

# **CEDRIC MANUAL**

## **System Requirements**

Amiga 500 - 4000 with at least 1 MB RAM. Up to 3 additional disk drives are supported.

If your Amiga has at least 2 MB RAM, of which at least 1 MB is Chip-RAM then CEDRIC can also be installed to a hard disk if available. If you happen to own a CD-ROM drive then you can play the CD version direct from the CD.

## **CD-ROM Version**

Boot up your Amiga using Workbench. Place the CEDRIC CD in your CD drive and using a double click, open the diskette icon which will now have appeared. You can start CEDRIC by performing a double click on the large CEDRIC icon in the disk drive window.

## **Floppy Disk Version**

### **Start the game from disk**

Insert CEDRIC disk 1 into the built-in disk drive and turn on your computer. The game will now load automatically.

### **Hard Disk Installation**

CEDRIC will occupy approximately 5 MB of disk space. If you don't happen to have this much free space on your drive, then you will have to delete some non-essential files to create more room. If you can't do this, then the installation won't be possible. CEDRIC will only load automatically if you already have Amiga Workbench loaded on your hard disk. Boot your Amiga from the hard disk (If you've configured your Amiga such that Workbench doesn't load, enter the command "LOADWB" in the CLI window) insert CEDRIC disk 1 into



the drive of your choice and open the diskette icon with a double click. In the diskette window that will now have appeared, use a double mouse click to select the icon "HD-Installation English".

Within the installation program you can confirm all actions by clicking on the "Continue" button. Once you have clicked on the "Continue" button in the installation program, select the directory in which the CEDRIC drawer is to be located. All files which belong to the game will then be copied to this drawer. Now follow all of the on-screen instructions that appear for changing the diskettes etc. After a successful installation the wonderful large CEDRIC icon will now be seen in the newly created drawer. All you have to do now is click on this icon to start the game.

(Where we refer to "joystick" in the following, then of course the same movements are valid for the joypad of the CD 32 console. "Fire button" on the joystick translates to the RED button on the joypad.)

## The Controls

- **Joystick left/right:** This moves CEDRIC in the corresponding direction
- **Joystick up:** This has our character jumping in the air. The longer you hold the stick in this direction, the higher CEDRIC will jump. (Of course there is a limit to the height he can jump)
- **Joystick down:** This makes CEDRIC duck. (This is handy in helping CEDRIC to avoid certain flying creatures)
- **Fire Button:** This is used for self-defence.

If the fire button is depressed briefly then CEDRIC (also while jumping) will carry out a punch. If you hold the button down a little longer, CEDRIC goes into defensive mode, in which, as long as you hold the button depressed while moving the joystick, he can strike out in virtually all directions. By moving the stick down or up CEDRIC will duck or stand up again.



If you press the keyboard SPACE bar (or if you have a joystick with two separate fire buttons, press the second button) then you can no longer control CEDRIC directly, instead you find yourself in the status panel at the bottom of the screen. Here, by using the joystick movements and pressing the fire button, you can select objects and actions. The currently active icon is highlighted in colour while the inactive icons remain grey. This mode is appropriate most of all when you wish to use one of the numerous objects scattered about the levels, or combine one object with another. Such objects will become obvious when CEDRIC passes by and then all of a sudden begins to "think". A thought bubble will appear above CEDRIC's head (complete with cogs going round in his brain) and in addition there will be a line of text explanation in the status panel. If you want to do something with such an object, then you can switch into Object Mode using the SPACE bar which then gives you various possibilities to consider.

Above left in the status panel there is a crystal ball in which the currently active object is represented by a small icon. All object actions relate JUST TO THIS OBJECT. If the crystal ball is empty, then you don't have any object selected, or there's no object within range.

On the right hand side of the **status panel** there is a group of five icons which have the following functions:

- **Eye** (top left): Look at object / investigate object
- **Hand** (top right): Pick up object
- **Joystick** (centre): Switch back into running mode.  
This action can also be carried out by a renewed press on the space bar
- **Mouth** (right): Speak to people (also to objects!)
- **Hand with spanner** (bottom): Use an object



In the course of the game you will most probably find yourself in a situation where you would like to combine the use of two objects with one another. In this case you must follow this procedure (You can only combine an object from the inventory with one that is directly in front of CEDRIC. It's not possible to combine the use of two objects from the inventory): Position CEDRIC in front of the "stationary" object, so that he begins to think. Switch to the status panel and nominate the desired inventory object as active and then select the "Use" (spanner) icon. Voilà!

The status panel also carries some **additional valuable information** for playing the game.

There is a bar bottom left which shows the current life energy of our hero. At the beginning this bar is still in the green zone, which signifies "full energy". Every collision with a nasty enemy being will contribute to a loss of energy. If the bar is showing red and has shrunk to a fraction of its original size, then this is the time to get refreshed by collecting some of the many energy pills which are spread throughout the levels. If you don't do this then you're in danger of losing a life. The remaining lives are displayed to the right. Of course if you don't have any lives remaining then you'll receive the dreaded GAME OVER epitaph.

Along with the previously mentioned energy pills, there are some extra lives and heaps of bonus symbols and coins hidden in the levels. Of course these are extremely useful for our hero to collect.

There is a display of the number of collected bonus symbols to the right of the remaining lives indicator. If you collect more than 99 of these symbols then you are rewarded with a free extra life!

The number of coins collected is also displayed right alongside. It is highly advantageous to collect a decent stock of these, you'll be needing them in the course of the game!