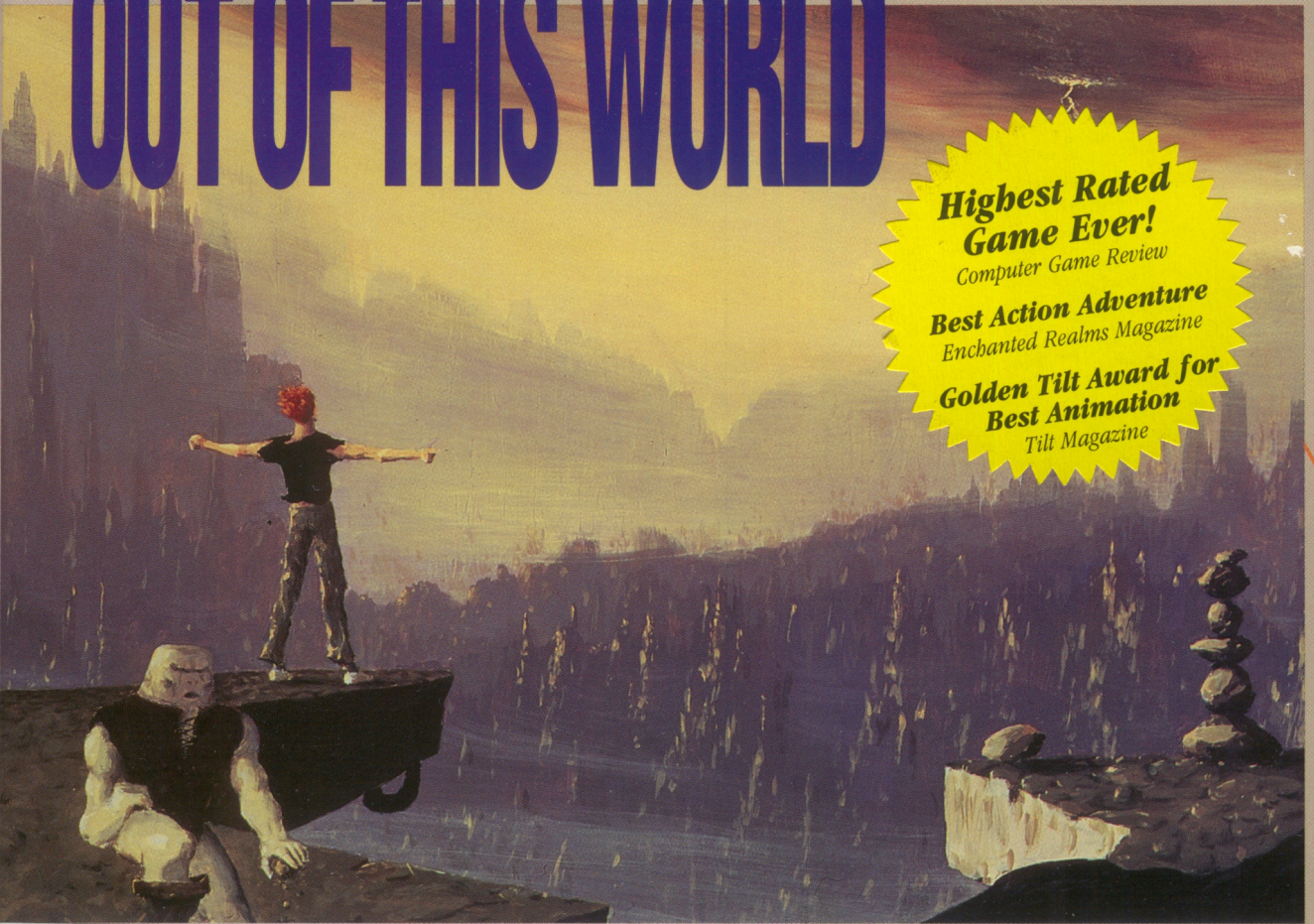# OUT OF THIS WORLD™

Highest Rated Game Ever!
Computer Game Review

Best Action Adventure
Enchanted Realms Magazine

Golden Tilt Award for Best Animation
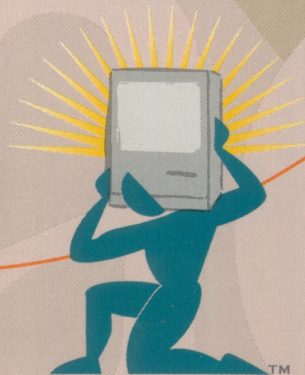*Tilt Magazine*

PLATINUM TRIAD AWARD
COMPUTER GAME REVIEW

MACPLAY™

Apple® Macintosh®
SYSTEM 7
System 7 Compatible

Requires 256-color Macintosh.
2MB RAM, hard disk.
System 6.0.7 or higher.
System 7 savvy.
Supports Advanced Gravis
Mouse Stick

SY-MAC-023-0

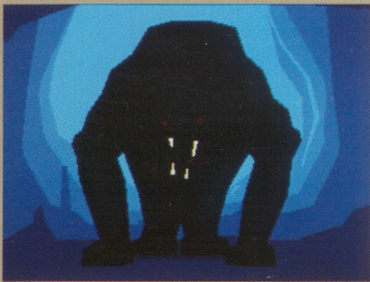# OUT OF THIS WORLD™ Get Ready For The Next Generation Of Action/Adventure Games.
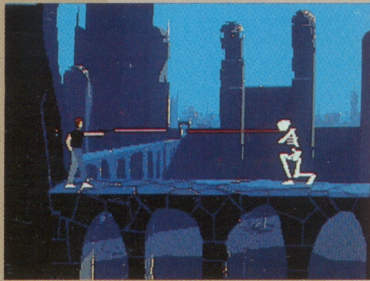
▲ You're about to enter a new world of computer entertainment. *Out Of This World*™ bridges the gap between Cinema and Action/Adventure games with a completely new style of fluid, cinematic storytelling. ▲ Hurtled through space and time by a nuclear experiment gone wrong, you'll need to dodge, outwit, and overcome the host of alien monsters and deadly earthquakes that plague the alien landscape you now call home. Only a perfect blend of logic and skill will get you past the deadly obstacles that lie in wait.

▲ Over two years in development, *Out Of This World's*™ state of the art, polygonal graphics system generate real time, rotoscoped animation in a fluid system of cinematic zooms, pans, close-ups, and scaling. The same cutting edge technology that lies at the heart of today's best flight simulators allows *Out Of This World*™ to totally involve you in it's intriguing, real-time story of interdimensional travel.
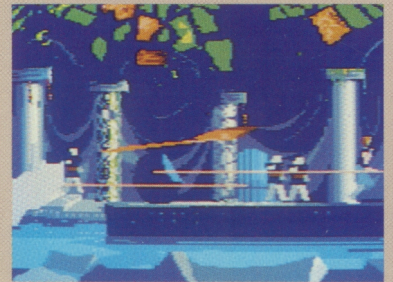
- Rotoscoped animation involves you in cinematically styled zooms, pans and close-ups
- State-of-the-art, real-time polygonal graphics bring cutting-edge technology to your screen
- A continual audio mix of digitized sound effects and musical score
- Simple to play -- keyboard/Gravis mouse stick controlled
- An action/adventure that actually tells a story of interdimensional travel

DELPHINE SOFTWARE

MacPlay™
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-3530

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OUT OF THIS WORLD™

Out of This World™
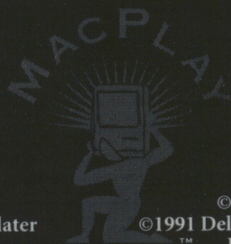
MACPLAY

©1992 Interplay,
©1991 Delphine Software

Sys 6.0.7 or later
RAM 2MB

A DIVISION OF INTERPLAY PRODUCTIONS, INC. DL-MAC-023-0

Thank you for purchasing our MacPlay product. We hope you find it to your liking and we would like to hear your feedback.

We also want to inform you on product updates — to do this we need you to become a registered user. Please fill out the registration card below to register yourself with our Customer Support program, which also entitles you to free technical support by calling our customer support number (714) 553-3530.

Name _____

Address _____

City, State, Zip _____

Country_____ Phone (   )_____ Age_____ Sex: M   F

The game I purchased was: _____

Please rate this product (1-10, 10=best): Graphics___ Sound___ Docs___ Overall___

Where did you hear about this product?_____

Where did you purchase this product? _____

How many MacPlay and Interplay products do you own?_____

What kind of Mac(s) do you have?

___Old, old, old   ___Mac II, IIx, IIcx   ___Mac Performa: _____

___Mac Plus, SE, Classic   ___Mac LCIII, IIci, IIvx   ___Portable/Powerbook: ___

___Mac SE/30, Classic II   ___Mac IIsi   ___Centris, Quadra: _____

___Mac Color Classic, LC, LC II   ___Mac IIfx   ___New: _____

How much hard disk space do you have?_____MB   And how much RAM?_____MB

What kind of peripherals do you have? _____

Which magazines do you read: Macworld MacUser MacWEEK other: _____

What user/special interest group(s) do you attend? _____

Anything we missed? _____

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OUT OF THIS WORLD

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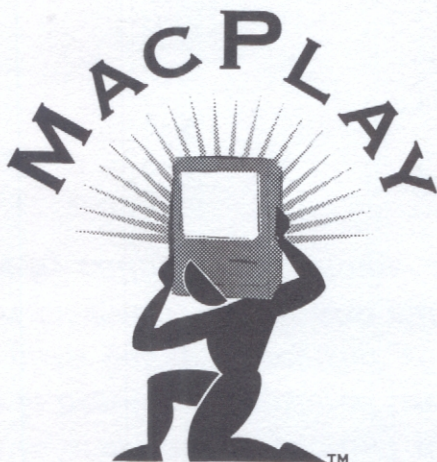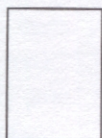
MACPLAY™

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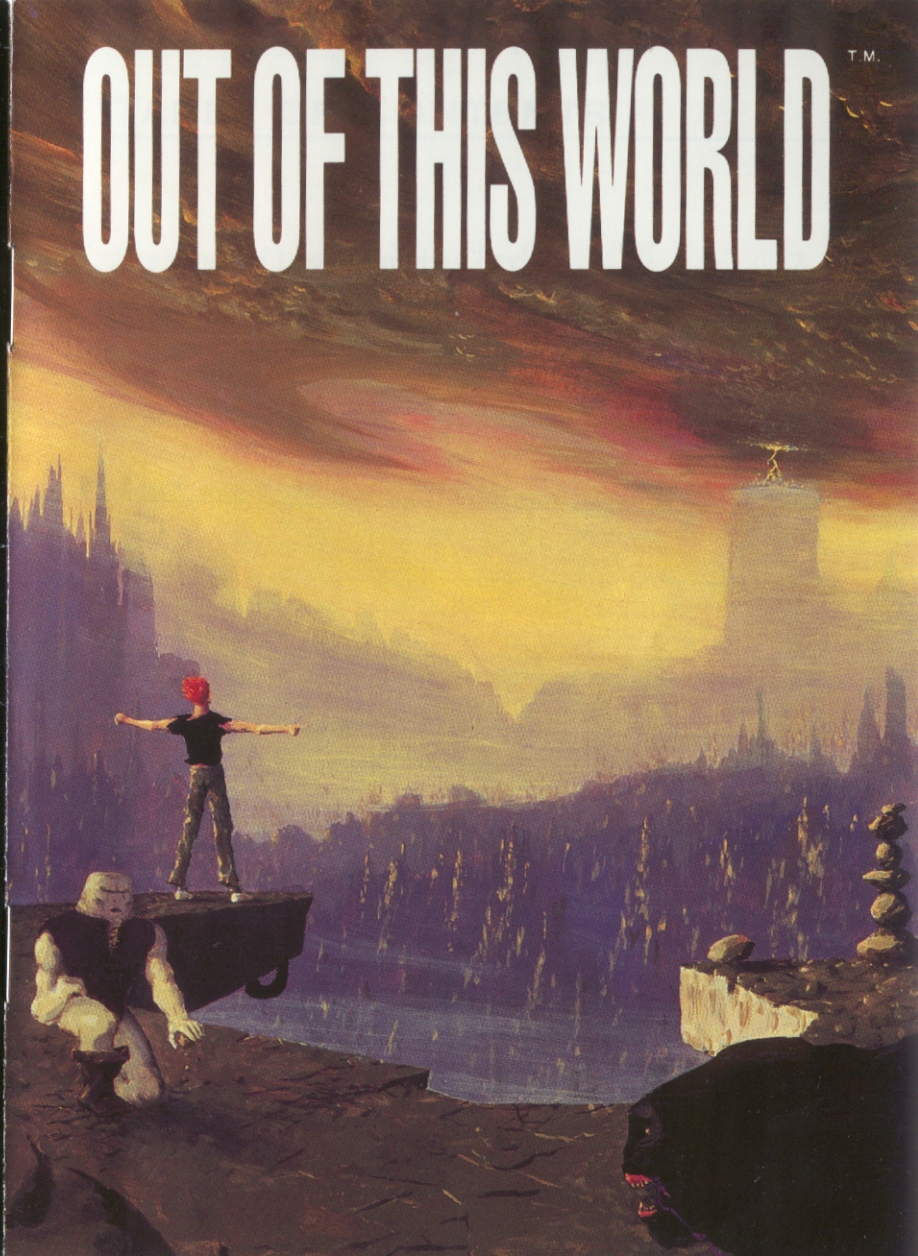
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THE STORY OF LESTER KNIGHT CHAYKIN

The laboratory was engulfed in a sea of storm. This in no way disheartened the young nuclear scientist Lester Knight Chaykin as he raced towards the lab in his Ferrari. It would take more than a storm to keep him from trying his new experiment. In his excitement, he barely noticed the dark clouds looming on the horizon. Even if he had, there was no way for Lester to even imagine the events that were about to take place.

The violence of the brewing storm was soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only seemed to create more excitement. Lester could almost feel electricity in the air. Spending some time away from his lab had helped him to understand his earlier errors. With this new understanding, Lester was sure that his new particle acceleration experiments would be perfect.

Lester runs his experiment.

Before he could gain entrance to the lab, Lester had to wait impatiently for the security scan. Lester was ready to begin his experiment and didn't have time for what he thought were unnecessary security measures.
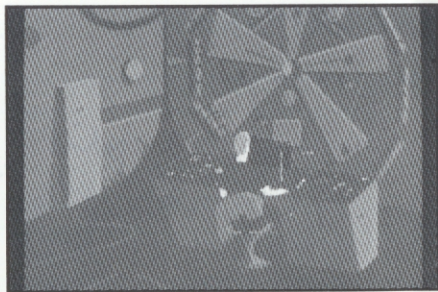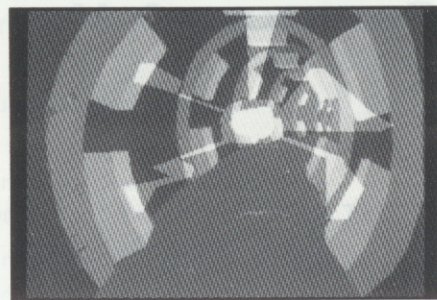
Through the security door Lester stepped into the mess he called his office. The piles of notes, empty soft drink cans and pizza boxes were a testimonial to the long hours of work that had passed before. Lester flipped a switch and

Lester's experiment goes wrong.

with a beep his computer snapped to life. He quickly entered his password and began to enter the parameters for his new experiment. Now, he had only to wait. As he had done a hundred times before, Lester kicked back with a cold soda while the computer chugged away with the test. Any minute the computer would give him the results and he would know if he had indeed made a breakthrough.

But outside, the storm had other plans for tonight. As Lester sat watching his experiment run to perfection, the storm unleashed a tremendous bolt of lightning. The wave of electricity cut through the cool night air like a knife and hit the laboratory with deadly accuracy. Lester was unaware of what was happening outside. Just as the computer activated the accelerator a bolt of lightning found its way into the system with almost willful precision. As Lester sat with his icy cold soft drink, what was certain to be his demise was racing towards him through the accelerator at the speed of light. The bolt hit the end of the accelerator and exploded through the wall unleashing the fury that only a bolt of lightning is capable of. It coiled around Lester like a python until a massive charge was built up. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be…

CONTROLS & MENU OPTIONS

RIGHT ARROW   (Keypad-6 or L) Moves you right.

LEFT ARROW   (Keypad-4 or J) Moves you left.

DOWN ARROW   (Keypad-5 or K) Makes you duck. It can also be used to pick up items. If you are swimming or on an elevator it moves you down, or if you are standing on a teleporter you will be teleported down.

UP ARROW   (Keypad-8 or I) Makes you jump. You will jump farther if you are running when you press the up key. If you are swimming or on an elevator it moves you up. If you are standing below a teleporter you will be teleported up.

SHIFT   (or Option) Action Key: Used mostly for attack but when combined with Left/Right keys it makes you run. If you do not have a gun you will kick. If you have a gun you will shoot.

```
 [ I ]                    [ 8 ]              [ ↑ ]
[ J ][ K ][ L ] [ 4 ][ 5 ][ 6 ]  [←--][ ↓ ][--→]
```

⌘-S   Turns sound on and off.

⌘-P   Pauses the game.

⌘-N   Starts a new game from scratch.

⌘-O   Continues an old game. You must type in an access code which appears at the bottom of the screen each time you die. For instance, the continue code for the first level may be "LDKD." You would have to enter this code to continue from where you left off in the last game.

USING THE ADVANCED GRAVIS MOUSE STICK™

Out of this World™ is compatible with the Mouse Stick™ from Advanced Gravis. If you want to use the Mouse Stick™, first load the appropriate OOTW set file for your monitor size as usual (see your Gravis manual for details on loading a set). You will find the OOTW set file in the Data folder. Then double-click on the Out of this World icon as usual, and turn on the Advanced Gravis Mouse Stick™ menu item in the Options menu.

After starting a new game, move the joystick left, right, up, or down to move in the respective direction. The button on the top of the mouse stick will make you jump, and the buttons on the left will make you kick or fire the gun. (Both buttons on the left act identically.)

GETTING STARTED

Double click on the Out of this World icon. A dialog screen will appear asking which window size to use. *You will need a faster Macintosh to play on the larger sizes; on the slower Macs you will have to play in a smaller window.* When
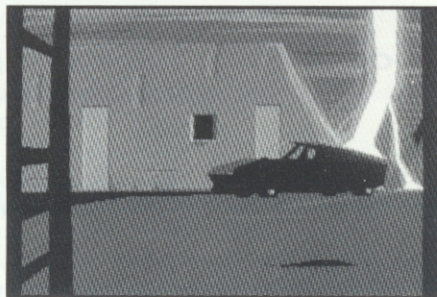
Lightning hits the laboratory.

you pick **New Game** (⌘-N) from the **File** menu for the first time, you will be required to enter a symbol code from the Out of this World code wheel. Line up the number specified on the inner wheel with the number specified on the screen. Next, you'll look in the box on the wheel to find the appropriate symbols that you will have to select. To select the symbol, you must use your **arrow** keys and then press **shift**. When you have selected all of the necessary symbols, select *OK*.

Once the game starts, push the **up** key to start swimming to the surface of the water. Failing to do so will lead to your early demise!

FIRST SCENE WALK THROUGH

WARNING!!!

THIS SECTION CONTAINS HINTS THAT GIVE AWAY PARTS OF THE GAME. ONLY READ THIS SECTION IF YOU ARE STUCK!

Press the up key to swim to the surface of the water. Once you get to the surface, walk to the right to the next screen. Hostile leeches will fall from the ceiling. You must kick them to squish them. You can also duck and attack at the same time to squish a leech that is too far away from you. Be careful not to let any land on you!

After squishing all the leeches on this screen, walk to the next screen to the right. There will be many more leeches to squish. You must squish all of the leeches on these two screens before proceeding to the next screen to the right.
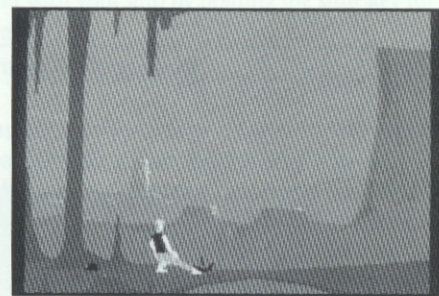
How to squash leeches.

After entering the fourth screen, walk to the right until the beast attacks. As soon as you see him, go to the left and hold down the shift key. This will make your player run away. Keep running to the left until you get to the screen with the hanging vine.
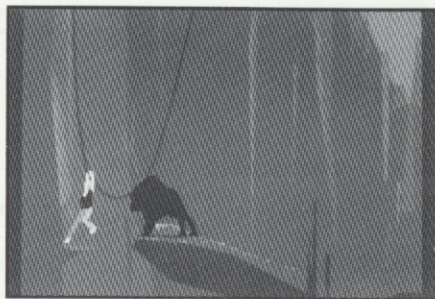
Hanging by a thread.

Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land, start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem…

Macintosh II owners

If you do not have a SuperDrive upgrade for your Macintosh II, you can write MacPlay's Customer Service department to trade the original *Out of this World* HD disk for two 800K disks. Send your original HD disk to us at MacPlay, Customer Service, 17922 Fitch Ave., Irvine, CA 92714, with a note asking for the trade-in for two 800K disks.

HINTS

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.

- Make sure that you do not forget to find and pick up your gun.
- Do not leave your buddy behind.
- There are more ways to destroy guards than just shooting them.
- Before leaving the underground city make sure you save your buddy.
- It is not ALWAYS wise to shoot the guards.
- Deactivate all power circuits.
- You can make a Force Field with your gun by holding the shift key for a short time and then releasing it.
- You can fire a Super Shot by holding down the shift key for a longer period of time.
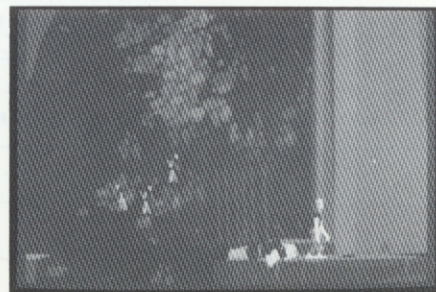
Picking up a much needed weapon.

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ARTWORK	Eric Chahi
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PRODUCER	Alan Pavlish

SAVE GAME PASSWORDS

CODE	DESCRIPTION

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If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, UPS or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and $5.00 to:

WARRANTY REPLACEMENTS
MacPlay
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Irvine, CA 92714

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