ORIGAMO™

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495 Highway 202
Flemington, NJ 08822
(908)788-2799
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1.0 Introduction

o-ri-ga-mi n. [Jap.] an ancient Japanese art of folding paper to form flowers, animal figures, etc.

or-i-gam-o n. [Can.] the most addictive puzzle game since Tetris™!

When the great cultures of the east collide with the great cultures from the west, a strange new world can emerge. So with Origamo! Earn a route through the surrealistic Maze of Eternity by solving Origamo puzzles. As you weave your way through the catacombs, you'll yank an ancient king from his slumber. You'll meet Haji, the Keeper of the Orb. You'll dine in genuine West Coast Haida Indian style. You'll revisit fantasy icons from your childhood.

What could be easier than covering simple origami figures? After all, you have an entire conveyer belt full of tiles to choose from. And they come in seven different shapes. Be careful, though - all is not as easy as it looks. For when you grab for the mouse, you'll find yourself immersed to a strange new world which will steal hours from your life.

Origamo will keep track of up to three hundred different players and twelve hundred unfinished games. Full statistics for each game are saved automatically and effortlessly.

113 puzzles, ranging from trivial to impossible, were each carefully rated and scored by a team of twenty five play testers. Your first time through, you may choose the easiest puzzles as you try to escape the maze. As you gain expertise, you'll realize that such cowardice will never earn you a high score.

Good luck!

2.0 Installation

2.1 System Requirements

386 sx computer or better
hard drive
super vga card and monitor
3.5" floppy drive

Recommended:
Mouse
Sound Board

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2.2 Installing Origamo

1. Once your computer is on, exit Windows, or any other form of menu program that you may be running.
2. Type "A:", then hit the Enter key.
3. Type "INSTALL", then hit the Enter key.
4. Follow the step by step instructions.

2.3 Running Origamo

1. Make sure you are at the DOS prompt. (See step 2 in section 2.2).

. Type "CD\ORIGAMO" then press enter. If you changed the default installation directory you would change to that directory (ie: "CD \NEW_DIR").
3. Type "ORIGAMO" and press enter.

2.4 Making a Boot Disk

Origamo is a program that requires quite a bit of your valued Conventional Memory. This can cause problems for those who load TSR's(Terminate,Stay Resident) programs. Some excellent examples of TSRs are screen savers, virus checkers, pop up calculators...etc. They may need to be disabled in order to run the game. If you do not want to disable these, or your machine absolutely needs them, you can make what is commonly known as a boot disk. To make a boot disk is quite simple. Here are the steps to make such a disk:

1)Put a blank unformatted diskette into your A drive.
2)Type "FORMAT A:/S"
(Once the disk is formatted, we will need to make an AUTOEXEC.BAT and CONFIG.SYS)
3)Type "A:"
4)Type "COPY CON CONFIG.SYS" and hit enter
Type"DEVICE=C:\DOS\HIMEM.SYS" and hit enter
Type"DEVICE=C:\DOS\EMM386.EXE RAM 2048 RAM" and hit enter
Type"DOS=HIGH,UMB" and hit enter
Press the F6 key, then hit enter
Your Config.sys may have to be slightly different if you are using Stacker, Doublespace or any other disk compression utility. You may have to alter the location of the Himem or Emm386.
5)Type "COPY CON AUTOEXEC.BAT" and hit enter
Type "C:\MOUSE" and hit enter(You may have your mouse driver located in another subdirectory in your hard drive, thus you may have another location specified on this line.)

Press the F6 key, then hit enter
You have now made a boot disk. Put the boot disk in Drive A: and restart your machine. Once this is completed type the following:
"C:", and hit enter
"CD\ORIGAMO", and hit enter
"ORIGAMO", and hit enter

2.5 Trouble Shooting

Q. When I run Origamo, I get an out of memory error, but my computer has lots of memory. I have a lot of RAM in my machine!
A. No matter how much memory you have in your system, only the first 640k is available for most games. If your computer automatically starts other programs that eat into this memory, you will find most new games will not run on your system. Your local computer guru can modify your "autoexec.bat" and "config.sys" files in about five minutes. If you want to attempt this yourself, read about these two files and the "loadhigh" command in your DOS manual.

Q. The install program aborts on me.
A. You should receive an error message explaining that your hard drive does not have enough space available for Origamo. Look up the DELETE command in your dos manual, then remove old files from your hard drive to make room for this game.

Q. The game starts to load, then locks up.
A. It is likely that the game is not properly recognizing your sound card. To verify that this is the problem, choose "PC Sound" in the setup program. (See 2.5). If the game runs fine, your problem is with your sound card.

1. Use setup again and re-choose your sound card. If your sound card is not listed, try choosing "Sound Blaster™". You must choose the driver associated with your card for the game to load correctly.

2. The setup program assumes that your sound card base address and IRQ values are set at the default values. If these have been changed, you will have to choose the new values with the setup program.

3. Contact your sound card manual for further information.

Q. The game aborts with some message about gl00 files.
A. The game did not install properly and some files are missing. Try reinstalling the game.

Q. My mouse doesn't work.
A. You probably forgot to install your mouse. You should have received a disk with your mouse containing the proper installation program. Origamo works with the keyboard.

Q. The game still doesn't work.

A. Origamo runs in 640 x 400 with 256 colors. This mode isn't standard across platforms, but we still wanted to offer you the best graphics possible. When the game boots, it autodetects your video card. If the chip set is known, it writes directly to the chips. If this doesn't work, it checks for a VESA local bus. If this doesn't work, it checks memory for a vesa driver. In rare cases, even this can fail. You should have received a disk with your video card containing a vesa driver. Run this program before running Origamo and everything should be fine. If you don't have this driver, it can probably be obtained from your video card manufacturer or a computer network like Compuserve™.

The Diamond Stealth™ video card has a problem in their old bios chips which makes them incompatible with this graphics mode. You should be able to get a free upgrade chip by writing to them.

Q. My spouse complains I spend too much time in front of the computer ever since I bought Origamo.
A. The product is working as intended.

2.6 Technical Support

If you are still having problems with the execution of Origamo please call our technical support specialists at (908)788-2799. The technical supports hours are 9:00-5:00 Eastern Standard Time. When you do call, it will save time if you have the following information handy:

1)The contents of your AUTOEXEC.BAT and CONFIG.SYS
2)What type of machine you currently have, and the version of DOS
3)What type of sound board you have

We can also be contacted via US Mail at:

QQP
Attn:Technical Support
495 Highway 202
Flemington, NJ 08822

or via E-Mail on
Compuserve: ID# 75300,3223
Delphi: QQP
Genie: QQP
MPGN: 103939

For on-line support, hints, and clues on Origamo, call Compuserve toll free at 1-800-524-3388 and ask for representative #353. You can receive a FREE introductory membership and $15.00 usage credit.

CompuServe™ offers a variety of services as well: investment information, travel, reference libraries, demo programs, game forums, and more. For information on Conquered Kingdoms, and other Quantum Quality Productions games, type the command, Go Gamepub and enter the Game Publishers C support area.

2.5 Setup

The game is initialized with the install program. If you want to change these settings, you must use the SETUP program.
1. Change to the directory you installed Origamo to. This probably means typing "cd \origamo", then pressing the enter key.
2. Type "SETUP", then press the enter key.
3. Follow the step by step instructions.

3.0 The Main Menu

Once you skip past the title and credit screens with your left mouse button or enter key, you'll arrive in a hypnotic Japanese garden. Enter your name and press ENTER to uncover the scene. Floating zen like in the air is your control panel.

You can either click on these buttons by moving your mouse over them and pressing the left mouse button or by using your keyboard. Press the key colored in red to change the corresponding option. To change the current game type, use your up and down arrow keys. Break your trance and play some puzzles. That's where the fun is! You can meditate later.

3.1 Play

When you choose this option, the game begins. Make sure you have chosen the game type you want to play.

3.2 New

This allows you to either clear the current game or to let your friends play. You can either enter the name of the new player or press enter and choose from a list. If you choose your own name, you are given the opportunity to erase all saved information about yourself. Be careful!

3.3 Sound

You can choose music and sound effects, sound effects only or no sound.

3.4 Input

Choose either mouse or keyboard input. With keyboard input, the arrow keys move the mouse cursor and the space and enter keys act like the mouse buttons.

3.5 Game Type

If you press F3, the high score screen for the current game type will be displayed. Use the arrow keys or the mouse to choose one of four ways to play Origamo:

Random:
Good for practice. Play the various puzzles in a random order

Basic:
You work your way through the maze. You have infinite lives and are inelligible for timed bonuses. You must play through at least one of three games to pass through a room. When you have completed a puzzle a new option will appear in the box with the other puzzle selections, selecting the "Option to choose an adjacent room" will allow you to enter another room that adjoins your current location. Once you have left a room to move forward, you will not be allowed to go back and play the puzzles you left behind. You may however, pass through the room to get to another location in the maze.

HINT-WHEN YOU FIRST TRY ORIGAMO PLAY THE EASIER PUZZLES(THE ONES WITH THE LOWER SCORES) FIRST.

Master:
If you beat the average time in a puzzle, you receive a bonus. You only have to play through one game to pass through a room, but in order to get the high scores, you may want to play more than one puzzle in any of the rooms. When you have completed a puzzle a new option will appear in the box with the other puzzle selections, selecting the "Option to choose an adjacent room" will allow you to enter another room that adjoins your current location.

Adventure:
The option for Origamo experts. You only receive three lives. You may pass through a room playing only a single game, but you have the opportunity to go back and play a puzzle in rooms that you didn't attempt the first time in this room. When you have completed a puzzle a new option will appear in the box with the

other puzzle selections, selecting the "Option to choose an adjacent room" will allow you to enter another room that adjoins your current location. Keep track of your lives, because once you run out of lives...the game is over! You are not eligible for time bonus points in adventure play. You receive a free life for each 500 points that you earn.

2 HINT-ON THE TOUGHER PUZZLES, YOU MUST QUICKLY COVER A PARTICULAR PATTERN TO SUCCEED.

4.0 The Maze

The surrealistic maze of eternity has a way of stealing hours from your life. The premise is simple - exit the maze through the exit. Unfortunately, some difficult puzzles and uncooperative denizens of the catecombs stand in your way.

The room you are in currently is shown in yellow. If a room has no puzzles associated with it or if you have won all games in that room, it is shown in red. Use the arrow keys or the mouse to choose the room you want to move to, then choose the game you want to beat to earn passage. You may also choose the next room with the mouse.

When you move into a room, a list of the remaining games associated with that room appears along with the points for each puzzle. You can get rid of this menu by pressing the right mouse button or the escape key. If you haven't won at least one puzzle in this room, you will be returned to the previous room.

If you choose to play a game, you will be returned to the previous room unless you have won at least three games. This way, you can play the easy games in all adjacent rooms to rack up some points before continuing on your journey.

A bar at the top of the screen shows you where you are in the maze. Next to the room are up to four arrows. These show the direction of adjacent rooms.

Some rooms are not available to you until you gather the necessary objects or perform the necessary services. As a hint, it all starts with a girl named Alice and a little tea party she attended.

5.0 The Games

Pieces come in on a conveyer from the right and you use the right mouse button to rotate them and the left button to place them. If you allow the conveyer to fill, you lose. If you cover the grey tiles, you win.

You can drop a piece, you picked up by accident in the dump. The dump is located on the right side of the screen. It is elevated above the conveyer. YOU CAN'T DROP ANOTHER PIECE UNTIL THE DUMP EMPTIES. The dump is empty only when there are no pieces on the dump belt and any pieces that were falling have actually hit the conveyer belt below.

If you cover all of the grey pieces of a particular pattern, they crystalize and some of the pieces cluttering the conveyer belt disappear.

Simple, right? Give it a try and you'll see all is not as easy as it seems. Be forwarned....this game is addicting, thus if you have anything else to do,(housework, the bills, work....or even sleeping) do it before running the game for the first time.

Credits:

Game Design:Destiny Software Productions, Inc.

Programmer:Steve Vestergaard

Original Concept:Michael Hiebert

Design: Michael Hiebert & Bruce Williams Z.

Produced by:Bruce Williams

Art Direction:Robert Chaplin, Chris Gilbert, Patrick Arce

Music:Mark Hodson

Additional Game Ideas:Steve Cohen, Steve Vestergaard

Quality Assurance:Steve Cohen, Ken Norris, Debbie Cohen, Peter Alexander, Jean Williams, Brian Doove, Catherine Stone, Judy Jensen, Abe Hiebert, Richard Bradbury, Diane Christie

Documentation:Steve Vestergaard

Edited by:Steve Cohen
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