
Clone^(TM)

Documentation

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Introduction

Welcome

You're about to enter the amazing world of *Clone* and to face tons of puzzles and enigmas that will challenge your mind for weeks... Most probably, you've already played puzzle games with many characters to control, but you sure haven't had to control **ALL of them at the SAME TIME!!!** Playing around with the little blue clones is as simple as your ABC... But here, **simple** doesn't mean **easy!!!** Hehe...☺

Print Out

It is strongly suggested to print this document and to keep it near while playing. If your printer supports graphics, just click the  button from the editor's toolbar **or** select **File, Print**. If your printer doesn't support graphics, you can print the text-only equivalent by typing **type clone.txt > prn [ENTER]** at the DOS prompt, while in your Clone directory.

Another document that might be of help to you, especially if you're new with puzzle games, is the **goals.doc** and **goals.txt**. (The former is the Word version, while the later is the text-only equivalent). This document describes the goals of every puzzles, with some tips, but without giving away any solutions! Hehe...☺

Quick Start

- Type **clone** and **[ENTER]** at the DOS prompt. (If anything goes wrong with program startup, refer to the **Command-Line Trouble-Shooting Switches** section further in this document)
- Choose the episode to play and click on **Play**.
- Once it the main menu, the program prompts you for a name to give your hero : type it and press **[ENTER]**.
- At the bottom right of the main menu is the *Levels* panel. To play now, just click on the vertical **Play** button on this panel.



This is a Shareware Game

Please, help us support the Shareware concept and to come up with other great games in the future. Information on how to order is provided in the next section.

You can order the **Full Version** at the low price of **only US\$ 25** for all 6 episodes of the series.

What's in the full version?

- **Six episodes** including : Mornack's Castles, Frozen Mountains, Ground Bowels, Candy Land, Future Destiny, and Kaos Realms, each with **amazing graphic sets**, new **creatures**, **mecanisms**, **vehicles** and **objects** to interact with!
- Over 20 puzzles per episode for a total of **125 puzzles**, each with **three difficulty levels** for the whole family to enjoy the game to its full value!
- **Six thrilling-time-critical-ending-puzzles** with a **deadly countdown!**
- **28 songs** - over **an hour** of original music ranging from **soundtrack** to **industrial** with **digital instruments** that make for a gloomy and very intriguing atmosphere...
- **The Juke Box**, which allows you to listen to any of the 28 songs, plus a **hidden song!**
- **And a lot more!!!**



Ordering Information

Pricing: All 6 episodes are packed together for only \$25.00

Shipping and handling: \$4.00 International, \$3.00 U.S. California residents must include 8.00% sales tax. Orders will be returned without the proper fees.

Toll Free Ordering: Visa and MasterCard orders may be placed by calling Laser Point at **(800) 894-6758**. International users may call **(408) 722-6894** or fax the required information to **(408) 722-6895**.
Notice: As of April 1, 1998 our area code will change from "408" to "831" so please use this new area code **after** April 1998.

Electronic Mail Registration: You may register via electronic mail by sending the following information to **orders@laserpoint.com** or **kalich@got.net**:

- Name of the product you are registering (Clone)
- Visa or MasterCard Account Number
- Card Type (Visa or MasterCard)
- Card Expiration Date
- Name of Card Holder
- Address including zip or postal code

Postal Mail Registration: You may send cash or checks, drawn in U.S. funds on a U.S. bank, to:

**Laser Point
Clone Registration
P.O.Box 2378
Watsonville, CA. 95077**

Compuserve: CompuServe customers may wish to use the CompuServe Shareware Registry:

GO SWREG and register product ID # 12795



Technical Support

The Clone Page: For more information on Clone as it becomes available you may like to visit The Clone Page, our official Web site at: <http://www.interlinx.qc.ca/~clone>

The Clone Mailing-List: You can also subscribe to the Clone mailing list, for notices regarding updates, patches, tips and tricks, etc. To subscribe to the mailing list, send an Email to kalich@got.net requesting to be added to the list.

Question and Comments: Feel free to Email kalich@got.net at the attention of Mathieu. I will be glad to answer any of your questions and chat about the game.

The Antares Productions' Site: You may also like to visit the Antares Productions Web site for more info regarding our other products at: <http://www.interlinx.qc.ca/~midk/antares>

The Game Interface

The Main Menu

Options (top left of main menu)

- **Return To Game** lets you return to your current game as it was when you left it.
- **Look Intro** shows the scrolling text you saw when entering this episode.
- **Settings** allows to change the music and sound effects volume, calibrate joystick, change keys assignment, etc.
- **Help!!!** is an online tutorial for an easy introduction to *Clone*, and to how it plays. The game will be in *auto-pilot* mode, so you just have to read the scrolls and press **[ENTER]** to go to the next lesson. If you want to try the tutorial by yourself, start it again and press **[TAB]**. This will turn-off *auto-pilot*.
- **Ordering Info** gives all the information you need for ordering the complete Clone series of 6 episodes. This document you're reading also contains this information, under the [Ordering Information](#) section.
- **Quit** returns you to the menu of the episodes.

Heroes (top right of main menu)

This part of the main menu allows you to create new players, or delete them. This way, if a friend of yours wants to play, just let him create his own player, while leaving yours unchanged.

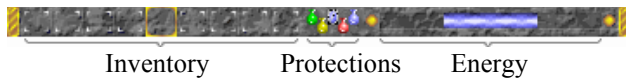
Levels (bottom right of main menu)


This part of the main menu allows you to skip some levels or to retry any levels you already completed (ie. You can retry previous levels at higher difficulty levels). To play the selected level now, just click on the vertical **Play** button. If you want to postpone the currently selected level and try the next one right away, use the vertical **Skip** button (maximum of 3 skipped levels allowed). When you complete a level, it will be marked with a little blue bullet in the list : the size of the bullet corresponds to the difficulty level, so you can see which levels you could try at a higher difficulty level.



Difficulty Level (bottom left of main menu)

This part of the main menu allows you to set the game to the difficulty level that best suits you. Note that you can change the difficulty level at any time. However, if you're already playing a level and that you change the difficulty level meanwhile, the new difficulty won't be effective until you restart the puzzle by clicking on the vertical **Play** button from the *Levels* panel.

The Inventory Bar



This bar is displayed at the bottom of the game screen. You can press  to hide or display it at any moment during the game. It contains three sections :

- **Inventory** : Everything you found in a level is displayed here. The current object is displayed in the golden frame. To cycle the objects through the golden frame, press , and to use the current object, press .
- **Protections** : The little icons here are lit when you are protected against some kinds of trap. The green potion is against acid, yellow against lightnings, red against fire, blue against ice, and the shield is against arrows. For more information about that, refer to the **Puzzle Elements** section, under the **Objects** and **Traps** paragraphs.
- **Energy** : This bar shows how much energy you're left with. If there's more than one clone, then this bar shows all of their energy.



The Keyboard (in game)

Movements



Move around



Look in a direction without moving



Stop moving instantly (or almost)

Screen Scrolling



Scroll screen up



Scroll screen down



Toggle auto-scrolling-lock on and off (if the ScrollLock led is lit on your keyboard, then it means scrolling is locked and you have to manually scroll the screen)

Inventory



Select object in inventory (current object is in gold frame)



Use current object in inventory



Toggle inventory bar or close a scroll when done reading it

Miscellaneous



Abort and retry the current level



Pause game



Return to main menu

Sound Control



Toggle **M**usic



Toggle **F**X



Toggle **S**ound (both Music and FX).



Command-Line Switches

Defaults (for first-time users)

For default configuration, just type **clone** and then **[ENTER]** at the DOS prompt when you're in your Clone directory.

Standard switches

- To get a quick switches reference, use the **/?** switch.
- To enter an episode directly without going through *The Hall*, use the **/Wn** switch, where **n** is the number of the episode from 1 to 6.
- To start Clone without intro screens and ending title, use the **/NUDE** switch.
- To turn all music and sound fx off, or if you want to prevent the program from detecting your soundcard, use the **/QUIET** switch.

Trouble-shooting parameters (if you have any problems getting Clone to run)

- If your screen sometimes displays garbage, try the **/VMC=ON** switch. This will force the game to run in a more compatible video mode and allow you to scroll the display horizontally in order to be able to see the entire screen. In VMC, use **[HOME]** and **[END]** to scroll screen left or right and use **[INSERT]** to return to auto-scrolling.
- If your sound card plays music too slowly or weirdly, try the **/SNDAUTO=ON** or **/SNDFREQ=4** switches.
- If you can't hear anything at all, make sure the program is detecting your sound card correctly (make sure your sound card's name is mentioned on the startup screen). If it's not the case, try the switch corresponding to your sound card (**/SB** for *Sound Blaster* and compatibles, **/GUS** for *Gravis UltraSound*, **/SS** for *Ensoniq SoundScape*) to force the program to use it.

The Clone World

The Puzzle Elements

WARNING: The following section contains fun-spoiling informations that experienced players won't want to read. It describes most puzzle elements you'll encounter. Even though it doesn't contain any actual solutions to puzzles, reading a puzzle element's behavior might spoil experimentation and creativeness.

Miscellaneous Blocks

Big Blue Jewels (End of Level):




This jewel is the ultimate goal to reach in order to complete a level. Note that if there are more than one clone in the level, **all** of them that are still alive must reach this jewel.

Locked Doors and Corresponding Keys:




The silver and golden doors must be opened with the corresponding keys. If you have the right key, just press on the door to unlock and open it.


Treasure Chests:

 Those chests sometimes contain many objects. Press on the chest once to open it and grab everything it contains. Once the chest is open, you can move it around like any other blocks. If you're playing with a joystick, the chest will be pushed at the same time it is opened, so it may be wise to temporarily use the keyboard when dealing with chests, especially when the position of the chest does matter.


Rocks:

 The rocks are like walls in that they can't be moved. However, they can be destroyed by explosions. Note that the left-most rock (which is the brightest) requires three explosions in order to disappear completely, while the middle rock requires two explosions, and the right-most (and darkest), only one.

Explosive-Powder Barrels:


 Those barrels contain very dangerous explosive-powder and will react violently to an explosion by producing another explosion. Beware of chain reactions when such barrels are packed in a row! Note that you can push those barrels to make them roll on the ground : They won't stop rolling until they hit a wall or obstacle, and will then explode!

Ice Cubes:


 The ice cubes are similar to other blocks, except that when they are pushed, they keep sliding on the ground until they hit something. Note that Ice Cubes will melt if struck by an explosion or a fire ball.

Vehicles


Rafts:

 With a raft you can travel on water and cross rivers. Note that as long as a raft is still on the ground you can move it around as you would with any other blocks. Once you pushed it into the water, you can step onto it and start navigating, but you can't push it back onto the ground.

Golden Rings:


 You can enter a ring sideways and roll in it forward or backward. Note that you can also push it from the outside.

Mine Carts:


 With a mine cart you can travel on railroads. Note that as long as a mine-cart is not on the rails you can move it around, but only in the same direction as the cart's wheels. Once you pushed it onto the rails, you can step onto it and start traveling, but you can't push it back off-rails.

Mecanisms


Buttons and Levers:

 You can activate mecanisms by pressing buttons and levers. Buttons can be depressed only once and cannot be popped back, while levers can be toggled as many times as you like.


Trigger Tiles (respectively popped-up and depressed):

 Another way to activate mecanisms is to walk over trigger tiles. Some of those will remain depressed, while others will pop-up as soon as you walk away. Such tiles require something heavy to be moved over them (yeah, like in Indiana Jones! Hehe...🤪) like a color-crystal, a ring, a raft, a treasure chest or anything similar. Note that most of the times, when there are many clones in the level, you have to move all of them over the trigger tiles **at the same time**. This involves that you arrange all the clones in the same pattern as the tiles by using the obstacles to offset them correctly.

Color-Crystals and Color-Crystal-Sockets:


 There are seven kinds of color-crystals, each with a different color. In order to activate a mechanism with a color-crystal, you have to move it over the crystal-socket of the corresponding color. Beware: Once the color-crystal has been set onto its socket, it is **not** stuck there and can be moved away. Beware not to displace it unvoluntarily!

Big Blue Numbers:



 This kind of mechanism must be decreased down to zero in order to be activated. Most of the time, you have to activate many buttons, levers, trigger tiles or crystal-socket, each of them will decrease the big blue number by one unit.

Objects


Scrolls:

 Scrolls contain precious information and riddles. To read a scroll, select it from your inventory with [ALT] and then press [SPACE]. When you're done reading the scroll, press [ENTER].


Bombs:

 Bombs are used to destroy rocks and other fragile items. To use a bomb, select it from your inventory with [ALT] and then press [SPACE]. But you'd better hide away before it explodes! Hehe... The explosion will cover a 9 tiles area (3 tiles wide per 3 tiles high) so you can anticipate where to hide in order to be safe. Note that you **won't** suffer any damages at all if you are right beside an explosion when it occurs.


Potions of Protection:

 The potions immune you against some traps. But you must first drink them in order to be protected! To use a potion, select it from your inventory with [ALT] and then press [SPACE]. A little icon will light up on the menu bar (between the inventory and the energy bar) to indicate that the protection is effective. Note that once a protection is effective, it **won't** expire until you really need it (ie. Being hit by the corresponding trap).

Shields:


 The shields protect you against arrows. Refer to potions of protections (above) for details on how to use them.

Gems of Vitality:

 The Gems of Vitality enclose the pure essence of life. To gain the energy contained by a gem, select it from your inventory with [ALT] and then press [SPACE].


Traps

Acid Pots, Thunder Clouds, Bows, Fire Traps, Ice Traps, and Vacuums:


 Those traps will shoot you whenever you walk in from of them. To be protected, you can either move a block in front of them or use a magical protection (potions and shields). But note that they have particular orientations that you must know in order to be able to walk around them:

- The **acid pots** shoots acid drop **upwards**.
- The **thunder cloud** shoots lightnings **downwards**.
- The **bow** shoots arrows **sideways** (left **OR** right, depending on the side it's pointing toward).
- The **fire** and **ice** traps shoot fire and ice balls in **ALL** directions.
- The **vacuum** sucks you in from **ALL** directions.

Ray Guns:


 The ray guns are particular traps in that there must be two of them heading toward each other in order for the trap to be effective. You can be protected from those traps by moving a block in front of **AT LEAST** one of the two guns: this is enough to put the trap temporarily out of order.

Spikes:


 Spikes can be very dangerous hazards, except if you know how to walk around them. The trick is easy: never arrive on a spike from the direction of its tip. Though, you can arrive from any other direction and leave in **ANY** direction at all.

Movement-Restricting Elements


Red One-Ways:

 The Red One-Ways prevent you from arriving on the tile from the direction of the arrow. Though, you can arrive from any other direction and leave in **ANY** direction at all.


Turning One-Ways:

 Turning One-Ways are similar to standard Red One-Ways, except that each time you step over them, they rotate clockwise 90 degrees. **TIP:** It is strongly suggested to plan what direction the turning one-ways will be heading to before actually moving over them, in order to avoid being stuck in a little area or not being able to come back to an important location.

Pipes and Pipe-Intersections:

 Pipes are tunnels that you must follow from one end to the other, while pipe-intersections can be entered from **ANY** direction at all, but can only be left in the direction of the two little red arrows.

Rail-Roads:

 The only way to travel on rails is to use a mine-cart. Note that you can move any block onto the rails and then push it with the mine-cart, but make sure you will be able to move the block off the rails (usually using a rail-corner).

Magic

Runes Carved on the Ground:



Just step over those runes in order to unleash the magic they enclose.

- The first is the Rune of Cloning, which will clone yourself into more little blue beings.
- The second is the Rune of Uncloning, which will get you back to your single form.
- The last is the Rune of Invincibility, which will morph all clones into invincible little devils for some seconds.

Fire- and Ice-Ball Casting Magical Items:




Those magical items allow you to cast fire- and ice-balls. The spell is cast in the direction your clone was heading when you arrived on it.

- A fire-ball will explode when it hits an obstacle. Note that the explosion will be as big as a bomb if the distance of the cast is long enough (otherwise, it will only be one tile big).
- An ice-ball will produce an ice-cube when it hits an obstacle. Note that you can freeze creatures with this spell.




The Creatures

WARNING: The following section contains fun-spoiling informations that experienced players won't want to read. It describes most creatures you'll encounter. Even though it doesn't contain any actual solutions to puzzles, reading a creature's behavior might spoil experimentation and creativeness.

Little Blue Being (also known as "**The Hero**"): 


Hey!! It's you!! Respectively looking down, left, up and right. Note that your orientation **DOES** matter for a certain number of things, like casting magical fire- and ice-balls, and for some creatures that you must not look directly into the eyes, like the Floating Guardians.

Gluttons:


 The gluttons are not really offensive, but they're the ones who trigger the deadly count-downs in the ending levels of the four last episodes!

Creatures of "**Mornack's Castles**"



Dumb Boars:

 Those boars aren't offensive, but they definitely will be more than a problem for you : they're always at the wrong place, and at the wrong moment. If one is in your way, move close to it, wait until it goes away, and then quickly take his place before another does.

Floating Guardians:


 Those floating beings will roast you as soon as you look directly into their only-eye. And if one of them notices you, he will stare at you until you go away or show him your back (ie. if a guardian is staring at you on your right, just look toward your left and he won't bother you any longer). Also, you **might** be able to move toward them while rolling, but I wouldn't take the chance!!!

Frantic Arachnids:


 Those quickly-moving-spider-like-nine-eyed beings are really routine-minded, but a touch of chaos might make them go wild. Take my advice : if such a spider has you in sight, you'd better hide behind a wall **VERY** quickly before it arrives, or you're as good as dead!!! No doubt they're the most deadly creatures in all the Worlds of Clone! Hehe...

Creatures of "**Frozen Mountains**"

Wall-Kers:


 Wall-Kers, as their name suggests, are living-walls. Unfortunately, they tend to sleep too often! Puzzles that contain such beings turn out to be living labyrinths of stone that can entrap you for a while!

Dragons of Confusion:

 Those dragons are easy to mistake. One is kind and the other is mad! The kind dragon of confusion will only blow you some tiles away if you walk under him, while the mad one will burn you with his fire breath! Note that the fire breath is only some tiles long.


Creatures of "**Ground Bowels**"

Fire-Gargoyles:

 Those gargoyles of the underworld can reduce you to the size of an atom! Here, they're respectively looking down, left, up, and right. Their orientation **DOES** matter, since when they're


looking away from you, they won't see you... And if you're brave enough to sneak and touch one of them, it will turn into a stone statue... But beware that it doesn't turn toward you until you touch it! Note that such stone statues can be destroyed by explosions.

Sarcasm Devils:

 Those ever-laughing-devils will try to transform you into another devil, but don't become one of theirs!


Creatures of "Future Destiny"

Living Sparks:



 Living sparks are brainless entities that escaped some energy sources and that must follow walls indefinitely. A little like frantic-arachnids, they have very mechanical behaviors, unless some chaos make them go wild. You'd better take advantage of their rhythm in order to stay alive!

Creatures of "Kaos Realms"


Kaos Ghosts:

 Kaos Ghosts are lethal in that they aren't stopped by walls or any obstacles. If one of them touches you, you'll be so afraid you won't be able to move for some seconds and you'll lose some energy...

Claws of the Dark:

 Those gloomy creatures are living inside the walls of the Kaos Realms and will try to grab and eat you for lunch! In order to walk in front of a Claw of the Dark, wait till it just disappeared into the wall, and then hurry up and move to the next tile. Don't be brave, just wise and **patient!** Hehe...

Conclusion

I've always been told in my French classes that any well-constructed document **had** to have a conclusion. Well... Here it is!!! Hehe...

Here at *Antares Productions* we put all our efforts in making *Clone* as fun and as valuable as possible and we spent almost two years developing it. It has been a real pleasure to produce this game and we hope you'll love it as much as we do... **Have fun!!!**

MidKnight
