

Inherit the Earth

Quest for the Orb™

The Manual

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A Story of the Morph

We see the sky, we see the land, we see the water
And we wonder, Are we the only ones?
Long before we came to exist, the Humans ruled the Earth.
They made marvelous things, and moved whole mountains.
They knew the secret of Flight, the secret of Happiness,
And other secrets beyond our imaging.

The Humans also knew the secret of Life,
And they used it to give us the four great Gifts:
Thinking minds, feeling hearts, speaking mouths, and reaching hands.
We are their children.

They taught us how to use our hands, and how to speak.
They showed us the joy of using our minds.
They loved us, and, when we were ready,
They surely would have given us the secret of Happiness.

Now we see the sky, the land, and the water we are heir to,
And we wonder, Why did they leave?
Do they live still, and whence? In the stars?
We wonder, Was their fate good, or evil...
And will we also share the same fate one day?

– as preserved by the Rat Tribe



About Inherit the Earth: Quest for the Orb

Rif of the Fox Tribe has traveled far from home with his companion Rhene to compete in a puzzle contest. The night before the contest someone steals the wondrous Orb of Storms, an ancient relic of the Humans, and Rif is accused of being the thief. Rif is able to convince his accusers to give him a chance to find the real thief and recover the Orb. Two warriors are assigned to assist and guard Rif in his quest, Eeah of the Elk Tribe and Okk of the Boar Tribe. In addition Rhene is held hostage by the Boar King to ensure Rif does not try to escape.

Your goal in *Inherit the Earth: Quest for the Orb* is to guide Rif on his adventure, find clues to locate the real thief, and solve challenges along the way. You can have Rif talk to Okk, Eeah, and other Morph characters that are encountered during Rif's travels. Rif can pick-up items he finds and give these items to others. Some will only trade information for precious items, although what a Morph considers precious can vary greatly.

With your help, Rif will be able to clear his good name and rescue his beloved!



Rif



Rhene

Configuring the Game Settings

When the Inherit the Earth program is first run you will need to set your game configuration.



This dialog allows you to configure a number of game settings including some that cannot be changed while playing the game. The default settings will be acceptable for most systems.

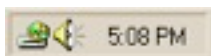
Sound and Music Settings / Sound Volume: To test the sound volume, press the Test button. This will play the sound of a Crow at the same volume it would be heard in the game.

Sound and Music Settings / Music Volume: To test the music volume, press the Start button. The music will play at the same volume it would be heard in the game. You can stop the music by pressing the Stop button (which was formerly labeled Start).

Sound and Music Settings / Output Device: If you have multiple output sound devices, you may want to change the sound output

device setting. Note that the output device setting cannot be changed while playing the game.

You cannot configure your system's master volume here. Click on the yellow speaker icon in the system tray to adjust the master volume.



Text Dialog Settings: Turn this checkbox off if you want dialogue in the game to be only spoken.

Program Settings / Display Full Screen: The default is to display the game full screen. If you would prefer to play the game in a 640 by 400 pixel window, turn this option off.

Program Settings / Pause When Game Inactive: By default the game will pause whenever the game display or window becomes inactive or minimized. Turning this option off will cause the game to continue playing music and sound unless the active application has exclusive access to the sound hardware.

Click the Play button to accept the settings and start the game.

You can change the configuration anytime before you start a game by selecting the Configure Inherit the Earth icon in the Inherit the Earth folder under the Start menu.



Member of the Hare Tribe

How to Guide Rif the Fox

The first time you play *Inherit the Earth* you will want to watch the non-interactive, introductory sections of the game where the Story of the Morphs and Rif's predicament are told. You can skip these sections next time you play by pressing the Escape (ESC) key once per section.



Above is shown the main display. At the top is The Stage where the primary activity of the game occurs. Whenever the Cursor is over the Stage and you click the left-mouse button, Rif (and occasionally Eeah and/or Okk) will attempt to perform the action indicated by the Left-click Action description. The default is to walk to the location, character, or item under the Cursor. Clicking on a Verb button can temporarily change the default action. The Verb highlighted in yellow indicates what action will occur if you right-click on something while the cursor is over the Stage.

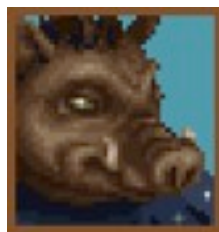
The Inventory is a list of all the items Rif is carrying. Rif starts out with only a Silver Medallion, but the opportunity to acquire and use items found during play is an important part of accomplishing Rif's goals. The Verbs also apply when you click on an Inventory item. Some verbs like "Give" even allow for a two-part action where you first click on an inventory item and then click on a character in the Stage - this will cause Rif to attempt to give the item to the character.

The Portrait usually shows Rif, but can show Okk or Eeah if they are performing an action for the benefit of Rif. The Portrait has additional purposes when a dialogue is taking place. See the section on Talking with the Natives for more information.

Finally, whenever the disk icon is visible, you can click on it to open the Options display. You should also click on the disk icon when you want to Save or Load a game. The disk icon will begin flashing slowly if you haven't saved your game recently. See the section on the Options Display for more information.



Eeah



Okk

Conversing with the Natives

Some of the Morphs you meet may be able to answer questions. Others may want to ask you a question or two. When such a situation arises, the display will switch into *Conversation* mode.



When in Conversation mode, a Statement List and the Portrait of the other character in the conversation will replace the Verb and Inventory areas. To either ask a question or say a response, click on the desired statement in the list. If there are more statements available than can be shown in the list area, up and/or down arrows will appear allowing you to scroll the list.

Choosing the last statement in the list will normally complete the conversation, and Rif will be able to continue on his journey.

You cannot save or load a game while having a conversation, so the disk icon will not be visible.

The Options Display

Clicking on the disk icon will display the Options Display. This display allows you to change some game settings, and save or load a game.



Show Dialogue: Turn this to "Off" if you want dialogue in the game to be only spoken.

Music: Each click on the button increases the music volume by 10% until it reaches "Max". The next click on the button will turn the music "Off". Click again to raise the volume. (Note: You cannot change the DirectMusic output device while playing the game.)

Sound: Each click on the button increases the sound volume by 10% until it reaches "Max". The next click on the button will turn the sound "Off". Click again to raise the volume. Every time you change the volume, the sound of a crow will play allowing you to compare the sound volume to the music volume. If sound is off, the text of dialogues will be shown just as if the Show Dialogue

setting was On. (Note: You cannot change the DirectSound output device while playing the game.)

Save Game: To create a new save game, click on "[New Save Game]" in the Save Games List and then click on the Save button. You will be asked to label the saved game. You can also save over an existing saved game by selecting the label in the Saved Games List.

Load Game: To load a saved game, click on an existing saved game by selecting the label in the Saved Games List, and then click on the Load button.

Continue Playing: Click on this button to continue playing after changing any settings.

Quit Game: Click this button to exit the game program.

Some settings can not be changed in the Options Display. You must quit the game and either run the configuration program to make such changes.



Member of the Ferret Tribe

Keyboard Shortcuts

Main Screen Keys

w	Walk To button	u	Use button
l	Look At button	g	Give button
t	Talk To button	o	Open button
p	Pick Up button	c	Close button

The **Tab** key will show the Options Display.

The **Esc** key can be used abort a long non-interactive action or dialogue that is occurring. (When a non-interactive action is in progress, the Cursor will not be visible.) You should be careful when using the Esc key as you may miss some valuable clue by skipping through an action or dialogue.

Options Display Keys

Esc	Continue playing the game
q	Brings up the Quit the Game Dialog Box
r	Changes Show Dialogue setting
m	Turns music on and off
n	Turns sound effects on and off
l	Brings up the Load Dialog Box
s	Brings up the Save Dialog Box

Quit Dialog Box Keys

Esc	Return to Options Display
q	Exits the game without saving

Other General Keys

The **F1** key will switch the game from a Full Screen display to a standard window. Press again to switch back.

Pressing **Alt-Tab** while in a Full Screen display will pause the game and display the Windows Desktop. You can continue playing by clicking the Continue Game button in the dialog window visible on the Desktop.



The Contest Judge

Installing, Uninstalling and Trouble-shooting

Installing the Software from CD-ROM

1. Start Windows® and place the Inherit the Earth: Quest for the Orb™ disc in the CD-ROM drive, label side up. Close the CD-ROM tray and the Inherit the Earth Installer will automatically launch. If the installation does not occur, double-click on the CD-ROM icon under My Computer and double-click on RunSetup.exe. Once the main window of the Installer appears, select the Install button to begin the installation process.
2. To install the software you must agree to the Software License Agreement. Please read the Agreement before clicking on the Agree button, as you will be bound by the Agreement's terms.
3. Choose the installation location and type. For most people the default installation location will be perfectly fine, but those with unusual system configurations may want to specify an alternate location. There are two installation types: each copies all the game files from the CD-ROM to your hard drive except the large voice-over file, which is only copied if a "full" installation type is selected. We recommend the full installation if hard disk space allows; otherwise, the Inherit the Earth disc must be in the CD-ROM drive during play.
4. Follow the prompts on the screen to complete the installation. You can read the on-disk Game Manual once the installation finishes.

Uninstalling the Software

1. Find the Inherit the Earth folder in the Windows Start menu and select the Uninstall Inherit the Earth icon. This will start the uninstall program.
2. Confirm you want to uninstall the game. You can choose to keep the configuration and saved game files, or you can have those deleted along with the game program and its data files.
3. The uninstall will not be complete until you restart your system. You will be given that option before the uninstall program exits.



Uninstalling the game
makes Rif sad

Credits

Director

Talin

Producer

Walter Hochbrueckner

Art Director

Allison Hershey

Executive Producer

Robert McNally

2nd Executive Producer

Jon Van Caneghem

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Scott McDaniel

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Talin

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Additional Story Material

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Carolly Hauksdottir

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Additional Programming

Joe Burks

Additional Utilities

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John Clarke

Joe Pearce

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SAGA™ Scripting Language

Talin

Simple DirectMedia Layer (libSDL)

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B.G. Mills

Louise Chamis

Ryan O' Flanagan

Ellyn Epcar

Mike Reynolds

Richard Epcar

Michael J. Sorich

Eddie Frierson

Doug Stone

Kathy Garver

Wendee Swan

Melora Harte

Chesley Uxbridge

Steve Kramer

Jeff Winkless

Catherine Luciani

...and others

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Sy Prescott

Dialogue Recording and Digital Editing

Rob King

Cover Art

Carolly Hauksdottir

Manual Layout

Joe Pearce

Playtest Manager

Mario Escamilla

Testers

Steven McNally

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David Vela

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Jeff Narvid

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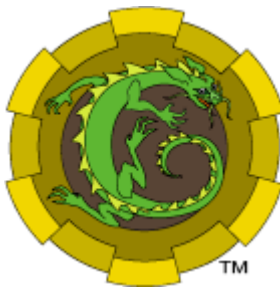
Reality Check

Carolly Hauksdottir

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Lisa Sample

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