



Inherit[®] The Earth

Quest
for the
Orb

NEW WORLD COMPUTING, INC[®]

Inherit the Earth
©1994 New World Computing, Inc.
All Rights Reserved

Table of Contents

Excerpt from “The Book of Hands”	5
Prologue	7
The Book of Disks	9
The Book of Mice	11
The Book of Screens	13
The Book of Choices	19
The Book of Keys	21
The Book of Tribes	23
A Few Notable Morph	25
The Book of Creators	27



APRIL '94

Elara at the Sanctuary of the Orb of Storms

Excerpt from **The Book of Hands**

We see the sky, we see the land, we see the water; and we wonder — are we the only ones? Long before we came to exist, the Humans ruled the Earth. They made marvelous things, and moved whole mountains. They knew the Secret of Flight, the Secret of Happiness, and other secrets beyond our imagining.

The Humans also knew the Secret of Life, and they used it to give us the Four Great Gifts — thinking minds, feeling hearts, speaking mouths, and reaching hands.

We are their children.

They taught us how to use our hands, and how to speak. They showed us the joy of using our minds. They loved us, and when we were ready, they surely would have given us the Secret of Happiness.

Now, we see the sky, the land, and the water that we are heir to, and we wonder —

Why did they leave?

Do they live still, and whence? In the stars? In the depths of the ocean? In the wind? We wonder — was their fate good, or evil...

... and will we also share the same fate one day?





Knene and Rif

Inherit the Earth

Prologue

The campfire painted a warm, yellow glow on the surrounding trees, replacing the soft silver of the full moon. Rif slowly rotated a freshly-caught trout over the fire as Rhene combed the burrs and briars from her long, bushy tail. They were but three days journey out of the camp of the Fox Tribe, but already Rhene was beginning to show signs of fatigue. Rif, on the other hand, seemed to gather strength with each step, fueled by the excitement of the coming day.

“When do you think we shall arrive at the Faire, Rif?” asked Rhene.

“If we leave at daybreak, we should arrive by mid-morning,” replied Rif.

“Then perhaps you should get some sleep,” said Rhene.

“I’m too excited to sleep. I’ve waited all year for the Puzzle Faire, and tomorrow we will be there.” Rif’s eyes watched their dinner, but his mind was already on the next day.

Although Rhene did not share her friend’s excitement, she understood it. After all, Rif was the best puzzle-solver in the Fox Tribe. He had defeated all of his tribe’s challengers at many types of games, and was now ready to take on the best of the other tribes. Rhene knew her friend better than anyone, though, and she knew that in order for him to be at his best, he needed to be well rested. Perhaps if she got his mind off of the Faire...

“Isn’t the sky beautiful tonight?” asked Rhene, moving closer to the fire.

“Er... yes. Quite nice,” replied Rif, absentmindedly.

“Do you ever wonder if the Humans are actually out there somewhere, watching us?” wondered Rhene, dreamily.

“Humans! Humph!” scoffed Rif. “You don’t really believe those old stories, do you?”

“But what about the cave paintings? The artifacts?”

“Perhaps some strange, hairless beings did walk the earth long ago, but I don’t believe the part about flying machines, and the Humans ascending

into the clouds, and all that nonsense.”

Rhene pulled her blanket around her. “What about the Book of Hands?”

“Just stories to lull the kits to sleep,” replied Rif. He had heard all the stories when he was a kit — about how the Humans were here long before the Morph, that the Humans had taught the Morph how to use their hands, gave them voices, showed them how to walk upright, rode in great skyplanes, and went to live in the clouds, someday to return for the Morph. He didn’t really believe the stories when he was a kit, and he certainly didn’t believe them now. The Morph had always been here, thought Rif — like the trees, the rocks, or the sky. He would not be fooled by some silly myth.

“Besides,” continued Rif. “If these humans had the ability to travel back and forth to the clouds, don’t you think they would have come back by now? Why did they leave? Why did a whole race just vanish?”

Rif looked over at Rhene. The gentle rising and falling of her blanket told Rif that she had fallen fast asleep. It was just as well, thought Rif. There would be little opportunity for sleep once they got to the Faire. Rif took the trout and wrapped it in a leaf. It would make a fine breakfast, he thought. As the coals of the campfire began to dim, Rif leaned back and gazed at the stars overhead. Could there be someone else out there, he wondered? What if the legends *were* true? Rif shook the questions from his mind. Better to think of more practical matters. His eyes closed as his thoughts drifted to the Faire, and to the challenges that lay before him. Little did he know just how challenging this journey would be!

The Book of Disks

Installing Inherit the Earth

Inherit the Earth CD-ROM requires 1,000,000 bytes free on your hard drive. *Inherit the Earth* diskette version requires 9,000,000 bytes free on your hard drive. Both versions require 960,000 bytes of Extended (XMS) or Expanded (EMS) memory, and, depending on your configuration, may require as much as 589,000 bytes of conventional memory.

Insert *Inherit the Earth* CD-ROM into your computer's CD-ROM drive or *Inherit the Earth* Disk #1 into your computer's floppy drive. Then, type the letter of the drive and a colon (i.e. A: or B:), and press **Enter**.

Type **INSTALL**, and press **Enter**. Note: If you are unsure about any of your installation choices, just press return to accept the default settings, and you can always rerun the Install program and change your settings.

When the Install program begins, it will ask for a path name. You may use the default (C:\ITE) by pressing **Enter**, or create your own.

Next, the Install program will auto-detect your music and speech configuration. If it displays the correct configuration, press **Y** to continue. Otherwise press **N** and select your desired configuration.

The Install program will then ask if you wish to use the current configuration. Type **Y** if the current settings match your desired configuration.

The Install program will begin installing *Inherit the Earth* to your hard drive. If you are installing from diskettes, the Install program will ask for the next disk when ready.

When installation is complete, the program will exit into the subdirectory in which *Inherit the Earth* was installed. Type **ITE [Enter]** to begin playing. To change the User Preferences, go to the ITE directory and type **Install**.

If there are any errors, the Install program will report them. If you have any questions about installing *Inherit the Earth*, contact our Technical Support at (818) 889-5650 from 9am - 12 noon or from 2pm - 5pm Mon - Fri PST.

Your Journey has begun.



In the Hall of the Elk King

The Book of Tribes

Much to the consternation of the Elephant Tribe, a mouse is necessary to play *Inherit the Earth*. The game uses a “Point and Click” interface. The player uses the mouse to move the pointer over the desired object of investigation, and clicks the left mouse button to initiate the action. It will also move the player around the Overview Map.

The left mouse button controls most of the choices a player will make. It is used to choose objects of investigation or conversation on the Action Screen (see The Book of Screens), tell the main character what to do from choices on the Command Screen, select choices of dialogue, use items from the Inventory Screen, etc. Just bring the pointer over the proper object or command and click the left mouse button.

The right mouse button is used primarily as a shortcut. When the pointer passes over an object, it will also select the most commonly-used action for the object or circumstance, and highlight it on the Command Screen. Just click the right mouse button over that object, and that action will occur automatically (i.e. if the player moves the pointer over an exit and clicks the right mouse button, it will automatically cause the main character to exit the room). Some commands will not work in certain circumstances because that choice is not logically available.



The Guards of the Boar King

The Book of Screens

How to Select

To select an object or action, put the pointer over the desired object or action (on the Command Screen) and click the left mouse button.



The Main Screen is divided into five sections. They are:

Action Screen

This is where we see the action of the characters, read their dialogue, and follow their adventure. The mouse pointer may be placed on objects of investigation in this screen. When the left mouse button is pressed, the appropriate dialogue or explanation will appear in the Action Screen.

Character Screen

The small screen on the lower left side is the Character Screen. This is a close-up view of the character central to that scene, most often the character in the direct control of the player.

Command Screen

The bottom center of the screen is the Command Screen, which displays the eight different choices (or Verbs) available to the player. They are:

Talk To: This instructs the central character (in left lower window) to speak with another character. After the player selects the “Talk To” button, he then moves the pointer to the person to whom he would like to talk, and clicks the left mouse button once again. This will initiate the conversation, which appears in the Action Screen.

Look At: This command will allow the player to Look At or examine various objects. The player should select the command marked Look At, and then place the pointer on the object to be viewed. Click the left mouse button again, and the explanation will appear in the Action Screen.

Give (X) to (Y): This command is used to allow the central character to give an object to another character. The player should select the Give To button. Then, with the left mouse button, click on the object to be given. To complete the action, click the left mouse button a third time on the person to whom the object is to be given. The object will then be given to the recipient.

Use: This command may be used two ways. (a) Use: If there is an object the player would like the central character to use, select the Use command, and click on it with the left mouse button. Then, select the object to be used, and click again. This will cause the character to “use” that item in the proper way.

The other way (b) is for the player to “Use” an object with another object (i.e Use the “key” with the “lock” or use the “hammer” with the “nail”). To execute this function, the player should select the Use command, and then click on the object to be used. To complete the function, click on the object that you want it used on.

Open: This command is used to open objects that can be opened. The player should select the command marked Open, place the pointer on the object to be opened, and click the left mouse button again.

Close: This command is used to close objects that can be closed. The player should select the Close button from the Command Screen, place the pointer on the object to be closed, and click the left mouse button again.

Walk To: This command causes the central character to “walk to” any location on the Action Screen. Just select the command marked Walk to. Then, place the pointer on the location where you want the character, and click the left mouse button again. The character will then walk to that location.

Pick Up: This command causes the central character to pick up any object on the Action Screen that is available to be moved. Just select the Pick Up command and place the pointer on the object to be picked up. Click the left mouse button again and the character will then pick up that object and add it to the inventory.

The Inventory Screen

When the player selects the Pick Up button, and then clicks on an object in the Action Screen, the player picks up that item and adds it to his inventory. When the player does this, a picture of the item appears in one of the windows of the Inventory Screen. The Inventory Screen contains eight spaces (which, as they are filled, extend to a maximum of twenty-four spaces) to contain the items picked up. There are certain items that the player make “Look At”, but not “Pick Up” and add to the inventory because it would not be logical or feasible for the character to do so (e.g. selecting “Pick Up” and clicking on the door. Now, you wouldn’t really expect them to try to pick up the door, would you?)

If the player wishes to “Use” any of the items in his inventory, he must first select the “Use” button from the Command Screen. Then, he must move the pointer to the object he wishes to use from the Inventory Box and click on that object. The player then moves the pointer to the Action Screen and clicks on the person or object he would like to use that object with or on. Depending on the item, it may be used only once, or it can be used several times in a variety of circumstances.

As the number of items in the Inventory grows, so will the Scroll Bar to the side of the window. That way, the player may scroll through all of the items.

The Status Line

The horizontal line between the Action Screen and the Character, Command, and Inventory Screens is called the Status Line. The Status Line separates the screens, and also gives the player pertinent information about the game.



Sit in his Office

Options Icon:

Clicking the left mouse button on this icon will bring up the options screen. From here you load and save games, and control game settings.



Conversation Screen:

When talking with another character in the game, a Conversation Screen pops up and replaces the Command and Inventory screens. The far right panel in the conversation screen usually has the portrait of the character you are talking with.

To talk, use the mouse to click on one of the up to four questions or statements you can make. If there are up and down arrows to the far right in the dialog box, you can scroll up and down for more choices. Use the mouse to click on these arrows to do this. Just click on the sentence you want to make the statement or ask the question.





Prince and his Harem

The Book of Choices

When the player places the pointer over the disk icon on the Status Line and clicks the left mouse button, the Game Options menu will appear. The following options may be accessed through this menu:

Reading Speed

The player may select between four different speeds: Slow, Medium, Fast, and Click (Click will display the text until you click the left mouse button).

Music

The player may choose to listen to the music continuously throughout the game, or play the game in silence.

Sound

Same as above, except this command affects sound effects and voices.

Continue Playing

Returns to the game.

Quit Game

Returns to DOS.

Save

Saves the game. The options icon will flash every 30 minutes to remind you to save your game.

Load

Loads the game.

Rules for Saving and Loading a Game

A list of saved games is displayed to the right of the Game Options screen. To load a saved game, click on the name of the saved game you want. If you click on the Load Button the highlighted game will be loaded. If you selected the "[New Save Game]", or have not selected a save game name, the Load Button is deactivated.

If you click on the Save Button, the game you selected will be replaced with the current game. You can change the name at that time if you like. If the first entry is [New Save Game] then the new game you save is added to the list of saved games. After 24 games are saved the [New Save Game] entry disappears and the last game you saved is automatically selected.



April '54

The Wildcat Tribe

The Book of Keys

The Commands found in the Book of Choices may also be executed by performing certain key strokes.

Command Screen Keys

Each of the action buttons on the Command Screen is selected by pressing the first letter of the button:

w	for Walk to	u	for Use
l	for Look at	g	for Give
t	for Talk to	o	for Open
p	for Pick Up	c	for Close

The **TAB** key brings up the Options Screen when you are viewing the Command Screen.

Option Screen Keys

When in the Option Screen, the available keys are:

Esc	continue playing game
q	brings up Quit the Game Dialog Box
r	adjust Reading speed
m	turn Music play on and off
n	for Sound effects on and off
l	brings up Load Dialog Box
s	brings up Save Dialog Box

Quit Dialog Box Keys

In the Quit Screen Dialog Box use:

Esc	Go back to the Options Screen
q	to Quit out of the game

Note: Your latest game is **NOT** automatically saved when you quit.

The ESC Key

If a very long dialog or other very long action is occurring where you must wait for what seems like forever, and you have no control (the pointer is nowhere on the screen), press the **ESC** key. Most of the time the dialog or action will end, depending on what is going on.



The camp of the Dark Claw Wolves

The Book of Tribes

Elk Tribe

The Elk Tribe is regarded as perhaps the most noble of all tribes, with a long history of chivalry and bravery in the aid and defense of other tribes. In fact, they are generally recognized as the guardians of the forest, although their authority is constantly being challenged by other, more belligerent tribes. Their king is recognized as King of the Forest, and many disputes between other tribes are taken before him for arbitration. His kindness and wisdom are well known and respected throughout the Known Lands.

Rat Tribe

The Rat Tribe is perhaps the oldest of the Morph tribes, and the most mysterious. They are also the only tribe which keeps a written record of their history dating back almost to the time of the Humans. The Rats lead a monk-like existence in their underground dwelling. They rarely have contact with other tribes, although their wisdom and secrecy have made them highly effective diplomats between tribes. They are almost obsessive about gathering and logging information, and are excellent puzzle-solvers.

Fox Tribe

The Fox Tribe is a Gypsy-like tribe, generally considered to be rather rustic and backward. They are, however, quite clever, and are excellent survivors. Although they are extremely loyal and loving to their own families, they have acquired the reputation of being sneaky and untrustworthy, and are regarded as thieves by most of the other tribes.

Boar Tribe

The Boars are perhaps the most belligerent and warlike of all the tribes. They are, for the most part, bullies, and will fight for the pleasure of fighting. They are extremely hedonistic and chauvinistic, valuing food, wine, sex, and mudbaths above all else. They deal with other tribes intimidation, and are hated and feared by most other tribes. They hate and fear the Elk, and see them as the only barrier to domination of the other tribes.

Ferret Tribe

The Ferrets are among the hardest workers of any of the tribes. They love to build things, and have a constant curiosity about anything new and different. Extremely clannish, they meet daily in their Lodge to discuss new ideas and methods of construction. They are compulsive tinkers, and are valued for their fine crafts, ranging from woodcarvings to blown glass.

Mouse Tribe

The Mice, for the most part, are a cheerful, pragmatic race. Most families tend to work in the field, but they also tend to be excellent businessmen. They get along well with other species, and tend to be good traders. Socially, they are very close-knit and family-oriented.

Dog Tribe

There are very few Dogs in the Known Lands. Most have gathered in a solitary fortress far to the north. They tend toward militaristic behavior, but are much too lazy to successfully pull it off. They much prefer to lie in the sun and play. They are extremely self-indulgent and elitist, thoroughly believing the old legends that they were the Human's favorite, and much to good for the rest of the tribes. The Dogs can also be quite vicious, and are known to have a short fuse.

The Dogs that have chosen a life-style independent of the pack tend to be tradesmen. They are more social, and are generally valued as good friends.

Cat Tribe

The Cats, as you might expect, tend to be rather mysterious and solitary. They are excellent hunters, warm and loving to their families, and proud of their heritage. Also, they of all the tribes leans toward a primitive spirituality.

Mole Tribe

Alas, the poor Mole has a rather tough time in this world. Still afflicted with exceedingly poor eyesight, they nonetheless try to carve a niche for themselves in whatever trade they ply. However, they are known to be rather ill-tempered and easily confused, so they are neither generally considered to be desirable workers nor acquaintances.

Bear Tribe

The Bears are the gentle giants of the Morph world. They seem to enjoy the simple pleasures in life, and are quite good at manual labor as long as they can keep their minds on it. They are slow to anger, but more than one Morph has fallen by pushing a Bear too far.

Ram Tribe

The Rams live in the more mountainous areas, and only occasionally deign to mix with the "lower Morph". They are extremely haughty and elitist, although the Rams as a species are not known for any particular contribution to Morph culture.

A Few Notable Morph

Elk Tribe

First King:	Relah
Current King:	Tallek
Captain of the Guard:	Feowah
First Winner of the Highest Bravery Award:	Lenmar

Rat Tribe

Head Librarian:	Thane
Chief Researcher:	Sar
Master Indexer:	Nylock
Latest Historical Scholarship Award Winner:	Cowl

Fox Tribe

First Chieftain:	Rass
Current Chieftess:	Yisha

Boar Tribe

Current King:	Broug
Head Chef:	Hok
Captain of the Guard:	Chun
Keeper of the Royal Mud:	Krohag

Ferret Tribe

Chief Tinker:	Zak
Current Guildmaster:	Daggles
Youngest Apprentice to Achieve Journeyman:	Jark
Discoverer of Glassmaking:	Zheet

Mouse Tribe

Latest Best Salesman Award Winner:	Callis Bluebridge
First Explorer of the Eastern Forests:	Chabys Morningbell
Current Western Regional Dance Champion:	Honey Fleetfoot

Dog Tribe

First King:	Hunter Newmoon
Duke of the Bone Hills:	Laddie Redfur
High Chancellor:	Honey Fleetfoot
Knight of the High Keep:	Max Shepherd

Cat Tribe

Chieftess of the Northern Tribes:	Miwrrow
Consort to the Northern Chieftess:	Priwan
Chieftess of the Southern Tribes:	Mirr
Consort to the Southern Chieftess:	Tirr



The Ferret Village

A Few Notable Morph

Director	Talin
Assistant Directory	Allison Hershey
Producer	Walter Hochbrueckner
Executive Producer	Robert McNally
2 nd Executive Producer	Jon Van Caneghem
Production Management	Mark Caldwell Scott McDaniel
Screenplay	Robert Leh
Original Concept	Robert McNally Talin Joe Pearce
Additional Story Material	Len Wein Bill Rotsler Katherine Lawrence
Game and World Design	Talin Robert McNally Carolly Hauksdottir
Music and Sound	Matt Nathan
Music Driver	AIL by Miles Design
Voice Production	Sy Prescott

Animators	Glenn Price April Lee Lisa Iennaco Brian Dowrick Reed Waller
Background Art	Edward Lacabanne Talin Allison Hershey
Choreography	Robert Wiggins
Programming	Talin Walter Hochbrueckner
Additional Programming	Joe Burks
Additional Utilities	Mark Iennaco Joe Pearce John Clark Mark Caldwell
SAGA Scripting Language	Talin
Character Design Artists	April Lee Edward Lacabanne Talin Eric Blumrich Monika Livingston Heidi Guedel Lisa Iennaco Ed Kline
Playtest Manager	Mario Escamilla

Testers	Steven McNally Jean-Marc Zuczek David Vela Peter Ryu Hollis Hill Jeff Narvid
Reality Check	Carolly Hauksdottir Mark Iennaco Lisa Iennaco
Cover Art	Alicia Austin
Manual Layout	Richard Espy
Manual Art	April Lee
Package Design	Absolute Productions
Special Thanks to	Terrie Smith Curtis Norris Michael Breault Jack Cavanaugh

General MIDI timbres for Yamaha OPL-2 and OPL-3 based sound cards were produced by The Fat Man™ and developed by K. Weston Phelan and George Alistair Sanger. Copyright 1993, The Fat Man™

A Message from your Local Feline Council: Winners don't do Catnip!

