

LUCASFILM GAMES™

The EIDOLON™

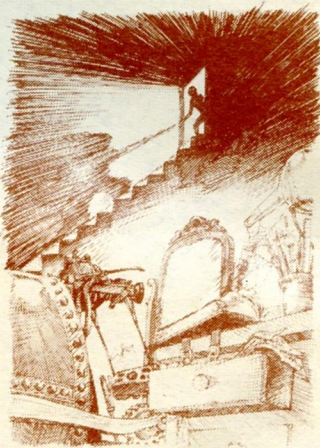
ACTIVISION
HOME COMPUTER SOFTWARE™

THE EIDOLON

The Agon Mansion

More than a hundred years ago, the eccentric scientist and inventor Dr. Josef Vincent Agon lived here - a recluse who shut himself up behind locked iron gates and the tall shuttered windows of the great Victorian mansion. In his studies of the powers of the human mind, Agon distinguished himself as one of the world's greatest scientists. But the nature of the experiments remains a mysterious secret for Agon disappeared without a trace. His relatives closed the mansion, and it has remained locked and deserted. Until now.

For tonight, walking nearby, you discover the iron gate stands ajar. Curious, you push the gate open, cross the front path and as you touch the brass knob, the door yawns open. At the end of the front hallway a mysterious glow emanates from below - a light that draws you, almost against your will. Step by step you descend into Dr. Agon's laboratory!



A fantastic machine faces a glowing mirror, a device that looks as if it may have been designed for travel - but what kind of travel? The ornate timepiece in the center of its control panel is frozen in time, both hands at twelve o'clock.

On a small writing desk nearby, you discover an old leatherbound diary. Perhaps this will explain the mysterious device. Breathless with curiosity, you begin to read the yellowed pages...

April 21, 1850

My hands still tremble with excitement as I write these words. For today I have tested "The Eidolon" - the device that represents the sum of a lifetime's research into the mystical powers of the mind. Whether I have failed or triumphed I cannot say. I can only describe the strange mysteries I have seen.

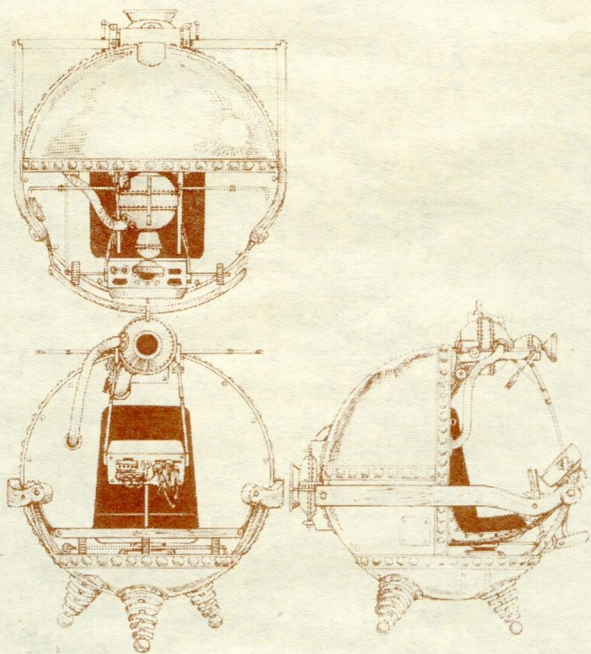
Seated in the Eidolon, with the power reserve at its peak, I pressed the trigger at the side of the main operating lever. Across the room the mirror itself began to glow. The light grew brighter until it enveloped the room. I found myself within the light, transported by it, into a series of caverns that opened in many directions.

Strange glowing spheres of energy - red, blue, green and gold rushed past. I hardly knew whether to dodge or chase them! Then the strangest vision occurred: a statue of a troll-like creature appeared, then came to life and began to walk towards me. No sooner had this curious apparition appeared than I found myself back in the laboratory, the power reserve of the Eidolon abruptly depleted.



The Trolls have been quite content to let me pass.

I am exhausted. Tomorrow, with the Eidolon's power reserves replenished, I shall return.



April 22, 1850

I find myself fascinated by the strange and extraordinary creatures of this world. These inhabitants appear to be attracted to the power of the Eidolon. Indeed, almost to feed off its energy. Thus, if one touches the device, the power is depleted and I am transported back to my laboratory.

May 1, 1850

I have begun to investigate the strange physical nature of the spheres of energy. Their colours appear to indicate something of the type and level of their energy.

RED: The red fireballs are the most destructive. When one strikes the Eidolon, its energy drains the power reserves. When I launch a red fireball at one of the underground inhabitants, the creature is thrown backwards by the impact, its powers weakened. The effect is only temporary, however, for the creature soon recovers and attacks with renewed vigor.

GOLD: Gold fireballs recharge the Eidolon's power reserve. I have encountered them at irregular intervals throughout the caves, suspended in the air. To tap their energy, I must simply approach and collect them.

BLUE: These fireballs have the astounding power to alter the flow of time. When I have managed to catch one, the Eidolon's clock suddenly lights up with blue energy, and I gain time to explore the caves. The Eidolon itself can also generate blue fireballs, which have an even more amazing effect. Creatures struck by a blue fireball immediately freeze in their tracks. The effect lasts only a short time - long enough, perhaps, to deal with troublesome creatures.

GREEN: Green fireballs transform one creature into another. There is no way to know whether the new creature will be more or less dangerous than the one before.

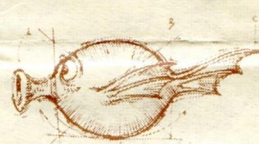
Generating fireballs quickly drains the power reserves. But by targeting and capturing fireballs - with the exception of the destructive red fireballs - I can recharge the Eidolon's power reserve.

May 14, 1850

Today, I encountered a new creature. When I directed a red fireball at this guardian of the caverns, it disappeared - and a mysterious glowing jewel of energy appeared. I collected the jewel and stored it in the Eidolon. Exactly what it is or how it functions I don't know yet.

May 21, 1850

There are mysteries within mysteries in the world I have discovered. Having reached the end of the cavern, I came upon a stone statue of a dragon. The statue was protected by a mystical barrier of energy, shimmering red. All my attempts to breach the barrier so far have failed.



Puffer Birds have the ability to catch fireballs and blow them back.

The Rotofly scares quite easily but is annoying as they hover over my every move.

Die Rotofly ("Rotofliege") ist ziemlich leicht einzuschüchtern, ist aber lästig, weil sie jede meiner Bewegungen vorfolgt.

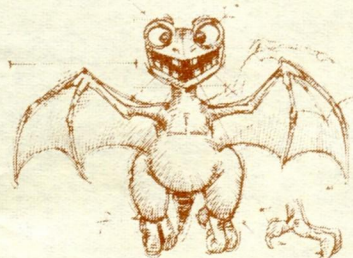
L'insecte Rotofly est facilement effarouché mais il est agaçant car il suit tous mes mouvements.

De Rotovlieg laat zich snel afschrikken, maar hij is vervelend want ze hangen boven elke beweging die ik maak.



May 25, 1850

I have discovered a way to capture red fireballs! Launching a red fireball at another causes their energies to combine to form a gold fireball which is then safe to capture. In general, fireballs of equal energy will combine, but higher energies always absorb lower energies.



The Biter Birds attack without provocation, although I have managed to scare them away.

One by one I have gathered up three jewels of energy - red, green and blue. Today, as I approached the statue of the dragon, I rammed the barrier. Unexpectedly, it glowed red, my red jewel vanished, and the barrier dissolved! The dragon was awakened. In a moment its furious attack depleted the energy reserves of the Eidolon, and I was back in my laboratory. Tomorrow I shall confront the dragon again.



May 27, 1850

Facing the dragon with all the energy I had left, I attempted to subdue the writhing creature with fireballs. I tried every combination of red, green, blue and gold. Suddenly, the energy from one of the spheres I fired overwhelmed the creature. In that instant I experienced a great surge of energy and was transported onto another level with caverns more twisted and maze-like, fireballs more numerous, and more new and strange creatures.

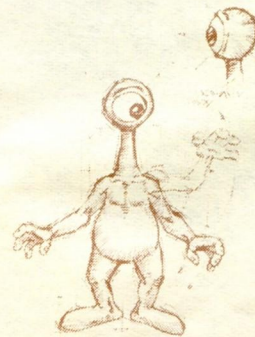
June 2, 1850

The mystical world is composed of many levels, each a maze of caverns more twisted and complicated the deeper I go. The entrance to each level is defended by a fierce dragon. No two dragons are alike. Each has its own vulnerabilities, which I must discover in order to pass. Every level has its own guardians as well, strange creatures that hoard the glowing jewels of energy.



The Grep is very curious and alert, it is best to remain perfectly still for they frighten easily and are very unpredictable.

So far I have counted five levels. If my suspicions are correct, there will be seven levels - seven the mystical number. Past the seventh level, who knows what awaits?



The Bottleneck is a very dangerous guardian. There are ways to maneuver around them, but it isn't always easy.

June 13, 1850

Last night, I had a strange vision. I imagined I had made it through the seventh level, past the final guardians. Then, against an immense and limitless sky, I beheld a many-headed dragon more fearful than anything I have encountered.

Today I intend to discover the great secret so fiercely guarded by the dragons. My excitement combines with a sense of dread, for each time I venture into the mystical realm, I find it harder to return to the real world. Something irresistible and compelling awaits me. I have no choice but to follow, wherever it may lead...

QUICK START - THE EIDOLON

LOADING INSTRUCTIONS

- * SET YOUR COMPUTER SYSTEM AS DETAILED IN THE MANUFACTURERS USER GUIDES THAT ACCOMPANY YOUR COMPUTER
- * SWITCH THE COMPUTER AND MONITOR ON
- * IF YOU ARE LOADING *THE EIDOLON* USING AN EXTERNAL CASSETTE MACHINE OR DISK DRIVE, ENSURE YOU TYPE THE RELEVANT COMMAND NOW SO THAT YOUR COMPUTER CAN ACCESS IT

If you have *THE EIDOLON* on cassette:

- * Load the cassette into the cassette holder and rewind to the beginning of side one.
- * Press CONTROL and ENTER keys together, then follow the commands that appear on screen.

Eidolon is now loading into your computer's memory. *Eidolon* is a multi-load game and when you qualify for the next level, this level will be loaded from cassette. Follow the screen instructions *carefully* in order that the correct levels are loaded. The levels are on side two of the cassette.

If you have *THE EIDOLON* on diskette:

- * Insert the diskette into the disk drive
- * Type the following command:-
RUN "EIDOLON"
and press the RETURN or ENTER key. *Eidolon* is now loading into your computer's memory.

CONTROLLING THE EIDOLON

1. Begin Game - Press Fire Button on your joystick or COPY key on keyboard.
2. Movement through the caverns. Push joystick in desired direction - forward, backward, left or right. Alternatively you may use the cursor keys on the keyboard to control your movement.
3. Shoot Fireballs. First choose the colour of fireball by pressing 1 (for Red), 2 (Gold), 3 (Green), or 4 (Blue). To fire, press the Fire Button on your joystick, or the COPY key on keyboard.
4. Capture Fireballs. Approach fireballs, centering them in the diamond-shaped cursor, and press the SPACE BAR.
5. Collect Jewels. Approach jewels, centering them in the diamond-shaped cursor, and press the SPACE BAR.
6. Release Jewels. Approach the dragon barrier. If you have the correct jewel, the barrier will dissolve, if not, the barrier will glow the colour of the jewel you require.
7. To pause the game press P.
8. To Restart the Game:-
 - on cassette versions this is not possible. You will need to reload the game as detailed above in "LOADING INSTRUCTIONS".
 - on diskette versions press the CONTROL, SHIFT and ESCAPE keys simultaneously, and then press the Fire Button / COPY key.

HINTS

Red fireballs are deadly! To avoid them, try to move out of their way or shoot a fireball at them to discharge their energy.

When you have defeated the guardians and collected as many of the jewels as you can before your time runs out, approach the energy barrier in front of the dragon. When you have defeated the dragon, the gate behind him will open and you may proceed to the next level.

To replenish the Eidolon's energy reserves, capture as many gold fireballs and jewels as you can.

There are three different creatures on each level. Each one is guarding a jewel of a different colour. Try to find all three of them before waking up the dragon.

To get a higher score, try to lure the creature away from its jewel then, without destroying the creature, go back and capture the jewel.

To get through the mazes faster, draw a map of each level by utilising the direction indicator.

CONTROL SCREEN



ATARI SCREEN VERSION SHOWN

- A Proximity Meter - Shows how close you are to the dragon.
- B Energy Meter - Shows your energy reserve.
- C Time Clock - Shows remaining time in fractions of a minute.
- D Time Counter - Shows whole minutes left.
- E Level Counter - Shows which level you are on.
- F Fireball Indicators - Shows which colours are available; flashing indicator shows which colour is selected.
- G Power Jewels - Indicators glow when jewels have been collected.
- H Direction Indicator - Helps you find your way through the caves.

Credits

THE EIDOLON was created by the Lucasfilm Games Division. Project Leader, Game Design and Programming: Charlie Kellner; Graphic Design, Storyboards and Animation: Gary Winnick; Sound Effects and Disk Programming: Douglas Crockford; Music: Charlie Kellner and David Levine; Graphic Effects and Commodore 64/128 Conversion: Kevin Furry; Technical Assistance and Support: David Fox, Noah Falstein, Aric Wilmunder, Chip Morningstar, James St. Louis, David Levine, Ron Gilbert, Loren Carpenter, Steve Arnold and Mary Paterno. Special thanks to George Lucas.

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