

Cross the threshold of your knowledge and imagination, enter the Caves of Dun-Huang, and solve the puzzles that await you. Defeat the dark treachery of the demon and release the waters of life that will heal the world.

### SYSTEM REQUIREMENTS

#### Windows

- 25MHz 486SX processor (66MHz 486DX/2 processor preferred)
- 8Mb of RAM (16Mb of RAM preferred)
- 256 color SVGA video card with a resolution of 640 x 480 and a color monitor
- Windows-compatible sound card with Windows drivers installed, and speakers or headphones
- Double speed CD-ROM drive
- Windows-compatible pointing device (mouse recommended)

#### Macintosh

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



# Karma

## CURSE OF THE 12 CAVES



Windows 95 • Windows 3.1 • Macintosh

Intel/Karm/CuM/300

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## Contents

THE CAVES OF DUN HUANG . . . . .	2
<i>Marco Polo's Journey</i> . . . . .	3
THE QUEST . . . . .	5
<i>Initiation</i> . . . . .	5
<i>Legends of the Caves</i> . . . . .	6
Caves of Metal . . . . .	6
Caves of Wood . . . . .	6
Caves of Earth . . . . .	7
Caves of Wind . . . . .	8
Caves of Water . . . . .	9
Caves of Fire . . . . .	9
<i>Maps</i> . . . . .	10
<i>Restoration</i> . . . . .	12
<i>The Challenges</i> . . . . .	12
<i>User Interface</i> . . . . .	13
SYSTEM REQUIREMENTS AND INSTALLATION . . . . .	14
CREDITS . . . . .	17
HOW TO CONTACT DISCIS . . . . .	19
AFFILIATE LABEL PROGRAM . . . . .	20

*The playing environment of Karma Curse of the 12 Caves evokes an ancient cultural heritage. The puzzles, graphics and storyline are based on the rich traditions, artwork, symbols and legends of the Caves of Dun-Huang — some of which date back 1700 years. There are about 500 caves, which were created between the fourth and fourteenth centuries. They contain 40,000 square feet of murals and over 2,000 painted sculptures. In one of the cave temples there are more than 30,000 manuscripts and drawings that date from the fifth to the eleventh centuries. Some of the caves were sealed in the Middle Ages and their treasures hidden, to be rediscovered only in the twentieth century.*

## THE CAVES OF DUN-HUANG

### *The Silk Road*

In his description of Cathay, Marco Polo recalls that after journeying through the Great Desert for thirty days, he reached a magnificent oasis. There he found a bustling trade center and nearby abbeys and monasteries, full of sacred statues. Almost 1,000 years before Marco Polo, Buddhism was brought to China from India along the famous Silk Road. On this same road traveled by Marco Polo from Europe to the Gobi Desert and beyond lies the settlement of Dun-Huang ("Blazing Beacon").

### *Wonder of the World*

The Caves of Dun-Huang, among the ten great wonders of the world, can be found on the edge of a vast, blistering wilderness, the Takelamakan ("No way out") Desert. For centuries, these sacred caves were an important center for Buddhism and a place of pilgrimage.

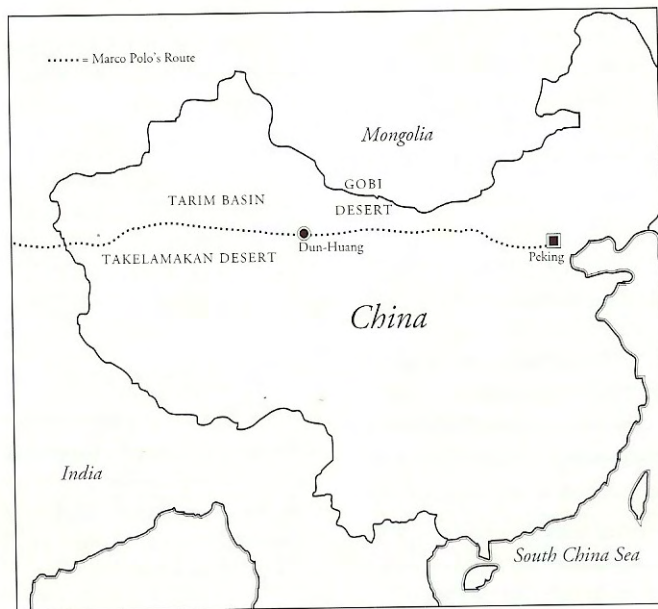
Over the years, hundreds of statues, carvings, murals and manuscripts accumulated in the caves. Legends were told about the caves and their treasures.

### *Karma*

One such legend tells of a spring placed in the caverns by Kuanyin, the Buddhist Goddess of Mercy. The holy waters of this spring would cure any disease or infirmity. A cruel demon once tried to destroy the holy well. He was subdued and imprisoned beneath the spring. But he remained strong and his evil knew no bounds. Sometimes he would burst forth, seize those who crossed his path, and turn them into stone. Travelers who came from far and wide in search of the healing waters would sometimes have to battle this demon.

One day, six leading artisans of the city resolved to enter the dark caves together and find the lost spring to bring the mir-

### *Marco Polo's Journey*



acle of its waters to a thirsty world. Their mission proved to be a most difficult one.

Moved by the courage of the artisans, Kuanyin appeared to them in the form of an old man. This man gave the artisans mystical slips of bamboo with clues to help them solve the puzzling tasks set in the caves by the demon.

The artisans made their way into the caves. The demon, this caster of spells, tricked the artisans into re-locking the caves. With another blast of his evil magic, he turned them all into stone statues. Laughing with glee at his own power, the evil one hid the precious tools of the artisans where no one would find them.

His maniacal heart knew no limits. With another spell he sucked Kuanyin's precious bamboo clues into the Cave of Wind. Then the sneering demon

changed the code for entering the caves. No one could enter the Caves of Dun-Huang and undo his cruel work.

And so it was that the fountain of life was locked away in the caves' sunless depths, all but forgotten.

This is your task, to go and seek out the fountain that cures all despair and heals every disease. Overcome the work of darkness, and bring light to the world. Success or failure depends entirely on you.

### *The Challenge*

Cross the threshold of your knowledge and imagination, enter the Caves of the Six Elements, and solve the puzzles that await you. Defeat the dark treachery of the demon and release the waters of life that will heal the world.

## *The Quest*

Not everyone can bring water to a thirsty world. To enter the Caves of Dun-Huang and embark upon the quest for the sacred well, you must pass through the Cryptic Gate and the Coded Portal. Two tests await you there. But you will not be alone; Kuanyin, the Goddess of Mercy, will be with you. Let not your eyes deceive you: she will take the forms of a Wise Old Man and a Lotus to guide you on your quest for the fountain. May you have good karma.

### *Initiation*

#### *The Cryptic Gate*

#### *The Goddess of Sewing and Embroidery*

Approach the Cryptic Gate on the upper deck of the cavern. See the soaring Goddess of Sewing and Embroidery, symbol of freedom and happiness, frozen in stony flight. For ages she has struggled with confining stone. Trace her shape

with spectral ribbons, free her to fly back to heaven, and she will sing your praises and strew flowers in your name. On earth, you will reap your reward: passage beyond the gate.

#### *The Coded Portal*

#### *The Stonecutters' Abacus*

From the upper deck of the cavern descend to the lower depths. Discover the correct arrangement of abacus beads by following the directions given by the stonecutters. Study their faces. Consider their postures. Arrange the abacus beads, discover the secret code, and you will gain entrance.

Now you are ready to explore the Caves of Dun-Huang, the six double-chambered caverns of METAL, WOOD, EARTH, WIND, WATER and FIRE. Remember, you must enter several front caves before you can gain entrance to the rear caves.

## Legends of the Caves

### *Caves of Metal*

#### *The Red Pearl and the Golden Frog*



In ages past, there lived a young mason. One day, while working in the woods, he came upon a princess who was hunting with her father, a king. In an instant, the two young people fell deeply in love. But the king was reluctant and would give his daughter's hand in marriage only if the young artisan could carve a revolving stone plate for his castle. The mason labored long and hard, aided in his efforts by two frogs, but, alas, he died of exhaustion. Years later, all that remains is his heart, turned to a red pearl as hard as the king's cruel heart.

#### *The Arrows of Noor*



In an ancient land called Noor, there lived a princess who loved hunting and

went out whenever possible. But pleasure turned to fear one day when a huge bear attacked her as she rode alone near its cave. Fortunately, a valiant young shepherd was passing by, and he defeated the mighty beast. The princess' gratitude was soon kindled into passion, and she and her savior sought reasons to steal away for secret trysts in the caverns. The King of Noor heard of this intoxicating passion and commanded his mightiest wizard to work potent spells for its defeat. But the princess was clever. She learned of her father's callous scheme, and quickly told her lover, whose superb archery put a swift end to the menacing magician.

### *Caves of Wood*

#### *Rage of the Eyeless Dragons*



To the mystic east of Dun-Huang lies the legendary Mountain of Three

Dooms, also known as the Crown of Flames. Not even a weed grows on its ragged, windswept rocks. Once, three divine dragons dared to violate the Buddha's rules. Enraged at their disrespectful behavior, the Queen of the West put out their glowing eyes and banished them to the Crown of Flames to lament their wrongdoings. If only they regained their sight, they might regain the favor of the heavens.

### *Soaring Dragons*



One dark evening in his quiet meditation chamber, a most righteous sage dreamed of a charging white stallion. Its neck was tied with massive chains, and its face was wracked with pain. The horse begged the holy man to release it from its thick bonds and relieve its pain. Then it cried out dolefully and disappeared. The sage jumped awake. Then

three dragon columns soared from the ground right in front of him. One of the dragons was tied with chains. The sage had no choice but to try to release the creature from its chains.

### *Caves of Earth*

#### *Sun and Moon*



One morning the residents of Dun-Huang awoke to a sunless sky. The entire planet was lost in deep and desolate shadow. Nor did any moon shed its soft light on the land. A local spirit told the desperate residents that the Sun and the Moon had fallen prey to predatory stars from the constellation Canis Major. Immediately, a band of brothers, the city's strongest, boldest men, set out to reclaim the heavenly lights. Long and hard they fought, and the sky blazed

bright with their struggles. In the end, the youngest brother returned victorious, with the liberated Sun and Moon in tow.

#### *The Last Pedestal of Buddha*



A renowned field commander of the Tang Dynasty, Ching Deh, was delayed in the caves of Dun-Huang while fighting the region's greedy barbarians. Bereft of provisions and supplies, his weary troops miraculously found food under the pedestal of a statue of Buddha. With their flagging energy revived, they went forth to victory. But this happened centuries ago. Since then the statue has vanished. To this day, the pedestal remains.

#### *Caves of Wind*

##### *Rhythms in the Wind*



From time immemorial, the pealing bells of steeple towers have reminded people

of their daily obligations. One mysterious tower in Dun-Huang tolled forth the hours, day in and day out, with no human guidance. In fact, its sounds subsided whenever anyone approached. Belief in a spirit residing in the tower spread throughout the region, until a magistrate denounced the belief as mere superstition and had the tower torn down.

#### *The Three Pearls of Buddha*



Once two widely-famed artisans were putting the finishing touches on a three-eyed Buddha. All that remained to be created were the eyes. For these, only the clearest, most luminescent pearls would suffice. The two sought anxiously everywhere for suitable orbs. But they found nothing that would meet their demanding standards. The search continues to this day.

#### *Caves of Water*

##### *Floating Pairs*



To bring life to the desert, a woman and her son toiled for many years to create a pond of clear, sweet water, as rich as gold. One day, an avaricious salt merchant, angry that he could not have the pond, decided that no one else should have it either, and he dumped his precious cargo of salt in it. The water was spoiled, his goods were gone, and the woman and her son were heartbroken. To this day, all things float on this salty water.

#### *Turtles of Ruby and Emerald*



In the remote, windy reaches of the desert, a man and his daughter worked with precious pigments to create a mural of Kuanyin, the Goddess of Mercy. Locating the proper pigments was a great

challenge. Then one day compassion prompted the Goddess to show the girl in a dream where she might find more of the rare color. When the girl awoke, she followed the directions the Goddess had given her. She found a pond and in it ruby and emerald turtles. They led her to a rich source of pigments.

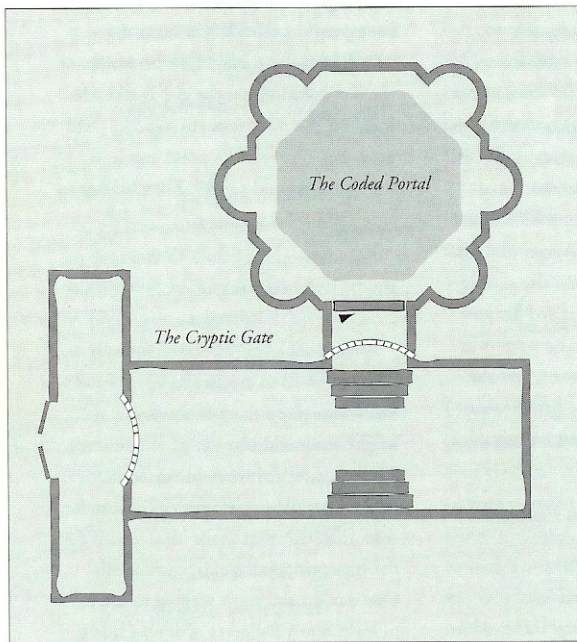
#### *Caves of Fire*

##### *Oil Pipes*



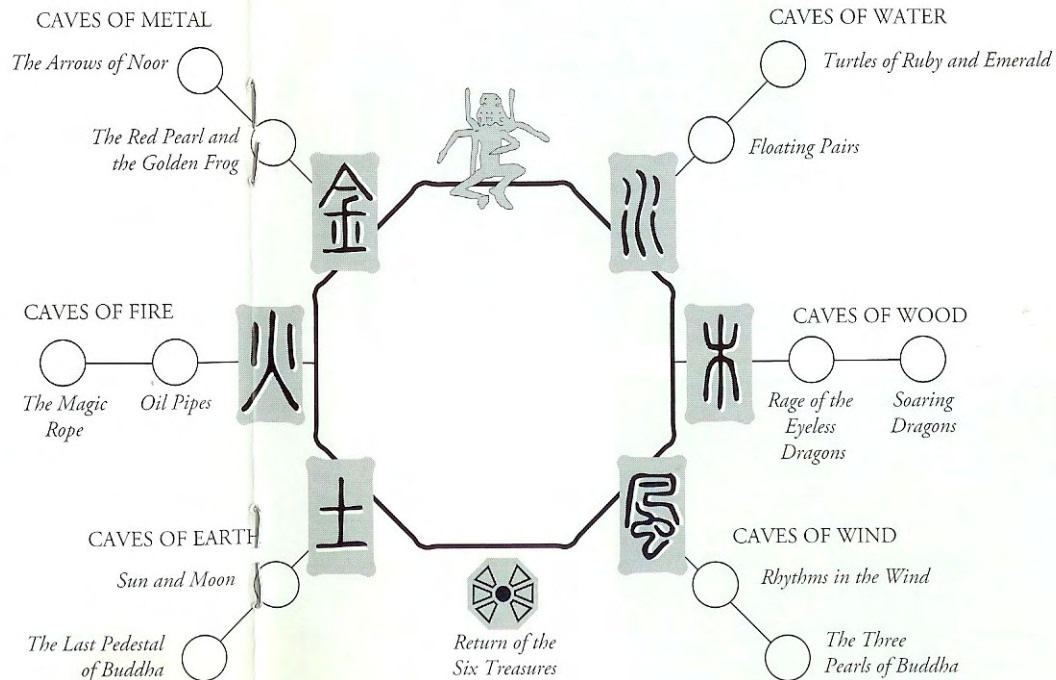
Fires burn everywhere in the desert's bright sands and blaze away all moisture. These furious flames yield materials impervious to any extremes of heat or cold, materials that make ideal vessels for the transport of all fluids, such as oils. One day, an evil spirit wanted to use oil to burn down the caves of Dun-Huang. A sacred pipeline was made from these materials to channel the oil away from this evil spirit.

## UPPER LEVEL



You may want to copy these maps for your further play enjoyment.

## LOWER LEVEL



### *The Magic Rope*



An immortal visiting from the south noticed sad-faced crowds massed around a dust-dry desert well. Curious, he flew over the oasis and dropped down into the well. He found a northern cousin stoking a furious fire for a secret concoction. The stove's blistering heat had parched the land for miles around. To cool the blistering land, the southern spirit shut off the oil supply with his magic rope. This worked at first, but his northern cousin was not one to let a setback get in his way. Thus began a legendary battle of wits.

### **Restoration**

#### *Return of the Six Treasures*

You are now approaching the end of your quest for the sacred fountain. Once you have earned all twelve treasures,

return the six treasures of the rear caves (lotus, cauldron, chisel, copper coin, bow, silver hammer) to their proper places. Then the waters of the sacred well will appear to you. Bring them to a world in need of healing.

### **The Challenges**

The Goddess of Sewing and Embroidery

The Stonecutters' Abacus

The Red Pearl and the Golden Frog

The Arrows of Noor

Rage of the Eyeless Dragons

Soaring Dragons

Sun and Moon

The Last Pedestal of Buddha

Rhythms in the Wind

The Three Pearls of Buddha

Floating Pairs

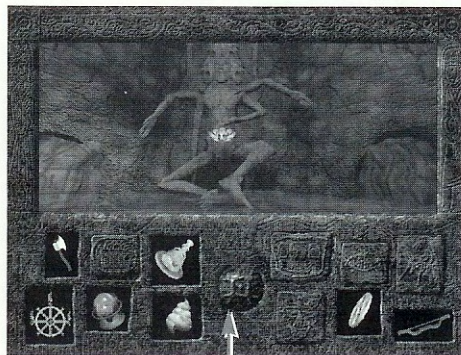
Turtles of Ruby and Emerald

Oil Pipes

The Magic Rope

Return of the Six Treasures

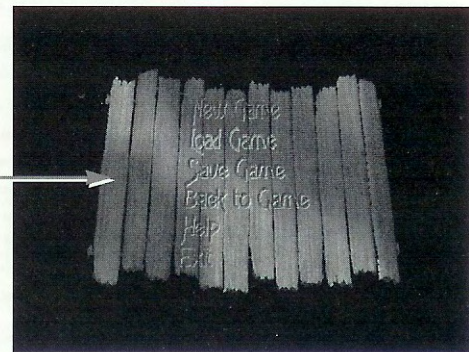
### USER INTERFACE



During gameplay, pressing the button indicated by the arrow brings up the game options:

- New Game
- Load Game
- Save Game
- Back to Game
- Help
- Exit.

The treasures collected are shown in the compartments on either side of this button.



## SYSTEM REQUIREMENTS AND INSTALLATION

### WINDOWS 3.1/WINDOWS 95

*This is a shortened version of the information contained in the README.WRI file on your Karma Curse of the 12 Caves CD-ROM disc. Please consult that file for more detailed information and for last-minute updates.*

#### System requirements

- 25MHz 486SX processor (66MHz 486DX/2 processor preferred)
- 8Mb of RAM (16Mb of RAM preferred)
- 256 color SVGA video card with a resolution of 640 x 480 and a color monitor
- Windows-compatible sound card with Windows drivers installed, and speakers or headphones
- Double speed CD-ROM drive
- Windows-compatible pointing device (mouse recommended)

This disc is auto run-enabled for Windows 95. Installation on Windows 95 is done automatically when the disc is first inserted. After that, inserting the disc will automatically run the product. The *Karma* program requires Windows 95 or Windows 3.1 running in DOS 5.0 or later.

#### Installation

Under Windows 3.1, you can install *Karma* on your computer system using the Windows Program Manager. When you install the game, icons will be created in the Program Manager that will let you start the *Karma* program. The program files will remain on the CD-ROM disc.

#### To install Karma from the Program Manager

1. Insert the 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: enter f:\install in the Command Line box.)
4. The Install program for *Karma* 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 the game.

#### Starting Karma

To start *Karma* from the Program Manager, double-click on the *Karma* icon in the *Karma* program group.

Please consult the README.WRI file on your *Karma* CD-ROM disc for recommendations on running the game.

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

#### Memory Requirements

To run the *Karma* program, your computer should be running Windows 95 or Windows 3.1 in 386 enhanced mode with virtual memory and SMARTDrive enabled. The *Karma* program requires at least 10,600 KB of free virtual memory to run. For good video per-

formance 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 *Karma* CD-ROM disc.

For information on minimum system requirements, please consult the README.WRI file on your *Karma* disc.

## SYSTEM REQUIREMENTS AND INSTALLATION MACINTOSH

*This is a shortened version of the READ ME FIRST document on your Karma Curse of the 12 Caves CD-ROM disc. Please consult that document for more detailed information and for last-minute updates.*

### *System requirements*

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

### *Operating System requirements*

*Karma* requires System 7.1 or later.

### *Installation*

To install the system files required to run *Karma*, perform the following steps:

1. Insert the *Karma* disc in your CD-ROM drive.
2. Drag the contents of "Put Contents into System Folder" onto the system folder.

3. Drag the *Karma* icon from the CD-ROM to your hard disk.

4. Restart your computer.

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

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

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

### *Memory Requirements*

*Karma* 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 *Karma* CD-ROM disc.

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# Oops!

In our enthusiasm to get **KARMA** CURSE OF THE 12 CAVES to our customers, we may have made a last-minute mistake in this batch of discs. We're here to fix it.

If you're a **Windows 3.1** or **Windows 95** user, and have any Discis children's books or JEWELS OF THE ORACLE on your computer, read no further.

If you're a **Mac** user, please ignore sections 3 and 4 of the "Read Me" file on the CD-ROM. Double-click on the Lotus icon to start **KARMA**.

If you're a **Windows 3.1** or **Windows 95** user, and **do NOT** have any Discis children's books or JEWELS OF THE ORACLE on your computer, your **KARMA** disc may be missing the file DISCISCC.DLL. Please follow these steps:

- 1** Install DISCISCC.DLL on your hard drive by copying it from the OOPS! disc to the windows\system directory.
- 2** Then run the **install.exe** file to load **KARMA** CURSE OF THE 12 CAVES onto your computer.

This simple operation is bound to bring you good karma.

Thanks for your cooperation.

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