

# DARK MIST

TM



THE WIZARD  
VANISHES

## **WARNING:** Read Before Playing

### Installing Quicktime 5.01:

If your computer did not come with QuickTime, or you are unsure that you have a current version, this CD contains a QuickTime 5.01 installer that will run the first time the game is started up. If you see boxes that are blank or with a red X across them, it means you do not have QuickTime installed.

### **THIS APPLICATION WILL NOT RUN PROPERLY WITHOUT QUICKTIME INSTALLED**

### Technical Notes:

If you do not meet the minimum system requirements, this game will not operate properly. You may be able to play it, but the quality of sound, video and movement may be hampered. If you don't hear any audio, be sure your sound is turned up, but if your volume level is set too high, damage to your speakers may occur.

### MINIMUM SYSTEM REQUIREMENTS

Windows® 95/98/2000/ME  
Pentium® II/300, 128 MB RAM  
2 MB free HD space, 8x CDRom

Macintosh® OS 8.6 or above  
G3/266, 128 MB RAM  
2 MB free HD space, 8x CDRom

web: [www.OwlMagic.com](http://www.OwlMagic.com)

## Game Objectives

The Wizard, Professor Hardcastle, is trapped with the Dark Mist and is in danger of extinction. You are an Owl Magic Wizard and the only one who can save him! You must go to his chamber and find the clues he left behind and use the Owl Magic Wand to cast the spells you find hidden in the puzzles. His owl companion will be there to assist you in doing what is necessary to defeat the Dark Mist and release the Wizard from his imprisonment behind the stone tiles. Please help him! Hurry!



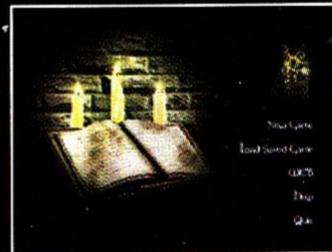
## INSTALLING THE GAME

The game runs from the CD and does not have to be moved or installed onto your harddrive.

## PLAYING THE GAME

### STARTING A NEW GAME

Turn on the power on your PC. Place the Dark Mist CDROM into your computer's CDROM drive. Within your CDROM directory, double-click on the icon Dark Mist Start.



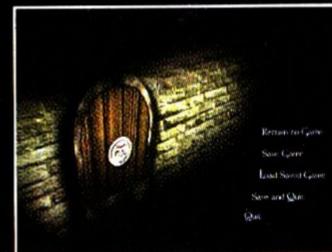
Choose "New Game" from the game menu to play Dark Mist for the first time.

### CONTINUE FROM SAVED GAME

From the game menu, choose "Load Saved Game" to load a previously saved game.

### SAVING AND ENDING

If you wish to end or save a game in the middle of play, you can click on the save game button on the navigation bar. You will be given an opportunity to name and save your game, or to quit.



### NEW GAME

To start the game over, go to the Save/Load page and select "New Game"



#### 1) Owl Companion

The Wizard's owl will help you save the Wizard and defeat the Dark Mist. She has lots of good ideas, so listen carefully. Click on the owl if you want her to repeat what she just said.

#### 2) Save and Load

Click on these choices to save or load your game.

#### 3) Spell Book

You can see the spells you have in the Spell Book. After certain actions your spell can become more powerful and you can do something special with it.

#### 4) Wand Buttons

This is where you click to enter your spells from the book in order to cast them.

#### 5) Items Chest

All the items you find in the Wizard's chamber are stored in this inventory chest.

#### 6) Help

When you get stuck or need more information, click on the Help box to get help.

#### 7) Timer

This gives you an elapsed time for the game. Can you play the game faster next time?

#### 8) Dark-o-Meter

The Dark Mist is dangerous, so watch out! Too much exposure to the Dark Mist might keep you from saving the wizard.

#### 9) Owl Magic Wand

This is your spell-casting wand. The one on the navigation bar needs to be clicked on after you click the buttons below the wand to enter the spell from the Spell Book. Then click the wand. When it hoots and glows red, you will get the cursor wand to cast spells with.



## Professor Hardcastle

Professor Charles H. H. Hardcastle is a superb wizard and an expert in languages, mythology and human nature. He has traveled throughout the world in search of knowledge that will help him to find a way to destroy the terrible Dark Mist. He has trained with magicians, wizards and shamans of nearly every culture. The Professor is a man with many secrets.



## Owl Companion

Owl has been with the Professor since he was a young boy. Owl became Charles's companion during a very secret Zuni shaman's medicine ceremony. Owl, as she likes to be called, has many special powers and she is the foremost practitioner of the most powerful form of all magic, Owl Magic. She is Hardcastle's best friend.



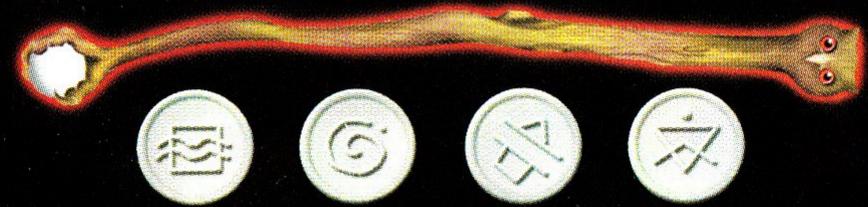
## The Dark Mist

The origins of the Dark Mist are buried in the past, but long ago, something went terribly wrong. The Mist is wide-spread in the world and has a devastatingly negative effect on the world of magic. It hates values of creativity, kindness, individualism, friendship, playfulness, happiness and other good things and feelings. It delights in fear, ignorance, cruelty, despair, and all kinds of negative feelings and situations. Using the magic of positive choices helps to destroy its influence all over the planet.

## Magical Friends

You will find helpful magical friends along the way. All have chosen to be companions and helpers to Professor Hardcastle. They each have their own thoughts about the Dark Mist, and if you pay attention to what they ask of you, they will be very helpful.

## MAGIC



You are given an Owl Magic wand that can cast a number of useful spells. The challenge is earning the spells and then figuring out what they can do. When you want to use one of your spells, open the spell book to get the spell code reference and then enter it into the wand buttons (pictured above). Once you have the right combination entered, click on the large wand at the center of your navigation bar. When the wand glows red and you hear the activation hoot, you're ready to cast a spell. You can then move the casting wand icon around the screen and single-click to cast the spell wherever you want. If you have used the wrong spell, or cast the spell in the wrong place, you will hear a beep.

## USING ITEMS



Everything you find in the Wizard's chamber will be stored in the items inventory chest. When you find an item in the room that you wish to pick up, single-click on it and it will disappear from the screen and reappear in the chest. Any time you want to try and use an item, open the chest by single-clicking on it and then click-drag the item from the inventory area onto the screen. Click on the area where you want to use the item.

If you picked the wrong item (or spell) and you wish to use another, select another item, which will replace the one you have, or you can press the TAB key to release the item into the inventory chest (or the spell back into the spell book).

# Emerald Forest Toys Limited 90-day Warranty

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