



# Jewels of the Oracle

The Quest  
Becomes Your World



Windows 95 • Windows 3.1 • Macintosh

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### Jewels of the Oracle

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## THE LEGACY OF NISUS

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Thousands of years before the Egyptians constructed their monumental pyramids, before the Greek, Roman, and Sumerian peoples dominated the ancient world, there existed a civilization upon which all others were based. This culture was so enlightened its influence remains unrivaled to this day. It was known as the legendary City of Nisus.

The citizens of Nisus lived in a society of flawless symmetry, governed by the ageless principles of peace, harmony and perfect understanding — a magnificent accomplishment, made greater by the times from which it sprang. It was a time ruled by darkness and chaos. By contrast, Nisus cultivated the arts, poetry and philosophy. As well, it became the birthplace of astronomy, mathematics and science. It developed agriculture and produced enough food not only to feed the citizens of Nisus but also to trade with the many bands of nomads which surrounded them. Trade made Nisus highly attractive to the many outsiders who would approach the city with the thought of becoming citizens. The people of Nisus, however, were cautious in admitting those whose

untamed emotions and untrained minds threatened to destroy their paradisaal state. To gain access to the City of Nisus, therefore, the petitioners were required to travel through the Girsu Gates and unlock the mysteries of this realm.

Many tried. Most did not succeed. The trial was long and complicated, full of devices and puzzles that challenged reasoning skills. To succeed, outsiders had to invoke the wisdom of the Oracle and transform themselves into logical human beings. Luckily, there was no limit to the amount of time one could take to complete this test. Those who succeeded gained entry to Nisus, a city of unsurpassed beauty, which became strengthened by the contributions of its new members. Those who failed were encouraged to continue in their attempts until they too became highly skilled and reflective human beings.

Today, you can enter the legendary City of Nisus in the *Jewels of the Oracle*.

You may rise to the challenge of the puzzles, and, in seeking to solve their mysteries, discover your own true nature.

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## THE JOURNEY

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*If all of us be seed upon this earth,  
Then this City of Nisus be our bloom.  
No need for fortuitous jewels  
To beguile those eyes of distant concerns,  
The highest perfection is within these walls,  
No matter from where they fare.*

— *The Oracle*

It is the end of the twentieth century and anything is possible. Using the electronic threshold that lies at your fingertips, you travel the millennia and approach the legendary City of Nisus. Entry to Nisus is denied, however, until you first venture forth in the challenging domain of the Oracle.

The Oracle himself guides you through the mysteries of his dark, tomb-like world constructed around a room with a well at its center. Explore, and discover the room has three doors. Enter the right one and before you stands a raised altar. Above

this altar floats a cluster of jewels. You are drawn to touch them. The moment you do, the cluster begins to glow and spin. The spinning gradually increases in speed — an unusual sound and it explodes. The jewels are thrown in all directions. The Oracle proclaims:

*It has begun. You shall go with me.  
Our city and our ways will you embrace.*

Return to the Well Room and discover the Well is divided into six groupings or "Houses," with four puzzles in each House.

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## THE JOURNEY

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Each House represents a separate theme.

<i>The House of TANTRAM</i>	.....	administration and equality
<i>The House of KRIDA</i>	.....	invention, fertility and creativity
<i>The House of PAURAH</i>	.....	unity, integration and social harmony
<i>The House of SASTRAM</i>	.....	logic, science and understanding
<i>The House of KAUSALAM</i>	.....	planning, construction and maintenance
<i>The House of KAVI</i>	.....	communication and records

The six Houses contain twenty-four puzzles for the petitioner to explore. To view a puzzle, touch a well stone. You will see the image of a puzzle appear in the water in the center of the well. Touch the water and be transported to one of the twenty-four enchanting rooms containing the puzzles.

The Oracle guides you on your journey through these rooms. You have no oppo-

nents and no time limit. Your only ally is your mind. When you solve a puzzle, the Oracle releases a jewel to be returned to the Altar Room. Return all the jewels in a House and a fifth stone within that House becomes activated for your delight. Return all twenty-four jewels and you will be permitted to leave the domain of the Oracle and pass through the Girsu Gates which lead to the City of Nisus.

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## A MESSAGE FROM THE CREATOR OF JEWELS OF THE ORACLE

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"Only now, after so much work, do I realize this was the game I had been looking for all my life. I guess it was always there inside me, an unrealized point of comparison, which explained why I kept getting frustrated with other games. I always loved to play games and solve what I call "tactile puzzles" (hands on moving parts). Even the simple little ones made of wood or plastic, including those little pieces of junk in the Christmas crackers, were like little gems to save. Wooden squares, wire shapes, peg boards, rings, cubes, spheres, whatever I couldn't beg for at birthdays or Christmas, I would get myself if I had to or else make them out of materials at hand. This was not just a hobby of my youth. By the time I was 30 I was in the video arcades regularly, every day, before work, at lunch, after work. I was putting up #1 high scores on stand-up games at the arcade where the heaviest players hung out. I remember needing two hours for lunch when *Arachnoid* came out. That was how long it took to finish the game. You couldn't play it forever, but two hours on one quarter was quite a deal. I always

went back to work feeling like I had just drunk a magnum of percolated coffee.

Now I want a different experience. I want control, to go anywhere, do anything, play at my own pace, get lost in the worlds of my own imagination while still being challenged by intellectual tasks. *Jewels of the Oracle* is my answer. It takes time and understanding to complete this game. Hopefully, players will find favorite rooms and return there often to play or to tempt or challenge family and friends. Many players find pleasure in playing the puzzles together, sharing the experience. There are no penalties and you cannot die. There are no elevators or long corridors where you hear your own steps ... no chairs to sit in, no weapons and no linear storyline to force the player to proceed on a well-forged path. Instead, players can observe or play as they please. The historical and geographical legitimacy provides a rich, unusual context for the game. *Jewels of the Oracle* is an immersive world where the player can be lost in time."

*Courtland Shakespeare*

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## SPECIAL FEATURES

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### Difficulty Levels

You can choose Easy Puzzle or Hard Puzzle at any time, except while operating or playing a puzzle device. The choice of Easy or Hard will be available from the menu bar as soon as you turn away from the device.

### Cursor

In the interest of customizing or individualizing the game, we are providing you with two choices of cursors. The fast one will keep up with every movement, but is less articulated. The slow cursor may be a little more fun, because it is intelligent and animated. The choice, of course, is yours.

### Shaman mode

If you are in a hurry and do not want to immerse yourself in the 3D world of the Oracle, you can select Shaman Mode, thereby turning off the video segments. The game plays much faster in this mode. This mode is also an option for those players who lack sufficient RAM to play the full motion game.

### Reset Bar

At any time during the playing of a puzzle you may reset the puzzle to its starting position by

touching the horizontal bars on either side of the Oracle located at the top of the screen. There is no penalty for resetting a puzzle.

### Decline Puzzle

At any time during the playing of any puzzle you may decline a task. You will collect a jewel which you can place above the altar. However, you will notice that this jewel has a black center to indicate a declined puzzle. You may return to complete any declined task at any time before you pick up the twenty-fourth jewel. Should you solve a previously declined puzzle you will not get another jewel. However, the center of the jewel above the altar will turn from black to white to indicate a task resolved.

### Magical Transportation to Altar

Players may "leap" from a puzzle device room directly to the Altar Room by holding down the Control key (on the PC) or the Command key (on the Mac) while at the same time clicking with the mouse on the jewel (which appears when the task is solved or declined). You will then be magically "transported" directly to the altar to deposit your jewel. But you can also take the long route (through the Well Room), if you desire.

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## SPECIAL FEATURES

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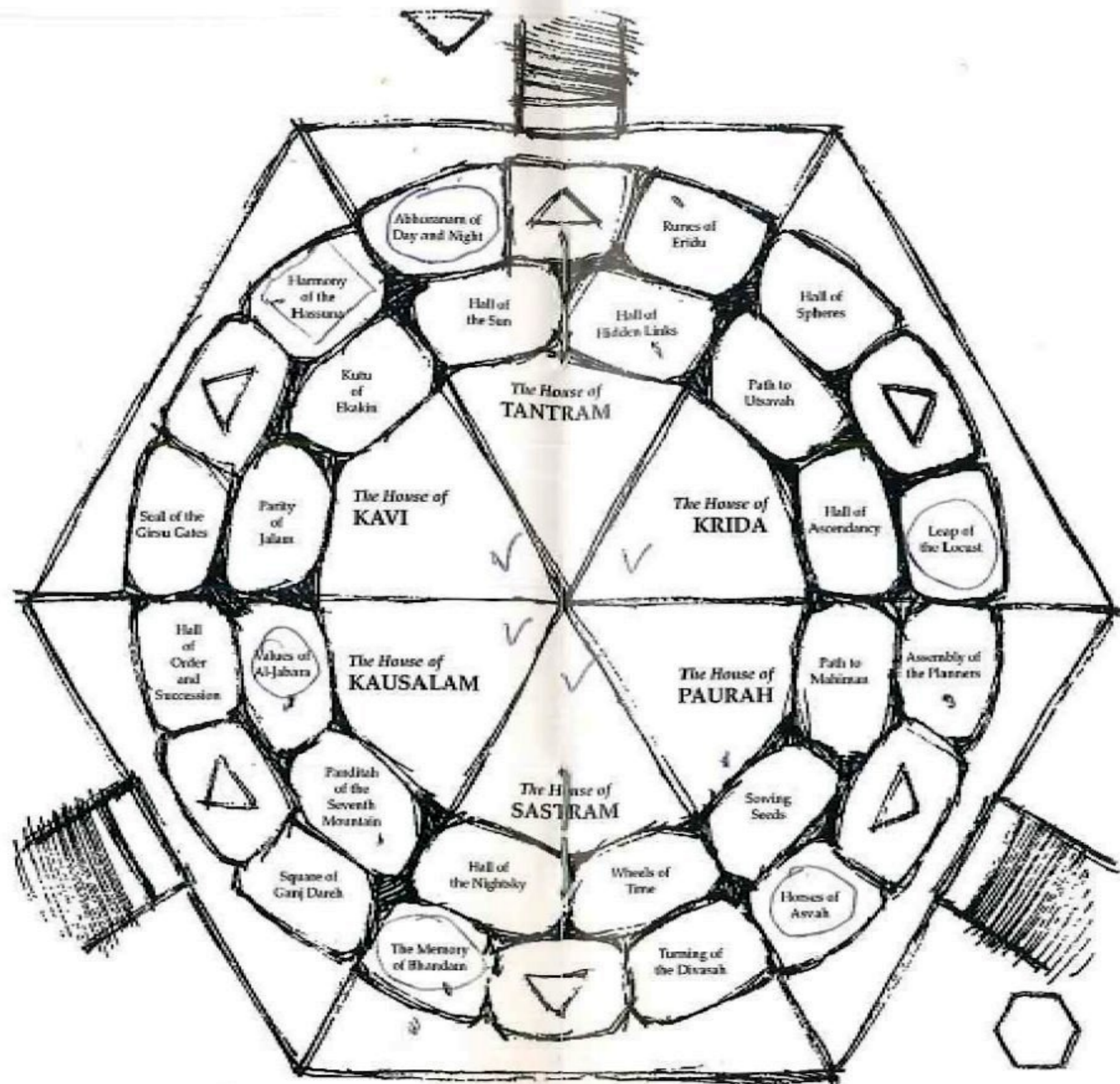
### Magical Transportation from Well

When the desired image of a puzzle device appears in the well, one mouse click on the water will take you directly to that room. However, you can also walk through the Well Room to the appropriate door, if you wish.

### Keyboard Equivalents

While holding down the Control key (on the PC) or the Command key (on the Mac) and pressing any of the following letters, you can bypass the menu bar to perform the same function. Menus tend to slow you down and break the illusion, so we thought we'd include these equivalents.

N	New game
O	Opens a saved game
S	Saves your game
Q	Quits the game
0 - 7	Adjusts sound levels
M	Turns music on or off
A	Shaman Mode
T	Text of what the Oracle says appears on the screen
R	Resets puzzle
L	Leaves puzzle
Y	Makes the Oracle repeat his words
H	Hides menu bar (same as pressing the spacebar)



You may want to copy this map for your further play enjoyment.

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## SYSTEM REQUIREMENTS AND INSTALLATION

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### WINDOWS

*This is a shortened version of the information contained in the README.WRI file on your Jewels of the Oracle CD-ROM disc. Please consult that file for more detailed information and for last-minute updates.*

#### Recommended system requirements

66 MHz 486DX/2 (or better) processor  
16 Mb of RAM  
256 color SVGA video card with a resolution of 640x480  
SoundBlaster compatible sound card  
Double speed CD-ROM drive

The *Jewels of the Oracle* program requires Windows 3.1 or Windows 3.11 running in DOS 5.0 or later. Also, QuickTime™ for Windows 2.01 must be installed on your computer; this installation is performed by the Installer that comes with *Jewels of the Oracle*.

#### Installation

You can install *Jewels of the Oracle* on your computer system using the Windows Program Manager. When you install *Jewels of the Oracle*, icons will be created in the Program Manager that will let you start the *Jewels of the Oracle* pro-

gram. The program files for *Jewels of the Oracle* will remain on the CD-ROM disc.

The install program will also let you install QuickTime for Windows 2.01 on your computer. If you do not already have QuickTime for Windows 2.01 on your computer system you should let the install program set up QuickTime for Windows on your computer.

When installing QuickTime for Windows, you must select Local, and ignore both Client and Server on the Installation Options dialog box. Press the Continue button to continue the QuickTime for Windows installation.

To install *Jewels of the Oracle* from the Program Manager

1. Insert the *Jewels of the Oracle* disc in your CD-ROM drive.
2. From the Windows Program Manager choose the Run... item from the File menu.
3. Enter

d:\install

in the Command Line box where d: is the drive letter of your CD-ROM drive. (If another letter is used for your CD-ROM drive you should use that drive letter instead of d:. For instance, if your CD-ROM drive is called f: then enter f:\install in the Command Line box.)

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## SYSTEM REQUIREMENTS AND INSTALLATION

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4. The Install program for *Jewels of the Oracle* will start. Follow the instructions in the Install program. Upon completion, the Install program will ask you to restart the computer. You must restart your computer before running *Jewels of the Oracle*.

#### Starting *Jewels of the Oracle*

To start *Jewels of the Oracle* from the Program Manager, double-click on the *Jewels of the Oracle* icon in the *Jewels of the Oracle* program group. Please consult the README.WRI file on your *Jewels of the Oracle* CD-ROM disc for recommendations on running *Jewels of the Oracle*.

For hardware incompatibilities, video card problems and sound playback problems, please consult the README.WRI file on your *Jewels of the Oracle* CD-ROM disc.

#### Memory Requirements

To run the *Jewels of the Oracle* program, your computer should be running Windows in 386 enhanced mode with virtual memory and SMARTDrive enabled. The *Jewels of the Oracle* program requires at least 10,600 KB of free virtual memory to run. For good video performance the amount of free virtual memory should be 12,400 KB or more.

For detailed information on virtual memory and SMARTDrive, please consult the README.WRI file on your *Jewels of the Oracle* CD-ROM disc.

For information on minimum system requirements, please consult the README.WRI file on your Jewels of the Oracle disc.

Explore the secrets of an Ancient World

## SYSTEM REQUIREMENTS AND INSTALLATION

### MACINTOSH

*This is a shortened version of the READ ME FIRST document on your Jewels of the Oracle CD-ROM disc. Please consult that document for more detailed information and for last-minute updates.*

#### Recommended system requirements

25MHz 68040 (or better) processor  
12 to 16 Mb of RAM  
14" monitor at 256 colors, 640 x 480 resolution  
Double speed CD-ROM drive  
System 7.1 or later  
This game has been accelerated for Power Macintosh™.

#### Operating System requirements

*Jewels of the Oracle* requires System 7.1 or later. In addition, QuickTime™ 2.0, Apple Multimedia Tuner 2.0.1 and Sound Manager 3.0, included on the *Jewels* disc, must be installed on your computer.

#### Installation

To install the system files required to run *Jewels of the Oracle*, perform the following steps:

- a. Insert the *Jewels* disc in your CD-ROM drive.
- b. Drag the contents of "Put Contents into System Folder" onto the System Folder.

If versions of the required extensions already exist in your System Folder, you will be asked if you want to replace them with the ones you are copying.\* It's a good idea to check the version numbers of the existing extensions so you're not replacing

newer versions with older ones. Sometimes extensions get renamed and you might end up with two different versions of QuickTime in your System Folder. If you run into any problems after installation, this is a good place to start checking.

- c. Drag the *Jewels of the Oracle* icon from the CD-ROM to your hard disk.
- d. RESTART YOUR COMPUTER!

You must be running System 7.1 or later prior to performing the above installation. The *Jewels of the Oracle* CD-ROM does not include any version of the Macintosh operating system.

#### Starting *Jewels of the Oracle*

To start the *Jewels* game after installation, double-click on the *Jewels of the Oracle* icon either on the *Jewels of the Oracle* CD-ROM or on your hard disk.

For details on starting *Jewels of the Oracle* from a saved game file, consult the READ ME FIRST document on your *Jewels of the Oracle* CD-ROM disc.

#### Memory Requirements

*Jewels of the Oracle* prefers a minimum of 6 Mb of free RAM memory and that Virtual Memory be turned off. For details on determining the amount of free RAM and turning off Virtual Memory, please consult the READ ME FIRST document on your *Jewels of the Oracle* CD-ROM disc.

For information on minimum system requirements, please consult the READ ME FIRST file on your *Jewels* disc.

\* If you get a dialog box that says "You cannot replace the system extension 'QuickTime™', because it is in use," then you must manually remove the older version from the Extensions Folder and re-install the entire contents of "Put Contents into System Folder."

## CREDITS

### THE DISCIS TEAM

John Lowry  
David Lowry  
Richard Wah Kan  
Anne-Marie Huurre  
Sidney Oziel  
Sheila Crossey  
Ian Cavén  
Andrew Forget  
Andrew Platzer  
David Polk  
Joseph Scheuhammer

Natalia Startseva  
Toby Walker  
Terence Lai  
Agnes Leung  
Susan Sinclair  
Julie Adam  
Nella Cotrupi  
Lisa Darrach  
Lucie Hall  
Carol Roffey

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## CREDITS

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### ELOI PRODUCTIONS INC.

Saint Eloi or Eligius (A.D. 588-659) is the patron saint of craftspeople. He was a jeweller, goldsmith and treasurer to King Clotaire II and King Dragobert I of France. The Eloi is also the name H.G. Wells used for the people of the distant future in *The Time Machine*. We see a strong affinity to eras in the distant past and the faraway future and we are drawn to their alluring mysteries.

Courtland Shakespeare..... Director  
Paul Chato..... Producer  
Russell Lowke..... Lead Programming and Interface  
Conceived and Designed by..... Courtland Shakespeare  
Janet Taylor / Paul Chato..... 3D Design and Modelling  
Leslie Pere, Nigel Doyle of Seaside Software ..... Programming  
Steven Sauvé ..... Music and Sound Effects  
Sheryl Thompson..... Production Assistant  
Aurel Langlois..... Associate Producer  
Melissa Rogers, Sheryl Thompson, Alison Taylor ..... Texture Photography  
Ron Allen..... Woodwind Musician  
Mike Hull..... PC Help

#### Special Thanks to:

Tom Wujec for letting us borrow some of his jewels  
Global Strategy Financial Inc. for lending us some CPU cycles, Ken Whitehurst, Ramona Chato  
Matthew Shakespeare for the maze  
Victoria Stewart  
Willi Powell of Apple Canada Inc.  
All those brave souls that spent endless hours of fun testing the game.

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Toronto M3J 3C6  
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Printed in Canada  
DreamCatcher Interactive Inc., 265 Rimrock Rd., Toronto M3J 3C6, Canada

“This collection of puzzles is wickedly perplexing and will dazzle your mind with its diabolical logic games.”

- HOMEPC -

“... nothing less than timeless and magical entertainment...”

- COMPUTER GAME REVIEW -

“... magnificently crafted graphics...”

- ELECTRONIC ENTERTAINMENT -

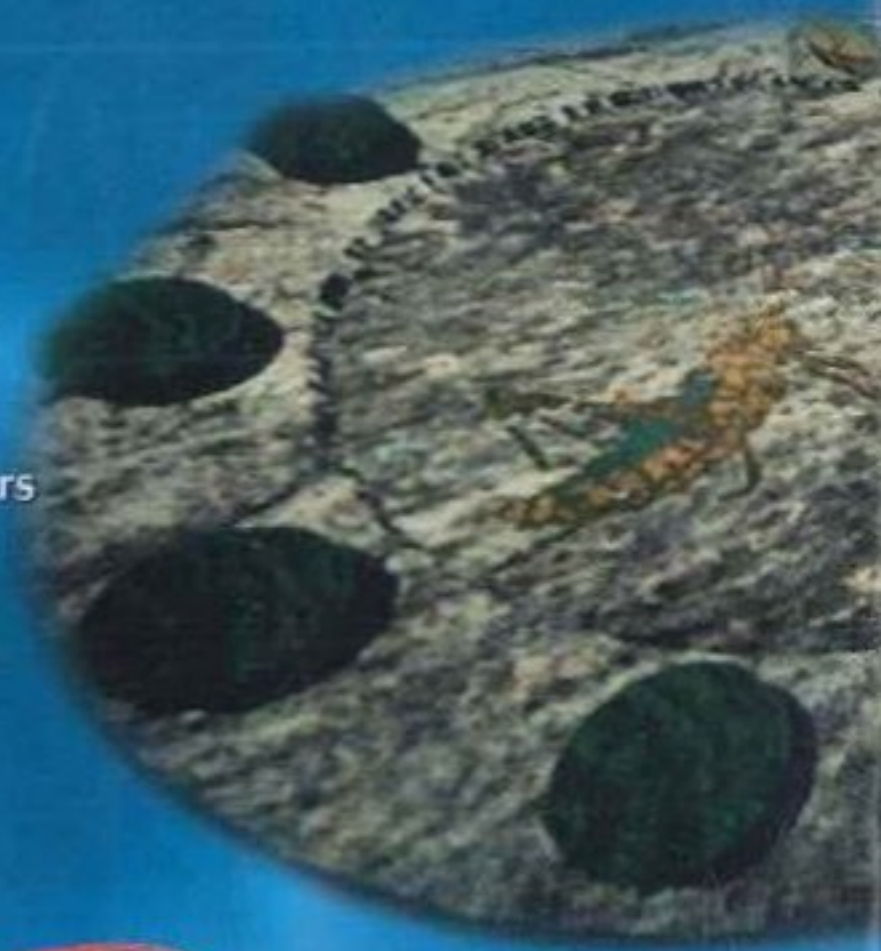
## MINIMUM SYSTEM REQUIREMENTS

### Windows

- 25MHz 486SX processor (66MHz 486DX/2 preferred)
- 8Mb of RAM (16Mb preferred)
- 256 SVGA video card
- SoundBlaster compatible sound card
- 14" monitor set to 640 x 480
- Double speed or better CD-ROM drive
- Windows 3.1 or later
- Mouse

### Apple Macintosh

- 25MHz 68030 processor (25MHz 68040 preferred)
- 8Mb of RAM (6Mb free) (12-16Mb RAM preferred)
- 14" monitor set to 256 colors at 640 x 480
- Double speed or better CD-ROM drive
- System 7.1 or later



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