Unprecedented characters & gadgetry

Incredibly realistic 3D environments

Challenging riddles and puzzles throughout

EMBARK ON A FANTASTIC JOURNEY THROUGH TIME

Play Secret Service Agent Morgan Sinclair who has been ordered to infiltrate the world famous Louvre Museum in Paris where four enchanted objects reside. Known as Satan's Keys, these objects, when joined together, create a unique and mysterious force with the power to cause Armageddon. Your mission is to locate and destroy these dangerous relics before they end up in the wrong hands.

Discover an unknown ancient time portal hidden deep in the Louvre which will propel you to different eras in time on your search for the four objects of the apocalypse. Utilizing logic, stealth, hi-tech gadgets and weaponry, delve into dangerous worlds of intrigue, murder and mysticism. Solve the many challenging and devious puzzles that await you in a place where you must awaken the past to save the future.

DREAMCATCHER

www.dreamcatchergames.com

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THE MESSENGER™

Breaking in is the easy part...

TEEN T CONTENT RATED BY ESRB

Mac

The Messenger

Nearly six million visitors come to the Louvre every year to marvel at its collections. They all know the Mona Lisa or the Venus de Milo, and some of them come to admire the pyramid designed by Peï. However, very few visitors know that they are entering a building that is more than eight centuries old. This is a monument whose walls have welcomed the greatest figures in the history of France. Constantly reshaped, demolished and rebuilt, the Louvre still bears the signs of an age-old history, sometimes happy, sometimes tragic.

Thanks to your investigation with Morgan, you'll be able to discover the nooks and crannies of the Louvre castle. Many of its historical rooms have been reconstructed using plans and ancient documents. They will accurately conjure up the decorations of the period. You will meet many historical characters who have left their mark on their time. Their reactions, behaviour and psychological profile in the game scrupulously match the information that modern historians have on them.

There is no better way to begin a journey of discovery through the history of France than with this adventure through the corridors of time...right into the very heart of the royal household.

Daniel Soulié
Louvre Museum Cultural Department

Contents

The Messenger 1

Minimum System Requirements 3

Installation Instructions 4

Main Menu 6

Cursor Definitions 8

Shortcut Keys 9

Inventory 10

Chests, Map & Dictaphone 11

Technical Support 12

Product Warranty 13

Minimum System Requirements

Windows 95/98/ME

- Pentium 166 (Pentium 200 Recommended)
- 16 MB RAM (32 MB Recommended)
- 4X CD-ROM Drive (8X CD-ROM Drive Recommended)
- 3D Accelerator Video Card
- 16 Bit Sound Card.

Macintosh

- G3 or iMac
- System 8.5.1
- 32 MB Available RAM
  (64 MB RAM from Virtual Memory)
  (64 MB RAM Recommended)
- 6 MB 3D Video Card Open GL Compatible
- 8x CD ROM Drive.

Installation Instructions

It is recommended that you close all non-essential programs before beginning the installation of any software on your computer. This includes anti-virus software, which may interfere with the installation procedure.

Windows 95/98/ME

1. *Insert CD 1 into your CD ROM drive.*

If the 'Auto run' mode on your computer is active, the installation starts automatically when you insert the CD in the drive. Follow the on-screen instructions.

If 'Auto run' on your computer is disabled, input the following:

a) At the Windows desktop, click on the 'Start' button.
b) Select 'Run' and type the letter of your CD ROM drive, and setup.exe, i.e. d:\setup.exe. Follow the on-screen instructions.

2. *The installer will then indicate that it will install DirectX 7.* Follow the on-screen instructions.

Note: The game will not install over files unnecessarily and will only install DirectX if you do not have DirectX installed on your machine or do not have version 7 or later.

3. To launch the game, at the Windows desktop, select: Start -> Programs -> The Messenger -> The Messenger.

Uninstall Instructions

To uninstall 'The Messenger,' complete the following actions:

At the Windows desktop, select Start -> Programs ->The Messenger -> Uninstall The Messenger.

Macintosh

1. Insert CD 1 into your CD ROM drive.
2. Double-click on The Messenger CD icon to open the contents of the CD.
3. Double-click on 'Install The Messenger' and follow the onscreen instructions. When you are advised that installation was successful, select 'Quit.'
4. To launch the game, double- click on 'The Messenger' folder on your hard drive, then double-click on the 'Messenger' icon.

Uninstall Instructions

To uninstall 'The Messenger,' complete the following actions:

1. Single-click on 'The Messenger' folder, select 'File', then select 'Move to Trash.'
2. From the Main Menu at the top of the screen, select 'Special', then select 'Empty Trash.'

Main Menu

Each time you start to play 'The Messenger,' the Main Menu will appear.

Press the 'Esc' key to access the Main Menu at any time during game play.

From the Main Menu, you have the opportunity to start a new game, load a previously saved game, save your current game, or exit (quit) out of the game.

New Game

To start a new game, select 'New Game' then select 'yes.'

Load

To return to a previously saved game, select 'Load' and then select 'yes.' You will be taken to the saved game menu.

Select the image of the saved game you wish to load by clicking on the image.

To leave the screen without loading a saved game, select the 'Return' button (the green arrow cursor at the bottom of the screen).

Save

(To save your game during game play, press 'Esc' to access the Main Menu.)

At the Main Menu, select 'Save' and then select 'yes.'

To save your game in progress, select one of the available spaces.

You may replace a saved game by clicking on the picture of a previously saved game.

To leave the screen without loading the game, select the 'Return' button (the green arrow cursor at the bottom of the screen).

We suggest that you save frequently - the adventure is full of surprises!

Exit

Select 'Exit' and then select 'yes' to quit out of the game.

Note: When you choose to save or load a game, the cursor rests on the Save or Load button for a moment before the save or load menus appears.

Cursor Definitions

Neutral Cursor:
No action is possible.

Arrow Cursor:
Indicates a direction the player may take.

Hand Cursor:
Indicates that you may place an item into inventory.

Return Cursor:
Indicates you may back away from a scene or return to the previous menu or screen.

Inventory Cursor:
Indicates that you must use an inventory item in this area of gameplay.

Action Cursor:
This cursor indicates that an automatic action will occur, and no inventory item is necessary.

Examine Cursor:
Allows you to zoom in on a scene for a close-up view.

DREAMCATCHER®

THE MESSENGER™

The Official Strategy & Solutions Guide

Step-by-step instructions
Complete walk-through with hints and solutions

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DREAMCATCHER

DreamCatcher Interactive Inc.
1658 N. Milwaukee Ave. Suite #450
Chicago, IL 60647
USA

Shortcut Keys

General movement, picking up of an object, etc.
PC - Left Mouse Button
Macintosh - Mouse Button

Access the Inventory Menu
PC - Right Mouse Button
Macintosh - Ctrl key + Mouse Button

Access the Main Menu
PC - 'Esc'
Macintosh - 'Esc'

Stop an animated scene and continue to the next area of gameplay.
PC - Space Bar
Macintosh - Space Bar

Inventory

- Placing an Object Into Inventory:
  If your cursor turns into a hand, click on the object, and it will automatically be placed into inventory. You will not be able to add more inventory items if your active inventory is full.
- Accessing the Inventory Menu:
  PC – click the right mouse button
  Macintosh – press the ctrl key + click the mouse button

Using the Inventory Menu: Click on the hand to 'use' a selected inventory item. You will automatically return to the game. Once returned to gameplay, a green circle will appear around the selected inventory item if it can be used immediately.

Reserved spaces for the 4 objects of Morgan's quest.

Click on the inventory item to 'select' it. It will appear on the main screen.

There are 8 slots available for collecting items. If you do not have an available spot for a new item, or for separating a combined item, you may group other items together, where possible, or use a chest. (See Chests, Map & Dictaphone section.)

These 3 buttons light up if you are able to zoom in on, combine or separate the selected item.

Select an item, click on the 'Combine' button and then on a 2nd item. If a 3rd item is to be combined with the first two, click on the 'Combine' button again and then on the 3rd item. You will now have made 1 or 2 spaces available in the active inventory. Once combined, you may use the combined item by clicking on the hand to 'use' the combined item.

Click on a combined item and then on the 'Separate' button to pull these items apart and put them back into inventory as individual items. Make certain you have one or two available inventory spaces.

Access the Dictaphone

Access the Map of the Louvre

Return to the Game

Chests, Map & Dictaphone

Chests

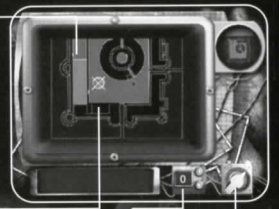
Chests are accessible in certain game scenes. They contain items which you may add to your inventory when necessary. Chests are also valuable for storing currently unused inventory items to free up space in your active inventory.

To take an item from the chest and put it in your active inventory, click on the listed item on the left, then click on an empty slot on the right.
To move an active inventory item into a chest, click on the item on the right and then on the list to the left.

The Map

Using the map, you may go directly to areas of gameplay that you have already explored, without having to walk through the entire scene. This is particularly useful when you need a chest!

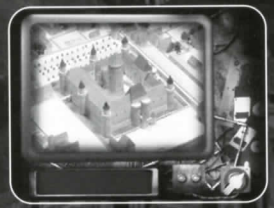
Click here to go directly to this room that you have already explored.



You cannot go directly to a place where you have never been before.

Return to the Inventory Menu.

Change the level of elevation (i.e.: 1st floor, 2nd floor etc.)



The Dictaphone

Morgan's father narrates the history of 'The Messenger' in 10 sequences using his Dictaphone. Elements of his information are vital clues and hints. Listen carefully and pay close attention.

Technical Support

If you are experiencing technical problems with this software, and you have carefully followed the instructions in this booklet, you may find further support in the following places:

Online Support – http://www.dreamcatchergames.com

Please visit the Technical Support section of our Web site at www.dreamcatchergames.com.

We have posted common problems and solutions that may help you.

We also suggest that you complete the Technical Support form located at our Web site. Please provide a detailed description of the problem you are experiencing. (i.e. error message, where in the game the problem occurs, etc.) This will help our Representatives find a solution much quicker.

Email Support – techsupport@dreamcatchergames.com

A Representative will return your email by the following business day. Please be as detailed as possible, providing information about your computer and a detailed description of the problem you are experiencing. You may also use the Technical Support form at our Web site for more efficient service.

Phone Support – 416-638-1170

If you would like to speak with one of our Technical Support Representatives, our hours of operation are from 9am to 9pm EST, Monday through Friday.

Please have the following ready:

1) Information about your computer's configuration. (i.e. RAM, MHz, video and sound cards) You may use the Technical Support form at our Web site as a guide.
2) A detailed description of the problem. (i.e. error message, where in the game the problem occurs, etc.)
3) Immediate access to your computer so the Representative may walk you through the steps.
4) Pen and paper to take any notes.

Product Warranty

DreamCatcher will gladly replace any disc free of charge, whether accidentally damaged or due to manufacturer defect, within the first year of ownership. To obtain a replacement disc, please return the faulty disc with a check or money order for US$8.00 to cover postage and handling fees. (Please Note: Add US$2.00 for each additional disc.)

Please be sure to include the following:

- Full Name
- Address, City, Zip Code/Postal Code, Country
- Telephone Number
- Email Address (if applicable)
- Product Name(s)
- Brief note describing the problem

Mail To:
DreamCatcher
1658 North Milwaukee Ave., Suite #450
Chicago, IL 60647
USA

License Agreement

By using The Messenger™, you agree to the terms of the Software License located on The Messenger™ CD-ROM.

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MADE IN CANADA

Epilepsy Warning

Warning to Owners of Wide Screen Projection TV's

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the screen. Avoid repeated or extended use of video games on large screen projection televisions.

Epilepsy Warning

Please read this caution before a video game is used by you or your child:
Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experience any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, immediately discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

- Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
- Play video games on a small screen (preferably).
- Avoid playing if you are tired or have had too little sleep.
- Make sure that the room in which you are playing in well lit.
- Rest for a period of 10 to 15 minutes every hour you are playing a video game.

Notes