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GAMES

Lucasfilm Games™ Presents

LOOM™

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About Loom

In *Loom*, you play the role of Bobbin Threadbare, a young boy coming of age in a fantasy world on the brink of apocalypse. Wielding a legacy of magical knowledge, you will set out across a landscape filled with beauty, danger and excitement, making new friends, solving mysteries, and growing in experience and power as you weave your way toward a destiny of overwhelming consequence.

Loom is unlike traditional "adventure games" in many ways. Its goal is to let you participate in the unfolding of a rich, thought-provoking fantasy. It is neither a role-playing game (although it incorporates elements of role-playing), nor a collection of brainteasers. Its simple mysteries are designed to engage your imagination and draw you deeper into the story, not to frustrate you or increase the amount of time it takes to finish.

You can never be stranded while playing *Loom*. We've gone to great lengths to insure that you will never find yourself in a situation from which you cannot escape. If you're not sure how to proceed, remember: the knowledge you need to continue the story is always available somewhere nearby. You don't need to save and restore your game frequently to insure success (although you can if you want to). Don't be afraid to experiment. Nothing in the game can "kill" you. If you're really stumped, ask a friend for help. Sooner or later, the answers will reveal themselves!

Most important of all, *Loom* is designed to be *completed*, not played halfway through and then thrown on a shelf and forgotten. We spent a lot of time and effort creating this game. We want you to enjoy it all!

Listen to the audio drama! The Dolby® Stereo cassette tape included in your *Loom* package will tell you everything you need to know to play the role of Bobbin and to enter his world. Listening to this tape **before** you start the game will help you to enjoy the story to its fullest. You'll also gain a clearer understanding of how Bobbin can weave magic to affect his environment.

Read the *Book of Patterns*! It contains important information about the magical powers you will soon command.

Read the rest of this manual! *Loom* looks and plays like no other adventure game. Take the time to learn how to make the most of its unique design.

This is your role... You direct the actions of Bobbin Threadbare, an inexperienced member of the Guild of Weavers. At the beginning of the story, Bobbin doesn't know very much about the power of the Weavers or how to use it. As he encounters and masters increasingly challenging situations, Bobbin becomes a more proficient Weaver.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or discover a musical pattern. But hang in there and *use your imagination*, and you will guide Bobbin to understand the mysteries of the Loom!

We've included the *Book of Patterns* to help you learn the magical patterns that have been created by Weavers over the millennia. As Bobbin explores the world around him, certain actions on his part cause musical notes, or **threads**, to be played. Pay attention to these threads – they will always play in a series of four, which the Weavers call a **draft**. As the *Book of Patterns* points out, each draft has its own unique effect, and discovering the purpose for each draft is the secret to success in the world of *Loom*. As Bobbin finds new drafts, write down the individual threads (each draft has four) for future reference. **Be sure to use a pencil when writing drafts in the *Book of Patterns*!** Each time you start a new game, the threads of each draft may be different.

Getting Started

Your Loom package should contain:

- ☛ Three 3 1/2" disks
- ☛ One *Book of Patterns* ☛ One red gel
- ☛ One Dolby® Stereo cassette tape
- ☛ This User's Manual
- ☛ *The Adventurer* (Lucasfilm Games' newsletter)

Note: It is recommended that you first make a backup copy of all disks and put the originals in a safe place. The disks are not copy-protected; to copy them, just follow the instructions that came with your computer.

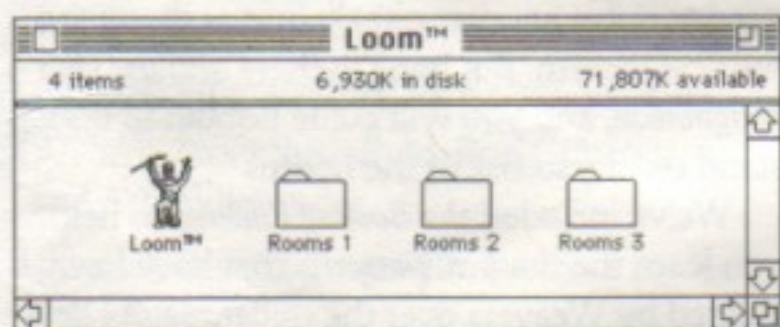
We strongly recommend installation onto a hard disk to reduce loading delays and disk swapping.

To install Loom on a hard disk: first, create a folder on your hard disk called *Loom*. Then copy ("drag") the contents from each of the three *Loom* disks into this folder:

- From Disk 1, copy the *Loom*™ icon and the *Rooms 1* folder.
- From Disk 2, copy the *Rooms 2* folder.
- And from Disk 3, copy the *Rooms 3* folder.

If you need help with this, see your *Macintosh System Software User's Guide*.

Now, when you open your *Loom* folder, you should see the following contents:



To start the game, double-click (press the mouse button twice) on the *Loom*™ icon. **Note:** Do not rename the Rooms folders or the game will not run properly.

To run *Loom* you'll need System version 6.0.3 or later. If you have an older version, you'll get a message when you try to start the game. Also, *Loom* will take advantage of the new audio capabilities present in System 6.0.7 and later (the improvements are especially noticeable on Macintoshes equipped with the Apple sound chip, such as the Mac II™). See your Macintosh dealer about a system software upgrade.

If you have a color Macintosh, your monitor must be in 16-color or black & white mode. To change your monitor settings, pull down the Apple () menu and select Control Panel. Click on the monitor icon and then select either 16-color or black & white mode. If you have selected 16-color mode, be sure to click the Colors radio button next to the selection window.

Machine Speed Rating

When *Loom* is first loaded, it will give your Macintosh a "machine speed rating" — the lower the number, the faster your Macintosh. This information can be viewed by selecting **Options** from the **Game** menu. *Loom* will use this rating to determine how much animation to display, and what type of music to play. If you have a Macintosh Plus, SE or Classic, and your rating is higher than 50, you can improve the performance by disabling unnecessary INITs (programs that are loaded when your Mac® is first turned on and run in the background, like menu clocks and screen savers). You will also find that *Loom* performs much faster if you don't run it under MultiFinder® (though the machine speed rating won't improve).

Select a Proficiency Mode

After the game has loaded, you will be asked to select one of three Proficiency Modes. These modes determine how *Loom*'s user interface will behave as you play.

In Standard mode, a distinct segment of the distaff will glow whenever you hear or spin a musical thread. A musical staff beneath the distaff helps you to identify the threads you hear. Use Standard mode if you are already familiar with *Loom* or other computer adventure games.

In Practice mode, a small box appears in the bottom portion of the screen whenever a thread is heard or spun. If you wish, you may drag this box to another part of the screen. The box "records" up to four notes and displays their corresponding letters for your convenience. If you click on the box, the notes displayed inside will be spun sequentially, exactly as if you had spun them on the distaff yourself. Practice mode is ideal for novice computer gamers, or for those who wish to familiarize themselves with the experience of *Loom* before trying a different mode.

In Expert mode, the distaff does not glow in response to musical threads (except the ones you spin yourself). Also, there is no musical staff to help you identify the threads you hear. You literally have to play the game by ear!

Note: Players who dare to experience *Loom* in Expert mode are rewarded with a bonus animated scene near the end of the story. This scene does not appear in any other mode.

Enter the Secret Weave

After choosing a Proficiency Mode, you will be presented with a screen asking you to enter the Secret Weave associated with a particular Guild and Thread. To find the correct Weave, use the red gel included in your *Loom* package to read the symbols on the inside front and back covers of the *Book of Patterns*, and find the Guild symbol displayed on the screen. Match that symbol in the manual with the name of the Thread (THROW, BEAT, TREADLE, or REST) also shown on the screen. At the intersection of the Guild and the Thread, you will find the icons of that Weave. Use the cursor to point and click on the corresponding screen icons in the same order.

Playing the Game

After the opening title sequence and introduction, you will see Bobbin standing high atop a rocky peak overlooking the island of

Loom. You begin directing his actions when he finishes talking and turns to face you. The screen is divided into the following sections:

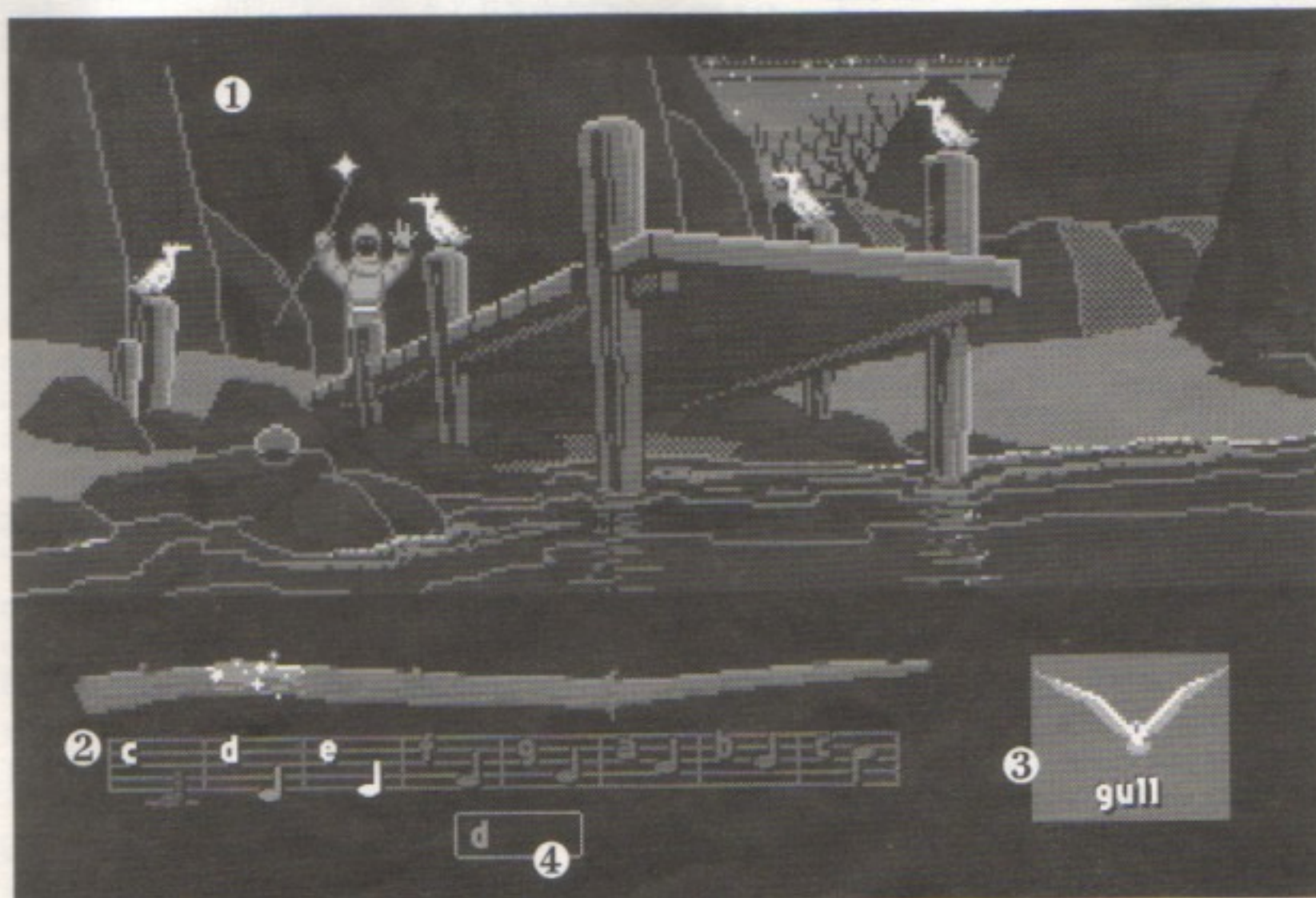
❶ **The Animation Window** is the largest part of the screen. The animated action takes place there. It shows the "camera's-eye view" of the room or location where Bobbin is.

❷ **The Distaff**, the magic staff of the Elders, is represented graphically below the Animation Window. The distaff is essential to Bobbin's success, as it allows him to spin the drafts which affect the world around him in different ways. *Remember, Bobbin must first find the distaff for it to appear on the lower part of the screen!*

❸ **The Icon Box** is in the lower right corner of the screen. When the cursor touches an object on the screen that can be used in some way, this box will display an icon representing that object (except when Bobbin is in motion).

❹ **The Practice Box** will first appear at the bottom of the screen, near the distaff. See **In Practice mode** under **Select a Proficiency Mode** for an explanation of the use of the Practice Box.

To move Bobbin around, move your cur-



sor into the Animation Window, point it where you want him to go, and click. If you point to an open door and click, Bobbin will walk through it.

To examine or "use" an object, point to the object and double-click. Some objects will produce the sound of a draft (or part of a draft) when activated in this way. **Bobbin must be standing next to an object in order to examine it or spin a draft on it.** You'll know when he's standing next to an object when its name appears in the Icon Box. You can deselect the object in the Icon Box by pressing **ESC**, **⌘**, or the **~** key.

To spin a draft, point and click on each note on the distaff in the proper sequence. For example, if you hear a series of four musical sounds in the game, like **C D E C**, you should first write the sequence in the *Book of Patterns* next to the corresponding draft description. Then, you can try the draft yourself by clicking on an object on the screen, waiting for Bobbin to stand next to it, and repeating the same four notes on the distaff. **Note:** If you wish to stop spinning a draft while in the process of spinning it, you can press **ESC**, **⌘**, or the **~** key.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which provide clues and information about the characters (like when Bobbin is greeted by the message nymph). While you are viewing a cut-scene, you do not direct the action and the cursor will disappear from the screen. To bypass a cut-scene, press **⌘**, or use the **ESC** or **~** keys. After you've played *Loom* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence.

Things to Try on the Island of Loom

Touch the leaf on the tree next to which Bobbin is standing in the beginning of the game. (You can "touch" the leaf by moving the cursor over it and double-clicking.)

Walk to the Sanctuary of the Elders, at the far left end of the village. Inside you will find three tapestries which Bobbin can tell you

about. You will also find the Elders in a heated discussion, and the Loom.

Pick up the distaff which was dropped by the Elder Atropos. You must have this object to complete the game.

Open the swan's egg into which Hetchel was transformed. Double-click on the egg to hear the Draft of Opening. Then, using the distaff, spin the draft on the egg.

Walk to Hetchel's tent, at the far right end of the village. Here you will find a flask with dye in it and a dye pot full of boiling dye. Using each of these objects will produce interesting and educational effects. (Be sure to have a pencil handy!)

Menu Options and Command Keys

To bring up the menu bar, hold down the **⌘** key. You may then select one of the items located under **Game**:

To open a game you have saved, select **Open** from the **Game** menu or press **⌘O**. See **Save/Open Game Instructions**.

⌘	Game	Edit
	Open...	⌘O
	Save...	⌘S
	Restart Game	⌘R
	Pause Game Options...	⌘P
	Quit	⌘Q

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply select **Save** or press **⌘S**. See **Save/Open Game Instructions** on the next page.

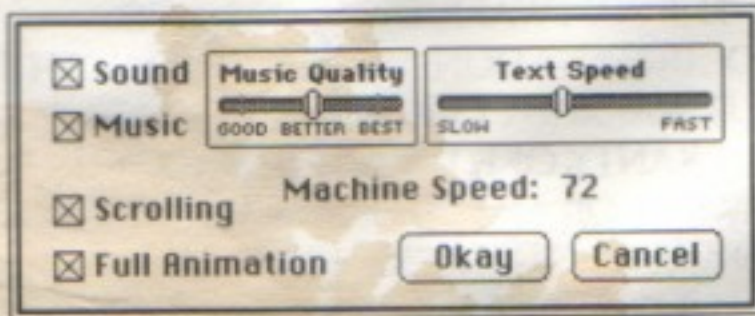
To restart the game from the beginning, select **Restart Game** or press **⌘R**. You will be given a chance to change your mind.

To pause the game, select **Pause Game**, press **⌘P**, or press the **SPACE BAR**. Press it again to resume play.

To end the game, select **Quit** or press **⌘Q**. You will be given a chance to change your mind.

When you select **Options**, you'll see the box on the next page.

To turn the sound or music off and on, click on the appropriate boxes. You can turn off either just the music, or both the sound and music.



The Music Quality slider can be used to alter the way in which *Loom*'s music is played. **Note:** On some Macs, particularly those with a high Machine Speed rating, setting Music Quality to "Best" or "Better" will significantly affect the game's performance. If you find the game is moving too slowly, or the quality and tempo of the music seems "off", try a lower Music Quality setting.

To adjust the speed of the Message Line to suit your reading speed, adjust the Text Speed slider by clicking on it and then dragging it to the left or right.

To turn horizontal scrolling off and on, click on the Scrolling box. If the scrolling is too slow for you, this causes instant repositioning of the screen.

To turn background animation off and on, click on the Full Animation box. If you find the action goes too slowly in scenes with a great deal of background animation, try turning off the Full Animation box. This change will take effect when you next change scenes.

Save/Open Game Instructions

Select **Save** or **Open** from the **Game** menu to save or load a game. **Save** will not be available during the opening sequence or during cut-scenes. Neither **Save** nor **Open** will be available if you failed to enter the correct Secret Weave at the beginning of the game.

To SAVE:

After selecting **Save** or pressing **⌘S**, type in the name you wish your game to be saved under. Click on the **Save** button or press RETURN. Select **Cancel** if you have changed your mind and do not wish to save it.

To OPEN:

After selecting **Open** or pressing **⌘O**, you will see the names of the games you have already saved. Select a game by clicking on it

and then clicking on the **Open** button. Or you may simply double-click on the game you want to open. If you decide not to open a saved game, click on the **Cancel** button. **Warning:** opening a previously saved game will cause you to lose the game you are currently playing.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the *story*, not typing in synonyms until you stumble upon the computer's word for a certain object.

A Few Helpful Hints

There is more than one way to solve many of the puzzles. In fact, some of the activities in *Loom* are not puzzles at all, but simply experiences for you to enjoy.

Loom is a game that rewards curiosity. You should examine everything — don't be afraid to experiment with the drafts you discover while walking around. And be sure to write them down in the *Book of Patterns*!

When you first begin playing *Loom*, Bobbin will not be able to play every note on the distaff. Only with experience will he be able to spin the more advanced drafts.

When writing drafts in the *Book of Patterns*, be sure to use a pencil! Each time you start a new game, the threads of each draft may be different.

If you want to speed up game play, order a hint book from Lucasfilm Games. In the U.S., call 1-800-STAR-WARS (1-800-782-7927). From Canada, call 1-800-828-7927.

If you want to access our automated hint line, call 1-900-740-JEDI (1-900-740-5334) in the

United States only. The cost is 75¢ per minute. If you're under 18, first get your parent's or guardian's permission.

☛ If you need technical assistance call 1-415-721-3333. We're sorry, but no hints can be given on this line.

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