

LOUIS CAT ORZE

The Mystery of the Queen's Necklace

User Manual

Cast of Characters



Louis XIV
King of France



Count Mansfield
Foreign Minister
of Austria



Chevalier de Lorraine
friend of Monsieur



**Madame de
Maintenon**
secret wife of Louis XIV



François Fénelon
Burgy's tutor



Madame de Lude
Mary Adelaide's governess



Duke de Saint-Simon
the 17th century's
greatest diary writer



Father Johnson
monk and secret agent



Louise
Duchess de Bourbon
Mary Anne
Princess de Conti
daughters of Louis XIV



Duke du Maine
a son of Louis XIV
Duchess du Maine
the Duke's wife



Marquis de Dangeau
Captain of the
King's guard
Marquise de Dangeau
his wife and lady-in-
waiting to Mary Adelaide



Guy Crescent Fagon
the Royal Doctor

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WELCOME TO *LOUIS CAT ORZE*

Your computer is about to become a window to the past. The year is 1697. The place is the Palace of Versailles in France. You are a palace investigator, hired to solve The Mystery of the Queen's Necklace. The King's favorite cat, Louis Cat Orze, is your trusty guide as you try to find and name the thief.

You arrive at Versailles on Sunday, May 2. On Monday, May 3, you can begin to explore the Palace, listen in on private conversations, and gather information about important characters. You can earn money through investigating, but you also have to spend money to find clues and collect information. You can always try to earn more money in the Palace Games, where your knowledge and memory are tested.

You have six days at Versailles to find the thief. When you are sure of your suspect, you can present your accusation to the King. But remember, getting an audience with the King is very expensive. You have to pay a large sum before you can point your finger!

While you follow the story, you can also learn about life in another era. The characters, settings, and background of *Louis Cat Orze* are historically accurate. Keep your eyes and ears open. The more you learn about this period, the better your chance for success.

Even after you nab the culprit, you can still return to the world of *Louis Cat Orze*. A click of the mouse can bring you to all of the historical facts, portraits, and maps. Returning players can always visit the Palace Games. Play alone, or match wits with other returning investigators.

You are on the brink of a journey back in time. Louis is waiting for you at Versailles. Just click and you are there!



GETTING STARTED

Installation

Windows CD-ROM

Louis Cat Orze runs from your CD-ROM drive. However, a minimum of space is required on your hard disk to store some program files. *Louis Cat Orze* will automatically create a storage area on your primary hard disk (C: drive). It is called LCOWIN.

Running the program

You must start *Louis Cat Orze* from your Windows desktop.

To set up the program

At the DOS prompt, type WIN and press Enter to start Windows. Insert the *Louis Cat Orze* CD into your CD-ROM drive. From the File menu, choose Run. Type D:\SETUP (or substitute for D the letter of the CD-ROM drive you are using) in the Command Line box. Then press Enter. Follow the instructions on the screen to complete the setup process. The Setup Program creates a program group called *Louis Cat Orze* on your Windows desktop and places a *Louis Cat Orze I* CD program icon within that group.

To start the program

Double-click on the *Louis Cat Orze I* program icon.

Tips for running the program

Do not run any other programs while running *Louis Cat Orze*. Completely exit *Louis Cat Orze* before returning to Windows. To run *Louis Cat Orze*, your computer must have at least 3.5 MB of memory (RAM) free while running Windows.

Macintosh CD-ROM

Louis Cat Orze runs directly from your CD-ROM drive. However, a minimum of space is required on your hard disk to store some program files.



Running the Program

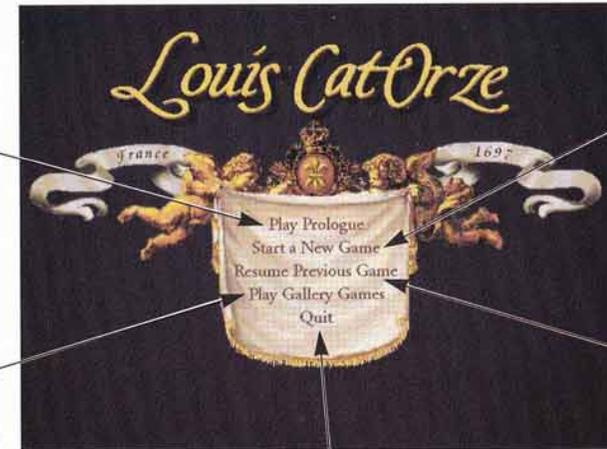
Insert the *Louis Cat Orze* CD into your CD-ROM drive. Double-click the *Louis Cat Orze* CD icon in the open window called *Louis Cat Orze* CD.

Starting to Play

To start play, select the *Louis Cat Orze* icon; click once if using Windows, or double-click if using Macintosh. After the title screen appears, you will have these choices:

Click here the "first time" you play *Louis Cat Orze*. Louis will introduce you to the program before you enter Versailles.

Click here if you want to go to the Gallery without investigating the mystery. Use this option only if you want to do research or play a challenging card game.



Click here to start a new game. Sign on with your name and go right to the first day of the investigation.

Click here if you want to go back to a game you have saved. You will begin right where you stopped.

Click here to stop using this game.

VISITING VERSAILLES

Overview

The main menu screen is pictured on the following page. Whenever you want to choose a place to investigate, begin here.



Click here to see the places you can explore on the previous day.



Click here to see the places you can explore on the next day.

Click here to unfurl the banner and see a list of rooms.

You can explore any place listed, in any order. Click the location of your choice.

Click here to roll up the banner.

Selecting and Exploring a Scene

1. You can select any location on any day. However, if you jump too far ahead, the scene may be locked and you will have to go back to collect the necessary keys and passes.
2. When you get to a location, listen to the opening dialogue. Then click people or objects to listen to conversations or look for clues. To find information about the characters, double-click them. If a character is important to the story, you will be transported to the Hall of Portraits or to the "Who's Who" section of the Library.

There are many hidden clickable spots in every room. There may be as many as 35 or as few as 5 in a location. Some clicks reveal fascinating historical facts; others offer valuable clues that help you solve the mystery. Click the right spots and you might even stumble on free money!



GETTING AROUND IN THE PROGRAM

A simple, five-button ribbon helps you move around in the program.



Here is a closer look at how you can use each button.



HELP

In HELP, you are reminded of your present location (scene) and how to use the other buttons on the ribbon. Click the musical note for the name of the music that is playing in the scene.

The HELP screen also includes the SAVE button. Click here to save your passes, money, and your place in the program.



GALLERY Click here if you want to go to one of the Gallery locations:

- Palace Games
- Library
- Hall of Portraits
- Map Room

You will find more information about each of these locations on pages 9-11 of this guide.



FLEUR-DE-LIS (exit the scene, conversation, or text) Click this button when you finish exploring a scene.

If you click here after reading an entry, you will go back to the previous screen. Clicking this button also interrupts a conversation.





PORTMANTEAU A portmanteau is a traveling bag; this is where you keep your money or get further information about subjects mentioned in the dialogue—just click a word or phrase.

This shows how much money you have. Livres are the French unit of currency in 1697. (Today, the word *livres* is the French word for books.)



You can find out more about any portmanteau word by clicking it. When you are finished reading, click the FLEUR-DE-LIS.



QUIT (exit the game) Click here to stop playing *Louis Cat Orze*. After you click, you must decide if you want to save your game in progress. Click YES or NO. Click CANCEL to go back to playing the game.

When you find written information in *Louis Cat Orze*, use the arrows to flip pages as you read:



Remember to click the gold FLEUR-DE-LIS button on the left-hand page when you are finished reading.



THE GALLERY

You can go to the Gallery at any time during the game. You might want to visit the Palace Games in order to earn money to finance your investigations. You can also use the Library, Map Room, and Hall of Portraits to learn more about 17th century life.

To leave any Gallery location, just click the FLEUR-DE-LIS. You will go back to where you were before visiting the Gallery.

Palace Games

The Palace Games are open at all hours to help you earn valuable livres. When you visit the Palace Games, your knowledge of King Louis XIV and his times will be tested through challenging questions. There are hundreds of questions stored in the game room, but you will only be asked questions about information you have heard, seen, or read during your investigations.

When you enter the Palace Games, you will see three decks of cards: *facile* (easy), *difficile* (difficult), and *impossible*. The more difficult the question, the more livres you can earn if you answer it correctly. Click one of the decks. A question card appears on the game table with three answer cards. Click the card with the correct answer. If you are right, you win a reward. If you are wrong, the best answer is highlighted.

After each round, you can decide if you want to keep playing. Click YES to play again. Click NO to leave the Palace Games.

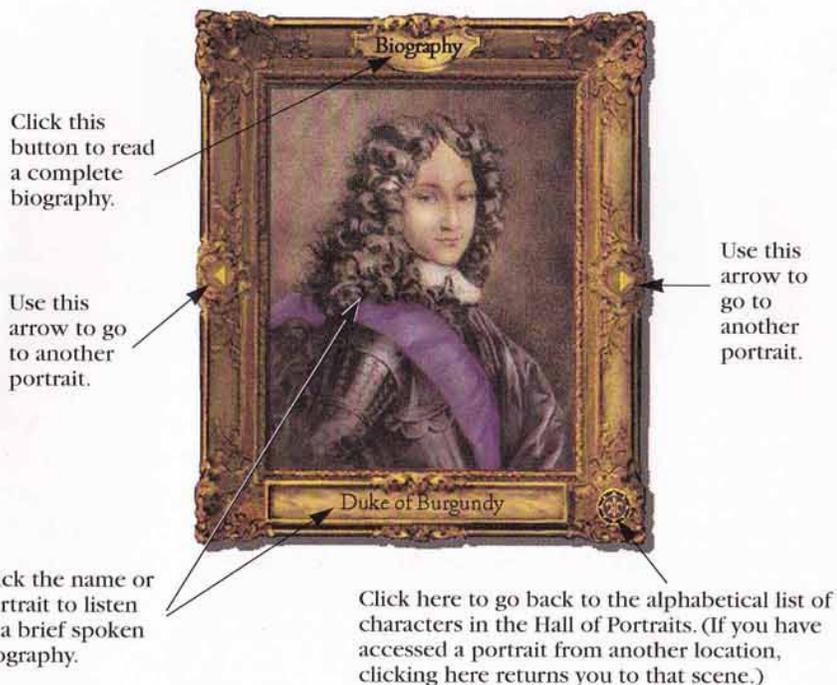
Hall of Portraits

The Hall of Portraits contains portraits of every major character in *Louis Cat Orze*, as well as many other notable people of the period. An easel in the center of the Hall of Portraits shows a list of every portrait in the hall. Find and click the name of the person you want to study.



You can also click any portrait on the wall. Once you are looking at a portrait, you can browse through the hall by looking to the right or left. Portraits are hung in alphabetical order.

When looking at a portrait, you have several options.



After clicking Biography, use these arrows to turn the page.



Use this button to stop listening to or reading a biography.



Library

The Library contains all of the historical information that you will encounter during your investigation. You might browse through your favorite topics, or look up specific facts in the books listed below.

- Crimes and Punishments
- Etiquette and Customs
- Fables
- Fashion
- France
- Health, Taxes, and Money
- Royal Life
- The World
- Versailles
- Who's Who
- Credits

When you select a book, it opens to show a table of contents. Click any topic. You can then use the right and left arrows to browse through other information in the book. Click the FLEUR-DE-LIS to return to the Library. You can then select another book.

Map Room

When you go to the Map Room, you see a colorful map of Europe in 1697. You can find out about any country on the map by clicking the country. A scroll describes the country's population, resources, and historical background. Use the right and left arrows to go from page to page.

Some of the countries in Europe at this time, such as Bavaria and Venice, are very small. You can use the map key to help you locate small countries. When you move the mouse over a color box in the map key, the related country flashes on the map. To read more about a small country, you can click the country itself or click its name and color in the map key.

The Map Room also contains a map of the New World in 1697. Click the "New World" arrow in the upper left corner of the map and you will find a historical map of North and South America. You can click any region shown to get more information. Then click the "Europe" arrow to go back to the original map and click the FLEUR-DE-LIS to exit.



SOME TIPS FROM LOUIS CAT ORZE

To help you get started, you might consider these hints.

Saving Your Game

It is a good idea to save your game from time to time. This will insure the safety of your money, keys, and passes. Just click HELP and then click SAVE. You can give your game a new name each time you save it, or have the latest version replace any older games with the same name.

Earning and Spending Livres

You cannot run a thorough investigation without money. You need livres to get into new locations each day. When you think you have found the villain, you will need money to get an audience with the King. There are two ways you can earn livres:

- Good investigating. Every new scene that you explore is a money-making opportunity. Each location has a hidden Palace Challenge. When you click this spot, answer the question correctly and you will get a royal reward. You can also find free money just by exploring every day at Versailles. Click the lucky spot and you will win an instant jackpot.
- Palace Games. Successful play can build up a huge sum of livres. Visit any time that your portmanteau needs filling.

Identifying Characters

You will meet a lot of fascinating characters at Versailles, and even the best investigators sometimes get confused. There are two quick ways to find out who is who:

- Double-click important characters. When you do, you either go to that character's picture in the Hall of Portraits, or to an entry in Who's Who. If you see a portrait, click the name or face to hear an audio biography. Click BIOGRAPHY to read



more. Click the FLEUR-DE-LIS to go back to the place you were exploring.

- Use the Cast of Characters on the inside front and back covers of this guide. Keep this chart handy while you explore—it can help you identify important people right away.

Finding Clickable Spots

When you are exploring a scene, keep your eyes open for unlikely places that might be clickable spots. Be sure to check sleeves and pockets for clues.

Opening Locked Rooms

As you look for locations to explore, some will be locked or off-limits. In order to get inside, you need to explore earlier days and rooms more thoroughly. When you come to a locked room, listen to the message carefully. It will give you a hint about where to look to be awarded the key or pass you need.

Getting out of the Bastille

If you are not careful, you just might find yourself locked inside France's famous prison, the Bastille. Louis will give you a chance to get out, but you have to answer a few historical questions first. If you do not pass this test, you could be spending a long time in jail. (Of course, if you saved your game recently, you can go back to your investigation *before* you landed in jail.)

Using the Gallery Without Entering the Mystery

The Gallery can be used as a stand-alone feature for research or competitive play. You can look up information about Versailles, explore Europe and the New World in the Map Room, or challenge a friend to a game of skill and recall.

If you want to use the Gallery without entering the mystery, select Gallery from the opening list of options. You do not need to sign on as an investigator.



TROUBLESHOOTING

If you encounter problems running *Louis Cat Orze*, consult the list of possible problems and solutions below.

1. The *Louis Cat Orze* program icon does not appear on the desktop.
 - Try restarting your computer.
 - Make sure the CD-ROM is printed side up in the CD tray.
 - Make sure that the CD-ROM drivers are correctly installed.

Windows Users:

- Reinstall the program using the instructions on page 4.
2. You get a message that you do not have enough memory to run the program. (*Louis Cat Orze* needs at least 3.5 MB of RAM beyond what the operating system requires.)

- Close any other applications that are running.

Windows Users:

- Create more virtual memory: Open Control Panel, normally in the Main program group. Double-click "Enhanced." Click the "Virtual Memory" button. Click "Change>>." Enter a new size. 4096K should be sufficient; more is fine. Click "OK." Restart Windows.

Macintosh Users:

- Quit any programs that are running. Select "About This Macintosh" from the Apple Menu (while in the Finder) to see what programs are running and how much memory is free.
- Turn off or remove from your System Folder all non-Apple control panels and extensions. Leave on your CD-ROM extensions. Then restart your computer. The easiest way to disable non-Apple control panels and extensions is to create a folder inside your System Folder and call it "OFF." Drag all of your non-Apple control panels and extensions into this folder and restart your system. Make sure you leave the extensions for your CD-ROM drive in the System Folder.
- Reduce the size of the disk cache in the Memory control

panel. Open the Memory control panel. Adjust the Cache Size to 128K. While you are here, make sure Virtual Memory is turned off.

- Turn off AppleTalk. The control can be found in the Chooser desk accessory. If you connect to Appleshare file servers or laser printers, turn AppleTalk back on after playing the game.
3. Program speed is very slow.

Windows Users:

- *Louis Cat Orze* needs at least a 386/25 MHz computer with a double-speed CD-ROM drive for basic performance.
- If your computer has a turbo switch, make sure the switch is turned on. This switch, if it exists, is usually found on the front of your computer. It may be activated by your system files at start up. (Consult your system manuals.) Turbo mode normally lights an LED on the front of your computer.

Macintosh Users:

- *Louis Cat Orze* requires at least 3.5 MB of RAM beyond what the operating system requires.
 - Turn off Virtual Memory in the Memory control panel.
 - Adjust the size of the disk cache by opening the Memory control panel and changing the cache size to 128K. While you are here, make sure Virtual Memory is turned off.
4. Your mouse does not work.

- There are times when the program's animation cannot be interrupted. When the watch cursor or the hourglass cursor is on the screen, key presses or mouse clicks will be ignored.
- Wait until the animation stops and your normal cursor returns. Then try clicking the mouse again.

Windows Users:

- Restart Windows, making sure the mouse driver is correctly loaded. You can install a mouse driver either from Windows or DOS. In Windows, run Windows setup. In DOS, select the



windows directory by typing "cd\windows" and pressing Enter. Run Setup. When in the Setup program, select a mouse driver, either one provided with Windows or from a floppy disk. (For more information, check your Windows or mouse documentation.)

5. You do not hear music, sound, or speech.
 - Check that your speakers are: properly connected to your computer, receiving power, and turned on. Make sure the volume is turned up.

Windows Users:

- Confirm that your sound card is Sound Blaster compatible and installed properly for Windows. (See the manufacturer's documentation for additional information.)
- Check the volume control on your sound card. Make sure the volume is turned on from your sound card's mixer.
- Check for IRQ or DMA conflicts between your sound card and other add-on peripherals. (See the appropriate manuals.)

Macintosh Users:

- Make sure that the Sound control panel in Control Panels is not set to zero.
6. *Windows Users:* The colors do not look right.
 - Make sure the color display is set to 256 colors.
 - Turn off your screen saver.
 7. *Windows Users:* The game window is too small.
 - The *Louis Cat Orze* window is 640 x 480. For maximum window size, make sure the display mode is set to 640 x 480. (See your Windows documentation.)

If you have questions, call our Technical Support Department at 1-800-754-1725, Monday to Friday from 8AM to 4PM CST.



Cast of Characters



Catitoc
Iberville's friend
and guide



**Pierre le Moyne
d'Iberville**
a New World Explorer



Louis Cat Orze
the King's cat



Bibot
a Groundskeeper
at Versailles



Duke of Burgundy
grandson of Louis XIV,
also called Burgy



Count de Foix
friend of Monsieur



André Le Nôtre
the Royal Gardener



Madame Marquet
Mary Adelaide's nurse



Mary Adelaide
Princess of Savoy,
betrothed to the
Duke of Burgundy



Monsieur
the King's brother, also
called Phillippe I,
Duke d'Orléans
Madame
his wife, also called
Liselotte, Duchess
d'Orléans



Duke d'Anjou
Duke de Berri
younger brothers
of the
Duke of Burgundy



Monseigneur
The Grand Dauphin



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