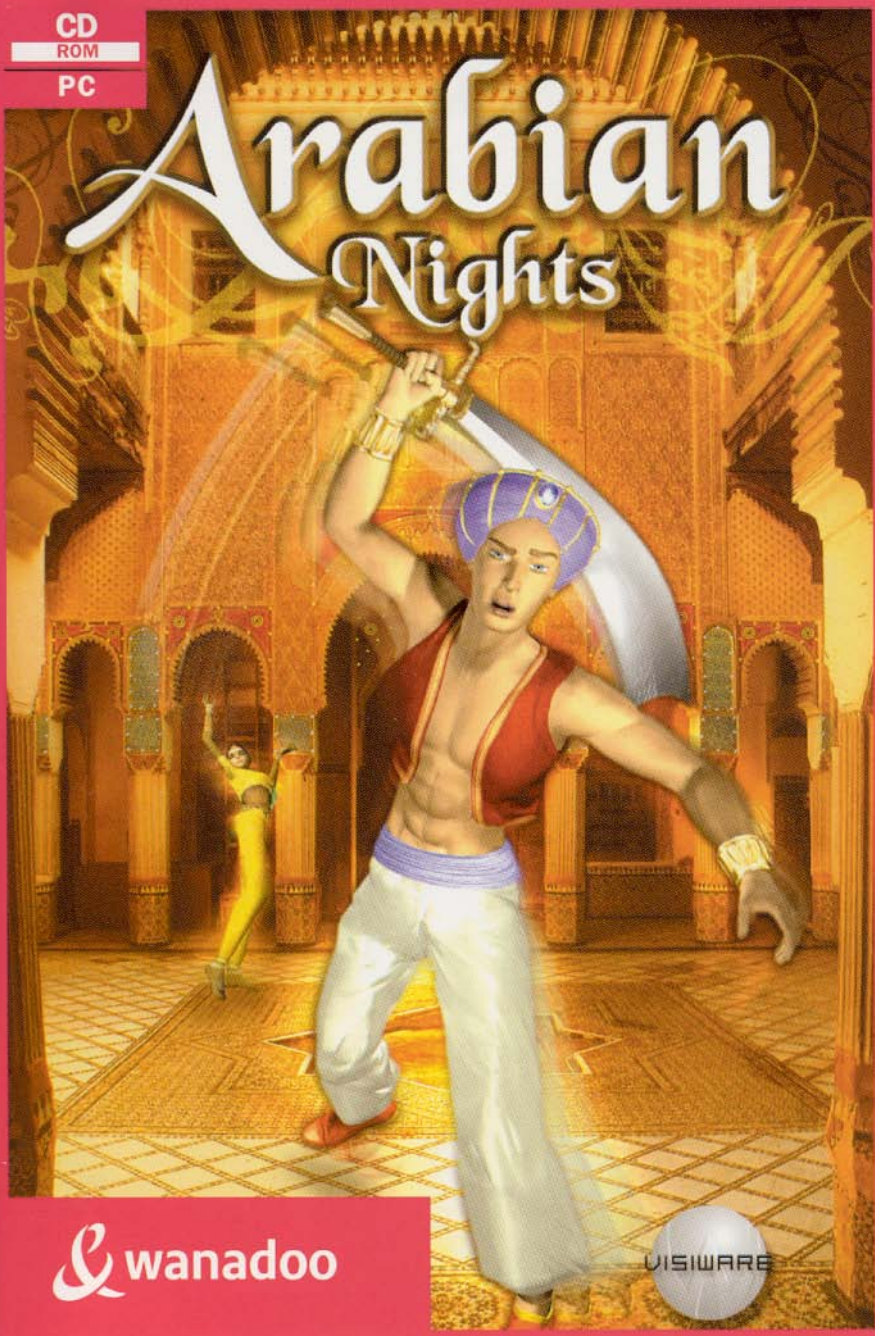
CD
ROM
PC

Arabian Nights



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VISIWARE

ENGLISH BOOKLET

WARNING TO OWNERS OF WIDE SCREEN PROJECTION TV'S

Fixed or stationary images can do irreversible damage to the cathode tube of your TV by
marking definitively with luminophores. This is the reasons we recommend that you avoid using video games repeatedly or for extended periods of time on wide screen projection TVs.

WARNING ON EPILEPSY

Read before a video game is used by you or your child.
Certain people may suffer from epileptic fits or lose consciousness after viewing certain types of blinking lights or light sources in our daily environment. These people are exposed to fits when the watch certain televised images or when they play certain video games. These phenomena may appear even if the subject has no such medical history or has never suffered from an epileptic fit beforehand.
If you or a member of your family has already suffered from symptoms linked to epilepsy (fit or loss of consciousness) in the presence of luminous stimulation, please consult your physician before use.
We recommend that parents be attentive to their children when playing video games. If you or your child show the following symptoms: dizziness, vision problems, contraction of the eyes or muscles, loss of consciousness, orientation problems, involuntary movements or convulsion, stop playing immediately and consult a physician.

Precautions to be taken in every case when using a video game.
Do not stay too close to the screen. Play at a good distance from the television screen and as far as allowed by the connection cable.
Use video games preferably on small size screens.
Avoid playing if you are tired or if you lack sleep.
Make sure that you are playing in a well-lighted room.
When playing, take a ten to fifteen minute break every hour.

MINIMUM SYSTEM REQUIREMENTS

Pentium II 233Mhz (300 Mhz recommended)
Windows™ 95 or 98 or Millennium Edition
DirectX™ 7 (or higher)
64Mb RAM
Graphics Card 8Mb (16Mb recommended)
Sound Card 100% Soundblaster™ compatible

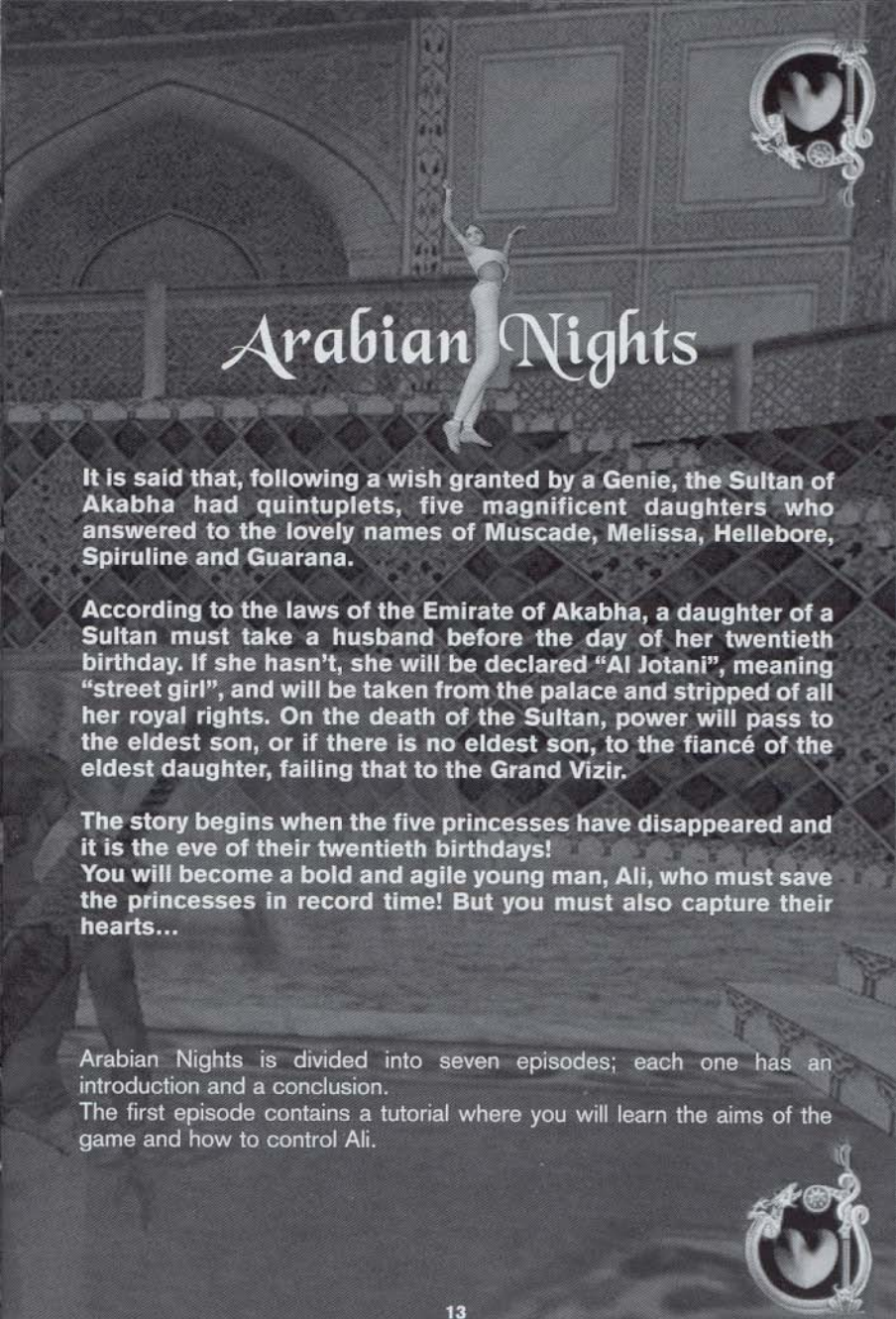
INSTALLATION

If Autorun is enabled, the Install program will start when the CD has been inserted into the CD-ROM drive. If not, double click on the icon referring to your CD-ROM drive and then double click on _SETUP.EXE. Once the game is installed, if DirectX™7 or higher has already been installed, you may start the game immediately. However, if you have DirectX™6.1 or lower, you must install DirectX™7.0a, which is located in the DIRECTX folder, before starting the game. Simply double click on the file DIRECTX7A.EXE and follow the instructions. You will also find a file in this folder called DIRECTX8.EXE, but you are strongly advised to install this file only if your graphics card drivers are compatible with DirectX 8.0a.

GAME CONFIGURATION

Once the game is installed, a shortcut will be added to your desktop. When you click on it, a window will appear offering you different settings:

- **Keyboard:** Choose your keyboard setting according to the type you have (check the order of the first six letters on your keyboard): AZERTY / QWERTY / QWERTZU.
- **Sound:** play with or without sound: 16 bit stereo / no sound
- **CD:** select the speed which best matches that of you CD-ROM drive.
- **Graphics Accelerator:** select the resolution of your graphics card: Direct 3D / 3dfx Glide (Direct 3D advised)
- **Reinstall / Uninstall:** manage the installing and uninstalling of the game on your computer.
- **Save Setting:** click on this button once you have selected your different setting options. You will then be able to restart the game with your chosen settings the next time you play.
- **Quit:** close the program and return to Windows.
- **Play:** Click here to begin Arabian Nights.



Arabian Nights

It is said that, following a wish granted by a Genie, the Sultan of Akabha had quintuplets, five magnificent daughters who answered to the lovely names of Muscade, Melissa, Hellebore, Spiruline and Guarana.

According to the laws of the Emirate of Akabha, a daughter of a Sultan must take a husband before the day of her twentieth birthday. If she hasn't, she will be declared "Al Jotani", meaning "street girl", and will be taken from the palace and stripped of all her royal rights. On the death of the Sultan, power will pass to the eldest son, or if there is no eldest son, to the fiancé of the eldest daughter, failing that to the Grand Vizir.

The story begins when the five princesses have disappeared and it is the eve of their twentieth birthdays!
You will become a bold and agile young man, Ali, who must save the princesses in record time! But you must also capture their hearts...

Arabian Nights is divided into seven episodes; each one has an introduction and a conclusion.
The first episode contains a tutorial where you will learn the aims of the game and how to control Ali.

MENU

NEW GAME: start a new game from episode 1.

LOAD GAME:

Saved Games: retrieve the saves you've made during the course of the game. Save no. zero corresponds to your most recent save (F5).

Load Episode:

- "Your Saves", relates to automatic saves made when moving from one episode to another. These saves recall the state of your inventory (Weapons, Spells, Potions...).
- "Default Saves": start off from the beginning of any episode with a default inventory.

OPTIONS :

Interface:

- Reassign keys: adapt the character to your own playing style.
- Mouse speed: adjust the reaction speed of your mouse.

Mouse :

- Normal: position your mouse pointer from the bottom up.
- Reverse: the position of your pointer will be the other way round..

Graphics Options :

- Resolution: change your display resolution in order to adapt to your machine's performance.
- Lighting Controls: adjust the brightness of your display.
- Shading: increase flexibility, according to your computers performance.
  -No Shade: no shading displayed.
  -Simple: minimal display of game shading.
  -Complex: displays all the games shading.

Sound Options: balance out the volume levels of the different sound sources of the game.

- Music Volume.
- Speech Volume.
- Effects Volume.

Level of Difficulty : adjust the level of the aggressiveness of opponents.

- Easy
- Normal
- Difficult
- Very Difficult.

CREDIT : see the contributors to the production of the game.

VIDEO CLIPS : the cinematic scenes you see in the "Fountain of Dreams" are automatically saved and can be reviewed thanks to this menu option.

THE INTERFACE

- Life

To the left of the screen, the heart shows your life level. You can get more life by either drinking from a small phial of life or by eating the food that you will have collected and stored in the inventory.

- Magic

To the right of your screen, the circle shows your magic level. You can get more magic by drinking from a small phial of magic which you will have collected and stored in the inventory.

INVENTORY

Call up the inventory by pressing the TAB key. Use the keys B – next object and V – previous object to select the object you want to use, then confirm with the RETURN key – use object, or quit the inventory with the TAB key. If you want to look at or change these keys, go back to the main menu using the ESC key, then select OPTIONS and INTERFACE.

ALI

Ali is a young, agile man, bestowed with magical powers, and provided with different weapons. He is supposed to protect the Princesses: so, if you attack them, you will be immediately struck down; should you kiss them, they will be teleported to the Sultan's chamber, so that he may marry you.

Ali can jump (spins and dangerous jumps), climb up sheer walls, climb and get down vertical ropes, as well as ladders, walk along cliff-like edges, walk on a horizontal rope or a straight wooden beam and move around above like a tight-rope walker.

WEAPONS

- Sword

You begin with a normal scimitar. Afterwards, in the course of the game, you can pick up a more powerful sword.

As you go along fighting, you will gain experience in weapon handling, which will allow you to learn new shots: quick, high shot, a powerful high shot, low shot, parry. As you go along fighting, you will gain experience in weapons handling, which will allow you to learn new shots with a weapons master. These new forms of attack will link up with the basic shots. You must pay the towns weapons master for having taught you them. They will only be mastered if you manage to beat the weapons master in single combat.

- Weapons you can hurl

Use the keys Hurl Knife or Hurl Bomb. The longer the key is held, the stronger the throw will be: this can by seen by an icon located on the bottom left of your screen, above the life meter. While you are preparing to hurl, a small sight, a cross, will let you home in on the target. Simply release the key to see the weapon fly and usually hit the target. Warning, these weapons are affected by gravity which means they will gradually fall to the ground during their flight. Therefore it will be difficult to hit distant targets...

MAGIC

The casting of spells depends on your ability to collect magic rings. At the start of your adventure you will have only the ball of fire. But quickly, and by looking well, you should become a sorcerer with devastating powers. The more you cast spells, the more your reserves of magic will weaken. Know how to use them to good effect...magic spells are used in the same way as the weapons you hurl. The longer you hold back the casting of the spell, the greater will be the damage caused. What's more, following this you will need to keep the key pressed longer to be able to access the next spells within your ring. Unlike the weapons you hurl, magic spells are not subject to gravity and will continue through the air until reaching their target.

With your magic flute you may also send other specific types of spells: bringing back from the dead, make a rope stand up, charm snakes...but you must find different musical scores to be able to play the pieces relating to each of these spells.

Thanks to your magic flute, you will also be able to do illusions like make a rope rise up...

TYPES OF SPELL

- **Red ring:** this ring contains attacking spells such as the fireball.
- **Blue ring:** protective spells such as weapons which are activated thanks to this ring.
- **Yellow ring:** this ring has the power to control certain earthly elements (lightning bolts...)
- **White ring:** weaken your enemies with this ring by paralysing them for instance.

SEVERAL COMBAT TECHNIQUES

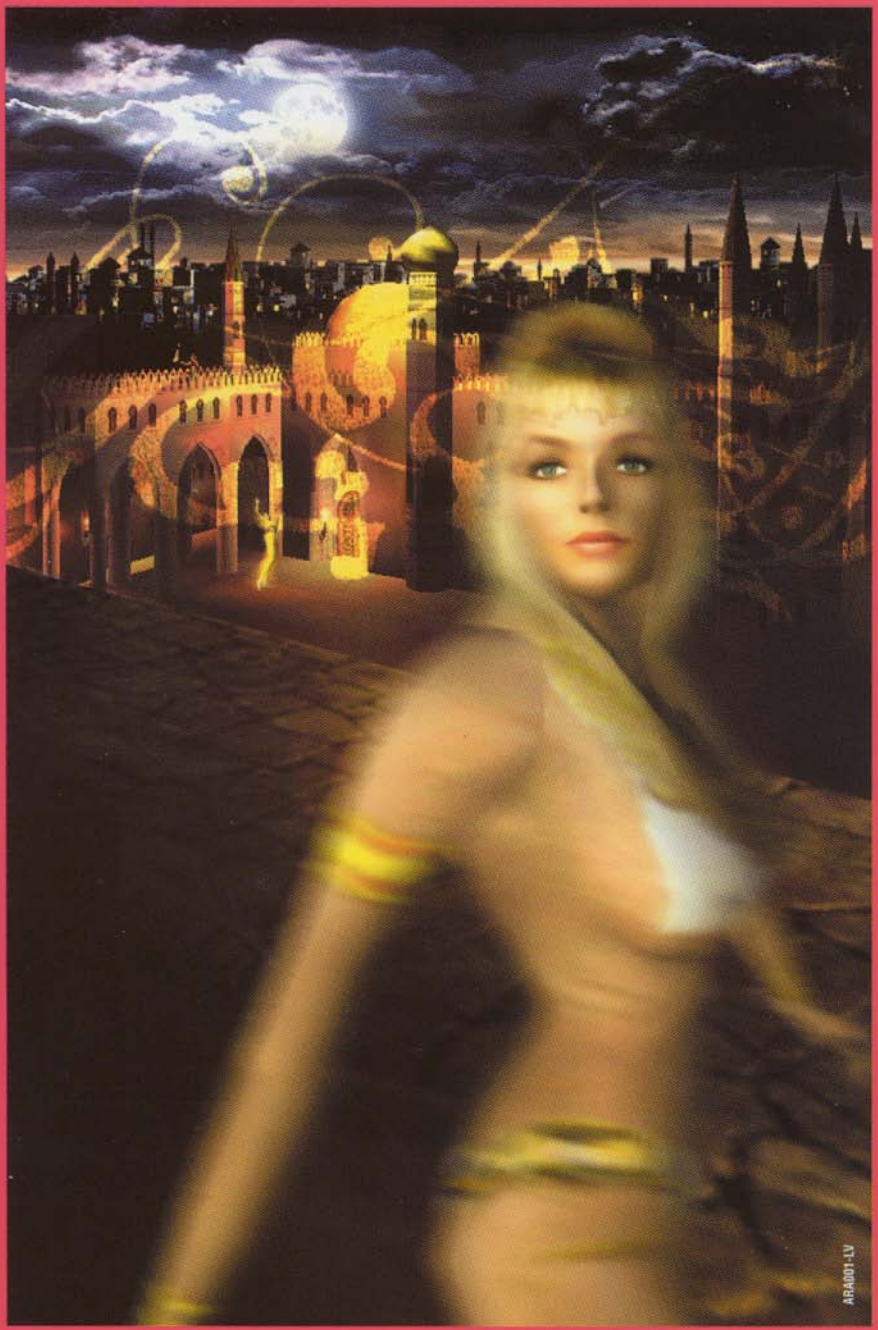
In the course of your adventures, you are going to progressively confront more worthy opponents who will have well tested strengths. Here is a technique on how to beat them without losing too much of your vital force.

- **Combat distance:** keep enough distance between you and your enemy, then move around him in such a way that he gets gradually closer to you, then once within striking distance unleash your shots without giving him an opportunity to respond.
- **Dodging:** when you feel your enemy is about to attack, dodge about behind and to the sides without going too far.
- **Spells:** You may use spells to weaken him, but take care, your magic reserves will quickly run out! When casting a spell, ensure there is enough distance between you and your enemies to avoid them striking you; if this happens it will disturb your spell!

SUMMARY OF KEY COMMANDS

COMMAND	KEYBOARD	MOUSE
Forward	Up Arrow	Right Click
Retreat	Down Arrow	
Turn Left	Left Arrow	Move Left
Turn Right	Right Arrow	Move Right
Half Turn	Strike left or right arrow keys twice	
Step to left	Delete	
Step to right	Page Down	
Walk	Shift + Arrow	
Sprint	Twice Forward	
Stealth Mode	Shift twice	
Jump	Alt + Arrow	
Action/Combat	Ctrl	Left Click
Action	4 Numeric Keypad	
Put away / Take out weapon	Space	
Parry	1 Numeric Keypad	
Hurl Knife	1	
Hurl Bomb	2	
Spells	F1, F2, F3, F4	
Inventory	Tab	
Use Object	Enter	
Previous Object	V	
Next Object	B	
Hurl Object	Backspace	
Pick up object	Automatic	
Centre View	Delete Numeric Keypad	
Up View		Move up
Down View		Move down
Pause/ Menu/ Save	Esc	
F5	Quick Save	
F6	Quick Load	

When you are in stealth mode (Shift twice) and you hit the keys Up Arrow and Ctrl, Ali will 'impale' his opponent.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