

mlko

PICTURES

THE NEXT
BIG THING

PENDULO
STUDIOS

FOCUS
HOME INTERACTIVE

Epilepsy warning

**I - PRECAUTIONS TO TAKE AT ALL TIMES
WHEN PLAYING COMPUTER GAMES**

- Do not play if you are tired or lacking sleep.
- Always play in a well lit room, and ensure that the screen brightness level is not too high.
- If you are playing a game on a screen, play at a reasonable distance from the screen and as far back from it as the connector cable will reach.
- While you are playing, ensure you take a 10-15 minute break every hour.

II - EPILEPSY WARNING

Certain individuals have a condition which may cause them to experience epileptic fits and which could also include loss of consciousness, particularly when exposed to certain types of strong light stimuli, such as a rapid succession of images, repetition of simple geometrical shapes, flashes or explosions. These individuals may experience fits while playing computer games containing such visual stimuli even though they may have no previous medical history of such a condition or may never have suffered an epileptic fit. If you or a member of your family have ever experienced symptoms linked to epilepsy (fits or loss of consciousness) in situations of strong light stimuli, please consult your doctor before playing any computer games. Parents should also monitor their children closely when they are playing computer games. If you or your child show any symptoms of the following: dizziness, disturbed vision, eye or muscle twitching, disorientation, involuntary movement, convulsions or blackouts, you should stop playing immediately and seek medical advice.



TECHNICAL SUPPORT

If you encounter difficulties installing or running The Next Big Thing, do not hesitate to contact our technical support department by email:
support@thenextbig-game.com

Thanks for providing to our technical support a maximum of information on the problem type encountered and the way it happens, along with your computer Dxdiag.

To get it, click on your Windows "Start" menu, and then on "Run". Then, type "dxdiag" (without the quotes) and validate. You can then save your Dxdiag by clicking on "Save All Information".

STUCK IN THE GAME?

For everything concerning the progression in the game, puzzles solving or just an advice, you will be able to find all answers on the website www.thenextbig-game.com. Just visit the forums and look for the topics located in Hint Requests.

1 GAME INSTALL

To install the game, please:

- Insert the game disc in your disc drive.
- The install program should launch automatically.

If it does not, click on "My computer" icon, which is on your Windows desktop, then on the disc drive icon, and to finish on the "setup.exe" file, which can be found on the disc root.

- When the install window appears, click on "Install".
- Follow the instructions onscreen.
- Restart your computer if it asks you to.

Please note that the game « The Next Big Thing » uses DirectX 9.0 technology, and so requires it to be installed, or updated if you already have it.

LICENSE AGREEMENT

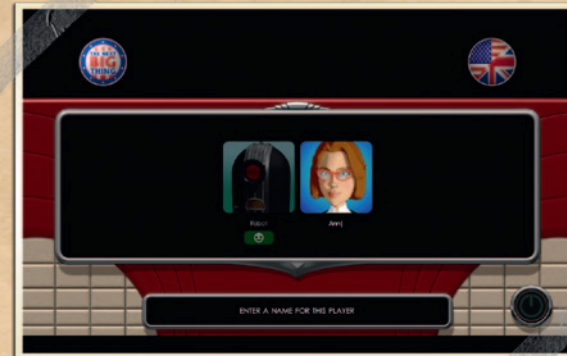
You may look at the license agreement of The Next Big Thing during the installation. You must read it thoroughly and accept the terms of use before installing the game.

GAME ACTIVATION

After installing the game, you will need to activate it. The program will ask you to enter an activation key. This key is printed on the back cover of the manual. Please note that this activation requires Internet connection. If you have no Internet connection, please contact our Support Service by e-mail from another computer connected to the Internet, or by phone, to proceed to the activation at distance.

2 GAME LAUNCHING

2.1. PROFILE



Once the game is installed and launched, you can create a game profile.

To do so, please select a picture, a user name, and a password. Several persons will have the possibility to play on your computer, by creating each his profile.

Note that the save games are specific to each profile.

Be careful! Do not forget your password, as you will need it at each

game launching.

You will always have the possibility to create a new user profile, but then, you will have to start back the game from scratch.

If you do not want to use a password, then press on "Enter".

2.2. DIFFICULTY CHOICE (GAME HELP)

To complete the profile creation, you will have to choose a difficulty level.



Use the left and right arrow on the screen to change the difficulty level.

- **Green:** The easy level will give you access to all clues of the game, and at anytime! So you will have access to the help system [F1] which gives you clues to progress in the game, but also to the game Hot Spots [F2], that will help you see all objects, and actions to do onscreen. Be careful, abusing of the game help can reduce the play time and the pleasure of searching.
- **Yellow:** The medium level is made for you if you like to solve puzzles by yourself (the help system is not available). But if you do not like to search for the objects needed to the puzzles resolution, the Hot Spots display is available at anytime.
- **Red:** For the adventure game fans. Fully enjoy the point'n click joys without any help or clue (the Help system and Hot Spots are not available).



3 GAME INTERFACE

3.1. GAME SCREEN



A. Upper icon bar

In game, if you press on « Esc » or if you put the pointer on the top of the screen, icons will appear. To use those icons, click on them, or press on the related shortcut.

- A1. Help [F1]
- A2. Hot Spots [F2]
- A3. Inventory [Tab]
- A4. Checkpoints [F3]
- A5. Panel control [F4]

B. Liz and Dan: the heroes of the adventure

C. Pointer icon: the pointer icon indicates the actions that you can do. Execute this action with a left click. Several actions can be available for an active zone (look / use for example). To change the action icon, use the mouse right click.



The cross: the default pointer is cross-shaped, like the cross-hairs of a telescopic sight. Move the pointer on the screen to make it react over active objects.



The Arrow: It indicates that it is possible to go to another location. Double click to immediately reach this place.



The Eye: It allows you to examine active objects, and will give you essential information.

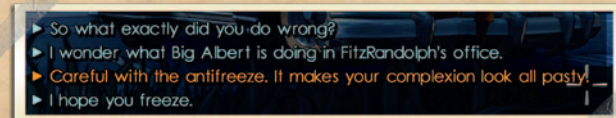


The Hand: It enables you to take an object in order to use it later to solve the many puzzles which await you.



The Speech balloon: This pointer indicates that it is possible to speak with a character. The conversations let you obtain lots of information.

3.2. THE DIALOGUES



It is your task to lead the discussion and obtain the information you need. Several sentences are proposed to lead the discussion. Click on the sentence of your choice to launch the discussion on this subject.



3.3. INVENTORY [TAB]

One of the essential parts of the game consists on you taking things from the screen. They will be kept here, in a place where you can combine them (just clicking on an item, moving it into another one and clicking again to let go of it) or use it on a hotspot.

Combining objects from your inventory is a good way to create yourself a tool you could need and you can't find.



To use an object on the game screen, simply select the object, and then move it to the top of the screen. You will then switch on the game screen. The object replaces now the pointer. When you are on an active zone, the object illuminates. Make the object action on the pointed zone with a left click.



3.4. HELP [F1]

When you are stuck in the game (and really blocked in the adventure, that you have tried everything, and that you are circling for a moment), you can make use of the help system to get a clue. If you are still stuck, do not hesitate to use it a second time.



3.5. Hot Spots [F2]

If your eyes are hurting because you spent too much time searching for the hot spots with which you can interact, use the Hot Spots icon to display all active zones of the screen. Make a simple click to get out of this mode, and continue to play.



3.6. CHECKPOINTS [F3]

Let's say that you have not played the game for a while, and that you do not remember in which points were when you left it. Then try this amazing tool that will summarize for you everything that you've done till that moment. At the beginning, most of the vignettes will be empty, and you will not be able to interact with them. But as you go on progressing in the game, more of them will be unblocked. The puzzles ongoing (not resolved) are displayed in grey, and those that you have finished are in colours.



3.7. PANEL CONTROL [F4]



1. You are currently playing The Next Big Thing (yes you are!).
2. You are playing in English.
3. Volume control
4. **Credits:** Display the names of the people involved in the game realization. No, you won't find their pictures (and trust me, it is better this way...)
5. **Save game:** Click on this icon and enter a description to save the game ongoing. Remember to do this every time you quit the game, or all your progression will be lost!
6. **Load a game:** select the save game with which you would like to continue the game, then validate.
7. **Delete a game:** select the save game that you would like to delete, and validate. Why would you want to do that? Well, maybe (only maybe) have you reached the maximum number of saved games and you need to delete one in order to save a new one. Things like that happen all the time. By the way: the maximum number of saved games is 999.
8. Subtitles display (On = activated / Off = disabled)
9. **Your profile:** here is displayed your profile. The bars show if you are abusing or not of the game help.
10. A few statistics
11. Back to the game
12. Quit the game

Are you ready for the adventure? Lights, camera ... and ACTION!

4 CREDITS

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The Next Small Things
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And Of Course Our
Families And Friends

FOCUS HOME INTERACTIVE

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Jodi Forrest

High Priestess Krom-ha

Christina Batman

FitzRandolph's Robots

Doug Rand

Spencer McDundee

Paul Bandey

Eva Morte

Jodi Forest

Big Albert

David Gasman

The Grim Reaper

David Gasman

Zelssius's Robots

David Gasman

Immaterial Man

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Barry Zelssius

Paul Bandey

MC

Doug Rand

The Boss

Doug Rand

Life-o-meter

Less Clack

The Boss Assistant

Paul Bandey

Assistant Director

Less Clack



Uses Bink Video.

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Uses Miles Sound System.

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ACTIVATION KEY

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