

THE

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# SPACE BAR™

*A Comic Sci-Fi Adventure  
by Steve Meretzky*

WINDOWS® 95/MACINTOSH CD-ROM

SEGA SOFT

MATURE

IN  
**M**

AGES 17+  
CONTENT RATED BY  
ESRB

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# THE SPACE BAR

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# *Welcome to The Space Bar*

THE SPACE BAR is an adventure game, a game in which you take on the role of the main character in a story. Your decisions will keep the story moving forward... or leave you lying in a drawer at the coroner's.

## *Background*

You are Alias Node, a human being on Armpit VI, a dismal backwater mining planet where an ore called Uptite is mined and refined into Upshot. Armpit VI is a "company planet," so all government functions are controlled by the corporation, Amalgamated Vacuum. You are a member of the Amalgamated Vacuum Security Force (AVSF) — a company cop.

The first time you play THE SPACE BAR, watch the opening movie. It will show you the events of the day leading up to the beginning of the game, and explain why you are entering a seedy spaceport bar called "The Thirsty Tentacle" in search of a deadly criminal.

## *Game Structure*

As an AVSF member, you are trained in an interrogation technique called Empathy Telepathy. If you talk to a character long enough, and engage him on an emotional level, you can enter that character's memories and relive a memory through that character's eyes.

Each of these "emp-tel" flashbacks is like a small adventure game, with its own story and set of challenges. In addition, when you complete each of these flashbacks, you will learn a clue that will help you solve the mystery that faces you back in "The Thirsty Tentacle."

## *Can I Play Now?*

If you're experienced with adventure games, you can probably jump right in. The interface is pretty straightforward. And if there's anything you can't figure out, you can refer back to the manual. If you're new to adventure games, you really ought to at least skim the "Playing the Game" section of the manual (page #6.)

# *Windows 95 Installation*

## **Minimum System Requirements for Windows 95**

<b>CPU Type and Speed:</b>	Pentium 75
<b>Memory:</b>	16 MB
<b>Graphics:</b>	16-Bit SVGA (640x480)
<b>CD-ROM Speed:</b>	Quad-speed (4X)
<b>Hard Disk Space:</b>	50 MB
<b>Sound Card:</b>	8-Bit Windows 95 Direct-X compatible sound card
<b>Mouse:</b>	100% Microsoft-compatible mouse and driver

## ***Installation Instructions***

Place the CD labeled "Disk 1" into the CD-ROM drive.

The disk should Auto-Play. If it does not, click the Start button on the Task Bar, and choose Run. In the resulting dialog box, type D:\SETUP (assuming that "D" is the designated letter of your CD-ROM drive, as it usually is) and click the OK button.

Follow the on-screen instructions for the installation process. Once you begin the installation process, it will take a few minutes to install.

The installation creates an icon for THE SPACE BAR. Assuming you used the default installation settings, click the Start button on the Task Bar, select the Programs folder, and then choose the SegaSoft folder. Finally, click THE SPACE BAR icon to start the game.

To un-install the components of THE SPACE BAR that have been installed on your hard drive, click the Start button and go to the folder where your icon for starting THE SPACE BAR is found. Click the icon in this folder, labeled

"Un-install THE SPACE BAR." This will erase your installed files. However, it will not erase the SPACEBAR.SAV file

that contains any saved games you've created. If you wish, you can delete this file manually, using Windows Explorer.

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## *Macintosh Installation*

### **Minimum System Requirements for Macintosh**

PowerPC 6100

System 7.0

4X CD-ROM

16 MB RAM

Color monitor

### *Installation Instructions*

Place The SPACE BAR in the CD-ROM drive, label side up. Close the tray.

Double click on THE SPACE BAR installer icon and follow the on screen installation procedures.

# *Playing the Game*



*Looking  
Around*



To “pan” your 360-degree view, move the cursor to the left or right sides of the view. The further you move the cursor, the faster the view will pan. To stop panning, just move the cursor back toward the center of the view.



You can also move the cursor to the top or bottom of the view to look up or down. Note that, while you can pan left or right forever, you can look up or down only a limited distance.

## *Moving from Place to Place*



When the cursor turns into a forward-pointing arrow, you can click to move to a new location.

This will usually occur over a visible exit, such as a doorway or a road.

Once you enter a new location, you should pan all around to see everything that's there.

## *Close-ups*



When the cursor turns into a magnifying glass, it indicates a close-up view of an object, a character, or an

area of a room. Click to go to this close-up.

Close-ups are fixed screens; that is, they do not pan. To leave a close-up, move the cursor to the left side of the screen, outside the view, and click.

(Full-screen close-ups, such as gambling games, are exited using the Done button at the bottom of the screen.)



# Objects

## *Examining and Using Objects*



As you move the cursor over an interesting object in the panorama or close-up, it will turn into a hand.

When you click, you will get a menu of actions that can be performed on that object or with that object. Click an icon in this menu to select an action, or click outside the menu to remove the menu and do nothing.



Many objects are takeable. That is, you can pick them up and hold them in your hand, or you can stash them.

Stashing an object is putting it into your

virtual pocket for later use; more on this in a bit. If you are holding an object in your hand, and you pick up another object, the object you were holding will go into your stash.

All objects can be examined. When you examine a takeable object, you will see a rotating 3D view of the object. Moving your mouse to the left or right will cause the image of the object to rotate in that direction. Click anywhere to remove the rotating view.

When you pick up an object, it is now held in your hand. The cursor will become this wielded object.

## *Interacting with Two Objects*

You can now move this wielded object over a second object in the view and click. You then get a double-action menu. The first group of icons represents the things you can do with the first (wielded) object. The second group of icons represents the things you can do with the second (unwielded) object or the actions that involve both objects.

Some examples of two-object interactions would be unlocking a door with a key, putting a hand grenade in a toilet, or shooting a lawyer with a ray gun.



# *Interacting with Characters*

Most character interaction takes place within close-ups. To interact with a character, go to the character's close-up. Click on the character to bring up the action menu.

Many of these actions are just like interacting with an object. However, four conversational choices are unique to character interactions: "Greet," "Ask about," "Give orders to," and "Chat."



"Greet" is how you introduce yourself to the characters, and is a necessary precursor to the other special character interactions.



"Ask about" will give you a menu of all the topics you can ask that character about at that time. Click a topic in this menu to complete the query.



"Give orders to" will give you a menu of all the orders you can give to that character at that time. Click an order to complete the command.



"Chat" will take you into a conversation with the character.

The PDA (Personal

Digital Assistant, more on that later) will disappear, and in its place will be a menu of directions in which to steer the conversation. Click a menu choice to continue the conversation. Note that conversations with certain characters can lead to an Empathy Telepathy flashback. You can leave a chat at most points by selecting the last choice in the menu, or by clicking to the left of the view.

# *Self-Interaction*



The icon in the lower left corner of the screen represents you. Click this icon whenever you want to "do something" to yourself. For example, if you wanted to powder your nose you would pick up the powder puff and then click on the "You" icon.



In the flashback where you are the Neblitzi named Fleebix, there is an additional icon in the lower right corner. This icon is of your Salivraster mate, Thud, and is a shortcut for giving an order to Thud. Clicking this

icon brings up the menu of possible orders. This shortcut saves a lot of mouse clicks since, as a helpless Neblitzi, many of the things you want to do must be done by Thud.



You also click the You icon to perform actions that aren't associated with any object. For example, you can use it to wait; that is, to make time pass within the game. (Pressing The Space bar on your keyboard will also cause time to pass.) When you are in an "emp-tel" flashback, you can return to the bar by choosing "Snap out of it" after clicking the You icon.

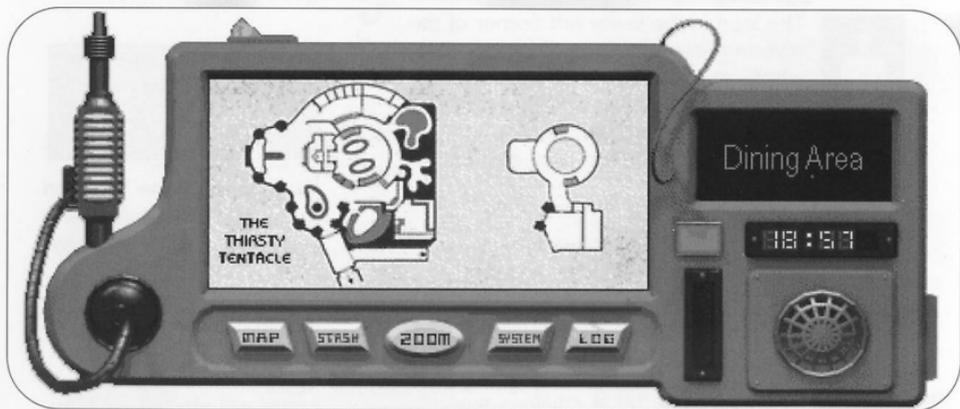


## *A Note on Zzazzl Vision*

During one of the flashbacks you will see the world through the segmented eyes of a Zzazzl; the screen will be divided into many small images. If you prefer a single, larger image, Zzazzl Vision can be toggled off and on. ( See Keyboard Shortcuts, pages 14 & 15).

# Your PDA

At the bottom of your screen is a PDA (Personal Digital Assistant). It can be raised completely into view, or lowered again, by clicking anywhere on the PDA's frame.



Your PDA has many functions; for example, it displays the current time. It also has a small window that displays your current location.

As Alias Node, the PDA is equipped with an artificial personality named Zelda. Zelda will give you occasional advice, and will manage the communications between the PDA and your remote devices, such as your VoicePrinter.

## Message Light

Your PDA can receive messages. As Alias Node, you work under cover, and you won't want messages blaring out at inopportune times. The blinking red light indicates that a message has been received; click the light to retrieve the message.

## Map

The MAP button displays a map of your current environment, with a blinking dot to show your location. During some flashbacks, there will be a blinking dot representing special items or people that play a special part in that particular flashback.



## Stash

Your stash, or inventory, consists of items you are carrying around for later use. At the left of the PDA is a miniaturizing wand; when you stash a takeable object, that object is miniaturized and stored inside the PDA. Some items are in your stash from the very start of the game. Although you can hold only one object at a time in your hand, you can hold any number of objects in your stash.



## Zoom

This button increases the size of the PDA so you can get a better view of your location map, see all of your stash at once, view a more complete suspect list, and so on. When you want to return the PDA to normal size, just click the Zoom button again.



## System

This button brings up a screen that allows you to save your game, restore a game, and customize various game settings. There's more about these functions in the next section.



To view your stash, click the Stash button on your PDA. If you have more than eight items in your stash, your Zoom button

will flash to remind you to zoom the PDA in order to see them all. You interact with items in your stash in the same way that you interact with items in the panorama or close-up views. You can have a two-object interaction using objects in your stash; just pick up the first object and click the second object.

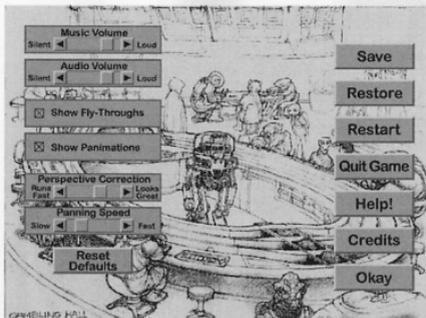


## Log

This button will display various important data. As Alias Node, you have a log that lists all messages you've received, clues you've uncovered, and suspects. You can "cross off" suspects as you discover evidence that clears them of suspicion.

# The System Screen

The system screen allows you to save and restore games, customize various game settings, and quit the game. To get to this screen, click the System button on the PDA.



## Saving and Restoring

Saving a game allows you to save your place in the game, in case you want to go back to that point later. From the system screen, click the "Save" button to go to the save screen.

The next available save slot will be highlighted. Type a name for the saved game and click the Save button. The name of your saved game can be up to 100 characters long. If you decide not to save your game, click the Cancel button.

If you want to use a slot other than the next available slot or if you want to write over an

earlier saved game just click on the slot to select it. You can then use the existing save name, or type a new one.

To restore a game that you saved earlier, click the Restore button on the system screen; this will take you to the restore screen. The most recently saved or restored game will be highlighted. If you want to restore a different saved game, click that game in the list of saves. (If the saved game you want to restore is not visible on the screen, use the up and down arrows to scroll the list until it is visible.) Once you have highlighted the desired save, click the Restore button to return to that point in the game. If you decide not to restore a saved game, click the Cancel button. You can double-click any saved game to restore it without using the Restore button.

Note that keyboard shortcuts will not work when the PDA is not visible (such as when you're chatting with a character or playing a gambling game).

# Options

You can customize THE SPACE BAR from the system screen in many ways. These options are particularly useful for those of you with particularly powerful and speedy computers, or for those of you with computers that just barely meet the minimum system requirements. Options are listed below.

## Music Volume

Moving the slide bar all the way to the left will turn music off completely.

## Audio Volume

This option adjusts all audio other than music. Moving the slide bar all the way to the left will turn non-music audio off completely – a move that's not recommended, since it'll be very hard to understand what's going on in the game.

## Show Fly-Throughs

These are the movies that sometimes play as you move from one location to another in the bar. They will help you understand the layout of the bar. Once you are familiar with the bar, turning off fly-throughs will speed up the game.

## Show Panimations

These are the background animations that give life to the locations, such as the movements of background characters. Unless you are having trouble with the speed of THE SPACE BAR, we strongly recommend that you leave panimations turned on.

## Perspective Correction

Without getting into a big technical discussion, moving the slider to the right will make the panoramic views look nicer, but reduce performance (you'll get slower panning and a decreased frame rate for animations). Moving the slider to the left improves performance, but the panoramas won't look quite as nice. You can decide which trade-off appears best on your computer.

## Panning Speed

You can adjust the speed at which the view rotates while panning.

The Restore Defaults button will return all six options to a setting that we've determined to be ideal for the average computer.

## *Other System Buttons*

The Restart button starts the game over from the beginning. The Credits button shows the credits for THE SPACE BAR, as well as more of Ron Cobb's terrific sketches. The Help button gives information on where to get hints to THE SPACE BAR. The Okay button returns you to the game.

## *Quitting*

If you want to quit THE SPACE BAR (our feelings are hurt, but we'll cope), click the System button on your PDA to get to the system screen. Then click the Quit Game button. You will be asked whether you would like to save your game before quitting. (See saving and restoring page12.)

# *Win95 Keyboard Shortcuts*

←	pan to the left
→	pan to the right
↑	pan up
↓	pandown
Space bar	wait
Esc	aborts movies
F1	help screen
F2	save screen
F3	restore screen
F4	system (options) screen
F5	mute sound (toggle on and off)
F12	restart the game
Alt-O	system (options) screen

Alt-Q	quit game
Alt-R	restore game screen
Alt-S	save game screen
Alt-F4	quit game
Alt- ↑	increase music volume
Alt- ↓	decrease music volume
+ (on keypad)	increase panoramic correction
- (on keypad)	decrease panoramic correction
Scroll Lock	Zzazzl Vision (toggle on and off)

Also, in the save and restore screens, the Page Up, Page Down, and arrow keys can be used to scroll the list.

# *Macintosh Keyboard Shortcuts*

←	pan to the left
→	pan to the right
↑	pan up
↓	pan down
Space bar	wait
Esc	aborts movies
O	Systems (options) screen
Command-Q	quit game
Command-R	restore game screen
Command-S	save game screen
Command-↑	increase music volume
Command-↓	decrease music volume
+	increase panoramic correction
-	decrease panoramic correction
Command-Z	Zzazz! Vision (toggle on and off)

# *Tips and Hints*

Part of the fun of an adventure game is trying to figure out what to do without any help. But if you get completely stumped, call the SegaSoft hints and tips line at 1-900-200-4444 (95¢ per minute — see back cover for details).

1. Always look around completely when you get to a new location. Move the cursor around to discover all the close-ups and all the objects or characters that you can interact with.
2. Stash everything you can. There's no limit to the number of items you can carry, and you never know what might come in handy later.
3. Save early, save often. If you die (or otherwise mess up) during a flashback, you can always start the flashback again by chatting with the character that you were having the "emp-tel" with — but it's often easier to restore a saved game. And if you die (or otherwise mess up) in the bar, you'll have to restore a saved game or start over from the beginning.
4. Eat lots of green leafy vegetables and try to get at least 8 hours of sleep per night.
5. To help you get started, here's a solution to one of the early puzzles in the game. Q: How do I get the computer terminal in the Entry Vestibule repaired? A: If you read the screen, you'll see that a repairman has already been summoned. Come back at around 18:90, and the terminal will be repaired and ready to spew all sorts of important information.
6. Here's another. Q: How can I make my Residue Printing Wand work? A: Wait until the repairman fixes the terminal in the Entry Vestibule. He will also repair the advertising sign by replacing the battery. Open the sign, take the battery, put it into the Residue Printing Wand, and turn the wand on.
7. Whenever you start a flashback, press the Log button on your PDA. There's often useful information there.

# Troubleshooting

Check the README.TXT file on Disk 1 for troubleshooting tips. Also, check the SegaSoft website for up-to-the-minute technical help: [www.segasoft.com](http://www.segasoft.com).

## **I'm getting audio feedback and static.**

You may not have version 3.0 of Direct-X installed. To install Direct-X 3.0 from THE SPACE BAR CD, put Disk 1 into your CD-ROM drive, enter the `directx` directory, and run `dxsetup.exe`.

## **I've got Direct-X 3.0 installed, and I'm still having audio problems.**

Make sure your sound card is completely Direct-X compatible, and that you are using the latest drivers for your card. Contact the manufacturer of your sound card to get the latest drivers for your system and information on installing them.

## **My movies and animations are not playing well.**

If your animations are playing poorly—the image is trailing pixels or the sound is breaking up—make sure your

computer meets the minimum hardware requirements as listed in the "Installation" section of this manual. If it does, your CD-ROM settings may be non-optimal. Try the following:

From the Start button menu on the Windows 95 Task Bar, open the Settings folder and click on Control Panel to open the Control Panel window.

Double-click on the System icon.

Select the Performance tab and click on the File System button.

Select the CD-ROM tab and set the Supplemental Cache Size all the way to Large.

Select Quad Speed or Higher under Optimize Access Pattern For. Click the Apply button.

Click the OK button. Click the Close button in the System Properties window. Restart your computer.

**The game crashed!  
What should I do?**

In the unlikely event that the game crashes, you should do a hardware reset. Either press the Reset button on your computer or turn your computer off and then on.

(Restarting your computer using Ctrl-Alt-Del is not sufficient; if you try to restart THE SPACE BAR without doing a hardware reset, you may experience audio problems.)

**I haven't turned fly-throughs off, but some of the fly-throughs in the bar stopped happening!**

There is only a fly-through for the initial state of any location, so if a location has changed (such as the arrival of a character), you will no longer see the associated fly-throughs. For instance, once Arksh goes to the Gambling Hall, you will no longer get fly throughs going into the Gambling Hall or exiting the Gambling Hall.

## *A Word On Disk Swapping*

### **Is there any way to avoid swapping disks so often?**

Given the size of THE SPACE BAR, and its high degree of non-linearity, we've already kept disk swaps to a minimum. However, there are a few things you can do to avoid them.

If you want to start a new game, and you've already seen the intro movie, put Disk 2 in your drive before clicking THE SPACE BAR icon. If you are planning to start the game by restoring a save in one of the emp-tel flashbacks, put the appropriate disk into your CD-ROM drive before clicking THE SPACE BAR icon. (You can even put the disk number into your save name to help you remember. For example "Disk 1, just arrived at Glom Hole.")

If you have a huge hard disk with a lot of free space (622 meg, to be exact), you can greatly reduce disk swaps by putting most of Disk 2 onto your hard drive. Just copy the folder called Bar from Disk 2 to C:\Program Files\SegaSoft\THE SPACE BAR (assuming that you didn't change the default directory during installation).

# *Credits*

## *Director*

Steve Meretzky

## *Executive Producer*

Bill Davis

## *Producers*

Leo DaCosta

Mike Dornbrook

Darren Atherton

Jerry Markota

## *Associate Producer*

Bart Cheever

## *Interactive Screenplay*

Steve Meretzky

Patricia Pizer

Tom Bok

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### *Additional Production Design*

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Lisa Day

Jonathan Chao

Micah Linton

Peter Kroko

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Joel Hornsby

Brian Pope

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## *Character Speech Animation*

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Helene S. Knight

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Bud Wilbur             Glenn "Sunshine" Joyce

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*Miles Sound System*

**RAD Software**

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Michelle Doherty

**Back Pocket Studios**

*Post-Processing*

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Bob Michaels

**CAST**

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Maksh

Bill Lobely

Ni'Dopal

John DiMaggio

Zelda

Shari Simpson

Bettaker

Jim Brownold

Soldier 714-Z-367

Chris Phillips

Fleebix

David Shatraw

Thud

Russell Horton

Cilia

Cookie Rufino

Seedrot

Ivy Austin

Deven-7

Jeff Meller

Click Snap Snap Rattle	John DiMaggio
Gorb	Jim Brownold
Sergeant Woboksha	Tory Wood
Paksha	Joyce Rheeling
Arksh	Jeff Meller
Borksh	Jim Brownold
Dwelf-18	David Slavin
Durteen-97	Zachary Fine
Sluggo	Marshall Efran
My and Ty	Alan Rickman
Balooksh	Jim Brownold
Ni'Purth	Pamela Lewis
Gus	David Shatraw
Parker	Alan Rickman
Barman	David Slavin
Whine Whistle Tap Tap	Chris Phillips
Irk-4	Joyce Rheeling
Woonaa	Alexandra Rhodie
Lowpollencount	Bill Lobely
Curvsystem	Tory Wood
Queen Zzoonz	Bill Lobely

## *QUALITY ASSURANCE BOSTON UNIT*

### *Lead Extreminator*

Patricia Pizer

### *Extremination Staff*

Eric Braxton

Stan Chu

Chris Clark

Tom Fenselau

Josh Coyne

Dan Flagg

Grace Rokosz

Simon Tysall

Jonathan Choate

Shaun Wood

Ted Thorton

Martin Romano

Mark Eckard

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### *Lead Extreminator*

Tony Ciarrocchi

### *Extremination Staff*

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Steve Baker

Deborah Thomas

Eric Moser

Roy Oakes

Scott Snyder

Sam Watkins

James Cabot

Chris De Martini

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### **Hugh Bowen & Associates, Inc.**

### *SegaSoft Testers*

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John Jansen

John Harlow

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Mark Brutton

Alex Rubin

Lisa Wilson

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### *Creative Services*

Brenda Akins

Debi Lorenc

### *Manual Design*

#### **Verdoni Multi Media**

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Gene Landy

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(This is a partial list. For a complete list, press the Credits button on the system screen of the game, or read the CREDITS.TXT file in the Credits folder on Disk 1. The Credits folder also contains a folder called Biografts which contains brief biographies of some of the key people who contributed to THE SPACE BAR.)



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