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THE
ADVENTURE
COMPANY

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Keepsake

An Unforgettable Adventure



THE
ADVENTURE
COMPANY

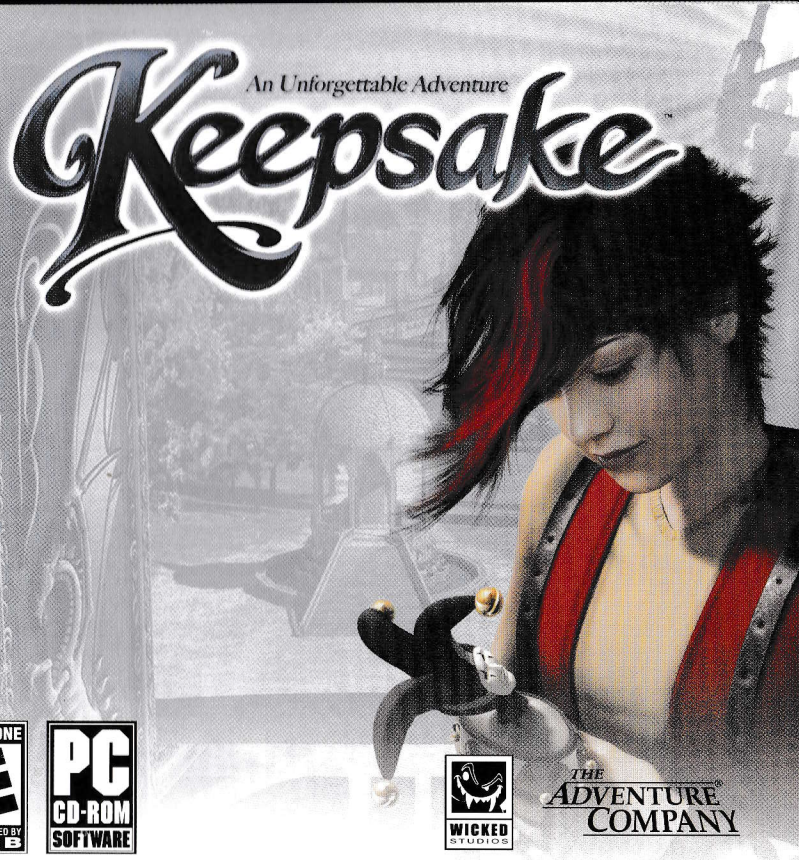


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A Letter From Celeste

My dear friend Lydia,

I am so happy that you were accepted at the Academy! You will see, Dragonvale is the best place to live and study. After all, it's the most prestigious and renowned school of magic amongst all!

I can't wait to see you. It's been 8 years and I wonder if I'll be able to recognize you when we finally meet again. I bet you won't recognize me either! I have been so lonely here without you and I'm ecstatic that we'll finally be together again very soon!

I've already planned a full day of things for us to do as soon as you arrive. It will be so exciting! I'll show you around the campus which is enormous. I'll also introduce you to our teachers. We could even go for a walk in the beautiful forest beside the school if you don't arrive too late.

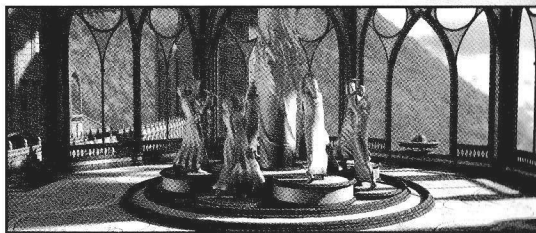
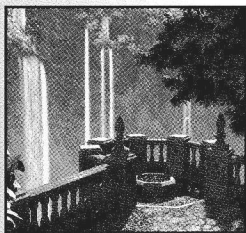
I'll wait for you by the fountain at the main entrance.

*Miss you,
Celeste*

Introduction

Welcome to the Dragonvale Academy located within the heart of the Valley of the Dragons. The Academy is an astonishing structure that defies gravity. Centuries ago, some of the most prestigious mages from around the world built it to become the center of all magical research. Now the academy is a place where the arcane arts are taught to the current generation of mages.

This unforgettable adventure begins at the impressive gates of Dragonvale Academy as you embark on a quest of wonder and enlightenment. Explore the entire academy and its vast surroundings accompanied by a charmed dragon named Zak. Overcome trials in The Chamber of Passage, understand the secrets of the runes and glyphs, and master the forces of magic to uncover the mystery behind Celeste's strange disappearance, Dragonvale Academy, and the beloved *keepsake*...



Getting Started

MINIMUM SYSTEM REQUIREMENTS

OS: Windows® ME/2000/XP
CPU: 1 GHz Intel® Pentium® 3 or equivalent
RAM: 256 MB (512 MB on Windows® XP)
Video: 32 MB 3D accelerated video card (NVIDIA GeForce™ or ATI)
CD-ROM: 16x (or PC DVD-ROM drive)
Sound: 100% DirectX® compliant sound card (EAX Recommended)
DirectX®: 9.0c compatible
Available Hard Disk Space: 1.5 GB
Other: Mouse, Keyboard, and Speaker

RECOMMENDED SYSTEM REQUIREMENTS

OS: Windows® ME/2000/XP
CPU: 1.5 GHz Intel® Pentium® 4 or equivalent
RAM: 512 MB (512 MB on Windows® XP)
Video: 64 MB 3D accelerated video card (NVIDIA GeForce™ or ATI)
CD-ROM: 32x (or PC DVD-ROM drive)
Sound: 100% DirectX® compliant sound card (EAX Recommended)
DirectX®: 9.0c compatible
Available Hard Disk Space: 1.5 GB
Other: Mouse, Keyboard, and Speakers

Installation Instructions

It is strongly recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes screen savers and anti-virus software, which may interfere with the installation process.

1. Insert CD 1 of *Keepsake* into your CD-ROM drive.
2. If the auto-run mode on your computer is active, the installation will start automatically when you insert the CD into the drive. Follow the on-screen instructions.

If the auto-run mode on your computer is disabled, input the following:

- a) At the Windows® desktop, click on 'Start.'
- b) Select 'Run' and type the letter of your CD-ROM drive and Setup.exe (i.e. D:\Setup.exe)

OR

- a) Double-click on 'My Computer.'
 - b) Right-click on the CD-ROM drive with the *Keepsake* CD and select 'Open' to access the contents of the CD.
 - c) Double-click on the 'Setup' file to launch the installation.
3. Read and click-to-accept the 'End User License Agreement,' then follow the on-screen instructions.

4. The installation will automatically create a program icon group and a quick start on your Windows® 'Start' menu.
5. To launch the game, from the Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Keepsake

DirectX®

This game requires that you have DirectX® 9.0c installed on your PC. If this software is not installed on your PC, you can install it by using Windows® Explorer to open the DirectX® folder on the *Keepsake* CD-ROM. Double-click on the DXSETUP.EXE file to start installing DirectX®.

Or

1. Insert *Keepsake* CD 1 into your drive.
2. At the Windows® desktop, click on 'Start.'
3. Select 'Run' and type the letter of your CD-ROM drive and directx\dxsetup.exe. (i.e.: D:\directx\dxsetup.exe)

Uninstall Instructions

To uninstall *Keepsake*, complete the following actions:

At the Windows® desktop, select:

Start -> Programs -> The Adventure Company -> Keepsake -> Uninstall Keepsake

Alternatively, you can open your control panel, choose 'Add/Remove Programs', select 'Keepsake' and then click 'Remove'. *Keepsake* and its related files and folders will be removed from your PC.

Main Characters



Lydia

Intelligent, outgoing, positive, and resourceful, Lydia is the kind of girl that makes quite an impression anywhere she goes. Coming from a relatively poor family, she's been through a lot. Street smart and quick witted, she managed to earn some money here and there, spending most of her time making trinkets and selling them at the town's market. Her ultimate dream is to join her best friend Celeste at prestigious Dragonvale Academy to become a mage. Since her childhood, learning magic was always the goal that Lydia strived to realize. After many years of waiting, the time has finally come for her to leave her hometown and achieve her ambitions.



Zak

Once a mighty dragon and the familiar of one of the most prestigious mages ever, Zak is now a small shadow of his former self – or so he says... After being tricked by a few mischievous students at Dragonvale, he is transformed into a wolf and forced to deal with this most troublesome situation. Reserved and a little too insecure for a dragon, he seems to be rather confused with his new appearance.



Celeste

Lydia's best friend Celeste, is a kind and warmhearted person. She has known Lydia since childhood. Being the daughter of Nathaniel, the Director at Dragonvale Academy, she is treated differently by the other scholars. In some ways she feels isolated from the other students and even her father. She is excited by the news that Lydia will be joining her at the Academy shortly. Celeste finds solace by burying herself in her work and magical research.



Nathaniel

Dedicated, strict, and little austere, Nathaniel is the Director of Dragonvale Academy. A dominant and respected figure, he is a role model for many students. After the death of his wife, he became so absorbed in his work that he neglected what was left of his social and family life, and even grew distant from his only daughter Celeste.

Main Menu



When you first launch the game, the first screen you will see is the Main Menu. You may access the Main Menu at anytime during the game by pressing the ESC key on your keyboard.

New Game: Starts a new game.

Continue Game: Continue playing the game from an existing/previously saved game. Click on the green '+' sign to continue the game. You may also permanently delete any saved game by clicking the red 'X' button. A confirmation

message will appear to confirm you want to delete the selected game. To access the save game history click on the small blue icon.

Options: Adjust the Speech volume, Sound FX Volume, and Music Volume. You can also adjust the brightness of the game screen.

Quit: Exit out of the game returning you to your desktop.

Playing Keepsake

CONTROLS

To play Keepsake, you will only need the two buttons on your mouse. The mouse is used to move the main character Lydia around and to interact with her surroundings. The mouse cursor has ten states that automatically change depending on the context of your exploration or what you highlight when you move your mouse over an object.

CURSOR EXPLANATIONS



Neutral Cursor: Indicates that no specific action is necessary at this time and is used to move Lydia around the immediate screen.



Panning Cursor: Indicates that the current camera view will pan when Lydia walks in the direction the arrow is pointed. It appears when the mouse is at the edge of screen.



Camera View Cursor: Indicates a location where the camera view will change when Lydia arrives at that location.



Location Indicator: This is not a cursor but a handy tool that indicates exactly where Lydia is standing on the screen. This pointer is displayed over Lydia's head when you click on the right mouse button.

INTERACTION CURSOR EXPLANATIONS



Use Cursor: Indicates that you may 'use' or 'move' an item.



Speech Cursor: Indicates you may speak with another character.



View Cursor: Indicates you may zoom-in for a close-up view of this area or item.



Take Cursor: Indicates you may take this item and add it to inventory.



Wait Cursor: Indicates that you have to wait for a moment before an action can be performed.



No Action Cursor: Indicates that no possible action can be performed in the area where the mouse is pointed.



In-game Cursor: This cursor only appears when you are navigating within the In-game interface between different menus.

PUZZLE VIEW

In Puzzle View you will see the game from a first person perspective. You will encounter the same mouse cursors as in third person perspective.

In-Game Interface and Menus

MAIN INTERFACE

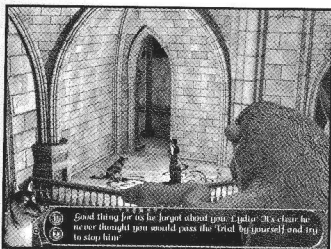
The Main Interface is the interface displayed on the bottom left of the screen. As you progress through the game more features become active. The Main Interface contains the following buttons:



Talk Button: This button becomes active when Lydia rescues Zak. Lydia can have a chat with Zak or other characters when this button is active.



Conversation Choices: Conversation choices will be triggered when you interact with Zak or other characters in the game. These choices appear in the conversation box. Click on the topic that you want to hear more about.



CONVERSATION BOX

When a conversation takes place, a new interface appears to the right side of the Main Interface throughout the duration of the conversation. It displays a picture of the character speaking and subtitles for his/her dialogue. This part of the interface contains the following buttons which are always active during a conversation:



Skip: Skips the current sentence to the next.



Pause: Pauses the current conversation and changes to a common 'Play' button. When the play button is pressed again, it resumes the conversation from the point where you pressed 'Pause'.



Help (Active Hint System): When clicked while exploring, the next logical place to explore or action to be taken is displayed on screen. If you are in front of a puzzle and you press the 'Help' button, a message asking you if you want a hint for the puzzle will be displayed. Simply click on it to get the first hint. There are three hints per puzzle. The fourth and final option will offer to solve the puzzle for you. In cases where you require an item or information to solve the current puzzle, but you have not yet collected it, the Active Hint System will tell you so and no further clues will be given.



Back: Allows you to back out of a close-up view or Puzzle View. When clicked, the game returns to the previous screen so you can move around again to explore.



Map: Allows you to bring up a map of the Academy indicating your current location. This button is not accessible while you are in a Puzzle View or a close-up view.



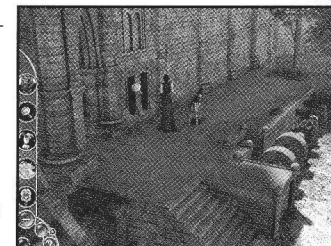
Open/Close Submenu: These will appear on the left side of the screen over the Main Interface. When activated, they will toggle allowing you to open or close the Submenu.

Submenu

The Submenu contains the following:



Lydia's Inventory: This feature is activated when Lydia finds her first item. A small description box appears to describe the object when it is added to Inventory. The Inventory shows the equipment that Lydia will carry throughout her adventure. Objects that have not yet been collected will appear grayed out until discovered and added to inventory. When you click on an item in Inventory a description will appear. To close the Inventory at anytime, click anywhere outside the Inventory interface.





Investigation Items: This feature is activated when Lydia finds the first item related to her investigation. As for the Inventory, all objects are grayed out until Lydia discovers them. (See Lydia's Inventory for further explanation.)



Vision Menu: This feature is activated when Lydia finds Celeste's doll... the keepsake. It opens an interface with seven placeholders where Lydia's visions throughout her journey are stored. All visions are grayed out until Lydia experiences them. Clicking on an available vision will pause your current game and replay the vision.



Options: This submenu is available at all times and allows you to adjust the following game parameters:

- **Sound Volume:** Allows you to adjust the main sound volume.
- **Gamma Adjustment:** Allows you to increase or decrease the gamma setting. It will make your screen brighter or darker depending on the amount you add or subtract from the initial value.
- **Quit:** Allows you to exit out of the game returning you to your desktop. When clicked, you will be asked to confirm as to whether or not you want to 'Save' the game, 'Quit', or 'Resume' the current game.

Exiting Keepsake

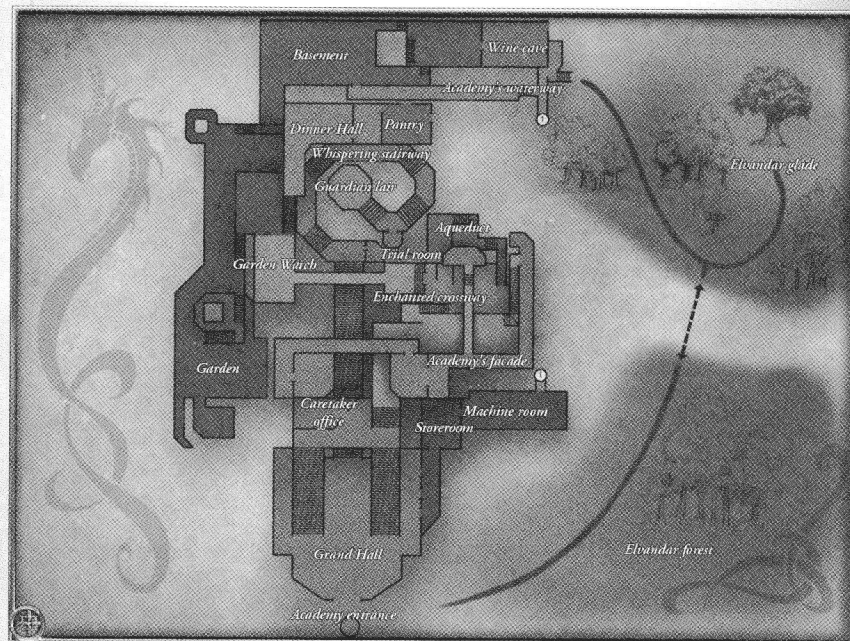
At anytime during the game you may press the ESC key on your keyboard to access the Main Menu. If you choose to exit out of the game and return back to your desktop select the 'Quit' button.

Troubleshooting

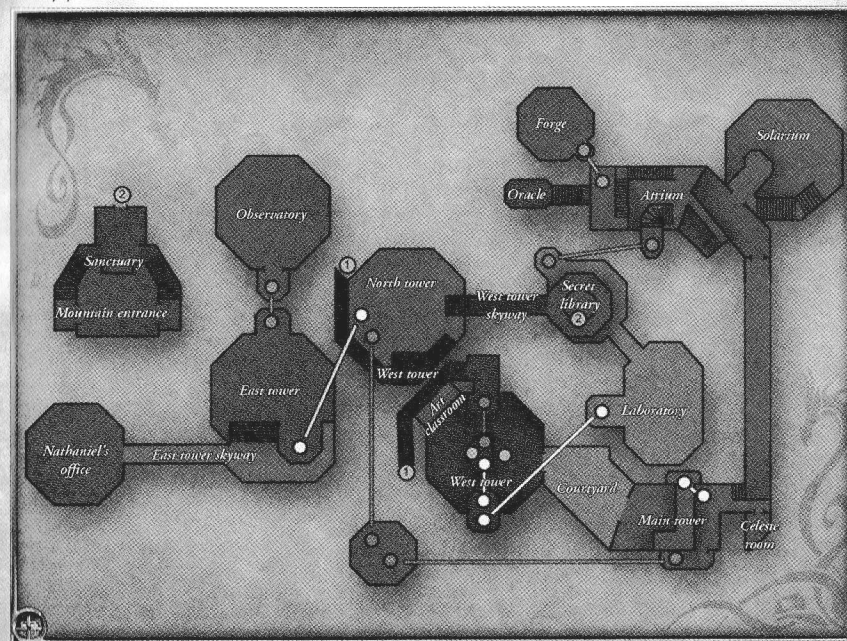
SOUND AND VIDEO CARDS

Keepsake requires Windows® 2000/ME/XP and DirectX® 9.0c compliant sound and video cards. If problems with sound or video occur while playing *Keepsake*, please contact your sound or video card manufacturer for the latest DirectX® compliant drivers.

Main Floors



Upper Floors



Credits

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Lorraine Lue

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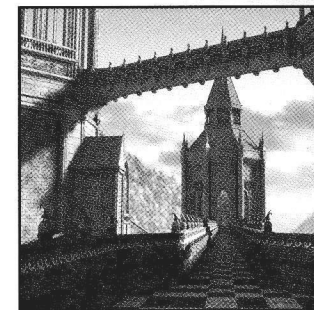
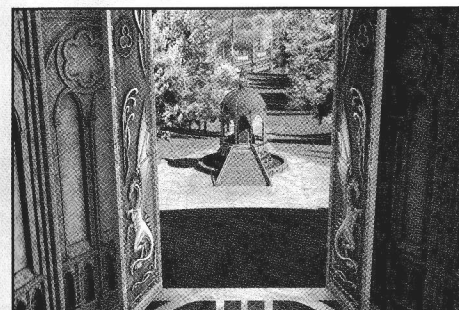
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- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
United States

Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this manual, you may find further support in the following places:

Please visit the Technical Support section of our Web site where we have posted common problems and solutions that may help you at:

Online Support - <http://www.adventurecompanygames.com/tac/support/index.php>

You may also complete the Technical Support form located at our Web site at:

Email Support - http://www.adventurecompanygames.com/tac/forms/tech_support.php

Please provide a detailed description of the problem you are experiencing (i.e. error message, where in the game the problem occurs, etc.). This will help our Representatives find a solution much quicker.

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Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic seizures or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties. If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use. We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired.
- Make sure that the room in which you are playing is well lit.
- Rest for a period of 10 to 15 minutes for every hour you play a video game.