The last thing that leaves you is imagination ...

KOSMOPOLSKA

Contents

You are in prison.

A cramped and dirty cell somewhere in Europe.
You don't know who you are or why you're sitting here.
 But you know one thing for sure:
 Those who have imprisoned you can never, never
take away your imagination or creativity.
It's your oxygen, your lifeline,
 the only thing keeping you up.
In Kosmopolska, imagination is your weapon,
which makes you survive and able to solve the riddle
 of your past.

In the prison cell

You move around in the prison cell in the following way:

To turn around in the cell
- *click the arrows in the lower hand of the screen.*

To walk up to an object
- *click in the picture.*

To rotate an object
- *click on the arrows on the sides of the picture.*

Pay attention to how the appearance of the pointer changes when you move it across the picture. The pointer indicates when it's possible to interact with an object in the picture. It never pays to click the same spot in the picture many times.

Special icons

During some segments of the game, special icons will show up. These indicate that you must interact with the computer in a special way.

Headphones make solving the puzzle easier.
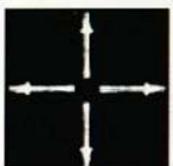
Steer with the arrow keys on the keyboard.

Type in text from the keyboard.

What am I looking for?
You could lay down in bed
and stare apathetically at the ceiling.
But you don't do that.
Instead, you walk to and fro in the cell,
investigating it minutely and discover
small, small traces of something
that doesn't belong in the everyday greyness of the cell.
Are they there in reality
or just in your subconscious?
Have they anything to do with your past?
By combining logic and intuition
you'll discover that there's ways
out of the cell. Not to freedom
but to your imagination and subconscious.
Only you can solve the riddle
of the past and discover why
you're sitting in prison.

In the fantasy world – Kosmopolska

Life always has two sides. So also in this story.
In your imaginary world Kosmopolska, there is no evil
or greed. No prisons where people are locked up.
It's a bright and positive view of the world.
A little naïve perhaps, but definitely optimistic.
In your imagination people are driven by enthusiasm
and the desire to participate in the great space adventure!
To voyage through space, visit unknown planets,
travel through black holes and meet alien civilizations.

To them, it's obvious that a better world awaits us.
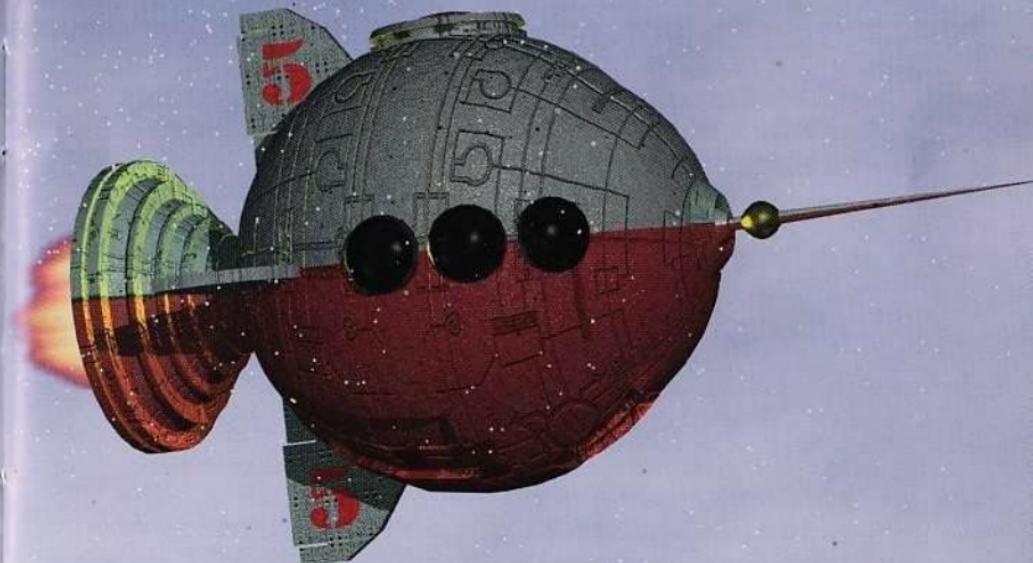
Construction and manufacture of spaceships

– Instructions

The construction and manufacture of spaceships is the most complicated part of Kosmopolska – functionally speaking. To aid you, you have three cosmonauts and a collection of unemployed workers that you can hire as long as you have money.

If you've played strategy games before, you'll understand the interface more easily. In Kosmopolska, you're competing against the French, the Swiss and the Americans. Just remember that now it's not about war or destruction, but the great race towards space!

Your cosmonauts

First some basic explanations
The three cosmonauts never abandon you, and doesn't cost any salary. They're also unique in having theoretical and practical knowledge, though they aren't skilled in any specific area. Select a cosmonaut with the mouse and click on the map where you want him to go.

Button to hire workers.

To get more people contributing to your team, you first need to hire them. Select a cosmonaut and click on the button "Hire" in the panel. Then select one of the workers to hire them.

Tip! The unemployed workers usually hang out by the pub. Press the P key to view the pub.


Button to dismiss workers.

Dismiss workers who don't have any duties. There's nothing worse than having a bunch of idle workers standing around and costing money. If you don't have any money left, the workers will resign voluntarily.

Tip! Sometimes it can be strategic to not fire idle workers. It can be good if it's difficult to acquire a specific competence.

Theoretical professions

PHYSICIST

ARCHITECT

ELECTRICAL ENGINEER

DESIGNER

MACHINE ENGINEER
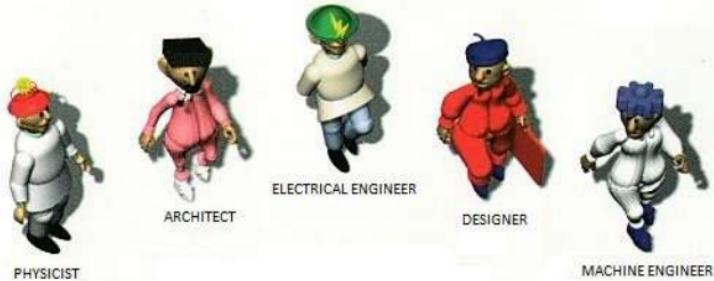
There are five theoretical professions and five practical.

CARPENTER

WELDER

ELECTRICIAN

PAINTER

MECHANIC

Practical professions

There are ten different categories among the workers you can hire. Five of them are theoretical and the other five are practical. To research blueprints you use the theorists, and to build the buildings or manufacture the different components you use the practitioners.

Tip! The different workers have different competences. Choose workers according to your needs, and do it with care!

Theoretical competences

PHYSICS

ARCHITECTURE

ELECTRONICS

DESIGN

MECHANICS

Practical competences

CARPENTRY

WELDING

ELECTRONICS

PAINTING

MECHANICS

The different buildings

Your local warehouse. Sheet metal, wood and paint is stored here.

In the local warehouse, supplies of sheet metal, wood and paint, that are needed for the production of buildings and components, are stored. The local warehouse is the center of the area on the map where you can build. When the warehouse is empty of any of the three raw materials, you must send one of your men to get more from the communal warehouses that you'll find somewhere on the map. All kinds of workers can retrieve raw materials.

Tip! Locate the communal warehouses for wood, sheet metal and paint early, and make sure that your local storehouse is well filled!

The research center.

In the research center you research blueprints, that are then used to manufacture a building or component. You place a researcher in the research center by commanding him or her to go there. The blueprints you can research are shown as buttons on the panel. When you've selected a blueprint, it shows how much work is required in each competence.

Tip! Remember to choose competences among the researchers that match the requirements of what you intend to research.

The ice cream kiosk always attracts tourists.

Building an ice cream kiosk is always a good investment, since you can make money from the tourists that are running around on the building site and getting in the way. First research the blueprint in the research center, and then start building.

The distillery produces vodka, which is used as fuel in all modern spaceships.

All spaceships need fuel, and to produce it you need a distillery. As soon as the distillery is built, the production of vodka begins.

On the launch pad, the spacecraft takes shape.

The launch pad is the place where you can see the spaceship slowly taking shape and becoming more and more complete. Select the launch pad to which parts are needed to finish the next phase of the construction.
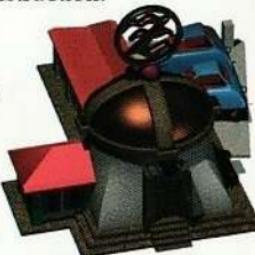
The bank gives interest on your money.

If you build a bank, you'll get interest on the money you have. It can be a good investment if you're doing a major construction, such as the Mars rocket.

This is how you construct and manufacture a spacecraft

◎ Build a research center
The first thing to do is build a research center. Select a cosmonaut, click on the icon for the research center in the panel, and select a place on the map where you want to build. You must build near your local warehouse. Send in one or two cosmonauts in the construction area to speed things up.

◎ Hire suitable workers
Send a cosmonaut to the pub to hire some suitable workers. Hire a carpenter for the construction of the research center. Hire an architect and a physicist to start researching blueprints for the ice cream kiosk.

◎ Make sure that all workers are working
Make sure to continually research in the research center. Every second that the theorists are idle, they cost money without contributing anything. The same goes for the practitioners. Be on your guard if the workers are hanging around the distillery. Don't be afraid to fire workers.

◎ Continually refill your local warehouse
Don't forget to continually check the contents of your local warehouse. If something needs refilling, do it immediately. If you don't, production stops. The welder can't weld if there isn't metal, the painter needs paint, the carpenter wood, and so on.

◎ How do I win the space race?
You win the space race by being the first with a complete spacecraft. On the first level (the satellite dummy), you don't compete against another nation, the goal is to finish building the satellite dummy with the money you've been given.

The menu bar

You bring up the menu bar by pressing the space key. This doesn't work if a film is playing, or if you are in the Construction and Manufacture part. If so, wait until the are done.

You can skip the film sequences in the game by pressing the Escape key. But we recommend that you watch these films, because they're of great importance to the story.

The following menu choices are available:

New game You select *New game* if you want to start the adventure over from the beginning.

Save game You can save your adventure in Kosmopolska. Choose a name for your saved file and a place on the hard drive where you want to save. After that, when you select *Save* the program will save your adventure in the named file.

Save as *Save as* works the same as the menu option Save, with the difference being that you can choose a new file name for your saved adventure every time.

Load game To load a saved game you select *Load*. The adventure will continue in the part where you last saved.

Exit Kosmopolska Exits Kosmopolska.

Hide menu bar Hides the menu bar again. This can also be done by pressing the space key.

Sound volume Choose a sound volume between 0 and 7.

System requirements

Necessary hardware
• Pentium 90 MHz
• 16 MB RAM
• 4X CD ROM
• Soundblaster compatible sound card
• 25 MB free hard disk space
• Stereo speakers or headphones

Necessary software
• Windows 95
• DirectX 3.0 or higher (version 5 is included with Kosmopolska)
• QuickTime 2.1 or higher (version 2.1.2 is included with Kosmopolska)

Installing and starting the game

Put CD1 in the computer CD drive.
Double click the icon "Install Kosmopolska" to start the installation
program. In the list to the right, the different installation options are shown.
Choose "Install Kosmopolska" and press "OK" to install the necessary
files for the game on your computer.

Installing DirectX and QuickTime

If you don't have "DirectX" 3.0 or higher on your computer, you must
choose to install it. ("DirectX" is included with Windows 95 since
1997). Choose "Install DirectX 5.0" from the list and press "OK".

If you don't have QuickTime 2.1 on your computer, you must choose
to install it to play Kosmopolska.
Choose "Install QuickTime 2.1.2" from the list and press "OK".

Errors

• *Some films don't update completely, and looks "destroyed".*
– Your graphics card and/or your CD drive doesn't have the needed performance.
– Do you have your screen (Display area) in 640*480 resolution?
  Examine and change the settings under "Screen" in the Control Panel.

• *Some sections are skipped, or the error "Sprite property not found..." is shown.*
– You don't have QuickTime 2.1 installed. See the heading above.

• *Jumping back from the "Building Module" in Kosmopolska doesn't work.*
  The error message "The file INIT.DXR is busy..." is shown.
– The file "INIT.DXR" is located in the folder "KOSMOPOL", and
  has to be read-only. Right click with the mouse on the file, select
  Properties and check Read-only.

Credits

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THE CARDINAL – PONTUS EDMAR
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FILM – THE PRISON
CAMERA – RASMUS

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KOSMOPOLSKA USES THE FOLLOWING LICENSED SOFTWARE
SMACKER – RAD GAMETOOLS INC.
DIRECTX BY MICROSOFT CORPORATION
DIRECTOR BY MACROMEDIA INC.
QUICKTIME BY APPLE INC.

VISION PARK

A TATI PRODUCTION

www.tati.se/kosmopolska

IQ **the brain wants fun!**