

# NIPPON SAFES INC. FULL MANUAL

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## INSTRUCTIONS

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- 2) Installation on hard disk.
- 3) Loading and saving your position.
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## TO START PLAYING

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Insert disk 1 into drive df0. Then choose the language you want and whether to install the game on your hard disk. When prompted, enter the code resulting from the TEST you will find on the following pages.

## INSTALLATION ON HARD DISK

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### AMIGA VERSION

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To install the program on a hard disk, you must have at least 5 Mb available on the disk. After inserting disk 1 into drive DF0 and selecting the language required, the installation page will appear on the screen. If you want to install the program on the hard disk, click on "yes" and proceed as instructed.

### MS-DOS VERSION

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To install the programme on a hard disk, you must have at least 10 Mb available on the disk. After inserting disk 1 into drive A, digit:

a:install c:

and press the "Enter" key. Then follow the instructions given.

## LOADING AND SAVING YOUR POSITION

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During the game you may save your position by pressing the "S" key. A list will appear from which you can assign a name to the position you want save. You can save up to 10 positions. To start off again from one of the saved positions select "game saved" in the appropriate screen, or press key "L" at any time during the game. The list of positions to choose from will appear.

## USING THE INTERFACE

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In Nippon Safes Inc. interaction with the character is achieved by means of the icons representing actions. The available icons are made to appear on the screen by pressing the right-hand button of the mouse.

Move the pointer to the icon you want and release the botton. The pointer will change into the selected icon. For each icon-action there are objects on the scene on which you can act. When you move onto one fo them, a wording appears under the pointer showing what action you can take. At

first you will have four options.

Icons left to right on the screen.

Arrow pointing right - Open/close.

Magnifying glass - Examine.

Hand/Arrow pointing up - Take.

Mouth/Speech bubble - Speak.

When you pick up objects, these are added to the inventory and will allow certain actions.

#### EXAMPLE 1:

If you want to unlock a door with the key:

- select the key
- position the pointer on the door, the wording "open the door" will appear under the cursor
- click the left mouse button of the mouse to carry out the action.

To examine the objects in the inventory, use them on the character.

#### EXAMPLE 2:

To use an object on another object you have to:

- select the first object
- move the pointer onto to the character
- hold down the right button of the mouse
- select the second object.

The two objects will disappear and a new object that is the result of the operation will appear.

#### THE "PARALLACTION" SYSTEM

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In Nippon Safes Inc. you will experience the misadventures of our three friends against the backdrop of the Japanese metropolis of Tyoko.

In this piece of fiction, the three stories proceed alongside one another and are indissolubly linked. You may decide to solve them one at a time or to alternate them.

This is the PARALLACTION system.

#### INTRODUCTION

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NIPPON SAFES INC.: the wonders, innovations, contrasts and paradoxes of the present-day Japan through the indiscreet eye of the West.

NIPPON SAFES INC. is in no way intended to be disparaging or offensive towards the Japanese culture and people, whose conquests and traditions we admire and respect.

We apologise in advance should any facts or (purely coincidental) references to existing people or things offend anyone's sensitivity.

NIPPON SAFES INC.: so let's fasten our seat-belts (or braces) and take off without waiting any longer for Tyoko, somewhere not better identified half way between Tokyo and Kyoto as the crow flies.

## THE STORY

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In the most disreputable parts of the Japanese metropolis of Tyoko, a shady character wanders around looking suspicious. What can this mysterious person be up to?

Discover it for yourself by helping Doug Nuts, the cratty technological thief, by taking the place of the perturbing Lady Fatale or putting yourself in the shoes of Dino Fagioli, the knocked about former boxer.

During the adventure pay attention to the suggestions from the people you meet. By using the appropriate command to examine the things and people you find, you can get information about them. Collect all the objects you think might come in handy.

Once you start the adventure you can save the game so that you will be able to start off again from the same place. Whatever happens you will never get stuck, and you won't die!

Some of the puzzles to be solved are fairly complex. Think carefully about the situation, don't just make a guess. If you find one of the three adventures too difficult, just go ahead with the others. Perhaps the same situation seen by another character will provide some clues for getting around the problem. Don't be discouraged when you find a closed door or a character who doesn't give you any useful information. Try again later. Perhaps the situation will have changed due to something you have done somewhere else.

## THE MAIN CHARACTERS

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DOUG NUTS. He is an electronics genius who uses his knowledge for not exactly a lawful purpose (with meagre results). His career as an electronics engineer at Oxford ended abruptly when he was caught fiddling the results of the exams stored in the faculty computer. After moving to Japan, the homeland of electronics, he has problems with the law each time one of his breaking in gadgets doesn't work quite like it was meant to.

LADY FATALE. A variety actress, she abandoned a promising career as a ballet dancer to follow the path of the glittering world of show business. She arrived in Tyoko dazzled by the promises of a self-styled impresario who, after having squandered all her possessions, left her to a life on the border of legality.

DINO FAGIOLI. A former boxer of Italian origin, basically a good and honest soul, often falls into the traps set by people taking advantage of the fact that he tends not to think very hard. After a series of defeats in the boxing world, he boarded a ship bound for Japan as a deckhand. After getting into the umpteenth scrape he was thrown off the ship in Tyoko, where he is trying to make ends meet.

## TEST

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Smart, sexy or a sucker? Answer to identify yourself with one of the three characters you want to play. Use the code resulting from six answers to choose your character.

### 1) YOU ARE ON STAGE. YOU MUST CHEER UP THE EVENING. WHAT DO YOU DO?

I bring out all my artistic gifts. NA  
Nothing. I would feel out of place. NE  
Ever heard the one about the airship? WA

### 2) WHAT DO YOU SEE WHEN YOU LOOK IN THE MIRROR?

The person looking at the mirror. RI  
Mother nature spared no expense. RA  
What a wide forehead! KI

### 3) NOT FOR ANYTHING IN THE WORLD WOULD I LOSE:

An instalment of "Poor people cry most." HO  
The latest issue of "Joystick and Lipstick." KI  
An appointment in the dark. KA

### 4) YOUR WORK IS:

Calculation, emotion and the unexpected. RA  
Varied, moving from place to place. WA  
The usual drag. NE

### 5) YOU FIND A BAG FULL OF BANKNOTES. WHAT DO YOU DO?

It would be against my professional ethics to take them. RA  
I'd ask around if someone had lost them. I  
Since money doesn't make happiness, I would keep them so as not to make anyone unhappy. NA

### 6) YOU LIFE CAN BE SUMMARISED IN THIS MOTTO:

All that glitters is not gold. HO  
Happy is he who makes do. WA  
Love thy neighbour as thyself. KI

## PACHINKO

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Pachinko is a typically Japanese form of fun, and also the most widespread. In Tokyo, for example, where the number of inhabitants is 1.732.461, at least 70% of Japanese men and 30% of the women play regularly. It consists of a machine half-way between a slot machine and a flipper. The game takes place on a vertical surface with holes in it and the nails hammered into it. The player's ability consists of making a metal ball bounce on the nails so that it falls into the holes. In this way he can win more balls, until he has won enough or all the balls are finished. The balls won can be exchanged for prizes in proportion to their number. They usually consist of things one uses daily such as chocolate, perfume, cigarettes and so on. Strictly speaking, exchanging the balls for money is prohibited, although it is a common practice throughout Japan. Scattered all over the country there are over 15.000 Pachinko halls. Each of these contains an average of over 200 machines, and when in use they make a deafening sound.

## JAPANESE CHARACTERS

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There are two types of Japanese characters:

The KANA: these are phonetic symbols originated in Japan. Each one represents a syllable.

There are two types of kana representing the same syllables: the hiragana, used for grammar particles (suffixes, articles, etc.), and the Katakana, used to write words of foreign origin.

There are 46 characters in each of the two groups:

The KANJI.

These are ideograms derived from Chinese. Each symbol represents a concept. There are about 10,000 kanji in Japanese, but the most used are 4,000.

The origins of the Japanese characters date back to the fourth century AD.

It was at the time that Chinese manuscripts arrived in Japan, and the characters used in them were adopted for writing Japanese, which until then had no system of its own.

The characters were used phonetically, without taking their original nature into account.

Since the Chinese characters were very complex, they were gradually simplified until they took the shape of the hiragana, towards the end of the millennium. Soon afterwards the katakana were developed.

These were introduced by Buddhist scholars to make notes in their texts.

At the same time, the Chinese characters began to be used as ideograms, without taking their pronunciation into account.

This allowed a more compact style of writing as compared to using the phonemes of the two kana alphabets.

For many years the three types of characters were used independently, and the number of kanji characters continued to grow.

In the late 19th century, the Japanese government decided to simplify the writing system, and established a limited number of officially recognised kanji characters (1,900) for the drafting of official documents.

Nowadays a Japanese with an average culture is familiar with about 3,000 kanji, while about 4,000 are used in the written language.

The most complete Japanese dictionaries contain 10,000 kanji.

## THE JAPANESE RAILWAYS

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Shinjuku station, in Tokyo, is the most crowded in the world. The Japanese call the rush hour "tsukin jigoku", literally "the commuter's hell."

Japanese commuter trains are very fast, impressively clean but often brutally overcrowded.

It is fairly common for passengers, crushed against each other, to fall over like ninepins. For this reason the elderly and parents with small

children keep well away from these trains in the rush hours. To understand just how crowded they are, you should know that most stations have "oshiya", or throwers-in. These are people charged with pushing the passengers inside the carriages. Each passenger is determined to get in, in order to reach his place of work on time, but the doors of the carriages will not work until everyone has either got in or out. Since the other passengers are far too well-bred to interfere, these "oshiya". With their impeccable white gloves, help the poor devil make up his mind.

In winter, especially, when people wear heavier clothes, the railways hire extra staff for the job. The Tokyo railways, include all of 179 Km of underground railways.

## FISH IN JAPAN

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It is a well-known fact that Japanese are among the most voracious fish eaters. Not so many people realise, however, that with a mere 2% of the world population, they eat 15% of the world's fishing catch, that is to say 8 times more than Americans do and 15 times more than the Chinese. They are also at the top of the list as far as concerns volumes and qualities of fish. Off the coast of Japan, the warm "kuroshio" current and the cold "oyashio" current meet and give life one of the richest fishing grounds in the world. In addition, the widespread consumption of fish was favoured by the lack of pasture lands and by Buddhism, which prohibits killing in order to eat them.

The Japanese eat their fish in many ways, cooked one by one (smoked, stewed, salted, grilled or baked) or raw in the typical Japanese dishes "sushi" and "sashimi."

One of the most famous markets is the Tsukiji fish market. It is an immense maze of buildings built near the original site of Edo, which later became Tokyo.

On this market practically every type of fish is sold, but in particular tuna fish, a basic element of "sushi." This is the most popular type of fish in Japan, and supplies come in from all over the world. Every morning retail dealers, restaurateurs and sushi cooks crowd the market to secure the best tuna fish, sold for astronomical amounts.

## THE GEISHA

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The geisha is the image that more than any other reminds us of Japan. Many Westerners, however, do not realise the role played by the geisha in Japanese society.

The term "geisha" means "artist", "talented person". In actual fact the geisha's activity is one of entertainment, particularly at parties, attended by men only, during which large quantities of beer, whisky and sake are drunk. The geisha has the specific task of making sure that the guests enjoy themselves and that the party goes on without a hitch. Geishas play an instrument known as the shamisen, sing popular songs and dance complicated dances, but their real ability is in flirting with men, making them laugh and drink endlessly. In the eyes of a Westerner, they might appear to be a special type of "ladies of pleasure". Actually they only attend parties for rich and powerful men who can afford the costly "present" of flowers, since for a geisha it would be inconceivable to speak of money. They count their hourly wages in flowers, which normally means 10,000 yen each. There are now less than one thousand top-class geishas in Japan, and their average age is over forty. Many of them develop long-lasting relationships with their customers, learning enough about

about their business to be able, if need be, to provide economic advice.

The main topic of the conversations, games and songs is in any case sex.

Some of them even have love affairs with selected customers. The figure of the geisha is in any case starting to decline, even in cities like Kyoto where the tradition resists longest; in Tokyo there are only 1622. At the beginning of the century there were over 80.000 geishas in Japan.

Japanese feminists hate even the idea of a geisha, and more and more girls find long years of apprenticeship with the prospect of having to amuse drunkards unattractive, in spite of the fact that many of them marry rich businessmen and important politicians.

## THE PUBLIC BATHS

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As time goes by, every civilisation channels for socialising which vary greatly depending on the local traditions, climate, economy and so on. In Western society this role remained the prerogative of places of amusement (discoteques, pubs, bars and so on). In Japan, for a long time, this meeting place has been the "public baths". Strange as it may seem, the "sento" (which means public baths) was a centre of social life. As domestic bathrooms have become more common, many public baths have whirlpool baths and massage facilities. The latest fashion when it comes to baths is the coffee fad. This drink is supposed to have specific invigorating qualities for the body.

A bath in coffee is in any case not a luxury for the fortunate few: on average it costs about one pound.

## HOTELS IN JAPAN

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Japan is definitely one of those countries in which extravagance has become a way of life for its inhabitants. If you want confirmation of this, all you need to do is observe the hotels, in which the country is teeming. Some of them, right in the centre of town, have the appearance (and the dimensions) of medieval castles, others of gigantic roundabouts, where the beds move around in the air to imitate spaceships, including the smoky exhaust and the roar of the "take-off". The most common, however, are the "capsule" hotels. In these hotels the guests do not have a comfortable room at their disposal, just a space of about two cubic metres, arranged like burial niches in a cemetery. Originally built in the Osaka amusement district for dawdlers who had lost the last train, these "capsule" hotels now offer arrangements for all types of guests throughout Japan. The tiny rooms are strictly single.