

### Recommended Specifications:

As above but with:

Operating System: Microsoft MS-DOS 6.0 or greater.

CPU: Pentium 60MHz or faster.

CD-ROM Drive: Quad speed or faster.

Memory: 12MB RAM or greater.

### Loading Instructions:

## INSTALLING THE GAME IN DOS

1. Change your current drive to be the drive containing the CD ROM. For example, if your CD is in drive D, enter D:

2. Type INSTALL and press Return.

3. Please note that the game requires some storage space on your hard drive. You will be asked for the name of the directory to be used for this purpose. This directory will be referred to as the "game directory" and will contain your hardware configuration files and saved games, as well as being the directory from which you will run the game.

4. The installation procedure now continues with the configuration of the game for sound cards. These options can be changed later by running the SETSOUND program.

## RUNNING THE GAME

Ensure your current directory is the game directory and enter GENE.

## OPTIONS SETUP

If you wish to change your soundcard options, you can do so at any time by running SETSOUND from the game directory.

## SOUNDCARDS

The Gene Machine uses available soundcards for:

1. An accompanying musical soundtrack
2. Digitised sampled sound and digitised speech.

If you enable either or both of these options, you should select the appropriate soundcard that you wish the game to use.

## OTHER SOUNDCARDS

The Gene Machine is compatible with a number of standard soundcards, using the Miles Sound System. If your soundcard is not listed in the INSTALL or SETSOUND programs, please contact the soundcard manufacturer to find out if a driver is available.

## MEMORY

The Gene Machine requires at least 6MB of free RAM. If more is available, then the game will make use of this to ensure maximum performance.

If less than 6MB of Memory is available, then the game will halt with a warning message. Ensure that there are no Ram Drives installed and that you are not using a large Smartdrive cache.

## ERROR MESSAGES

If the game prematurely exits, one of the following error messages should be shown:

### Unable to open file

1. Check the game is being run from within the directory into which it was installed (the game directory) and that the game CD-ROM is present in the CD drive.

2. Ensure that the CONFIG.SYS file contains a high enough setting of the FILES variable. The CONFIG.SYS file that is present in the root directory of your hard drive probably contains a line that has the form FILES=xx where xx is a number. Please ensure that this number is at least 20. If you have a network or certain other drivers active, you may have to increase this number.

3. It is possible that the required file has been deleted or damaged. Try re-installing the game.

### Unable to install sound driver

The game was unable to detect the soundcard as dictated by the soundcard drivers and the hardware settings chosen in the INSTALL program. Run the SETSOUND program to change the settings as appropriate.

### Unable to set screen mode

The Gene Machine works with most SVGA cards, but on some more obscure cards you may need to have a VESA driver loaded into memory before the game will work. Check your SVGA card documentation for details on how to do this.

## WINDOWS 95 INSTALLATION

The Gene Machine does have AUTOPLAY capabilities. Insert the game CD-ROM into your drive and follow on-screen instructions. If you have any problems during this process, restart your computer in MS-DOS mode and follow the DOS installation instructions above.

## Replaying the game

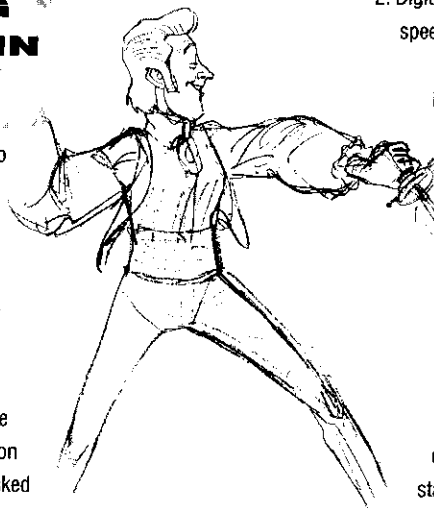
Every time you quit out of the game your position is automatically saved. To continue playing from this point, you should type REPLAY instead of GENE to run the game (or click on the REPLAY icon if you are running the game from Windows 95). This avoids the need to reload a saved game from within the program.

However, it is good practice to save the game at regular intervals as well.

If you want to start the game afresh, you can still use GENE.

## CUSTOMER SUPPORT

If you have any questions about this product please call 0171 368 2266



## The Gene Machine

It is the age of England. Under the stern rule of Queen Victoria, the British Empire has expanded throughout the globe bringing the bright light of civilisation to the darkest reaches of the wild. Wherever there is poverty and heathen ritual, wherever people drop their "H"s or don't take afternoon tea, there is, at least, one garrison of Her Majesty's Army ready to shoot anyone with bare feet.

It is a time of adventure and discovery. For people with a liking of scientific matters, this is the most exciting of times. Those born to the correct families can look forward to working at the forefront of modern technology, as the world succumbs to the power of steam.

But engineering and steam physics are not the only fields of study for a budding savant. There are other, much darker, sciences to be explored...

Our story begins in an uncharted part of the South Seas. From a cave stretching into the very bowels of the earth can be heard screeches and howls of torment, like some sort of diabolical choir...



## Playing the game

Being sound of mind and a gentleman, Piers will follow your instructions courteously and with a minimum degree of fuss. Mossop, in line with someone of his social standing, will tend to follow his master without question.

To direct Piers' actions, move the Quill (cursor) around the screen using the mouse, joystick or cursor keys. When the pointer is over something that can be interacted with, the name of the character or item will appear.

You may ask Piers to interact with an item or character using the left mouse button (or joystick fire button, or ENTER on the keyboard) - a number of icons will appear at the bottom of the screen. Moving the Quill over an icon will show you what it does. If Piers can only interact with an item or character in one way, he will automatically do this, otherwise you will be able to select which action he performs.

You can cycle round the options available using the right mouse button. To see what objects Piers is carrying, move the Quill off the bottom of the screen or press SPACE. An inventory of objects will appear, and clicking on one of these objects will show the various ways in which Piers can use it. To get out of the inventory, either move the Quill back up onto the playing area, select the EXIT icon or press SPACE again.

Clicking on the STATUS icon in the inventory gives you access to the Main Menu. Here you can change audio and control options and, more importantly, Save and Load your games. To save a game click on one of the numbered slots, type a description of the game you are saving, and press ENTER.



## Mouse Controls:

Left mouse button - Select item  
Right mouse button - Cycle round options available

## Key Controls:

Cursor keys - Move cursor around screen

SPACE - Inventory/Status Mode

RETURN - Select

TAB - Cycle round options available

. (period) - Move on to next speech paragraph (if you have heard it before)

F1 - Pause/Unpause game

ESC - Skip cutscenes

CTRL-J - Joystick mode

CTRL-M - Mouse mode

ALT-J - Recalibrate joystick

ALT-V - Version number

ALT-X - Quit game

F8 - Quit game

## A Dastardly Hint Section

The following passage may help novice adventurers on their travels. But remember - a real gentleman would rarely sink so low as to seek assistance.

We first meet Piers amidst the hustle and bustle of Blackfriars Station, where he stands waiting for his manservant to hail him a cab. Strolling along the platform, Piers spies a young street-urchin who seems to be selling a periodical of some kind. He decides to enquire after the young chap's wares, and learns that he is selling *The Sporting Times*, vital reading matter for the modern gentleman.

Being sure to express his contempt for the boy's lowly status, Piers moves a suitable distance away to consider such a purchase. Checking the contents of his pockets, Piers first removes his neatly-pressed handkerchief. Such an item, he muses, is essential in protecting a gentleman from unnecessary nastiness.

He now makes his way back through the station, exiting to find the loyal Mossop waiting on the pavement. After kindly sharing a few words with his manservant, Piers crosses the cobbled road, climbs into his dignified transport and instructs the driver to head home forthwith.



Arriving back at his comfortable Kensington residence, Piers is temporarily distracted by a peculiar talking cat. Not the sort of man to suffer fools gladly, he finds the creature's desperate pleas highly suspicious; however, it does seem to be exceptionally well-spoken for a member of the feline species...

Having listened to the creature's tale, Piers is finally left alone, free to compose himself in familiar surroundings. He glances around the drawing room for something with which to take his mind off the matter in hand. Spotting a newspaper left untidily on the sofa, Piers is exasperated to see that it is out of date. Rifling through his wallet, he discovers his calling card — an indispensable item for a man of his social standing. Checking further, he discovers some small change. The discovery reminds him of certain articles still available at Blackfriars Station. There may be other items of interest in his wallet but before doing anything else, he ensures that his calling card is put back in its proper place. A real gentleman would never leave the house without it...

## Credits

A Divide By Zero Production

### Creative Director 3D Models

Andy Blazdell Andy Day

Daniel Shutt

### Technical Director

Simon Lipowicz

### 2D Animation

Gary Welch

Tim Doe

Tahir Rashid

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### Script Editors

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### Character Designer

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### Backgrounds

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JD Duncan

### Additional Programming

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Charles Goodwin

### Voice Recording

Sound Developments

### 3D Animation

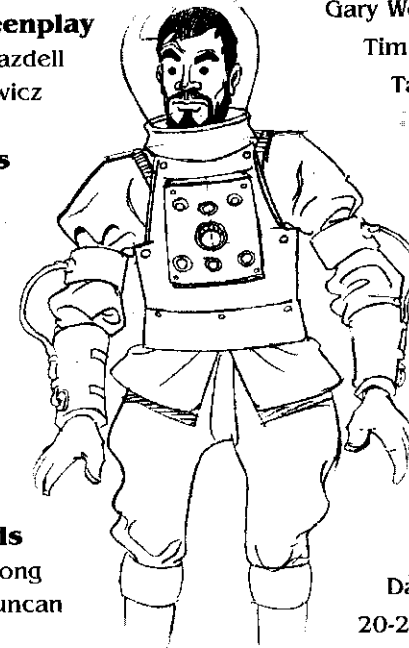
Andy Day

### Sound Engineer

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### Casting

Sheila Britten



**Translation for French and German versions**

Polylang

**Representation**

Marjacq

**Cast**

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Keith Wickham

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Paterson Joseph

Michael Drew

Paul Panting

Pamela Keevil

Michael Burrell

**Box Illustrations**

Alastair Graham

Uses Miles Sound system from RAD

Software. Copyright 1994-1996 by Miles Design Inc.

Uses Smacker Video Technology.

Copyright 1994-1996 by Invisible Inc.

d.b.a. RAD Software

General MIDI timbres for Yamaha OPL-2/OPL-3 based soundcards produced by The Fat Man (tm) and developed by K. Weston Phelan and George Sanger. Copyright 1993 The Fat Man.

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Divide By Zero have asserted the right to be identified as the authors of this work.

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Thanks to Jason Skrinjar

Special thanks to Terry Fujioka

