MTV
MUSIC TELEVISION

CLUB DEAD

CYBERPLUMBER
GUIDE HANDBOOK

CYBERPLUMBER
GUIDE AND HANDBOOK

CONTENTS

DOS System Requirements

Minimum
486/33MHz, single-speed CD-ROM drive
(150KB per second), 4MB RAM

Recommended
486/50MHz, double-speed CD-ROM drive (300KB
per second), 8MB RAM

Requires
SVGA card with 512KB, DOS 5.0 or higher, SoundBlaster®
or 100% compatible sound cards, Adlib® Gold sound card,
Microsoft® Sound System, Pro Audio Spectrum™, speakers
and a mouse.

DOS Quick Start

To Run Club Dead!
1. Exit all applications to the DOS prompt.

2. Insert the CD (labeled side up) into the CD-ROM drive.

3. Log onto the CD-ROM drive by typing its drive letter
   followed by a colon (i.e., D:), and pressing the Enter key.

4. Type Dead and press the Enter or Return key to
   start the program.

To Run the Club Dead Demo!
1. Follow Steps 1 through 3 above.

2. Type Dead -demo and press the Enter or
   Return key.

3. Press the Escape key to stop the demonstration.

Macintosh®
System
Requirements

Minimum
Macintosh Performa/LC 460 and above or any of
the Macintosh Quadra/Centris and Power Macintosh
series, 4MB available RAM, double speed CD-ROM drive,
color monitor with at least 256 colors, Apple System Software
7.1 and above with Sound Manager 3.0.

Macintosh Quick Start

To Run Club Dead:
1. Insert the Club Dead CD (labeled side up) into the
   CD-ROM drive.

2. Double-click the Club Dead disc icon.

3. Double-click the Club Dead program icon.

To Run the Club Dead
Demonstration:
1. Insert the CD (labeled side, up) into the Club Dead
   CD-ROM drive.

2. Double-click the Club Dead demonstration icon.

To Quit the Club Dead
Demonstration:
1. Press the Escape key.

2. Click the Disk Access button
   to display the Control Panel.

3. Click the Quit button.

THE MISSION

To: Sam Frost, Cyberplumber

From: Executive Johnson, Metacorp

Sam—

I have arranged your release from Metacorp Prison.

You are going to the Alexandria. With your skills as a cyberplumber, you are expected to keep the equipment there running smoothly. We don't want anything to go wrong. The Alexandria is important to Metacorp - very important.

This guide and handbook explains how to use the tools you will need on your mission. Our best operative, Reilly, is already there and should be a help to you. Be sure to make contact as soon as possible.

You might encounter resistance from the staff of Spenser Amalgam, but that is to be expected. I expect you to do the job. If you don't, there are things worse than prison...

EXECUTIVE JOHNSON

THE MISSION SITE

Designed by Spenser Amalgam, the Alexandria offers exclusive
service to the very fortunate, providing its guests with an
unparalleled experience in Virtual Reality. The 17-story facility
is specifically designed to provide the safest and most
sophisticated in "V" experiences.

All areas are equipped with Date and Time Clocks,
Waste Time capabilities, and On-Line services with a
Tele-FX office located in the Lobby. In addition, an EAG
(Electronic Access Guide) is provided to all guests,
compliments of the resort.

? INSTRUCTIONS

Clicking this button opens the Instruction Screen. Click each of
the icons to hear a description of what each one represents
and does.

DATE AND TIME

This tells you the current date and time of gameplay. The sun
indicates morning hours; the moon indicates evening hours.
Just remember: you have to accomplish certain tasks before
each day ends or else...

WASTE TIME

This lets you advance time in 15 minute increments. Be careful
how you use this, because you cannot return to past events.

⬤ ELEVATOR

The elevator at the center of the Alexandria will take you to
any location in the resort. Access to guest floors other than
your own is by invitation only. Please note that access to
staff and technical support floors is limited to authorized
personnel only.

▲ TO ENTER THE ELEVATOR, CLICK THE
ELEVATOR SPECTRAL IN THE HALLWAY.

ELEVATOR
SPECTRAL
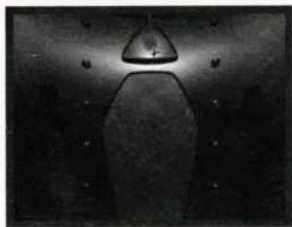
▲ To go to a floor:
1. Click the flashing red light.
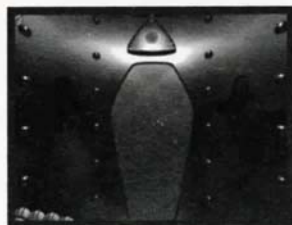
The floor periscope will show the number of the floor you are on and what you will find on that floor.

2. Click the floor number you want.

Only accessible floors are lit and available.

If you gain access to a new floor, the floor options will be updated automatically.

▲ To exit the elevator, click the elevator door.

The door will open to the hallway of the floor you selected.

Rooms

As you make your way through the Alexandria, be sure
to check all the rooms thoroughly. You never know what
you might find...

▲ To enter a room, click the door.
Each room you enter from the hallway will play a video scene.
Using the video scene controls described in the following section,
you may watch the scene as many times as you want while you
are there. Just remember: what may seem to be 30 seconds
may in reality be a time span of five minutes to ten hours,
with the average being 30 minutes.

Important!
If you enter a new location and return to a previous
room, you will see a completely new set of events
and circumstances.

▲ To leave a room, click the
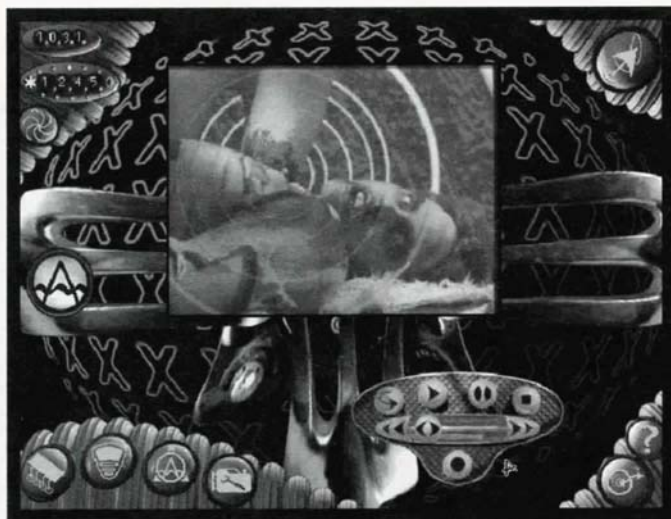Alexandria button.

Door

Alexandria
Button

Video Scene Controls

When you enter a room from the hallway, use the Shuttle Bay service in the Lobby, or get help from the Front Desk in the Lobby, you will see a video scene. The controls used for viewing the scene are similar to those of a CD player.

SCROLL BAR

To rewind or fast forward through
a video scene, click the Left Scroll Arrows
or the Right Scroll Arrows, respectively. Or drag the Scroll Lever to
the left or right.

REPLAY BUTTON

To see a video scene from the
very beginning, click this button.

PLAY BUTTON

To see a video scene,
click this button.

PAUSE BUTTON

To pause
a video scene, click this button.
Click it again to continue viewing.

STOP BUTTON

To stop a video scene,
click this button.

CLOSE BUTTON

To put away a video scene, click
this button.

FRONT
DESK

SHUTTLE BAY
SPECTRAL

TELE-FX
SPECTRAL

LOBBY
SERVICES

In its effort to provide an environment that meets your every need, the Alexandria also furnishes several services that are accessible from the Lobby:

▲ **TO GO TO THE FRONT DESK IN THE LOBBY:**
Click the Front Desk and view the video scene. You may watch the video scene as many times as you want while you're there.

▲ **TO ENTER THE SHUTTLE BAY FROM THE LOBBY:**
Click the Shuttle Bay Spectral towards the near right end of the Lobby.

▲ **TO ENTER THE TELE-FX IN THE LOBBY:**
Click the Tele-FX Spectral at the far right end of the Lobby.

EAG
ELECTRONIC ACCESS
GUIDE

Look up specific data about the guest, staff, and services
of the Alexandria. The EAG provides quick visual and audio
information that will help you during your stay. Your EAG
is provided free-of-charge, compliments of the Alexandria.

▲ TO USE THE EAG

1. CLICK THE EAG BUTTON TO OPEN YOUR EAG.

2. CLICK THE BUTTON MATCHING THE TYPE OF
   INFORMATION THAT YOU WANT.

3. CLICK THE NAME OF THE PERSON OR SERVICE
   YOU WANT.

4. CLICK THE AUDIO BUTTON TO HEAR
   AN AUDIO SUMMARY.

IMPORTANT:
Be sure to check your EAG each day for any
changes in "V" Room availability.

SERVICE BUTTON
Click to see the name of the
service, its floor number,
and/or scheduled
events of the day,
and visual of
the service.

AUDIO BUTTON
Click to hear an audio
summary of the
person or
service
selected.

CLOSE BUTTON
Click to put
away this
tool.

GUEST BUTTON
Click to see the name
of the guest, the guest's
floor, and a visual of the
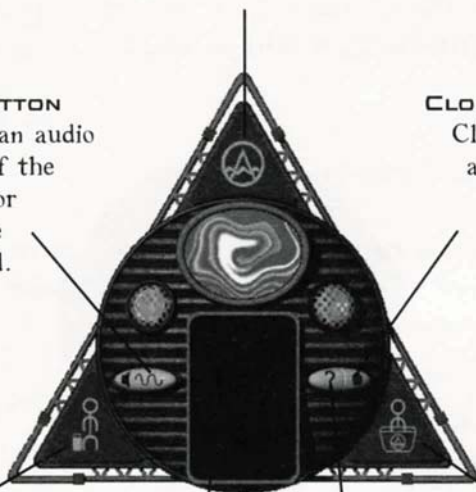guest.

STAFF BUTTON
Click to see the name
of the staff person,
his/her job, and
a visual of the
staff person.

EAG DISPLAY
Shows a visual of the
service selected.

HELP BUTTON
Click to hear an audio
description of
this tool.

⊛ On-line

Retrieve visual mail you receive by using the Alexandria's On-line services. The On-line button will light up if you have a message. Otherwise, it will be disabled.

▲ To use the On-line service

1. Click the On-line button to log onto the system.
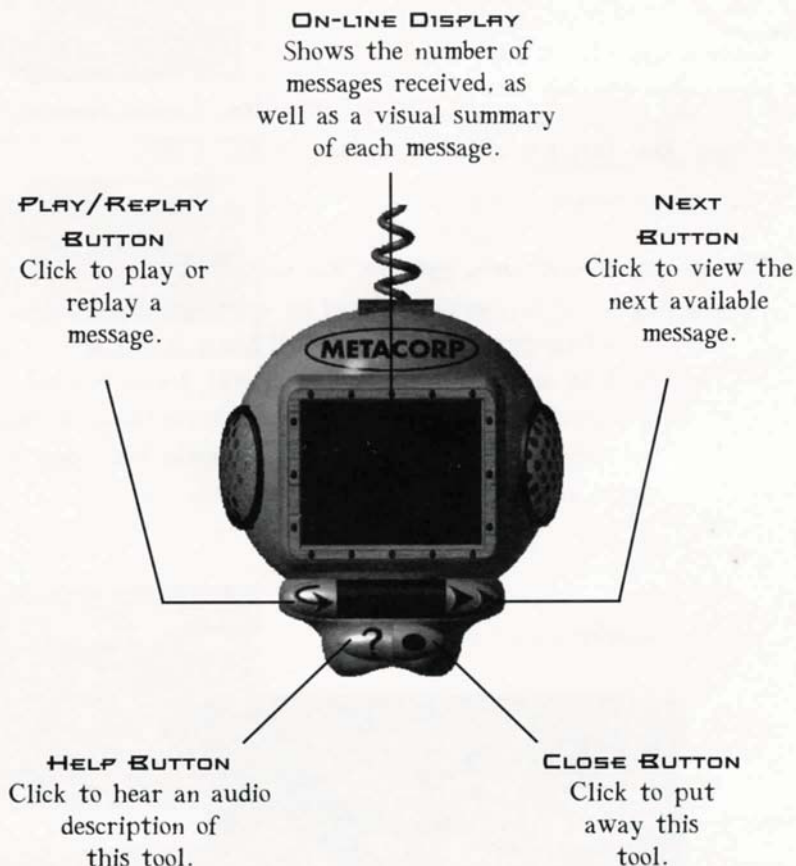   On-line will appear, telling you the number of visual mail communications you have.

2. Click the Play/Replay button.
   The first new message will play. You may view it as many times as you want.

3. Click the Next button to see the next message.
   The next message will play. To hear one of the first messages of this mailing, click the Next button to loop through the messages until you see the one you want.

ON-LINE DISPLAY
Shows the number of
messages received, as
well as a visual summary
of each message.

**PLAY/REPLAY
BUTTON**
Click to play or
replay a
message.

**NEXT
BUTTON**
Click to view the
next available
message.

METACORP

HELP BUTTON
Click to hear an audio
description of
this tool.

CLOSE BUTTON
Click to put
away this
tool.

IMPORTANT!

After you view a message and close On-line (even if you see
only part of a message), that message will be cleared and no
longer available.

TELE-FX

Send virtual images to your on-line "associate." Lucas, from this service. The Tele-FX office is located in the Lobby.

▲ **TO SEND A VIRTUAL IMAGE TO LUCAS:**
Lucas is your on-line "associate," and he owes you. So, if you need information on an object, he'll check it out and send back an on-line report. But be careful. Lucas is very busy and can't be bothered with every little thing. Sending him insignificant images will probably make him upset and quite uncooperative.

TELE-FX
SPECTRAL

1. OPEN YOUR INVENTORY.

2. MAKE SURE THAT THE OBJECT YOU NEED IS "READY FOR USE". For instructions on the INVENTORY, see pages 22 through 27. You must have an object ready to use before you go to the Tele-FX to send it.

3. GO TO THE LOBBY.

4. CLICK THE TELE-FX SPECTRAL AT THE FAR RIGHT END OF THE LOBBY. The Tele-FX will open for you to enter. You will see a video of what you did there.

CHIPMAN

Listen to the maintenance records left by previous cyberplumbers.
After you see a scene in which you receive or take a chip, that
chip is automatically placed into the Chipman.

▲ TO HEAR A CHIP'S INFO:
   1. CLICK THE CHIPMAN BUTTON.

   2. CLICK THE CHIP YOU WANT.

   3. CLICK THE AUDIO BUTTON.

▲ TO HEAR MORE THAN ONE CHIP'S INFO:
   1. CLICK THE CHIPMAN BUTTON.

   2. CLICK THE CHIPS YOU WANT.

   3. CLICK THE AUDIO BUTTON.
      You will hear each of the chips' information in the
      order in which they were logged.
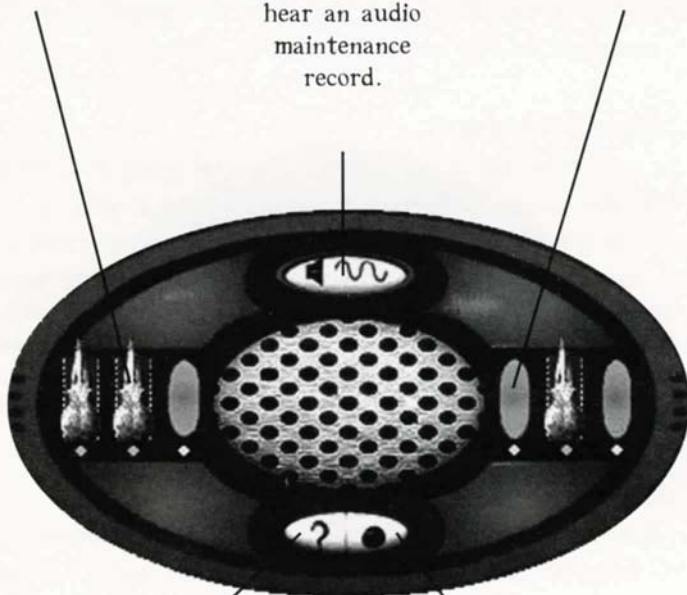
CHIP
Holds cyberplumber
maintenance record.
Must click chip to
select before
using Audio
Button.

AUDIO BUTTON
Click after
selecting chip to
hear an audio
maintenance
record.

CHIP SLOT
Holds cyberplumber
chip. Yellow dot
below slot indicates
empty slot; green
dot indicates
filled slot.

HELP BUTTON
Click to hear an audio
description of
this tool.

CLOSE BUTTON
Click to put
away this
tool.

PDA
Personal Data Assistant

Record and review your daily activities with this tool. After going to a room, the PDA will take a visual and audio snapshot of the event for you to download.

IMPORTANT!

Be sure to download and view a file after going to a room. PDA files contain important information that is vital to the success of your mission. And remember, you cannot retrieve a room's file after you visit a different location, so update your PDA as soon as you finish looking at a scene.

▲ To download a new file!

1. Click the PDA button.

   Whenever anything important should be remembered, the PDA indicates that you have a new file ready to be downloaded. Otherwise, the PDA opens to the last entry you viewed.

2. Click the Download button to retrieve the file.

   Listen to the entry any time after downloading it: just click the Audio button.

PDA DISPLAY
Shows visual
snapshot for
downloaded activity
file.

EYE CURSOR / HOTSPOT
Click when the cursor turns into
an eye to get more audio and/or
visual information.
Click visual to put it away.
IMPORTANT: Move the
cursor over the display
and examine every area
for a clue.

**DOWNLOAD
BUTTON**
Click to
download a
new file.

**AUDIO
BUTTON**
Click to listen
to audio
highlights
of the
displayed
event.

HELP BUTTON
Click to hear an audio
description of
this tool.

CLOSE BUTTON
Click to put
away this
tool.

INVENTORY

Store, view, retrieve, or remove objects you find or receive
in the different locations. It is important that you monitor
your Inventory regularly. You will need to have certain
items "Ready for Use" at certain times in order to fulfill
your mission. Remember to check the Inventory after
each room to see if you have gotten anything new.

▲ TO SEE THE OBJECTS YOU HAVE, CLICK
   THE INVENTORY BUTTON.
   The Inventory opens to display what you have   stored and
   what you have "Ready for Use."

▲ TO HEAR A DESCRIPTION OF AN OBJECT:
   1. CLICK THE OBJECT.

   2. CLICK THE AUDIO BUTTON.

CLUB DEAD

HELP BUTTON
Click to hear an audio
description of this tool.

INVENTORY ITEM
Click to select.
Highlight shows
that item has
been selected.

CLOSE BUTTON
Click to put away
this tool.

AUDIO BUTTON
Click to hear an audio
description of the selected
item.

In Box

In Arrow

▲ To place an item into the Inventory:

After you see a scene in which you receive or take an object, you can place that object into your Inventory.

1. Click the Inventory button after viewing a scene.

Only one object is given in a scene. If you have received a new object, the In arrows will flash and the item will appear inside the In box.

2. Move the new object by doing either of the following:

■ Drag the object into an empty circle to the right of the In box.

■ Click the flashing In Arrows.

CLUB DEAD

Out Box —————

Out —————
Arrow
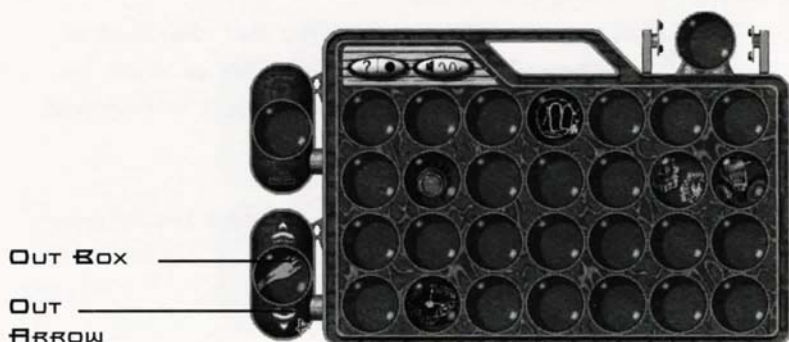
▲ To remove an item from the inventory:
Most of the objects you find in your Inventory will be used or
given away. But because you have a limited amount of space
in your Inventory, you may need to remove any items
that you don't use.

Note:
If you do not remove unnecessary items and
happen to receive a new item when all spaces are
taken, the last object that was inside the In box will
automatically be discarded.

1. MOVE THE OBJECT INTO THE OUT BOX BY DRAGGING THE OBJECT INTO THE OUT BOX.

The Out arrows will flash to alert you that the object is ready to be discarded. But be careful. After an object has been removed from the Inventory, it cannot be recovered.

2. CLICK THE OUT ARROWS.

The object is permanently removed from the Inventory.

▲ TO PLACE AN OBJECT SO IT IS "READY FOR USE":

Having an object is no good if you aren't ready to use it.

If you want to send a Tele-FX, you must have the item that you want to send or Tele-FX will have nothing to send. Or, if someone says they need a piece of equipment to fix something, get that piece "Ready for Use" when you make your next visit or it won't get fixed.

You will find clues in different places that will help you know what to bring to a location. Be alert during your video visits, check your PDA files, and remember to listen to the audio descriptions of the objects that are in your Inventory.

"READY FOR USE" BOX   RFU CLAMP

1. CLICK THE INVENTORY BUTTON JUST BEFORE VISITING THE NEXT LOCATION.

2. DRAG THE ITEM YOU WANT INTO THE "READY FOR USE" BOX.

When the object is placed into the box, the RFU clamps will close to let you know the item is ready to use.

3. TRAVEL TO YOUR NEXT LOCATION.

If you have the proper object, you will either use it or exchange it for another. An item may be used only once or it may be used more than once. If the object you had "Ready for Use" isn't in the Inventory, then you gave it to someone or they took it from you in the last scene.

⊙→ DISK ACCESS

Save, quit, or start a new game. Adjust the volume of the
sound or select which game features have sound. Click the
Disk Access button to display the Control Panel.

MACINTOSH USERS:

Most of the controls on the panel are available as menu
bar commands.

Game File Controls

On the bottom right-hand side of the screen are several
buttons for working with game files.

NEW Button
To start the game from the beginning, click this button.

▲ IF YOU DON'T HAVE A GAME RUNNING,
THIS WILL START A NEW ONE.

▲ IF YOU HAVE A GAME RUNNING, A
DIALOG BOX WILL ASK IF YOU WANT
TO SAVE IT BEFORE STARTING A
NEW GAME.

△ If you wish to save the game, click Yes and
follow the instructions in the next section for
saving a game. After the game is saved, a new
game will begin.

△ If you don't want to save the game, click No.
This will discard the game and start a new game.

△ If you don't want a new game, click Cancel.

OPEN Button

To open a previously saved game, click this button.

▲ IF YOU DO NOT HAVE A GAME RUNNING, THIS
  WILL OPEN A GAME.

▲ IF YOU HAVE A GAME RUNNING, A DIALOG
  BOX WILL ASK IF YOU WANT TO SAVE THE
  CURRENT GAME BEFORE OPENING
  ANOTHER GAME.

> Follow the directions cited previously for working
> with the Save Dialog Box.

SAVE Button

To save the currently running game, click this button.

SAVE AS Button

To save the currently running game under a different
name or location (drive and/or directory), click this
button.

▲ IF YOU CLICK THE OPEN, SAVE, OR SAVE AS
BUTTON, ITS RESPECTIVE DIALOG BOX WILL BE
DISPLAYED.

MACINTOSH USERS!

The standard Macintosh dialog box for opening or saving will be displayed. Please use standard Macintosh procedures to save or open a file.

DOS USERS!

The Open or Save/Save As dialog boxes will be displayed. Please use the following steps to save or open a file:

1. MAKE SURE THE NAMES OF THE DRIVE AND
   DIRECTORY YOU WANT TO SAVE TO OR OPEN
   FROM ARE AT THE TOP OF THE BOX.

   △ TO CHANGE THE DRIVE!
   Click Drive until the drive name you want appears.

   △ TO CHANGE THE DIRECTORY!
   a. Use the Scroll Up/Scroll Down button to move through the directory list. The names are in the box on the left side of the dialog box. Each directory has a folder button next to it.

   b. Click a directory to select it. Click Open to open it. Click Close to close it. To cancel your changes, click Cancel.

2. FOLLOW THE APPROPRIATE SET OF INSTRUCTIONS.

△ **TO SAVE A GAME:**
   a. Type a name for the game in the "Save game as" box. You may use up to eight characters.

   b. Click Save.

△ **TO OPEN A GAME:**
   a. Select the name of the game you want.

   b. Click Open.

QUIT BUTTON

To quit the game entirely, click this button. After clicking the Quit button, a dialog box will ask if you want to save the current game before quitting.

▲ **IF YOU WISH TO SAVE THE GAME, CLICK YES AND FOLLOW THE INSTRUCTIONS FOR SAVING A GAME. AFTER THE GAME IS SAVED, THE PROGRAM WILL QUIT.**

▲ IF YOU DON'T WANT TO SAVE THE GAME, CLICK NO TO
    DISCARD THE CURRENTLY RUNNING GAME AND QUIT
    THE PROGRAM.

    ▲ IF YOU DON'T WANT TO QUIT, CLICK CANCEL.

RESUME BUTTON
To return to the currently running game, click this
button.

ANIMATION CONTROL

At the top and on the far right-hand side of the Control Panel
is the control for the animation sequences that are used in the
game. This control will be lit and turning if the animation is
on. By default, this control is on.

THROW SWITCH
Click to turn game
animations on or off

NEW OPEN SAVE SAVE AS RESUME QUIT
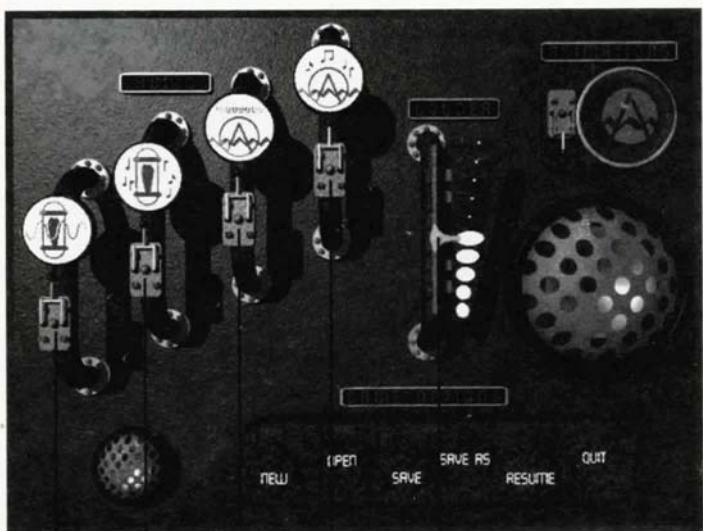
VOLUME/"LOUDER"
CONTROL BAR

GENERAL
MUSIC

GENERAL
SOUND
FX

ELEVATOR
MUSIC

ELEVATOR
SOUND
FX

Sound Controls

Toward the left-hand side of the Control Panel are controls for the sound that is used in the game.

▲ To turn a feature's sound on or off, click the throw switches under its icon.

A light shows if a tool's sound is on (e.g., if General Music is lit, music for the hallways and rooms will play). By default, each tool's sound is switched on.

▲ To adjust volume/"Louder," drag the handle:

△ Up, to increase volume

△ Down, to decrease volume

KEYBOARD COMMANDS

WASTE TIME
| TAB | Waste/Advance Time 15 minutes |

INVENTORY
SHIFT + ?	Play Help Audio
SPACE	Play Audio for selected item
ESC	Close

VIDEO SCENE CONTROLS
SPACE	Pause
ENTER	Replay
LEFT ARROW	Fast Rewind
RIGHT ARROW	Fast Forward
ESC	Close

PDA
SHIFT + ?	Play Help Audio
ENTER	Download new file
LEFT ARROW	Page Backward
RIGHT ARROW	Page Forward
SPACE	Play Audio
ESC	Close

EAG
SHIFT + ?	Play Help Audio
SPACE	Play Audio
ESC	Close

CONTROL PANEL

DOS USERS:
ALT + S	Save Game
ALT + SHIFT + S	Save Game As
ALT + N	New Game
ALT + O	Open/Load Game
ALT + Q	Quit Game
ESC	Resume Game

ON-LINE
SHIFT + ?	Help Audio
ENTER	Play/Replay
RIGHT ARROW	Go to next message
ESC	Close

MACINTOSH USERS:
COMMAND + S	Save Game
COMMAND + SHIFT + S	Save Game As
COMMAND + N	New Game
COMMAND + O	Open/Load Game
COMMAND + Q	Quit Game
ESC	Resume Game

CHIPMAN
SHIFT + ?	Play Help Audio
SPACE	Play Audio
ESC	Close

CLUB DEAD

QUICK REFERENCE

INSTRUCTIONS
Click this to open the Instructions Screen. Then click an icon to hear what it is and does.

DATE AND TIME
Displays the current game date and time.

WASTE TIME
Click this to advance time 15 minutes.

ROOMS
Click directly on the door on the screen to *enter* a room. Click the Alexandria button to *exit* a room.

EAG/ELECTRONIC ACCESS GUIDE
Click this to get information on the guests, staff, and locations of the Alexandria.

ON-LINE
Click this to send a virtual image to your on-line "associate," Lucas.

CHIPMAN
Click this to hear the maintenance reports left by other cyberplumbers.

PDA/PERSONAL DATA ASSISTANT
CLick this to download and review the audio/visual records of each room you visit.

INVENTORY
Click this to store items received/taken from scenes. Also use to place an object "Ready for Use" when going to the next scene or sending a Tele-FX.

DISK ACCESS
Click this to start a new game, to open a game, or to save a current game. Also use to adjust the audio volume and to select when audio is on.

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Support

For additional help, contact Technical Support Monday through
Friday between the hours of 7 a.m. and 6 p.m. Mountain
Standard Time at:

Viacom New Media Product Support
PHONE: (303) 339-7114
FAX: (303) 339-7022

On-line Services

Questions may be directed to our Product Support staff via on-
line accounts. In addition, updates may be found on the
following services at the locations listed:

America Online®
Address: VNMSupport
Updates: Keyword: VIACOM and select FILE LIBRARY

CompuServe®
Address:76702,1604
Updates: GO CDROM and perform a file search using
keyword "VIACOM"

AppleLink®
Address:VNM
Updates: Software Sampler, 3rd Party Demos/Updates,
Software Updates,Viacom New Media

For information about Viacom New Media products,
Call 1-800-469-2539

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