



THE
MYSTERY
OF THE
DRUIDS

THE MYSTERY OF THE DRUIDS

Should you experience a technical problem concerning the operation of this product, please check the FAQ on our web site or contact our support staff.

Official web site: **www.mysteryofthedruids.com**

e-mail: **support@mysteryofthedruids.com**

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THE MYSTERY OF THE DRUIDS



Preface

Welcome to "The Mystery of the Druids"!

We would hereby like to congratulate you on having purchased this adventure game, which is destined to provide you with weeks of excitement and entertainment. Intriguing events and mysterious locations are waiting for you to explore them. No doubt you can hardly wait to place the CD in your CD ROM drive and begin your journey. But before you do so, take the time to read this document in order to ensure that you can enjoy the "The Mystery of the Druids" in the best possible quality. This manual will help you to install the game and select the display options best suited to your PC. In addition, it will teach you the basics of game control and strategy.

The House of Tales development team hope you will enjoy the game and experience an exciting expedition.

Game Features

"The Mystery of the Druids" provides more than 50 locations from the past and present.

The game contains the following features:

- More than 370 interactive scenes
- Non-linear dialogues
- High resolution 2D/3D graphics
- More than 20 characters to talk to
- 3D characters with up to 1,000 polygons
- Lip-sync dialogues
- Over 5 hours of voice-overs
- Approximately 30 minutes of high resolution rendered video sequences
- An extensive soundtrack, mixed in real-time
Soundtrack and sound effects created with Dolby surround multiple channel system



System Requirements

Hardware

Minimum: Pentium 200, 32 MB of RAM, 2 MB video card, 16 bit sound card, approximately 150 MB of hard drive space

Recommended: Pentium-II 400

Note: This game supports most 3D hardware cards. For details on using 3D cards please read the chapter "Visual Quality" in this document.

Operating system: Windows 95/98/98 SE/Windows Me/Windows 2000 DirectX 8 (included)

Installation

AutoPlay

To install the game automatically, place the installation CD in your CD ROM drive. The game's launch screen will appear automatically, enabling you to start installing "The Mystery of the Druids" or alter certain configuration settings.

Manual Start

In the event of the launch screen not appearing automatically, activate it manually as follows:

Run Windows Explorer and select the icon of your CD ROM drive to display its contents. Double-click on the "Launcher.exe" file to launch the installation guide.

Launch Screen Options

The launch screen provides various options:

- **"Install Game"** launches the installation guide. (If the game has already been installed, a "Start Game" option will appear in place of the "Install Game" button.)
- **"Settings"** opens the hardware settings menu.
- **"To Internet Forum"** starts a Dial-Up Networking Connection and takes you to the game's homepage, where you will find hints and message boards.
- **"Exit"** closes the launch screen.

"Install Game"

When this option is selected, the installation guide will launch and suggest a default path in which to install the game. You can simply agree to this suggestion or select a different path.

Once you have selected a path, click on "Next". The following screen allows you to install DirectX components. We urgently recommend installing these components, as they are needed in order to play the game. Even if you have already installed DirectX when installing other games, it is still advisable to do so again to ensure that you are using the latest version. Now click on "Next" again. The required data will now be transferred to your hard drive. Once the installation has been completed, a new group ("House of Tales") will be added to your Windows start menu. This group contains links which allow you to launch or uninstall your game.

Note: Please be sure to close all other programs before launching the game. This will ensure that the entirety of your system's resources is available for "The Mystery of the Druids".

Settings

This menu allows you to select the hardware and software drivers to be used in order to run the game, as well as adjust certain settings which will determine the extent to which the game takes your system resources. This can be particularly useful when playing the game on a low end machine.

Visual Quality

The "Use Hardware" option can only be selected if your video card is capable of hardware acceleration. If this is the case, it is recommended that you select this mode. Unfortunately, not all hardware configurations are supported. Should you experience visual problems (e.g. characters that are meant to be standing behind objects appear to be standing in front), switch to a software mode (see below). If you are playing the game on a computer without a 3D card, the display will be software-supported. Select "Highest Performance" in order

to give visual performance priority over quality in the software mode. This option is recommended for slower systems. The "Highest Quality" mode, on the other hand, gives the quality priority over performance, i.e. it selects a high-quality method that puts greater strain on your system. This mode is more suitable for faster computers.

Try both methods out to determine which is more suitable for your computer.

Interlaced Video Playback

Select this option if you experience difficulties with videos within the game (halting playback, etc.). This will cause every other horizontal line of a video to be skipped, which will hamper the visual quality but increase performance.

Music Quality

"The Mystery of the Druids" was developed for Dolby Surround. Should this high quality music output lead to performance problems, select the option "Highest Performance (Mono)" to speed up the game.

"Back to Main Menu"

This button takes you back to the first launch screen. All changes you made in the "Settings" menu are saved and will be used in the game.

Professional Configuration

A configuration tool (cconfig.exe) has been included on the installation CD for more advanced users. This tool offers various additional settings. However, in order to operate this tool, users should possess a certain knowledge of the system's workings and of different playback techniques. (But don't worry: The professional configuration tool will not enable you to damage your system or the game in any way.)

Troubleshooting

Large Fonts

If the launch screen is unusually large, you have probably set your system to use large fonts. Go to the "Display" option in the "Control Panel" and select "Small Fonts" to change this.

Display Problems

If you experience any display problems, we strongly recommend getting and installing the latest reference drivers for your video and sound cards before contacting our technical support, as this will solve most issues.

Please also read the "Visual Quality" section above in order to select the best game settings for your computer.

Performance Problems

Before you launch the game, make sure you have closed all other programs and applications.

Playing "The Mystery of the Druids" while running other programs in the background can lead to problems with the game's performance, since your system may assign its resources primarily to these other programs rather than your game.

Technical Support

If the above notes do not solve your difficulties, please contact our technical support at:

support@mysteryofthedruids.com

Please include a description of your problem and of your system's configuration data in your e-mail.



Controlling the Game

Basics

"The Mystery of the Druids" can be controlled intuitively. The game is controlled by mouse, with some additional keyboard functions. It is not possible to control the game with a keyboard alone.

Mouse Pointer (Cursor)

In order to act during the game, point the cursor somewhere within the game screen. The pointer will change shape if the place you are pointing at can be interacted with. The pointer's shape denotes the type of action that can be performed. The right and left mouse buttons have functions assigned to them. Use the left mouse button to move your character, pick up or use items, and the right mouse button to view items.

Standard Cursor

Left-click when this pointer appears to move your character to the selected spot.



Directional Cursor

Click to move the character into the next scene.



Object Cursor

Appears when the mouse is pointing to an item your character can interact with.



Magnifying Glass

Appears when you can switch to a more detailed view.



Speech Bubble

Appears when you can click to enter into a dialogue with the character you are pointing at.



Inventory Item Appears as a Cursor

Appears when you have picked up an object from your Inventory. (For details on the Inventory, see below under the heading "Inventory".)

Inventory

When you pick up an item in the game, it will appear briefly in the top right-hand corner of the screen. It then becomes part of your "Inventory". All items you have picked up will always be available in your inventory bar. To bring up the Inventory, simply touch the lower edge of the game screen with your cursor. The Inventory will appear and remain in view until you point at some other part of the screen. To scroll through the items in your Inventory, move the mouse to the left or right edge of the bar. You will see an arrow there which you can click on to scroll through your Inventory.

Using Items

To use an item in your Inventory, click on it with your left mouse button. The cursor will now change into the shape of the item you have selected - it is now "in your hand". Now click on any part of the scenery that you think you may be able to use the item for. To replace an item, simply click once with the right mouse button. The item will automatically be replaced in your Inventory. Some items can be combined, e.g. to make a new object out of two separate items. To do this, simply pick up an item from your Inventory as described above and use it to click on another item in your Inventory.

Dialogues

You will meet various interactive characters during the course of the game. You can hold multiple-choice conversations with them. You will see which characters you can talk to thanks to the cursor changing into a speech bubble when you point at people you meet (see above). Simply click on the character to start up a conversation. Available questions and options for comments are displayed at the lower edge of the screen. Select a phrase that interests you from the list.

Your character will speak it and the other character will reply. Each sentence may open up new conversational options for your character. This allows you to gain further information and talk to characters.

Instead of selecting the next line of speech with your mouse, you may use the arrow keys to highlight a phrase and press Enter to select it.

Stopping Dialogues

The Escape key ("Esc") allows you to abort (nearly) all dialogues in the game. However, we do not recommend this strategy. No important dialogue can be irreversibly skipped, but you will not be able to solve the puzzle without the information gathered from other characters - and you may miss out on a number of details of the game's atmosphere.

Options Menu

The game's options menu can be accessed by pressing the Esc key. This menu offers the following settings for choice:

"New Game"

Starts a new game.

"Load Game"

Opens the window that allows you to continue a saved game. An image of the point where you saved your game will be displayed to help you select the game you need. Once you have loaded a saved game, you will be able to continue exactly where you left off.

"Save Game"

Opens the window that allows you to save the current game. The default folder for saved games is the "Savegame" folder in the game's directory. You may select another folder if you prefer.

Note: It is possible to exchange saved games with other players. To play another player's saved game, simply copy it into the folder containing your own saved games and start it via the "Load Game" option.

"Resume Game"

Quits the options menu and takes you back to the game.

"Quit Game"

Exits the game and takes you back to Windows.

Game Settings

Activates a screen that enables you to adjust the options within the game. Choose from among the following options:

Gamma

Changes the brightness of the game. Use the slider to select the appropriate brightness. Alternatively, you may of course use the brightness and contrast settings of your monitor.

Subtitles

Toggles the dialogues' subtitles on or off. Click on this option to alter it.

Music Volume

This option alters the volume level of the background music in the game. Use the slider to regulate the volume level.

SFX Volume

Alters the sound effects' volume. Use the slider to regulate the volume level.

Voice Volume

Changes the volume of dialogues within the game. Use the slider to regulate the volume level.



The Game

Of course we do not want to give away too much about our story and characters in the manual - after all, it is much more fun to find out for oneself. Therefore, we will not be giving away more than the following in this document (You will find answers to all your questions in the game itself.)

The Story and Main Character

Scotland Yard Detective Brent Halligan is rather an unusual sort of character: A bit of a loner, rather unsuccessful in his job, noted as an "odd sort" in his department and written off as a loser by the female sex. But none of this bothers him particularly, as it allows him to sit in his chaotic office in peace, and to read and play darts during working hours. All that changes when Halligan's boss, surly Chief Inspector Miller, calls him into his office one morning. There has been a new death that fits in with a series of killings that have taken place in London within the past few months. Halligan is assigned to the case, although the Chief's hopes are not exactly high, and as yet has no idea what he will become involved in. The Detective will soon discover that these unusual crimes are far from being "normal" murders.

Halligan starts investigating - and discovers a mysterious, ancient conspiracy.

Strategy Hints

"The Mystery of the Druids" is an adventure game requiring high powers of observation, patience and abilities of deduction. Wherever fate may lead you, leave no stone unturned. Take your time. Explore the world around you. Seemingly insignificant details may sometimes turn out to be vital clues.

Talk to people!

Some characters will not be very forthcoming at first. Don't be discouraged. Keep talking, the dialogues will lead to important information in the end.

These intermingled responses can sometimes vary, or a character you have spoken to before might be willing to part with

a little additional information - or you may have made a breakthrough that opens up a new approach.

Never give up!

There's no harm in trying, so go ahead unfalteringly. There is always a solution. There are only very few places where you can encounter situations that are actually dangerous.

Save your game!

Another vital clue: Be sure to save your game frequently. It would be a real pity if you had to repeat a long and wearisome journey, just because you had forgotten to save your game. It is particularly advisable to save the game whenever you feel that things may become dangerous quite soon, or when you have just survived a precarious situation.

If you become stuck ...

Consider your current situation. What are you trying to achieve? What items do you have or need? Who might be able to help you? Are you sure you haven't missed any clues? Adventure games are more enjoyable if you can find the solutions yourself. However, should you become really exasperated, don't despair: There's bound to be someone who knows the answer.

If you become stuck, contact other players! Explain your problem in our user forums at www.mysteryofthedruids.com



In case you receive an error message

"The QUARTZ.DLL file is linked to the missing export OLEOUT32.DLL:289"

when starting "The Mystery of the Druids", your DirectX installation lacks DCOM support. Please install DCOM support by running the "dcom95.exe" setup program located in the folder "dcom95" on the Setup CD. After this, please reinstall DirectX by running the "dxsetup.exe" setup program located in the folder "directx8" on the Setup CD. Reboot when prompted.

Credits

House of Tales Entertainment

Production & Project-Lead
Tobias Schachte

Story and Screenplay
Tobias Schachte; Martin Ganteföhr

Scenery Art and Animation
Andreas Moll; Sven Moll

Additional Scenery Art
Morten Edvards

Dialogues
Martin Ganteföhr

Low-Res Character Design & Animation
Holligan and Turner
Sascha Selent

Video Character Design & Animation
Andreas Moll; Sven Moll

Music and Sound Design
Josef Ferger

Musicians
Kristoff - Cello
James Michael Woodford - Drums
Mokhtar Gueye - Percussion, Ghost Voices

Vocals on "The Kiss"
Rosko Gee; Tammy Sperlich

Low-Res Character Design
Robert Lechl

Low-Res Character Illustration
Hannes Rainer

Low-Res Character Animation
Thomas Schröter

Low-Res Character Lip Synchronisation
Stephanie Stöcker

Miniatures and old Documents
Lothar Rahenkamp

Programming
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Manual and Case File
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Medical Report Assistance
The Dox Medical Consulting
TV/Film

Game Testing
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The team wishes to thank all who supported us during the production - with patience and understanding, suggestions and criticism, but also with warm meals and walks at moonlight. You know who you are - it's good that you are there!

Cast

Detective Brent Halligan
Roger A. Graves

Dr. Melanie Turner
Emily Clarke

Arthur Blake
West Westbrook

Chris Hecker, Sinclair's Bodyguard, Ethelred's Soldier
Ray Strachan

Steve Lowry, Pierre the Fisherman, Professor, Sinclair's Bodyguard
Frank Ryan Graves

Janet Browning
Lesly Young

Druid Serstan, Lord Sinclair
Clifford Wels

Druid Maglor, Cap. de Neuve
Bill Andrews

Beggar, Ethelred's Soldier, Blacksmith
Hugh - Francis Spight

Officer, Sinclair's Gardener
Mark Lindon

Chief Miller
John Delbridge

Miss Owen, Halligan's Mother
Uta Delbridge

Al's Pizza Palace, Screams, Butler
Dan Vinay

English Version
Effective Media GmbH

Recording Studio
Toneworx GmbH, Hamburg

Director
John Delbridge

Dialogue Supervisor
Martin Ganteföhr

Soundtrack CD will be available soon.

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Uses Bink Video



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