

## Enter Dreamland...

...a deserted theme park on the threshold between heaven and hell, and home to the souls of seven sinners.

Midnight... A strange visitor appears...

It is Mephisto, the devil himself—an aristocratic demon, supreme manipulator and tempter, who has come to bargain for the seven souls.

Play the role of Marcellus Faust, a wise old man from Mississippi, and the last keeper of the abandoned park.

Cross the frontiers of time and discover the dark secrets of the park's unusual inhabitants, as you discover the seven mysteries which haunt these walls.

Flirt with disaster, avoiding tricks, traps and illusions set to plummet you straight to hell.

Challenge Mephisto for control of the ultimate prize...

...your soul.

- Terror, fantasy, humor and passion set in a rich graphical atmosphere

- An immersive game of adventure and investigation, with stunning visual imagery
- Experience the engrossing storyline enhanced by 3D modeled characters and detailed animation
- Built-in clue engine and intuitive interface
- Seven episodes, hours and hours of gameplay.

### MINIMUM SYSTEM REQUIREMENTS

WINDOWS 98/95 • DirectX™ 6 compatible  
Pentium 200 MMX™ • 32 MB RAM  
16 bit color • 12X CD ROM • 2 MB VRAM

**MATURE (17+)**

Animated Violence  
Mature Sexual Themes



Windows 98/95

# Seven Games of the Soul™



## *Seven Games of the Soul™*

*Seven Games of the Soul™* is currently published in Europe under the name FAUST. You may encounter references to the name FAUST during gameplay. Please note that this simply indicates areas of programming that could not easily be altered. Actual content and gameplay remain exactly the same.

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## System Requirements

### Windows 98/95

- Pentium 200 MMX™
- 32 MB RAM
- 12 x CD-ROM Drive (24x recommended)
- 290 MB available Hard Disk Space
- 16-bit Color (24-bit recommended)
- 2 MB VRAM
- DirectX 6.0™ (included in CD 1)

Please note: '7 Games of the Soul' will not run on non-MMX computers such as Pentium Pro™.

## Installation Procedure

Insert the '7 Games of the Soul™' CD1 into your CD ROM drive.

If the 'AutoRun' mode is activated, the installation program will start automatically.

Follow the on-screen instructions.

If the 'AutoRun' mode is not activated, click on the 'Start' button.

Select 'Run' and type the letter of your CD ROM drive and setup.exe (i.e. d:\setup.exe).

(If your CD-ROM is not your D Drive, then replace D with the correct letter for your CD-ROM drive.)

The installation program will start. Follow the on-screen instructions.

*Please note: The installation program will also install DirectX 6.0™ software, if necessary. However, if you already have a more recent version of DirectX (6.1 or 7.0, for example), the '7' installation program will only install the game. The game will run smoothly with more current versions of DirectX.*

### **Uninstalling Instructions:**

To uninstall '7 Games of the Soul', complete the following actions:

At the Windows desktop, click on the 'Start' button, select 'Programs', select '7', select Uninstall.

A query box will pop up and ask if you really want to uninstall, click on 'yes'. Once the meter bar disappears, the game has been removed.

### **Launching the Game**

Once the game is installed, close all the open windows and click on 'Start', select 'Programs' then select '7'.

3 icons will appear:

'7' 24-bits—to launch the game in the 24-bit version (true colors)

'7' 16-bits—to launch the game in the 16-bit version (SVGA, 65000 colors)

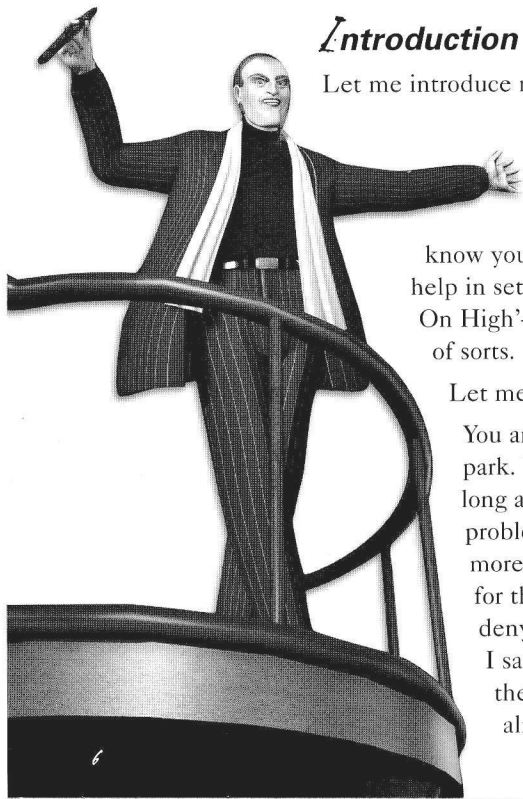
Uninstall—allows you to uninstall the game.

If you do not know the capabilities of your graphics card, first select the 24-bit version of '7'.

If the game does not launch, select the 16-bit version.

*Ladies and Gentlemen, Welcome to Dreamland.*





## Introduction

Let me introduce myself—Mephistopheles, at your service. Let's not be formal—you can call me Mephisto.

Your time is precious, and I know you are very busy, but I need your help in settling a dispute with the 'One On High'—a small accounting problem of sorts.

Let me give you a brief summary:

You are now in Dreamland, a theme park. Yes, it is abandoned, but not long ago it housed some, shall we say, problematic characters. Oh, I did more than my duty, I did my utmost for them, but now, the Boss is denying me what I deserve. And as I said to Faust, "I'd sell my soul to the Devil if I weren't him already!"

In short, we need an arbitrator. Someone who will go back to the past, get involved in the lives of the seven players of the park, someone who will watch their deeds and strange monstrosities, someone who will look through their belongings, and investigate the depths of their characters—all this to solve our quarrel: Who goes to heaven? Who lands in hell? Or more precisely, who will have the immense privilege of joining yours truly... As I told a theater director one day: "We need someone who, on this narrow stage, will travel the entire circle of creation and walk at a quick pace from Heaven through the World all the way to Hell."

Oh yes. A hint, and this will be the last... well, almost. You will be Marcellus Faust, an old black man, and you will be free to explore every corner of this work of art of humanity, which is our Park. You will have no memory and you know nothing about the inhabitants of and activities at Dreamland. You understand that in this type of business, we must guarantee your objectivity, no?

Fine, are we agreed? The squeamish will be.... warmly welcomed. And don't worry, it will be my pleasure to help you...

*Mephisto*

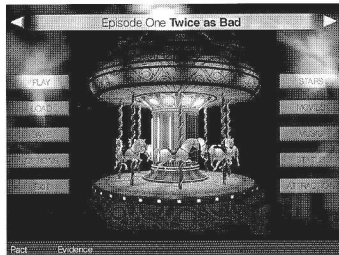
## The Main Menu

### Starting a New Game:

To start a game, type in your name. This log-in system allows for several people to play without mixing up

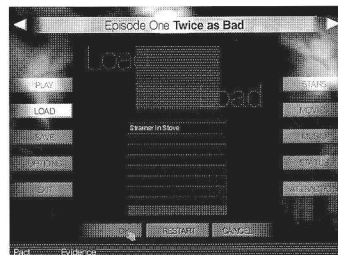
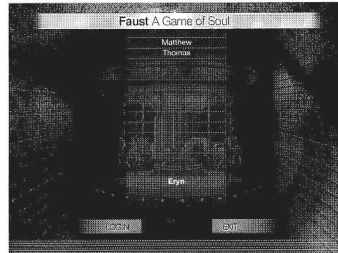
their saved games. Don't forget to give the wrong directions to the others just to see them wander around in circles and sell them hints at a high price!

At the Main Menu, select 'Play.'



### Saving a Game:

To save a game, select 'Save.' Type in the name you wish to call the saved game and select 'Ok.'

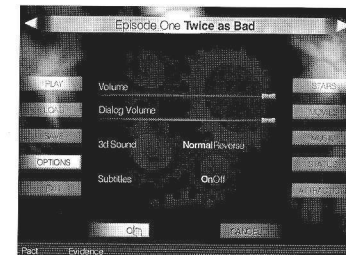


### Loading a Saved Game:

To load a saved game, select 'Load.' (Diabolical isn't it?) Then click on the name of the saved game you wish to load. Select 'Ok' and the game will open to the saved game.

### Options:

Change the volume of the music and dialog, play with the sound settings (you do want to hear me, don't you?), and select whether subtitles are on or off.



### The Episodes:

At the top of the screen you will see the Episode name. Scroll the episode titles, with the arrows to the left and right of the name.

You may start an episode from the beginning by choosing 'Restart' in the 'Load' menu.

Selecting 'Play' will take you back to where you left off in the episode.

The games are saved per episode. Locate the saved game you wish to load by scrolling the titles of the episodes in the upper scroll bar and

then select the name of the saved game.

**On the right side of the Episode menus:**

'Music' will detail who composed and recorded these sublime pieces which sustain your effort and feed your soul throughout the game.

'Attraction' will allow you to replay certain amusing parts of the game.

'Status' lets you know how far you are along in the game.

What is 'Stars' used for? Just to allow you to become a little more familiar with our cast - plus I liked the idea because you could find ME in each episode. You may as well not forget my face. Who knows? If we meet one day, this might save us precious time.



Finally, 'Movies' ... Yes, you can see them all again. Just click. No strings attached, well... almost.

*What else can I explain to help you play the game? Ah yes:*

**Theodore and his Rolodex:**

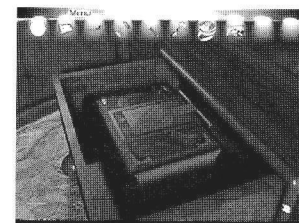
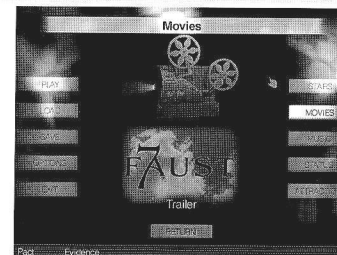
Theo is a good man, as you will soon see. He has taken personal notes on each members of our little team. Obviously, it's his view of things. You win a new page each time you finish an episode. You will find the Rolodex at the end of the first episode. It will appear in the Menu, in the lower right.



**Inventory**

The inventory items bar appears along the top of the gameplay screen with the first right click of the mouse and disappears with the second.

Select an object by clicking on it with the



left mouse button and the inventory item will become your cursor. Try and associate it with an interactive object in the image.

It is muted in color if it is the wrong item to use or if it is not in the right position in the scene.

It becomes regular colored when it is the correct inventory item, in the correct position in the scene.

### Cursor Descriptions



**Browse Cursor**



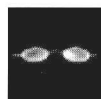
**Action Cursor**



**Manipulation Cursor**



**Move Forward Cursor**



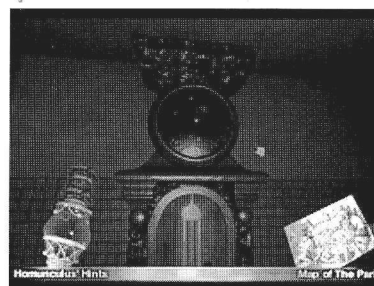
**Examine Cursor**



**Move Back Cursor**

### Game Hints

Pressing the 'Space Bar' on the keyboard calls up our friend, Homunculus, but only after you have helped him to be visible in the second episode.



Homunculus has two functions:

He appears in your Inventory and you can use his special talent when you need him—he can move towards things or block things by flying at them.

He is also your helper and can provide hints. If you are at a loss in the game, call on him by

pressing the Space Bar. If he is rested, the hints will appear automatically. If you have called on him a great deal and he is tired, click on the Homunculus Hints to win life points by playing "Shoot 'Em Up Cardboard Rabbits." Oh, I do so like this game.

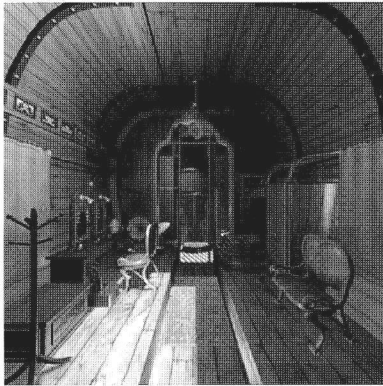
A Map of the park is available to you by pressing the 'Space Bar', but again, only after you have located it at the end of the second episode. The map of the park can be used to find your way.

*There, dear friends. Let me wish you good luck. Don't worry, everything should be fine. There are a few traps hidden here and there, but I'll be damned if you don't come back in one piece.*

## The Episodes

### Twice as Bad

In his goodness, the Boss united them in blood and.... in flesh. Complicity, tenderness, a meeting of the souls and above all, bodies. Exalting, isn't it? Our two favorite Siamese twin sisters are very modern, passionate women: their taste for money is equaled only by their ardor in satisfying Hannibal. You know me, I had to add a little.... spice to this story. It's a weakness of mine to want to 'help', so I



offered them a pact, nothing really, but irresistible, a lot of money and a load off their... Well, you'll see. The dilemma was wrenching, and our Jody made the cut.

Ah, these modern women, so resolute, so final...

### The Alchemist and the Genius

There's nothing like an old fashioned hospitality to help one get back into stride: deep leather armchairs, the discreet charm of an old man. Our Nathaniel is a likeable fellow with immense knowledge. He would almost be annoying with his airs of Professor Know-It-All, if he did not pay his kind attentions to everyone. Then there's his secret, his little weakness... I think you'll like him, especially since he's prepared a little test for you, a challenge of human genius...yours, of course.

No, don't thank me. You will soon discover that the power of knowledge always leads to Genius, but not necessarily to what you expect.

### The Shadow of Casanova

But I feel your interest cooling. All that is lacking is a touch of romanticism. Yes, that's it.... Frank is a great romantic, trained in the best school, that of my old friend Casanova. A complete romantic, not a pale imitation, a real man, in love with a woman and tormented by a failed career as an artist. The perfect alliance between obsessive desire and a personal pain that one can caress at will. How could I resist such a pretty picture? But, you help people, you fulfill their

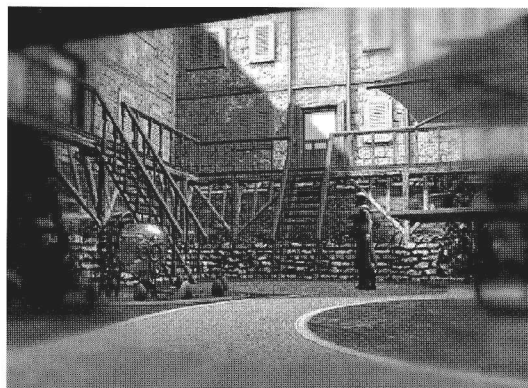


every desire...and they still remain ungrateful wretches. This Frank, having become the equal and peer of Casanova is filled with bitterness and despair...

I must stop. Such pettiness angers me. Luckily I intervened in time to put an end to his sniveling...

### ***The Phantom Lover***

Sincerely, when I think of it, it is you, ladies, who are much less disappointing. I am thinking of my gentle Kalinka. A moving history: her native Russia, emigration, deceased parents... Can you not just hear the violins



playing, the rustle of the breezes, a Russian accent which slides over you and caresses you... Ah...

The call of the steppes and the ideal mother for your children, that's Kalinka.

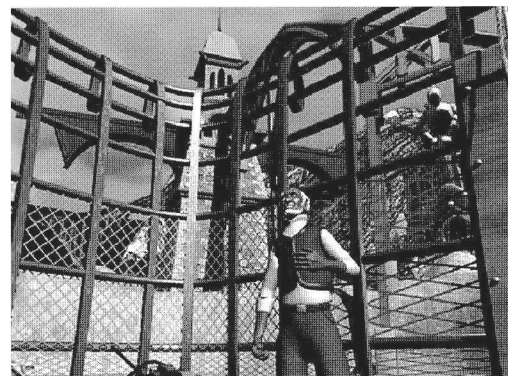
But our Park is not like other theme parks, a caricature of the best of all worlds. No, this place is far more stimulating (and it's not my doing). Just imagine, a beautiful young woman - nothing like it to titillate the desires of any normally constructed male: So naturally, once Hannibal saw her, the worst was on the cards... Not to mention

our malicious Siamese twins.

See, I told you, you would not be bored.

### ***Tigerhood***

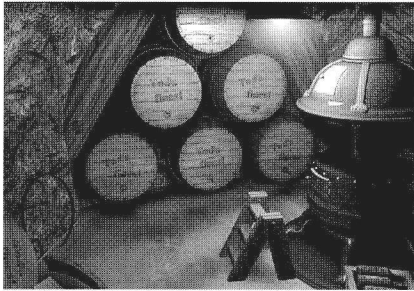
Don't you find Hannibal intriguing? I have spent time lauding his talents, his charm, this appeal arising from the



depths of ...but I digress. How shall I introduce Hannibal? Shall we say he is like his favorite pets, two tigers, and that his chief talent is the use of the whip. I am being unfair, I'm forgetting some other qualities: He is a tad racist, a tad violent, a tad misogynist and, well, let's just say that he drinks.

I exaggerate? Think what you will. Go then, but be wary of his stripped companions. Try to restrain his impossible character. As far as I'm concerned, he annoys me far too much. Perhaps I should fulfill his last wish and send him back to his jungle.

Although not quite as he imagined... Every man has his secrets.



### ***A Three Foot Tall Robin Hood***

After a small scale Don Juan, you are expecting the worst, and you are wrong. There is Tod. A dwarf law enforcer at the service of orphans, don't you find that ... exquisite, sorry, moving. Born a noble Austrian, his size decided his

destiny: No dwarfs in the Von Essenbeck dynasty. That would never have done in the great portrait gallery. The gypsies, who took him in, left him a much more reliable inheritance: an unequaled taste for justice and contempt for established law. Our righter of wrongs took lessons during prohibition serving in the ranks of the 'Family', alongside Frank Nitty (another 'friend', as you will find out!).

Money has no smell, not even that of alcohol. And scruples fade, you'll agree, if that money is used to help young orphans. It almost makes me cry... It all seems too honest, too glossy to me. Perhaps I could help you to see things from another angle. Luckily, whatever happens, there is our Hannibal, always there when things need to be made difficult.

### ***The Masterpiece of Giselle***

Now, I must introduce you to my protegee, Giselle. Giselle is a young obese girl, encumbered by her body. The kind of girl you see in the street and who moves you. After all, let's be honest, she arouses pity in you. You can hardly begin to imagine the young girl behind this body. I learned everything from her: her gentleness, her sorrow at the loss of her parents, her generosity, her anguish, her smile and her suffering before the looks of others. I have become her godfather, in a way, her guardian angel, even I know one person who frowns when

they hear me say it. My first gift was to grant her what she had always wished for; the second was to teach her how to become a young woman - to turn her body from a monstrosity into a masterpiece. Frank may have helped me, or rather I may have helped him a little more too.

And you, what will you do? Or rather, what have you already done for her?



## 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.dreamcatchergames.com>

Please visit the Technical Support section of our Web site at [www.dreamcatchergames.com](http://www.dreamcatchergames.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.

**Email Support**—[techsupport@dreamcatchergames.com](mailto:techsupport@dreamcatchergames.com)

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

**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.

## Product Warranty

DreamCatcher—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 for US\$8.00 to cover postage and handling fees. *(Please Note: Add US\$2.00 for each additional disc.)*

**Please be sure to include the following:**

- Full Name
- Address, City, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

**Mail To:**

DreamCatcher – The Adventure Company  
1658 North Milwaukee Ave., Suite #450  
Chicago, IL 60647  
United States

## EPILEPSY WARNING

Read before you or your child use a video game.

Certain people may suffer from epileptic fits or lose consciousness after viewing certain types of blinking lights or light sources in our daily environment. These people are exposed to fits when they watch certain televised images or when they play certain video games. These phenomena may appear even if the subject has no such medical history or has never suffered from an epileptic fit beforehand.

If you or a member of your family has already suffered from symptoms linked to epilepsy (fit or loss of consciousness) in the presence of luminous stimulation, please consult your physician before use.

We recommend that parents be attentive to their children when playing video games. If you or your child show the following symptoms: dizziness, vision problems, contraction of the eyes or muscles, loss of consciousness, orientation problems, involuntary movements or convulsion, stop playing immediately and consult a physician.

Precautions to be taken in every case when using a video game:

Do not stay too close to the screen. Play at a good distance from the television screen and as far as allowed by the connection cable.

Use video games preferably on small size screens.

Avoid playing if you are tired or if you lack sleep.

Make sure that you are playing in a well-lighted room.

When playing, take a ten to fifteen minute break every hour.

Notes:

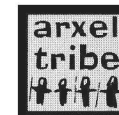
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