



Blue Ice

*English
Deutsch
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QSound™ Virtual Audio (PC only)

GUIDE TO OPTIMAL LISTENING

Congratulations! The product you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio.

Since QSound™ is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

- Both speakers should be placed at the same distance from the listening position.
- Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)
- Arrange both speakers at the same height.
- Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.
- If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.
- Your speakers must be in phase. Most multimedia speakers use connectors that automatically ensure proper phasing, but some systems (e.g. home stereos) having separate speakers and amplifier use two terminals for each connection point. These are typically coloured red and black or marked '+' and '-'. Speaker wire usually has one of its two conductors marked with a coloured line or a ridge. Connect this conductor to the red or '+' terminal in each case, then connect the remaining conductor to the black or '-' terminal.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into Blue Ice.

QSound™ Labs, Inc. Calgary AB, Canada 403.291.2492



The Story Of Icia

The north-west wing juts out precariously over the edge of chalk white cliffs leading out to crystal clear waters, which ebb and flow, seeping into their giant stems. The Royal flag flutters into life as the day begins for its regal inhabitants. Edward I eagerly awaits news of the impending birth of his first child and heir. He paces frantically around his large comfortable chamber, eyes flicking impatiently over loved and cherished artefacts which adorn the majestic room. Turning away, he crosses to the open window and takes in the morning view: lush green hillsides, a million silver tears dancing on blades of the richest emerald; shafts of gold penetrate the air falling through broken clouds on their way to warm Icia's face and to dry her brow; cotton clouds slip quietly away, playfully chasing and teasing each other, then rising high into a sapphire sky away from prying eyes. Edward surveys the scene and catches his breath as the distant Ice mountains rise up into this enchanting skyline.

Today would be a beautiful day.

Whispers filter through a maze of scrubbed clean corridors, rumours rush along polished floors, secrets call through open keyholes; the child has life no more.....

A darkness falls over Icia. An icy chill sets in.

Orseppro is summoned to appear before her Lord, King Edward, whose once peaceful and happy disposition is now crushed beyond recognition. Such sadness pours from his face and pain physically ingrains his pallid cheeks.

'Witch, who spoke to me of truth and spiritual joy, what abhorrent horrors call my name and destroy my destiny? You with your guiding hand and gentleness of spirit take from me the one thing of happiness I can call my own.'

'Good, sweet Lord, it is not an act of spite, nor vicious recompense, it is just a sadness of nature that has found its way into your heart. Be not tormented nor pain yourself. The mysteries of life do not mean to harm your spirit.'

'You talk in riddles, what help are they to me? Leave me, Witch, for you are banished from this Kingdom. Your lies have left my heart to bleed in cool open waters, but today it freezes; no longer shall I listen to your viper tongue. No longer shall you coil your false charms around my mind, releasing a stream of poison to deaden my wits... Now I understand your wiles. You think you can steal what is mine. Take heed, Orseppro, I shall have another child; a son and he shall not know the cross of your charm. He will rule with an iron fist, as will his son and his son to follow, and you, Witch, shall watch from behind an ice wall, so dense and impenetrable that your voice will be unheard and you shall suffer as I suffer today. No longer will you speak of love, nature, food, art or music, for all the delights you tempted me with shall disappear and so shall you.'

The years passed and the happy land of Icia sank into sadness, crippled by one mysterious loss. Each new King drew breath from his Father, revelling in ridiculous rule and growing in petty misery each believing that Orseppro wished to harm them and destroy their divine right to rule the land.

But Orseppro's light filled her ice prison and shone down over Icia. Her love was strong and she held on to Icia's discarded hope, knowing a time would come when life could be restored to the land

Edward LCCXI was dead and his son Edward LCCXII was only twelve years old. Too young yet to ascend the throne...



The Characters

ORSEPPRO

The wisest character in the game, she appears in all screens in one form or another and oversees the unfolding of events.

She has seen her nation succumb to a rigid and restrictive regime. Punitive laws have been passed, implemented not because of vicious acts of delusion, but through sheer narrow mindedness. Insecurity and the fear of nonconformity have unsettled what once had been an efficient if vacant country and a crippling ennui has now established itself.

Orseppro was helpless as she witnessed these changes. In turn, each new king pledged to uphold the laws that were crippling the nation. The elderly rulers were fearful of change and Orseppro could only watch with an ever saddening heart as each new generation of people accepted their miserable fate - to live in an oppressive state.

Her only action was to save and store each of life's wonders as they were uprooted and discarded over many thousands of years.

Until now that is. As they are carried by her daughter Hope in a rainbow of colours, it is hoped that the colours will reach the hearts of the people through the hands of the young King.

EDWARD

The twelve year old prince has one year to gain all knowledge on the ruling of his Kingdom. This has been left to him by his predecessors in the voluminous law books which line the library shelves. Edward lives a purely linear existence seeing no reason to question a regime which has existed for thousands of years.

Edward lacks emotion and is almost robot-like in his actions. He has learnt to emulate his father well, and consequently, treats his staff with only an aloof respect. He has learnt that to allow ones emotions to become involved in life hinders clinical judgement - as stated in directive 1784262 which should be adhered to at all times.

Fortunately the mind of a twelve year old cannot be wholly focused all the time and where the slightest sign of doubt begins, so can light find the crack and enter.

Prince Edward must learn to play the piano. This is the only musical instrument that is deemed worthy of a kings attention. Therefore no other music must be played or heard in the land. Although the notes sound perfect they do not completely hold the attention of Edward. If he were to delve deeper he would find that this ridiculous law only came about because a previous king could not master another instrument and so decreed that all other instruments produced such vile sounds that they should be discarded.

In time the bizarre rules escalated, their main purpose being to hide the weakness of generations of supposedly infallible kings.

There are three servants who care for the prince during this learning period. Each character has his or her own personality, and throughout the game the player will come to know and understand each of them through their thoughts and feelings.



MRS SCRAGGEND

A robust and secretly tipsy cook, who keeps her spirits up with copious glasses of home made blackberry wine. She cannot express her creative talents in the kitchen and has to stick to a rigid menu. To combat her sense of frustration, she secretly cooks up recipes from her mother's hidden books. Sadly these mouth-watering dishes only go to waste, or add to her already rather large stomach.

POLLYANNA

Daughter of Mrs Scraggend, Pollyanna is the scullery maid who harbours secret dreams of a life outside of her austere surroundings. She is timid, but passionate, a flower about to bloom. For her the key to happiness is love. She has found this in the stable lad, but is too afraid to let him know how she feels.

OLLY

An honest, hardworking but slightly simple lad, Olly has little confidence around other people, but his kindness to animals is reciprocated by their warmth and loyalty. He has the first feelings of love for another human being in the shape of Pollyanna, but cannot believe that she would even notice him, let alone fall in love with him.

HOPE

Daughter of Orseppro. A sprite who carries her mother's wisdom in its purest form. She is completely free in spirit, so cannot ever give herself over to darkness and misery.

She is your guiding light, and the persona you will follow. Unseen by any other character, she will give them the chance to find themselves and each other.

She brings with her five colours of life. Edward must find these if he is to become truly enlightened.

There are five puzzles to solve within the game and within each of those puzzles are many deeper puzzles. Each one takes the player on a journey of discovery as each new location is opened up before them.

But be warned. Nothing in this game is as it first appears and by taking the most logical direction you may look, but you might not see.

Playing The Game

The goal of the adventure is to enlighten the young Prince before he ascends the throne so that he may rule with humanity and compassion (unlike his forefathers).

GETTING STARTED

Blue Ice can be played on a PC through Windows 3.1, Windows'95 or DOS. It may also be played on an Apple Macintosh. Select the install procedure that suits your system software from the list below.



DOS

To install and run 'Blue Ice' on your PC from DOS, follow these simple instructions.

- 1 Change your current drive to be the drive containing the CD ROM. For example, if your CD is drive D, type D: and press Enter.
- 2 Type INSTALL and press Enter.
- 3 Follow the on-screen instructions.

To run the game after installation.

- 1 At the C:\>prompt, change to your 'Blue Ice' subdirectory, i.e. type CD BLUEICE
- 2 Type BLUEICE and press Enter to run the game.

WINDOWS 3.1

To install and run 'Blue Ice' on your PC using Windows 3.1, follow these simple instructions.

- 1 Load Windows 3.1.
- 2 Go to Program Manager. Choose File from the Program Manager and then choose Run from within the File menu.
- 3 Type d:\setup where d is the letter of your CD drive.
4. Follow on-screen instructions.

WINDOWS '95

To install and run 'Blue Ice' on your PC using Windows '95, follow these simple instructions.

- 1 Load Windows '95.
- 2 Go to My Computer.
- 3 Open the CD drive icon. Double click on Setup.
- 4 Follow on-screen instructions.

APPLE MACINTOSH

To install and run 'Blue Ice' on your Apple Macintosh, follow these simple instructions.

- 1 Open the CD drive icon.
- 2 Double click on the Blue Ice Installer icon.
- 3 Follow on-screen instructions.



CONTROLS

The game is controlled simply by the mouse. Just point and click (left button) to interact with the screens.

At the start of the game you have 3 pointers.

Magnifying Glass *Read*

Hand *Pick Up or Touch*

Arrow *Go To*

Select different ones by holding down the right mouse button and moving left and right. Press the left mouse button to implement your choice

The number of pointers at your disposal varies as you move through the game.

On the first screen there is an INFO icon that will give you more information about your current pointer if you click on it.

To quit the game at any time just press ESC.

ICONS AT THE TOP AND BOTTOM OF SCREEN

There are also some hidden icons that appear at the top and bottom of the screen. The following icons appear when you move the pointer over them.

Icons that appear at top of screen

CD *Information about the currently played track*

Blue Ice *Text associated with screen provides background and some clues.*

Scroll *Each screen has a law that can also give clues.*

Icons that appear at bottom of screen

Load *Load a saved position*

Thumbnails *Can jump to any previously visited location*

Save *Save current position to Hard Disk*

There are 12 load/save positions that may be used at any one time. These are represented by symbols on the load and save dials. Simply hold down the right mouse button and move left and right to select the symbol that you want and then click the left mouse button. You will be asked to confirm your choice.

To use the thumbnails simply use the same procedure. Hold down the right mouse button and move left and right to select the screen and then click the left mouse button to jump to that screen.

N.B. On each screen there is a ? somewhere. Click on it with the magnifying glass to be given a clue.

MACINTOSH SPECIFIC CONTROLS

Use the mouse to point and click around the screens in the same way as the left mouse button is used in the PC version. However, the right mouse button on the PC is emulated by holding down the Apple key and moving the mouse left and right through the choices. You may also use the cursor keys to move left and right.

The Mac version also has a menu bar that enables you to jump to locations without using the thumbnails.



WINDOWS SPECIFIC CONTROLS

The Windows version may be forced to run in a window by pressing the “T” key. This toggles between full-screen and a window.

When running the game in a window the bottom icons are replaced by items in the menu bar – so you may load and save, or jump to locations by using this facility.

STARTING TO PLAY

The game has a unique style of gameplay that requires a certain style of thought. The following section gives some extra hints for the start of the game just to get you going.

If you have played many games before then you probably won’t need this, so just go for it!

At the start of the game look for the ? in the first screen. Click with the magnifying glass to hear a hint from the witch. This clue refers to twice midnight – can you see any clocks on the screen? There are two! You need to set both of these to midnight to open the centre of the eye. To do this simply click with the hand (select it with the right mouse button) on each clock until they are both set to midnight. Once you have done this you can enter the second screen by using the arrow icon on the centre of the eye.

In the second screen try going through the door. Notice the arrow flashes red – this tells you that there is an entrance there but it is blocked. Try clicking on the pond and you will see the same thing happen. So what do you do? Well, look for the ? again. It’s just above the house somewhere. Click on this with the magnifying glass and hear the witch’s hint. From her riddle you should realise that the door is locked and the pond is frozen. So you must unlock the door, and unfreeze the pond. The key cannot be seen anywhere so look for something to unfreeze the pond. Something hot! Can you see anything? High in the sky, the sun burns down on the land of Icia and yes, you have to pick it up! Simply move the hand pointer over the sun and click to pick it up. Then move the sun icon over the pond and click again to melt the pond. You can now enter the pond with the arrow icon.

Once in the pond you need to look for a key for the door in the previous screen. The key is hidden within the graphic somewhere – simply clicking on it with the hand will pick it up. Note also in this screen that you can read character’s thoughts. Click on Hope with the magnifying glass as she looks down into the pond. You can do this with characters in all screens and it will sometimes give you clues.

Now that you have the key simply return to the house screen and open the door so that you can meet the other characters.

Once inside the house, you should look for the ? in the hall. It is quite small but you should spot it. The witch’s hint here refers to “Time” and “Door” and “Think about it”. You need to somehow work out what the grandfather clock on the left of the screen indicates – you will need to read the thoughts of the characters and watch what happens to the clock to fully appreciate what is happening.

As for the rest... it’s up to you!



General Interest Information

SCREEN RESOLUTION

Each screen is displayed in 256 colour 640x480 SVGA giving sufficient resolution to meld photographic images and computer graphics together in a fascinating fusion of styles. The surreal, mystical feel to the game is akin to a cross between Lewis Carroll's 'Alice in Wonderland' and Tim Burton's 'Edward Scissorhands'.

MUSIC

Integral to the game are 30 tracks taken from published music CDs. Using the catalogue of a major record label, samples from well-known bands add atmosphere to each location as well as interweaving with the puzzles themselves. This music is played directly from memory allowing sound effects and speech to be superimposed.

VOICE

The main voice of the game, that of the Narrator, has been recorded by Tom Conti. This well known stage and film actor won rave reviews for his roles in such films as 'Reuben Reuben' for which he received an Academy Award nomination, 'Shirley Valentine' and 'Merry Christmas Mr Lawrence' which earned him a New York Critics Award.

PUZZLE

The game is a surreal adventure with puzzles to solve along the way. Explore each screen with care - you never know which part of an image will reap rewards. But there is on-screen help to keep you playing and enjoying through to the solving of the adventure. But this is only the start - once you have solved the adventure, the ultimate solution will be within grasp - using all of the information that has been discovered can you piece together the final answer?

MUSIC CREDITS

"Don't Take Your Love" and *"Blue and Sentimental"* appear courtesy of Warner Chappell Music/MCPS.

Brian Eno - *"An Ending"* appears courtesy of Virgin Records Limited and Opal Music

Roger Eno - *"Voices"* appears courtesy of Virgin Records Limited and Opal Music

Fripp & Eno - *"Evening Star"* appears courtesy of Virgin Records Limited and Virgin Music/MCPS

Orbital - *"Halcyon & On"* appears courtesy of Polygram Limited and Virgin Music/MCPS

Duke Ellington - *"Daydream"* appears courtesy of Charly Licensing ApS and (Duke Ellington/Billy Strayhorn/John La Touche) EMI United Partnership

"East St. Louis Toodle-oo" appears courtesy of Charly Licensing ApS and (Duke Ellington/Bub Miley) EMI Harmonies

"Creole Love Call" appears courtesy of Charly Licensing ApS and (Duke Ellington) EMI Music Publishing

FSOL - *"Cascade pts 2 & 3"*, *"Dead Skin Cells"*, *"Ill Flower"*, *"Virtual Pig"* and *"Egg Shell"* appear courtesy of Virgin Records Limited and Sony Music Publishing/MCPS

Paul Schutze - *"Sleeping Knife"* appears courtesy of Virgin Records Limited and Paul Schutze/MCPS

The Grid - *"Leave Your Body"* appears courtesy of Virgin Records Limited and (David Bull/Richard Norris) EMI Virgin Music

Tangerine Dream - *"Phaedra"* appears courtesy of Virgin Records Limited and (Peter Baumann/Christophe Franke/Edgar Froese) EMI Virgin Music

"Thru Metamorphic Rock" appears courtesy of Virgin Records Limited and (Christophe Franke/Edgar Froese) EMI Virgin Music

David Sylvian - *"Home"* appears courtesy of Virgin Records Limited and Opium Arts Ltd/MCPS

Cold Storage. - *Intro music*



Credits

Programming, Graphics, Sound, & Design

Story & Poetry

Additional Programming

Actors

UK Product Executive

UK PR Executive

UK Trade Marketing Executive

French Product Manager

French PR Executive

German Product Manager

German PR Executive

German Trade Marketing Manager

International Product Executives

International PR Manager

Materials Co-Ordinators

Manual and Packaging Design

Manual and Packaging Text

Manual Editor

Voice and Music Production

Studio Facilities

Speech Editing

English Voices

Producer

Executive Producer

Business Affairs

QA Manager

Testers

Intro Video

Mac Conversion

Windows Conversion

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