



Chaosium Inc.

CALL OF CTHULHU®

SHADOW OF THE COMET

AN ADVENTURE INSPIRED BY H.P. LOVECRAFT



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GAME OBJECTIVE

The Year: 1854. By studying certain manuscripts of evil repute in the British Museum, the distinguished man of science, Lord Boleskine, managed to pinpoint a secret place where the stars were said to appear both brighter and closer to the Earth. Convinced that the manuscripts deserved to be taken seriously, his Lordship set sail for the coast of New England, where he made a number of sketches which proved the truth of the manuscripts.

As Halley's comet came into view, Lord Boleskine suddenly became insane. He was repatriated by a fellow Englishman and confined to that wing of St. Andrew's hospital reserved for dangerous lunatics. The writings and sketches he had made during his stay in New England were considered to be no more than the ravings of a diseased mind. His work was soon forgotten.

★ ★ ★ ★

76 years later, you (John T. Parker, a young and intrepid astronomer) attempt to prove that during his visit to Illsmouth, Lord Boleskine really did discover a unique stellar phenomenon of a most astounding nature. You intend to back your claims with the help of photography, invented too late to be of help to Lord Boleskine.

Having persuaded the editor of the British Scientific News to invest in your expedition, you arrive at Illsmouth on a fine spring morning in the year 1910. The hefty trunk containing your equipment (including a map and one of Boleskine's drawings) has already been delivered to Dr. Cobble's house, where you will be lodging during your visit.

Unfortunately, the atmosphere of terror that hangs in the air of this village renders the beginning of your investigation a little difficult. Will anyone help you? The answer may be found in these few lines by B. Ryder which preface Boleskine's travel diary:

"And if truth should sleep under the surface — Help me chase the glare of this look that this night I saw dazzled by hope, — however blind, it showed only a mirror."

Will you be able to discover the hidden truth? You have very little time left to dispel the shadow of the comet forever!

NOTE:

The CD-ROM DISK of SHADOW OF THE COMET contains two separate programs:

- 1) The actual game SHADOW OF THE COMET.
- 2) The VISIT TO THE LOVECRAFT MUSEUM where you can discover a collection of extraordinary historical objects.

CONFIGURATION REQUIREMENTS:

- ★ IBM PC AT 100% compatible, 386 minimum.
- ★ 16 Mhz or faster recommended.
- ★ 2 MB RAM - more than 560 KB of free memory required.
- ★ 512 KB EMS (Expanded Memory Specification).
- ★ VGA 256 color graphics card.
- ★ Hard Disk necessary.
- ★ CD-ROM drive (150 K/sec. minimum).
- ★ DOS 5.0 or higher.
- ★ MSCDEX 2.2 or higher.
- ★ Mouse.
- ★ Sound Blaster compatible card.

OPTIONAL

- ★ Microsoft WINDOWS 3.0 or higher.

INSTALLATION, UPDATING AND STARTING UNDER WINDOWS

INSTALLATION UNDER WINDOWS

- Click onto the MS-DOS PROMPT icon in the MAIN window of the PROGRAM MANAGER. This command gives you access to MS-DOS.
- To install the SHADOW OF THE COMET program, follow the instructions as described in the section INSTALLATION UNDER MS-DOS further on in this manual.
- Once the installation is complete, you can return to Windows by typing EXIT at the DOS prompt C:\

UPDATING - CONFIGURATION CHANGE UNDER WINDOWS

- Click onto the MS-DOS PROMPT icon in the MAIN GROUP windows of the PROGRAM MANAGER. This command gives you access to MS-DOS.
- To modify the various game parameters (sound board, options...) follow the instructions as described in the section UPDATING UNDER MS-DOS further on in this manual.
- Once the updating is complete, you can return to Windows by typing EXIT at the DOS prompt C:\

STARTING THE PROGRAM UNDER WINDOWS

To start the game SHADOW OF THE COMET or the VISIT TO THE LOVE-CRAFT MUSEUM:

- Select RUN in the FILE menu of the PROGRAM MANAGER. Change to the CD-ROM drive, designated in the following by G:\ for convenience.
- Type G:\SHADOW and click on the OK button to start the game SHADOW OF THE COMET, *or*
- Type G:\MUSEUM and click on the OK button to start the VISIT TO THE LOVECRAFT MUSEUM.

Be careful! The SHADOW OF THE COMET disk must always be loaded and the CD-ROM drive must be locked.

INSTALLATION, UPDATING AND STARTING UNDER DOS

INSTALLATION UNDER DOS

- Insert the CD into your CD-ROM drive, designated in the following by G for convenience.
- At the C:\> prompt, type G:\INSTALL and press RETURN.

- Choose your current language.
- The installation box displays 4 icons:
 - ★ Options: To access the installation options.
 - ★ Install: To start the installation.
 - ★ Exit: To exit the installation.
 - ★ Languages: To change the current language.

UPDATING - CONFIGURATION CHANGE UNDER DOS

You can change a number of game parameters (language, sound board...).

- At the DOS prompt C:\>, type G:\INSTALL and press RETURN.
- Modify the parameters of your choice according to the procedure described in the INSTALLATION chapter, paragraph "Installation box".
- After modifying the parameters, click the Update icon to validate the changes.

STARTING THE PROGRAM UNDER DOS

Before you start the game, please make sure that your CD is in the CD-ROM drive and that the drive is locked.

- To start the game SHADOW OF THE COMET, type G:\SHADOW and press RETURN.
- To start the VISIT TO THE LOVECRAFT MUSEUM, type G:\MUSEUM and press RETURN.

Precautions:

- ★ Be careful! While you play with SHADOW OF THE COMET, the disk must always remain in the CD-ROM drive and the drive must be locked.

- ★ CD-ROM disks require the same care when stored and handled as audio CDs. You won't need to clean the disk if you handle it by only holding the edges and put it back directly in its box after use.
- ★ In case of problems or if an error messages displays on screen, please refer to the section entitled TROUBLESHOOTING GUIDE.

MOVEMENT AND COMMANDS

Note: Movement, setting commands and actions are the same for either game, SHADOW OF THE COMET or the VISIT TO THE LOVECRAFT MUSEUM.

1) MOVING

Your character, John T. Parker, can move in any direction you wish.

- **On The Keyboard:** Just use the arrow keys.
- **With The Mouse:** Place the mouse next to the character: try to the left right, top or bottom. You will see an arrow appear, indicating the direction the character can head in. When you click, the character will move. Release the mouse button when you want him to stop.
- **Fast Move:** (possible only in the game SHADOW OF THE COMET) Outside buildings, and inside the confines of the village, you can use the map of the village for a Fast Move system. Refer to the paragraph MAP in the ICON BAR section.

2) COMMANDS

Note: During the VISIT TO THE LOVECRAFT MUSEUM you can only activate the settings of the Tools menu, the control panel, and the LOOK command.

ACTIONS: There are three ways to activate them:

★ **On the Keyboard:**

- Once you have pressed TAB to display the ICON BAR, you can move the cursor along it with the → and ← keys. When the cursor is positioned on the icon of your choice, press RETURN to confirm.
- Press the "keyboard shortcut" corresponding to the command you wish to give.

★ **With The Mouse:**

- Press the right-hand mouse button to display the ICON BAR. Then move the cursor with the mouse onto the icon of your choice and click to confirm.

SETTINGS: You can save or load a game or set a series of parameters using the Tools menu and the Control Panel.

★ **On the Keyboard:**

- Move the cursor from one option to another using the key ↓ and ↑, or ← and →, and confirm pressing RETURN.

Note: To move the cursor onto OK in the control panel, press the ↓ key from the choice of language option ("planet" icon).

★ **With The Mouse:**

- Directly click on the option of your choice.

THE ICON BAR



- 1) **TALK:** Keyboard shortcut: "T" key. To start a conversation, answer, shout or speak aloud.
- 2) **GET AN ITEM:** Keyboard shortcut: "G" key. Allows you to take any item that may be carried. When your character sees an item, a dotted line pinpoints it and you can take it using this command.
- 3) **USE AN ITEM:** Keyboard shortcut: "U" key. When you have selected an item in your possession (see List of Objects), you can use it by activating this command.
- 4) **LOOK:** Keyboard shortcut: "L" key. To examine a detail or take a close look at an object, or just cast an inquisitive eye over your present location, just select this command.
- 5) **LIST OF OBJECTS:** Keyboard shortcut: "O" key. To know what items you are carrying, select this command. A window appears containing the list of objects in your possession. To select an item from the list, just click on it.

If you select Notebook in the list of objects (Keyboard shortcut: "I" key during play), you'll see an open notebook appear on screen.

Indeed, John PARKER is keeping a diary and notes down important events and clues. Consult the journal to refresh your memory.

★ **ON THE KEYBOARD:**

☛ To leaf through the journal, use the → and ← keys. To close it, press ESC.

★ **WITH THE MOUSE:**

☛ Click onto the left or right pages to turn them. To close the notebook, click the right-hand mouse button.

6) **MAP:** Keyboard shortcut: "M" key. A map of the village will be displayed. It allows you to move instantly from one location of the village to another.

Note: *You cannot use this option to enter a house that you haven't already visited.*

★ **ON THE KEYBOARD:**

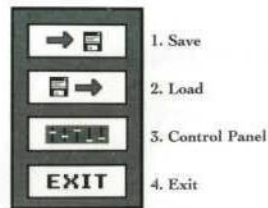
☛ Use the arrow keys to position your character. When he is on a place whose name is displayed on the screen, press RETURN.

★ **WITH THE MOUSE:**

☛ Use the mouse to position your character. When he is on a place whose name is displayed on the screen, click to confirm.

7) **TOOLS MENU:** Keyboard shortcut: "D" key. (See below)

TOOLS MENU:



1) **SAVE:** Keyboard shortcut: "S" key

TO SAVE A GAME:

★ **ON THE KEYBOARD:**

☛ Place the cursor on the line of your choice, using the ↓ and ↑ arrows. Type in the name of the game you are saving and press RETURN.

★ **WITH THE MOUSE:**

☛ Move the cursor onto the line of your choice. Type in the name of the game you are saving and press RETURN to confirm.

2) **LOAD:** Keyboard shortcut: "L" key

TO LOAD A GAME YOU HAVE ALREADY SAVED:

★ **ON THE KEYBOARD:**

- Place the cursor on the name of the desired game and press RETURN.

★ **WITH THE MOUSE:**

- Click on the name of the desired game.




3) **CONTROL PANEL**

- Keyboard shortcut: "T" key (See CONTROL PANEL).

4) **EXIT:**



- Keyboard shortcut: "X" key. After pressing RETURN, a message will ask if you really want to quit the game and return to DOS or Windows.


CONTROL PANEL

- 1)  **Music Volume**
 - Move the cursor on the horizontal line to set the volume.
- 2)  **Sound Effects and Speech Volume**
 - Move the cursor on the horizontal line to set the volume.
- 3)  **Subtitles**
 - Click on this symbol until you obtain the desired configuration.






You may wish to listen to the dialogue and read the text on-screen;

-  or only listen to the dialogue;
-  or only read the text on-screen.

- 4)  **Game Speed**

This allows you to adapt the speed of the animation and the time the text is displayed on screen to the speed of your computer.

 - Move the cursor on the horizontal line to set the game speed.

- 5)   Selected language for the written text.
• To change the flag, click on the PLANET icon.
- 6)  Click on the OK icon to validate the changes.

OTHER KEYS:

- **ESC:** To exit the presentation and start play or to quit a menu or an option activated by an icon.
- **Return:** Allows you to instantly go on to the next text.
- **P:** To pause the game and think...The same key restarts.

DIALOGUE

Your character's speech is always printed in orange. If there are several sentences in orange displayed, you'll have to choose the one you want Dr. Parker to reply with:

- ★ **ON THE KEYBOARD:**
 - By using the ↓ and ↑ arrows and confirming your choice with RETURN.
- ★ **WITH THE MOUSE:**
 - By clicking directly on your choice.



***Note:** If you selected the "speech only" mode (MOUTH icon in the CONTROL panel), you will only see the icons sentence A or sentence B (or sentence C, etc.). By positioning the cursor onto A, B (or C, etc.), you will hear the sentences proposed. When you are sure which sentence you want, confirm with the corresponding icon.*

Remember: Get close enough to the character with whom you wish to speak.

TROUBLESHOOTING GUIDE

PROBLEM: THE PROGRAM DOESN'T LOAD CORRECTLY.

- ? Have you followed the instructions for installation? (See chapter Installation, Updating and Starting).
- ? Does your computer meet all the requirements listed under the Configuration Requirements section?
- ? Are all elements of your system switched on (computer, monitor...)?
- ? Are you using unusual peripheral devices? If so, try unplugging any such devices, re-booting and reloading the game.

PROBLEM: THE "NOT ENOUGH CONVENTIONAL MEMORY" MESSAGE DISPLAYS

- ? Do you really have more than 560 KB free memory under DOS or WINDOWS?



To check, run the MEM tool or type in the instruction CHKDSK. Both programs will tell you how many free bytes you have in RAM. NOTE: 1 MB = 1024 KB

- ★ To resolve problems due to lack of memory, you can try to:
 - 1) Optimize the memory.
 - 2) Remove memory resident programs and create a minimum boot disk.

1) Optimizing the memory

- ★ If you have the QEMM program at your disposal (in this case it will figure in the CONFIG.SYS file), type in the command OPTIMIZE and press RETURN. To the question "Do you want to use EMS" answer YES.
- ★ If you use MS-DOS 6.0 or higher and type in the command MEMMAKER and press RETURN. When asked if any programs require EMS or Expanded Memory Specification, answer YES.

Both of these programs reorganize the memory by trying to make as much room as possible.

2) Do you have terminate and stay resident programs installed in your RAM?

- ★ Calculators, clocks, caches and floppy drive accelerators are examples of such programs. These programs are sometimes automatically loaded when you start up your computer, using the AUTOEXEC.BAT file. To avoid loading TSR programs, we recommend you create a minimum BOOT disk which you should use each time you want to run the game SHADOW OF THE COMET.



CREATING A MINIMUM BOOT DISK.

- 1) Prepare a blank bootable floppy disk (E.g., C:\FORMAT A:/S) and insert into floppy drive A.
- 2) Type the following text at a C:\ prompt: C:\FORMAT A:/S and hit return. Proceed to format the disk; when asked if you would like to format another, answer NO.
- 3) Copy the program AUTOEXEC.BAT and CONFIG.SYS from your hard disk to your floppy disk. (E.g. C:\COPY AUTOEXEC.BAT A:)
- 4) Use the DOS text editor "EDIT" to edit both the programs AUTOEXEC.BAT and CONFIG.SYS. (E.g. C:\EDIT A:AUTOEXEC.BAT). In both of the programs remove the commands that you think are useless by putting them as remark (REM). Keep the commands for the mouse (MOUSE), the MSCDEX manager, the CD-ROM drive (CD), the sound board (SOUND, BLASTER), HIMEM.SYS and EMS (EMM386). You can remark out devices, TSR's or other programs such as SMARTDRIVE, SIDEKICK, etc. using a remark (REM) statement. If you are not familiar with this statement, please consult your DOS manual under remark statements. Save each file and quit the EDIT tool.
- 5) Switch off your computer and switch it back on, keeping the minimum BOOT disk in the drive. The computer will boot on the disk and operate with minimal systems, leaving as much free memory as it can.
- 6) Try starting the game again, using the procedure explained in the chapter Starting under DOS.

Note: Unfortunately we cannot provide you with a listing of AUTOEXEC.BAT and CONFIG.SYS files that will assuredly work on your equipment, for every computer has its own peculiarities.



PROBLEM: THE MESSAGE "NO EMS DRIVER AVAILABLE" OR "NOT ENOUGH EMS MEMORY" OR "DRIVER EMS FOUND, BUT NOEMS SPECIFIED" APPEARS.

? Do you really have more than 512K of EMS? To check, run the MEM utility. This program will tell you the number of EMS bytes available. NOTE: 1 MB = 1024 KB.

? If you have no EMS memory or if the EMS memory is insufficient, check that the EMM386.EXE program is in the CONFIG.SYS file. To do so, use the EDIT text editor (EDIT CONFIG.SYS). The following line should appear on your list: DEVICE=C:\DOS\EMM386.EXE RAM 1024 D=64. If you have the same line but a figure higher than 1024, then everything's fine. If that line does not appear, add it. Save the new CONFIG.SYS.

PROBLEM: THE ANIMATIONS APPEAR SLOW OR JERKY

? Do you have the right equipment in accordance with the instructions contained in the Configuration Requirements Section? You should have a CD-ROM drive with a data transmission speed of at least 150K per second.

PROBLEM: THE MESSAGE "ERROR WHILE READING ON CD-ROM" APPEARS

? Is your SHADOW OF THE COMET disk dirty? Take it out of the drive and clean it with a dry, clean, soft and lint-free cloth, wiping in a straight line starting from the center outwards to the edge of the disk. Never clean your disk with a solvent or abrasive agent.

TECHNICAL SUPPORT:

If you are having problems getting the game to function properly, you can call Technical Support between 9:00 AM and 5:00 PM (Pacific Standard Time) at 310-576-1885.

HINTLINE AND BBS LINE:

If you need a game play hint, you can reach the Hintline at 1-900-88-IMOTION (1-900-884-6684). You must have a touchtone phone to use this service. The Hintline is open 24 hours a day. The charge is \$1.25 the first minute; 85 cents each additional minute. All long distance charges are included in these prices. Callers under the age of 18 must get their parent's permission before calling this Hintline.

You can also contact us through our Bulletin Board Service (modem required) by calling 1-900-45-IMOTION (1-900-454-66840).

You can also get hints by writing I•Motion, Inc. at the customer support address: 1341 Ocean Avenue, Box 417, Santa Monica, CA 90401

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CREDITS:

* *Produced by:* INFOGRAMES * *Directed by:* Norbert CELLIER * *Production designer:* Patrick CHARPENET * *Screenplay:* Hubert CHARDOT, Didier BRIEL * *CD-ROM version:* Edouard VIOLET, Denis DUFOUR, Pierre SCHIRO * *Cutting:* Christiane SGORLON * *Animations:* Dominique SABLONS, Josyane GIRARD * *Sets:* Jean Marc TOROELLA, Yael BARROZ * *Special Effects:* Pascal ASTIE, Pierre BERTHILLET, Laurent CHAIX, Christophe ANTON * *Music and sounds:* Philippe VACHEY * *Technical advisor:* Laurent SALMERON * *Publishing management:* Veronique SALMERON * *Translation:* Beate VIALLE

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NOTES:

