

THE TREASURE HUNT
DEMONSTRATION VERSION
An OmniMedia's Screenplay CD-ROM

INSTALLATION

To use the Treasure Hunt please follow the instructions below;

- a) Using the file manager.

Click on the drive letter of you CD-ROM drive.
Double click the TREASURE.EXE icon.

- b) Using RUN in the Program Manager.

Use the BROWSE command in RUN, the TREASURE.EXE file
will be found in the base TREASURE Directory of the CD-ROM Drive.

- c) Program Groups and Items can be allocated to Treasure Hunt, please refer to your
Windows documentation for further details.

Notes;

Please deactivate screen savers.
Exit all open programs.

Due to the size and complexity of the animation in The Treasure Hunt please note carefully the
following guidelines.

Minimum Specification

486/25 with 4Mb of RAM and Virtual memory activated (3-4Mb)
* Some animations may appear 'jerky' when virtual memory is used.

Recommended Minimum Specification

486/25 with 8Mb of RAM and Virtual memory switched off

High specification

486/33 or above with imbedded video board.

FULL VERSION

This demonstration contains;

Two of the twelve story chapters
Two of the fourteen games
One of the four colouring activities

The full version is due for release at the end of September 1994 for Apple Macintosh and IBM
compatibles. It will feature;

Easy load system for Mac and PC.
Fifteen interactive puzzles.
Twelve chapters of animated and narrated adventure.
Four colouring activities.
Text toggle.
Extensive animation and interactivity.
Full audio help.
Bedtime story mode.
Easy to use navigational controls.
Parental guide.
Original soundtrack in stereo.

Further details;

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