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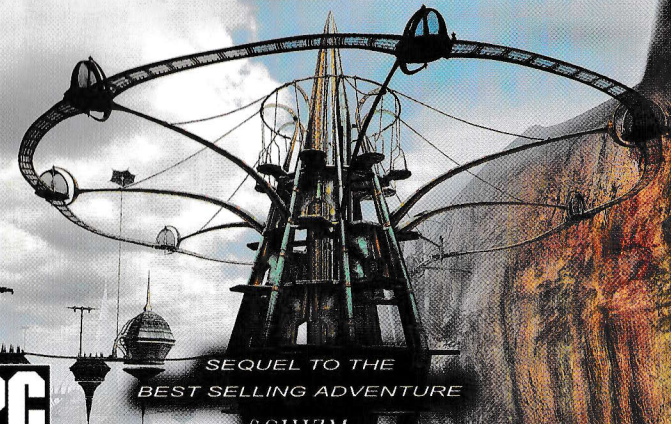
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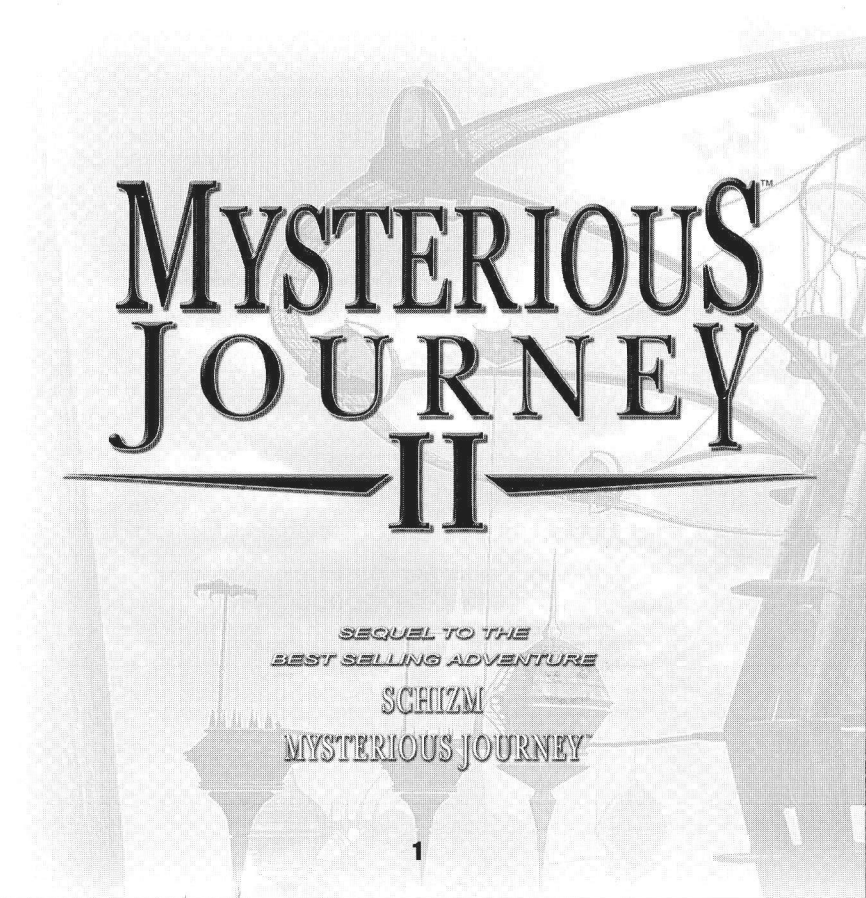
# MYSTERIOUS JOURNEY II



SEQUEL TO THE  
BEST SELLING ADVENTURE

SCHIZM  
MYSTERIOUS JOURNEY

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**ADVENTURE  
COMPANY**



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SEQUEL TO THE  
BEST SELLING ADVENTURE

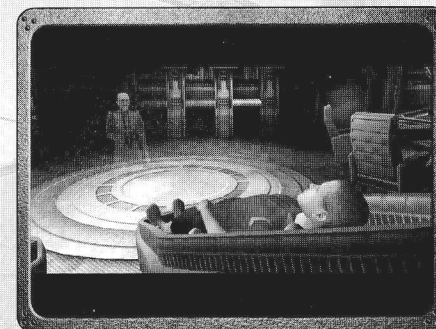
SCHIZM  
MYSTERIOUS JOURNEY

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## Introduction

Enter a powerful and fascinating tale of adventure, full of intrigue and excitement, a tale of revenge and mistaken identity. Explore eye-catching environments while solving puzzles of various types and difficulty, all woven into an engrossing and truly unforgettable story.



Asleep for 200 years, Sen awakens alone and imprisoned, with no memory of the events that led up to his exile. Learning that he was held responsible for the raging wars between the peoples of his world and the destruction of many lives, Sen vows to uncover the truth buried in two centuries of secrets and lies. In so doing he hopes to restore the balance of power and thus bring an era of peace to his world.

Undertake a perilous journey into a world doomed to annihilation and discover a world of wild and exotic beauty, hidden secrets and treacherous loyalties.



## System Requirements

Windows® 98/ME/2000/XP

Pentium® III 800 MHz or Equivalent (Pentium® III 1.6 GHZ

Recommended)

128 MB RAM (256MB for Windows® XP)

64MB HW T&L Direct3D Compatible Video Card with DirectX® 8.1

Compatible Driver (128 MB Recommended)

DirectSound® Compatible 16-bit Sound Card with DirectX® 8.1

Compatible Driver

Windows® Compatible Keyboard and Mouse

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 the **Mysterious Journey II** CD1 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 **Mysterious Journey II** CD1 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 ➔ Play Mysterious Journey II

## Uninstall Instructions

To uninstall **Mysterious Journey II**, complete the following actions:

At the Windows® desktop, select:

Start ➔ Programs ➔ The Adventure Company ➔ Uninstall  
Mysterious Journey II



## Menus

When you first launch the game, the **Main Menu** is displayed:



At the **Main Menu** you may access the following:

**Continue Game** – Continue to play the game where last you left off

**New Game** – Begin a new game

**Load Game** – Load a previously saved game

**Settings** – Customize the gameplay settings

**Credits** – A list of all the people who made the game

**Quit** – Exit out of the game

During gameplay the **In-Game Menu** is accessed by pressing the **ESC Key**.



At the **In-Game Menu** you may access the following:

**Resume Play** – Continue to play the game in the same location

**Save Game** – Save your game in progress

**Load Game** – Load a previously saved game

**Settings** – Customize the gameplay settings

**Transcript** – A log of the conversations that have occurred during gameplay

**Leave Game** – Leave the current game and return to the Main Menu

**Quit** – Exit out of the game

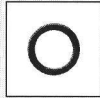
## Gameplay Navigation

Move through the gameplay environments by using the **W, A, S and D Keys**, and steer using the mouse.

You may also move through the adventure by holding down the right-mouse button and steer using the mouse.

Pressing the **Space Bar** will end a cut-scene and take you to the next part of gameplay.

## Gameplay Cursors



**General/Neutral Cursor** – indicates that no action is possible / use for navigating



**Warp Cursor** – will take you to the next area of gameplay



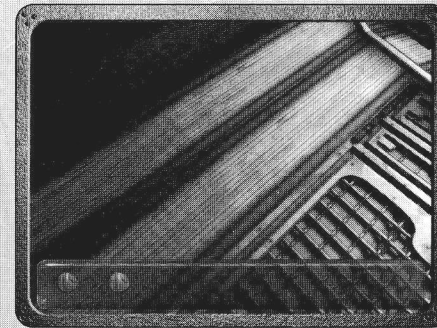
**Use Cursor** – indicates that an interaction is possible in this location. A small arrow will indicate that you may manipulate this item.

## Inventory

During gameplay, there will be items that you will collect into inventory. These inventory items will be stored in the Inventory Bar on the bottom of the gameplay screen.

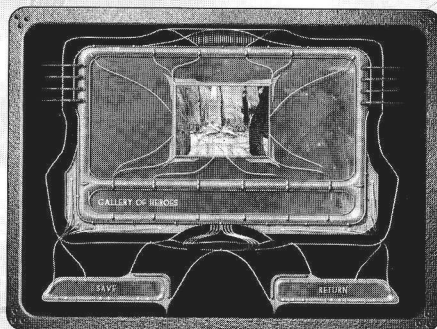
When a 'Use' cursor appears on certain items, this indicates that you may collect this item into inventory. Simply click on the item and it will go into inventory.

When you approach an area of gameplay where an inventory item may be used, the Inventory Bar will display automatically. To use an inventory item in gameplay, when you will see the 'Use' cursor and the Inventory Bar, simply click on the area of gameplay where the 'Use' cursor is and the required inventory item will present itself automatically in the gameplay.



## Saving Your Game

Press the **ESC Key** to access the **In-Game Menu**. Select **Save Game** to access the **Save Menu**. Here you will see an image of the gameplay location you are currently in along with the name of the location. Click on the **Save** button to save your game and you will return to gameplay.



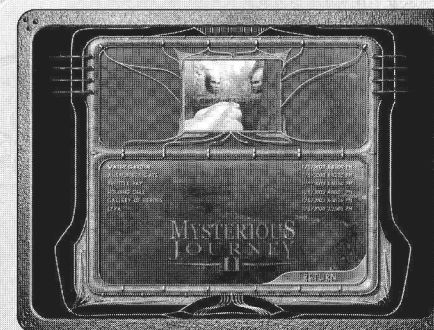
To exit the **Save Menu** without saving a game, press the **Return** button and you will return to gameplay without having saved your game.

Please note: As Mysterious Journey II is a challenging game; we recommend that you save your game often!

## Loading a Saved Game

Press the **ESC Key** to access the **In-Game Menu**. Select **Load Game** to access the **Load Menu**. Here you will see an image of the gameplay location with the corresponding name below. Using the arrow keys, select the saved game you wish to return to and press the **Enter Key** on your keyboard to validate this choice, and you will be taken to that part of the game.

To exit the **Load Menu** without loading a game, press the **Return** button and you will return to gameplay.



## Quit Out of the Game

Press the **ESC Key** to access the **In-Game Menu**, then select **Quit**.



## First Five Minutes of Gameplay

*A young man wakes aboard a derelict space station orbiting a desolate world.*

*He finds himself in a cryogenic sleeper pod, and is alarmed to discover that he has no memories of who or where he is.*

*Who placed him in suspended animation?*

*How long has he been asleep?*

*A recorded holographic message informs that he is Sen Geder, the one responsible for the destruction of the once-great planet below.*

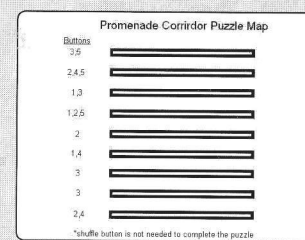
*A single valley remains, the figure in the recording says, just one valley where the survivors of the two factions who fought in an ancient war continue to fight each other. The space station's orbit has been decaying for centuries. Now, two hundred years after Sen committed his so-called crime against humanity, he learns that he is to be imprisoned aboard the station as it falls. This is the first part of his punishment, the gloating voice in the recording says.*

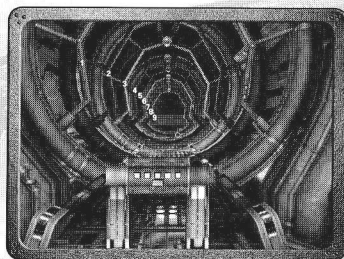
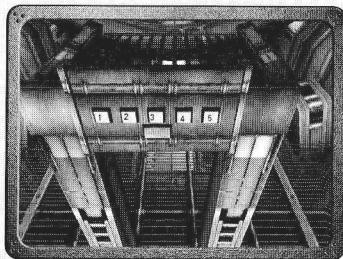
*Before Sen can be told what the other part of his punishment is to be, a flash of energy destroys the recorder, leaving Sen with no choice but to explore the old station. He is determined to regain his memories, learn of the crime he is convicted of, and, escape his fatal prison before the station falls from the skies...*

After the intro movie ends, you will gain control of your character. Exit the room through the door and approach the large statue ("Companion") directly ahead of you. This will trigger a cut scene

where the Companion will ask you for help. You then need to follow the corridor until you come to another Companion at a dead end. The "use" cursor will appear and the companion will automatically give you a hologram card, which appears in your inventory at the bottom of the gameplay screen. Return to the first Companion you encountered and use the hologram card on it when the "use" cursor appears. The Companion will speak to you and tell you to go to the upper level.

Follow the hallway, turn left at the first opening and cross the mesh bridge. Turn left at the other side of the bridge (the right pathway is blocked by an active electrical force field). Take the next left and follow the pathway into the large hallway with 2 parallel walkways. Follow this hallway to the end and you will encounter a rotating corridor puzzle. In order to solve this puzzle, the player must find a relation between the buttons and the rings and line up all platforms to make a path through the corridor. The solution is as follows:

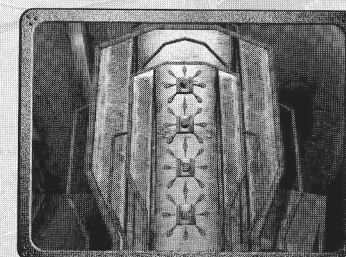
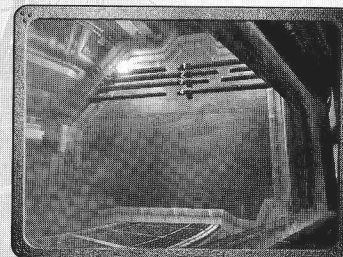




After this puzzle is solved, walk through the now open corridor and use the switches on the right to turn off the electrical force field down below which blocked your path. You must now interact with the Companion on the left. A long cut scene will take over and the first Companion you encountered will guide you out of the station to a shuttle - but first you must unlock the gate to the Shuttle Bay. In order to do this, the player must again follow the corridor to the dead-end, past the Companion, and interact with the dial puzzle (which operates the lock mechanism to the Shuttle Bay door) on the right.

Opening the lock requires moving back and forth between the door's front and back. You will be able to see the lock mechanism from the back by looking through a window in another part of the lower level. To see the lock mechanism, return to the mesh bridge and this time turn right once you are across. Make another right at the next mesh bridge and when you come to the window, look to

your right to see the lock mechanism. This is a randomly set puzzle; therefore there is no set solution. The object of this puzzle is to have the breaks in the bars centered on the brackets. Click one of the dials, then look at the lock mechanism to see what result that dial click made. Return to the dials and make the next click until the breaks in the bars are all centered on the brackets.



Once the door unlocks, the door will open. Enter the Shuttle Bay and begin the next part of Mysterious Journey.

Enjoy the rest of the adventure!!!

## Credits



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**Testing:**  
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Krzysztof Bar



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The Adventure Company will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order payable to DreamCatcher Interactive Inc. for US\$8.00 to cover postage and handling fees. (Please Note: Add US\$2.00 for each additional disc.)

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- Product Name(s)
- Brief note describing the problem

Mail To:

DreamCatcher Interactive Inc.  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
U.S.A.

## TECHNICAL SUPPORT

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

**Online Support – <http://www.AdventureCompanyGames.com>**

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. 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.

**Phone Support – 416-638-1170\***

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

**Please have the following ready:**

- 1) Information about your computer's configuration (i.e. RAM, MHz, video and sound cards). You may use the Technical Support form at our Web site as a guide.
- 2) A detailed description of the problem (i.e. error message, where in the game the problem occurs, etc.).
- 3) Immediate access to your computer so the Representative may walk you through the steps.
- 4) Pen and paper to take any notes.

\* Phone support is located in Toronto, Canada.

Please note: We do not provide hints via technical support. Hints are available at our website.  
Support is available in English only.

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## **EPILEPSY WARNING**

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

Certain people are susceptible to epileptic fits 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 experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, 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.