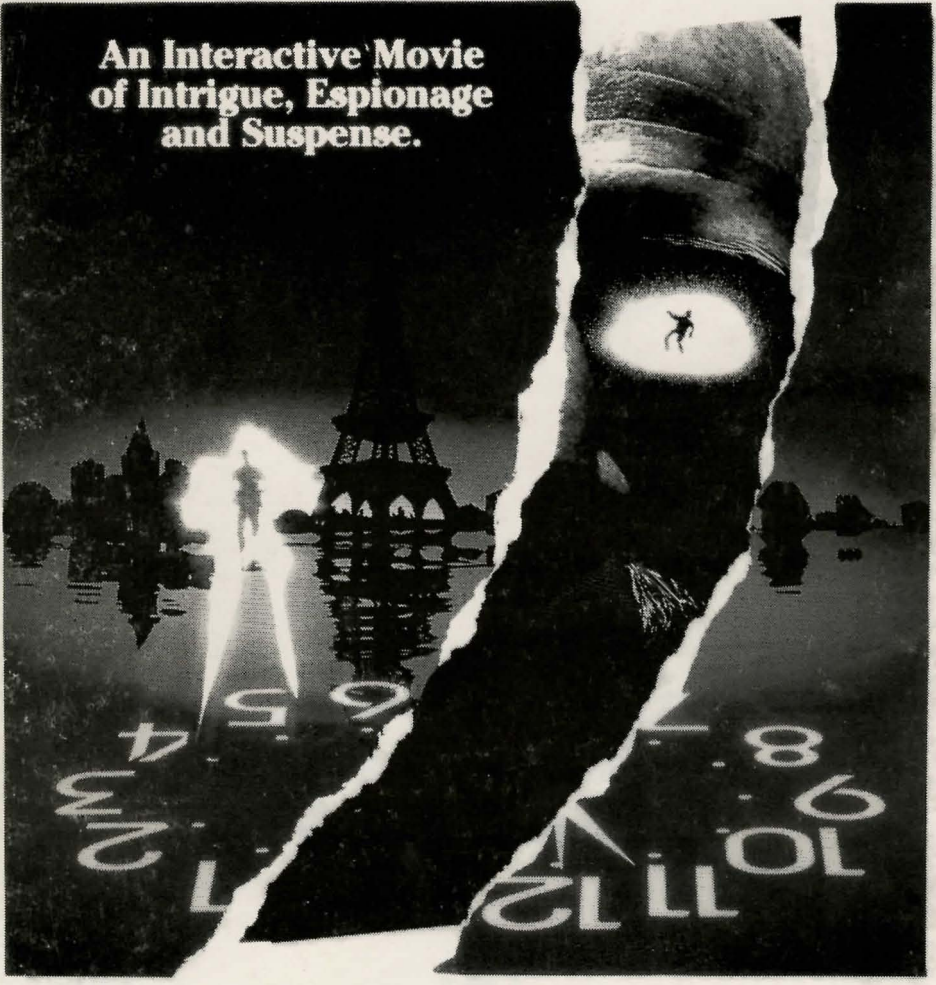


801-359-4900

# COUNTDOWN

HP 12

An Interactive Movie  
of Intrigue, Espionage  
and Suspense.



## MANUAL

# COUNTDOWN

©1990 ACCESS SOFTWARE INCORPORATED

545 West 500 South

Bountiful, Utah 84010

Version 1.4



Made from Recycled Paper

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# COUNTDOWN

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## INPUT DEVICES

When Countdown is first loaded, you will be asked to select the input device. You may select from **MOUSE**, **JOYSTICK** or **KEYBOARD**.

**KEYBOARD** The keyboard has two modes of operation.

The first is used to move the **selection cursor** around the screen, and to select items from the playfield area. The second mode is used to walk the man around the screen. Toggle between the modes by pressing the **SPACE BAR**.

### IN ROOMS:

<b>F1</b> LOOK	<b>F2</b> OPEN	<b>F3</b> MOVE	<b>F4</b> GET	<b>F5</b> USE	<b>F6</b> GOTO	<b>F7</b> TALK	<b>F8</b> TASTE	<b>F9</b> TRAVEL
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### IN CONVERSATIONS:

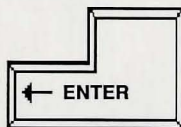
<b>F1</b> HELP	<b>F2</b> HASSLE	<b>F3</b> PLEASANT	<b>F4</b> BLUFF	<b>F5</b> ASK ABOUT	<b>F6</b> OFFER	<b>F7</b> LEAVE
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INVENTORY



FILES



SELECT (KEYBOARD CONTROLS)



TOGGLE KEYBOARD MODE (KEYBOARD CONTROL)

MOVE CURSOR UP (KEYBOARD)  
MOVE PLAYER UP



LEFT



RIGHT



DOWN

**JOYSTICK** The joystick is used to move the **selection cursor** around and to select items from the playfield. Button #1 is used to select an item.

**MOUSE** The mouse driver must be installed before running Countdown. The mouse is used to move the **selection cursor** around and to select items from the playfield. The left button is used to select an item.

**NOTE:** When JOYSTICK or MOUSE is selected, the cursor and function keys are active.

**MOVING THE MAN** To move the man, either click on the floor where you want the man to go, or use the cursor keys on the keyboard.

## SOUND

At start up, Countdown will ask for the type of sound board to use. Select from; RealSound™, AdLib™, IBM® PS/2™ Speech Adapter, SoundBlaster™, COVOX Sound Master™ or No Sound. If you do not have a sound board, select RealSound™.

### REALSOUND™

RealSound™ is a patent protected technological breakthrough that allows your MS DOS computer to play high quality digitized sounds such as speech, music and sound effects without adding any hardware. All the sounds in this game are produced with RealSound™. The sound you hear is dependant on two main factors:

**1. SPEAKER SIZE AND PLACEMENT** – MS DOS computer manufacturers have always felt that high quality digitized sound was impossible, and therefore have never paid much attention to the speaker. The volume and quality of the sound you hear will be affected by the location and size of the speaker and by the speaker enclosure.

**2. CPU SPEED** – Computers with clock speeds greater than 6 MHz (such as Turbo) will tend to have slightly higher quality sound than slower machines.

When sound is playing, a fixed portion of the CPU time is being used to manipulate the speaker. On slower machines (8088 with 6 MHz clock or slower), Realsound cannot be played because of the CPU time required. On machines slower than 6 MHz you must play with the sound off or with the SoundBlaster™ board.

## SOUND BLASTER™

Countdown utilizes the SoundBlaster™ digital sound processor (DSP). Because the sound blaster card can be configured to several different I/O ports and interrupt numbers, some additional information is requested when selecting the SoundBlaster™ card. The SoundBlaster™ uses the default port of 220h and the default interrupt of #3. If you did not reconfigure the SoundBlaster™ card when you installed it, select the defaults. If you don't remember whether you changed the card, try the defaults. If Countdown responds with a "**Sound board not found**" message, try a different port number. If Countdown plays a sound but never plays another, try a different interrupt number.

**NOTE:** SoundBlaster™ will play sounds on computers running slower than 6MHz.

## MSOUND™

Countdown assumes that you have installed the Msound™ System in LPT1. You must have Msound™ plugged into the first printer port for Countdown to recognize it.

## OTHER CARDS

AdLib™, IBM® PS/2™ Speech Adapter and COVOX Sound Master™ will play digital sound as long as the computer has a speed greater than 6 MHz.

Msound is a Registered Trademark of Msound International.

SOUNDBLASTER is a Registered Trademark of Creative Labs Ltd.

IBM and PS/2 are Registered Trademarks of International Business Machines Corp.

AdLib is a Registered Trademark of AdLib Incorporated.

COVOX Sound Master is a Registered Trademark of COVOX Incorporated.

## HARD DISK INSTALLATION

Countdown comes with an automatic installation program.

### To Install Countdown:

Boot computer as you normally would. Insert disk #1 in the drive you wish to install from. Type the drive letter followed by a colon(:) and press enter. (e.g. A: [ENTER]).

Type INSTALL and press enter. (e.g. INSTALL [ENTER])

Follow the on screen instructions.

## RUNNING COUNTDOWN

**Note:** Make a backup copy of the original disks before you begin. See your DOS manual for instructions on making the backups.

**Floppy Disk** Boot computer as you normally would. If you haven't formatted a data disk, do it now. You must have a formatted disk ready to save your games on before you start Countdown. (See DOS Manual for instructions on formatting a disk). Insert Countdown Disk #1 into the drive you wish to play from. Type the letter of the drive followed by a colon(:) and press enter (e.g. A: [ENTER]). Type COUNT and press enter.

**Hard Disk** Boot computer as you normally would. Switch to the drive which contains Countdown by typing the drive letter followed by a colon(:) and press enter. (e.g. C: [ENTER]). Switch to the directory which contains Countdown by typing CD\ followed by the directory name and press enter. (e.g. CD \Count [ENTER]). Type COUNT and press enter.

## OVERVIEW

Countdown is an interactive movie of intrigue, espionage and suspense. You are an American intelligence officer stationed in Istanbul. One morning you wake up in the Sanctuary; a government subsidized asylum for people who know too much. Worse yet, you have no memory of what happened to you or why you're there...

### WHO'S TALKING?

In this interactive movie there are two basic levels of narration. The first level uses the pronoun "I", as if the character is narrating his own story. The second level uses the pronoun "you", and is reserved for the room search sequences. This gives more of a feel that "you're actually there" and the usual "Adventure Game Ghost" is talking to you and analyzing your commands.

### WHAT'S YOUR GOAL?

That is a mystery at this point, because you've got amnesia. You must piece together what was going on before you were put in the hospital by searching locations and thoroughly questioning the characters you meet along the way. **THE MORE THOROUGH YOU ARE, THE MORE CLEARLY YOU WILL UNDERSTAND THE STORY AND YOUR GOAL.** Time is important, but don't try to rush through. Something nasty will happen if you do not complete your task within a reasonable time limit. Something very nasty...

You have 96 hours starting 12:00 am Wed. Oct. 7. You have until Sat. Oct. 10 at midnight to solve the game.

## GETTING STARTED

### LOCATION SEARCHES



Locations you'll visit contain clues, objects, money, messages, etc. Some objects are hidden and you must search carefully to find them. Again, be thorough. LOOK at everything, and unless you sense danger, you should also try to MOVE and OPEN everything.

Occasionally you will trigger short animated sequences over which you have no control. These are memory flashbacks of the main character which, in part, explain how you got into your present predicament. Sit back and enjoy them.

- 1- **Score and Time** This line displays your current score and the date and time. The date and time are in "game" time and don't reflect the actual time.
- 2- **Playfield** This is the area of the screen in which the action takes place. It is a "camera eye view" of what is happening. If you wish to manipulate an object, this is where you will find it.
- 3- **Actions** These key words are used to build a command line. The actions are used to manipulate objects from the playfield and your inventory.
- 4- **Command Line** This is where the actions and objects are put together before execution. To build a command line, first select an action, then select an object from the playfield. (e.g., select 'LOOK' and then select the 'DOOR' from the playfield.)  
**Executing the command line:** To execute the command line after it has been built, select the same action, or the same object, or select the command line. If you wish to cancel the command line, select a different action if an object is selected or select the same action if an object is not selected. To select a different object, simply select a different object from the playfield.
- 5- **Message Area** The results of executing the command line are displayed in this area. (e.g., execute 'LOOK DOOR' would say 'A SECURITY DOOR BOLTED FROM THE OUTSIDE.')



## COMMAND ACTIONS

**LOOK** Allows you to examine an object closely

**OPEN** Allows you to open an object.

**MOVE** Moving an object allows you to examine the area below and around an object, or activate it.

**GET** This function adds items to your inventory. While searching rooms you will find things that may be useful in other places. For example, a key found in one room may open a drawer in another room. GET everything you can. If there is no use for an item, Countdown won't let you get it.

**USE** This command allows you to pull an item from your inventory to use in the room.

Example: USE screwdriver ON door.

**GO TO** This command allows you to pass from one location to another. For example, if you are searching a room and want to leave, select GO TO and click on a doorway, window etc. to go through it.

**TALK** This command allows you speak with relevant characters in the game. To use, select TALK and then move the cursor to the person you wish to speak with. For a more detailed explanation, see "Talking to Characters".

**TASTE** This allows you to taste an object for any relevant information.

**TRAVEL** This command takes you to the travel screen and allows you to go to a new destination. This will only work if you are free to come and go as you choose.

## INVENTORY

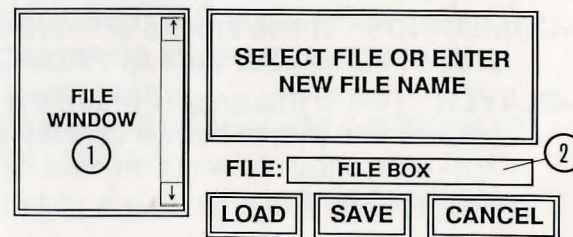
As you proceed through the game you will encounter objects you wish to pick up and take with you. To take an object select 'GET' from the actions and select the object you wish to take from the playfield. The item will be automatically entered into your inventory. To see your inventory press the 'I' key or select the 'USE' action. As objects are used during the game and are no longer needed, they will be removed from the inventory.

## LOADING AND SAVING GAMES

Because of the nature of Countdown, it is recommended that you save your game often. Save your game when you have made significant progress or when you think you may encounter a potentially dangerous situation.

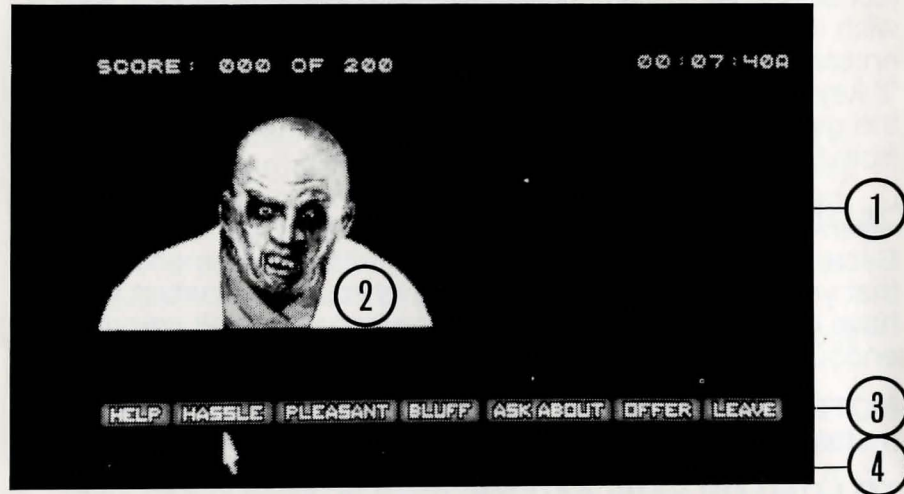
**NOTE:** If playing from floppy disk, you must have a formatted data disk to save games on.

**TO LOAD OR SAVE A GAME**, press 'F' when in a room or when talking to a character. Select a name by either clicking on the file box (2) and typing a name (8 character maximum), or by selecting an existing name from the file window (1). Select LOAD to load the game or select **SAVE** to save the game. If the game that you are attempting to save exists, you will be asked to verify the save. Countdown will keep track of 85 saved games. if you wish to save more, try saving over an old game or deleting some games from the directory or data disk.



## TALKING TO CHARACTERS

Talking to characters will fill you in on the story line and/or provide items you need to continue play.



**1-CHARACTER RESPONSE** This is the area that displays the character's responses.

**2-CHARACTER** This is where the image of the character you are talking to is displayed. The characters' facial expressions will change as they respond to your questions.

**3-COMMANDS** These are the different ways you can approach a character (see **APPROACH KEYS**).

**4-PLAYER** Text in this area is where the player's text is displayed. The player always initiates the conversation. This area should always be read before the character response area.

## APPROACH KEYS

### USING THE APPROACH KEYS

The first four commands represent your tone and manner when you talk to a character.

**HELP** This is a sincere effort on your part to get the character to aid you. It could even be considered a plea to get information. You're relying on their kindness and humanity.

**HASSLE** If you think the character can be intimidated or if you want to display anger; use this approach.

**PLEASANT** This approach allows you to use small talk or flattery to induce the character into helping you.

**BLUFF** When using this approach, you pretend to be someone you're not or promise something you can't deliver in an attempt to persuade the character to your side.

Use the approach keys in combination with each other to obtain background information on the characters and their relationship to other important characters and topics in the game. There are numerous combinations to use to obtain information. For example:

For your first approach you might press **HELP**.

On the second approach **PLEASANT**.

On the third maybe **HELP** again, and so on until the character no longer responds to that line of questioning.

More questions may be asked by selecting a different sequence of approaches such as:

**HELP** followed by **HASSLE** then **HASSLE** then **BLUFF**.

Any number of combinations are available. Always try the **APPROACH** keys before going to **ASK ABOUT**.

Some characters will not allow you to go to **ASK ABOUT** or **OFFER** until you have established a relationship with them. Use the **APPROACH** keys to build that relationship. Once they trust you, you'll be able to go to **ASK ABOUT** and get specific information.

**ASK ABOUT** This key allows you to ask characters about important subjects you have discovered during play. All important names you have picked up during the game are stored here automatically. Although you don't have to write names down, it's helpful to keep notes on who the characters are and their relationship to others in the game. Always ask about every name on the list. If you have asked a character about a certain topic, the topic name on the screen will turn blue.

**OFFER** This command takes you to your inventory and allows you to trade items or cash for clues.

**CASH** Many times a character is willing to sell you something important. Offer **CASH** to the character and see if they have anything that might be useful.

**TO OFFER CASH** You will have to find some first. Go to **OFFER** and select **CASH** from your inventory. To increase or decrease your offer amount, select the left or right arrow. When ready to offer, select **OFFER**.

**LEAVE** If you have no more questions, select this option.

#### ● PLAYING TIP

Always use the approach keys first and try different combinations to obtain as much data from the characters as you can. You never know when they might drop an important clue. Always be thorough when questioning in **ASK ABOUT**.

## USING THE CAD (Computer Access Device)

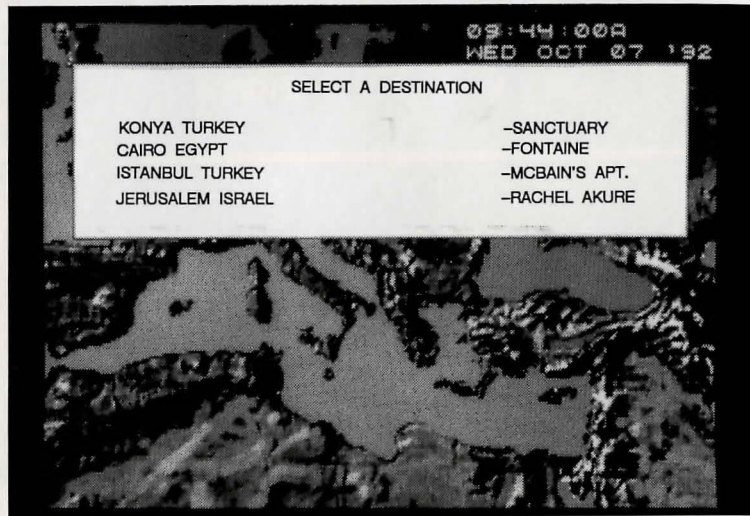


You will find the **CAD** after leaving the sanctuary. This all purpose device allows you to access the main CIA computer in Langley, Virginia through satellite uplink. You can obtain background information on characters and analyze certain items you may find along the way. Analyze objects carefully, some clues will only show when enhanced to a certain point. Other characters can also send you messages that will be stored in E-MAIL. You will be notified at the **TRAVEL SCREEN** if you have E-MAIL waiting.

#### ● PLAYING TIP

The **CAD** is an important tool. Read E-Mail messages when they come in. If you are stuck, try analyzing the objects you have picked up. If you add a new name to your ask about list, go to research and see if any information on the character/subject is available.

## TRAVEL SCREEN



The travel screen allows you to select a new destination. Destinations are automatically added to the list when they are discovered in the game. If you come to the travel screen and no new locations are shown, you may have missed a clue along the way.

You can travel by train or by air. Travel by train is less expensive, but takes longer. If you have found the **CAD**, you can use it at the travel screen by selecting "**USE THE CAD SYSTEM**".

**NOTE:** Travel is only available at certain times. For example, you can't travel from your room at the sanctuary because you are a prisoner.

## GAME TIPS

- When searching rooms, be sure to **LOOK** at everything (many of the objects are small and obscure). You should also attempt to **MOVE** and **OPEN** everything unless you sense danger.
- **GET** everything you can. Odds are, at some point the objects will serve some purpose.

## PROTECT YOURSELF - SAVE OFTEN

- Due to the dangerous nature of this game, you will want to save your game often. **SAVE YOUR GAME** after you have made important progress or encounter a potentially dangerous situation.
- Play with a friend. You may find it helpful and more fun to play with two heads instead of one.
- Playing with the room lights turned down will make the graphics appear more vivid and will add to your enjoyment of the game.
- While the game keeps track of important names and locations, make a list of the relationship these subjects have to your character.
- If you want to speed up game play, order a hint book from ACCESS SOFTWARE at (800) 800-4880.

**QUITTING COUNTDOWN** If you wish to leave Countdown and return to DOS, you may do so by pressing CTRL- C at any time.

**IF YOU CAN'T FINISH**

If you've tried everything you can think of and still can't finish, we understand. Everyone gets brain lock occasionally. Call us at **(801) 298-9077** during regular business hours (8:00 AM to 5:00 PM Mountain Time). We promise that your identity will remain anonymous.

**IF THE PROGRAM FAILS TO LOAD OR OPERATE PROPERLY****Try the following:**

- A. Remove the program disk, turn off the computer and try again.
  
- B. Remove all memory resident programs.  
COUNTDOWN REQUIRES 640k of memory to operate.
  
- C. If you're still unsuccessful, call us at **(801) 298-9077**

**INTRODUCTORY TIPS for BEGINNERS**

If you are an experienced interactive game player, skip this section. If you are a beginner or if you are having trouble getting started, here are some hints that might help.

There is a clip board attached to the rail of your bed, LOOK at the clip board.

There is a bug on the wall by the door. LOOK at the bug on the wall.

LOOK at the cup on the floor by the sink. Could this be useful? If so, then GET the cup.

LOOK at the window. Does the message say something that could be peculiar about the window.

TALK to the guard. He may know something that could be useful. Perhaps you could OFFER him something. When you TALK to the guard use the approach keys and try the following combinations:

HELP-HELP-HELP-HASSLE

HELP-PLEASANT-PLEASANT

PLEASANT-PLEASANT-PLEASANT-PLEASANT

PLEASANT-PLEASANT-HASSLE.

After you have used these approach keys go to ASK ABOUT.

## REPLACEMENT PARTS

During the first 90 days that you own Countdown, we will replace a bad disk, or other component that has a defect in the materials or workmanship (Meaning that it was our fault). Simply call (800) 800-4880 and explain the problem. We'll have you return the defective merchandise to us and we will repair or replace it and ship it back to you. If you lose or damage any of the components or if the 90 day warranty has expired, you can obtain replacement parts for a nominal charge.

## LIMITED WARRANTY

Access Software, Inc. warrants for a period of ninety (90) days from the date of purchase that, under normal use, the magnetic media upon which this program is recorded and accompanying hardware will not be defective; that, under normal use and without unauthorized modification, the program substantially conforms to the accompanying specifications and any Access authorized advertising material; and that the user documentation is substantially complete and contains the information Access deems necessary to use the program. If, during the ninety (90) day period a demonstrable defect in the program, documentation or accompanying hardware should appear, you may return the product to Access for repair or replacement at Access' option. Following the initial ninety day warranty period, defective media or hardware will be replaced for a replacement fee which is determined by what is defective. Defective product should be returned to: Access Software, Inc., 545 West 500 South, Suite 130, Bountiful, Utah 84010, (801) 298-9077.

This warranty is in lieu of all other warranties, whether oral or written, express of implied warranties, including implied warranties of merchantability and fitness for a particular purpose, and limited in duration to ninety days from the date of purchase. Access shall not be liable for incidental or consequential damages for the breach of an express or implied warranty.

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