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THE MYSTERY OF THE
NAUTILUSTM
Inspired by
Jules Verne's 20,000 Leagues Under the Sea

INTRODUCTION



Take on the role of a young scientist on deployment to the USS Shark, a military submarine fitted with the latest advances in sonar technology. You are searching the depths looking for submerged ruins, long forgotten



shipwrecks and any other traces of civilization that may have been left by previous generations. You are a specialist in marine archaeology, however you are hindered in your research by the USS Shark's captain, a man obsessed by safety regulations and procedures.

When the sonar returns an echo from a large-scale metal object you are convinced that you have stumbled on the discovery of a lifetime. Disobeying the captain's orders, you take a small deep sea submersible and set out on a journey of discovery, armed only with your pocket recorder and your courage. You berth alongside the mysterious vessel and by forcing open a small hatch, you enter the vessel. The hatch, however, closes and locks behind you...

The Mystery of the Nautilus is an adventure game where you will investigate the mythical undersea vessel of Captain Nemo, an adventure that will involve and immerse you in a mystery that began a century earlier...

Enjoy the Adventure.



MINIMUM SYSTEM REQUIREMENTS

Windows® 95/98/ME/XP
Pentium® II, 350 MHz (Pentium® III, 450 MHz Recommended)
32 MB Ram (64 MB Recommended)
8x CD-ROM Drive
DirectX® Compatible Video and Sound Cards

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 Mystery of the Nautilus* CD 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 install.exe (i.e.: d:\Setup.exe)

Or

- a) Double-click on 'My Computer.'
- b) Right-click on the CD-ROM drive with *The Mystery of the Nautilus* CD and select 'Open' to access the contents of the CD.
- c) Double-click on the Setup.exe 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 -> DreamCatcher -> The Mystery of the Nautilus ->
The Mystery of the Nautilus



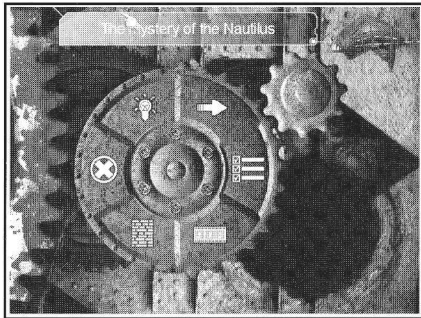
UNINSTALL INSTRUCTIONS

To uninstall *The Mystery of the Nautilus*, complete the following actions:

At the Windows desktop, select:

Start -> Programs -> DreamCatcher -> The Mystery of the Nautilus -> Uninstall

THE MAIN MENU



When you first launch the game, you will see the Main Menu.



New Game - Start a new game.



Continue - Resume a game in progress or access the Load / Save a Game Menu.



Game Options - Personalize gameplay.



Movies – Play a cinematic from the game.
(These fill in as you progress through the game.)



Credits



Quit – Exit out of the game.

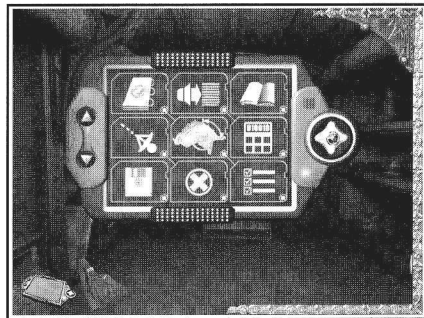
To access the Main Menu during gameplay, click on the PDA and select the Back icon.



THE PDA

The PDA is your 'Memory' in the game. Each time you pass a stage of the game, it is recorded in the PDA. Using the PDA you will be able to review the game.

The PDA resides throughout the game on the lower left-hand part of the game screen.



Click on the PDA to access the following:



Notebook – Records the character's notes during gameplay.



Vocal Transcriptions – Listen to the sound recordings heard during gameplay.



Book Extracts – Review the book passages read during gameplay.



Calculator – Necessary during a certain part in gameplay.



Sketch – Overhead views of the Nautilus areas you have visited.



Programmer – Necessary during a certain part in gameplay to determine a door code.



Load / Save a game.



Back – Return to the Main Menu.



Game Options – Personalize gameplay.



Return – Accessible from all menus, to return to the previous menu.

Right-click to close the PDA Main Menu.

CURSOR EXPLANATIONS



Neutral Cursor - Indicates that no action is possible.



Directional Cursor - Indicates a direction you may take.



Collect Cursor - Indicates that you may place an item into the inventory backpack.



Inventory Cursor - Indicates that you require an inventory item in this area of gameplay.



Interaction Cursor - Indicates that an action is possible without the use of an inventory item.

SHORTCUT KEYS

Left-mouse click: General movement, performing an action, etc.

Right-mouse click: Close open menus and by-pass text and audio.

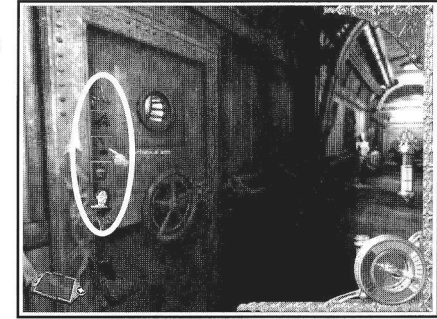
Space Bar: Open the Inventory Backpack.



INVENTORY

During gameplay, the cursor will change into a grasping hand. This indicates that you are able to collect that object.

Inventory collected during gameplay is stored in the backpack. When you pick-up an item during gameplay, drag and drop the item onto the backpack to store it there.



Click on the backpack to open the backpack to display the inventory items. Three inventory items are displayed at any one time. Use the metal arrows at the top and bottom of the three inventory items to scroll through the other collected inventory items.

To select and use an inventory item, click on the item. The item will then become your cursor.

To replace a selected inventory item, click on the backpack to return the item into inventory.



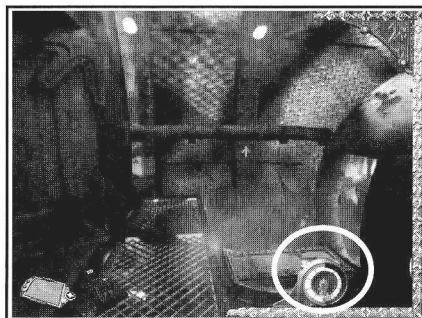
To 'wear' an inventory item (i.e.: a pair of rubber boots or a pair of insulated gloves) click on the item in inventory, then drag and click the item onto the face of your character. To take this item off again, click on the item, then click on the backpack to return it to inventory.

TIMED SEQUENCES

During the game, there are various timed sequences, where you will need to complete certain actions before the time runs out and a game over is triggered.

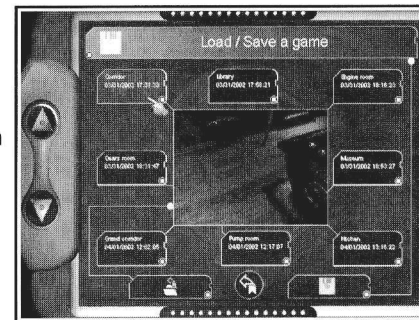
A time meter / health meter will appear on the right side of your screen. If you trigger a game over, you will have to reload your last saved game to continue.

Save often !



SAVING YOUR GAME OR LOADING A SAVED GAME

To access the Load / Save a game menu, click on the PDA icon in the lower-left portion of the gameplay screen. The PDA menu will open. Select the diskette icon to access the Load / Save a game Menu.



Click on one of the available spaces. To save a game, click on the diskette icon in the lower-right part of the gameplay screen. Your game will be saved and will be indicated by a name, a date and time and an image of that area of gameplay will be visible in the middle of the menu screen.

To overwrite a previously saved game with a new one, click on the image of the previously saved game, and click on the diskette icon in the lower right part of the gameplay screen. After the prompt, the new game will be saved in that location.

To exit the Save Menu without saving a game, click on the arrow, located at the bottom of the screen. You will return to the PDA Main Menu.

Right-click to close the PDA Main Menu and return to gameplay.

To load a saved game, click on the saved game you wish to return to. Click on the open folder icon in the lower-left part of the gameplay screen to return to that area of gameplay.

Please note: As *The Mystery of the Nautilus* is a challenging game, we recommend that you save your game often!

FIRST FIVE MINUTES OF GAMEPLAY

After the introductory movie, you will take control of your character in the Decompression Chamber. Whose voice is that, who just welcomed me, as the Captain?

Make note of the 'N' symbol on the hatch you just closed, as you will need to remember the design later in the game. Wipe off the moisture on the window on the door in front of you, three times. What was that strange form in the window?

Click on the door, but it will not unlock.

Turn slightly left and click the chain connected to a bubbling gauge. You



will hear a mechanism open. The door is now unlocked.

Turn towards the door again and click on the wheel in the center of the door to open the door. Move forward to enter the the next room.

You are now in the Diving Gear Chamber. Underneath the chest of drawers to your immediate right is a piece of paper. Click on the piece of paper to read about Captain Nemo's "protection system." Click on the bottom-right corner of the paper to return to the gameplay screen.

Click on the partially opened top drawer and pick up the gloves inside. Click on the backpack to place the gloves into inventory. It might be wise to wear these gloves, as they appear insulated. Click to open the backpack and select the gloves. Click on the face of your character to 'wear' the gloves.

Just above the drawer where you collected the gloves, is a screwdriver. Collect the screwdriver and place it into inventory.

Turn around and look on the bottom shelf, just by the heel of the boots. There is a small ball there. Collect the ball and put it into inventory.

Turn around again, and walk towards the door. To the right of the door is a wooden box. Collect the box and put it into inventory.



Turn to the left and go towards the sparking electrical panel. Click on the backpack to open your inventory and select the lead ball. Place the ball into the sparks to complete an electrical circuit. Go towards the door and click on the handle to open the door. Click to go into the corridor.

Straight ahead of you is a door with a mermaid on it. This door leads to the dining room. Down the corridor, to your left, is the door to the kitchen. To your right is the door to the library. There is also a locked door which needs a code entered onto the keypad to open. We will not worry about this for now.

Enter into the Library for your first 'encounter' with Captain Nemo.

Enjoy the rest of the adventure!

WARRANTY

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

Mail To:

DreamCatcher

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 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. 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.



LICENSE AGREEMENT

By using *The Mystery of the Nautilus™*, you agree to the terms of the Software License located on the *The Mystery of the Nautilus™* CD-ROM.

PLEASE NOTE:

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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 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.