

Warning: To Owners Of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

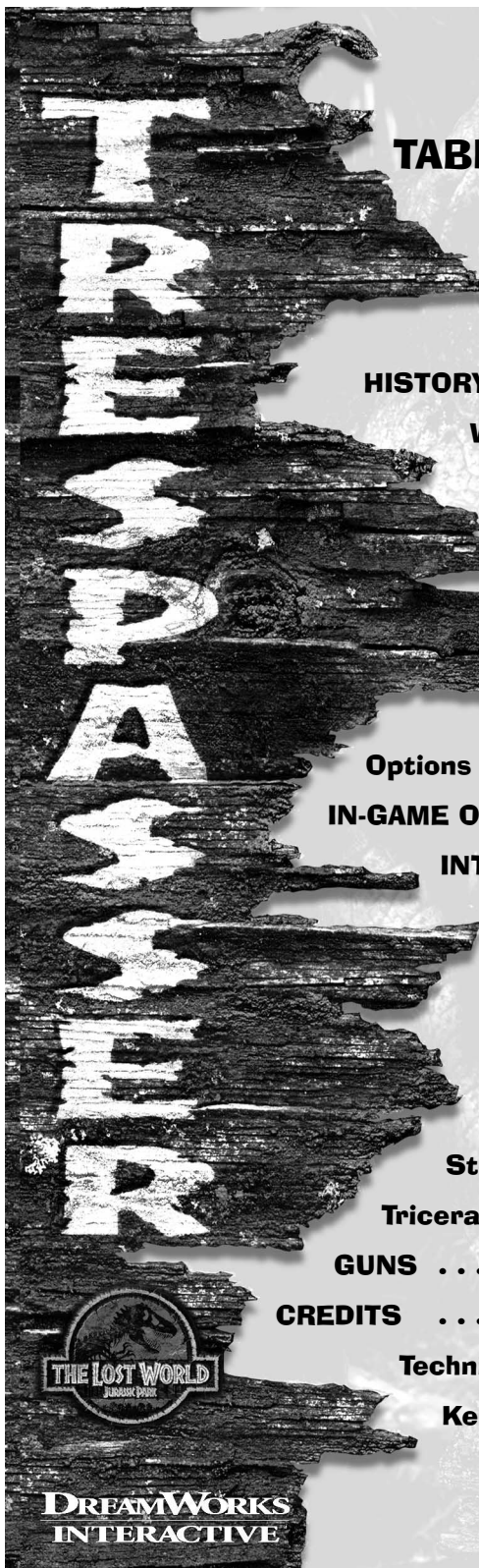
Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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SYSTEM REQUIREMENTS

Minimum

- Windows95[®] or Windows98[®]
- Pentium[™] 166MHz
- 32MB RAM
- 120MB free disk space
- DirectX[™] 6.0 (included on CD)
- 100% Windows compatible mouse
- 100% Windows compatible sound card
- 4x CD-ROM
- 100% Windows compatible 1MB video card. Supports most major 3D acceleration cards. Please check the Trespasser website, www.trespasser.com, for a complete list of supported cards.

Recommended

- AMD K6-2 OR Pentium II 266MHz Processor
- 64MB RAM
- AGP2X 3D Accelerator Card

DirectX[™] Installation Notes

Read This Section Completely Before Playing Trespasser Or Installing The DirectX Drivers.

DirectX is an Application Programming Interface that allows Windows95/Windows98 based applications to have high-performance, real-time access to your hardware. It also reduces the complexity of installing and configuring your hardware. This makes the DirectX API well suited for Windows95/Windows98 games. *Trespasser* uses the DirectX 6 API (the latest version of DirectX at the time of release) and includes DirectX 6 files which you can install.

The DirectDraw, DirectSound and Direct3D components of DirectX may require updating your video, sound or 3D card drivers respectively, for proper operation of these components. Using video, sound and 3D card drivers that do not have DirectX 6 support will result in display, audio and 3D problems in DirectX 6 applications. During the installation of DirectX 6, your video, sound and 3D card drivers will be updated if required.

The DirectX 6 files included with *Trespasser* includes drivers for most video, sound and 3D cards from the major manufacturers of these peripherals. For new hardware, and for lesser-known brands of peripherals, you may have to contact your manufacturer to obtain drivers that have DirectX 6 support.

After installing DirectX 6, check to see if your video, sound and 3D card drivers have DirectX 6 support:

1. Click the **Start** button on your Windows®95/Windows®98 Taskbar. Then click **Run**.
2. From the Run dialog box, type **c:\program files\directx\setup\dxdiag.exe** then click **OK**.

The DirectX diagnostics program gives you information on your video, sound and 3D card drivers. To check your video card drivers click on the **Display 1** tab, to check your sound card drivers click on the **Sound** tab and to check your 3D card drivers click on the **Display 2** tab. On each of these screens, the **Drivers** section tells you whether your driver is certified by Microsoft as supporting DirectX 6.

If your driver is reported as 'Certified: Yes' your device has DirectX 6 support and should work properly in DirectX 6 applications.

If your driver is reported as 'Certified: No' your device does not have DirectX 6 support and may experience problems running DirectX 6 applications. If this is the case please consult the notes section at the bottom of the DirectX Diagnostic Tool application. Windows 98 users may also consult the **Troubleshoot** button, accessed from the **Still Stuck ?** tab.

Important Note: During the installation of DirectX 6, the setup program detects whether or not your drivers can be updated successfully. If the driver being replaced has not been tested or replacing the driver is known to cause problems, the setup program warns you accordingly. We recommend you abide by these warnings.

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HISTORY OF INGEN

In 1979, Stanford geneticist Norman Atherton and flamboyant venture capitalist John Hammond founded International Genetic Technologies (InGen). Utilising \$850 million of foreign venture capital, the company initiated a secret program of genetic research at an island facility near Costa Rica.

InGen scientists retrieved DNA from dinosaurs of the Jurassic and Cretaceous periods and cloned them to produce living examples of several long-extinct animal species. This revolutionary research ranked with the atomic bomb as one of the most startling scientific achievements of the 20th century. Hammond's intention was to display them in an animal preserve, a "Jurassic Park." Despite the scientific successes, a series of accidents and betrayals resulted in the overall failure of the project and the downfall of the InGen Corporation. The first major setback occurred during a safety inspection of the park in 1989, when several adult dinosaurs escaped from confinement. Hammond was forced to file for Chapter 11 bankruptcy and attempted to conceal the events from public knowledge. Then, during a 1997 InGen mission intended to reclaim surviving dinosaurs for exhibition, a Tyrannosaurus Rex was accidentally set free in San Diego, California. Subsequently, John Hammond published a memoir, Jurassic Time, in which he told the story of InGen's rise and fall. The work was initially regarded as fiction since few hard facts about the events at Jurassic Park and the research facility, Site B, ever reached the public.

WHERE AM I?

Your journey begins one year after the events of the failed InGen expedition. Site B lies in ruins and InGen's dream of reviving the dinosaurs is dead.

John Hammond has published a memoir, a history of the InGen Corporation, but the public is skeptical about the truth of his mysterious tale.

While vacationing in Costa Rica, you decide to take a tour of the surrounding islands. Shortly after take off, a freak accident in the cockpit sends your plane spiralling into the Pacific. You awaken on a beautiful, sandy beach on a lush tropical island...Site B...

TRESPASSER

INSTALLATION

Please close all programs, turn off screen savers, etc. before inserting the CD into your CD-ROM drive. Also, you must be running Windows95 or Windows98.

To install Trespasser on your computer

1. Turn on your computer and start Windows95 or Windows98.
2. Insert the *Trespasser* CD-ROM into your CD-ROM drive.
3. The *Trespasser* install screen should appear. If the install screen does not appear, open "My Computer" then double click on your CD-ROM drive and double click 'setup.exe' to bring up the install screen.
4. Click on the **install** button and follow the directions. Please note that you will be given the option to install the Microsoft DirectX 6.0 drivers. If you do not already have Microsoft DirectX 6.0 installed on your computer, please click **YES**. Then, follow the further instructions.

Running the Game:

1. Make sure that the *Trespasser* CD-ROM is in the CD-ROM drive.
 2. Open the **Start** menu on your task bar.
 3. Under **Programs**, select **DreamWorks** and then **Trespasser**. This will bring up the Start screen.
 4. Click on **Play** to launch the game.
- OR
1. On your desktop open "My Computer".
 2. Double click on your CD-ROM drive.
 3. Double click 'setup.exe' to bring up the Start screen.
 4. Click on **Play** to launch the game.
- If you are having any problems during installation, please see the READ ME.txt for assistance.
 - To uninstall the game, select the uninstall program from the directory in the start-up program menu.

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MAIN MENU

New Game

This begins a new game

Load Game

Clicking Load Game brings you to the load screen. To load a saved game, highlight the game you want to play and click **OK**. You can also delete old saved games by selecting the game you want to delete, then pressing the Delete button. You can load games from the Main Menu and the In-Game Menu.

Options

This gives you the option to customise the game settings.

Controls

The Controls feature allows you to customise the Trespasser controls. To change the keyboard settings, use the cursor to click on the action you want to customise, then type in the new key for the action (to use mouse actions, just click the desired button after selecting the action to be changed). If you want to change back to the default settings, click on the **Default** button. When you are satisfied with the settings, click the **OK** button. You may adjust the gore setting by simply clicking on the word **Gore**. Also, if you wish to invert the mouse look, just click the check box next to **Invert Mouse**.

Video

Quality - The Quality slider bar helps you achieve the speed and look of the game that you prefer. The lowest setting allows the fastest frame rate, and the highest setting gives you the best visual quality. Use the Quality slider in conjunction with the resolution settings to achieve optimal performance for your configuration.

Brightness - The Brightness slider will adjust the gamma settings for the game. Set it low for a darker environment, or set it high if you like a brighter environment.

TRESPASSER

Select New Video Driver - Click this button to change and configure your video card setup. For detailed information about this feature, see the ReadMe.txt.

Resolution - Select from the list of available resolutions, then hit **OK**. If you want faster gameplay, select a lower resolution (i.e., 320x240). If you want better visual quality, select a higher resolution (i.e., 640x480). Note: Not all resolutions are available for all video cards (i.e. 3Dfx cards will not be able to use 300x240 resolution.)

Audio

The Audio Menu features the following options:

Sound Volume, Play Sound Effects, Play Ambient Sounds, Play Voice Overs, Play Background Music, Show Subtitles, 3D Audio Enabled.

Credits

Close

Exit



TRESPASSER

IN-GAME OPTIONS

The In-Game options can be accessed at any time by hitting the ESC key on the keyboard.

Restart Level

This button restarts the current level from the beginning.

Save

You can save your game at any time. When the save screen appears, type the name of the saved game, then hit OK.

Load

Please refer to 'Load Game' on p.7

Options

Please refer to 'Main Menu' section on p.7 for details of these options.

Quit

You can choose to quit either to the Desktop or back to the Main Menu.

Resume

TRESPASSER

INTERFACE

Trespasser's revolutionary interface gives you the freedom to do what you want, when you want and how you want. Using the controls below, you can push, pull, grab, throw, build, destroy, and more.

Default keyboard controls

Command	Key
Run	W
Walk	S
Step Left	A
Step Right	D
Walk Backwards	X
Jump	Q
Crouch	Z
Throw	F
Store Item	E
Replay Last Voice Over	R
Fire/Use	SPACE BAR

Mouse Head/Arm Controls

Command	Mouse Action
Turn	Move Mouse Left or Right
Reach With Hand	Hold Left Mouse Button
Grab Object	Hold Left Mouse Button + Right Mouse Button
Move Arm	Hold Left Mouse Button + Move Mouse
Rotate Arm	Hold CTRL + Left Mouse Button + Move Mouse
Rotate Wrist	Hold SHIFT + Left Mouse Button + Move Mouse
Drop Object	Click Right Mouse Button

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How to Navigate

Press and hold **S** to walk. This will move you at a cautious pace, and help you survive narrow passes and dangerous cliffs.

To run, press and hold **W**. This will move you quickly over open terrain and assist in making long jumps.

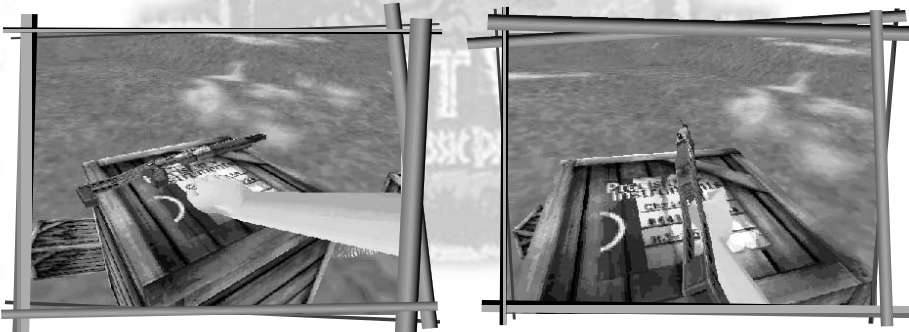
To sidestep to the left, press and hold **A**. Press and hold **D** to sidestep to the right. Both of these keys can be used in conjunction with the **run/walk** keys to help evade predators.

Press **Q** to jump. If you hit the jump key while moving, you will jump in the direction you are currently travelling. The faster you go, the farther you jump.

To run backwards, press and hold **X**. Your backwards speed is slower than your forward speed.

To crouch, press and hold **Z**. This will help you navigate through tight places, and will also help you keep steady on long narrow beams.

How to Pick Up an Object



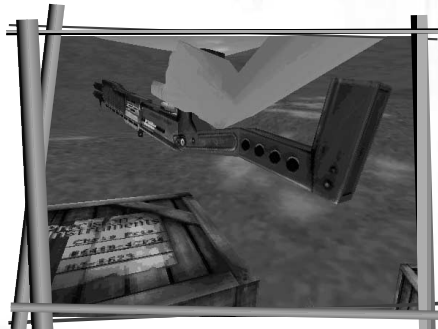
Place yourself within arm's reach of the object you wish to pick up. If it is on the ground, you must crouch to reach it.

Click and hold the **left** mouse button to extend the hand. When the hand is near the object, click and hold the **right** mouse button to grab it.

Now that you have the object, you can let go of both mouse buttons and navigate as normal.

TRESPASSER

How to Move an Object

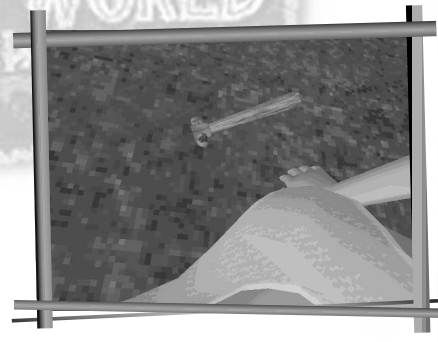
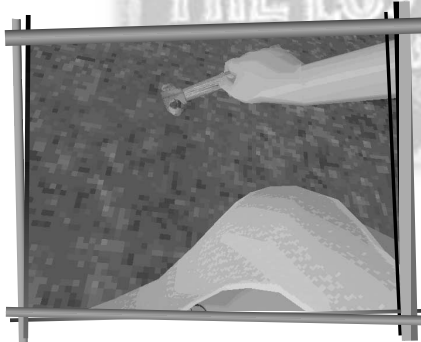


To move an object using your arm, just click and hold the **left** mouse button, then move the mouse.

To move an object using your wrist, hold down the **SHIFT** key, then click and hold the **left** mouse button and then move the mouse to orient the object.

To rotate your arm, hold down the **CTRL** key, then click and hold the **left** mouse button. Move the mouse to the right to rotate the arm clockwise or left to rotate counter-clockwise.

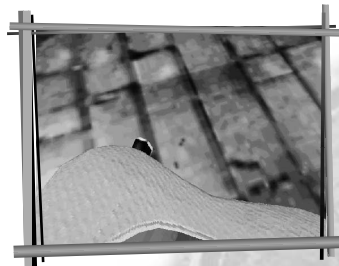
How to Drop an Object



While holding an object, just click the **right** mouse button to drop the object.

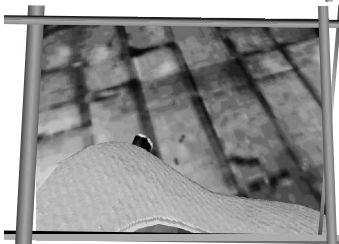
TRESPASSER

How to Store an Object



To store an object, press the **E** key whilst holding the object. If it is a small object, it will be stored on your belt, whereas a large object will be stored on your back. To retrieve the item, press the **E** key again. You can store only one object at a time and not all items may be stored.

How to Throw an Object



While holding an object, turn and look in the direction you wish to throw, then press the **F** key.

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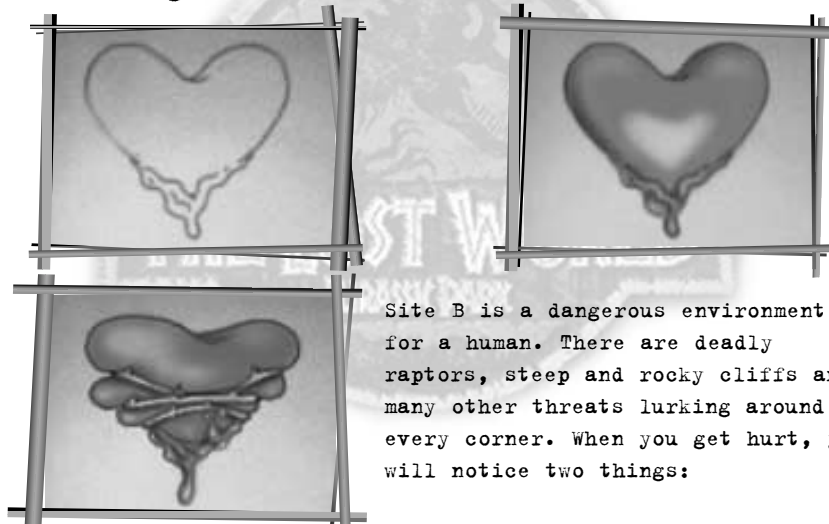
How to Swing an Object

To hit an object, grab the object you wish to swing and then make sure that your desired target is in the centre of the screen. Press the **SPACE BAR** to swing. You will swing through the centre of the screen, striking your target. If you are holding a gun, you will fire the gun until it is out of ammunition, then you will swing it.

How to Shoot a Gun

While holding a gun, hit the **SPACE BAR** to fire short bursts or hold the **SPACE BAR** to fire repeatedly. Anne's voice will tell you if you are running low on ammunition.

How to Gauge Your Health



Site B is a dangerous environment for a human. There are deadly raptors, steep and rocky cliffs and many other threats lurking around every corner. When you get hurt, you will notice two things:

1. The screen will flash gray, indicating that you have taken damage.
2. The heart tattoo on your chest will begin to fill in with red.

When you die, to restart the level, hit **ESC** or **SPACE BAR**, then choose to restart.

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DINOSAURS

There are 7 species of dinosaurs that roam Site B. Here are some statistics on just a few of the dinosaurs which can be found on the island:

Parasaurolophus



Species: Parasaurolophus
Type: Ornithopoda
Lived: 76 - 65 mya
Dimensions: 9.15m long, 4.8m tall
Weight: 1,815 kg.

Herbivore

- Tends to be a docile species and does not seem threatening unless panicked

Albertosaurus

Species: Albertosaurus
Type: Theropoda
Walk: Bipedal
Lived: 76 - 68 mya
Dimensions: 9.15m long, 3.35m tall
Weight: 2,720 lbs.



Carnivore

- More of a scavenger as opposed to an active hunter.
- Fast, highly aggressive and tends to hunt alone.
- Its hindlimbs are just as strong as those of the Tyrannosaurus Rex, in fact, it is one of the fastest runners of the tyrannosaurids.

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Velociraptor



Species: Velociraptor
Type: Theropoda
Lived: 85 - 80 mya
Dimensions: 3.65m long,
1.71m tall
Weight: 2,270 kg

Carnivore

- Three sets of jaw muscles. The first gives the jaw a powerful bite, while the second muscle snaps the jaws shut quickly. The third set provides the raptor the ability to open the jaw widely.
- Strong, with exceptionally large, sharp claws including the 'Terrible Claw,' that is retractable to four to six inches.
- Unusually large brain for its size.
- Although highly intelligent, the raptor cannot 'learn' to open doors.

Tyrannosaurus Rex

Species: Tyrannosaurus Rex
Type: Theropoda
Lived: 68 - 65 mya
Dimensions: 12.2m long,
4-6m tall
Weight: 6,350 lbs. +



Carnivore

- Capable of quick, short bursts of speed.
- Uses its jaws and razor teeth to rip apart its prey in a matter of seconds.
- Highly developed olfactory tract can detect the slightest smell.
- Hindlegs are designed to hold down its larger prey.
- One of the largest and most powerful of the land carnivores that ever lived.

Stegosaurus



Species: Stegosaurus
Type: Stegosauris
Lived: 150 mya
Dimensions: 8.8m long,
2.5-3m tall
Weight: 1,185 lbs.

Herbivore

- A rather slow creature, can turn volatile when it has been offended.
- Tail has four long spikes which seem to be its only line of defence.

Triceratops

Species: Triceratops
Type: Ceratopsia
Lived: 65 mya
Dimensions: 9.15m long,
2.15-3.05m tall
Weight: 4,500 lbs.+



Herbivore

- Demeanor is similar to that of a modern day bull.
- Lowers its head when preparing to attack.
- Steadfast to holding its own territory.

TRESPASSER

GUNS

Trespasser contains over 15 real-world weapons, licensed by the actual manufacturers. Here is a sampling of guns that can be found in the game:

HK91

Light to medium weapon used by many counter-terrorist organisations, special forces and law enforcement agencies worldwide. Using a delayed roller locking bolt system rather than a gas firing system, the HK91 doesn't suffer from high blowback when fired.



Desert Eagle .44

A gas operated magnum pistol popular with long range silhouette shooters and hunters. It remains the only autoloading pistol to handle the .44 magnum cartridge.



Benelli M1 Super 90

Well regarded by law enforcement units because of its fast handling and reliable feeding in a semi-auto 12 gauge shotgun.



TRESPASSER

.357 Magnum (S&W 686)

The first revolver created to handle a steady diet of full power magnum rounds. It has from its introduction been popular with target shooters and hunters.



Ruger Redhawk

For a time it was considered the choice for hunting big game with a handgun. Although larger revolvers have since been designed, it remains popular.

HKVP70

When introduced, this select fire auto pistol was far ahead of its time in both design and construction. A forerunner in the use of polymers made this weapon both light and durable.



Barrett 50mm

The first semi-automatic rifle created to fire the venerable .50 caliber bullet. It is known to be accurate to 1.5 miles while still retaining a devastating amount of kinetic energy. Used by some elite military and police units to penetrate cinderblock walls and other hardened targets.

TRESPASSER

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TREMPASSER

Special Thanks

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TRESPASSER

Customer Services - Can We Help You?

Do you have a problem or do you just want to ask a question?

If so, there are several ways you can obtain help or have your questions answered.

On-line help file

All our new releases now include on-line help files with hints and tips on how to resolve problems that you may confront while trying to run the game. The help guide can be accessed from the Windows Start Bar in the same program folder as your game's shortcut. This gives you access to relevant support sites via web links as well as a support program to help diagnose problems that may stop you enjoying your game. The support program also gives you the option to send us your details via E-mail or Fax.

On-line Services

Website: <http://techsupport.ea.com>

Electronic Arts offers 24-hour support via our on-line services. Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQ's) plus patches, updates and demos. If you still cannot find an answer to your query, please E-mail us at uk-support@ea.com. You will receive an automated reply within minutes; giving details of all the games you can request troubleshooting information on, as well as a number of standard help guides and information sheets. If this does not help, you can contact a representative for a personal reply.

Customer Support by Phone (including Faxback)

Electronic Arts have a staff of Customer Services Representatives ready to help you with any technical problems you may have with our games.

Please ensure you have run the support program from the on-line help file before calling us. To run the support program:

1. Open the help file, navigate to the **Contents** page, and follow the link to **Support Information**.
2. Next, click on the **Contact Tech Support** button. After a few moments, you should see a dialog box with the option to Print, Save to Desktop, or E-mail your information to us.
3. Click on Save to Desktop, or Print (if you have a printer connected to your PC) and have the contents of the report in front of you when you call.

Note: If you choose to Save to Desktop, a file called **EAConfigInfo.txt** will be placed on your desktop. Simply double-click on this icon to view the file.

Customer Services are open 9am-6pm Monday to Thursday & 9am-4:30pm Friday, and can be reached on the following number

0870 2432435

TRESPASSER

You have access to a number of automated services, including Faxback and recorded messages. You can also talk to one of our Customer Services Representatives, who will be pleased to help you with your questions. However, please ensure you have followed all normal troubleshooting steps and have all relevant information to hand before you call.

Alternatively, you may write to us at the following address, including a daytime telephone number and the above information contained in the help file support program

**Electronic Arts UK Ltd Customer Services,
PO Box 181
Chertsey
KT16 0YL**

Or fax us, including a complete report from the help-file's support program, on:

0870 241 3231

When contacting us by fax or letter, please include a daytime telephone number whenever possible, so we can contact you if necessary.

24-Hour Hintline - Gameplay Hints and Tips

Stuck? It happens to the best of us. Then call our **Official** hintline for hints, tips and cheats. If you want to make sure your game is included on the hintline before you call, feel free to check out our web site at <http://www.uk.ea.com> or call Customer Services – we'll be happy to give you a list of all games included on the hintline. However, please remember that Customer Services cannot give out hints or cheats directly. The Electronic Arts Hintline number is:

09067 53 22 53

Or, for Irish residents:

1 560 923 580

Note: This is a premium charge line (calls cost 75p per minute). Callers must be 16 or over. Please obtain permission to call this number from the person who pays the phone bill, before you call.

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<http://register.ea-europe.com/>

And while you're on-line, check out the UK web site at <http://www.uk.ea.com> for more in-depth news and reviews on our games. Here you will also find Technical Support, Downloads and details of what can be found on our **Official** EA Hints & Tips line.

So why not log on and see us today!

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Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the address at the rear of this document, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address.

This warranty is in addition to, and does not affect your statutory rights in any way.

This warranty does not apply to the software program themselves, which are provided 'as is', nor does it apply to media which has been subject to misuse, damage or excessive wear.

Returns After Warranty.

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £7.50 per CD, payable to Electronic Arts Ltd.

Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, UK.

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