

Down Under Dan

You are a bush pilot, Dan. A fly-boy.

You fly common cargo to and from sparsely populated settlements in the ruggedly beautiful Australian Outback. Trouble is, the mortgage on your plane is overdue - again. Hard times have reduced your payload and your paycheck. Like your Bank Manager keeps reminding you - about all you actually own is the air in the tyres... who needs a smart-ass banker?

On the last trip to a remote airstrip before heading back to the city and an appointment with financial doom, your old friend Strop tells you of rumours of huge opals being found at an Outback location within reach of your dwindling fuel reserves. This might be the lucky break you desperately need!

This is a dangerous country for the unprepared - venomous insects and animals, brutal climatic conditions, and a landscape teeming with pitfalls and traps for the unwary. Down there on the ground is not as comfortable as up there in the plane, but you need a serious cash boost, so you'd better think hard about becoming a miner!

No sweat, mate. Let's just fly out there and have a look-see at this 15-Mile Ridge place. Strop says they're just picking opals off the ground! Blue Beauties for the taking! How hard could that be?

Welcome to *The Adventures of Down Under Dan* - an interactive point-and-click graphic adventure game with full 'talkie' sound, including music, sfx and speech - thousands of lines of recorded speech, in fact. Spread over four gruelling virtual days, you must battle extreme conditions and solve complex puzzles in the quest to strike it rich and ensure your future as a bush pilot. The game uses video digitized animation over photographic backgrounds for convincingly realistic settings. You'll be amazed at the predicaments that you manage to get yourself into - and, hopefully, out of!

Scanned and compiled by Underdogs
Home of teh Underdogs
<http://www.the-underdogs.org/>

Down Under Dan

Down Under Dan

Table of Contents:

System requirements.....	2
Installation.....	2
Main Menu.....	3
Playing the Game.....	4
Mouse Controls.....	5
Help!.....	6
Technical Stuff.....	7
Technical Assistance..	8

Getting Started:

After installation is complete, change to the hard drive directory and type **GODAN** [Enter] to play the game. System hardware auto-detection takes place the first time you play, but if anything seems to be functioning incorrectly, you can run the separate **SETUP** program to correct this - just type **SETUP** [Enter].

Title Page:

Following the starting screens you will see the Title Page with a picture of Ayers Rock. Four major game choices are presented here - Start, Intro, Credits, & Help. Clicking on *Start* will commence a game (surprising, isn't it?). Clicking on *Intro* will play the introduction sequence, which in turn leads into a new game.

Credits leads to information about the authoring team.

Help activates the online manual. We strongly recommend browsing through this as many detailed controls options and game features are covered.

If you click your right mouse button on the Title Page the mouse pointer will change, cycling through the four pointer shapes plus one blank (no pointer) - these different pointers all perform different functions within the game, but as you move your mouse pointer to the top left of your screen the Main Menu is activated. Here the pointer will change to an arrow shape to allow selection of Main Menu items.

Main Menu:



Your commodious *Backpack* is the first item in the Main Menu - as you collect items during the game, they will appear here and may be selected for use. The next area shows the five *pointer shapes* - Lips, Eye, Hand, Legs, and the 4-way arrow. Most players would simply use the right mouse button to select these, or the status bar at the top of game screens, but they are also available here. (*see Page 5*) Next is the *Save/Restore Game* area - pretty self-explanatory, really. But with a game as big and dangerous as Down Under Dan you'd better learn to use this! The *Spanner* represents Configuration, and gives access to adjustment of such elements as music volume, picture detail or text speed. *Restart* is just what it says - start a new game. You will be asked to confirm - just in case your mouse-button finger was a little too quick off the mark. *Quit?* The reason for the inclusion of this button is unclear...

PLEASE DON'T MAKE ILLEGAL COPIES OF THIS SOFTWARE!

Down Under Dan was produced through the efforts of many people. Everyone along the line relies on sales of the program for their living.

Help preserve jobs by honoring the copyright of the program. Don't make illegal copies for others who have not paid for the right to use the program.

System Requirements:

Down Under Dan requires an IBM™ or 100% compatible 386 or better computer with 520k of conventional memory and 2Mb of overall memory, a VGA graphics card, a CD-ROM drive, and a hard disk with at least 5Mb free space. Although the game may be partly played with keyboard controls, a Microsoft™ compatible mouse is highly recommended. To make use of the extensive sound available, an optional Sound Blaster™ or 100% compatible sound card is also recommended.

Installation:

To play *Down Under Dan*, some parts of the CD-based game need to be installed to your hard drive, and the program's installation utility will place the necessary files there. To install the game, follow these simple instructions:

1. Place the CD in your CD drive and make that the current drive by typing your drive identifier - *i.e.* type D: [Enter]
2. Type: INSTALL [Enter]
3. Follow the instructions in the installation program.
4. *All Done?* You're now ready to play *Down Under Dan*.

Down Under Dan

Playing the Game:

As explained in the previous section, *Down Under Dan* is optimised for mouse use. Using only the keyboard is possible, but there are some parts of the game which would be extremely difficult to complete, requiring quick movement and accurate pointer placement. The arrow keys can be used in place of the mouse movement, with the spacebar for the right mouse button and the Enter key for the left mouse button. However, a mouse is far preferable, and the remainder of this manual will assume mouse use.

Hot Keys:

Whenever a control Icon is being displayed in the game, keyboard hot-keys can also be used to access important game functions. These are:

T	=	Temporary Save Game
L	=	Load Temporary Saved Game
H	=	Hints online
M or [Esc]	=	Main Menu
[Esc] - During speech	=	Bypass dialogue

Down Under Dan

The Mouse Pointer Icons:



Talk Icon - Select this icon to converse with people and animals (...animals?).



Look Icon - Select this icon to examine objects and get a description.



Hand Icon - Select this icon to touch, use, or pick up an object.



Walk Icon - Select this icon to walk to a screen location, or the next closest location accessible.

No Icon - Select this to move Dan around under direct control to explore which parts of new locations can be reached.

From time to time during gameplay the mouse pointer will disappear briefly. This occurs only after you have selected an action that involves some lengthy calculations which must be completed before control is returned to you - a safeguard against inadvertently attempting to save a game while the program has still not determined your exact position or status.

What do I do with all these Icon Thingies?:

Really.. Well, clicking your *right* mouse button cycles through the different Pointer Icons available - *e.g.* three clicks moves through three Icon shapes. Clicking with the *left* mouse button activates the currently displayed Icon shape on whatever object it points to. Where have you *been*?

Imagine you're actually in Dan's shoes - the Icons allow you to control his senses and movements to get through the game puzzles.

What's this object?:

Select an object from your backpack and try using it on Dan or another object - you'll get a description of some sort to help guide you.

Down Under Dan

Help!

I'm stuck on Day #2 - I've tried talking to everybody, taking everything, using everything, and still I can't figure what to do next!

Take an Aspirin... calm down, OK?

Actually, there are game hints available - you've been carrying them around ever since you left the plane. If you're still *in* the plane - see below.

In your backpack you'll find a Hints icon. The longer you play, the greater number of hints you are entitled to read. Don't use them unless you're really stuck - it ruins the challenge. You'll need to guess a little at which hint you want to read.

Help me to get started, at least!:

Oh, all right. But don't read this unless you really, truly, honestly are stuck, OK?.

Start the game as previously described.

- In the cockpit screen, use the Walk Icon. (Clue in the response) - too busy flying the plane? How can you fix that? Most planes have Autopilots don't they? (Don't worry if you missed this clue - there are others)
- Look at the gauges (Look Icon).
- Touch the gauges (Hand Icon). It basically tells you what to do - push the buttons in the middle.
- If you found the Eject button, enjoy your trip. You'll need to restart the game, however, as you're not quite equipped to deal with skydiving just yet.
- Find the Autopilot button and press it. Once it's on, use the Walk Icon to exit the screen. You'll now see Dan in the back of the plane, in glorious third person perspective - how you'll view most of the game.
- Have a look around. Try to get the parachute - you don't need it yet so you can't.
- Walk back to the cockpit of the plane (via the bottom of the screen).
- Hold your breath - Wham!
- Check the gauges etc. It's pretty obvious you need to get out.
- Use the Walk Icon to return to the rear of the plane, and the Hand Icon to grab the parachute and the polyethysomething.
- Try using the Hand on the crate with the big red cross - it's jammed shut.
- Well then, find your knife - Walk behind the rearmost cargo.
- Move your icon to the top right screen corner - this will bring up the backpack menu - select the knife (left-click in it's box).
- Use the knife on the crate - am I going too fast for you? You should now have 4 items in your backpack.
- BAIL OUT! Use either the button in the cockpit or the rear door of the plane.
- Now would be a good time to [S]ave your game - just in case you die (...and you probably will). If you do, you can [R]estore your game and start from here.

Down Under Dan

What's the difference between Temporary and Permanent Save Games?

You can use the [T] key to save a Temporary game at nearly any stage - it's very quick, as it does not need a name entry. You can recover that one-and-only game by using the [L] key. Remember, though, that *Down Under Dan* needs to save status information each time you use the Hints, and these will over-write your Temporary Saves.

So, every time you make an important game advance, you should resort to the permanent storage of the hard drive by accessing the Permanent Save - the [S] key to Save, or the [R] key to Restore, using a menu with saved game names.

TECHNICAL STUFF:

Don't you have a Sound Card?

Then you'll miss a lot of the fun of *Down Under Dan!* The game engine will attempt to play some sound FX through the tiny PC Speaker built into your system, but animations will freeze for the duration of the SFX, because of PC Speaker limitations. If you have no sound, select the Spanner icon from the Main Menu and set the text speed to zero - at least then all the dialogue will appear in text form.

Are you trying to run *Down Under Dan* under Windows™?

The game is not designed to run under Windows, but performs reasonably well under most circumstances. Most Windows setups use the hard drive cache utility SMARTDRV - this in fact improves the performance of the game, but remember that Windows always has first call on system timers and this will result in unexpected pauses and delays.

If Windows displays an error message when attempting to play sound you can modify your Windows SYSTEM.INI file to increase the sound buffer size. In the section headed [386Enh], modify or add the entry DmaBufferSize=xx to read DmaBufferSize=64

Can I improve the performance of the game under DOS?

Yes, you can. If you use a multiple DOS startup, choose one which uses SMARTDRV, or start it at the DOS prompt by typing: SMARTDRV [Enter] before starting *Dan*.