

Jewels of the Oracle

* PLEASE NOTE *

Jewels of the Oracle is now being published, distributed and serviced by DreamCatcher Interactive Inc.
Please disregard all notices on the CD-ROM referring to support by Discis.

LICENSE REMINDER

By using Jewels of the Oracle, you agree to the terms of the
Software License located on the CD-ROM disc.

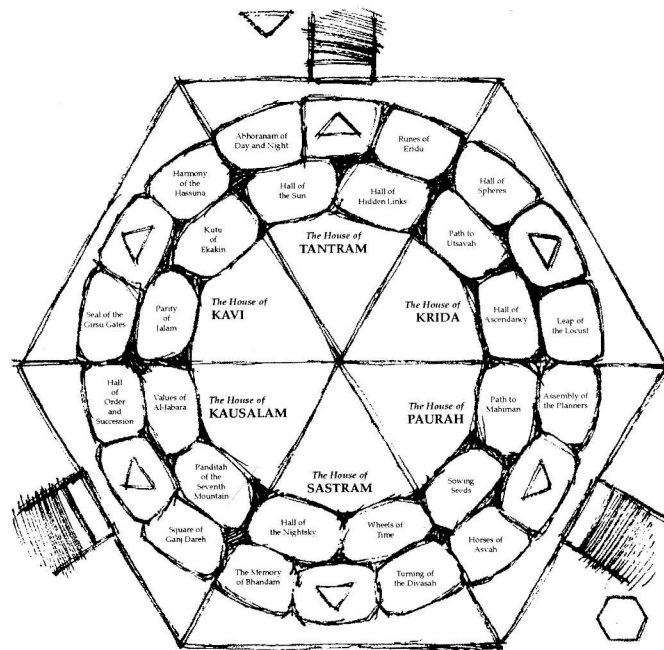
Jewels of the Oracle

Copyright © 1996 Worldwide Interactive Inc.

* PLEASE NOTE:

DREAMCATCHER INTERACTIVE INC. AND ITS LICENSORS MAKE NO WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, REGARDING THE SOFTWARE. DREAMCATCHER INTERACTIVE INC. AND ITS LICENSORS DO NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATIONS REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME JURISDICTIONS. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

IN NO EVENT WILL DREAMCATCHER INTERACTIVE INC. OR ITS LICENSORS, AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS BE LIABLE TO YOU FOR ANY CONSEQUENTIAL, INCIDENTAL OR INDIRECT DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE USE OR INABILITY TO USE THE SOFTWARE EVEN IF DREAMCATCHER INTERACTIVE INC. AND ITS LICENSORS AND THEIR DIRECTORS, OFFICERS, EMPLOYEES OR AGENTS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. BECAUSE SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OR LIMITATION OF LIABILITY FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.



THE JOURNEY

Each House represents a separate theme.

The House of TANTRAM..... administration and equality
 The House of KRIDA..... invention, fertility, and creativity
 The House of PAURAH..... unity, integration, and social harmony
 The House of SASTRAM..... logic, science, and understanding
 The House of KAUSALAM..... planning, construction, and maintenance
 The House of KAVI..... communication and records

The six Houses contain twenty-four puzzles for the petitioner to explore. To view a puzzle, click on a well stone. You will see the image of a puzzle appear in the water in the center of the well. Click on the water in the well and be transported to one of the twenty-four enchanting rooms containing the puzzles. You have no opponents and no time limit. When you solve a puzzle, the Oracle releases a jewel to be returned to the Altar Room. Return all the jewels in a House and a fifth stone within that House becomes activated for your delight. Return all twenty-four jewels and you will be permitted to leave the domain of the Oracle and pass through the Girsu Gates which lead to the City of Nisus.

SPECIAL FEATURES

- **Difficulty Levels**
 You can choose Easy Puzzle or Hard Puzzle at any time, except while operating or playing a puzzle device. The choice of Easy or Hard will be available from the menu bar as soon as you turn away from the device.
- **Cursor**
 We are providing you with two choices of cursors. The fast one will keep up with every movement, but is less articulated. The slow cursor may be a little more fun, because it is intelligent and animated.
- **Shaman Mode**
 If you choose, you can select Shaman Mode, thereby turning off the video segments. The game plays much faster in this mode. This mode is also an option for those players who lack sufficient RAM to play the full motion game.
- **Reset Bar**
 At any time during the playing of a puzzle you may reset the puzzle to its starting position by clicking on the horizontal bars on either side of the Oracle located at the top of the screen. There is no penalty for resetting a puzzle.

- Decline Puzzle

At any time during the playing of any puzzle you may decline a task. You will collect a jewel which you can place above the altar. However, you will notice that this jewel has a black center to indicate a declined puzzle. You may return to complete any declined task at any time before you pick up the twenty-fourth jewel. Should you solve a previously declined puzzle you will not get another jewel. However, the center of the jewel above the altar will turn from black to white to indicate a task resolved.

- Magical Transportation to Altar

Players may "leap" from a puzzle device room directly to the Altar Room by holding down the Control key (on the PC) or the Command key (on the Mac) while at the same time clicking with the mouse on the jewel (which appears when the task is solved or declined). You will then be magically "transported" directly to the altar to deposit your jewel. But you can also take the long route (through the Well Room), if you desire.

- Magical Transportation from Well

When the desired image of a puzzle device appears in the well, one mouse click on the water will take you directly to that room. However, you can also walk through the Well Room to the appropriate door, if you wish.

- Keyboard Equivalents

While holding down the Control key (on the PC) or the Command key (on the Mac) and pressing any of the following letters, you can bypass the menu bar to perform the same function.

N	New Game	A	Shaman Mode
O	Opens a saved game	T	Text of what the Oracle says appears on the screen
S	Saves your game	R	Resets puzzle
Q	Quits the game	L	Leaves puzzle
o -7	Adjusts sound levels	Y	Makes the Oracle repeat his words
M	Turns music on or off	H	Hides menu bar (same as pressing the spacebar)

RECOMMENDED SYSTEM REQUIREMENTS & INSTALLATION

Recommended System Requirements (PC):

- Windows 95, Windows 3.11 or Windows 3.11 running in DOS 5.0 or later
 - 66 MHz 486DX2 (or better) processor
 - 16 Mb of RAM
 - 256 color SVGA video card with a resolution of 640 x 480
 - SoundBlaster compatible sound card
 - Double speed CD-ROM drive
- Please note: QuickTime™ for Windows 2.01 must be installed on your computer; this installation is performed by the Installer that comes with Jewels of the Oracle.

Recommended System Requirements (Mac):

- 25 MHz 68040 (or better) processor
 - 12 to 16 Mb of RAM
 - 14" monitor at 256 colors, 640 x 480 resolution
 - Double speed CD-ROM drive
 - System 7.1 or later
- Please note: This game has been accelerated for Power Macintosh™. In addition, QuickTime™ 2.0, Apple Multimedia Tuner 2.0.1 and Sound Manager 3.0, included on the Jewels of the Oracle disc, must be installed on your computer.

WINDOWS 95

Installation:

1. Insert the Jewels of the Oracle disc in your CD-ROM drive.
2. Select your CD-ROM drive; usually d:\.
3. Double-click on the 'Install.exe' file.
4. The Install Program for Jewels of the Oracle will begin. Follow the given instructions.
(You may be prompted to adjust your Display Settings. See your computer manual.)

NOTE: If 'Autorun' is enabled on your computer, the Install Program will begin automatically.

Starting Jewels of the Oracle:

1. From the 'Start' menu, select 'Programs'.
2. Locate the Jewels of the Oracle program group.
3. Select the icon labeled 'Jewels of the Oracle'. The game will automatically begin.

NOTE: If 'Autorun' is enabled on your computer, the game will automatically begin.

Uninstalling Jewels of the Oracle:

1. Insert the Jewels of the Oracle disc into the CD-ROM drive; usually d:\.
2. Under the Start menu, select 'Windows Explorer' from the Programs menu.
3. Select the CD-ROM drive.
4. From the 'All Folders' menu, choose 'Jewelscd'.
5. From the 'Contents of Jewelscd' menu, choose the 'Install' file.
6. Click on the 'Uninstall' button and follow the uninstall instructions.
7. To exit, click on the 'X' in the top-right corner of the dialog box.

RECOMMENDED SYSTEM REQUIREMENTS AND INSTALLATION CONTINUED

WINDOWS 3.1 or WINDOWS 3.11

Installation:

1. Insert the Jewels of the Oracle disc in your CD-ROM drive; usually d:\.
2. From the Windows Program Manager choose 'Run' from the File menu.
3. Enter d:\install in the Command Line box where d: is your CD-ROM drive.
4. The Install Program for Jewels of the Oracle will begin. Follow the given instructions.
5. You must restart your computer before running the game.

Starting Jewels of the Oracle:

1. From 'Program Manager', double-click on the Jewels of the Oracle program group.
 2. The game will automatically begin.
- Please consult the README.WRI file on your Jewels of the Oracle CD-ROM for trouble-shooting suggestions and memory requirements.

MACINTOSH

Installation:

1. Insert the Jewels of the Oracle disc in your CD-ROM drive.
2. Drag the contents of "Put Contents into System Folder" onto the System Folder.
(If versions of the required extensions already exist in your System Folder, you will be asked if you want to replace them with the ones you are copying.* It's a good idea to check the version numbers of the existing extensions so you're not replacing newer versions with older ones. Sometimes extensions get renamed and you might end up with two different versions of QuickTime™ in your System Folder. If you run into any problems after installation, this is a good place to start checking.)
3. Drag the Jewels of the Oracle icon from the CD-ROM to your hard disk.
4. Restart your computer.

You must be running System 7.1 or later prior to performing the above installation. The Jewels of the Oracle CD-ROM does not include any version of the Macintosh operating system.

* If you get a dialog box that says "You cannot replace the system extension 'QuickTime', because it is in use," then you must manually remove the older version from the Extensions Folder and re-install the entire contents of "Put Contents into System Folder."

Starting Jewels of the Oracle:

1. Double-click on the Jewels of the Oracle icon either on the Jewels of the Oracle CD-ROM or on your hard disk.
 2. The game will automatically begin.
- Please consult the README.WRI file on your Jewels of the Oracle CD-ROM for trouble-shooting suggestions and memory requirements.

Uninstalling Jewels of the Oracle:

1. Drag the Jewels of the Oracle icon from the hard drive to the trash can on the desktop.
2. Empty the trash can.

NOTE: You may choose to either leave or delete the files copied to the System Folder. These files can be used to run other CD-ROM games.

DREAMCATCHER WARRANTY

DreamCatcher Interactive will replace any Jewels of the Oracle 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 your damaged disc and a money order for \$6.00 US (to cover postage and handling) to: DreamCatcher Interactive, Inc. 575 Kennedy Road, Cheektowaga, New York 14227

DREAMCATCHER CONTACT INFORMATION

Mail: 265 Rimrock Road, Toronto, Ontario M3J 3C6 Canada

Telephone: (416) 638-5000

Fax: Jewels of the Oracle Technical Assistance (416) 398-4476

Email: info@dreamcatcherinc.com

World-Wide Web: <http://www.dreamcatcherinc.com>

Under copyright laws, this card may not be copied, either in whole or in part, without the written permission of DreamCatcher Interactive Inc.
DreamCatcher is a trademark of DreamCatcher Interactive Inc.
Macintosh is a registered trademark of Apple Computer Inc.
Windows is a registered trademark of Microsoft Corporation.
Printed in Canada