you probe into the secrets of the City of Night, the more map icons appear. A location's icon pops up only after you have learned sufficient facts about the location.

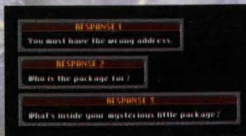
You won't be able to find a location, let alone go there, until its icon appears on the map. Eventually some icons disappear, indicating that you won't need to visit those locations anymore.

- To learn the name of a location, pass the cursor over the map icon: the location's name appears at the bottom of the screen.
- To move to a location on the City Map, left-click on the map icon.

GETTING INFORMATION

CONVERSATION

Your primary source of information in Noctropolis is conversation. Generally, you have a variety of lines to choose from at each stage of a conversation, each line appearing in its own text box.



The tone of your dialog can range from flattery to pleas, from offers of support and help to threats. What you say, to a large degree, determines how others respond to you. Select the dialog box you think will get you the information you want.

INFO BOX

The Info Box helps you get specific information about people, places, and things in Noctropolis. It pops up when the person to whom you're talking has information relevant to the items in the Info Box, and then only if you've gained that person's trust or convinced him he should talk to you (usually after you select a response such as, "Tell me about...").



- To learn about an item in the Info Box, select one of the portraits or symbols. The person to whom you're talking tells you what he or she knows about it.

Different individuals know about different things, and no one knows everything. A particular person may know a great deal about Stiletto but nothing at all about Cygnus. You'll need to talk to a lot of people and ask a lot of questions before you'll find out everything you need to know.

DISK SERVICE BOX

Use the DISK command to call up the Disk Service box. This box lets you save your current game, load a saved game, overwrite a previously saved game, or get info about a saved game.



SAVING A GAME

There are many dangers in the City of Night, and your saved games may be your only salvation. You can save up to 256 games (disk space permitting).

To save a game:

1. From the Disk Service box, left-click on **SAVE AS NEW**.
 2. A box will appear with a blinking cursor. This is where you will enter a description or name of the save game.
 3. Type a description, or name, for the game you are saving and press **ENTER**.
- To overwrite a saved game, left-click on a name from the list in the Disk Service box, then left-click on **OVERWRITE**.

INFO

Saved game Info tells you the name of the saved game, the location, date, and time at which the game was saved.

- To view Info, select a saved game, then select **INFO**.

LOADING A GAME

- To load a saved game, select a name from the list in the Disk Service box, then select **LOAD GAME**.
- To scroll up and down through saved games, left-click and hold the up/down arrows.

SETUP

The setup box allows you to adjust the music and sound volume, turn text messages on and off, and quit the game.



The game defaults to video only, with text off. To turn text on, select **Video Text ON**. Complete text and spoken video are provided simultaneously. If you install with no sound selected, video text defaults to on.

ROGUES' GALLERY

SUCCUBUS

Sister Mercer worked as an emergency room nurse in Noctropolis General Hospital. One night, a crazed man staggered in, fell to his knees, and begged the nun for help: he was possessed by a demon who forced him to perform horrifying sexual crimes. The sister sedated and restrained the man, then summoned Father Desmond.

While Father Desmond attempted to perform an exorcism, the man went into horrible spasms; snapping his leather straps, he seized Sister Mercer by the throat. They screamed in unison, in identical voices, and then fell silent. Sister Mercer laughed a deep, throaty laugh, then turned and crashed through the ER's glass door. Her nun's habit was later found shredded in the oily, swirling water of a gutter.

Sister Mercer is now known as Succubus. She casts a spell of seduction over her victims, then sacrifices them in bloody rites. But the true purpose of her life is to pursue and destroy Father Desmond, whom she hates and fears for his power of exorcism.

GREENTHUMB

Dr. Horace "Greenthumb" Bartholomew had the potential to become the greatest horticulturist in history. He earned his living by developing new chemical food preservatives, but his true love was creating hybrid plants that could thrive even in the endless gloom of Noctropolis. His laboratory boasted one of the finest chemical labs in the City of Night and a brilliantly lit greenhouse in the midst of a world gone dark. Dr. Bartholomew was perfectly content to dedicate his entire life to his fields of research.

It took a single accident to radically change Dr. Bartholomew's mind (and his basic molecular structure). The mixture of two mislabeled chemicals triggered an explosion that killed him instantly. But his plants survived...and took measures to revive their "master". Their tendrils surrounded and filled his corpse, infusing it with their mutant essence. A new Greenthumb arose from the husk of the old, more plant than human, dedicated to the faithful vegetation that had given him new life. He has since embarked on a career of robbery, blackmail, extortion, kidnapping, and outright murder to obtain the funds necessary to sustain life in his depraved greenhouse.

TOPHAT

She started life as Cynthia Burrows, the daughter of poor and abusive parents. To escape the turmoil of her home life, she developed a fascination with magic shows. She learned simple tricks from books and vowed to become the greatest magician of all time. As she grew older, she immersed herself in school, developing an interest in physics which she hoped to apply to the field of magic.

Though her love and command of magic helped her to relax, academic pressures strained her fragile sanity. When her mentor, the chairman of the university physics department, attempted to assault her, her mind snapped. She was no longer Cynthia Burrows, she was Tophat, magician extraordinaire and merciless criminal. Whereas many criminals ply their trade in darkness, Tophat carries hers out in a center ring of her own devising, complete with flash, glitter, and spilled blood.

DREALMER

As a small and sickly child, Billy Dawson was tortured by nightmares that came upon him even while he was awake. In time, no school would accept him and his parents could not cope with his constant terror. The state asylum seemed to be the only place where he could get help. Much of his treatment could be termed experimental, but cruel would be a better word. One doctor diagnosed him with strong projective ESP;

another locked him in a small windowless room, theorizing that sensory deprivation would cure his "malady". After months in this pitch-black chamber, he was far from cured – in fact, he became psychotic. But he had learned to control his mental powers.

He was released only when the doctor who confined him was found dead in his bed one morning of unknown causes. As Drealmer, he had learned to enter and control the dreams of others – and kill them. It is this skill that makes him an unusually effective practitioner of the art of extortion.

MASTER MACABRE

Dr. William Blish was the most brilliant, innovative, and controversial surgeon at Noctropolis General Hospital. His research into surgery without anesthesia was groundbreaking in terms of new surgical techniques, as well as in the numbers of lab animals sent to mass graves in medical waste landfills. His seeming indifference to the suffering of his experiments shocked many on his staff. Some thought he wasn't indifferent at all.

One night the Subterranea gang abducted Dr. Blish and took him to their underground hideout. The gang's leader had been slashed to ribbons, and a surgeon was needed to save his life. Blish patched up the gang leader, but the Subterraneans refused to let him leave. They captured and tortured rival gang members to death with his surgical tools, making the doctor watch.

To his horror, Dr. Blish began to enjoy the show, and to instruct the Subterraneans in the art of pain. The buried streak of sadism that had played a part in his research now overwhelmed him. As Master Macabre, he abandoned his previous role as a healer and assumed a new one as a twisted killer.

WALK THROUGH

The following walk through takes you through the first scene of the game, familiarizing you with the game interface along the way. Follow the steps in order.

THE BOOKSTORE

You begin the game in Peter Grey's bookstore.

- Right-click to bring up the Pyramid, then left-click on LOOK. Move the cursor around the screen.

- Place the cursor on an item to LOOK at it. LOOK at the items in the bookstore. LOOK at the doors.
- From the Pyramid, select OPEN. OPEN the office door.
- From the Pyramid, select GOTO. GOTO the office door.

THE OFFICE

This is Peter Grey's office.

- LOOK at the items in the room. LOOK at the desk. LOOK at the items on the desk.
- From the Pyramid, select GET. GET the Sweepstakes letter from the desk. GET the notices from under the desk. GET the papers in the right-most corner.
- LOOK at the Darksheer comic book on the ottoman.
- GET the Darksheer comic book from the ottoman.
- Now you know what dangers await you. From the Pyramid, select DISK. Save your game (see page 13).
- GOTO the bookstore.

THE DOORBELL

A doorbell awakened you from your vision: someone is at the door.

- **OPEN** the front door. A young girl speaks to you.
- Select the lines "Grey... My name is Peter Grey," and "I have it right here," from the available lines of dialog. The girl slides a box through the mail slot. You will have to do a bit of talking to get to these lines. Keep trying.
- **LOOK** at the package. **GET** the package.
- From the Pyramid, select **INV**. Select each item in your inventory and read the descriptions. Be sure to read the Special Edition comic book! **Right-click** to exit inventory.
- From the Pyramid, select **USE**. Select the silver token from your inventory.

Welcome to Noctropolis.

SURVIVAL TIPS

- ▼ **Experiment** – try everything in every situation – but be sure to **SAVE** your game often to avoid disastrous results.
- ▼ **USE** items from your inventory without fear: you won't be allowed to use an item before its time.
- ▼ **LOOK** at your surroundings: there are many things to see in Noctropolis, but some things may not be readily apparent.
- ▼ **GET** anything that isn't nailed down: pick up objects even if they seem insignificant to you.
- ▼ **TALK** to anyone who will listen, and try alternative lines of questioning to see what works best. Don't forget to go back and talk to people again when you've learned something significant.
- ▼ **Keep an eye out for the death clock.** A red timer is displayed in the lower left corner of the screen when Darksheer is wounded. When the clock reaches zero, the game ends. You must heal yourself to stop the countdown.



THE NOCTROPOLIS DEVELOPMENT TEAM

Brent Erickson - Project Manager, Technical Wizard, President, Flashpoint Productions. With 51 titles to his credit, Brent is not only a seasoned veteran of entertainment software, but a pioneer. Brent programmed virtually all of the core system code and contributed to the game design.

Shaun Mitchell - Art Dictator... uh, Director. Shaun drove the creative direction of *Noctropolis*, as well as the graphic design. In his copious spare time, he designed and illustrated the *Noctropolis* package, wrote, designed and illustrated the *Darksheer* comics, and wrote location text and character dialogue.

Owen Richardson - Artist Extraordinaire. Owen created most of the game's backgrounds and animations, provided a number of the game's character voices, and rendered many distinctive pages in the *Darksheer* comics.

Bart Rydalch - Technical Artist, Video Master. Bart is responsible for the lighting, filming and capturing of all video imagery. Bart cataloged every video sequence and has memorized their locations. He can often be found quoting lines of game dialogue between fits of hysterical laughter.

Dave Butters - Artist. Dave designed and executed many of the background illustrations. He also created some groovy environmental and character animations.

Keith Sargent - Animator. A veteran artist and animator, "Sarge" developed most of the storyboards and production sketches, produced a lot of the animations found in the game, and made invaluable contributions to the comics.

Chris Mather (not pictured... whew!) - Programmer. Chris joined the project in its late stages and helped conclude the pseudo-code that drives the scenes.

Guy Carver - Señor Programmer. Guy provided the tools and code to capture, edit and implement the game's incredible video.

Ron Saltmarsh - Composer/Sound Designer. Ron's composing credits include such titles as *Amazon*, *Guardians of Eden* and *Martian Memorandum*—and the hits keep coming. In addition to engineering an almost impossible variety of audio effects, Ron composed the majority of *Noctropolis*'s outstanding musical score.

Andy Warr (not pictured) - Composer/Sound Designer. Andy joined the team late in the project to work with Ron composing music and creating sound effects. Late at night Andy can be heard in the Symphonix studio playing a mean saxophone.

Michael Mathews (not pictured) - Programmer. Though project scheduling didn't permit Michael to work extensively on *Noctropolis*, his contributions to scene assembly were much appreciated. (It's a little-known fact that Michael wants to be Stiletto when he grows up.)



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