

SHINING FLOWER

HARDWARE AND SOFTWARE REQUIREMENTS

To run *Shining Flower*, you will need:

- A Macintosh computer that displays at least 256 colors on
- A 13" (640 x 480 pixels) or larger color monitor
- Four MB installed RAM in System 6
Five MB installed RAM in System 7
(*Shining Flower* needs three MB of memory available for the application)
- A CD-ROM drive
- System 6.0.7 or higher (including System 7)
- A Macintosh driver for your CD-ROM drive

CONFIGURATION

We recommend the following system configuration changes before using *Shining Flower*. Restart your Macintosh to ensure that your system recognizes any changes you make.

Virtual Memory

If you are using System 7, use the Memory control panel to turn off virtual memory.

Larger Monitors

If you have a monitor larger than 14", you may want to set your desktop pattern to black (with the General control panel) to match the background of *Shining Flower*.

Sound

Shining Flower sound will play through your Macintosh speaker, or through headphones or speakers connected to the sound output port on the back of your Macintosh. Use the Sound control panel to change the volume.

Your Environment

Your viewing of *Shining Flower* will be enhanced by dimming the room lights. You may also want to have some refreshments handy.

GETTING STARTED

The CD-ROM contains two different versions of *Shining Flower*. The original version of *Shining Flower* provides an environment that you can explore as you wish. *Shining Flower (Auto)* is a specially edited version that provides a structured story-line for you to enjoy.

To begin *Shining Flower*, double-click on one of the two versions on the CD-ROM.

Navigation

Shining Flower will reward your patience. As you relax and enjoy the unfolding of events, you will learn there is no need to click the mouse repeatedly to find the hidden secrets on the screen. This does not mean you have no control; depending on the version you are using, there are special keyboard and mouse commands available to you.

Key Operation

Both versions include keyboard commands that allow you to quit or pause at any time. The original version also includes a command that skips to the next screen.

- ⌘ - Q Quit
- ⌘ - A Pause/continue
- ⌘ - F Skip to next screen (original version only)

Note: Keyboard commands are not available when screen effects or color palette changes are in progress, so it's a good idea to wait until the cursor appears on the screen before trying to use a keyboard command.

Mouse Operation (original version only)

When a cursor appears on the screen, the mouse can also be used to navigate in *Shining Flower*. The shape of the cursor indicates the action that will occur if you click at that location. The screen is divided into five general areas, each identified by its own cursor (see diagram on package):

<u>Screen Area</u>	<u>Cursor</u>	<u>Scene</u>
Upper left	Tree	Forest
Upper right	Moon	Mountain
Lower left	Waves	Beach
Lower right	Reeds	Swamp
Center	Cross hairs	Enter into each scene

To go to the Epilogue, hold down the key and click when the cursor is cross hairs. You can also reach the Epilogue after you have viewed all four scenes.

SOFTWARE SUPPORT

Please fill out the enclosed warranty card and return it to The Voyager Company. This will entitle you to phone support. Call (310) 451-1383 for software support.

CREDITS

Concept and design: Kikuko Iwano
Music: Yamato Hayashi
Direction and animation: Tsuyoshi Kuroda

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