E M M A N U E L L E

A GAME OF EROTICISM

Adapted from EMMANUELLE Arsan's famous novel, hera is a game which will take your breath away, situated in the heart of a Brazil which is both luxuriant and enchanting.

E M M A N U E L L E

1. THE ADVENTURE

Rio, its beaches, its women, its carneval, its potent eroticism!
Now I've landed here, I have to find Emmaneulle. I have to get on the plane with her when she flies back to Europe. I don't have much choice; to attract her to me, I must increase my "erotic potential" by applying the rules of the "three laws of eroticism" which Mario will dictate to me. When I've found out wherre he is, in this vast country of Brazil....

Here we go! This sweet languishing which is traveling up my spine will make my brain boil if I don't get myself organised right now. Let's get a few things settled before this ambiant eroticism start takink me over.

1.1 MY MOVEMENTS

Emmanuelle landed in Rio. This is where I'll start looking for her. I can move around as I see fit, using the regular air service lines, sea lines, or the private helicopters which some hotels will put at my disposal.

1.2 MY MEANS OF ACTION

I will certainly have to fight off jealous husbands and defend myself against all sorts of crooks. I am unarmed and will fight bare-handed. A judo master could give me some very useful advice but i guess it wouldn't be for nothing.

I must at all cost keep a strict eye on three personal score counters which will affect my actions;

MONEY
There are numerous expenses and informaton is very expensive. I'll fill out my wallet at the casino, mixing business with pleasure!

ENERGY
I relly must keep my physical efforts to a minimum as fighting and seduction will wear me out. Apparently, though, there are potions which will help me keep going!

EROTICISM
My natural charm and my experience with woman will come in very useful, but they won't be enough. Only by keeping strictly to the three laws dictated by MARIO will i be able to increase my erotic potential, the only thing which could attract EMMANUELLE to me.

1.2 WOMAN

My experience has shown me that, to establish any sort of contact, you have to tell them what they want to hear right from the start. Many of them will help me in my search. They are all over the place; in the hotels and airports, on the beaches, in the Casino....

2 UNDERSTANDING YOUR COMPUTER SCREEN

2.1 THE SCORE COUNTERS

Your aim is to take the same plane as EMMANUELLE, with an erotic potential of between 75% and 100%.

The PURSE measures your money. IT's top mark is 25000.
The CHAMPAGNE GLASS measures your energy, on a scale of 1 to 100.
You are allowed three full glasses.
Your erotic potential is represented by the LIPSTICK, on a scale of 1 to 100.

2.2 PRICES

Whem you buy something, remember that these are the prices;

1 toucan	3000
1 lift in a helicopter	2000
1 plane ticket	1000
1 pandiero (drum)	1000
Information about Emmanuelle at reception	1000
1 cigar at the Casino	500
Opera glasses	500
Information about Emmanuelle at the bar	500
Help from the porter at the hotel	500
Information about the girls at the bar	200
1 whiskey at the Casino	200

2.3 PLACES

You are free to go as you choose to any or all the towns of Rio de Janeiro, Salvador de Bahia, Iguacu and Manaus.

HOTELS

Luxurios worlds where the lobby and bar staff are at your disposal for any information you may require. Moving around the floors can sometimes hold a few surprises!

AIRPORTS

You can buy your plane ticket over the counter. Pleasant hostesses will be there to welcome yoy. To choose your destination, click the mouse outside the bubble and the different places you can go to will appear one by one on the screen. Click inside the bubble when your chosen destination appears.

BEACHES

On the sand and in the water.....everything can prove interesting!
The entrance to the Casino in Rio de Janeiro is on the beach.

GENERAL VIEWS

To go to a precise spot, all you have to do is click the mouse over it. For example, to go to the hotel in Rio de Janeiro, click the mouse over the modern building in the general view of the town.
To go to the "favelas" (the poor area of town), click the mouse over the hills.

2.4 OBJECTS

Several objects are to be acquired for the smooth running of the game. Don't hesitate to pawn them to get what you want.
Beware of pick-pockets and kleptomaniacs. They could rob you of your precious statuettes.

2.5 PEOPLE
The hotel staff can call you a taxi to take you to certain places in the town you are in. You can also find about the hotel clients, the regular helicopter service which leaves from the hotel terrace and EMMANUELLE's presence or movements....

All the women everywhere are adorable. They have their own personality. If you know how to win them over, they will do or tell you everything you want.

2.6 CONVERSATIONS
To talk to all of this peoplel, click the mouse over them;

...3 thouht bubbles appear on the screen, each of wich corresponds to a different appraoch. Choose one by clicking the mouse anywhere on the screen, even outside the thought bubble. The thought bubbles will then change into speech bubbles. The person you are talking to will reply immediately. In some cases, you will need to speak two or three times to get what you want.

2.7 THE RULES OF ROULETTE
Tokens representing your money are at your disposal. You may bet once, twice or three times, as follows;

-On a single figure, you win 35 times the stake. However, if the zero comes up, everything goes to the house.
-On either of two numbers, you winn 17 times the stake.
-On any of four numbers, you win 8 times the stake.
-On a column of twelve numbers, you win twice the stake.
-Manque (Miss; nos. 1 to 18), Passe (Pass; nos. 19 to 36), Impair (odds), Pair (Evens), Noir (Black) and Rouge (RED) all win your stake.
-On either of two columns of twelve figures, you win half the stake.

TO PLAY
Click the mouse on the tokens on the left of the table (100, 500, 1000) and place them on the desired spot on the table by clicking the mouse again.

TO STOP BETTING
Click the mouse to the right of the table.

2.8 THE FIGHTS
These always take place on the beach at Rio de Janeiro or Salvador Your enemy is the brute on the right. You are the weedy-looking man on the left.

To move, use the left-right arrows (on PC, use the X and C keys). To fight, use the number keys. The 7 and 9 keys treacherously distract your adversary's attention. Take advantage whilst he is not paying attention to you and use this opportunity to thump him really hard (use 8 key).

Use the 1,2 and 3 keys to dodge the brute's blows, punches and headbutts.

If you do not wish to control the fight, the computer will direct it automatically, taking into account you strength and that of your enemy.

2.9 THE END OF THE GAME

DELIBERATE EXIT; all you have to do is go to an airport and choose the flight destination Paris.

COMPULSORY EXIT; the game will automatically end when you run out of energy.

EXIT IN STYLE; once yoy have met up with EMMANUELLE and are on the plane to Europe with her, you've won the game!

3. FINDING EMMANUELLE

3.1 THE LAWS OF EROTICISM

These laws are symbolised by three statuettes which, if you possess them, will permit their automatic application. They relate to precise characters in the game. These are the laws;

-the law of ASYMETRY; There must be an odd number of partners.
-the law of UNUSUAL; You must never see your partners's face.
-the law of NUMBER; You must have multiple relations with the same partner.

NB;
When you apply thr rules of one of these laws, if you have the corresponding statuette, it will flash on and off.

3.2 ON EMMANUELLE'S TRACKS

If you want to catch up with EMMANUELLE, you will have to anticipate her next destination. Ask at reception whether EMMANUELLE is at the hotel and ask around at the bar to find out where shi is off to next.

THEN TRY TO MEET UP WITH HER WHEN YOU ARE ON YOUR BEST EROTIC FORM.

TO START THE PROGRAMME

Type EMMA and validate by pressing the ENTER key.
The file CARTE.INF contain info about your graphic card.
If the game wont start try delete CARTE.INF and start the game again. You will be asked questions about your graphics card. Maybe you have to rename the file "emma.com" to "loader.com".

When you are asked about the background colour, consult the doc emma.kod. For both questions, select the corresponding colour on the screen. Be careful; the slightest mistake will make you have to start the programme again.