

Action Man – Raid on Island X

Table of Contents

Installing the Game	3
Altering the Game Settings	5
Playing the Game	6
Message From HQ	6
Dr. X	6
The Islands	7
Urban	7
Jungle	7
Arctic	8
Island X?	8
The Training Academy	9
The Special Buttons	10
Secret HQ	10
Main Computer Screen	11
The Equipment Room	11
Exit	12
The Trophy Room	12
The Sign In Console	12
The Map	13
The Equipment Room	14
The Trophy Room	15
Power Points	15
The Spy Camera	16
Special Awards	16
Adventure Controls	17
Mouse Control	17
Keyboard Commands	17
Printing	18
Problem Solving	18
Web Sites	19
Customer Services	20
Notice/Warranty	21

Action Man – Raid on Island X



Action Man – Raid on Island X

Installing the Game

To Install *Action Man - Raid on Island X* first insert the CD into the CD-ROM drive. After a brief pause the Control Program should automatically run. If the Control Program does not run explore the CD (if you are unsure, please refer to the Windows manual) and Double Click the 'Go Icon.

The Control Program allows you to Install the game and to alter various settings in the Game. Several buttons can be seen on the screen, they will highlight individually (indicating that it is now Active). These buttons will guide you through the Installation.



Action Man – Raid on Island X

The buttons will become active and flash in a certain order. Press each button in turn to install *Action Man – Raid on Island X*. This process has been decided to be as simple as possible. If the program detects that you already have some of the necessary files installed on your computer some of these steps will be skipped.

1. **Install DxMedia** – This button may flash first. DxMedia is a Microsoft program that is necessary to run the game. If it is flashing you must first press this button. It will automatically install the official Microsoft files you need to run the game.
2. **Install DirectX** – This button may flash next. DirectX6 is a Microsoft program that is necessary to run the game. Press this button. It will automatically install the remaining official Microsoft files you need to run the game.

Please note, do not worry if these two steps are missed, you may already have these files on your computer.

3. **Install Island X** – This button may flash next. This is the actual game. If this button is flashing you should press it.
4. **The PLAY button** will now flash. Press this button to play Island X.

There are two other buttons on the screen...

5. **UnInstall Island X** – Press this button if you want to remove *Action Man – Raid on Island X* from your computer.
6. **Web Support** – Pressing this button will automatically take you to the official Hasbro *Action Man* Internet page (only if you have an existing Internet connection).

Action Man – Raid on Island X

Altering the Game Settings

There are several game settings that can be altered from the Control Program. To change the settings simply click on the appropriate area. The settings are as follows...

7. Language – you can choose one of two languages for the game.

8. Enable Sound – If this is ticked the sound will play normally. If there is no tick in this section, then no sound will be heard in the game.

Enable Printing – If this is ticked then items can be printed from within the game as normal. If there is no tick, then all print functionality in game is disabled.

Disable Exit – If this is ticked then the EXIT door is disabled, the only way to exit the game is to double click on the EXIT door with the RIGHT Mouse Button. This is designed to prevent children from exiting the game, providing extra security for parents.

Note: Familiarise yourself with exiting the game by this method to prevent future problems.

Enable Assistance – Throughout the game there is Help, a voice will often give advice, hints and instructions. If this is ticked then Help will be heard as normal. If it is not ticked then no Help will be heard.

9. Performance – Some older computers may run 'Action Man – Raid on Island X' relatively slowly. This section disables certain game features, allowing these computers to run the game faster. Newer computers will not require this to be ticked.



Once installed the game will run automatically when the CD is inserted. To run the Control Program again press the PARENT APP button on the START screen.

Action Man – Raid on Island X

Playing the Game

Play *Action Man – Raid on Island X*, and help *Action Man* save the world.

To play *Action Man's* dangerous mission you must first insert the CD into your computer (the game will only run if the game has been installed, and the CD is inserted).

Once the CD is inserted the game should run automatically and you can join the adventure!

Message From HQ

MISSION ALERT! INCOMING MESSAGE FROM HQ!

The evil Dr. X is threatening to destroy the world. Only the 'Greatest Hero of Them All' can stop him.

Mission: To learn all the skills needed to stop Dr. X, and then track him down.

Status: We do not know where Dr. X is hiding, but there are some criminals helping him, perhaps they know where he is?

Dr. X

The planet is in trouble. The unimaginable has happened! Some terrible information has just been received... the mega evil Dr. X has started his plan to take over the world. The World is at his mercy!

Spies have told how Dr. X and some of his gang have several secret bases around the world. They are creating poisons, and trying to control the animals.

To add to the bad news, Dr. X has kidnapped *Action Man's* faithful dog 'Raid'. It's all part of his plan.

Dr. X and his band of criminals must be stopped! *Action Man* must save the world! He must save Raid! The world will be relying on *Action Man* "The Greatest Hero of Them All".

Action Man – Raid on Island X

The Islands

Urban

Dr. X is using his biker gangs to control the major cities on this Island. He has set up several laboratories and is performing evil experiments on plants and animals. He is planning to dump poisonous slime into the sewers to infect the city's water supply. He must be stopped at all costs!



Jungle

Plague Locust controls this Island. Little is known of Plague Locust. He is completely insane. Everywhere he goes destruction follows. He controls one of the main laboratories that *Action Man* must find. It is hidden away, deep in the heart of this Jungle Island.

He is using his experiments to create a toxic gas that can destroy a city in hours. It will infect all animal and plant life in its path. He plans to use horribly mutated jungle creatures to expose the world to his awful gas. If *Action Man* is to find the exact location of Dr. X, Plague Locust could be the first person to ask!



Action Man – Raid on Island X

Arctic

Professor Gangrene is almost as evil as Dr. X himself. Gangrene has hidden himself deep in the heart of the frozen wastelands of the Arctic. Within his secret command laboratory he is creating a deadly poisonous liquid. He plans to mix his deadly poison into the sea, so that it infects all the ocean life.



Island X?

It is thought that Dr. X has another secret laboratory hidden away somewhere on an unknown island. There is little known about the island or what purpose it serves. It is known simply as Island X. We already know for sure that Dr. X has kidnapped Raid, along with other animals. It is only a matter of time before he starts to experiment on them... and then eventually the rest of the world.



Action Man must travel through each area, Urban, Arctic, Jungle and finally to the mysterious Island X where he will try to confront Dr. X, shut down his laboratories and rescue Raid.

Action Man – Raid on Island X

The Training Academy

Before playing the game you need to enrol in the ACTION MAN TRAINING ACADEMY. *Are you brave enough to complete the Action Man training course?*

When you start the game you will be shown the SIGN-IN screen.



First you need to type in your name. To do this you can use the keyboard or the *Action Man* console on the screen. Notice how the letters that you type appear on the Dog Tag...



If you make a mistake you can press this button or the backspace key on your keyboard.

Each time you enter this screen you can either enter a new name on a new Dog Tag (to start from the beginning), or you can carry on playing a game from where you left off by selecting an old Dog Tag and then pressing the SECRET HQ button.



You can change the name on a Dog Tag by selecting it and then typing. To start the game, press the SECRET HQ button.

Action Man – Raid on Island X

The Special Buttons

There are 3 buttons that are on the bottom of the screen. They are here to help you.



- If you are not sure what to do press the HELP button. You will be given help, hints, advice and instructions.



- You can print anything out by pressing the PRINT button (as long as you have a printer connected).



- You can always return to *Action Man's* Secret HQ by pressing this button.

Secret HQ

This is *Action Man's* Secret Head Quarters. He plans all of his adventures from here. Once inside the Secret Head Quarters you should explore, there are lots of things for *Action Man* to do here.

There now follows a top secret document explaining some of the things that *Action Man* can do. Do NOT let this fall into enemy hands!

Action Man – Raid on Island X

Main Computer Screen

This is the central computer screen. It is hooked up to computer systems and Spy Satellites from all around the world. It is this that *Action Man* uses to move to anywhere around the world.

Click on the monitor screen to view a Map. These are the adventures that *Action Man* may choose to accept and play.



The Equipment Room



The Equipment Room is where *Action Man* keeps all of his top secret Equipment, Weapons and Tools. Click on the locker to enter the Equipment Room where you can dress *Action Man* in his kit.

Dress *Action Man* in anything that you want (he can even try on some disguises!).

Action Man – Raid on Island X

Exit



- Click on the red door to leave the game.

Parents, please note the 'Disable Exit' section of this manual, under 'Alter Game Settings'.

The Trophy Room



Click on the secret bookcase to see prizes that you have won and pictures that you have taken. This is where *Action Man* hides all of his secret documents.

The Sign In Console



This is *Action Man's* control console. It takes you to the log in screen where you can type in your name. You need to sign in before you can have access to *Action Man's* computer.



Try clicking on different things to see what happens. Can you find any secrets?
Don't worry, you can always click on the SECRET HQ button to return back to here.

Action Man – Raid on Island X

The Map

We have been carefully watching several Islands with our Spy Satellites for quite some time now. Dr. X has his hidden base on one of them. You must help *Action Man* try and track Dr. X down and foil his evil plans.

To visit these Islands you must first click on the Main Computer Screen in *Action Man's* Secret Head Quarters.

To start your *Action Man* training, first you must visit the training Island, where you will be taught all of the skills you will need to defeat Dr. X.



As you move over the map pictures will appear, they show what sort of training adventure is in that area. You can do the training adventures in any order that you want. You can even go back and redo adventures if you think you can do better.



To try an adventure, click the LEFT mouse button.

Once you have finished all of your training you can begin the full adventure. This will be more dangerous and there will be many more mysterious Islands to explore! We are relying on *Action Man* to find Dr. X, capture his evil gang and rescue Raid the Dog!

Action Man – Raid on Island X

The Equipment Room

To enter the Equipment Room click on the locker door in *Action Man's* Secret Head Quarters. This will take you to *Action Man's* Equipment Room. Here *Action Man* gets to try some of his equipment. You can even set him in some different scenes, and then print out your results.



On the right of the screen is an area where the different pieces of equipment are displayed. *Action Man* can try any of these items.

By clicking on the DIAL button above the grid you can choose different categories of equipment. Once you have clicked on the dial different equipment will appear.

The different categories that maybe selected include; heads, bodies, legs, accessories, and background images. There are 9 different choices that can be selected in each of these groups.

DON'T FORGET that you can go back to any category as many times as you want, just keep clicking the dial.

To select a piece of equipment, click on the square showing the picture you want. If you change your mind, just select another picture instead.

Action Man – Raid on Island X

DON'T FORGET that when dressing *Action Man* you can change your mind as many times as you want, so don't worry if you can't decide. The Kitroom has been designed to be fun, so try as many different costumes on *Action Man* as possible, and see what he looks like in all the different outfits. Be daring and have fun!



After you have finished dressing *Action Man*, you can print out the picture. Simply press the PRINT button at the bottom of the screen.

The Trophy Room

Action Man has a secret Trophy Room. This is where *Action Man* hides all of his secret documents and Trophies.

Power Points



If you have been collecting Power Points in the adventures you will receive secret prizes and documents that you can print out. The more Power Points you collect, the more secret prizes and documents you will be awarded.

At the left of the screen a Power Point meter will count up how many you have collected so far.

To see the secret prizes and documents that you have been awarded, click on the picture of a Trophy.

To print out a secret prize or document, click on it, a bigger version will appear. Now just click on the PRINT button.

Action Man – Raid on Island X

The Spy Camera



Action Man has a Spy Camera. You can take a photograph anywhere in the game by simply pressing the C button on the keyboard. *Action Man* also has a secret file of photographs which are kept in the Trophy room. To see them, click on the picture of a camera.

Just like the secret prizes and documents you can print out the photographs. Click on the photograph you want to print and a bigger version will appear. Now just click on the PRINT button.

Special Awards



There are five special awards for you to collect. You will be given these only at certain times during your adventures, can you find them?

To see if you have won a special award click on the picture of a Jigsaw Puzzle piece.

If you have found a special award, you can print it out, just like the secret prizes, documents and photographs. Click on the special award you want to print and a bigger version will appear. Now just click on the PRINT button.

Action Man – Raid on Island X

Adventure Controls

There are two ways you can control *Action Man*, either with the mouse or the keyboard.

There are many different styles of adventure to play, a picture of a mouse on the score panel will show what you need to do on each adventure.



Important! You can get friendly help and advice wherever you are in the game by pressing the RIGHT MOUSE button (or the letter H on the keyboard).

Mouse Control



Moving the Mouse often controls *Action Man's* movements around the screen. The LEFT MOUSE Button will often perform an action (for example, jump or shoot). Pressing the RIGHT MOUSE Button will give advice and hints.

There are some adventures where you are not directly controlling *Action Man*. Instead you will be moving things around the screen like the gun sight, binoculars or a pointer. The picture of a mouse on the score panel will look like this...

Keyboard Commands

- P – Pauses the Game
- C – Takes a Photograph on *Action Man's* Camera
- H – Gives Help and Advice
- ENTER – Same as Left Mouse Button Action
- SPACE – Same as Left Mouse Button Action
- CURSOR KEYS – Character Movement
- NUMPAD ARROW KEYS – Character Movement
- ESC – End Mission, exit from current window

Action Man – Raid on Island X

Printing



Whenever you see this button you can print (as long as you have a printer attached to your computer).

Clicking this button will print whatever you see on screen. The game uses your default printer set-up. For more information please see the instructions that came with your printer.

Problem Solving

1. I cannot run the game.

- Do you have the CD inserted?
- Have you installed DxMedia? Please see the 'Installing Island X' section of this manual.
- Have you installed DirectX? Please see the 'Installing Island X' section of this manual.
- Have you installed Island X? Please see the 'Installing Island X' section of this manual.

2. I cannot exit the game.

- Please refer to the 'Disable Exit' section of this manual, under 'Alter Game Settings'.

3. I cannot print anything.

- Do you have a printer attached? Please see the Instructions that came with your printer.
- Are the Windows print options set correctly? Please see the Windows Help.

4. I cannot hear any sound.

- Do you have a sound card? Please see the Instructions that came with your computer.
- Are your speakers working correctly? Please see the Instructions that came with your speakers.

Action Man – Raid on Island X

Web Sites

At Hasbro Interactive, it is a priority to ensure that you have everything you need to get the best out of your game. In fact, our web sites are designed to enhance your playing experience and not just be there to help if you have a problem. Therefore, Hasbro Interactive has a full and exciting web site dedicated to ensuring you can see the latest information, obtain technical support, download the latest upgrade, read the latest hints and tips and a great deal more. You can reach the site at:

<http://www.actionman.com>

For more information on forthcoming and existing products from Hasbro Interactive, please visit our main site at:

<http://www.hasbro-interactive.com>

Action Man – Raid on Island X

Customer Services

If you have problems and require assistance you can telephone our Customer Services on:

08705 745745 Monday to Friday 8am to 10pm GMT/BST

Note: Phoning this number costs the same as a standard rate call no matter where you call from in the UK. If you do telephone our Customer Services, if possible please be sitting in-front of your computer and have a pen and paper at the ready. Before contacting our Customer Services, please try to have the following information ready so that we may help you more efficiently:

The name of the game, the make and model of your computer, the processor and it's speed, peripherals, graphics card with it's driver date and version, sound card with it's driver date and version, which version of Windows you are using, total memory installed, exact error message (if any) version of DirectX installed, type of CD-ROM drive, total system resources free before running the program and finally the name of any programs running in the background.

Please be aware that at certain times of the day our Customer Services may be very busy and the queue may be a few minutes long. At these times you will be given the option to leave a message and one of our operators will return your call at a time that is convenient to you, during our normal operating hours.

Email

Alternatively you can email our Customer Service operators on:

support@hiuk.com

To ensure a prompt reply please summarise your issues as concisely as you can, giving details, as above, of the game, the problem or error, any circumstances that you feel relevant and your particular computer system. We will endeavour to return your mail within the day.

Action Man – Raid on Island X

Notice/Warranty

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2. WARRANTY

Hasbro warrants to you only that for a period of ninety days from purchase the Product will perform substantially in accordance with the specifications set out in this manual and that the original CD-ROM disk itself will be free from defects in materials and workmanship.

During this period the Product, if defective, will be replaced free of charge if returned to Hasbro at Caswell Way, Newport, Gwent, NP9 0YH, together with a dated proof of purchase, a brief description of the defect and the address to which it is to be returned. Any replacement will be warranted for a further 90 day period. This warranty does not affect your statutory rights in any way.

This warranty does not apply to defects caused by misuse, neglect, incorrect installation, damage, alteration, repair or excessive wear.

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Action Man – Raid on Island X

Notes



Action Man – Raid on Island X

Notes



Action Man – Raid on Island X

Notes

