OUT OF THIS WORLD™ Get Ready For The Next Generation Of Action/Adventure Games.

△ You’re about to enter a new world of computer entertainment. Out Of This World™ bridges the gap between Cinema and Action/Adventure games with a completely new style of fluid, cinematic storytelling. △ Hurtled through space and time by a nuclear experiment gone wrong, you’ll need to dodge, outwit, and overcome the host of alien monsters and deadly earthquakes that plague the alien landscape you now call home. Only a perfect blend of logic and skill will get you past the deadly obstacles that lie in wait.

△ Over two years in development, Out Of This World’s™ state of the art, polygonal graphics system generate real-time, rotoscoped animation in a fluid system of cinematic zooms, pans, close-ups, and scaling. The same cutting edge technology that lies at the heart of today’s best flight simulators allows Out Of This World™ to totally involve you in it’s intriguing, real-time story of interdimensional travel.

- Rotoscoped animation involves you in cinematically styled zooms, pans and close-ups
- State-of-the-art, real-time polygonal graphics bring cutting-edge technology to your screen
- A continual audio mix of digitized sound effects and musical score
- Simple to play -- keyboard/Gravis mouse stick controlled
- An action/adventure that actually tells a story of interdimensional travel

MacPlay™

MacPlay™
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-3530

©1991 Delphine Software. ©1992 Interplay Productions, Inc. All rights reserved. Out Of This World and MacPlay are trademarks of Interplay Productions, Inc. Macintosh is a trademark of Apple Corporation.
Thank you for purchasing our MacPlay product. We hope you find it to your liking and we would like to hear your feedback.

We also want to inform you on product updates — to do this we need you to become a registered user. Please fill out the registration card below to register yourself with our Customer Support program, which also entitles you to free technical support by calling our customer support number (714) 553-3530.

Name ____________________________________________
Address _________________________________________
City, State, Zip ____________________________ Phone ( ) __________________ Age _____ Sex: M F
The game I purchased was: ____________________________
Please rate this product (1-10, 10=best): Graphics _____ Sound _____ Docs _____ Overall _____
Where did you hear about this product? ________________________________
Where did you purchase this product? ________________________________
How many MacPlay and Interplay products do you own? ____________________________
What kind of Mac(s) do you have?
____ Old, old, old ______ Mac II, IIx, IICx ______ Mac Performa: ______
____ Mac Plus, SE, Classic ______ Mac LCII, IIC, IIVx ______ Portable/Powerbook: ______
____ Mac SE/30, Classic II ______ Mac IISi ______ Centris, Quadra: ______
____ Mac Color Classic, LC, LC II ______ Mac IIfx ______ New: ________
How much hard disk space do you have? _____ MB And how much RAM? _____ MB
What kind of peripherals do you have? ____________________________________________

Which magazines do you read: Macworld MacUser MacWEEK other: __________________
What user/special interest group(s) do you attend? ________________________________
Anything we missed? ___________________________________________________________
# Table of Contents

The Story of Lester Knight Chaykin ........................................ 2

Controls & Menu Options .................................................. 4

Getting Started ..................................................................... 6

First Scene Walk-through .................................................. 7

Hints .................................................................................. 9

Credits .............................................................................. 10

Save Game Passwords ...................................................... 11
The Story of Lester Knight Chaykin

The laboratory was engulfed in a sea of storm. This in no way disheartened the young nuclear scientist Lester Knight Chaykin as he raced towards the lab in his Ferrari. It would take more than a storm to keep him from trying his new experiment. In his excitement, he barely noticed the dark clouds looming on the horizon. Even if he had, there was no way for Lester to even imagine the events that were about to take place.

The violence of the brewing storm was soon forgotten once Lester stepped into the quiet of the elevator. His slow descent into the lab only seemed to create more excitement. Lester could almost feel electricity in the air. Spending some time away from his lab had helped him to understand his earlier errors. With this new understanding, Lester was sure that his new particle acceleration experiments would be perfect.

Before he could gain entrance to the lab, Lester had to wait impatiently for the security scan. Lester was ready to begin his experiment and didn't have time for what he thought were unnecessary security measures.

Through the security door Lester stepped into the mess he called his office. The piles of notes, empty soft drink cans and pizza boxes were a testimonial to the long hours of work that had passed before. Lester flipped a switch and with a beep his computer snapped to life. He quickly entered his password and began to enter the parameters for his new experiment. Now, he had only to wait. As he had done a hundred times before, Lester kicked back with a cold soda while the computer chugged away with the test. Any minute the computer would give him the results and he would know if he had indeed made a breakthrough.

But outside, the storm had other plans for tonight. As Lester sat watching his experiment run to perfection, the storm unleashed a tremendous bolt of lightning. The wave of electricity cut through the cool night air like a knife and hit the laboratory with deadly accuracy. Lester was unaware of what was happening outside. Just as the computer activated the accelerator a bolt of lightning found its way into the system with almost willful precision. As Lester sat with his icy cold soft drink, what was certain to be his demise was racing towards him through the accelerator at the speed of light. The bolt hit the end of the accelerator and exploded through the wall unleashing the fury that only a bolt of lightning is capable of. It coiled around Lester like a python until a massive charge was built up. Detonating in a brilliant flash of light, only an empty space was left where Lester used to be...
Controls & Menu Options

**Right Arrow** (Keypad-6 or L) Moves you right.

**Left Arrow** (Keypad-4 or J) Moves you left.

**Down Arrow** (Keypad-5 or K) Makes you duck. It can also be used to pick up items. If you are swimming or on an elevator it moves you down, or if you are standing on a teleporter you will be teleported down.

**Up Arrow** (Keypad-8 or I) Makes you jump. You will jump farther if you are running when you press the up key. If you are swimming or on an elevator it moves you up. If you are standing below a teleporter you will be teleported up.

**Shift** (or Option) Action Key: Used mostly for attack but when combined with Left/Right keys it makes you run. If you do not have a gun you will kick. If you have a gun you will shoot.

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Shift</td>
<td>Action Key (Option)</td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td></td>
</tr>
<tr>
<td>J</td>
<td></td>
</tr>
<tr>
<td>K</td>
<td></td>
</tr>
<tr>
<td>L</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

**$ - S** Turns sound on and off.

**$ - P** Pauses the game.

**$ - N** Starts a new game from scratch.

**$ - O** Continues an old game. You must type in an access code which appears at the bottom of the screen each time you die. For instance, the continue code for the first level may be "LDKD." You would have to enter this code to continue from where you left off in the last game.

**Using the Advanced Gravis Mouse Stick™**

Out of this World™ is compatible with the Mouse Stick™ from Advanced Gravis. If you want to use the Mouse Stick™, first load the appropriate OOTW set file for your monitor size as usual (see your Gravis manual for details on loading a set). You will find the OOTW set file in the Data folder. Then double-click on the Out of this World icon as usual, and turn on the Advanced Gravis Mouse Stick™ menu item in the Options menu.

After starting a new game, move the joystick left, right, up, or down to move in the respective direction. The button on the top of the mouse stick will make you jump, and the buttons on the left will make you kick or fire the gun. (Both buttons on the left act identically.)
GETTING STARTED

Double click on the Out of this World icon. A dialog screen will appear asking which window size to use. You will need a faster Macintosh to play on the larger sizes; on the slower Macs you will have to play in a smaller window. When you pick New Game (⌘-N) from the File menu for the first time, you will be required to enter a symbol code from the Out of this World code wheel. Line up the number specified on the inner wheel with the number specified on the screen. Next, you’ll look in the box on the wheel to find the appropriate symbols that you will have to select. To select the symbol, you must use your arrow keys and then press shift. When you have selected all of the necessary symbols, select OK.

Once the game starts, push the up key to start swimming to the surface of the water. Failing to do so will lead to your early demise!

First Scene Walk Through

WARNING!!!

This section contains hints that give away parts of the game. Only read this section if you are stuck!

Press the up key to swim to the surface of the water. Once you get to the surface, walk to the right to the next screen. Hostile leeches will fall from the ceiling. You must kick them to squish them. You can also duck and attack at the same time to squish a leech that is too far away from you.

Be careful not to let any land on you!

After squishing all the leeches on this screen, walk to the next screen to the right. There will be many more leeches to squish. You must squish all of the leeches on these two screens before proceeding to the next screen to the right.

How to squash leeches.
After entering the fourth screen, walk to the right until the beast attacks. As soon as you see him, go to the left and hold down the shift key. This will make your player run away. Keep running to the left until you get to the screen with the hanging vine. Keep running up to the edge and jump to the vine. You will hang there for a moment until the vine breaks. Then you will be swung back to the right and land on the next screen. The moment you land, start running to the right. Keep running all the way across all the screens. At the end of the last screen you will be saved from the beast by the inhabitants of this world. But they may not be as friendly as they seem...

**Macintosh II owners**

If you do not have a SuperDrive upgrade for your Macintosh II, you can write MacPlay's Customer Service department to trade the original *Out of this World* HD disk for two 800K disks. Send your original HD disk to us at MacPlay, Customer Service, 17922 Fitch Ave., Irvine, CA 92714, with a note asking for the trade-in for two 800K disks.

**HINTS**

IF YOU ARE STUCK, READ THESE HINTS AND THINK IF ANY OF THEM APPLY IN YOUR SITUATION.

- Make sure that you do not forget to find and pick up your gun.
- Do not leave your buddy behind.
- There are more ways to destroy guards than just shooting them.
- Before leaving the underground city make sure you save your buddy.
- It is not ALWAYS wise to shoot the guards.
- Deactivate all power circuits.
- You can make a Force Field with your gun by holding the shift key for a short time and then releasing it.
- You can fire a Super Shot by holding down the shift key for a longer period of time.

**Picking up a much needed weapon.**
CREDITS

Design: Eric Chahi
Programming: Eric Chahi
Artwork: Eric Chahi
Macintosh Programming: Alan Pavlish and Bill Dugan
Additional Programming: Bill Heineman and Mike Burton
Music: Jean-Francois Freitas
Sound: Jean-Francois Freitas, Eric Chahi
Sound and Music Drivers: Steve Hales and Jim Nitchals of Halestorm

Director of Quality Assurance: Jacob R. Buchert III
Testing: Scott Campbell, Theodore Bancroft, Christopher Benson, Christopher Jones, Jason Ferris, Jeremy Barnes, Fred Royal, Eric Demilt, Chris DeSalvo

Thanks to: Jesus Martinez, Daniel Morais, Frederic Savoir, Cecile Chahi, Philippe Delamarre, Philippe Ulrich, Sebastien Berthet, Pierre Gousseau, Chris Taylor

Manual Editor: Jerry Friedman and Anthony Mesaros
Producer: Alan Pavlish

Save Game Passwords

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Out of this World is a trademark of Interplay Productions, Inc.
MACPLAY LIMITED 90-DAY WARRANTY

MacPlay warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, MacPlay agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by MacPlay and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. MacPlay disclaims all responsibility for incidental or consequential damages.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LIFETIME WARRANTY

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to MacPlay at the address noted below with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and MacPlay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check, (2) a brief statement describing the defect, and (3) your return address.

If you have a problem with your software, you may wish to call us first at (714) 553-3530. If your media is defective and a replacement is necessary, UPS or registered mail is recommended for returns. Please send the defective disk(s) only (not the box) with a description of the problem and a check for $5.00 to:

WARRANTY REPLACEMENTS
MacPlay
17922 Fitch Ave.
Irvine, CA 92714

SYSTEM UPGRADES

MacPlay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original disks and a check for $15.00 (U.S. currency) and we will replace your disks with the version for another computer system that you specify. (This price is subject to change.)

COPYING PROHIBITED

This software product and the manual are copyrighted and all rights are reserved by Interplay Productions. Out of this World is protected by the copyright laws that pertain to computer software. All disks are not copy-protected. This does not mean you may make unlimited copies. You may back up the disk for your own personal use, but it's illegal to sell, give or otherwise distribute a copy to another person.

©1992 MacPlay. All rights reserved. Out of this World is a registered trademark of Interplay Productions, Inc.

NOTICE

MacPlay reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.