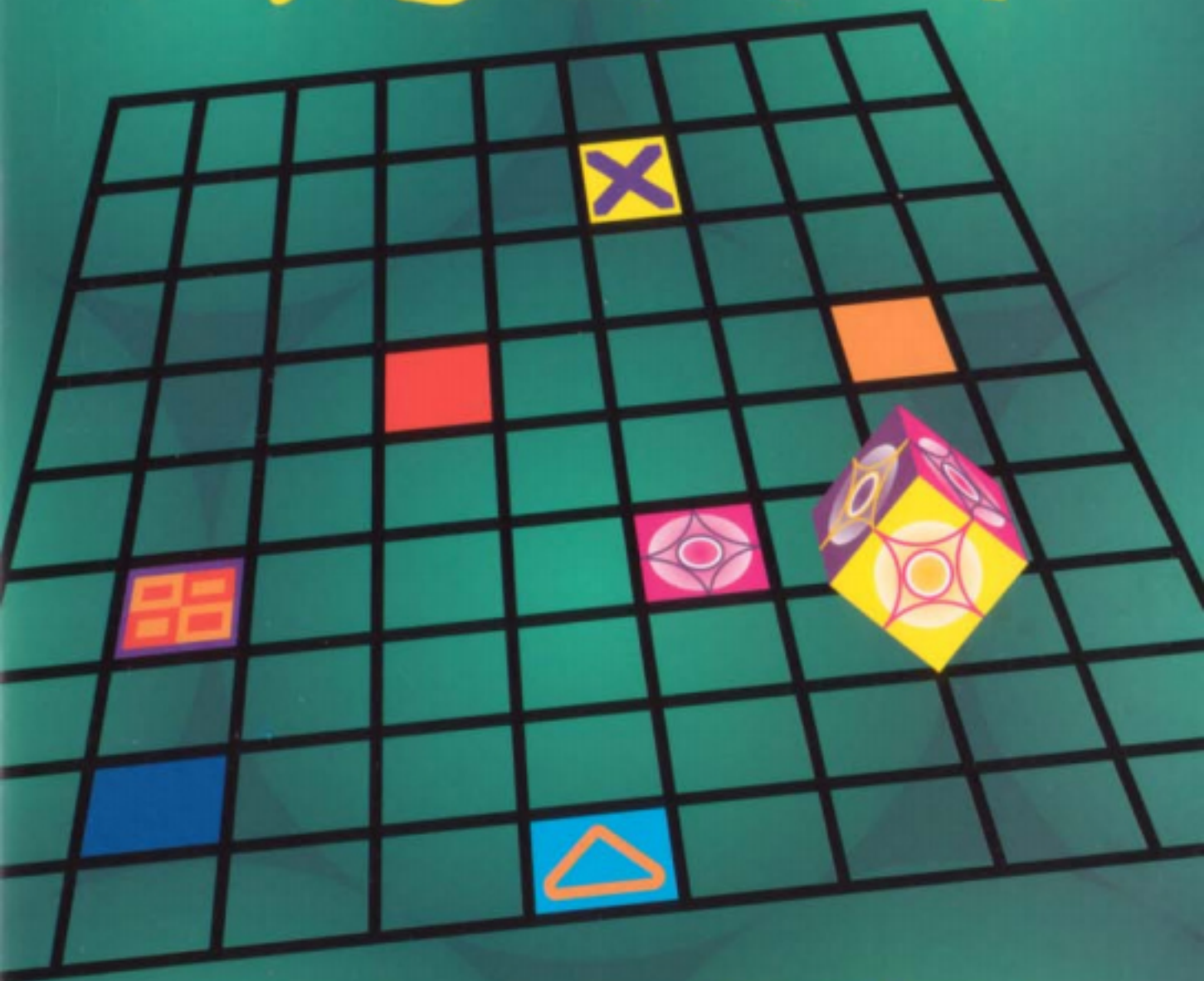


Endorfun™



Endorfun™

onesong

INSTRUCTION MANUAL



TIME WARNER
INTERACTIVE

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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onesong partners, inc. is composed of artists from a wide range of disciplines: designers, composers, musicians, computer programmers, graphic artists, writers and entrepreneurs.

We are dedicated to the creation of powerful and beautiful life-enhancing, life-affirming products including: multimedia CD-ROMs, video games, music CDs, books, film, live entertainment and events.

Every onesong entertainment product is intended to uplift the heart and mind of its users. The mission of onesong partners, inc. is to benefit humanity with each of our products and to demonstrate that consciousness and good will are, in every way, the most profitable business practices.

onesong partners, inc. was founded in 1994 by Michael Jai Feinberg, Noah Clemence Zim, Onye Onyemochi and Paul Coleman.

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Published by Time Warner Interactive, No2 Carriage Row, Eversholt Street, London NW1 1BU.

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2

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Installing Endorfun

Before You Proceed

Please check your Endorfun CD-ROM for a READ ME file which contains late breaking information about Endorfun. Insert into the CD-ROM drive and double-click on the READ ME file or open it from within any word processor.

If You Don't Read Manuals...

If you are using Windows™ or Macintosh® System 7.5 or above, you'll find a help file in Endorfun that contains most of the information in this manual. Under System 7.5, look in the Apple Guide (?) menu. *Note: You must have the Apple Guide extension installed in your System Folder. Under Windows, look in the Help menu.*

System Requirements

• Macintosh Users:

Recommended minimum system requirements for playing Endorfun is a 33 Mhz, 68030 Macintosh with a double-speed CD-ROM drive, 8 MB of random access memory and System 7.1 or higher. Recommended system: 33 Mhz, 68040 Macintosh.

• Windows Users:

Recommended minimum system requirements for playing Endorfun is a 66 Mhz, 486 PC with a double-speed CD-ROM drive, Windows95 or Windows 3.1, and 8 MB of random access memory. Endorfun can play on less powerful PCs, but you'll likely see some degradation in performance. See Optimizing Performance for more details.

Installing the Game

Endorfun plays almost entirely from the CD-ROM. The files installed on your hard drive are only those necessary to launch the program, save the scoreboards, and save games. Installation will take only a few seconds.

To install Endorfun:

• Macintosh Users:

Endorfun plays entirely from the CD-ROM. To play Endorfun: insert the CD-ROM, double-click on the CD-ROM icon, then double-click on the Endorfun game icon.

• Windows Users:

1. Start Windows.
2. Place the Endorfun CD in your CD-ROM drive.
3. Windows 3.1: At the Program Manager, from the File menu, choose Run...

Windows95: Click the Start button in the Taskbar and choose Run...

4. In the Run dialog, type the command:
[drive]:setup where [drive] is the letter designation of your CD-ROM drive.

For example, if your CD-ROM drive is drive D: you would type:

D:setup

Click OK in the Run dialog and follow the on-screen prompts to complete the setup process.

Playing Endorfun

Endorfun is a game of colour and music, rhythms and patterns. It is also a game of speed, patience and strategy. In less time than you might initially imagine, playing Endorfun will become virtually instinctive.

The main character in Endorfun is the Light Body cube, which you, the player, control and navigate with your mouse or keyboard over the Unified Field (the board composed of squares).

The Light Body cube has a different colour on each of its six sides. The most basic skill required to play Endorfun successfully is the ability to move the Light Body cube to any square on the Unified Field and have the colour of your choosing on the top of the cube.



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The pieces of the game known as Blocks and Life Force appear on the Unified Field in the same six colours that are on the sides of the Light Body cube. You can only land on these pieces with the Light Body cube if the colour on the top side of the cube is the same as the colour of the piece. When you land on a Life Force square or Block and move off that square, it will be empty because you have successfully merged with - and thereby absorbed or removed - the piece occupying that square.

Blocks come in two varieties: Simple Blocks and Bonus Blocks. There are three types of Bonus Blocks: Multipliers, Timers and Globals. Don't let the Blocks trap you; merge with them to clear the way, to gain more time, or to earn more points.

Absorb the Life Force, Remove the Blocks.

Practice moving the Light Body cube until you can easily manoeuvre it into any position. You'll find some of the basic moves, or gambits, listed later in this document.

You can move the Light Body cube with either the mouse or the cursor (arrow) keys on the keyboard. Try both to see which you prefer. If you want to reassign the keyboard keys, see the Set Keyboard Control option in the Options menu.

Beginning an Experience

To begin a new game experience:

1. From the Game menu, choose Select New Game.
2. Choose an experience from the Select Game Experience dialog.

The radio buttons on the left side of the dialog let you filter the list of games according to the type of experience. There are three distinctive types of game experiences in Endorfun. All of the experiences use the same basic game pieces, but the specific game objectives are different.

Quickening experiences challenge you to complete the game as quickly as possible by capturing Life Force. Your goal is to score the fastest time. Speed and precision are everything.

Longevity experience challenge you to play for as long as you can. You want to achieve the longest time. You'll need to complete each level before the Unified Field fills up or the Timer runs down.

Abundance experience challenge you to score as many points as you can within the time allowed. In many of these experiences, you'll have a lot of mobility in the Unified Field, but the Timer will force you to move from level to level. In others you'll need to pay attention to how quickly the Unified Field is filling with Blocking Squares. You'll want to move on to the next level before you're blocked in, no matter how much time is left on the Timer.

Game Experience names in the dialog are colour coded to indicate their approximate difficulty level.

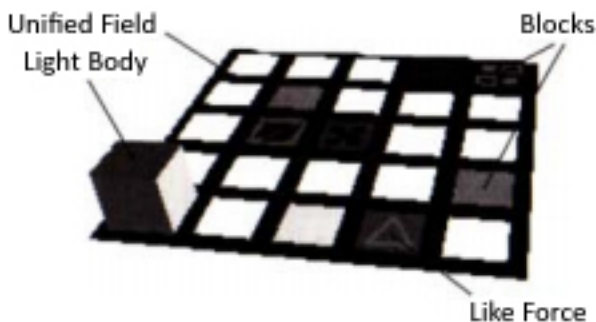
The Endgame

An Endorfun game experience can end one of three ways:

- You win the game! In this case you are rewarded with a special "win screen" which lauds your accomplishment.
- You lose the game because the Light Body cube became trapped by blocks. A moment after the Light Body becomes trapped, the Unified Field rapidly fills with blocks and you see a "lose screen", which presents you with a positive message. You then click the left mouse button and see the "Quick Play" buttons and menu bar. Play again!
- You lose the game because the Timer ran out of time. The Unified Field fills with blocks and you see a "lose screen" with a positive message. You then click the left mouse button and see the "Quick Play" buttons and menu bar. Play again!

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The Game Pieces



Light Body (cube)

The cube shaped Light Body represents the player, seeking Life Force, on the Unified Field. You move the Light Body by moving the mouse or by pressing the cursor (arrow) keys.

Unified Field

The playing field over which the Light Body cube seeks Life Force. The Unified Field is an ever changing mosaic of squares (sometimes transparent, other times opaque) that usually transforms its basic shape and point of view whenever the player transcends to a new level.

Life Force

The pulsing squares on the Unified Field are the Life Force the Light Body seeks. The majority of the time there are several Life Force squares per level, but there is only one Life Force square on the Unified Field at a time. Each time the Light Body cube merges with a Life Force square another Life Force appears on the Unified Field. When the final Life Force on a level is absorbed, the Light Body transcends to the next level. The Light Body merges with the Life Force by landing on it with the same colour that is on the square on the top-facing side of the cube.

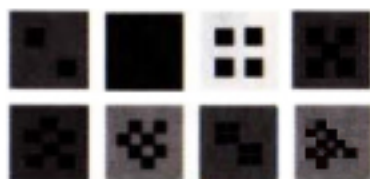
Blocks

All of the coloured squares on the Unified Field that are not Life Force are Blocks. There are two basic types of Blocks: Simple Blocks and Bonus Blocks. The Light Body cube merges with either type of block by landing on top of it with the same colour as the square showing on the top-facing side of the cube.

Simple Blocks

The solid coloured squares on the Unified Field. In Abundance game experiences, these blocks have a point value. Otherwise, they merely block the way to Life Force.

Multiplier Blocks



In Quickening and Longevity games, Multiplier Blocks temporarily block the way to Life Force. In Abundance games, they give a multiple of the number of points assigned to the Simple Blocks. The number of spots on the Multiplier Blocks indicate the multiplier, so you can quickly see the relative value of the block. For example, if a Simple Block is worth 100 points, a Multiplier Block with five spots on it will be worth 500 points (100 x 5).

Timer Blocks



Put time back on the Timer (in the Status Bar) so you can stay on the level longer. Or, they slow down the rate at which blocks are added to the Unified Field. The number of sections on the Timer Blocks give a hint as to how much time they may be worth. Each section is worth 5 seconds, so the blocks are worth between 10 and 50 seconds of time. You don't receive points for merging with Timer Blocks.

Global Blocks

Remove all of the squares that are the same colour as the Global Block, including Multiplier and Time Blocks. When you merge with a Global, you receive the points for all of the



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Simple, Multiplier, and Global Blocks that are removed from the Unified Field. BUT, you don't receive the time from Timer Blocks. So, if you need to get some time block, merge with the available Timer Blocks before you merge with the Global Blocks.



The Status Bars

The Status Bar at the top of the game window displays valuable information while you are playing Endorfun. There are actually three slightly different Status Bars, and which one you see depends on the type of game experience you've selected.



All of the Status Bars show:

- The name of the current game;
- The number of Life Force squares remaining in the current level;
- The Level number;
- The Timer, which shows the maximum time you can spend on a level before you must transcend to the next level or lose the game. The Timer area of the status bar will blink when there are less than 30 seconds remaining in a Level.

Quickening Status Bars also show:

- The number of Levels in the game experience;
- The Elapsed Time (how long you've been playing the game experience).

If a game Level has a Challenge Level associated with it, the Timer area of the Status Bar will show an asterisk (*) beside Timer.

Longevity Status Bars also show:

- The Elapsed Time (how long you've been playing the game experience).

Abundance Status Bars also show:

- The number of Levels in the game experience;
- The current score.

If a game Level has a Bonus Level associated with it, the Score area of the Status Bar will show an asterisk (*) beside Score. When you've achieved the score required to earn the Bonus Level, the Score area reverses (highlights).

The Gambits

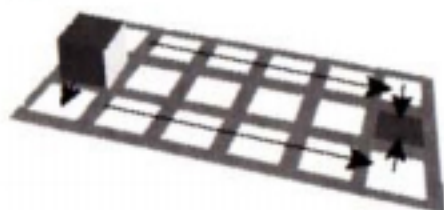
This section explains some of the basic manoeuvres the Light Body cube can use to merge with a square on the Unified Field. This is not a complete list, but it's a good place to start toward mastering Endorfun. (Each gambit here is described as a manoeuvre toward merging with a coloured square, but try to think of them as a method of moving onto any square). As you master Endorfun, you'll find that you use these gambits and others in many combinations.

The U



Any time the Light Body cube is beside a square with the same colour on the top face, you can merge with the square by moving in a U shape in either direction around the square. This gambit is perhaps the most basic, and is often used in combinations with itself and other gambits to merge with squares.

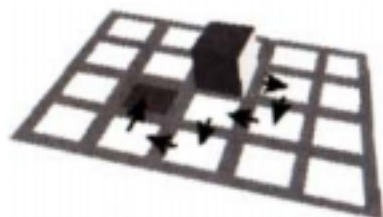
The Fence



The Fence is a logical extension of the U. Any time your Light Body cube is on a straight line with a square with the same colour on its top face, you can merge with the square by tipping

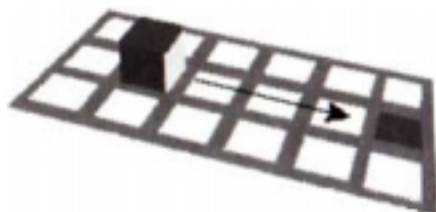
the Light Body one square off the line, rolling it to beside the square and tipping it back up onto the square.

The Double-U



Another extension of the U is the Double-U. Any time the Light Body is catty-corner with a square and the same colour is on the top face, you can merge by performing two U gambits in succession. The first U puts the Light Body beside the square and the second U merges the two.

The 3-Space



Perhaps the most obvious gambit but the one least used by beginning players. You'll need this one to become a master at merging in tight spaces. Any time the Light Body cube and a square are separated by three squares in a straight line, and the Light Body has the same colour on its top-facing side, moving directly toward the square will result in a merge.

The L



Anytime the Light Body cube is diagonal to a coloured square that is the same colour as its top-facing side, and the two are separated by

one square, the two will merge if you roll the Light Body two squares to one side and then toward the coloured square.

How to Pause/Resume an Experience

To pause a game:

- Click the left mouse button.

To resume a paused game:

- Press Enter or Return on the keyboard.
- Click the left mouse button with the cursor inside the game window.
- Choose Resume from the Game Menu.

Optimizing Performance

If Endorfun appears to play sluggishly on your computer you might try the following:

- Turn off the texture on the Light Body cube. (From the Options menu, choose Display and then choose Textured Cube.)
- Reduce the size of the game window.

Also, while it will not speed overall performance, if you are playing Endorfun with a mouse, we recommend that you ensure that its mechanism is clean. Being able to smoothly and predictably roll the Light Body is a critical factor in advanced game play.

When you change the window size, the Status Bar will reconfigure itself to fit as best it can. In some cases, it will drop the name of the game experience from the display. In other cases, it will become a two-line Status Bar. In extreme cases, where the window is very small, the Status Bar will not be displayed at all.

Uninstalling Endorfun

• Macintosh Users:

Since Endorfun plays entirely from the CD-ROM, you need only delete the Endorfun Preferences Folder inside your System Folder. You may also want to delete any saved games from your hard drive.



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• Windows Users:

To uninstall Endorfun from your hard drive with Windows setup, do the following:

Windows 3.1:

1. From the Program Manager, delete the Endorfun Program Group and its contents.
2. From the File Manager, delete the Endorfun directory and all of its contents.

The Files in this directory are the high scores and best times tables and any saved games.

If you chose the "Quick Install" option, the Endorfun directory is named "Endorfun" and is in your Windows directory. If you used a custom install, the directory may be named something different or be in another location.

3. Delete the ENDORFUN.INI file from the Windows directory.

Windows95:

1. From the Start Menu, choose Settings and then Control Panels.
2. Double-Click on the Add/Remove Programs icon to run the Install/Uninstall utility.
3. At the Install/Uninstall Tab of the Add/Remove Programs Properties window, select Endorfun in the list of software that can be automatically removed.
4. Click the Add/Remove button.
5. If you've been recording your High Scores and Best Times or have saved games in progress, one more step is required to completely remove Endorfun. From the Windows Explorer, delete the onesong folder and all of its contents. If you chose the "Quick Install" option, the onesong folder is named "onesong" and is in your Program Files folder. If you used a custom install, the folder may have a different name or be in another location.

The Philosophy of Endorfun

Our intention was to create more than a game, more than a diversion.

We wanted Endorfun to be beautiful, uplifting, and inspiring, to enrich your consciousness, to open your heart, to touch your soul.

And to be fun.

We hope we have succeeded.

We make this offering to you in the spirit of: Peace to all the Sisters and Brothers; Love to all the Mothers and Fathers; Light to all the Daughters and Sons; Freedom to all the Friends and Lovers; Joy and Abundance to the World; Utmost Gratitude to the Life Force.

One Love. One Tribe. One World.

We wish you the best. We have given you ours. onesong!

Subliminal Messages in Endorfun

The music in Endorfun contains subliminal messages designed to help you feel good about yourself and the world around you. They are designed to enhance your state of well-being and personal ability. At the end of each game, whether you win or lose, a positive message appears on the screen to reinforce positive thoughts. Below is a list of the subliminal messages contained in Endorfun. We hope that you will approve of, enjoy, and benefit from these messages.

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I am safe
My heart is filled with joy
I am loved
I am healthy
I am strong
I can do anything
I am powerful
Riches flow into my life
I am in control
My life is full of meaning and pleasure
I feel joyful now
My body heals itself
I know what I want
I am free of dependency
I am a winner
Riches flow into my life
I am in harmony
I am at peace
I am strong and secure
I create the life that I want
I feel joyful now
I am beautiful
I achieve my highest goals
I am divinely guided
Rivers of riches are flowing to me
I create my own reality
I create what I want
I want joy and expansion
I create joyous relationships
I create joyous abundance
I create joyous health
I create joyous safety
I create joyous love
I create joyous fun
I create joyous comfort
I create joyous work
I create joyous thoughts
I create joyous creation
I create joyous life
I use my power wisely and well
I do what feels right
I have everything I truly want
In my own way I am a genius
I love myself
I receive everything I need
I am unique and special





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Today I expect the best
All is well
What I desire is already mine
I create miracles
I trust in myself
Money is flowing abundantly into my life
I deserve the very best in life
I am a beautiful perfect spirit
I am the master of my life
I am now attracting everything I need
I expect pleasure and satisfaction
I choose life
It is safe for me to be powerful
I forgive myself completely
There is enough of everything for everybody
I love life
I am a wonderful person
I am now in perfect health
I honour myself
My life is unlimited
I am naturally enlightened
I am the master of my life
I love doing my work
It's OK for me to have everything I want
I am relaxed and centred
Abundance is my true state of being
I am now prosperous and happy
I am rich, well, and happy
I am beautiful and lovable
I am talented, intelligent and creative
I deserve the very best in life
I love the world and the world loves me
I don't have to try to please anyone else
I am free and healthy
I love myself completely as I am
I am glad I was born
I love being alive
I love myself
I am good and I do good things
The world is a beautiful place to be
I love it the way it is
I love myself the way I am
There is no opposition
It is easy to control my existence
I forgive myself
I intend joyous survival
I am free

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Note: if you prefer to play Endorfun without the benefit of the subliminal messages, you can turn them off by playing the game with sound effects or no sound instead of with music. To do this, open the Options menu and choose the Sound option. Then choose your preferred setting from the submenu.

Commands

Game Menu Commands

Select New Game...

Opens the Select Game Experience dialog where you can choose a new game experience.

The radio buttons on the left side of the dialog let you view the list of games according to the type of experience. The three types of game experience are Quickening, Longevity, and Abundance. For a complete explanation of game experiences, please see page 5.

Replay Game

Restarts the currently selected game experience.

Resume Game

Restarts a paused game. You can also restart a paused game by pressing Enter or Return, or by clicking the left mouse button with the cursor in the game window.

Save Game

Saves the current game. If you haven't yet saved the game using Save Game As, this option is dimmed in the menu.

Save Game As...

Displays the Save Game dialog where you can save the current game under a new file name.

Play Saved Game...

Displays the Open Game dialog where you can open a saved game.

Exit

Exits Endorfun.

Options Menu Commands

Sound

Lets you choose whether the game experiences play with music, sound effects, or no sound.

Display

Lets you choose whether the background images animate and whether the Light Body cube is shown with a texture. Background Animation is a purely aesthetic option, though it was also an intended part of Endorfun's dynamism. Turning off the texture on the Light Body cube may improve the performance of the game on slower computers.

Show Game Status

Lets you choose whether the Game Status Bar is displayed at the top of the game window during play. The default is to show the status, since it provides valuable information for completing the experiences successfully.

Note: if the game window has been re-sized to be very small, the Status Bar will not be displayed.

Save Game Alert

Lets you turn off the alert box that appears each time you abort play before a game experience has ended. This option is checked on by default. If you don't expect to save your games, you may want to turn this option off.

Quick Play Buttons

Lets you turn off the buttons that appear near the bottom of the game window with the Replay Game and Select New Game options. This option is turned on by default, since the buttons provide a quick way to play again without going to the menu.

Note: you can also replay, select a new game, or play a saved game by pressing r, n or p on the keyboard respectively when the menu bar is shown at the top of the game window.



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Show Best Times...

Displays the Best Times board. In this dialog you can view the best times for any saved Quickening and Longevity games. The title bar of the dialog will indicate whether the game selected is a Longevity or Quickening game. Times are not displayed for uncompleted Quickening games.

Show High Scores...

Displays the High Scores board for Abundance game experiences. In this dialog you can view the high scores for any games that have high scores recorded. The board shows both the score and highest level achieved.

Set Mouse Sensitivity

Displays a dialog for adjusting the sensitivity of the Light Body cube to movement of the mouse.

Note: Some game experiences are designed with a Light Body cube that rolls very quickly or very slowly. We suggest that you not attempt to compensate for this by adjusting the Mouse Sensitivity, since the speed of Light Body movement and mouse sensitivity are not directly related.

Also, while it will not speed overall performance, if you are playing Endorfun with a mouse, we recommend that you ensure that its mechanism is clean. Being able to smoothly and predictably roll the Light Body is a critical factor in advanced game play.

Set Keyboard Control

Displays a dialog for setting which keys on the keyboard move the Light Body cube.

To change the settings, click on the drop-down lists for each of the directions of movement and select the key assignment you want.

• Windows Users:

When a drop-down list is active, you can go to an alpha-numeric key by pressing that key on the keyboard. For example, if you want the letter "E" assigned as the key to move the cube up, you could click on the "Cube Up" drop-down list to activate it, press "e" on the keyboard (e will appear as the highlighted item in the list), and then click on "e" in the list to select it.

Note: the cursor (arrow) keys, which are the default setting, are listed in the drop-down lists as Left, Right, Up, and Down. You will find these and the keys Home, End, Page Up, and Page Down, at the bottom of the lists. You cannot reach these key assignments by pressing them on the keyboard, because they are used by the dialog to navigate the drop-down lists when they are active.

Credits

onesong partners, inc.

Designer and Producer:	Michael Jai Feinberg
Software Design and Programming:	Greg Hospelhorn
Computer Art:	Robert Charles Dotinga
Music and Rhythms:	Onye Onyemaechi and "The O Band" featuring: Paul Sihon - guitar, tabla, synth and bass; Sid the Kid - sax, clarinet and flute; Kendrick Freeman - congas, djembe and shaker; Alice Johnson - vocal; Mark Moran - d'jeridu, gongs and chimes
Additional Recording:	Frank Martin, Jamie Brewer, Manas Itiene, Yoshitaka Kanehara, Joey Borrero
Graphics Technology:	Cinematronics/Michael Sandige and David Stafford with Kevin Gliner
Sound Engineering:	Paul White/Transformations
Narration:	Blair Hardman, Linda Weber
Associate Producer/Designer:	Hal Jordy III
Design Associate:	Noah Clemence Zim
Executive Producers:	Michael Jai Feinberg and Noah Clemence Zim
Special Thanks to:	DigiDesign, Crystal River Engineering, Cutting Edge Audio Group, Stephen Friedman, Jeff Braun, Jerry and Esther Hicks and Abraham.

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Additional Art:	Elaine Alderette, Kevin Tudish
Testing:	Allen Austin, Darrell Evers, Kenny Kinser, Brent Meisenheimer, Edmund Miya, Eric Van Beek

Customer Software Support

UK - For verbal assistance please call our Customer Services Department on 0171 391 4323 between 10.30-12.00 noon and 2.30-5.00 pm Monday to Friday.

Australia - 1 900 957 665 IT-M calls charged at 95c per minute. A higher rate applies from public and mobile phones.

Warranty

Time Warner Interactive warrants to the original purchaser of this computer software product that the media on which the software programs are recorded will be free from defects in materials and workmanship under normal use for a period of 90 days after the date of original purchase (The Warranty Period). During the Warranty Period defective media will be replaced free of charge if the original product is returned to the Retail outlet where originally purchased, with dated proof of purchase. This warranty is in addition to and does not affect your statutory rights. This warranty does not apply to the software programs themselves which are provided «as is», nor does it apply to media which may have been subject to damage or corruption.





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