

Adventure AT THE Chateau d'Or

A TALE OF MAGIC, MYSTERY AND INTRIGUE

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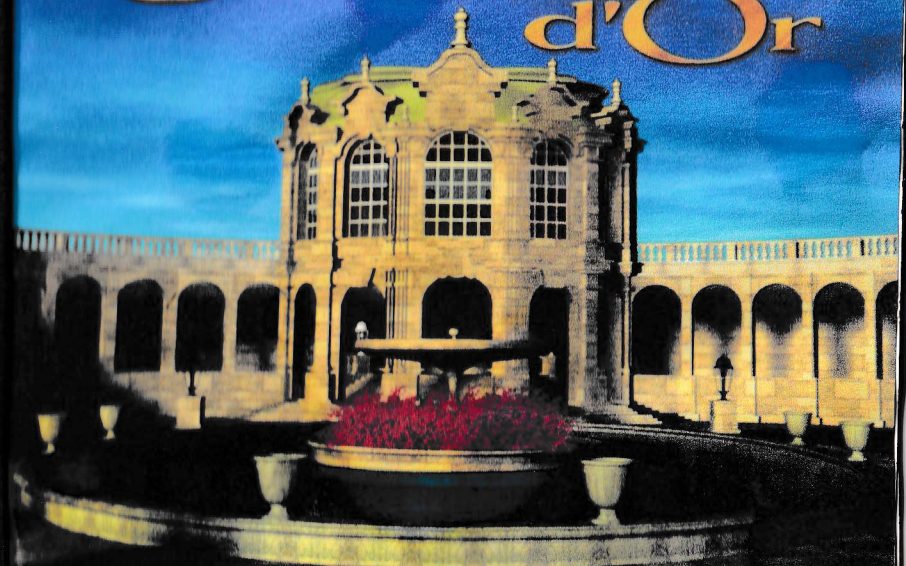
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château d'or: 1. a golden palace, 2. a palace of gold

A modern day princess finds herself caught up in a mysterious adventure when she receives a cryptic letter summoning her to the palace of her deceased uncle, the Duke.

Your task is to help the Princess unlock the secret of the Château d'Or and claim her inheritance.

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Getting Started

Windows System Requirements

- Windows 95/98/ME/2000
- Pentium 100 or faster processor
- 32 MB RAM
- 70 MB free hard disk space
- 4X CD-ROM drive or faster
- SVGA Monitor with thousands of colors
- Windows compatible sound board

Windows Installation

Insert the Adventure at the Chateau d'Or CD into your CD ROM drive and the Adventure at the Chateau d'Or setup screen should automatically appear. Click the Install button and follow the instructions to complete the installation.

If the setup screen does not automatically appear when you install the CD, click the Start button on the Windows taskbar and select Run. Type D:\setup.exe into the area next to Open: (replace D: with the letter of your CD-ROM drive). Click the OK button and follow the instructions to complete the installation.

Starting the Game

The installer will create a program directory called c:\chateau and copy several files to this directory. You will have the option to specify another directory during installation. Start the game by Clicking the Start menu on the Windows toolbar, then pointing to Programs, and then Chateau. Click the Chateau menu item to start the game.

You may also start the game by choosing "Run" from the Start Menu and then typing C:\chateau\chateau.exe in the text area next to "Open:" (if you installed Adventure at the Chateau d'Or to another directory you will need to enter the correct path to that directory.

Macintosh System Requirements

- PowerPC CPU
- Mac™OS 7.5.5 or later
- 12 MB free RAM
- 70 MB free hard disk space
- 4X CD-ROM drive or faster
- 640 x 480 monitor with thousands of colors

Macintosh Installation Instructions

Insert the Adventure at the Chateau d'Or CD into your CD ROM drive. Double click the CD icon that appears on your desktop then double click the Chateau d'Or Installer icon to launch the installer. Follow the instructions to complete the installation.

Starting the Game

Find the Chateau Folder on your hard drive, double click the folder to open it, then double-click the icon labelled Chateau to start the game.

Playing the Game

Start Menu

Difficulty Level

After viewing the Intro Movie you will be able to select two different levels of difficulty. **Knowledge** determines how much you have to know about Paris in order to advance in the game. Setting this to *easy* allows you to satisfy the Duke's requirements with a minimum of effort. Use this setting if you are primarily interested in adventure and role playing style gameplay. Set it to *difficult* if you are interested in the people and places of Paris and like to answer cryptic questions and research the answers. **Game Play** determines how difficult it will be to solve the riddles of the palace and help the princess achieve her ultimate goal. *Easy* is for novice gamers. *Difficult* is for experienced gamers who like a good challenge and confounding puzzles.

Load Game

If you have previously played Adventure at the Chateau d'Or, you can open a saved game and continue where you left off.

Navigation

As you move the cursor around the screen, you will notice that it changes to show navigation possibilities. The cursor allows you to interact with the game environment. You can use it to navigate around the palace, to interact with objects and features you encounter during the game, and to use tools and inventory items stored in the toolbar.



eye cursor



left and right arrows

The default cursor is the standard system cursor, a diagonal arrow. When you see the diagonal arrow, no interaction is possible, so you must move the cursor around the screen until it changes.

Adventure at the Chateau d'Or uses seven special cursors to indicate that interactivity is available. The right arrow, left arrow, and eye cursors allow you to navigate around the palace. The right and left arrows allow you to turn right and left and the eye cursor indicates that you can move straight ahead. Whenever you want to exit a full screen



up and down arrows

interaction, you must move the cursor to the bottom of the screen until you see the down arrow. Clicking the down arrow allows you to exit the full screen interaction and return to normal palace navigation.

Up arrows are rare, but whenever you are curious about the upwards view, move the cursor to the top of the screen. If an up view is possible, clicking when you see the up cursor will allow you to see a unique view of the palace.



finger cursor



hand and grab cursors

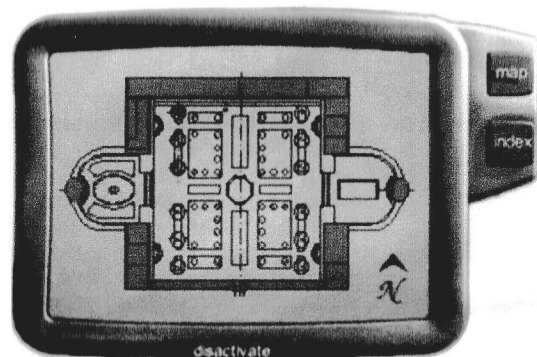
The finger cursor appears when you can touch or activate an object, and the Hand cursor indicates an object that you can grab and move. Whenever you are in doubt about what to do next, move the cursor around the screen to discover what interactions are possible.

The Toolbar

The toolbar is always available at the bottom of the screen. Press the spacebar or slide the cursor over the lower portion of the screen to activate it. It will stay active as long as the cursor remains over this area of the screen. When it is active you can access the inventory of objects that you have found during the game as well as the H.I.M. (see below), Controls and Help. If you are in a full screen interactive section of the game, the toolbar can only be activated by pressing the spacebar. The toolbar cannot be accessed when movies or animations are playing on the screen.

The H.I.M. (Hero's Information Manager)

The H.I.M. is a digital information storage device which contains a digital map of the palace and an index of all of the knowledge that you have gathered while exploring the palace. You can activate the H.I.M. by clicking on the H.I.M. icon in the lower left hand corner of the screen. When the H.I.M. opens, the digital map is displayed by default. You will probably want to look at the map from time to time to find your way around the palace.

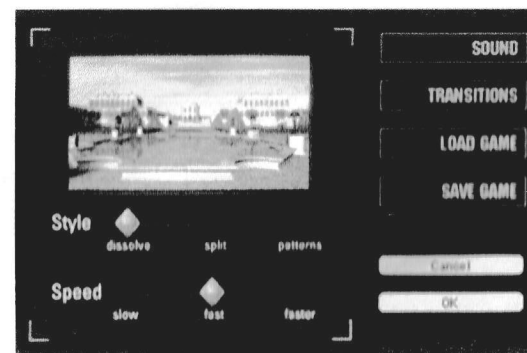


Clicking the Index button switches the H.I.M. to the Knowledge Index mode. A listing of keywords related to all of the knowledge that you have found will be displayed. Once you begin to collect a moderate amount of knowledge you will need to scroll up and down to see all of the keywords. Whenever you find important knowledge in the palace, the H.I.M. icon will flash in the lower left hand corner of the screen. This indicates that relevant keywords are being stored in the H.I.M.

When you find the Duke, you must answer his questions by clicking on the correct keyword in the H.I.M. Index. But be careful, you can only use each response once, then it disappears.

Controls

The Controls allow you to adjust sound volumes, screen transitions and load and save games. Select between the various options by clicking the buttons along the right side of the window.



Sounds

You can set two separate volume levels, music and vox/fx. The music slider controls the volume of background sounds and vox/fx allows you to set the volume of all voices and sound effects.

Transitions

The transition controls allow you to select the style and the speed of the screen to screen transition that is used during navigation. If you are using an older computer you may need to experiment to determine which settings work best for you.

Save game

Save a game to your hard disk.

Load game

Load a previously saved game.

Help

Click the Help icon to get Help at any time during the game.

Icons

Whenever you find treasures or useful objects, they will be stored here in your inventory. If an object or treasure can be used, it will be activated when you click on it.

Quit

Click here to quit gameplay and return to your computer's desktop.

Troubleshooting

The following tips may help you resolve any problems that you might be having. You should also be sure to consult the ReadMe file for any last minute information.

If your monitor is 17" or larger, for best results, use the Windows or Macintosh control panel to set your monitor to 800 x 600 16 bit (thousands of colors) resolution. If your monitor is smaller than 17", use the control panel to set your monitor to 640 x 480 resolution. Setting higher resolutions will result in a smaller playable area on your screen.

To improve performance on slower computers.

- Quit all other programs before starting the game.
- Be sure that your monitor is set to 16 bit rather than 24 bit resolution.
- Use the full install option to copy more files to your hard disk.
- Experiment with transition styles and speeds to find one that works best on your system (patterns is usually the slowest).

Visit us on the web at www.karmalabs.com for more tips and tricks.

Technical Support

Please be sure to read the ReadMe file and consult the troubleshooting section of this manual to ensure the quickest solution to your problem. If you are still having difficulties, contact Karma Labs Technical Support. Please have a detailed description of your problem ready along with information on your system configuration. It would also be helpful to know what version of Windows or MacOS you are using, the make and model of your computer, as well as the models of your sound and video boards.

Internet Support: www.karmalabs.com

Support is available 24 hours a day through our website. You will be able to read FAQs, get hints, previews and more information on Karma Labs and its upcoming games.

E-Mail Support: support@karmalabs.com

Automated Telephone Support: (212) 927-2228

We have an automated support line available twenty-four hours a day, seven days a week. In the event that you need live support, call this number and you will be instructed on how to contact somebody between the hours of 9:00 AM and 5:30 PM Eastern Time.

Support by Snail Mail:

Karma Labs Inc.
Technical Support
163 Amsterdam Avenue, #358
New York, NY 10023-5001

Credits

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Produced by Kevin Morris

Story – Kevin Morris and Peter Snowden

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Christian Goyon, David Halvorsen

Animation – David Halvorsen, Jean-Luc
Oyama-Jusseau, Shelby Ring

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Industrial Design – Leslie Morris, David Halvorsen,
Kevin Morris

Lead Tester – Katie Zimmerman

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Princess Styling – Amanda Kaiserman, Julia
Hofmann

Princess Wardrobe – Ungaro by Emanuel
Ungaro

Princess Hair & Makeup – Christine Cousty

Live Action filmed at VideoCorp, Paris, France
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Short Stories – Isabelle L'Herbette, Kevin Morris
Gothic Stories – Isabelle L'Herbette, Peter Snowden
Box & Packaging – David Halvorsen
Stock Media – Mary Evans Picture Library, U.S.
Library of Congress, 3D Cafe

Inspiration – Jimi Hendrix, Miles Davis, J.R.R. Tolkien

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