



# GADGET

COMPACT  
disc

CD-ROM for Macintosh  
TDR1-1003

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MFD BY TOSHIBA-EMI LIMITED  
MADE IN JAPAN

Directed by  
**Haruhiko SHONO**  
Music Composed by  
**Koji UENO**  
Story Developed by  
**Hirokazu NABEKURA**

# A Locomotive Speeds through a Retro-Future World

West End Hotel room 306. A duralumin suitcase exchanged for your own.  
A mystery man who calls himself Slowslop. On the table a photograph of scientists....  
This is where **GADGET** begins.

The keywords are **INVENTION, TRAVEL & ADVENTURE**. You board a train pulled by a streamlined steam locomotive and from the other passengers receive various pieces of information. While making the rounds of seven stations, a museum and an observatory you put together a collection of gadgets.

Directed by Haruhiko SHONO, the creator of *Alice* and *L-ZONE*, **GADGET** is a harmonious combination of luscious visuals and rich sound. It's a world in which a nostalgia for the Machine Age of the '20s and '30s coexists with a dead-tech vision of the future. A major interactive film experience, **GADGET** deftly balances the interactivity of a mouse-operated moonwalk in 3-D space with the dynamic power generated by QuickTime movies.

## Macintosh Version System Requirements:

●Macintosh mainframe with 25MHz 68030 or higher CPU; 33MHz 68LC040 (equivalent to LC 575) or higher recommended ●System 7 or higher system software ●8MB or more of memory (5MB of open area will be needed) ●640×480-dot / 256-color display capability ●CD-ROM drive with double-speed readout capability (equivalent to Apple CD300) recommended ●Adaptability to QuickTime 1.6.1

Information contained herein is current as of May 1994.

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# GADGET

A futuristic train is shown in a station. The train is dark with glowing horizontal lines. The station has a large, arched ceiling with a grid pattern that glows with a yellow light. The overall scene is lit with a warm, orange-red glow.

INVENTION, TRAVEL, & ADVENTURE

Directed by  
**Haruhiko SHONO**  
Music Composed by  
**Koji UENO**  
Story Developed by  
**Hirotatsu NABEKURA**



## Haruhiko SHONO

Director

Born in 1960. In 1985, while still in graduate school, Shono formed the creative group Radical TV. At the Tsukuba '85 Science Exposition he mounted the joint live performance TV War in which he employed a huge projector. When the group disbanded he went solo, and got into everything from videos, high-definition TV and computer graphics to the total design of video games. On the concept of an interactive museum, Shono reconstructed the worlds of the artist Kuniyoshi KANEKO and the composer Kazuhiko KATO as the CD-ROM software Alice, which won the AVA Multimedia Grand Prix MITI Minister's Prize in 1991. In March, 1992 he released L-ZONE which was awarded the prize that year for the best work in the multimedia division. The initial Macintosh version of L-ZONE was translated into a Microsoft Windows 3.1 version and a PC-98DOS version and has been a worldwide best-seller. For his activities as a multimedia creator, Shono received the Multimedia Association Chairman's Prize in 1992. GADGET is the recipient of the Multimedia Grand Prix MITI Minister's Prize for 1993.



## Koji UENO





Composer

Born in 1960. A former member of the experimental group Guernica, Ueno began in 1984 to compose music to accompany pre-war avant-garde films, a collection of which was released in 1985 as *Music for Silent Movies* (ALCA-005). He subsequently composed for the ballet and the contemporary cinema. The music he wrote for the film *Untama Giru* received the prize for best music at the 1989 Mainichi Film Festival. In 1991 he released *Reservoir* (ALCA-230), in 1992 *3 Movimenti per sassofono contralto, pianoforte ed archi, etc* (ALCA-368) and in 1993 *Ballet Suites* (WWCP-7113-14). Much of his work is the result of commissions, including arrangements for the National Theater and compositions for the ensemble group Pro Musica Nipponia. Recently, he was commissioned by Interlink Festival 1993 to write a piece for the Paul Dresher Ensemble. His musical sensibility, which fuses orthodox classical compositional technique with bold tonalities achieved with electronic instruments, has gained him a reputation in both Japan and the West.

## INVENTION, TRAVEL & ADVENTURE

*GADGET* is a 3-D realm that has two aspects, an interactive one in which the player can freely walk about and see things from a subjective perspective and a cinematic one in which the player's viewpoint is objective. The movie portion is for the most part black-and-white. In the interactive portion the cursor is displayed on the screen. When the cursor comes to a point on the screen where a change in perspective is possible, it changes shape. Conversations with the characters and the operation of gadgets is done with the 'normal' cursor.



-  normal
-  go forward
-  face right
-  face left



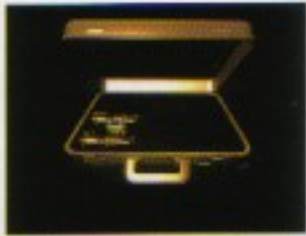
A scene from the movie portion. A dynamic film sequence shows a speeding steam locomotive. There are also clips that show a monorail in operation and the takeoff and flight of a lightplane.



The mystery man Slowslop. He hands you a photograph and asks you to establish contact with a certain man. From the moment you board the train at West End Station you become a wanderer in the realm of **GADGET**.



When you see people on the train or in a station, try to get as much information as you can out of them. Even if you've talked with them before, approach them again and see if they have something further to say.



You'll collect gadgets and put them in this duralumin suitcase. The first item that comes into your hands is a pair of binoculars. It will show you events that await you in the very near future. Altogether there are five gadgets that you must collect.

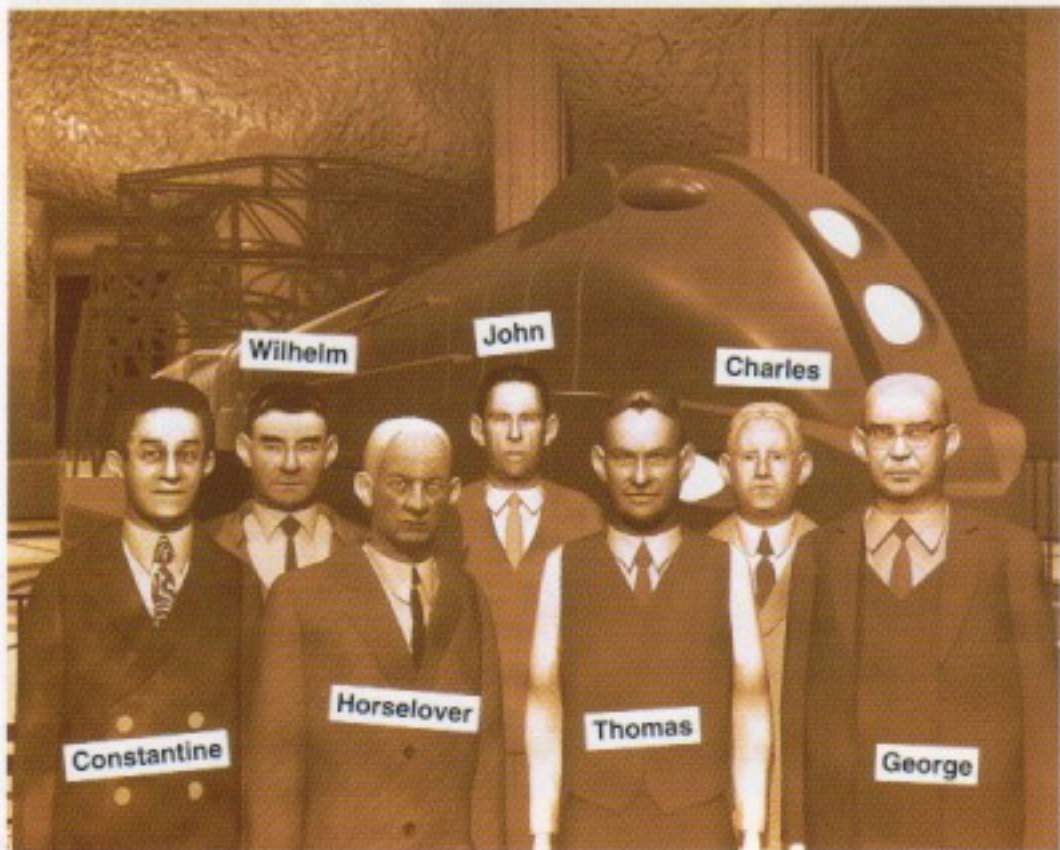


One of the places where you'll get off the train is the National Observatory. The research laboratories of a noted scientist are located here. What vision will unfold when you look into the huge reflecting telescope shown at center?

## The seven scientists hold the key

"I want you to establish contact with a scientist named Horselover"

You're handed a photo showing Horselover with his six research associates. On a speeding train, at stations along the way, at the Museum of Science — everywhere you go one of the scientists is there to pass on some tidbit of information. Then the unexpected truth is revealed....







## Credits

Directed by  
**Haruhiko SHONO**

Music Composed by  
**Koji UENO**

Story Developed by  
**Hirokazu NABEKURA (VALIS)**

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**Minoru KUSAKABE (SYNERGY)**

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**Koji UENO**

Sound Effects  
**Kenji KIMURA (TOP)**

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**Haruhiko SHONO**  
**Koji KATAYAMA (SYNERGY)**

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Masami TAKAHASHI (ARTBRAINS)  
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STUDIO TERRA

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# How to Enjoy **GADGET**

## Setting Up

Check the settings on your Macintosh following the steps listed below.

### ❶ Install [QuickTime 1.6.1]

From the hard disk icon of the start-up disk open your System Folder. Verify that [QuickTime 1.6.1] is in the Extensions folder of your System Folder. If it is not, copy [QuickTime 1.6.1] into the Extensions folder.

### ❷ Adjust [Memory]

Open [Memory] in your Apple menu's control panel and set [virtual memory] at "off" and [32-bit address] at "on".

\* Some models don't have a [32-bit address] on-off item. In that case, make the [virtual memory] adjustment only.

### ❸ Adjust [Monitors]

Select [Monitors] from [Control Panels] and set it at the 256-color mode.

\* If any of the above operations ❶-❸ is performed, be sure to restart your Macintosh.

### ❹ Ensure an Adequate Area of Memory

Select [About This Macintosh] from Apple menu and verify that [Largest Unused

Block] is 4,000K or more.

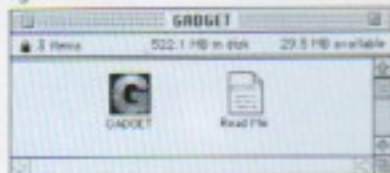
\* If [Largest Unused Block] is less than 4,000K, increase memory or quit unnecessary applications and close as many display windows as possible to ensure a sufficient [Largest Unused Block].

## Starting Up

When you put the compact disk in the CD-ROM drive, two icons [GADGET] and [Read Me] will be displayed. Double click the [GADGET] icon to start up. (fig. 1)

\* If you are using the name [GADGET] for a hard disk or other item, temporarily change its name.

Fig. 1



## Operation of the Menu Bar

By using the menu bar at the top of the *GADGET* display you can save or input data and you can adjust the sound level. The menu bar is not normally visible while *GADGET* is in operation, but if you bring the cursor to the top of the display,

fig. 2



it will appear. (fig. 2)

\* The menu bar can be made to appear only when the cursor is displayed on the screen.

### A. Saving Data

1. Set the cursor on [Save...] and select it from [File] in the menu bar. A directory dialog box will appear. (fig. 3)

Now click [Desktop]. (fig. 4)

2. Click [New] in the dialog box and when you have read in [GADGET SAVE], click [Create]. (fig. 5)

3. When you click [Save], [GADGET Data 1] will be saved in the newly made [GADGET SAVE] folder. (fig. 6)

fig. 3

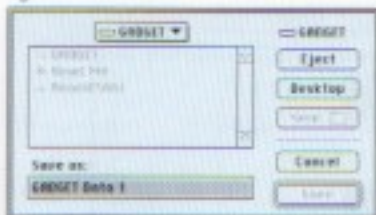


fig. 4

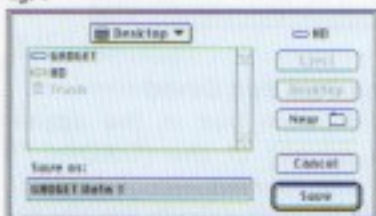


fig. 5

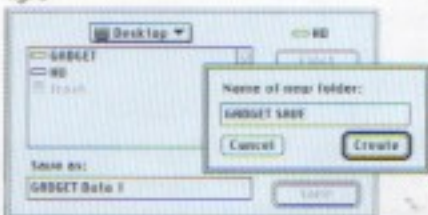


fig. 6



fig. 7



## B. Inputting Data You Saved

1. Click the zoom box in the upper righthand corner of the [GADGET] window on your desktop. The [GADGET] window will zoom to expose the [Room (306)] icon. (fig. 7)

Double click the [Room (306)] icon and you will skip over the opening sequence directly into GADGET.

2. Select [Open...] from [File] in the menu bar. A dialog box will appear. (fig. 8) Now click [Desktop] and from the list in the dialog box select the [GADGET SAVE] folder. (fig. 9)

3. Click the data to be read in. (fig. 10) You will commence GADGET from the position that you saved.

fig. 8

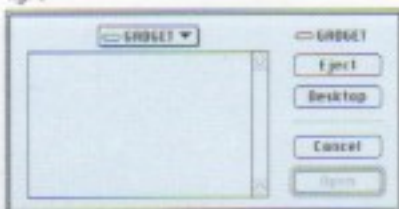


fig. 9

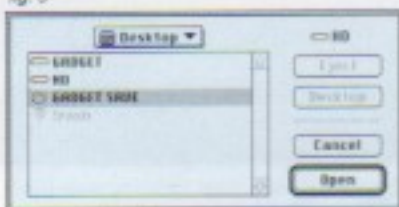
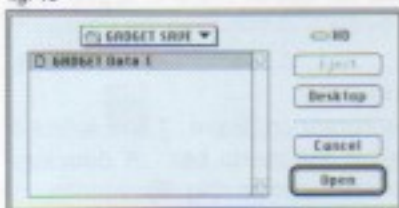


fig. 10



### C. Adjusting Sound

Select [Sound] in the menu bar and designate one of the nine sound levels. (fig. 11)

### D. Quitting

Select [Quit] from [File] in the menu bar. A dialog box will appear. (fig. 12)  
If you click [OK], *GADGET* will terminate and you will return to your desktop.

\* If you have followed the steps outlined here for saving *GADGET* data, a folder named [GADGET SAVE] has been created in your desktop. As you will need this folder when you return to *GADGET*, do not inadvertently put it in the Trash.

fig. 11



fig. 12

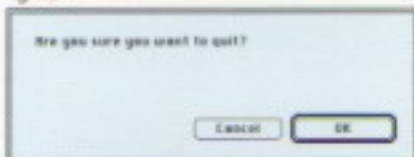


fig. 13





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