



ANOTHER WORLD
15th Anniversary Edition

User Manual

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15th Anniversary Special Edition

Happy Birthday to Another World!

Released for the first time in December 1991 on Amiga, “Another World” has become a classic.

The 2D vectorial graphics have caught the imagination of a lot of players. This process, avant-gardist in its time, reveals all its strength in this new edition. The animations are now calculated in high resolution on enhanced backgrounds.

It appeared to be important, for historical purposes, to keep the initial version in 16 colours low resolution. You'll thus be free to explore the proposed graphical variations.

In this only version, you will discover Jean François Freitas' music, reworked for the occasion of this anniversary.

We invite you, if not already done, to watch the making of documentary, an exclusive travel behind the scenes of “Another World” conception.

Up to you to live or relive this tragic adventure in this world so distant from ours!

Required configuration

Operating system: Windows XP/ME/2000/98 (Windows 95/NT not supported)

Processor: Intel Pentium 200 MHz or equivalent

Memory: 256 MB

[DirectX 8.1](#) or upper version

Graphic card: 3D compatible card DirectX 6.0, with 32MB

Sound card: compatible card DirectX 8.1

Keyboard, mouse, or joystick

Installation instructions

It is strongly recommended to close all the non essential programs before launching the installation of the software on your computer. This includes the screen savers and the anti-virus software which may interfere with the installation program.

- 1- Insert the “**Another World – 15th Anniversary Edition**” CD in your CD-ROM drive
- 2- If the automatic running mode is installed on your computer, the installation will start automatically when you insert the CD in the drive. Then follow the instructions on screen.

If the automatic running mode is disabled on your computer, process as follows:

- a) On the Windows desktop, click “Start”
 - b) Select “Run” and type in the letter corresponding to your CD-ROM drive followed by AnotherWorld.EXE (example:
D:\AnotherWorld.exe)
- 3- Read and accept the final user’s license agreement and follow the instructions on screen. The installation will automatically create program icons and a quick launch option in your Windows® “Start” menu.
 - 4- To run the game from the Windows® desktop, select:
Start -> All Programs -> Another World -> Another World

Controls

Moves:



Walk right

Right arrow

Walk left

Left arrow

Run left

CTRL + Left arrow

Run right

CTRL + Right arrow

Jump on place

Up arrow

Jump left

Up arrow + left arrow

Jump right

Up arrow + right arrow

Jump while running

CTRL + Direction arrow + Up arrow

Ground attacks:



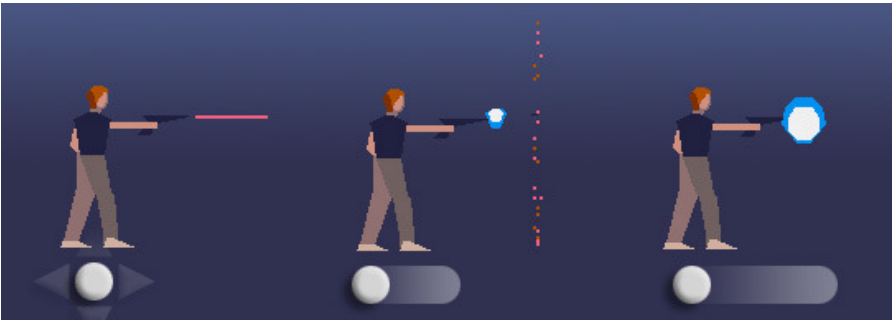
Simple attack

CTRL

Crouched attack

Down arrow + CTRL

Shot with a laser gun:



Simple shot: CTRL

Shield: Press and hold CTRL until the energy ball appears.

Mega Shot: Press and hold CTRL until a big energy ball appears.

Save (Continue Menu)

In the main menu, select CONTINUE, you will then have access to the games you have unlocked (picture 1) and to the typing in page of the save codes (picture 2).

Picture 1



To continue an automatically saved game, select the one you wish to run by moving from a game to the other one by clicking on the left and right arrows on the screen. Once the game is chosen, click on the picture.

Picture 2



During the game, save codes will be given to you when you lose. These codes feature another alternative to resume your game.

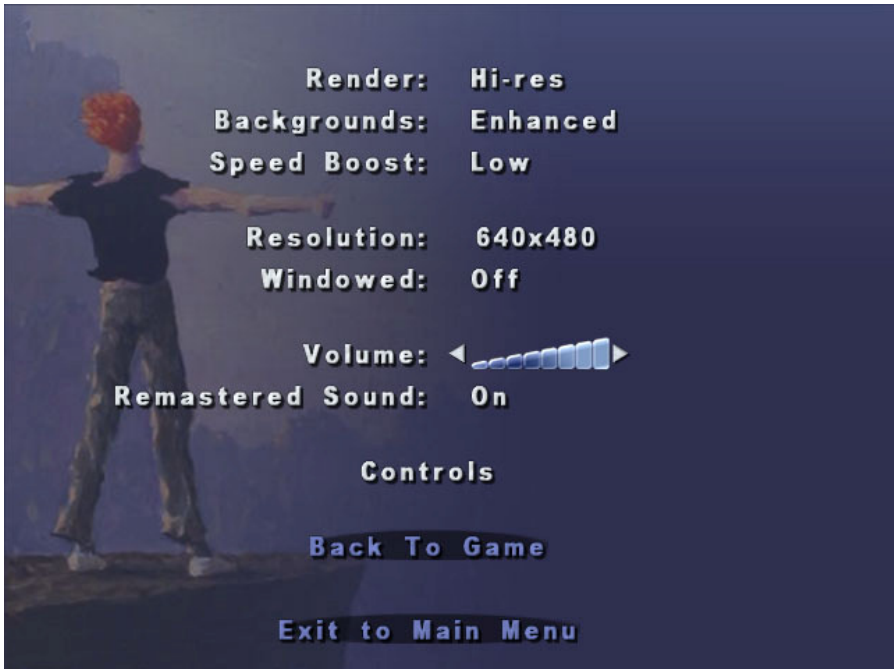
For this, chose the interface allowing entering an access code and click on it.

ACCESS CODE :

N	C	B	F	G	H	OK
T	A	K	R	P	X	DEL

The access code interface allows you entering the codes received during the game. Move the cursor over the letters, press CTRL to write it. Process in the same way for all the letters of the code. Four at total.

Options Menu



Render: Allows choosing between the “high resolution” mode and the “Original 320x200” mode, that it the game resolution as it was in the 1991 first edition.

Backgrounds: To choose between the enhanced background or the 16 colours one as in the 1991 original version.

Speed Boost: “Soft” or “High”, to define according to your agility.

Resolution: Defines the picture resolution, the proposed resolutions are the ones available on your computer. The game being vectorial, the polygons will be calculated accordingly, providing that the **Rendering** option is set up on “high resolution”.

Window mode: Indicates if the game will be played in a Windows window or in full screen.

Remastered sound: Alternates between the original sound and music and the remastered sound at the occasion of the 15th Anniversary.

Controls: Access to an options page allowing redefining the keyboard keys and the joystick buttons.

After the graphic options are modified, you will have to press the “Apply” button for these modifications to be taken into account.

Guide for the First Scene



WARNING!!! THIS SECTION FEATURES CLUES WHICH WILL REVEAL YOU SOME PARTS OF THE GAME. TO READ ONLY IN CASE OF AN EMERGENCY!

Press the Up arrow to swim towards the surface of the water. Once on the ground, walk to the right, until the next screen. Dangerous leeches will attack you. You must kill them by kicking them. You can also crouch and attack at the same time, to kill a leech away from you. Take care that none of them fall on you.

After having killed all the leeches of the second screen, walk towards the next screen, on the right. There will be even more leeches. You will have to destroy all the leeches of both screens before walking towards the next screen, on the right.



Once arrived on the fourth screen, walk towards the right, until the monster attacks you. As soon as you see it, go to the left and maintain the fire button pressed; your player will leave running. Go on running towards the left, until you arrive to the screen where a vine is hung. Run until the edge and jump towards the vine.

Indications



IF YOU DON'T KNOW WHAT TO DO, READ THESE INDICATIONS AND SEE IF THEY ARE RELEVANT TO YOUR SITUATION.

- Don't forget to look for and pick up your gun.
- Don't leave your friend behind.
- There are other ways to destroy guards, not only shooting at them.
- Before leaving the underground city, you have to rescue your friend.
- It's not ALWAYS recommended to shoot at the guards.
- Disable all the electrical circuits.
- You can create a power field with your gun, by briefly maintaining the button pressed then releasing it.
- You can shoot a super fire shot by pressing and holding the button longer.

Passwords of the saved games

Code	Description

Credits

Programming, Graphics And Original Design

Eric Chahi

Music and sound effects

Jean-Francois Freitas, Eric Chahi

PC Porting

ManuTOO (aka Emmanuel Rivoire)

Nicolas Hamel & Cyril Cogordan,

Extra Gfx: Bertrand Dupuy (menu)

Production and publishing of the 15th Anniversary version

Elektrogames :

Ivan LEBEAU, CEO

Abrial DA COSTA, VP Sales & Marketing

Norbert CELLIER, Production Director

Claude AMARDEIL, Legal

Franck LALANE, Marketing Manager

Alexandre CHIVOT, Producer

Acknowledgements:

Jacques Harbonn, Thierry Falcoz,

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Cecile Chahi, James Spafford, Bob Watson, Damián Conde,

Frédéric Sardain, Sébastien Berthet, Daniel Morais, Paul de

Senneville, Victor Perez, Anne-Marie Joassim, Chantal

Duviquet, Philippe Delamarre

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