

CD-i

INCA



PHILIPS

COMPACT DISC INTERACTIVE



I N T R O D U C T I O N

How can it be that only a handful of adventurers, some 200 men, were able to defeat a well-trained army of tens of thousands of soldiers? It is this question that serves as the starting point for the INCA story.

When Francisco Pizarro undertook the conquest of Peru in 1532 (about 40 years after the "discovery" of America) his army was equipped with only 20 horses and a few muskets. His opponent was the Inca ATAHUALPA, head of the immense Tawantinsuyu empire which extended from Chile to the Equator—taking in Bolivia, Peru and part of the Amazon. This ancient civilization had many well-guarded mysteries which will probably remain unsolved forever.

Earlier, in 1525, the Inca HUAYNA CAPAC had a premonition about the arrival of the conquistadors

and impending disaster. Before he died, he made sure the great powers of the Incas—Energy, Matter and Time—were sent safely into space, out of reach of the conquistadors. His spirit awaits the fulfillment of his prophecy: EL DORADO, The Chosen One, was to appear five centuries later to undertake the great quest and become the new Inca, and INTI, the sun, will shine once again on the reborn empire.

Are you the Chosen One, the one who will inhabit the body of EL DORADO that is hidden in a monolith traveling through time?

The spirit of HUAYNA CAPAC is at your side, ready to guide you throughout your quest. Go, EL DORADO, the time of the prophecy is at hand. You must find the three powers of the Incas so that the Empire may be reborn.

M A I N M E N U

EI DORADO, after you select the language you want to use, you go to the Main Menu. Here you embark on your great quest.

INTRO provides the background storyline of *INCA* and the program credits. Interrupting this sequence at any time takes you to HUAYNA CAPAC's spirit who counsels you on the dangers of your quest.

DEMO offers a demonstration of the game components and introduces the characters. You may interrupt this presentation at any time by pressing either action button.

GAME begins the game. HUAYNA CAPAC'S spirit guides you to your first destination.

RESUME gives you the option of returning to any of your previous game phases by selecting **RESUME**. For further information read the section on Save and Resume.

G A M E M E N U

These are the options on the Game Menu:

BEGIN the game by selecting the stone doorway located at the far left-hand side of the wall.

A GLOSSARY with descriptions of the many historical terms used in *INCA* is located by selecting the two small figures (MAMA OCLLO and MANCO CAPAC). Use the arrows to scroll through the terms.

EXIT the Game Menu and view disc credits by selecting the golden Inca statue.

HUAYNA CAPAC'S spirit offers advice when you select the golden orb.

HELP is available by selecting the golden statue set into the wall on the far right. To scan through the topics, use the forward and backward arrows for explanations of the game and characters. To exit this section, click on the center arrow.

MUSIC tracks are selectable via a control panel of five buttons set into the wall. These allow you to Play, Stop, Pause and Skip Forward or Backward on the 13 music tracks on the disc.

S A V E A N D R E S U M E

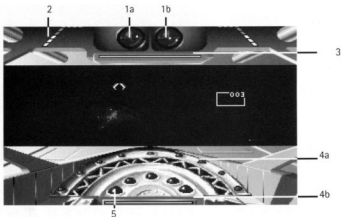
At the beginning of each game phase, a secret six-figure code is displayed. Make a precise note of it. The code is your key to return to this phase of the game. It gives you direct access to different game situations, speeds up navigation and increases your mobility.

To return to the start of a game phase you want, select **RESUME** and then enter the six-figure code. Between each game phase, you can select **HELP** and then click **EXIT** to leave the game.

P I L O T I N G I N S P A C E

When you move about in space, you pilot the Tumi—the sacrificial weapon and symbol of the power of the Incas, now in the form of a starship. It is armed to help you bring renaissance to our civilization, not to destroy life. Tumi harnesses the power of a sun to use spatio-temporal energy spheres to propel the enemies of the renaissance outside of your continuum.

- 1a Left: rear radar
- 1b Right: forward radar
- Red dot: target echo
- White dot: enemy echo
- Green dot: locked-on enemy echo
- 2 Speed
- 3 Nuclear fusion control (ceases fire in case of overheating)
- 4a Nine small stones: the shield of the sacred jewels is fully loaded at each new action phase or after the loss of a life
- 4b Witness the loss of a jewel
- 5 Five large stones: remaining number of returns to the immediate past



S P A C E T R A V E L

EL DORADO, if you lose the nine gems of the shield in a game phase, I, HUAYNA CAPAC, will send you back to the beginning of the phase in progress. However, I only have the power to do this five times during your quest.

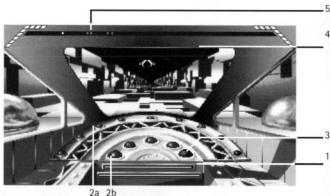
Use of remote control:

BUTTON ONE: fire

BUTTON TWO: click once to accelerate; click twice to decelerate

JOYSTICK OR TRACKBALL: to move the vessel

- 1 Nuclear fusion control
(ceases fire in case of
overheating)
- 2a Nine small stones: the
shield of the sacred jewels
is fully loaded at each new
action phase or after the
loss of a life
- 2b Witness the loss of a jewel
- 3 Five large stones:
remaining number of
returns to the
immediate past
- 4 Speed
- 5 Relative position of
enemies in relation to you:
Red dots: your enemies
White dot: your vessel



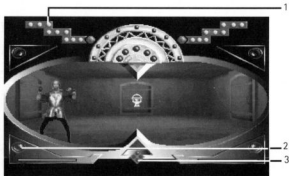
FLIGHT OVER THE CANYONS

*Your aim, **EL DORADO**, is to be the first to reach the end of the canyon.*

If you lose the nine gems of the shield in an action phase, I will send you back to the beginning of the phase in progress. However, I only have the power to do this five times during your quest.

Use of the remote control is the same as described on page seven.

- 1 Number of enemies present in your continuum
- 2 Fusion control on your wrist energy projector (ceases fire in case of overheating)
- 3 The stone will indicate the direction of the Inti; use it as a compass



HELMET OF THE INITIATES

You should also use your legs to get about, EL DORADO. You'll be wearing the Helmet of the Initiates, so you'll be well-equipped.

Use of remote control in "move" mode:

BUTTON ONE: advance

BUTTON TWO: access to map of the maze

JOYSTICK OR TRACKBALL: advance, left or right rotation

Use of remote control in "fire" mode:

BUTTON ONE: fire

BUTTON TWO: no function in this mode

JOYSTICK OR TRACKBALL: movement of firing cursor

T H E M Y S T E R I E S

The manipulations for all mysteries are simple: only the zones on objects, the names of which are shown at the top of the screen when moving the cursor, can be selected.

In order to solve the many mysteries that confront you during your quest to bring life back to the Inca Empire, you must gather and concentrate all the skills within yourself: eye-to-hand skills to get past the flying enemies massed in space; logic skills to solve the numerous puzzles designed to hinder and confuse you; and, finally, perserverance in order to make it to AGUIRRE'S ship and destroy his powers.

The screen is divided into three zones:

- The inventory appears when the cursor is moved to the top of the screen. Click on HUAYNA CAPAC's face for advice and information. Also on this screen, you have the opportunity to access a portion of the **HELP** section pertinent to your specific location or to leave the game by clicking **EXIT**.
- The central zone is where the adventure takes place.
- The text zone is located at the bottom of the screen.

THE ROLE OF THE CURSOR

Moving the cursor around the screen serves as a form of exploration. This allows you to pinpoint objects, characters and places worthy of note. Their names appear at the bottom of the screen.

OBJECTS TO BE PICKED UP

- Click Button One directly on an object that you wish to pick up and the object becomes a cursor.
- Click on Button One (with this object as a cursor) to use the object on the screen.
- Click on Button Two to place the object in the inventory.
- To remove an object from the inventory, position the cursor at the top of the screen and click Button One, then the name of the object appears.

Consequently, clicking the buttons of the remote control can be—according to the context—giving, showing, taking, using or putting an object into action.

HUAYNA CAPAC'S ADVICE

PILOTING IN SPACE

I piloted the Tumi when I was younger and I have to say, all false modesty aside, that I handled it well. You should have seen me in action! So listen to some words of advice from an old space hand.

Every time you have to face up to enemies, show how brave you are; don't run away from the battle! Never let anyone behind you who might catch you out later. This Tumi is very fast so, if you're being pursued at top speed, don't hesitate to slam on the brakes and catch your enemy out. You'll become the hunter. Keep a close watch on the radar for they are often not alone and are always cunning. Don't forget your destination will appear in red on the radar.

FLYING OVER THE CANYONS

When chasing your enemies, be careful of the mines they throw out behind them. They are deadly. It's vital that you destroy them even before firing on the vessels. You must be first across the finish line. Beware! You can be fired upon from behind.

ON GROUND

You'll also have to fight your enemies hand-to-hand and, as you'll find out, they're quick. When confronted by more than one, be more crafty than they are.

C H A R A C T E R S

EL DORADO



The Chosen One of the prophecy, selected to undertake the great quest, awakens in our time in the body of EL DORADO, the legendary and mythical character. His goal is to make the Inca Empire come back to life by finding the three powers of Time, Matter and Energy with help from HUAYNA CAPAC.

H U A Y N A C A P A C



He is the last of the great Incas, the 11th of the dynasty. Well before the conquest of Peru by Pizarro in 1532, he had a premonition that the Empire would be invaded by the Spanish. Thanks to his great foresight he was able to put the immense powers of the Incas out of reach of the conquistadors. He died in 1525. His son ATAHUALPA was executed by the Spanish in 1533, which signaled the end of the Inca civilization. The spirit of HUAYNA CAPAC, who is honest, wise and mischievous, guides EL DORADO throughout his quest.

A G V I R R E



A Spanish conquistador, he is the symbol of the power and aggressiveness of the conquistadors. His powers are even greater because he knows how to mix brute strength with double-dealing. He is deceitful, contemptuous and devilish, constantly searching for power and material wealth.

A C C L A



The Sun Virgin is the young vestal protectress of the sanctuary of the elders (Huaca). She awaits the coming of EL DORADO in order to give him the power of Matter.

MAMA OCLLO MANCO CAPAC



These are the elders and mythical creators of the Inca civilization. Their statues keep watch over the first power, Time. They appear in the story to give life and create the notion of time.



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