

# The Scroll™



Instruction Manual



## EPILEPSY WARNING

### **WARNING: Please read the following before playing game.**

Certain light patterns or flashing lights may cause some individuals to experience epileptic seizures. Exposure to certain patterns or backgrounds on the computer screen while playing games may trigger such seizures. These types of seizures are possible even if a person has no medical history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, please consult your physician before playing this game.

If you experience dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, involuntary movement, or convulsions during game play, immediately discontinue use and consult your physician before resuming play.

In order that we can continue to produce games for the home computer market, it is important that we reduce piracy. Please do not copy this game or allow anyone else to copy it. allow us to continue to provide you with quality games for your computer.

### SOFTWARE PIRACY INFORMATION?

United States of America:

Please report software piracy to the SPA at 1-800-388-PIR8

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# The Scroll - PC

## INSTRUCTION MANUAL

### INTRODUCTION

For thousands of years, ancient catacombs beneath Alexandria, Egypt, have harbored a dreadful secret. The worshippers of a dark god concealed a scroll which intrigued and cursed whomever came into contact with it. It contained spells that petrified a lost city's populace, cajoled a prince of Ancient Egypt to spread the cult of the dark god, Nyarlathotep, and ensured that the blood of serpent people ran through the veins of his descendants.

Centuries later, a translation of this information found its way into the great Library of Alexandria. This was a time of immense turmoil, however, and the library was eventually destroyed. The teachings of the scroll were to remain buried for another 2,000 years...

But in 1920, as Yussuf Al Rashid begins to dig a hiding place for his drug money, he unearths the magic scroll. The black market appearance of this scroll sets off a chain of events that starts with murder and could finish with the end of the world.

### SYSTEM REQUIREMENTS

To run The Scroll, your machine should meet or exceed the following:

- 100% IBM compatible 386DX/486SX (speed is not critical)
- 590K of Conventional (i.e., Base) memory
- 2MB + of Extended/Expanded memory
- VGA 256 color graphics
- MS DOS 3.3 or higher
- MSCDEX
- Microsoft compatible mouse
- CD-ROM drive
- At least 5MB of free hard disk space

### INSTALLATION

#### OPTIMIZING PERFORMANCE

If you have a disk compression utility, such as PC Tools "Compress", run it before installing The Scroll. This will allow the game to install on a single area of the disk, and will not slow the game while it searches for scattered files.

Before installing The Scroll, you should check that there is enough free memory on your PC, and read the sections below on disk caches and how to make a boot disk. Do not attempt to install The Scroll by using the Windows Program Manager, or a DOS window. If your PC runs Windows automatically when it starts up, quit Windows and go to the DOS prompt.

From the DOS prompt, change drives to your CD drive, then switch to the SIGNOS directory on the CD. Type SETUP and press Enter, then follow the on-screen prompts to install the game, detect your sound card, test the speech in the game, and save the sound settings. (Please note that due to problems with third party sound driver software, the game does not currently support the Advanced Gravis range of soundcards.) We recommend that you allow the program to automatically detect your sound card. Once this process has finished, you will be left on the hard drive that you selected for installation, in a new directory called THESCROL. Once there, type SCROLL and press return to start the game.

#### RUNNING THE GAME

Once the game has been successfully installed, you should always run it from the hard disk directory created during installation. While it cannot be run from the CD, it does need to access it for files as the game is played. If you have created a boot disk, remember to place this in the A: floppy drive of your machine and reset the PC before starting to play.

## THE SIGNOS SYSTEM

SIGNOS stands for Scripted Interactive Graphic Novel Operating System. It is designed for plot-based computer role-playing games, where dialogue and interaction with characters in the game are key. This system uses scripts, controlled actions and special effects. Unlike movies or plays, which follow one script, a computer game is interactive and can be changed by the player. Like a graphic novel, it has speech bubbles, but the bubbles in The Scroll contain highlighted Hypertext, which can be selected to do certain things such as ask questions, agree with suggestions, or provide information.

### IMPORTANT: DISK CACHE

SMARTDRIVE and some other software based disk caching systems will interfere with the operation of SIGNOS. The typical signs of this are corrupted game graphics. Because of this, SMARTDRIVE, and any other caches which are believed to be incompatible, should be disabled before the game is run. This can be done by modifying the CONFIG.SYS or AUTOEXEC.BAT files, as described in your Windows or DOS manual. You can go back to your original configuration at any time or make a boot disk following the instructions below. If you need help, a good computer dealer should be able to assist you.

### MAKING A BOOT DISK

We recommend that you have at least 590K of Conventional memory and 128K of EMM available to run The Scroll. To achieve this, make sure there are no TSR (Terminate & Stay Resident) programs running, which occupy memory, and/or run the MEMMAKER utility supplied with DOS. If this does not free sufficient memory, you will have to make a Boot Disk following the instructions below. (The MS-DOS user manual has sections which explain how to edit your CONFIG.SYS and AUTOEXEC.BAT files.)

- 1) Create a system disk. To do this, format a floppy disk using the FORMAT A: /S command.
- 2) Create CONFIG.SYS and AUTOEXEC.BAT files by following the example below. (If your directory structure is different, or DOS is on a drive other than C:, you should change it accordingly, and use the details of your own CD ROM and mouse drivers.)

### CONFIG.SYS

```
device=c:\dos\himem.sys
device=c:\dos\emm386.exe RAM
dos=high,umb
files=30
buffers=30
rem install your mouse driver
devicehigh=c:\dos\mouse.sys
rem install your cd driver
devicehigh=c:\sb16\drv\sbcd.sys/D:MSCD001 /P:220 /S:D
```

### AUTOEXEC.BAT

```
@echo off
prompt $p$g
path=c:\dos;c:\
LH C:\MSDOS5\KEYB US
rem insert your MSCDEX driver commands
LH C:\DOS\MSCDEX.EXE /E /D:MSCD001 /V /M:15
SET COMSPEC=C:\DOS\COMMAND.COM
```

## INTERFACE DESCRIPTIONS

The SIGNOS interface does not try to do everything on one screen. Instead, it uses a number of different screens to handle different types of interactions. The easiest way to imagine the setup is as a pyramid. At the top is the Communication Screen, on the lower left is the Manipulation Screen (sometimes the Reading Screen), and on the lower right is the Inventory Screen.

The Communication Screen is where most of the game takes place. It shows the scene from your point of view and allows you to talk to people using the Hypertext in speech bubbles, examine your surroundings, and give/take/use objects.

The Manipulation Screen enlarges the objects taken to it, and enables you to examine them in detail, to find out what they are for. Anything you drop here cannot be taken with you when you leave. Sometimes this screen is replaced by the Reading Screen, which will allow you to read letters and documents you may come across.

The Inventory Screen enlarges the objects like the Manipulation Screen, but it does not allow them to be examined or used. Instead, it acts as the player's 'pockets' and anything dropped on this screen will go with the player to other locations in the game. This screen also shows the player's Notebook, Map, and Guide, when they have them.










The Map shows the city of Alexandria with the important locations marked on it so that you can go straight to them. There are direct connections between some locations, such as the Savoy Palace Hotel and Thomas Cook's office. Some locations are marked on the map as you are being told about them by characters in the game.

The Cook's Guide to Alexandria provides you with detailed background information on the city itself, and the history and mythology of Ancient, Greco-Roman, and Arab Egypt. Each section can be reached directly from the contents page, or page by page, like a real book.

The Notebook is filled up automatically as the game is played, and gives you a summary of what they have discovered. It also reminds you of appointments.



## GAME CONTROLS

MICONS	LEFT BUTTON	RIGHT BUTTON
 Ankh	Activate Hypertext	Next speech bubble
 Walking legs	Move to, use entrance/exit	-
 Vertical hand	Pick up	Drop
 Turning pages	Turn page in document	-
 Pointing hand	Go to Communication Screen	-
 Circling Arrows	Go to Manipulation Screen	-
 Shuffling Papers	Go to Inventory Screen	-
 Compass	Go to Map of Alexandria	-
 Book and Query	Go to Cook's Guide	-
 Writing Pen	Go to Notebook	-
 Pointing Arrow	Go to place indicated	-
 Wadjet eye	Look at something	-
 Question Mark	Talk to someone	-
 Eating Mouth	Eat or drink something	-
 Horizontal hand	Give object to someone	-
 Key and lock	Operate object	Examine object
 Rotating Star	Object received	-
 Sun and Pyramids	Pass time or Sleep	-

## FUNCTION KEYS

**ESC:** Press at any time to quit to DOS. Please be aware however, that exiting in this manner will not save any progress. To save your progress, and exit as well, you must use the Cook's Guide. (See below)

## OPTIONS

A number of game options can be selected from the User Interface. This can be selected before starting to play the game, or during game play by clicking on the 'Essentials for your visit' section in the Thomas Cook Guide. The options include:

### QUIT TO DOS

Use this to quit the game and return to DOS. The current game will be lost unless previously saved.

### GAME SPEED

Click on S (slow down) or F (speed up). This will affect the built-in delay between speech bubbles and how long the game waits for input from the player before doing something itself.

### SOUND ON/OFF

Click on the Speaker icon with the red cross to turn sampled speech, music, and sound effects on and off. (Note that if you turn the sound back on, you will not hear it until you go back to the main game screen (Communication Window)).

### LOAD SAVED GAME

Load a previously saved game from here. You will see a screen with a filing cabinet that contains the names of all saved games. Use the NEXT and PREVIOUS buttons to scroll through these.

### SAVE GAME

Save your current game from here. You will be prompted to type a name for the game to be saved under. It must be less than eight letters.

### RETURN TO GAME

Click here to return to your current game.

## CHARACTER DESCRIPTIONS

### EGYPTOLOGIST-MATTHEW FAULKNER

Matthew Faulkner is a twenty-eight old Cambridge graduate who is looking to make his mark as an Egyptologist. On the surface, he is a classic academic, with a powerful and disciplined intellect, and the persistence needed to reconstruct the meaning of texts that are thousands of years old and are written in a language no longer spoken. He is also quietly ambitious and discontent with the idea of spending years toiling in the back rooms of some University or Museum before achieving a Professorship. Enter the second Lord Helford, a rich industrialist and amateur Egyptologist, who is looking for someone to organize a dig for him. Getting permission to excavate, particularly in a promising area, is not easy, and there might be nothing to show for several seasons digging. On the other hand, Matthew Faulkner could be the next Howard Carter...

### OCCULTIST-GEORGE STANHOPE

The heir to a prosperous firm that imports tea and coffee, George Stanhope, is content to leave the business to those who have managed it successfully for so long. Building on his fascination for the occult instead, he has become the author of a best-selling series of novels about a white wizard who battles the forces of dark magic. The extensive and detailed research that he carries out for these books gives him a remarkable theoretical knowledge of many areas of the occult. Despite some strange experiences in the course of this, he remains skeptical about the reality of such things. Lately, he has become interested in the rich tradition of magic and alchemy that flourished in Alexandria between the Greco-Roman times and the Christian era, and intends to use it as the basis for his next book. Although he has been warned that little of the ancient city now survives, he has come to Egypt to carry out research, and to see how much of the past he can bring to life.

## PLAYING THE GAME

This section will allow you to get started as quickly as possible. If you aren't used to playing computer games, it will help you learn the control system. If you want to pause during game play, use the PAUSE key. When you are ready to continue, press the SPACE BAR. Once the title screen and company logos come up, you will see a screen with two plot logos; one for the Egyptologist and one for the Occultist. Clicking on either one of these will take you straight into the game. Clicking on the third icon, or pressing the F1 function key will take you to the user interface. This allows you to turn sound effects and music on or off, replace speech with speech bubbles, save games once you have begun playing, load saved games if there are any, adjust the time allotted for you to make a move, and return to the game or quit. If there are no saved games, selecting the saved game option will default to the Egyptologist plot line. This will also happen if the selection screen is exited and a game is not already running.

### EGYPTOLOGIST:

When the game starts, you will find yourself outside the Savoy Palace Hotel. The Ankh (looped cross) is your mouse cursor. Move it around the screen, and you will see that as it passes over the entrance by the beggar, it changes to a set of walking legs. Click the left mouse button when these are displayed, and you will move into the hotel lobby. (The left button is normally the one referred to, but where this is not the case 'right click' will be used instead to tell you which button to use.) In the lobby, move the cursor to the bottom of the screen, and you will find another set of walking legs in the middle, and two more micons (Moving Icons) on the left and right. The circling arrows on the left will take you to the Manipulation Window when you click on them, the shuffling papers to the Inventory Window. (In the Inventory Window, you can click when the writing pen micon is displayed over the notebook to read it.) The pointing hand micon at the top of either of these screens will take you back to the Communication Window, where the lobby is shown.

To the left of the lobby is the reception desk. To move to the desk, move the moving legs over it and click. At the desk, move the cursor over Emil, the hotel manager, until it changes into a question mark. Click when this is shown, and you can communicate with him. (If you are using speech bubbles, right click to move on to the next bubble when you have finished reading each one.) He will produce a letter. Move the cursor over this until it changes into a vertical hand micon, then click. The cursor will change to the letter to show that you have picked it up. Move the letter to the bottom right of the screen, and then click again. You will now see a large version of the letter on the Inventory Window. Right click to drop this, and click on the vertical hand micon to pick it up again. Move the letter to the left of the screen, and click. You will now see the open

letter, which you can read. A turning page micon on the bottom corner allows you to turn over the page and back. Once you have read the letter, move to the right hand side of the screen and click when the shuffling papers micon is displayed. Drop the letter on the Inventory Window, and return to the Communication Window.

At this point you have a choice. Click on the walking legs at the bottom of the screen to go back into the lobby, and explore the game by yourself, or click on the question mark to get a hint from Emil as to what you should do next.

## **OCCULTIST:**

When the game starts, you will find yourself outside the Savoy Palace Hotel. The Ankh (looped cross) is your mouse cursor. Move it around the screen, and you will see it change into three other micons (moving icons) at the bottom of the screen.

On the left is a circling arrows micon, in the middle a walking legs micon, and on the right a shuffling paper micon. Click on the shuffling papers, and you will move to the Inventory Window. This shows you what your character is carrying. Anything dropped on this screen will be taken from one location to another. Move the pointer over the notebook, and the micon will change to a writing pen. Click on this, and you will be able to read your notebook. (Click on the shuffling papers micon to return to the Inventory Window.) Move the pointer over the letter, and it will change to a vertical hand. This shows you that it can be picked up. Click to pick it up, and right click to drop it again. If you take it to the top of the screen and click, you will return to the Communication Window where the letter will have changed back to the smaller version. Move this to the bottom left of the Communication Window and click. This will open up the letter, and allow you to read it. When you have finished reading it, click on the pointing hand micon at the top of the screen to go back to the Communication Window, or click on the shuffling papers micon to return to the Inventory Window. In order to see how the Manipulation Window works with other objects, you can repeat this process with a coin from the pile on the Inventory Window.

Now go back to the Communication Window, and click on the walking legs micon at the bottom of the screen. This will take you outside the Thomas Cooks travel agency. (To go back to the hotel, click on the walking legs at the bottom of the screen.) On the right of the screen is another set of walking legs, which will take you to the Rue Cherif Pascha, outside Towa's. On the right hand side of this screen are walking legs, which will take you into the bazaar. If you take the left hand fork, you will see a warehouse with a green shuttered door and a lock and key micon over it. You can't open the warehouse door yet, but it does become important later in the game.

If you go into the bazaar, you will find yourself outside the Gardens of Paradise Cafe. Two of the customers outside have red question mark micons over them. This means that you can talk with them. What they say can change as the game progresses, so try talking with them again later. Go into the cafe. When the waiter offers you a table, you will see a speech bubble with different colored text. The colored text is hypertext. When you click on it with the top of the pointer, it will act as a command. (You don't have to choose any of the hypertext in the game if you don't want to. Right clicking outside a bubble will tell the game to move on.) Try ordering coffee and a pastry, and experiment with the micons on them when they arrive. This will bring up another bubble to help you to get the hang of using hypertext.

Once you have finished in the cafe, go back to the bazaar entrance. A walking legs micon at the bottom of the screen will take you back to the location you just left. In an alcove to the right of this screen, you will find a beggar and another new micon. This wadjet eye will let you examine things. The blind beggar can be a great help, but you need to be patient, persistent, and above all generous when dealing with him.

Once you have explored the cafe and the bazaar, you may want to shop, check into your hotel, or see more of the city. You should have a hang of the controls by now, so the rest is up to you!

## **HINTS**

1. Remember to make sure that the correct micon is visible when you press the appropriate mouse button. Think of the left mouse button as controlling active functions (go, get, look, operate, trigger hypertext), and the right mouse button as controlling passive functions (drop, finish with current bubble, examine).
2. When giving things to people, remember to use the left button (the right just drops objects in the location).
3. If you want to keep an object, drop it in the Inventory window. Anything left in the Manipulation or Communication windows will stay in that location when you leave.
4. Remember that if your character does not know something, they can't do it. You may know about Bimbashi Cameron, but this is role-playing, and they will have to find out for themselves. Similarly, if a character can't do something that you did in another plot line, this is probably because they don't have the same skills. An occultist can't read hieroglyphics, because he isn't an egyptologist. An egyptologist can't use an alchemical laboratory, because he isn't an occultist.



## PROBLEM SOLVING

**PROBLEM:** The game loads and runs, but the graphics just don't look right.

**SOLUTION:** Is there a disk cache in operation? (This does not apply to hardware based caches like those on the 80486 chip.) If the graphics start off fine, and then corrupt when you move from one screen to another, it is usually due to a software disk caching system. See the section above under 'Installation'.

**PROBLEM:** The cursor won't move, or it moves jerkily.

**SOLUTION:** Check the mouse driver. This might sound obvious, but just because the machine has a mouse hanging off the back, it doesn't mean that the driver program has been run. Some older versions of mouse driver software may perform disappointingly. Consider upgrading to a later version of the driver, or a better mouse driver.

**PROBLEM:** The game won't run at all.

**SOLUTION:** Check that your machine has the right configuration. (See System Requirements). Some machines may not be able to run a SIGNOS game, and a lot of software won't run with very old versions of DOS. Check that you have enough room on your hard disk for all the necessary files.

**PROBLEM:** There is no music in the game.

**SOLUTION:** The sound setup program assumes that the MIDI base port is at the normal base address of 388 for Soundblaster and compatible cards. If this is not the case, consult your sound card manual to see if it can be changed.

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Chris Elliott is hereby identified as the author of this work in accordance with Section 77 of the Copyright, Designs and Patents Act 1988

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