

STERLING'S GIFT

USER'S GUIDE

INTRODUCTION - You stop by to visit the Neill-Cochran House Museum only to find that the manager has left the facility vacant for the afternoon. As you explore the house you find an old box. When you unlock it you discover that it contains among other things a diary written by Libbie Custer, the wife of General George Custer who used the house as a hospital during Reconstruction shortly after the Civil War. Reading the diary and searching through the house you find clues that help you uncover a mystery that has remained silent for over 150 years.

INSTALLING THE GAME - Place the disk in the CD-ROM drive of your Window's computer. Most computers will automatically give you a choice to install Sterling's Gift. If you are not given this choice, go to the CD drive in Windows Explorer and double-click on the file named SterlingsGift.exe and follow the installation instructions.

HOW TO PLAY - Sterling's Gift is a computer adventure game that requires the use of a mouse to play (this may be difficult if you are using a laptop computer without an external mouse). Using the mouse, you can navigate from room to room, you can pick up and carry objects with you, you can place objects on a work table to investigate closely, and you can look at many items in the house closely. The game may take up to 6 or more hours to play to its completion (the game will tell you when you are finished). You can save your place along the way if you would like to continue the game later starting where you left off. If you return to a saved game, you will start outside at the front of the house but everything inside will be as you left it.

If you have never played a computer adventure game before, it may take you 10 minutes or so before you feel confident about navigating with the mouse and interacting with various objects in the house. If you get stuck in a room, just use the mouse to look around the room until you see a door through which you can exit.

- OVER -

Navigate - When you first start to play Sterling's Gift, notice that as you move your mouse, the cursor on the computer screen will change as it moves around on the display. If the cursor changes to a forward looking arrow, this means that you will go forward if you click the mouse, if it changes to a left facing arrow, it means that you will turn left if you click. This is how you navigate from room to room in the house or go into the other building at the back of the property. With a little practice you will be able to navigate easily all around the house. Be sure to look completely around every room you enter and to look closely at items in each room so you do not miss anything.

Here are what some of the cursors look like and what they mean:



Go Forward



Turn Left



Turn Right



Turn Around and Look Behind You



Look Closer



Pick Up, Pull, Open, or Move Something



Step Back



Put a Paper Down or Close a Book

Inventory - As you look through the rooms of the house, you will find things that you can Pick Up when you click on them. After you "pick them up", they will appear as small ICONs on the top left side of the computer screen, this is where they will stay as you carry them with you throughout the house and property. On the first floor at the very back of the house next to a piano, there is a conference room. Inside this room are two tables. It is on these tables that you can put down the inventory items for further study.

To Exit or Save a Game - Right click anywhere on the screen and a drop down menu will appear at the top of the screen.

www.sterlingsgift.com

COPYRIGHT © 2006 WHITE RABBIT ADVENTURE GAMES, ALL RIGHTS RESERVED