

Solve these extraordinary cerebral temptations



### CAPTIVATING ENVIRONMENTS

Each chamber is yours to explore. Enter this antiquated room on the 1st floor of the atrium where you will encounter the Sequential Series puzzle.

More than 9,000 years have passed since the remarkable pre-Sumerians... the inventors of carts with wheels, sailboats, seed ploughs, and fascinating puzzles.

Left behind in the City of Ancients is the Treasure of Kavi.

It is your mission to gather the Gems of Darkness™ and unlock the mysteries surrounding this civilization.

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Tel: 416 638 5000 Fax: 416 398 4476 email: info@dreamcatcherinc.com

### Minimum System Requirements

#### Windows

- Windows 95, Windows 3.1x
- Pentium
- 16 MBytes RAM
- 16 MBytes Hard Disk
- 640 x 480 Video (16-bit color)
- Double Speed CD-ROM
- 8-bit Sound Blaster or 100% compatible
- Mouse, Speakers

#### Macintosh

- System 7.5 or later
- 68040
- 16 MBytes RAM
- 16 MBytes Hard Disk
- 640 x 480 Video (thousands of colors)
- Double Speed CD-ROM
- Standard Macintosh



PRINTED IN CANADA

By  
Courtland  
Shakespeare  
Designer of  
*Jewel of the Crown*



# Jewels II

The Ultimate Challenge

"This game really puts your grey matter to the test!"  
Gamesource

Discover the Mysterious  
Gems of Darkness™



## DREAMCATCHER WARRANTY

DreamCatcher Interactive Inc. will replace any Jewels II CD found to be non-operational due to manufacturing defects. Furthermore, for a period of 1 year after the purchase, DreamCatcher will replace that disc no matter how it was damaged. Simply send the Jewels II - The Ultimate Challenge disc(s) and a money order for \$10.00US (to cover postage and handling) to:

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## THE CITY OF ANCIENTS

~ Uncover the hidden Treasure of Kavi. ~

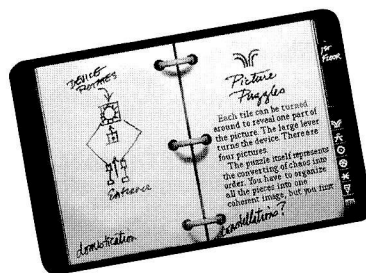
You are an archeologist who joins an expedition, lead by Professor Bhandam, to uncover the secrets of The City of Ancients.

While exploring the ruins, Professor Bhandam stumbled across a narrow crevasse just beyond the city gates. He descended into a remarkable cavernous hall of balconies and bridges, connecting several floors and chambers. The extraordinary structure was built by the pre-Sumerian civilization that lived over 9,000 years ago.

Further research revealed a mysterious legend. Hidden behind a door encrypted with an ancient message lies the Treasure of Kavi. To unlock this door you must collect the Gems of Darkness by solving the puzzle devices within each chamber.

Explore as you wish -- there is no time limit or order in which to complete these challenges.

Let wisdom be your guide.



## A MESSAGE FROM THE PRODUCER

If there was just one statement to make reflecting the philosophy behind the making of Jewels II, it would be the following: Don't frustrate the player, make it fun.

Jewels II has been designed by a player, Courtland Shakespeare. He lives for games. He plays everyone's games because he appreciates the efforts of his colleagues, no matter what the genre or platform. And, being a gamer, he knows what can frustrate a player.

Jewels II was designed for both the serious gamer and novice. The player is in control of the challenge.

My hope is that this game has a little something for everyone. The archeologist may recognize the historical notes. An art student may

appreciate the value of the visual authenticity or computerized textures. A musicologist could respect the integrity of the harmonies in the background compositions. A puzzle historian or programmer might approve of how a game was interpreted for a computer.

The hours spent in creating and producing this game were endless. We've dedicated ourselves to this project. It's a passion and a labor of love. We do it so players can have unadulterated fun.

~ Anne-Marie Huurre ~

## MINIMUM SYSTEM REQUIREMENTS AND INSTALLATION

### Minimum System Requirements:

#### Windows

- Windows 95, Windows 3.1x
- Pentium
- 16 MBytes RAM
- 16 MBytes HD
- 640 x 480 Video (16-bit color)
- Double Speed CD-ROM
- 8-bit Sound Blaster or 100% compatible
- Mouse, Speakers

#### Macintosh

- System 7.5 or later
- 68040
- 16 MBytes RAM
- 640 x 480 Video (thousands of colors)
- Double Speed CD-ROM
- Standard Macintosh

### How to Install Jewels II

#### Before you begin...

Please read the instructions that came with your CD-ROM player. CD-ROMs generally require the dedicated use of your computer. Before you load this CD-ROM, please ensure that you have quit all other applications and closed all open windows. On your Macintosh computer, turn off Virtual Memory in the Virtual Control Panel. On your Windows computer, set your monitor to thousands of colors (16-bit).

#### Windows 95

1. Insert the compact disc into your CD-ROM drive.
2. Choose Run from the Start menu.
3. In the dialog box, type D:\SETUP.EXE, where D is the letter of your CD-ROM drive. Then click on the OK button and follow the on-screen instructions.
4. Or if the Windows 95 auto-run feature is enabled, click the Setup button below the Jewels II auto-run graphic.

### How to Install Jewels II... continued

#### Windows 3.1x

1. Insert the compact disc into your CD-ROM drive.
2. Choose RUN from the FILE menu in the Program Manager.
3. In the dialog box, type D:\SETUP.EXE, where D is the letter of your CD-ROM drive. Then click on the OK button.  
If you are not sure which drive letter your CD-ROM drive uses, open the File Manager and look for the CD-ROM drive icon. The name of the drive will appear with the CD-ROM drive icon.
4. Follow the on-screen instructions.

#### Macintosh

1. Insert the compact disc into your CD-ROM drive.
2. Double-click the CD-ROM drive icon called Jewels II.
3. Double-click the Installer icon within the Jewels II window.
4. Follow the instructions on your screen. A message is displayed when the setup is complete.

### How to Run Jewels II

#### Windows 95

1. Insert the compact disc into your CD-ROM drive.
2. Choose the Programs option from the Start menu.
3. Select the H+a directory then click on the Jewels II icon within the Jewels II directory.

#### Windows 3.1x

1. Insert the compact disc into your CD-ROM drive.
2. Double-click on the Jewels II icon in the H+a Program Group of the Program Manager.

#### Macintosh

1. Insert the compact disc into your CD-ROM drive. Open the H+a folder on your hard drive and double-click on the Jewels II icon within the Jewels II folder.



## TECHNICAL SUPPORT

If your system is minimum or better, and you are having trouble running *Jewels II*, please see the Troubleshooting section of the *Jewels II* README file from the H+a Group from the Program option on the Start menu (PC) or in the *Jewels II* folder (MAC).

If, after trying all the suggested solutions, you are still having technical problems, you can contact H+a's Technical Support Department:

*Mail:*

I. Hoffmann + associates,  
34 Ross Street, Toronto, Ontario,  
M5T 1Z9 Canada

*Telephone:*

(416) 977-2368

Mon-Fri 9am-6pmEST

*Fax:*

(416) 977-0766

*Address fax to:*

*Jewels II*/Technical Assistance

*Email us at:*

support@h-plus-a.com

*World-Wide Web:*

http://www.h-plus-a.com

Please have the following information ready:

- Title of the product
- Type of problem you are experiencing, including any error messages you may have received
- Some information about your computer, including:

1. Type of computer (Mac or PC)
2. Brand name (if any)
3. Amount of memory
4. Operating system
5. Sound and video card specifications

## GAMEPLAY

### *Navigation*

There are two methods of navigation.

1. Move through the complex by using your mouse to click on a directional arrow. When you go up or down a stairway or ladder to another floor, you will be prompted to change the CD.
2. Click on the Map icon and select the floor or room you wish to visit. When you click on a room located on a different floor, you will be prompted to change the CD.

### *Levels of Difficulty*

The level of difficulty defaults to the "Hard" level. *Jewels II* can be played on the Hard or Easy level, or in any combination of the two. Some of the puzzle devices may have different variations you can play. To change difficulty levels within the puzzle itself, you must leave the puzzle (you don't have to leave the room) and make your difficulty selection from the menu.

This is because the easy version may be very different from the hard one.

### *Winning Tokens*

When you successfully complete a puzzle, a token appears in the chest. You may play another variation of this puzzle, however only one token can be won per device.

### *Hints and Solutions*

If you are stumped on a device, we suggest that you attempt the puzzle on the Easy Level and visit Professor Bhandam in his office.

Or, you can consult with Professor Bhandam's journal.

**WARNING:** *If you do NOT want a solution, don't read the journal!*

1. Sequential Series
2. Pattern grid
3. Mazes
4. Arithmetic
5. Exchange
6. Polyominoes
7. Picture Puzzles
8. Complex Sequential Movement

1. Maze
2. Dissection
3. Memory
4. Solitaire
5. Mazes Numerical
6. Layers
7. Rotating Stars
8. Adjacency

1. Complex Sequential Re-ordering
2. Unilateral Triangular Symmetry
3. Logic Passage
4. Runes
5. Slider
6. Hexagonals
7. Logic "Planning"
8. Inductive Reasoning

Prof.'s desk

Cover using glyphs-tokens-rooms by floor

1st FLOOR

2nd FLOOR

3rd FLOOR

The Bhandari Expedition

Prof. S. Bhandari, University of Calicut, NES

You may want to copy this map for your further play enjoyment

You may want to copy this map for your further play enjoyment.

## GAMEPLAY... continued

### Resetting the Puzzle



This tool is present in every puzzle. It allows you to reset the puzzle to the original start position. In some puzzles, when you come to a position where you cannot make any further moves, the game must be reset to continue play.

### Saving a Game

You can save all the conditions of gameplay such as sound and difficulty levels, as well as tokens earned.

#### *Please note:*

You cannot save gameplay in the middle of a puzzle. If you quit, you can return to the room later, however you must start that puzzle again from the beginning.

## Game Icons

### Notebook



The professor's journal contains both Hints & Solutions. If you access the journal in the middle of a puzzle, the puzzle will automatically reset.

### Token Box



Each time you solve a puzzle you will receive a token with an emblem on it. This emblem is a clue to solving the final 'cipher'. You can access the token box at any point in the game.

### Map



The map pinpoints the locations of each device room. These are quickly recognizable by the device emblems. Using the map is a quick method to navigate throughout the complex.

## GAMEPLAY... continued

## Menu Items

### New Game Ctrl+N or Apple+N

This will start a new game for a new user.

### Open Ctrl+O or Apple+O

Opens a Saved game.

### Save Ctrl+S or Apple+S

When you save a game, you save the one that is currently on-going. You may save your game either before you solve a puzzle or after you receive the token for successfully completing one. You may not save your game in the middle of a puzzle.

### Save As

Saves the current game under a new file name. There is no limit to the number of saved games one can have.

### Sound Ctrl+0-7 or Apple+0-7

Adjusts the sound level of the game. This command can be used during gameplay and also with keyboard

equivalents. Sound levels can be adjusted between level 0 to level 7.

### Reset Puzzle Ctrl+R or Apple+R

Resets the puzzle device back to the beginning.

### Leave Puzzle Ctrl+L or Apple+L

Turns you away from the puzzle. This will automatically reset the puzzle device. Turning left or right when in front of the puzzle will perform the same function.

### Hide Menu Bar Ctrl+H or Apple+H

Removes/activates the menu at the top of the screen.

### Difficulty Level Ctrl+A/G or Apple+A/G

Allows you to switch between the Easy (E) or Difficult (D) levels.

### Quit Ctrl+Q or Apple+Q

Quit will return you to Windows (PC) or the Desktop (Macintosh).

## CREDITS

**Game Designer**  
Courtland Shakespeare

**Producer**  
Anne-Marie Huurre

### **VIRTUAL ENVIRONMENT**

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**Testing**  
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**Secondary Modeling**  
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**VIDEO CREW**  
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David O'Keefe

**Location Audio**  
Bob Burt

**Grip**  
Chris Stoyan

**Makeup**  
Jane Stevenson

**Teleprompter**  
Intelliprompt

**Production Assistant**  
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**Professor S. Bhandam played by**  
Henry Ramer

### **PRODUCER'S JOURNAL**

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**Opening Animation**  
Darrell Martin

**Secondary Modeling**  
Chris Hartt

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Carlos Ventura

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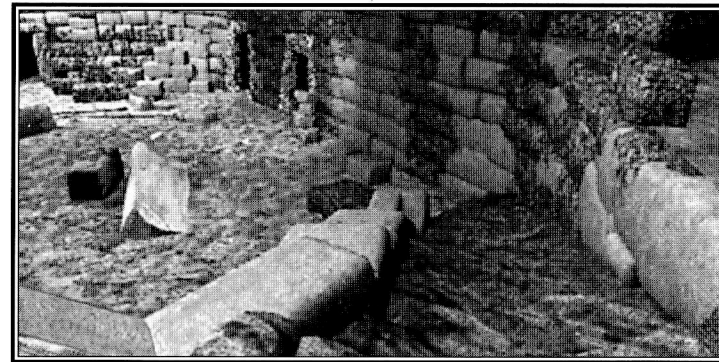
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