

OPERA

FATAL



The incredible search for the lost music

HEUREKA® Klett

OPERA

FATAL

The Hair-Raising Hunt for the Lost Score

OPERA FATAL, The Hair-Raising Hunt for the Lost Score

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System Requirements

Windows 3.1 / 95 / NT	Macintosh
SVGA compatible graphic card	68k or PowerPC
8 MB free RAM	256-color monitor
486/50 Mhz Processor	Double Speed CD-ROM drive
Double speed CD-ROM drive	System 7
Sound Blaster compatible sound card	8 MB free RAM

Installing OPERA FATAL

OPERA FATAL runs completely from the CD.

No program groups are created and no data are copied onto your hard drive. Therefore, no installation is necessary. Only QuickTime and IndeoCode (only with Macintosh) are needed. Both are found on the OPERA FATAL CD-ROM.

To save your scores, create a directory on your hard drive or use an empty formatted disk. For more information please refer to your operating system manual.

PC/Windows:

If you do not have QuickTime or an older version is installed, simply double click on QuickTime-Installation. You will then automatically be taken through the installation process. We recommend deleting older versions.

Start OPERA FATAL by switching to your CD-ROM drive and double clicking on the application OPERA.EXE.

If you would like to create a program group or an icon, refer to your Windows manual. The steps are explained there.

Macintosh:

If you do not have QuickTime and/or IndeoCode or an older version is installed, simply double click on QuickTime-Installation. You will then automatically be taken through the installation process. We recommend deleting older versions.

Start OPERA FATAL by switching to your CD-ROM drive and double clicking on the OPERA FATAL-icon.

Starting OPERA FATAL

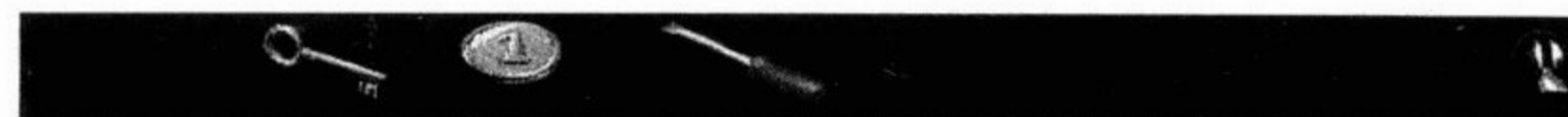
OPERA FATAL begins by running the introduction. You can skip the introduction by simply keeping the mouse button pressed during the loading process. You should, however, go through the introduction at least once because the story is explained here. The first screen after the introduction is the conductor in front of the opera house. This is where you enter OPERA FATAL: you step into the opera house as the desperate conductor!

Getting Around and Interaction in the Opera House

The mouse cursor is usually in the form of a white circle. When you move the mouse cursor across the screen, it changes into various arrows or a small hand.

- The arrows indicate the direction through the countless rooms of the opera house.
- The hand appears in some places and over objects where an action is possible:
 - The objects may be viewed, applied or examined.
 - If the hand appears over objects which can be used as tools, these can be placed in the black tool box by clicking on them with the mouse. You can then make use of the tools for later tasks.

Using the Tools:

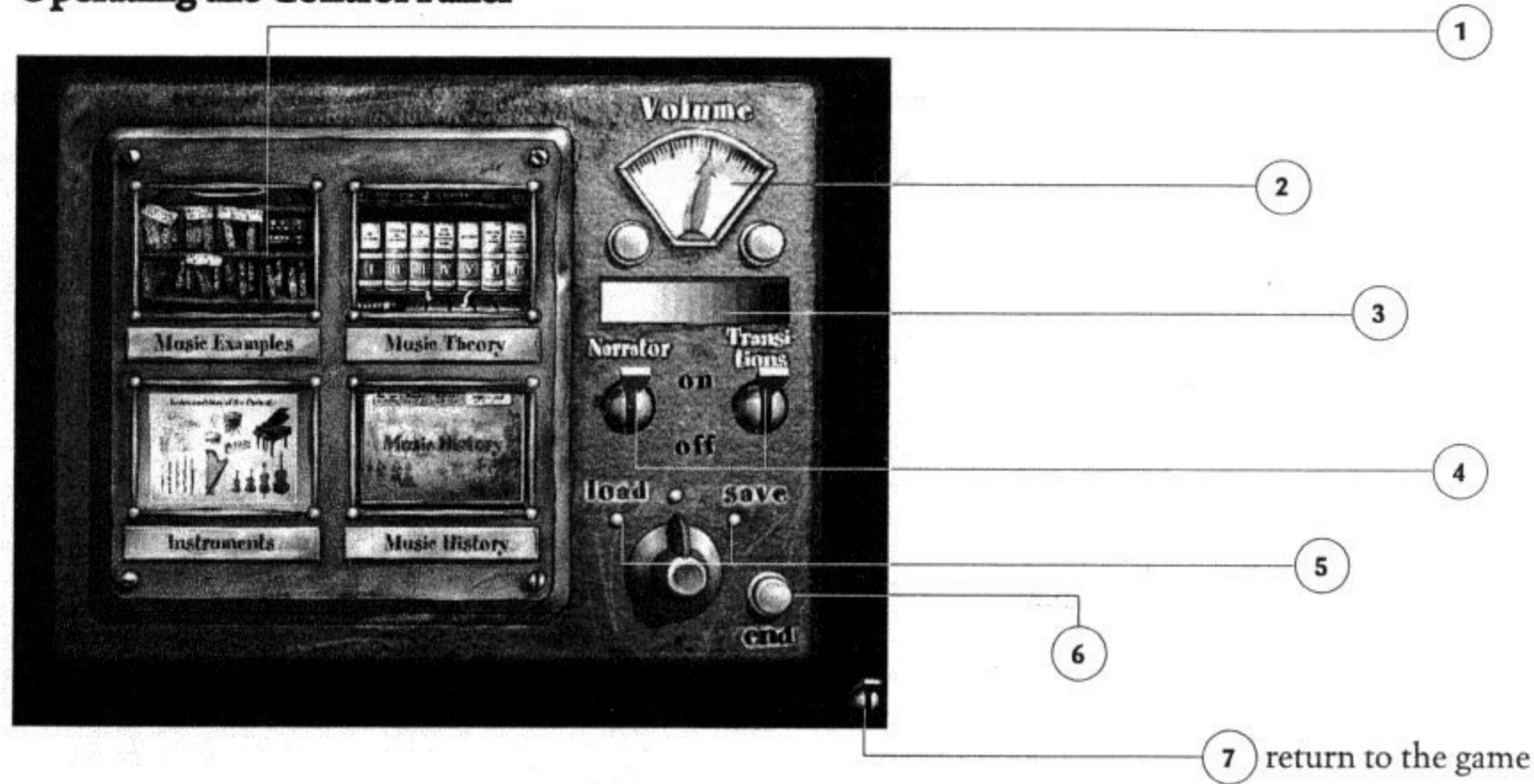


On the right side of the tool box there is a switch which is there from the very beginning. By clicking here, you can go to the control panel.

If you want to use a tool at a certain place where the cursor has changed into a hand, you get it by simply clicking on it in the tool box. Each tool can only be made use of at a place where it is intended to be used. This means, for example, that you can only open a certain door with a key and not with let's say a screwdriver or another tool. If you have chosen an appropriate tool, your success is rewarded with a fanfare. If you choose the wrong tool, it will slide back into the tool box.

If you have collected more than five tools, an additional small switch appears on the left side of the tool box so you can "page through" the tools.

Operating the Control Panel



The control panel contains various functions:

1. **Direct access** to the **learning levels**: This is a shortcut to get into these rooms.
2. **Volume**: The volume can be set by steps using the two blue buttons in the top right-hand corner.
3. **Contrast and intensity**: Adjust your monitor so that all gray tones from pure white to pitch black can be differentiated. Consult the manual for your monitor if need be.
4. **Activate** and **deactivate** the **speaker** for the learning levels: You can turn the speaker on and off with the switch in the middle on the right-hand side.
Turning the picture frequency on or off (dim): Turning this off may improve the speed of the game on less powerful computers.
5. **Saving your score**: Turn the dial to "save" by clicking on it. Find the directory or drive where you previously saved your scores. Replace the asterisk in the file name with a name containing up to eight letters and click "OK".
Load your score: Turn the dial to "load" by clicking on it with the mouse. Find the directory or drive with your scores. Choose the desired file and click "OK".
6. To **leave the game**: Double click on the red knob in the bottom right-hand corner of the control panel which says "END".
7. To **return** to where you were in the game before opening the control panel, use the switch in the bottom right-hand corner of the screen (not on the control panel!).

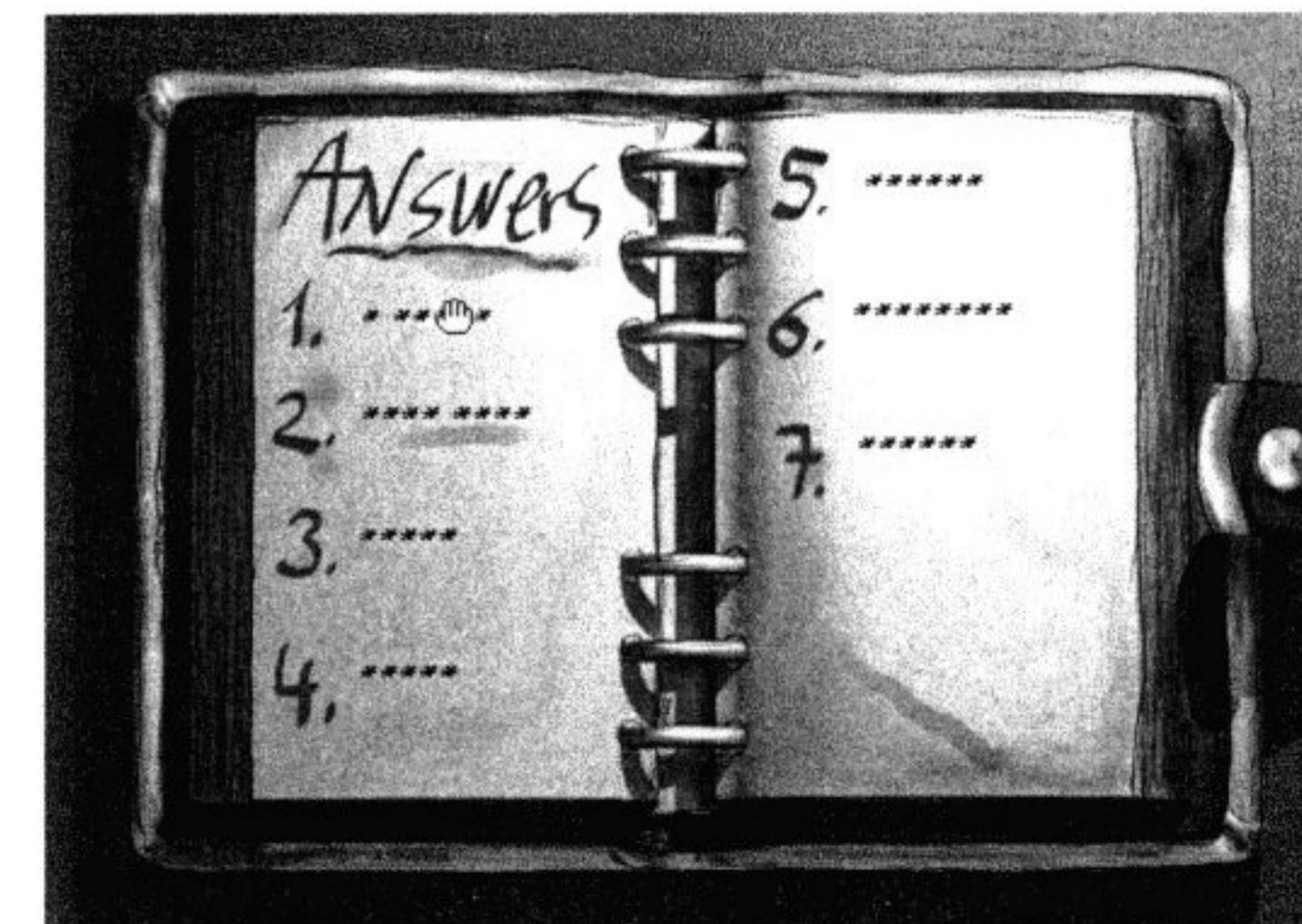
The Story

You slip into the role of the maestro: It's the evening before the première of Beethoven's "Fidelio". You are shocked when you discover that your score has disappeared without a trace. While looking for your music, you rummage through the countless rooms in the opera house. A cunning villain has hidden your music and has left behind a trail of riddles and questions from the music world. Many doors are still locked and secluded corners are waiting to be discovered. Using the tools at the right time and skillfully combining them will help you find the numbered slips of paper with the villain's questions. Keep track of the questions and other important pieces of information in your notebook. All the answers can be found in the library, the instrument room or in the maestro's room in his extensive CD collection. These individual learning levels can be reached directly from the control panel.

The correct answers to the questions have to be entered into the answer book in the office. Only when you have found all the questions and answered them correctly, will the secret of the lost score be unveiled.

The Office

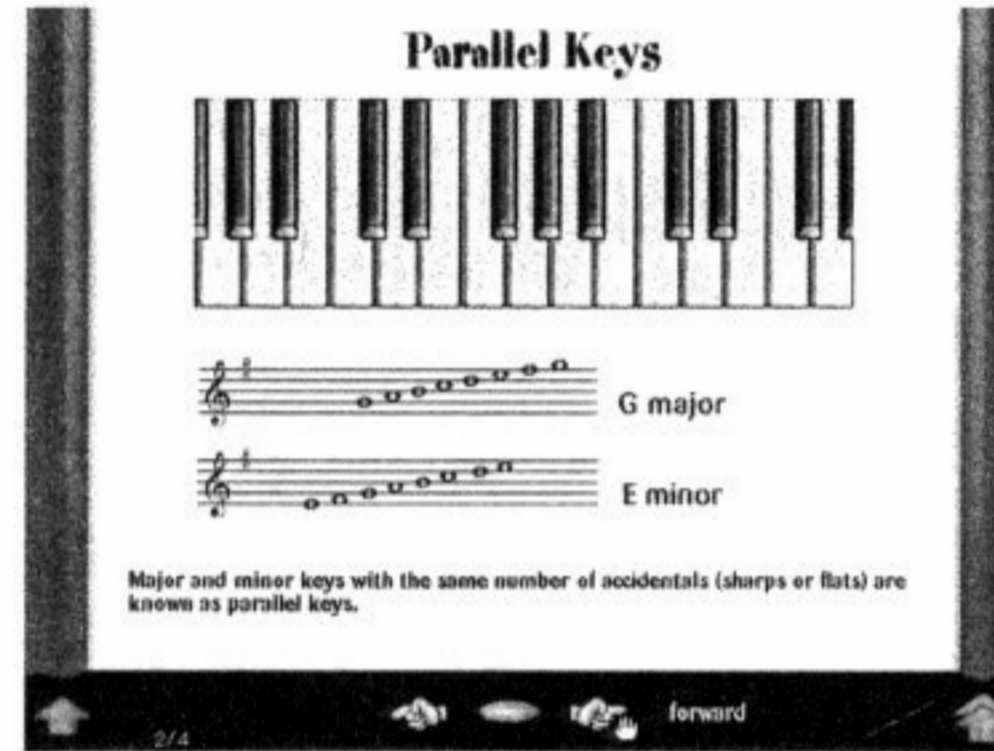
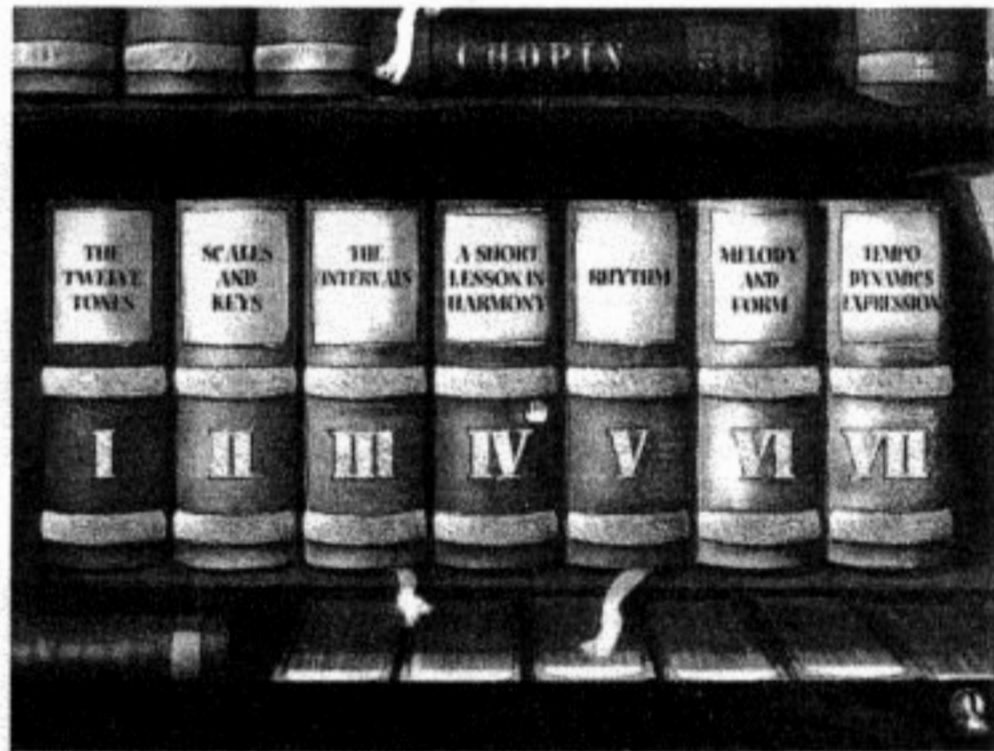
A book is kept in the office, the maestro's anteroom, where you have to enter your answers to the questions. Click on one of the broken lines in the answer book and type in the answer. After entering the answers, confirm them by pressing the enter button or clicking on a new line. Only after answering all the questions on one page of the answer book can you proceed to the next level of OPERA FATAL.



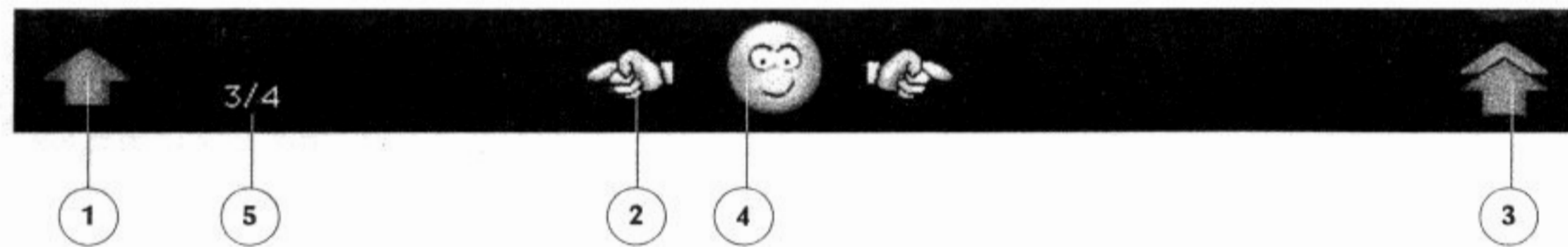
The Library / Music Instruction

The OPERA FATAL library has the answers to all the questions for the topics music theory and music history.

There is an extensive collection of music literature here. You can expand your knowledge of music theory with the help of the seven books. You can take any of these reference works off the shelf by clicking on the book spine. The book you have chosen opens to the table of contents when you click on the title.



Using the Seven Books:

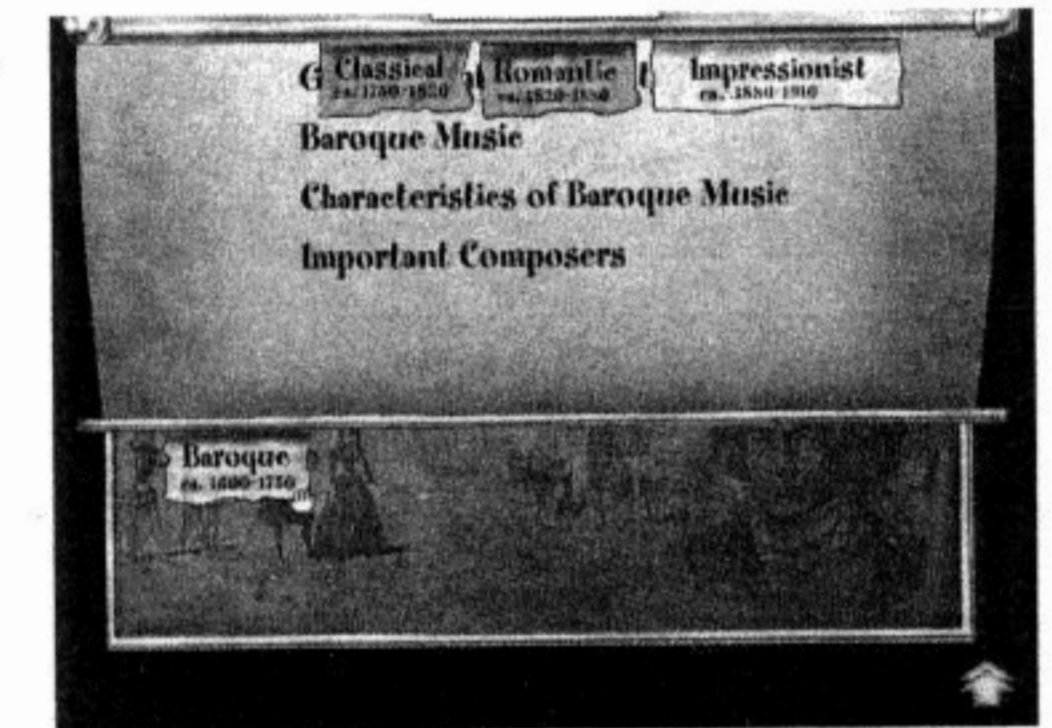


1. The **single arrow** on the left side brings you back to the book's **table of contents**.
2. By clicking on the **left** and **right** hands you can page forwards or backwards in the book.
3. **The double arrow** on the right side takes you back to the bookshelf.
4. Between the two hands you find the transformable **navigator**. As soon as you have the chance to practice or try out what you have learned, the navigator will let you know: he raises himself up and smiles at you. When you click on his face, he looks up at a screen which has become interactive for you. If you have done an exercise correctly or incorrectly, the navigator will react in his own way.

5. At the bottom of the screen the **page number** and **length of the chapter** are shown. 3 / 4 means that you are on page three of the current chapter which has four pages in total.

The Library / Music History

On your way through the secrets of the music world you will also find a board on which you can view different screens with information about the Baroque, Classical, Romantic and Impressionist Eras. With a mouse click you catch hold of an era and pull down the proper screen by dragging the mouse.



The music history topic areas for each era are:

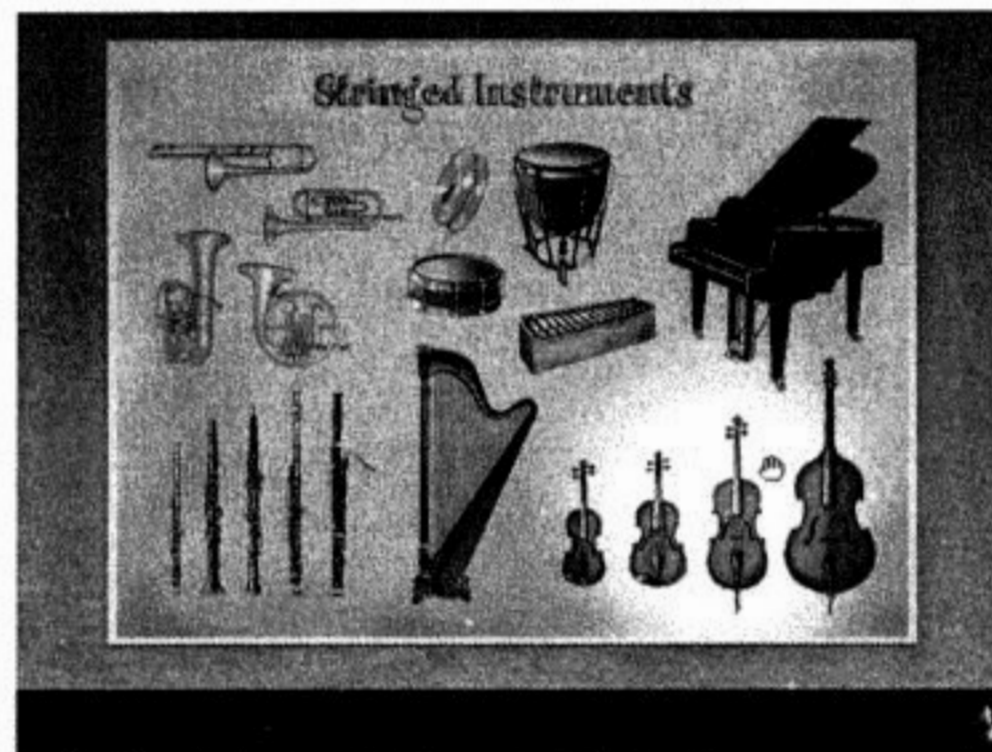
- Government and society
- General information about the music of this era
- Special characteristics of this era's music
- Information about the most important composers of the era



You can find the text for each topic by scrolling through the screens using the mouse.

The Instrument Room / Instruments

In the instrument room you will see a poster where all the different instruments are pictured.



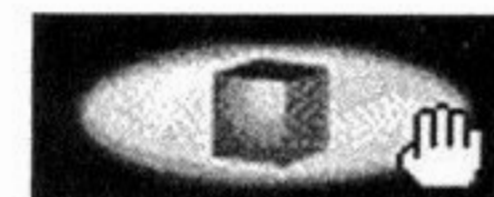
When you move the mouse across the groups of instruments, the individual groups, which can be opened with a mouse click, will light up. In the table of contents of the instrument group you have chosen, you pick out one instrument. There are different views of the instrument on the screen which appears, and you can switch between them by using the buttons at the bottom of the screen.

"Video":

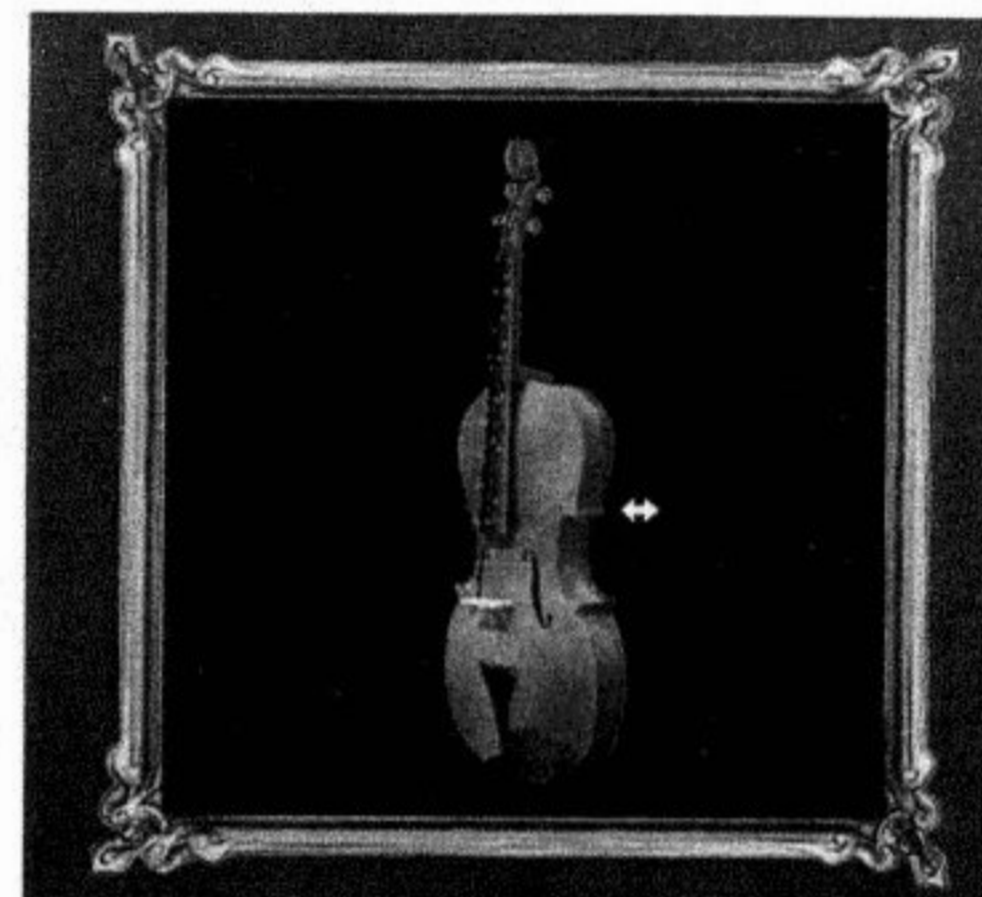


By clicking on the small curtain on the right side of the screen, you can see the instrument "in action" in a video.

"3D-Film":

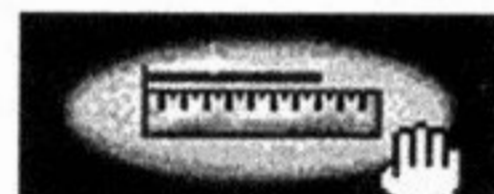


This button calls up a 3-D film for each instrument.

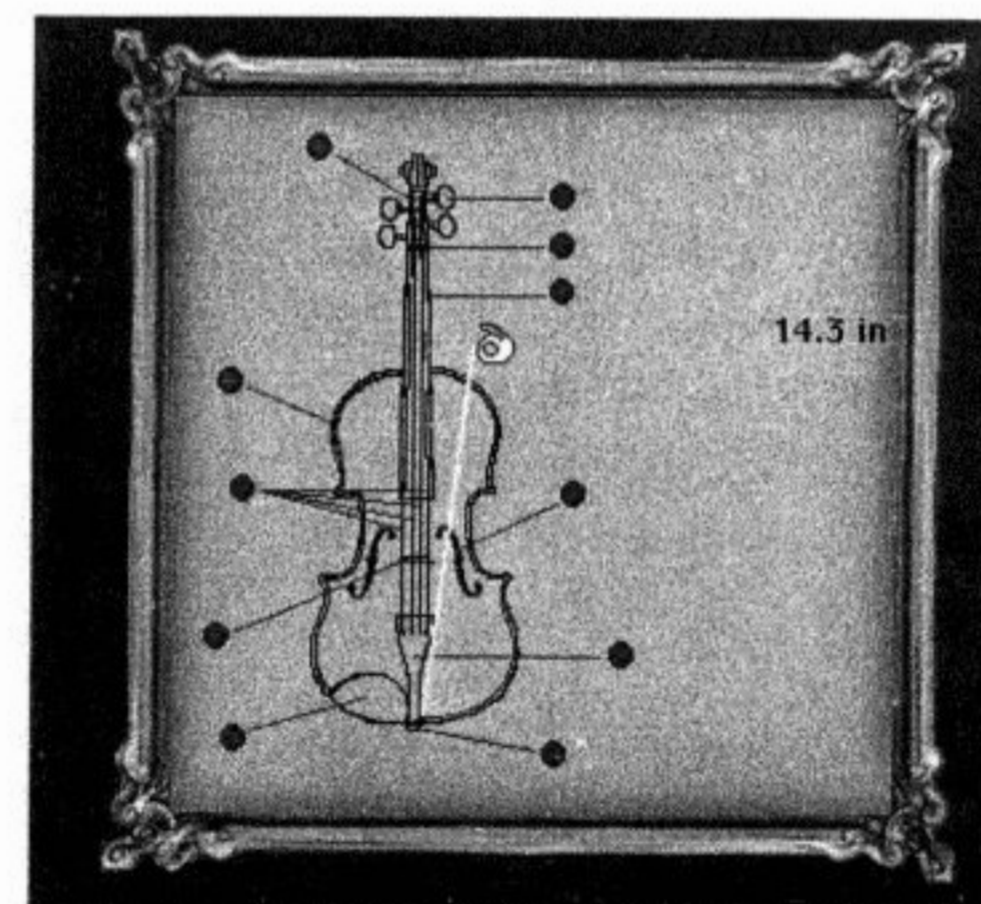


You can move the instruments in the picture frame by clicking and dragging the mouse. By quickly clicking anywhere inside the golden picture frame the 3-D film runs automatically.

"Details and Measurements":



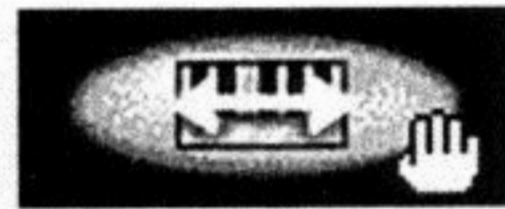
This button opens the details and measurement mode. You receive exact information about the parts and dimensions of all the instruments.



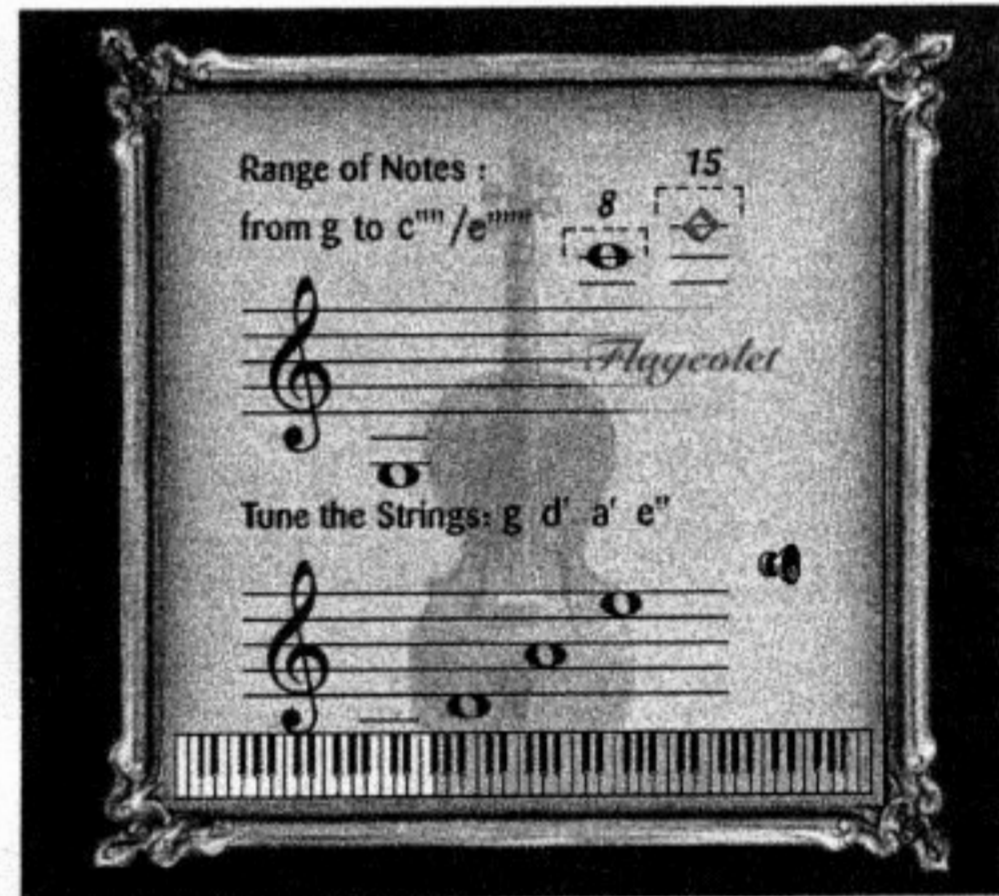
Details: Move the mouse over the red dots on the graphic and the names of the individual parts will appear.

Dimensions of the Instrument: In order to find out certain measurements of an instrument, click on one of the red dots and by dragging the mouse pull the magic rubber band to another point on the instrument.

“Range of notes”:



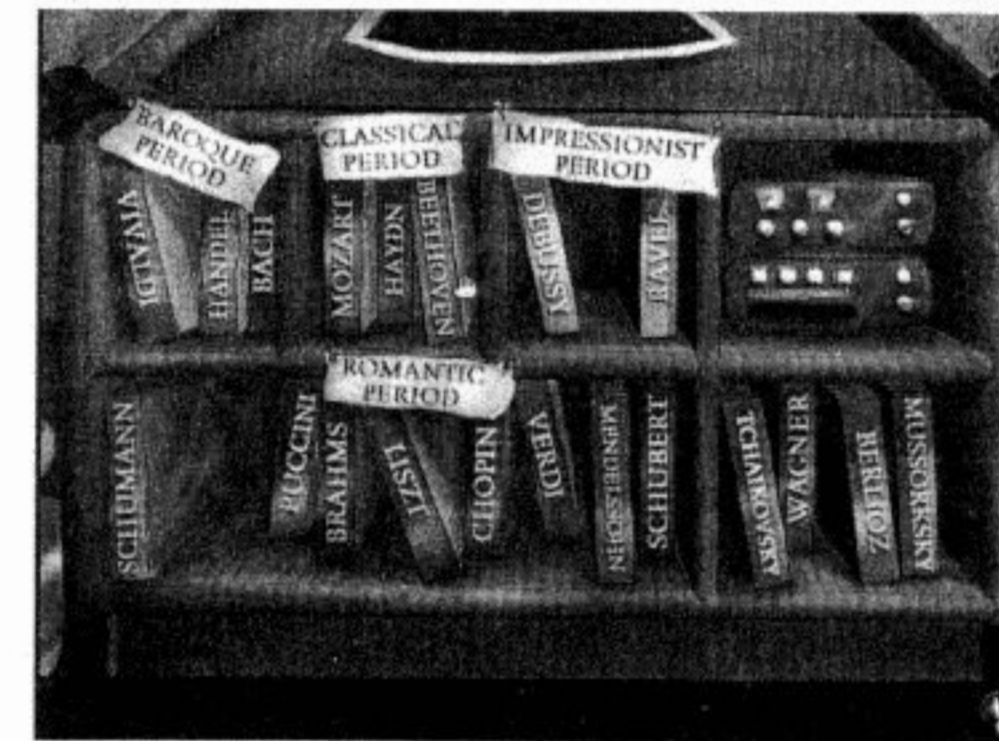
Activate this button and a graphic appears with the pitch and range of the instrument which is shown on the staff.



The range of notes is also shown on a small piano keyboard at the bottom so that you can better picture it. A listening example is started by a mouse click inside the picture frame.

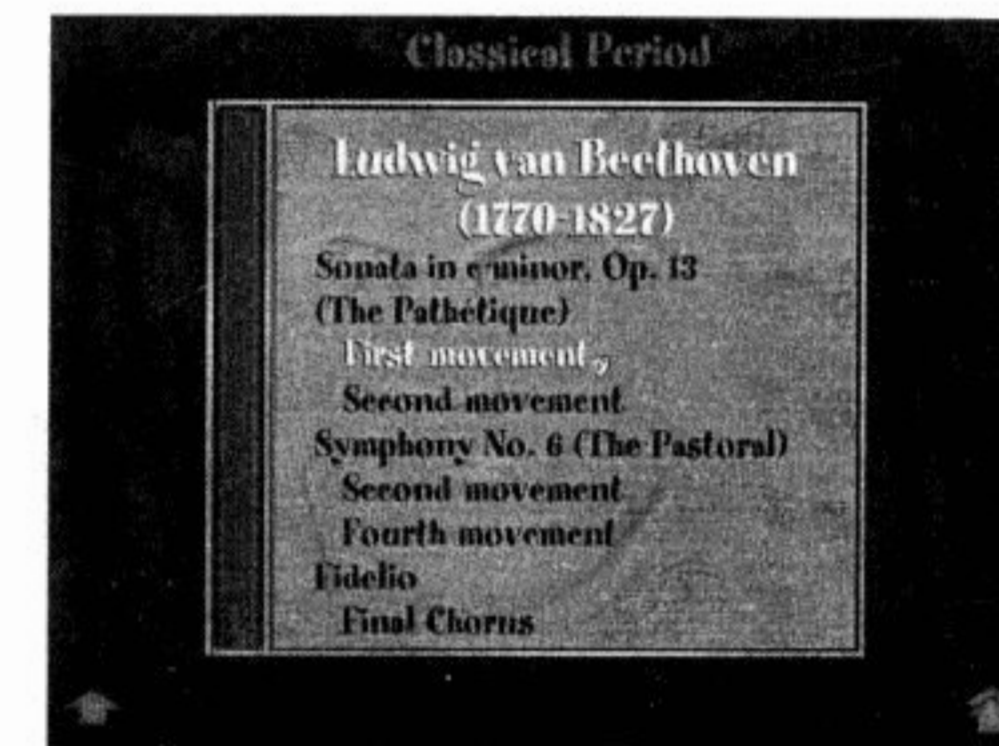
The informational text for each instrument can be moved up and down by clicking and dragging the mouse. **A single click on the text turns off the speaker.**

The Maestro's Room / Listening Examples



The conductor's extensive CD collection is found on a shelf in this room. You can see the title of the CD by clicking on it.

Now there are various possibilities:



By moving the mouse across the title, the cursor becomes an **ear**. Now click the mouse and you will **hear a short excerpt of the piece.**



When the cursor changes to a stylized **piece of paper** with the letter **"I"** on it, you can access information about the music excerpts. You can scroll through the accompanying text with the mouse.

The title and composer of the music excerpt you have chosen are shown at the bottom of the screen.

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Bildarchiv Preussischer Kulturbesitz, Berlin, composers' portraits**Magna Mana**, Video Editingthe soloists of the **Hessian State Orchestra**, Wiesbaden**Peter Silbereisen** alias **Maestro**, **Sascha Dücker**, tenor**Rüdiger Schilp**, illustration of the maestro**Leona Ruske**, child's voice in the intro, **Michael Stolz**, best running boy**Oschatz Visuelle Medien**, digital printing, **Scancomp**, lithography

and

Stephan Perthes, **Sonja Schwenger****Hannelore und Rainer Ruske****Ingo Preller**, **Elmar Kaiser**, **Peter Schubring**

last but not least for the untiring entertainment:

Pauli, Jirka's director dog**Linda**, **Leica and Hasi**, Anita's agency cats

Tips and Tricks...

OPERA FATAL is divided into several levels. First check in the answer book to find out how many questions are hidden in the level you are on. It may be that a key to a locked door or a certain tool that you would like to use are on the next level.

When you have successfully turned on the magic monitor in the office, you will receive hidden but very important tips for the continuation of the game.

Use your tools to search the rooms that you have already been in on previous levels.

OPERA FATAL runs with all color depths. We recommend setting your monitor to 256 colors. OPERA FATAL runs smoothest this way.

Made with:





Shop

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