



For those of you who do not have the time to solve the puzzles and mysteries in this product, here are clues and secrets that will allow you to get quickly to the videos, music, and other treats. They are separated into NUDGE, PUSH, and SHOVE sections to allow you to choose how much information you want. If you want just a few tips read only NUDGE; for more detail, read the PUSH section; and if you want overly-detailed information, read SHOVE.

If you wish to set up your system for optimum performance or are having problems, please read the OPTIMIZATION, TROUBLESHOOTING, and TECHNICAL SUPPORT sections.

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**OVERVIEW:** Why and How... oh sweet mystery of funk!

You are here to roam the fantasy playground of 0+>. This playground is a structure made from the symbol that is his name. You begin by flying to the structure in a small craft that will be used to transport the singer to future tour dates. It crashes you at the front door and disappears, auto parking itself in the circle part of the structure. You can go there anytime, but taking off again requires some enjoyable effort.

**NAVIGATION:**

Experimentation will make your journey simpler. When you see an item you are interested in, point and click at it. If you navigate somewhere unexpected, return and be more exact in the area you click (some active areas are smaller than others). If nothing happens, it probably isn't an active area.

This is a click and respond world; take your time and look around. If images and actions seem to correlate they probably do. Be observant and it will pay off.

**FIND WHAT?**

You will discover pieces of the aforementioned name/symbol (also called jewel pieces). Each of these activates a button that will allow you to return to the craft. Additionally, you may interactively return from the craft to the general area where you found the piece, making your navigation much speedier.

**WHERE?**

Jewel pieces can be found in the studio, candle room, music club, boudoir, and virtual video room.

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## **NUDGE:**

### **--ENTRY/FOYER**

You can skip the 'Interactive' video anytime by pressing the Bypass button. This will deliver you to the path leading to the structure. When you first enter the structure, you will encounter two alcoves. You need only interact with the lit areas to enter the main foyer from here. When an object appears before you, click on it.

In the same way that you selected elements in the entryway, you need to select items in the main foyer. There is a connection between the symbols in these alcoves and getting farther into the building.

### **--STUDIO**

There is much to see and touch in the studio. On the console areas are three sets of screens, the Funkyoka, Mixolater, and the ICU (four monitors) cameras. The Funkyoka is a Karaoke of 'KISS'. To get you started, select the 0+> button to hear a vocal version. The Mixolater has a help screen that is accessed by selecting the question mark. The ICUs just provide some interesting views in the studio and some fun animations.

In the recording area, click on pages to select songs and then on the instruments to play them. Be sure to click on anything that looks interesting.

### **--MUSIC CLUB**

Dance your way across the floor and spin a few CDs in the DJ booth. Be sure to go upstairs and check out the large screen video projector on the balcony where you can order your favorite videos.

### **--HALLWAY (behind the star door)**

The hallway includes a long corridor and two side rooms- the library and candle room. The hallway is adorned with many images on the walls; almost all of them are active.

The library is behind the door on the left. If you are tired, have a seat in the purple chair. Perhaps you'll want to select a book first.

When you are in the candle room across the hall (however you might get there) you will see a large, purple image. In front of this image you might notice one of these things is not like the others.

### **--VIRTUAL VIDEO (to the right at the end of the hallway)**

Behind the door with the diamond set in a ring of fire is a mysterious room. Even though it seems empty, it isn't. Search for clues.

### **--BOUDOIR (to the left at the end of the hallway)**

This circular bedroom holds a number of treats for the curious. If you're bored, try taking a nap on the bed in the center of the room. If you've underdressed for the adventure, look in the closet to update your wardrobe.

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**PUSH:****--ENTRY/FOYER**

In the small entryway, you will notice that the alcove to the left is lit up. Click on this alcove to navigate there. Click on the gold key under the firebowl. After you've heard the greeting, turn to the right alcove which is now lit up. Navigate there. Click on the golden treble clef. You will be turned to face the main foyer, which is now lit up. In the main foyer, you will notice four alcoves, all with firebowls. Three of the alcoves hold symbol keys (sun, star, and moon). By clicking on them, you will be able to gain access to the room beyond the doors with the corresponding symbols.

**--STUDIO**

Two things of interest you will want to explore in the studio are the painting and the locked door in the back of the studio. The painting is tricky, so be persistent. Keep clicking on the picture until you hear the sound clue. You should know what to do now. Also, try opening the door. Don't be afraid of what you see there--step on through!

**--LIBRARY**

The library holds a vast amount of information about our musical host. By selecting one of the prominent books on the library shelf, you can page through his professional history. Use the navigation symbol to move around in the presentation. The large circle will send you to main menu. The cross piece will take you back to the main screen of the submenu you are currently in. The arrow will page you through the entries available in that submenu. You should also sit in the chair and examine the little red corvette on the table to the right. Clicking on it activates a secret passageway that will take you to... well, that would take away the surprise, wouldn't it?

**--MUSIC CLUB**

The DJ booth is where the action is in this room. Navigate into the DJ booth and turn to the right so that you are facing the control panel. Click on the CD rack. After you choose which CD you want to play a track from, you need to drag it to the open CD tray on your right. Some of the songs you pick will have an unusual effect on the dance floor you can see through booth window.

**--VIRTUAL VIDEO**

This clue isn't really about this room. Instead, it's about three other rooms you'll visit: the studio, the library, and the music club. Pay special attention to the posters in these rooms as the information they provide will come in handy here.

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**SHOVE:**

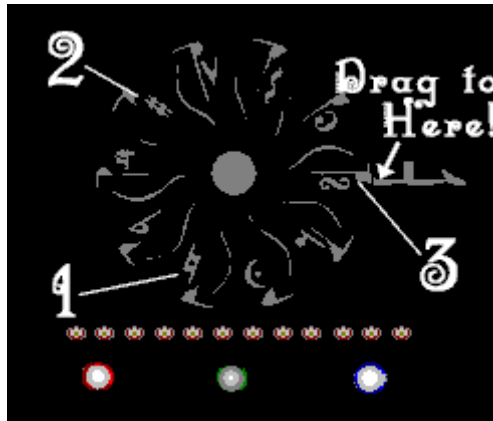
ALL RIGHT, ALL RIGHT! Here are the clues for getting those pesky jewel pieces!

**--CANDLE ROOM**

Approach the table where the candles are burning. Click on the center, unlit candle. The painting will begin to morph. After the morph is complete, the jewel piece will appear. When it disappears, a whole symbol will appear with one area highlighted. Clicking on this will transport you to the craft located on the upper level of the circle room.

**--STUDIO**

Once in the studio, navigate to the picture of the two women, Diamond and Pearl. Click on the painting until the safe appears. A short audio clue will play. Three symbols need to be dragged to the horizontal bar to the right of the wheel. The symbols, in order are the 'Natural', the 'Sharp' and the 'Turn'. (see graphic below)



Opening the safe reveals a jewel piece and a transport button to take you back to craft.

**--MUSIC CLUB**

To find the jewel in the music club, navigate to the balcony and turn to the right, facing the globe that displays 0+> holding his hand up as if he's staying stop. Click on the globe. The globe will morph and the jewel piece will emerge.

**--BOUDOIR**

In the Boudoir, you will need to navigate forward until you are on the bed. Turn to the left until you see the remote control. Pressing the round, middle button will cause the bed to descend. In the love pit, you'll see a small nook with 0+> symbol engraved on the doors. Click on the doors. When they open, a jewel piece will be revealed.

**--VIRTUAL VIDEO**

To get the jewel piece in this room, you will have to solve the three puzzles. All three can be solved with a mixture of careful observation and trial and error. The cards need to be arranged to appear 1-6, left to right and top to bottom.

**--CIRCLE ROOM**

When you are in the craft, part of the 0+> symbol is inactive until you collect all of the other pieces. We don't want to spoil the surprise for you. Collect all the other pieces and click on the circle. See what happens.

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## OPTIMIZATION:

VIRTUAL MEMORY must be turned on with systems that have only 4 MB. of physical RAM. To check to insure you are set up properly, do the following:

- Open **Control Panel** (Usually found in the MAIN Program Group)
- Open **386 Enhanced**
- Select the **Virtual Memory** Button
- Select the **Change** Button

The settings in this window should include:

- Drive: (Your choice)
- Type: Permanent
- New Size: (Equal to or Greater than) 4,096 KB
- 32-Bit Disk Access: (Checked)

If you are running TabWorks™ and the following message appears while changing the Virtual Memory setting, click CONTINUE.

"Windows will not utilize more virtual memory than the recommended size"

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## TROUBLESHOOTING:

--Memory errors occur.

If you are having memory problems running 0+> Interactive, you should disable all non-essential drivers and utilities from your CONFIG.SYS and AUTOEXEC.BAT files.

--I have a Permanent Swap file set to 4,096 KB, however, memory errors still occur.

On some computers it is necessary to also disable SMARTDRV.EXE **and** set Microsoft Windows™ Virtual Memory size above 10MB.

A) To disable SMARTDRV.EXE in the AUTOEXEC.BAT file:

- 1.) At the Program Manager, choose **RUN** from the **File Menu**.
- 2.) Type **SYSEDIT** in the space provided, then click the **OK** button.
- 3.) Type **REM** followed by a space at the in front of the line that contains the SMARTDRV.EXE text.
- 4.) Exit the System Configuration Editor by selecting **File** then **Exit**.
- 5.) Click on **Save Changes**.
- 6.) Exit Windows and reboot your computer for changes to take effect.

Example:

```
- Before      C:\DOS\SMARTDRV.EXE
- After       REM C:\DOS\SMRTDRV.EXE
```

To re-enable SMARTDRV.EXE follow the above procedure but remove the REM from the beginning of the SMARTDRV.EXE line in the AUTOEXEC.BAT file.

B) Set the Microsoft Windows™ Virtual Memory setting to **11,760KB**. For instructions on how to change Virtual Memory settings, refer to the **OPTIMIZATION** section in this readme file.

--I can play the program, but I don't hear any sound.

A) Check to see that your sound card operates correctly by trying another program or a utility that came with the card. If not, check your audio connections or re-install your sound card software.

B) Check sound card compatibility. If you are running a sound card which is Sound Blaster™ "compatible", try the "Sound Blaster™ compatible driver" instead of the "Sound Blaster Pro™" driver. Additionally, some sound cards require software drivers to be running for their emulation to work correctly.

C) Check your current settings for IRQ number, base address, and DMA channel using your sound card software and make sure they match those set physically on your sound card. Keep in mind that some of these parameters may be changed during boot-up through software that came with your card. Please refer to your sound card manual for setup instructions.

--My sound runs but I hear a regular popping noise in the background.

A) This problem will occur if you run a Sound Blaster Pro™ or Sound Blaster™ 16 with the "Sound Blaster™ "Compatible" driver. Use the "Sound Blaster Pro™ " driver instead.

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#### **TECHNICAL SUPPORT**

If your system is properly configured and you are having technical problems with the disc that cannot be addressed by the above adjustments, please call **Graphix Zone at: (714)833-3570** for help.

Please have system information ready when you call.

HERE'S A MAP...

