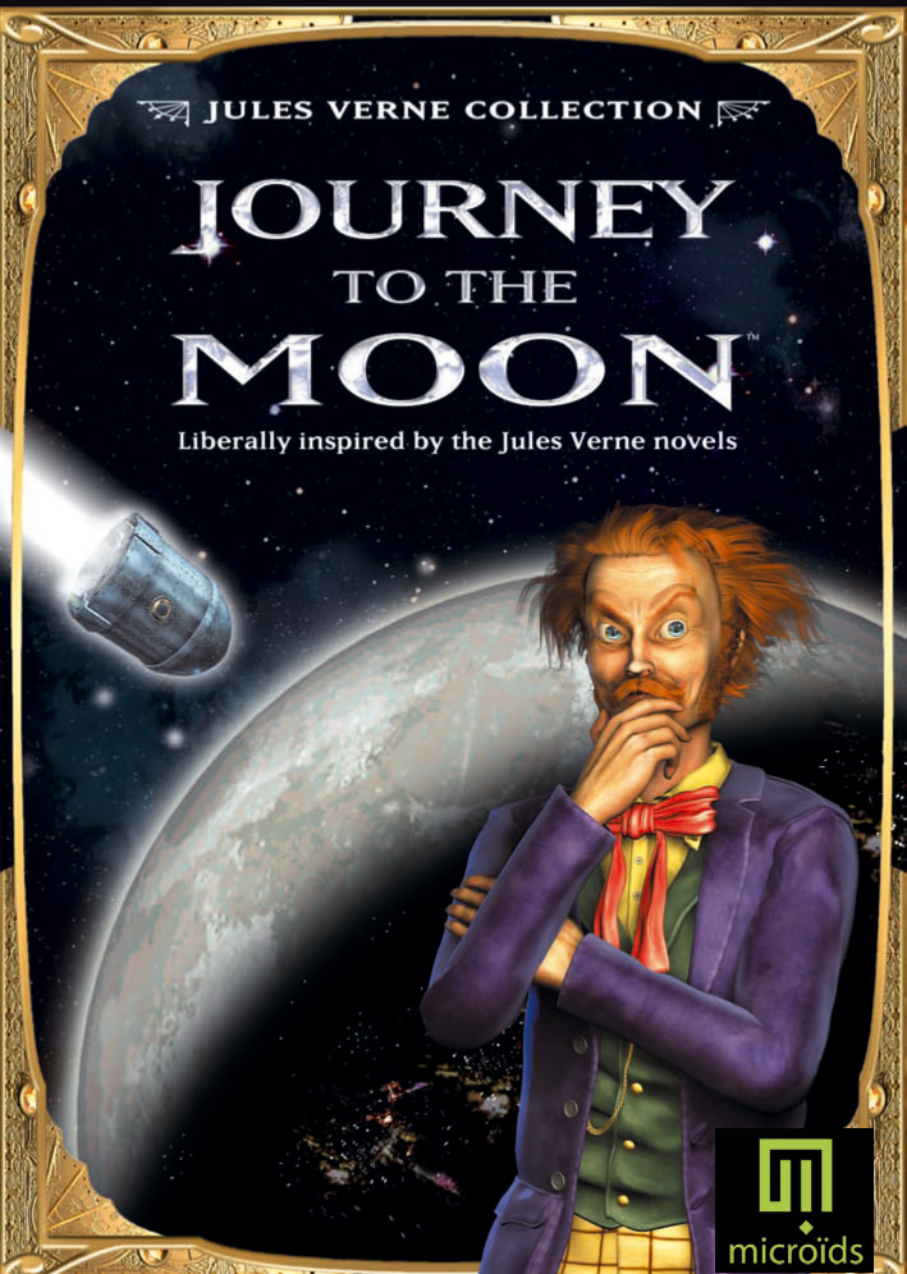
USER'S GUIDE


JULES VERNE COLLECTION
JOURNEY TO THE MOON™
Liberally inspired by the Jules Verne novels
microïds

EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.

Music by Yan Volsy

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SYSTEM REQUIREMENTS

Minimum:
Operating System: Windows® 98SE/ME/2000/XP
Processor: Pentium® III – 800 MHz
RAM Memory: 64 MB
Free Drive Space: 1,4 GB
CD-ROM/DVD-ROM Drive: 16x
Video card: 64 MB – DirectX® 9 compatible
Sound: DirectX® 9 compatible
Peripherals: mouse and keyboard

Recommended:
Operating System: Windows® XP
Processor: Pentium® 4 – 1 GHz
RAM Memory: 128 MB
Free Drive Space : 1,4 Go
CD-ROM/DVD-ROM Drive: 24x
Video card: 64 Mo – DirectX® 9 compatible
Sound: DirectX® 9 compatible
Peripherals: mouse and keyboard

Sub-titles available as an option
Contextual informations on available items available as an option

INTRODUCTION

Charm and mystery of an unspoiled Moon!

At the time when Jules Verne wrote his masterpieces our satellite was an unexplored territory which hidden face was considered the most fascinating of all mysteries.
Verne's heroes, however, didn't make it until the end of their marvellous journey. While they managed to enter the moon's orbit, they couldn't land. Nonetheless they spent countless hours observing its surface, close yet unreachable, emitting numerous passionate hypotheses which they could never verify themselves.
This chance denied to the essay's characters, our game is offering it to you! You will discover the Moon as Jules Verne's heroes dreamt of it.

INSTALLATION INSTRUCTIONS

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

1- Insert the CD1 of *Journey to the Moon* in your CD-ROM drive.

2- If the auto-run is activated on your computer, the installation will begin automatically upon insertion of the CD in the CD-ROM drive. You may now follow the instructions on screen.

If the auto-run feature is disabled on your computer, proceed as follow.
a) On the Windows® desktop, click on "Start".
b) Select "Execute…" and type in the letter related to your CD-ROM drive, followed by Install.exe (e.g. D:\Install.exe)..

Alternate procedure

a) Double-click on "My Computer".
b) Right click on the CD-ROM drive holding the CD1 of *Journey to the Moon* and select "Open" to access the CD data.
c) Double click on the "Install.exe" file to begin the installation.

3. Read and accept the end users licence agreement, then follow the instructions on screen.

4. The installer will automatically create a program icon group and a quick start icon in windows® “Start” menu.

5. To launch the game from the Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Journey to the Moon -> Journey to the Moon

UNINSTALLATION INSTRUCTIONS

To uninstall *Journey to the Moon,* proceed as follow:
On Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Journey to the Moon -> Uninstall Journey to the Moon

WELCOME SCREEN



MAIN MENU

While in game, click on the « Menu » button in the inventory to access the main menu.
The main menu displays the following options, along with a description when you hove the cursor upon their icon:
New game: starts a new game
Load game: loads a saved gamed
Picture Gallery: shows all different comic strips and cinematics unlocked in the game
Credits: shows the list of people who contributed to the creation of this game
Options : gives access to video and audio settings, also activates or disables sub-titles
Quit: quits the game

CURSORS EXPLANATION



Neutral Cursor:
indicates no action is possible



Move Cursor:
signals that you may move toward this direction



Action Cursor:
indicates that an action may take place in this area ; you may interact with this element as a puzzle or you may need to use an item from your inventory in this area



Barred Cursor:
signals an action may take place in this area, but not at this moment



Pick Cursor:
indicates that you may pick this item up to store it into your inventory



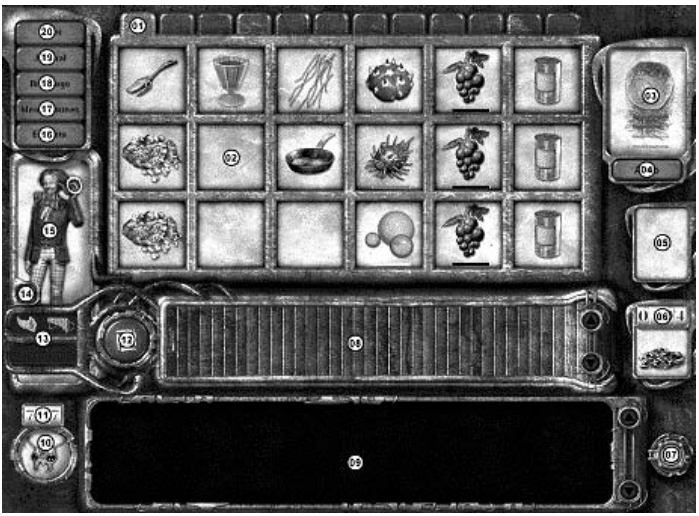
Talk Cursor:
indicates that may talk with characters, or listen to informations



Loop Cursor:
indicates that you may zoom into the scenery to get closer or accede to a new screenplay

INVENTORY

The inventory has several functions. Access to the inventory with a right click of the mouse.



1) Inventory tabs
2) Collected item's storage
3) Transit area
4) Automatic storage button
5) Gauge or timers area
6) Lunar money area
7) Quit button
8) Puttering about area
9) Text display area
10) Insect spy
11) Lunar IQ
12) Empty button
13) Acquired skills area
14) Current objective reminder button
15) Michel Ardan
16) Investigation's page button
17) Ideograms button
18) Puttering about page button
19) Journal button
20) Main menu button

SPECIFIC INTERACTIONS

Collecting Items:
All along the game you will collect numerous items which will be stored in the transit area of your inventory.
You can move the items from the transit area to sort them as you wish in the storage area. Use tabs to ease your arranging.
You may as well automatically empty your transit area by pressing the “4” key. All the items will then be moved from area “3” to area “2” by filling up empty spaces. Once a page is full, select another tab and repeat the operation.

Combining Items in the inventory:
Sometimes you will have to combine several items in the inventory to create a new item or tool. To do so, left click on the first item and slide it on the other item you want to start a combination with. If their association is possible, the items will combine into the puttering about area. If the combination is complete, the result will be stocked into the transit area. If the combination requires additional items, you will have to add them directly into the puttering about area.

Journal Button:
Click on it to access to a journal which is automatically updated along your progression in the adventure. It is a log of all the actions you have made, it also contains illustrations which will come handy in your adventure.

Assembling Button:
Click on it to accede to the list of all items combinations you have done.

Ideograms Button:
Click on it to accede to the list of all the ideograms you were taught deciphering along the game.

Investigation Button:
Click on it to view the level of progression of your investigation. The labels represent important steps for the understanding of your companion’s misfortune, Barbicane and Nicoll. Once all labels are revealed, your investigation will be solved.

Lunar IQ:
This score system rises as you move throughout the game. The more obstacles you will overcome, the more points you will be awarded. Beware that it will also penalize any of your clumsiness. Can you do better than other players?

Insect spy:
This small lunar animal could prove very useful during your journey.

SAVING A GAME

Right click with the mouse button to accede to the inventory. Then click on the "Menu" button to accede the sub-menu. At last select the "Save game" button to reach saved games' display screen.

Michel Ardan's 5 coloured labels allow multiple players not to mix their saved games. Choose from any of the five characters to identify your own saved games.

Click on the "Save game" button to save your game. You will have to confirm, and then be brought back to the game menu. Select "Return to the game" to come back into the game.

Note: We strongly advise you to frequently save your game!

LOADING A SAVED GAME

Click with the right button of the mouse to get to the inventory. Then click on the "Menu" button to reach the sub-menu. At last select the "Load game" button to get to the loading screen.

Select the coloured label of the character under which you had previously saved your game.

Click on the "Load game" button to view the saved games.
They are classified with a picture representing the area of the game, as well as the time and date of the saving. Select the one you want to load. You will have to confirm your choice.

To return back to the current game without loading a saved game, click on the "Quit" icon in the bottom right hand corner of the screen.

EXITING THE GAME

Click with right button of the mouse to accede to the inventory. Then click on the "Menu" button to access the sub-menu. Selection the "Quit the game" button to reach the main menu and then click on "Quit".

THE FIRST FIVE MINUTES OF GAMEPLAY

You are Michel Ardan, a carefree and unreasonable French adventurer. You are waking up in a small, gloomy room. Impossible to remember what happened. Your last memory is a great shock which made you lose consciousness. You can distinguish two bodies lying on benches from the darkness surrounding you. You stand up and raise the lamp's power.

Your first objective is to recall your memory: what happened? What are you doing here? Who are the people lying on the benches? For each clue, a label will appear in the "Investigation" page of your inventory.
Move toward the ladder but don't touch to the machinery beside you, at this point, you could only put them out of order.
Examine the body to the left, and then the other on the right.
Click onto the journal's page stick to the container, you will recognize yourself.
Take down the Monkey wrench near the ladder, it will drop onto the ground, pick it up.
Open your inventory with a right click of the mouse button.
Select the tool, then quit the inventory either with a right click or by clicking on the cross in the lower right hand corner of the screen.
Now that you have the tool in hand, you can unscrew the bolts of the porthole at your feet.
This blue planet…That's the Earth! Fantastic! You are in interplanetary space!

You now fully recall your memory: you are travelling with Barbicane and Nicholl. Barbicane is a famous canon builder, the initiator of the Columbiad project. He had the idea to fire a shell over the Moon. You volunteered to travel inside. Nicholl is an armour specialist. He pretended the project was unfeasible. Barbicane, furious, challenged him into a duel. You've managed to patch things up between them two by offering to come with them in the shell.

You and your friends were stunned by the launching's brutal acceleration.

It is now time to awaken your companions…

CREDITS

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