Inspired by the Jules Verne Classic

RETURN TO
MYSTERIOUS
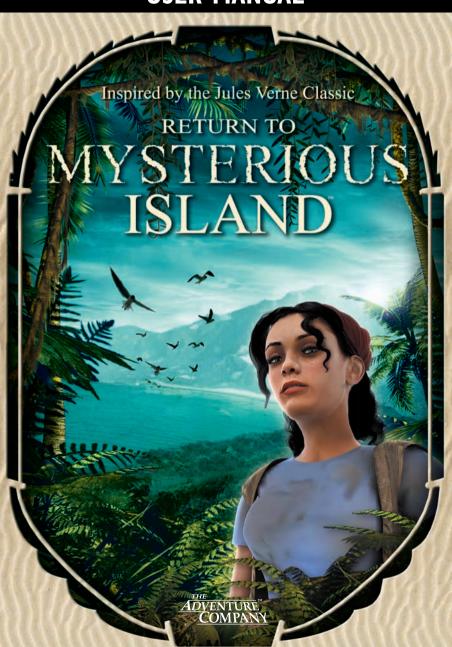# ISLAND™

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

• Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
• Play video games on a small screen (preferably).
• Avoid playing if you are tired.
• Make sure that the room in which you are playing is well lit.
• Rest for a period of 10 to 15 minutes for every hour you play a video game.

RETURN TO MYSTERIOUS ISLAND

Return to Mysterious Island is an adventure game inspired by the famous novel by Jules Verne. The game's rich background often allows you to solve a problem in several different ways. Therefore, there is more than one way to finish the game. Keep this point in mind when playing. Also note that you do not have to complete every problem in order to finish the game, as it contains shortcuts. However, the more problems you solve, the more bonus points you will win, which will enable you to unlock "goodies" in the game.

System Requirements

Minimum:
OS: Windows® 98SE/ME/2000/XP
CPU: 800 MHz Pentium® III
RAM: 64 MB
CD-ROM/DVD-ROM: 16X Speed
Free Hard Disk Space: 1.0 GB
Video: 64 MB DirectX® 9.0 Compliant Video Card
Sound: DirectX® 9.0 Compatible
Input: Keyboard and Mouse

Recommended :
OS: Windows® XP
CPU: 1 GHz Pentium® 4
RAM: 128 MB
Free Hard Disk Space: 1.0 GB
CD-ROM/DVD-ROM: 24X Speed
Video: 64 MB DirectX® 9.0 Compliant Video Card
Sound: DirectX® 9.0 Compatible
Input: Keyboard and Mouse

Subtitle Option Available

Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert Return to Mysterious Island CD1 into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:
a) At the Windows desktop, click on 'Start.'
b) Select 'Run' and type the letter of your CD-ROM drive and Install.exe (i.e.: D:\Install.exe)

 Or

a) Double-click on 'My Computer.'
b) Right-click on the CD-ROM drive with Return to Mysterious Island CD1 and select 'Open' to access the contents of the CD.
c) Double-click on the 'Install.exe' file to launch the installation.

3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.

5. To launch the game, from the Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Return to Mysterious Island -> Return to Mysterious Island

Uninstall Instructions

To uninstall Return to Mysterious Island, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Return to Mysterious Island -> Delete Return to Mysterious Island

Main Menu

During the game, press the 'ESC' key to access the Main Menu.

At the Main Menu you may access the following items, indicated by a description when you scroll over the icon:

New Game: Start a new game
Load: Load a previously saved game
Picture Gallery: View images from the many locations in the game
Credits: View the list of the people who worked on this game
Options: Customize the video and sound settings and turn Subtitles on or off
Exit: Quit out of the game

Cursor Explanations

Neutral Cursor: Indicates that no action is possible

Directional Cursor: Indicates that you may move in that direction

Action Cursor: Indicates that an action is possible in this location; you may interact with this item as in a puzzle, or that you need an inventory item to use in this area of gameplay.

Barred Cursor: Indicates that an action is possible at this location, but not at this time.

Collect Cursor: Indicates that you many collect this item into inventory.

Health Bars

At the beginning of the game, Mina's health will be indicated on the health bar on the bottom left of the gameplay screen, and also in the Inventory menu. Later in the game, you will befriend a young monkey named Jep. When you first find him, he will need to be nursed back to health. His health bar will reside on the bottom left of the gameplay screen, and will also appear on the Inventory menu.

Timed Sequences

There are times during the game where an action must occur within a certain period of time. This will be indicated by a bar at the top of the gameplay screen. As the bar moves to the left, it means that you are successful in your attempts. When the green bar disappears completely you have completed the actions.

Inventory Menu

The Inventory menu serves many functions. Access the Inventory Menu by clicking the right mouse button.

Inventory Items:

During the game you will collect numerous items which will be stored in the Inventory Menu.

During gameplay, when an item can be collected, left mouse click on the item – it will automatically be deposited in the transit area of the Inventory Menu. You will know it has been collected by an image of the item in the top right corner of the gameplay screen, and a message on the bottom of the gameplay screen.

Transit Area:

When you collect an inventory item, you do not have to visit the Inventory Menu to deposit it. The collected items will reside in the Transit Area until you click consecutively on each of them to put them in empty inventory slots. You can also use the 'Auto' button in order to move automatically all items to inventory slots. If you have collected more items than one tab can hold, then click on the next tab and click 'Auto' again to deposit the items into slots.

It is from the Inventory Menu that you will be able to select the inventory item you wish to use during gameplay. Click the right mouse button to access the Inventory and select the item you wish to use from the inventory items by left clicking the cursor on that select item. When you scroll the cursor over the various inventory items, the name of the item is displayed. Once selected, the inventory item will become your cursor. Right mouse click to return to the game or left click on the 'X' on the bottom right of the Inventory Screen. The item will remain active indicated by its image on the top left of the gameplay screen.

To replace an item into inventory, right click and you will access the Inventory Menu with the item as the cursor. Place it back into inventory into an empty slot.

Combining Inventory Items:

There will be times during the game when several inventory items will need to be combined to create new item or tool. To accomplish this, left click on the first inventory item (i.e. the flint) and then drag it onto the other inventory item you wish to combine it with (i.e. the rock). They will combine creating a new inventory item (i.e. the spark) in the 'Assembly Area.' If the items are not meant to be combined, they will not combine.

Some combined items can be dismantled. These ones are indicated by a small wrench icon on the bottom of their icon.

Separating Combined Items:

There will be times during the game when a combined item that can be dismantled is no longer needed but the individual pieces can still be useful. To separate such an item, indicated by a small wrench icon on the bottom of the item, left click on the item from the inventory slot and drag it onto the wrench on the left of the Inventory Menu to the 'Dismantling Area.' The individual items will show in the box to the right and then will move to the Auto area. Click on Auto to deposit these individual items into inventory slots.

Menu:

On the upper left of the Inventory Menu, is the 'Menu' button. Click on this to access the 'In-game Menu,' save your game, load a saved game, change the in-game options, return to gameplay or to quit out of the game.

Phone:

Right below the Menu button is the 'Phone' button. During the game you will have to find a way to power your phone. When you have managed to do so, (by creating a battery perhaps?) you will be able to fully use the GPS, receive News features and access the Encyclopedia. The Encyclopedia will provide useful information that you may require during the game.

Objectives:

On the bottom is the 'Objectives' button. Click on this button to access a journal which is automatically updated as the adventure progresses.

Jep:

During the adventure, you will befriend a young monkey named Jep. He will be very helpful to you as he can climb to places you cannot. You can, therefore, combine him with inventory items. He has a special spot on the Inventory Menu and does not sit in a regular inventory slot.

Saving Your Game

Click the ESC Key to access the In-Game Menu.

You can also click the right mouse button to access the Inventory Menu. Click the Menu button on the top left to access the 'In-game Menu.'

Click on the 'Save game' button to save your game. You will be asked to confirm. You will then return to the 'In-game Menu.' Select 'Resume game' and you will be returned to gameplay.

Please Note: As Return to Mysterious Island is a challenging game, we recommend that you save your game often!

Loading a Saved Game

Click the ESC Key to access the In-Game Menu.

You can also click the right mouse button to access the Inventory Menu. Click the Menu button on the top left to access the 'In-game Menu.'

Click on the 'Load game' button to access the saved games. Select which game you wish to load indicated by an image of that game location and the date and time when it was saved. You will be asked to confirm. You will then be taken to that area of gameplay.

To return to the current game without loading a new game, click on the 'x' icon on the bottom right of the screen.

Exit Out of the Game

Click the right mouse button to access the Inventory Menu. From this menu, select the Exit button to leave the game.

First Five Minutes of Gameplay

When the game begins, you find yourself alone on a deserted beach. Right-click to open your Inventory Menu and press the 'Phone' button on the upper left corner. The batteries are dead. There is no way to send out an SOS… You are weak and hungry. Your first task is to find something to help you regain your strength.

There are some birds on a shallow rock wall. Turn to the right and approach the rock wall. Who is THAT? Hello?? Strange… you must be seeing things…

Click on the lower of the two nests to scatter the birds and collect the eggs. Eating them raw is out of the question so you will need to collect things to make a fire. Look at the ground. There is a rusty key that looks like a nail. Someone must have been on this island before you. Pick up the key. It will automatically go into the Inventory Menu.

Turn to the left. Go towards the opening to the next area of the beach. Just before the opening, on the ground, is some seaweed. Collect this into inventory. On the left, just before the opening, there is another rock wall. If you pass the cursor over the wall, you will see that there are 4 oysters clinging to the wall. Collect each one into inventory.

There is a fish swimming in a little pool here as well. He sure looks delicious, but you have nothing to catch him with so, for now, go through the rock opening into the next beach area.

As you enter this area, you see a large turtle covering something up with sand and crawling away. Look to the left beside you. Click to reveal a chest buried in the sand! Someone HAS been on this island. Pick up the eggs in front of the chest. Select the rusty key from inventory and use it on the chest. Ah… look at this! A telescope and coins! Collect both into inventory.

Turn to the right and continue down the beach. Click on the sand here and you will find more turtle eggs. Collect these into inventory as well.

Turn right and walk into the small grove of palm trees. Pick up the coconuts that have fallen. Oh, how to open these to drink the milk and eat the flesh… Collect the palm leaf into inventory.

There are two crabs dining on a dead porcupine. Cooked, these two crabs would make a delicious meal… Click on them when they both have their backs turned, eating, or else they will pinch you! Ouch! Once both are collected, collect the porcupine into inventory as well.

Leave this beach area and return to where you started from. Turn left and walk up the path between the rock walls. What is that strange noise and vibration? Oh, it stopped…

Along the path, collect the broken metal plaque and the worms into inventory. At the top you will encounter a fence made out of logs. You are too weak to move it. To the left of this fence is a forked stick. Collect it into inventory. On the post there as well is 'amadou,' a fungus that would make wonderful kindling.

Walk down the pathway to the beach again and at the bottom, on the right you will see a small alcove in the rock. Enter this area. Here you will see a large rock and a flint. Collect both into inventory. Leave this area and approach the wreck of the hull that is half buried in the sand.

Select the rock from inventory and right-click to return to gameplay. Click on the piece of wood with the metal top on the hull and you will see the metal top break off the wood. Collect both the wood and the metal piece into inventory.

Select the rock and drag it onto the piece of metal. You will see an illustration of the piece of metal being combined into a knife. The knife and the rock will go into the Auto section. Click on Auto to deposit them into individual slots.

Next, take the flint and drag it onto the knife. A spark! Next, select the spark, the piece of wood and the amadou and you have created a fire! Select the fire from inventory, return to gameplay and use the fire on the floor in the alcove.

Now you can cook the various items you found to regain your strength to move the fence up the hill and explore the island further…

Enjoy the rest of the adventure!

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